Assignment - 07

Team members:

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1.1 Find a computational problem that you can solve using the greedy approach.

WIGGLE SUBSEQUENCE

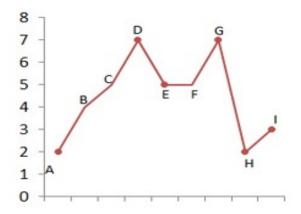
<u>Problem statement:</u> Given an integer array Arr, return the length of the longest wiggle subsequence of Arr.

Explanation:

A wiggle sequence is a sequence where the differences between successive numbers strictly alternate between positive and negative. The first difference (if one exists) may be either positive or negative. A sequence with two or fewer elements is trivially a wiggle sequence.

- For example, [1, 7, 4, 9, 2, 5] is a wiggle sequence because the differences (6, -3, 5, -7, 3) alternate between positive and negative.
- In contrast, [1, 4, 7, 2, 5] and [1, 7, 4, 5, 5] are not wiggle sequences. The first is not because its first two differences are positive, and the second is not because its last difference is zero.

A subsequence is obtained by deleting some elements (possibly zero) from the original sequence, leaving the remaining elements in their original order.



Sample Test Cases:

Example 1:

Input: nums = [1,7,4,9,2,5]

Output: 6

Explanation: The entire sequence is a wiggle sequence with differences (6, -3, 5, -7, 3).

Example 2:

Input: nums = [1,17,5,10,13,15,10,5,16,8]

Output: 7

Explanation: There are several subsequences that achieve this length. One is [1, 17, 10, 13, 10, 16, 8] with differences (16, -7, 3, -3, 6, -8).

Example 3:

Input: nums = [1,2,3,4,5,6,7,8,9]

Output: 2

1.2. (T) Write pseudocodes to design the algorithms for the above mentioned computational problem using the Greedy approach as well as dynamic programming.

1.3. (T) Analyze the time complexity of above algorithms.

Dynamic Programming:

Dynamic Programming:	
det Am le a 10 amay	
- liggle Mark (Avor)	
1. I TF four length < 2	C ₁ I
2. i notwer tour length	C2 1
3. Set array up [Arn. length]	C ₃ 1
3. Set array up [Arm. length] 4. Set array down [Arm. length]	C4 1
5. FOR I= 1 to I = Ann. Length	Cs n
6. FOR J= D to J= I	C6 m(m-1)
7. IF Any [I] > Au [J]	(7 m(n-1)
8. Uh [I] = Max (Uh [I] down [J]+1)	C8 M(n-1)
9. FLSE IF AMM [I] < Ann [J]	c9 n(n-1)
10.1 down [I] = man (down[I], Up[J]+1)	C10 n (n-D
11. ! Hetwon 1 + max (down [Avor. longth - 1], up [Avor.]	ength-1] C11 1
Time complexity Analysis:	
T(n) = C1.1+C2.1+C2.1+C4.1+C5.n+C6.n(m-1) +
n(n-1)(C7.1 + (8.1 + (q.1 + C10.1)+ C11.1	
$= an^2 + bn + c$	
$= O(N^2)$	
Space complexity Analysis = O(n)	

Greedy Approach:

Orecay Approach.		
Wiggle Subsequence		
Greedy Approach		
Pseudo Code		
int in lacitory) Cost		
int wiggle (int [] avr)		
arol length < 2		
2. Set prevdiff = avox [1] - avor [0] C2		
3. Set count = 0		
4. 1F prevdiff!=0		
5. count = 2 C6		
6. FISE C7		
7. count = 1 C8		
8. FOR i = 2 to anon-length, i++ Ca		
9. Set diff = nor [i] - arr [i-1] Cio		
9. Set diff = nour[i] - arr [i-1] C10 10. IF (diff > 0 and prevdiff <= 0) OR (diff < 0 and prev) = 0) Set count = count +1 diff C11		
Set count = count +1 #C		
12. set prevdiff = diff C12		
4		
13. RETURN COUNT		
Time complexity analysis		
Time complexity = C+C2+C3+C3+C4+C4+C8 + C3(n)+C10+C11+C12(n-1): +C13		
= a(n) + b		
= O(n)		
= Space complexity = O(1)		

1.4 Provide the details of Hardware/Software you used to implement algorithms and to measure the time.

Compiler Dev C++ 5.11

OS Name Microsoft Windows 10 Home (i5 8th Gen)

Version 10.0.19042 Build 19042

System Name DESKTOP-BLE6CMQ

System Model HP Pavilion x360 Convertible 14-ba1xx

System Type x64-based PC

Processor Intel(R) Core(TM) i5-8250U CPU @ 1.60GHz, 1800

Mhz, 4 Core(s), 8 Logical Processor(s)

BIOS Version/Date Insyde F.54, 04-12-2019

Installed Physical Memory (RAM) 8.00 GB

Total Physical Memory 7.88 GB

Available Physical Memory 1.75 GB

Total Virtual Memory 12.4 GB

Available Virtual Memory 4.59 GB

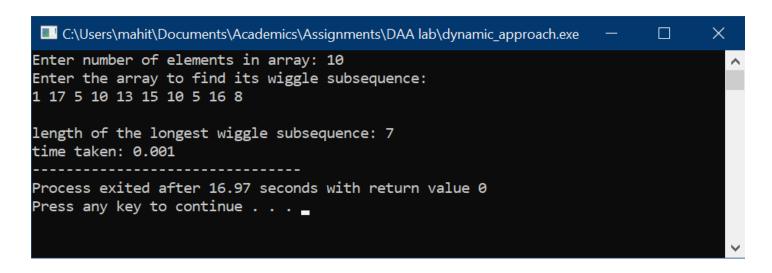
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1.5 Implement the above algorithms and submit the code (complete programs).

Dynamic Programming

```
#include <iostream>
#include <time.h>
using namespace std;
clock t begin, end;
double time ;
int wiggleMax(int arr[], int n) {
    int up[n]=\{0\}, down[n]=\{0\};
    int i,j;
        for(j=0; j<i;j++) {
            if(arr[i]>arr[j]){
                 up[i]=max(up[i], down[j]+1);
            else if(arr[i] < arr[j]) {</pre>
                 down[i] = max(down[i], up[j]+1);
    return 1+\max(\text{down}[n-1], \text{up}[n-1]);
int main(){
    cin>>n;
    int i;
    int arr[n];
        cin>>arr[i];
    begin = clock();
    cout << endl<<"\nMaximum length of subsequence: " << wiggleMax(arr, n) << endl;</pre>
    end = clock();
    time_ = ((double)(end-begin)) / CLOCKS_PER_SEC;
    return 0;}
```

Output:



Enter number of elements in array: 1000 Enter number of elements in array: 1000 Enter the array to find its wiggle subsequence: 926 572 436 782 754 148 392 456 291 680 792 946 954 22 937 92 810 272 132 76 389 115 316 279 512 169 35 444 570 390 644 895 420 113 925 916 310 354 66 346 876 981 855 797 612 757 436 782 757 436 757 436 782 757 436 782 757 436 757 436 782 757 436 782 757 436

Greedy Approach

```
#include <iostream>
#include <time.h>
using namespace std;
clock t begin, end;
double time_;
int wiggle(int arr[],int n)
   int prevdiff = arr[1] - arr[0];
   if(prevdiff!= 0)
        count=2;
        count=1;
        int diff = arr[i] - arr[i - 1];
        if ((diff > 0 \&\& prevdiff \le 0) \mid | (diff < 0 \&\& prevdiff >= 0))
            count++;
            prevdiff = diff;
   return count;
int main()
   cout << "\t\t====GREEDY APPROACH======";
   cout<<"\nEnter number of elements in array:";</pre>
   cin>>n;
   cout<<"\nEnter the array to find its wiggle subsequence:";</pre>
   int arr[n];
    for(int i=0;i<n;i++)</pre>
        cin>>arr[i];
   begin = clock();
   cout << endl<<"\nMaximum length of subsequence: " << wiggle(arr, n) << endl;</pre>
   time = ((double)(end-begin)) / CLOCKS PER SEC;
    return 0;}
```

Output:

D:\svnit\sem4\daa\u19cs076_greedy_wiggle.exe

====GREEDY APPROACH=====

Enter number of elements in array:10

Enter the array to find its wiggle subsequence:1 17 5 10 13 15 10 5 16 8

Maximum length of subsequence: 7

Time taken :0.001

Process exited after 19.02 seconds with return value 0

Press any key to continue . . .

D:\svnit\sem4\daa\u19cs076_greedy_wiggle.exe

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---GREEDY APPROACH---nter number of elements in arrav:1000

Enter the array to find its wiggle subsequence:926 572 436 702 754 148 392 456 291 680 792 946 985 422 937 92 810 272 132 76 389 115 316 279 512 169 35 444 570 390 644 895 420 113 925 916 310 354 66 346 876 981 855 706 614 40 136 643 431 400 252 866 858 691 141 907 458 188 180 750 569 637 902 331 516 14 216 381 154 164 649 533 885 553 91 153 36 908 837 33 692 442 566 777 63 234 602 652 505 448 808 27 10 678 312 793 896 543 98 834 639 245 383 744 685 373 296 840 260 789 325 271 410 82 629 949 108 972 960 542 613 935 820 944 548 11 86 292 711 620 160 343 100 225 838 664 269 530 888 930 687 660 753 767 364 587 875 990 745 677 130 214 304 635 997 454 998 224 662 668 4 247 504 77 425 320 208 531 404 825 59 120 755 355 273 44 366 508 112 57 584 562 947 83 202 971 210 893 966 974 871 956 315 670 872 869 289 184 559 609 671 434 129 919 101 291 2 75 407 425 320 208 531 404 825 59 120 755 355 273 44 366 508 112 57 584 562 947 83 202 971 210 893 966 974 871 956 315 670 872 869 289 184 559 690 671 434 129 919 101 296 541 616 599 334 38 957 393 724 955 600 813 964 244 218 391 715 374 87 538 265 150 360 217 899 170 156 659 74 561 841 398 910 511 640 631 147 843 676 455 34 552 9 874 249 3 28 596 890 195 539 72 905 88 493 882 215 831 683 506 812 642 85 697 859 634 89 672 615 991 786 842 900 604 546 243 673 62 741 517 993 485 607 534 102 878 881 809 733 862 7 186 352 759 68 81 469 832 430 764 349 555 332 714 418 238 423 923 973 73 16 294 268 823 194 484 472 545 761 302 763 734 943 233 126 603 371 928 111 359 30 527 638 254 125 59 172 163 140 251 157 549 21 719 626 954 970 962 772 323 636 348 103 623 143 96 2 822 365 121 351 222 451 37 849 491 995 51 625 797 663 415 313 770 579 411 897 856 257 81 466 593 388 933 220 806 497 765 23 898 60 868 758 654 581 36 212 699 317 278 178 276 174 314 903 3 70 122 357 256 787 664 483 982 443 986 187 209 932 48 473 246 435 535 139 748 740 318 999 703 227 236 177 462 457 485 701 261 95 883 219 15 796 802 17 940 270 408 833 601 321 97 819 975 619 137 39 264 67 958 450 447 287 6 696 322 342 965 380 361 778 338 849 608 774 575 963 347 90 508 389 467 298 953 782 200 32 65 19 11 275 807 134 119 934 409 889 8 509 655 440 293 173 37 942 746 721 951 288 79 727 52 340 578 522 790 435 167 952 61 235 341 281 519 513 976 282 989 1 887 992 192 865 460 735 230 127 611 556 45 729 58 12 598 783 732 695 565 718 198 146 308 300 980 617 938 950 104 77 376 78 526 413 188 784 988 356 203 661 114 241 794 551 694 844 253 850 231 766 945 622 69 647 263 557 936 863 567 481 518 303 107 791 803 295 56 909 362 133 95 510 477 376 78 526 413 188 784 988 356 203 661 114 241 794 551 694 844 253 850 231 766 945 622 69 647 263 557 936 863 567 481 518 303 107 791 803 295 56 909 362 133 95 927 106 336 223 311 181 726 749 906 679 305 544 707 632 144 185 55 595 700 650 760 459 479 301 414 515 867 914 29 894 911 918 326 674 386 335 145 939 193

Maximum length of subsequence: 658

Time taken :0.006

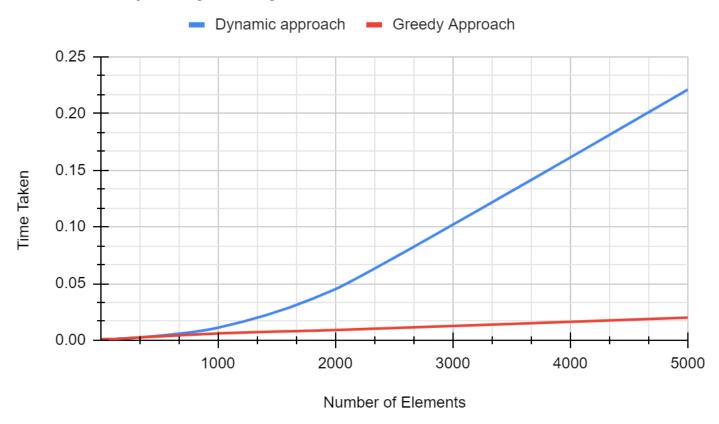
rocess exited after 8.673 seconds with return value 0

ress any key to continue . .

Time Complexity Analysis

N	Dynamic approach	Greedy Approach
10	0.001	0.001
100	0.001	0.001
1000	0.011	0.006
2000	0.045	0.009
5000	0.221	0.02

Time Complexity Analysis



Time Complexity for Dynamic Programming Approach : O(N^2)
Space Complexity for Dynamic Programming Approach : O(n)

Time Complexity for Greedy Approach: O(N) Space Complexity for Greedy Approach: O(1)