

Algoritmos e Estruturas de Dados

First assignment: Merkle-Hellman cryptosystem

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Problema Proposto

O problema que nos foi proposto baseia-se numa simplificação do cryptosystem de Merkle e Hellman. Ao invés de utilizar um problema knapsack como no original, este é substituído por um subset-sum.

O nosso objetivo consiste então em resolver os vários subsetsum que nos foram dados.

Para tal precisamos de computar as possíveis somas e verificar se alguma corresponde ao resultado desejado. Não é necessário, no entanto, verificar todas as somas, sendo até preferível não fazer mais do que as estritamente necessárias de modo a tornar o programa mais eficiente tanto em memória como em processamento.

Nós demonstramos isto através do desenvolvimento de 4 algoritmos diferentes, sendo que todos eles obtêm os resultados desejados, mas em tempos de execução distintos.

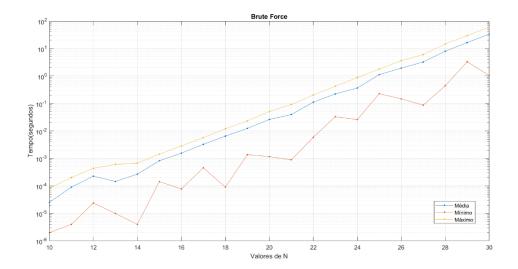


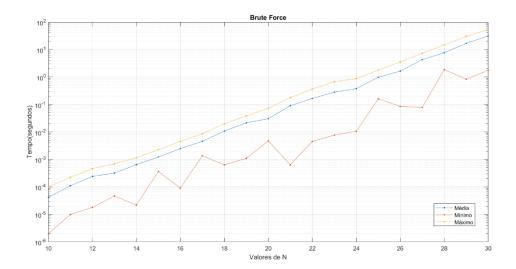
Brute Force

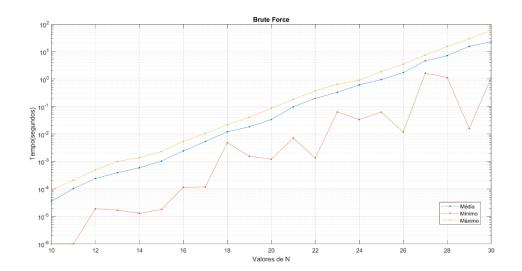
As primeiras 2 soluções desenvolvidas foram através da técnica de brute force a qual consiste em ir tentando todas as somas possíveis até chegar ao resultado intencionado ou retornar 0, como indicação de que não há solução possível.

A primeira é a função "bruteForceV2", na qual iteramos por todos os elementos de p e tentamos todas as combinações possíveis de soma até esse elemento, p[index]. Para cada elemento é selecionado, para a soma com ele, o primeiro que ainda não tenha sido selecionado, até este ser o imediatamente anterior ao primeiro elemento da soma. Quando isso acontece passa a selecionar, sucessivamente, um terceiro elemento, o primeiro que ainda não tenha sido selecionado, para se somar aos restantes dois. Mais uma vez quando for o imediatamente anterior aos restantes passa a selecionar um quarto elemento para repetir o processo, e assim sucessivamente até se terem realizado todas as somas até ao elemento principal da iteração.

Todas as somas são testadas antes de passar para a próxima para não fazer mais do que as necessárias.





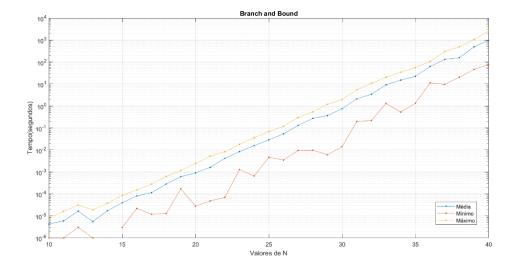


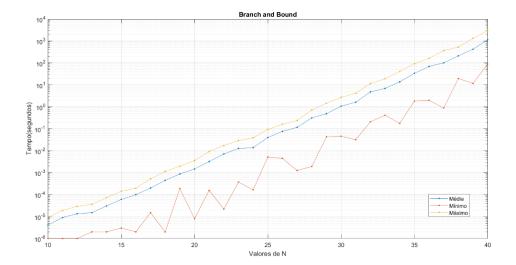


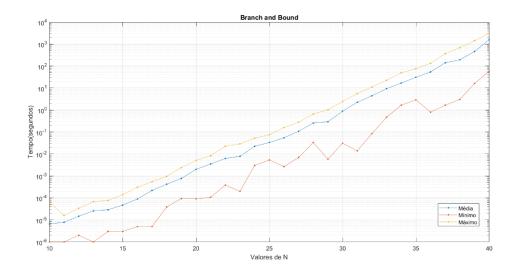
Branch and Bound

A segunda é usando a função "branchAndBound", na qual iteramos por todos os elementos de p e tentamos todas as combinações possíveis de soma a começar nesse elemento, p[index]. Isto é possível de forma recursiva, ao chamarmos a mesma função com o valor de current_index incrementado e com a valor de partial_sum atualizado. Ao incrementamos o current_index, não repetimos combinações nem consideramos combinações inválidas, como a utilização duplicada de um elemento de p numa mesma soma.

Por outro lado, atualizamos o partial_sum com os valores dos elementos de p selecionados para o cálculo da soma, verificando em todas as chamadas de função se essa soma é a desejada pelo problema. Todos os elementos considerados em cada simulação da soma (partial_sum) são identificados em result, ao alterarmos o valor de result correspondente ao elemento para 1 (result[index] = 1, uma vez que existe um mapeamento direto entre as posições dos valores de p e de result). Aqui, 1 representa a presença do elemento na soma partial e 0 a sua ausência. Por pre-definição, os elementos de result começam todos em 0. Sempre que um elemento deixa de ser considerado na soma parcial, o seu valor em result passa também novamente a 0 (result[index] = 0).









Horowitz and Shahni

A terceira e quarta soluções encontradas foram através da técnica de "meet in the middle", no qual fizemos todas as somas e iteramos da menor até a meio, e da maior até meio somando a menor com a maior até encontrar a soma esperada ou chegar até meio, concluindo que não há resposta.

Para começar precisávamos de todas as somas possíveis ordenadas e divididas em 2 arrays, pelo que fizemos a função "HorowitzShahniSums" para tratar disso mesmo.

Esta começa por iterar pelos elementos de p[] e adiciona-os ao array p1[] até chegar a meio e a p2[] a partir daí.

De seguida itera por p1[] e p2[] para fazer todas as somas possíveis de cada array e armazena-as em s1[] e s2[].

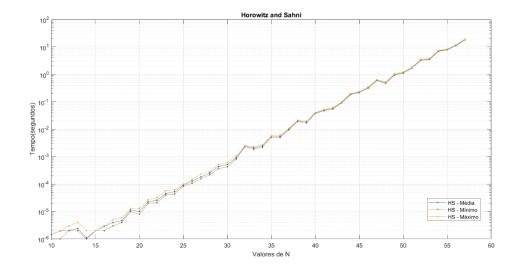
Mais tarde, quando obtivermos a resposta, vamos precisar dos indexes dos elementos, e como s1[] e s2[] vão ser ordenados de forma crescente duplicámos os arrays (duplicated_s1 e duplicated_s2).

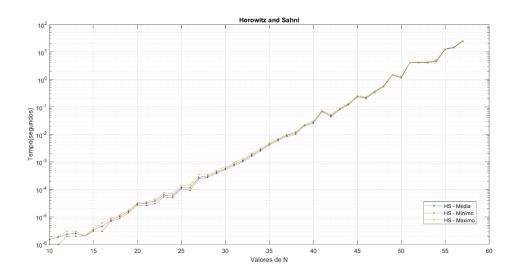
Assim que gerar todas as somas de cada array vai então ordenar os arrays através da técnica de quick sort (através da função "quickSort").

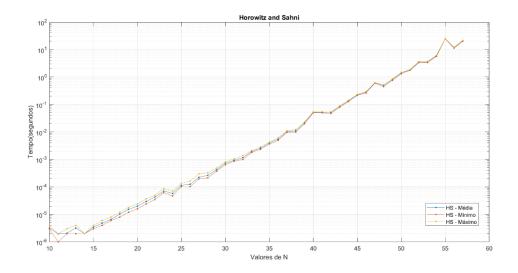


Com as todas as somas feitas o script vai então chamar a função "HorowitzShahni" que vai procurar pela soma que dá o resultado desejado. Com recurso a um loop e dois counters itera pelo array s1[] do menor elemento até ao maior e pelo s2[] do maior até ao menor. Para cada iteração testa se a soma é a reposta certa e caso seja vai iterar pelos array que não foram ordenados (duplicated_s1 e duplicated_s2) até encontrar as soluções para poder saber os seus indexes, visto que estes, em binário, representam a resposta ao problema result[].

Caso chegue a meio sem nenhuma resposta retorna 0.







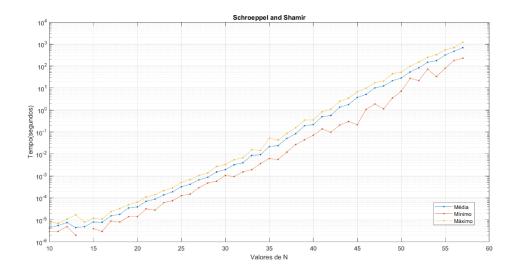


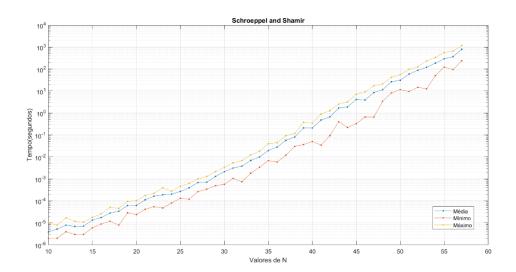
Schroppel and Shamir

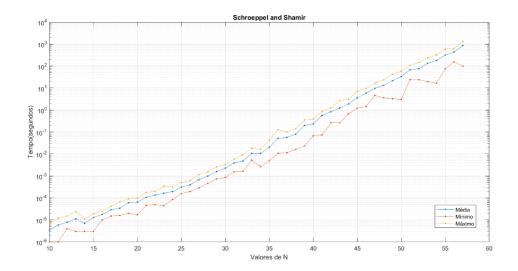
A última solução foi através da técnica de Schroppel e Shamir a qual se baseia na anterior, mas utilizando menos memória através da implementação de heaps.

Começa por dividir p[] em 4 arrays e gerar todas as somas de cada um. Itera depois pelos menores dois arrays, testando se a soma de um elemento de cada dá o resultado desejado e caso não dê adiciona essa soma a um heap "minheap". Repete o processo para os dois maiores arrays se necessário.

Caso ainda não tenha encontrado a solução compara a soma do primeiro elemento de cada heap com a soma desejada, terminando o loop se encontrar a soma certa, ou então, remove o menor ou o maior elemento do seu heap caso a soma seja menor ou o maior, respetivamente e repete o loop, até encontra a solução ou acabar os elementos de um dos heaps.









Código

```
//
// AED, November 2021
// Solution of the first practical assignment (subset sum problem)
// Leonardo dos Santos Flórido, 103360
//
// Gabriel Hall Abreu, 102851
//
// Diogo Alves e Silva, 103925
#if __STDC_VERSION__ < 199901L
#error "This code must must be compiled in c99 mode or later (-std=c99)" // to handle the unsigned long long data type
#ifndef STUDENT_H_FILE
//#define STUDENT_H_FILE "103360.h"
//#define STUDENT_H_FILE "102851.h"
#define STUDENT_H_FILE "103925.h"
#endif
//
// include files
//
#include <stdio.h>
#include <stdlib.h>
#include "elapsed_time.h"
#include STUDENT_H_FILE
//
// functions
//
// First approach to the problem
char bruteForceV1(int n, const integer_t p[n], integer_t desired_sum)
  for (int comb = 0; comb < (1 << n); ++comb) // (1 << n) == pow(2,n)
     integer_t test_sum = 0;
     for (int bit = 0; bit < n; bit++)
       if (comb & (1 << bit))
          test_sum += p[bit];
     }
     if (test_sum == desired_sum)
     {
       return 1;
  return 0;
char bruteForceV2(int n, const integer_t p[n], integer_t desired_sum, int result[])
  for (int comb = 0; comb < (1 << n); ++comb)
     integer_t test_sum = 0;
```

```
for (int bit = 0; bit < n; bit++)
        if (comb & (1 << bit))
          result[bit] = 1;
          test_sum += p[bit];
        else
          result[bit] = 0;
     }
     if (test_sum == desired_sum)
     {
       return 1;
     }
  return 0;
//
// Second approach to the problem
char bruteForceRecursiveV1(int n, integer_t p[n], integer_t desired_sum, int current_index, integer_t partial_sum)
  if (partial_sum == desired_sum)
     return 1;
  if (current_index == n)
     return 0:
  for (int index = current_index; index < n; index++)
     if (bruteForceRecursiveV1 (n, p, desired\_sum, ++current\_index, partial\_sum + p[index])) \\
  }
  return 0;
char bruteForceRecursiveV2(int n, integer_t p[n], integer_t desired_sum, int current_index, integer_t partial_sum, int result[])
  if (partial_sum == desired_sum)
     return 1;
  if (current_index == n)
     return 0;
  for (int index = current_index; index < n; index++)
     result[index] = 1;
     if (bruteForceRecursiveV2(n, p, desired_sum, ++current_index, partial_sum + p[index], result))
       return 1:
     result[index] = 0;
  return 0;
}
char branchAndBound(int n, integer_t p[n], integer_t desired_sum, int current_index, integer_t partial_sum, int result[])
  if (partial_sum == desired_sum)
     return 1;
  if (current_index == n)
     return 0;
  if (partial_sum > desired_sum)
     return 0;
  for (int index = current_index; index < n; index++)
     result[index] = 1;
     if (branchAndBound(n, p, desired_sum, ++current_index, partial_sum + p[index], result))
```



```
return 1;
     result[index] = 0;
  return 0;
}
//
// Third approach to the problem
//
//
// HorowitzSahni starts here
//
// Implementing quick sort function
//
void swap(integer_t *a, integer_t *b)
{
  integer_t t = *a;
  *a = *b;
  *b = t;
/* This function takes last element as pivot, places
the pivot element at its correct position in sorted
array, and places all smaller (smaller than pivot)
to left of pivot and all greater elements to right
of pivot */
integer_t partition(integer_t arr[], integer_t low, integer_t high)
  integer_t pivot = arr[high]; // pivot
  integer_t i = (low - 1); // Index of smaller element and indicates the right position of pivot found so far
  for (integer_t j = low; j <= high - 1; j++)
     // If current element is smaller than the pivot
     if (arr[j] < pivot)
     {
       i++; // increment index of smaller element
        swap(&arr[i], &arr[j]);
  swap(&arr[i + 1], &arr[high]);
  return (i + 1);
/* The main function that implements QuickSort
arr[] --> Array to be sorted,
low --> Starting index,
high --> Ending index */
void quickSort(integer_t arr[], integer_t low, integer_t high)
  if (low < high)
     /* pi is partitioning index, arr[p] is now
     at right place */
     integer_t pi = partition(arr, low, high);
     // Separately sort elements before
     // partition and after partition
     quickSort(arr, low, pi - 1);
     quickSort(arr, pi + 1, high);
}
//
// Function to transform decimal into binary
// n = number | i = binary length -> it will return in reverse order
//
```



```
char decToBinary(integer_t n, integer_t c, int result[], int index)
   for (integer_t i = index; i < c + index; i++)
  {
     integer_t k = n >> (i - index);
     if (k & 1)
     {
       result[i] = 1;
     else
     {
       result[i] = 0;
  return 0;
//
// Function to make Subset Sums
//
void HorowitzSahniSums(int n, integer_t total1, integer_t total2, const integer_t p[n], integer_t s1[], integer_t s2[], integer_t duplicated_s1[],
integer_t duplicated_s2[])
  // Calculating subset sums and duplicating arrays -> Need to find another way to save sums indexes
  // When converting the index to binary and inverting order I will have the result
  integer_t p1[n \% 2 + n / 2];
  integer_t p2[n / 2];
  int c = 0;
  for (int j = 0; j < n; j++)
  {
     if (j < (n \% 2 + n / 2))
     {
       p1[j] = p[j];
     }
     else
     {
       p2[c] = p[j];
       C++;
     }
  }
  integer_t i = 0;
  while (i < total1)
     integer_t sum1 = 0;
     integer_t sum2 = 0;
     for (int j = 0; j < n; j++)
       if (i & (1ull << j))
       {
          sum1 += p1[j];
          if (i < total2)
             sum2 += p2[j];
       }
     s1[i] = sum1;
     duplicated_s1[i] = sum1;
     if (i < total2)
        s2[i] = sum2;
       duplicated_s2[i] = sum2;
  // Sorting with quick sort method
  quickSort(s1, 0, total1 - 1);
  quickSort(s2, 0, total2 - 1);
```

char HorowitzSahni(integer_t total1, integer_t total2, int lengthP1, int lengthP2, const integer_t s1[], const integer_t s2[], const integer_t duplicated_s1[], const integer_t duplicated_s2[], integer_t desired_sum, int result[])

```
{
  integer_t k = 0;
  integer_t j = total2 - 1;
  while (k < total1 && j >= 0)
     if (s1[k] + s2[j] == desired_sum)
     {
        // finding indexes
       integer_t count = 0;
       while (count < total1)
          if (duplicated_s1[count] == s1[k])
             decToBinary(count, lengthP1, result, 0);
             break;
          count++;
       }
       count = 0;
       while (count < total2)
          if (duplicated_s2[count] == s2[j])
             dec To Binary (count, length P2, result, length P1);\\
          }
          count++;
       return 1;
     else if (s1[k] + s2[j] < desired_sum)
     {
       k++;
     else if (s1[k] + s2[j] > desired_sum)
     {
       j--;
  }
  return 0;
//
// Fourth approach to the problem
//
// SchroeppelShamirs starts here
typedef struct Heap Heap;
struct Heap
  // type = 0 (Heap) || type = 1 (MaxHeap)
  char type;
  integer_t *arr;
  // Current Size of the Heap
  integer_t size;
  // Maximum capacity of the heap
  integer_t capacity;
};
integer_t parent(integer_t i)
  // Get the index of the parent
  return (i - 1) / 2;
integer_t left_child(integer_t i)
  return (2 * i + 1);
integer_t right_child(integer_t i)
```



```
return (2 * i + 2);
Heap *init_heap(integer_t capacity)
  Heap *heap = (Heap *)calloc(1ull, sizeof(Heap));
  heap->arr = (integer_t *)calloc(capacity, sizeof(integer_t));
  heap->capacity = capacity;
  heap->size = 0;
  return heap:
Heap *insert_heap(Heap *heap, integer_t element, char type)
{
  if (type == 0)
    // Inserts an element to the min heap
    // We first add it to the bottom (last level)
    // of the tree, and keep swapping with it's parent
    // if it is lesser than it. We keep doing that until
    // we reach the root node. So, we will have inserted the
    // element in it's proper position to preserve the min heap property
    if (heap->size == heap->capacity)
       fprintf(stderr, "Cannot insert %llu. Heap is already full!\n", element);
       return heap;
    // We can add it. Increase the size and add it to the end
    heap->size++;
    heap->arr[heap->size - 1ull] = element;
    // Keep swapping until we reach the root
    integer_t curr = heap->size - 1ull;
    // As long as you aren't in the root node, and while the
    // parent of the last element is greater than it
    while (curr > 0 && heap->arr[parent(curr)] > heap->arr[curr])
       // Swap
       integer_t temp = heap->arr[parent(curr)];
       heap->arr[parent(curr)] = heap->arr[curr];
       heap->arr[curr] = temp;
       // Update the current index of element
       curr = parent(curr);
    return heap;
  else if (type == 1)
    // Inserts an element to the max heap
    // We first add it to the bottom (last level)
    // of the tree, and keep swapping with it's parent
    // if it is grater than it. We keep doing that until
    // we reach the root node. So, we will have inserted the
    // element in it's proper position to preserve the max heap property
    if (heap->size == heap->capacity)
       fprintf(stderr, "Cannot insert %llu. Heap is already full!\n", element);
       return heap;
    // We can add it. Increase the size and add it to the end
    heap->size++:
    heap->arr[heap->size - 1ull] = element;
    // Keep swapping until we reach the root
    integer_t curr = heap->size - 1ull;
    // As long as you aren't in the root node, and while the
    // parent of the last element is lesser than it
    while (curr > 0 && heap->arr[parent(curr)] < heap->arr[curr])
    {
       // Swap
       integer_t temp = heap->arr[parent(curr)];
       heap->arr[parent(curr)] = heap->arr[curr];
       heap->arr[curr] = temp;
       // Update the current index of element
```



```
curr = parent(curr);
     return heap;
  return heap;
}
Heap *heapify(Heap *heap, integer_t index, char type)
  switch (type)
  {
     case 0:
        // Rearranges the heap as to maintain
        // the min-heap property
        if (heap->size <= 1ull)
          return heap;
        integer_t left = left_child(index);
        integer_t right = right_child(index);
        // Variable to get the smallest element of the subtree
        // of an element an index
        integer_t smallest = index;
        // If the left child is smaller than this element, it is
        if (left < heap->size && heap->arr[left] < heap->arr[index])
          smallest = left;
        // Similarly for the right, but we are updating the smallest element
        // so that it will definitely give the least element of the subtree
        if (right < heap->size && heap->arr[right] < heap->arr[smallest])
          smallest = right;
        // Now if the current element is not the smallest,
        // swap with the current element. The min heap property
        // is now satisfied for this subtree. We now need to
        // recursively keep doing this until we reach the root node,
        // the point at which there will be no change!
        if (smallest != index)
          integer_t temp = heap->arr[index];
          heap->arr[index] = heap->arr[smallest];
          heap->arr[smallest] = temp;
          heap = heapify(heap, smallest, 0);
       }
        return heap;
     case 1:
        // Rearranges the heap as to maintain
        // the max-heap property
        if (heap->size <= 1ull)
          return heap;
        left = left child(index):
        right = right_child(index);
        // Variable to get the greatest element of the subtree
        // of an element an index
        integer_t greatest = index;
        // If the left child is greatest than this element, it is
        // the greatest
        if (left < heap->size && heap->arr[left] > heap->arr[index])
          greatest = left;
        // Similarly for the right, but we are updating the greatest element
        // so that it will definitely give the least element of the subtree
        if (right < heap->size && heap->arr[right] > heap->arr[greatest])
          greatest = right;
        // Now if the current element is not the greatest,
        // swap with the current element. The max heap property
        // is now satisfied for this subtree. We now need to
        // recursively keep doing this until we reach the root node,
```



```
// the point at which there will be no change!
       if (greatest != index)
          integer_t temp = heap->arr[index];
          heap->arr[index] = heap->arr[greatest];
          heap->arr[greatest] = temp;
          heap = heapify(heap, greatest, 1);
       return heap;
  return heap;
Heap *delete_minimum(Heap *heap)
  // Deletes the minimum element, at the root
  if (!heap || heap->size == 0)
    return heap;
  integer_t size = heap->size;
  integer_t last_element = heap->arr[size - 1];
  // Update root value with the last element
  heap->arr[0] = last_element;
  // Now remove the last element, by decreasing the size
  heap->size--;
  // We need to call heapify(), to maintain the min-heap
  heap = heapify(heap, 0, 0);
  return heap;
Heap *delete_maximum(Heap *heap)
  // Deletes the maximum element, at the root
  if (!heap \parallel heap->size == 0)
    return heap;
  integer_t size = heap->size;
  integer_t last_element = heap->arr[size - 1];
  // Update root value with the last element
  heap->arr[0] = last_element;
  // Now remove the last element, by decreasing the size
  heap->size--;
  size--;
  // We need to call heapify(), to maintain the max-heap
  // property
  heap = heapify(heap, 0, 1);
  return heap;
void free_heap(Heap *heap)
  if (!heap)
    return:
  free(heap->arr);
  free(heap);
void SchroeppelShamirSums(int n, const integer_t p[n], integer_t lp1, integer_t lp2, integer_t lp3, integer_t lp4, integer_t L1[], integer_t L2[],
integer_t R1[], integer_t R2[])
  // Divide P into 4 nearly equal parts
  integer_t p1[lp1];
  integer_t p2[lp2];
  integer_t p3[lp3];
  integer_t p4[lp4];
```

```
integer_t c = 0;
for (integer_t i = 0; i < lp1; i++)
  p1[c] = p[i];
  C++;
}
c = 0;
for (integer_t i = lp1; i < lp1 + lp2; i++)
  p2[c] = p[i];
  C++;
c = 0;
for (integer_t i = lp1 + lp2; i < lp1 + lp2 + lp3; i++)
  p3[c] = p[i];
  C++;
}
c = 0;
for (integer_t i = lp1 + lp2 + lp3; i < lp1 + lp2 + lp3 + lp4; i++)
  p4[c] = p[i];
  C++;
integer_t i = 0;
while (i < (1ull << lp1))
  integer_t sum1 = 0;
  integer_t sum2 = 0;
  integer_t sum3 = 0;
  integer_t sum4 = 0;
  for (integer_t j = 0; j < n; j++)
  {
     if (i & (1ull << j))
     {
        sum1 += p1[j];
        if (i < (1 << lp2))
        {
          sum2 += p2[j];
        if (i < (1 << lp3))
        {
          sum3 += p3[j];
        if (i < (1 << lp4))
          sum4 += p4[j];
  if (i < (1 << lp1))
  {
     L1[i] = sum1;
  if (i < (1 << lp2))
  {
     L2[i] = sum2;
  if (i < (1 << lp3))
  {
     R1[i] = sum3;
  if (i < (1 << lp4))
  {
     R2[i] = sum4;
  i++;
}
```

}

char SchroeppelShamir(integer_t lp1, integer_t lp2, integer_t lp3, integer_t lp4, const integer_t L1[], const integer_t L2[], const integer_t R1[], const integer_t R2[], Heap *minheap, Heap *maxheap, integer_t desired_sum) {
 integer_t i = 0, j;

```
while (i < 1ull << lp1)
  {
     j = 0;
     while (j < 1ull << lp2)
     {
       if (L1[i] + L2[j] == desired_sum)
          return 1;
        if (L1[i] + L2[j] < desired_sum)
          insert_heap(minheap, L1[i] + L2[j], 0);
       j++;
  i = 0;
  while (i < 1ull << lp3)
    j = 0;
     while (j < 1ull << lp4)
       if (R1[i] + R2[j] == desired_sum)
          return 1;
       if (R1[i] + R2[j] < desired_sum)
          insert_heap(maxheap, R1[i] + R2[j], 1);
       j++;
  integer_t counter = 0;
  while (1)
     if (minheap->arr[0] + maxheap->arr[0] == desired_sum)
     {
       return 1;
     else if (minheap->arr[0] + maxheap->arr[0] > desired_sum)
       delete_maximum(maxheap);
     else if (minheap->arr[0] + maxheap->arr[0] < desired_sum)
     {
       delete_minimum(minheap);
     if (counter > (minheap->capacity * maxheap->capacity))
     {
       break;
     counter++;
  return 0;
// main program
//
int main(void)
  fprintf(stderr,"Program configuration:\n");
  fprintf(stderr," min_n ...... %d\n",min_n);
  fprintf(stderr,"\ max\_n ......\ %d\n",max\_n);
  fprintf(stderr," n_sums ...... %d\n",n_sums);
fprintf(stderr," n_problems .. %d\n",n_problems);
  fprintf(stderr," integer_t ... %d bits\n",8 * (int)sizeof(integer_t));
  FILE *fp1 = fopen("data.txt","w");
  FILE *fp2 = fopen("results.txt","w");
```

}

{

```
for (int i = 0; i < 41; i++)
  int n = all_subset_sum_problems[i].n; // The value of n
  integer_t *p = all_subset_sum_problems[i].p; // The weights
  int result[n]; // Array with the result
  for (int index = 0; index < n; index++)
     result[index] = 0;
  // Making Subset Sums for HorowitzSahni()
  double timeSumsH1 = cpu_time();
  int lengthP1 = n \% 2 + n / 2;
  int lengthP2 = n / 2;
  integer_t total1 = (1 << lengthP1); // s1 length = (2^lengthP1)</pre>
  integer_t total2 = (1 << lengthP2); // s2 length = (2^lengthP2)
  integer_t *s1, *s2, *duplicated_s1, *duplicated_s2;
  s1 = (integer_t *)malloc(total1 * sizeof(integer_t));
  s2 = (integer_t *)malloc(total2 * sizeof(integer_t));
  duplicated_s1 = (integer_t *)malloc(total1 * sizeof(integer_t));
  duplicated_s2 = (integer_t *)malloc(total2 * sizeof(integer_t));
  Horowitz Sahni Sums (n, total 1, total 2, p, s 1, s 2, duplicated\_s 1, \ duplicated\_s 2); \\
  double timeSumsH2 = cpu_time();
  double timeSumsH = (timeSumsH2 - timeSumsH1)/(double)20;
  // Making Subset Sums for SchroeppelShamir()
  double timeSumsS1 = cpu_time();
  int len1 = n % 2 + n / 2;
  int len2 = n / 2;
  integer_t lp1 = len1 % 2 + len1 / 2;
  integer_t lp2 = len1 / 2;
  integer_t lp3 = len2 % 2 + len2 / 2;
  integer_t lp4 = len2 / 2;
  // Declaring Sum of all p L1 & L2 for minheap and R1 & R2 for max heap size = 2^lp
  integer_t L1[(1 << lp1)];
  integer_t L2[(1 << lp2)];
  integer_t R1[(1 << lp3)];
  integer_t R2[(1 << lp4)];
  SchroeppelShamirSums(n, p, lp1, lp2, lp3, lp4, L1, L2, R1, R2);
  integer_t min_size = 1ull << len1;
  integer_t max_size = 1ull << len2;
  double timeSumsS2 = cpu_time();
  double timeSumsS = (timeSumsS2 - timeSumsS1)/(double)20;
  for (int k = 0; k < n_sums; k++)
  {
     integer_t desired_sum = all_subset_sum_problems[i].sums[k]; // The desire_sum
     // bruteForce() ---> id = 0
    //
     if (n <= 30)
       double t1 = cpu_time();
       found = bruteForceV2(n, p, desired_sum, result);
       double t2 = cpu_time();
       fprintf(fp1, "%d %d %d %d %f\n", 0, n, k, found, t2 - t1);
     // branchAndBound() ---> id = 1
     if (n < = 40)
       double t1 = cpu_time();
       found = branchAndBound (n, p, desired_sum, 0, 0, result);
       double t2 = cpu_time();
       fprintf(fp1, "%d %d %d %d %f\n", 1, n, k, found, t2 - t1);
```



```
// HorowitzSahni() ---> id = 2
     //
     double timeAlgorithm1 = cpu_time();
     found = HorowitzSahni(total1, total2, lengthP1, lengthP2, s1, s2, duplicated_s1, duplicated_s2, desired_sum, result);
     double timeAlgorithm2 = cpu_time();
     fprintf(fp1, "%d %d %d %d %d %f\n", 2, n, k, found, (timeAlgorithm2 - timeAlgorithm1) + timeSumsH);
     // SchroeppelShamir() ---> id = 3
     timeAlgorithm1 = cpu_time();
     Heap *minheap = init_heap(min_size);
     Heap *maxheap = init_heap(max_size);
     found = SchroeppelShamir(lp1, lp2, lp3, lp4, L1, L2, R1, R2, minheap, maxheap, desired_sum);
     timeAlgorithm2 = cpu_time();
     fprintf(fp1,"\%d~\%d~\%d~\%d~\%f\n",~3,~n,~k,~found,~(timeAlgorithm2-timeAlgorithm1)~+~timeSumsS);
     free_heap(minheap);
     free_heap(maxheap);
     // Write results to the file
     fprintf(fp2, "For n: %d | IdSum = %d | Found: %d | Result: ", n, k, found);
     for (int j = 0; j < n; j++)
fprintf(fp2, "%d", result[j]);
     fprintf(fp2, "\n");
  free(s1);
  free(s2);
  free(duplicated_s1);
  free(duplicated_s2);
fclose(fp1);
fclose(fp2);
return 0;
```



Código Matlab dos Gráficos

```
M = readmatrix("data 102851.txt");
timingsM0 = reshape(M(M(:, 1) == 0, 5), 20, []);
minM0 = min(timingsM0);
maxM0 = max(timingsM0);
averageM0 = mean(timingsM0);
timingsM1 = reshape(M(M(:, 1) == 1, 5), 20, []);
minM1 = min(timingsM1);
maxM1 = max(timingsM1);
averageM1 = mean(timingsM1);
timingsM2 = reshape(M(M(:, 1) == 2, 5), 20, []);
minM2 = min(timingsM2);
maxM2 = max(timingsM2);
averageM2 = mean(timingsM2);
timingsM3 = reshape(M(M(:, 1) == 3, 5), 20, []);
minM3 = min(timingsM3);
maxM3 = max(timingsM3);
averageM3 = mean(timingsM3);
figure(1);
semilogy((1:length(averageM0)) + 9, averageM0, ".-", 'DisplayName', "Média"); hold
semilogy((1:length(minM0)) + 9, minM0, ".-", 'DisplayName', "Mínimo"); hold on;
semilogy((1:length(maxM0)) + 9, maxM0, ".-", 'DisplayName', "Máximo"); hold on;
xlabel("Valores de N");
ylabel("Tempo(segundos)");
title("Brute Force");
grid on;
legend;
figure(2);
semilogy((1:length(averageM1)) + 9, averageM1, ".-", 'DisplayName', "Média"); hold
semilogy((1:length(minM1)) + 9, minM1, ".-", 'DisplayName', "Minimo"); hold on;
semilogy((1:length(maxM1)) + 9, maxM1, ".-", 'DisplayName', "Máximo"); hold on;
xlabel("Valores de N");
ylabel("Tempo(segundos)");
grid on;
title("Branch and Bound");
legend;
figure(3);
semilogy((1:length(averageM2)) + 9, averageM2, ".-", 'DisplayName', "HS - Média");
semilogy((1:length(minM2)) + 9, minM2, ".-", 'DisplayName', "HS - Minimo"); hold on;
semilogy((1:length(maxM2)) + 9, maxM2, ".-", 'DisplayName', "HS - Maximo"); hold on;
xlabel("Valores de N");
ylabel("Tempo(segundos)");
grid on;
title("Horowitz and Sahni");
legend;
figure(4);
semilogy((1:length(averageM3)) + 9, averageM3, ".-", 'DisplayName', "Média"); hold
semilogy((1:length(minM3)) + 9, minM3, ".-", 'DisplayName', "Mínimo"); hold on;
semilogy((1:length(maxM3)) + 9, maxM3, ".-", 'DisplayName', "Máximo"); hold on;
```



```
xlabel("Valores de N");
ylabel("Tempo(segundos)");
grid on;
title("Schroeppel and Shamir");
legend;
figure(5);
semilogy((1:length(averageM0)) + 9, averageM0, ".-", 'DisplayName', "BF - Média");
semilogy((1:length(averageM1)) + 9, averageM1, ".-", 'DisplayName', "BB - Média");
hold on;
semilogy((1:length(averageM2)) + 9, averageM2, ".-", 'DisplayName', "HS - Média");
hold on;
semilogy((1:length(averageM3)) + 9, averageM3, ".-", 'DisplayName', "SS - Média");
hold on;
xlabel("Valores de N");
ylabel("Tempo(segundos)");
grid on;
legend;
figure(6);
semilogy((1:length(averageM0)) + 9, averageM0, ".-", 'DisplayName', "BF - Média");
hold on:
semilogy((1:length(minM0)) + 9, minM0, ".-", 'DisplayName', "BF - Mínimo"); hold on;
semilogy((1:length(maxM0)) + 9, maxM0, ".-", 'DisplayName', "BF - Máximo"); hold on;
semilogy((1:length(averageM1)) + 9, averageM1, ".-", 'DisplayName', "BB - Média");
hold on;
semilogy((1:length(minM1)) + 9, minM1, ".-", 'DisplayName', "BB - Mínimo"); hold on;
semilogy((1:length(maxM1)) + 9, maxM1, ".-", 'DisplayName', "BB - Máximo"); hold on;
semilogy((1:length(averageM2)) + 9, averageM2, ".-", 'DisplayName', "HS - Média");
semilogy((1:length(minM2)) + 9, minM2, ".-", 'DisplayName', "HS - Mínimo"); hold on;
semilogy((1:length(maxM2)) + 9, maxM2, ".-", 'DisplayName', "HS - Máximo"); hold on;
semilogy((1:length(averageM3)) + 9, averageM3, ".-", 'DisplayName', "SS - Média");
hold on;
semilogy((1:length(minM3)) + 9, minM3, ".-", 'DisplayName', "SS - Mínimo"); hold on;
semilogy((1:length(maxM3)) + 9, maxM3, ".-", 'DisplayName', "SS - Máximo"); hold on;
xlabel("Valores de N");
ylabel("Tempo(segundos)");
grid on;
legend;
```



Resultados

| 102260 | 102051 | 102025 |
|--------------------------------|--------------------------------|--------------------------------|
| 103360 | 102851 | 103925 |
| 1101100001 | 1111100110 | 0100001100 |
| 0100110001 0110010000 | 0010101111 1100011010 | 0010111101 0110100110 |
| 0101111011 | 0011010101 | 0011110111 |
| 1100001010 | 1100111110 | 1001001101 |
| 1001101110 | 0110011001 | 1110011100 |
| 1010111001 | 1011010100 | 0010000011 |
| 0101010010 | 1011000111 | 1010011101 |
| 1101110100 0100011000 | 1010000001 1110100010 | 0010110100 1011001010 |
| 0110110000 | 1001101011 | 1111110011 |
| 1110000100 | 0110010000 | 1001111110 |
| 0001110001 | 0010110011 | 0011111101 |
| 0111111000 | 1100011011 | 1101000010 |
| 0010110110 1000100010 | 1011100001 1001101010 | 000001000 100000000 |
| 0011110101 | 0111010100 | 1111000111 |
| 1110010001 | 0001011101 | 1111011111 |
| 0111111110 | 1010111111 | 0110010000 |
| 0010001110 | 1111010101 | 1110001010 |
| 00011110000 | 01011101101 | 01110111000 |
| 00000110101 00010001010 | 11011100101 01100111010 | 11101001101 00100111110 |
| 10000010101 | 0010101010 | 001111100100 |
| 11100000101 | 10000001110 | 01011000101 |
| 11010101010 | 00100111111 | 01010000011 |
| 11111111011 | 00001000001 | 10100110100 |
| 01110000001 | 10101101010 | 00000110100 |
| 01011101110 01110001011 | 0000010111 10111001000 | 10111110111 10010000000 |
| 10000001000 | 01100110010 | 01110011010 |
| 01001010000 | 10101101111 | 11111110001 |
| 01000101000 | 00001001101 | 10000001111 |
| 01001110001 | 10001001000 | 10000100110 |
| 111101011111 | 11110001100 | 00110011000 |
| 01100110010 11100111000 | 01101111101 01110101101 | 01010110111 1111111110 |
| 1000110000 | 00011000110 | 01011101110 |
| 01101111001 | 11010011001 | 10101110011 |
| 01010101110 | 01011100011 | 01011011110 |
| 011011011010 | 111111000110 | 100100001100 |
| 100100111010 111000011100 | 101110101000 001111010101 | 100011001110 011011000001 |
| 001111010011 | 001111010101 | 011001000001 |
| 001001110000 | 110001101000 | 000100111000 |
| 101011010101 | 101000100101 | 010101111011 |
| 001011111110 | 110000110011 | 010111101000 |
| 001101011100 | 100010001111 | 000101000100 |
| 010010010111 | 100001101001 010001010111 | 111001100001 011110001100 |
| 001100100100 | 001001110110 | 000111101011 |
| 110100110101 | 111101001100 | 001000111110 |
| 000111101111 | 101011011001 | 101110101101 |
| 101110100011 | 110010100100 | 011111111100 |
| 100111001001 | 111101100011 | 110000110001 |
| 001011101100 100101000001 | 011011000001 001111010000 | 010100110011 110100110010 |
| 001111101010 | 001111010000 | 1111000110010 |
| 011100110010 | 101010011010 | 010101010111 |
| 110000001011 | 000001010100 | 110111110110 |
| 1110111000101 | 1010000100110 | 0010101000011 |
| 1101101011101 | 1101010110101 | 1010101100101 |
| 1010011000010 0010100000010 | 1110110010011 1000110110100 | 0101111000010 0000100000110 |
| 1100110111011 | 0110000000100 | 1101111010001 |
| 1001111100000 | 0101111000001 | 1111101110000 |

| | | tolocoma locações e informatica |
|--------------------|-------------------|---------------------------------|
| 1110111111110 | 0110001011001 | 0100100110110 |
| 000000111001 | 0101011010011 | 0101001010010 |
| 0000100010101 | 1000011110011 | 1110110110000 |
| | | |
| 0001011001000 | 1010010111011 | 000000000100 |
| 1101111000100 | 0100110010110 | 1010010011000 |
| 0011010001000 | 1101110110101 | 1011111100000 |
| 1011101001000 | 1011001101000 | 1110001010011 |
| 1111001011001 | 0000111001101 | 0010111111010 |
| 1110010011110 | 1111000111000 | 1111001110110 |
| 0000001010110 | 1111000101111 | 0001000111110 |
| 1001100000010 | 1010011010110 | 0010011100111 |
| 1000010001010 | 1101011010100 | 1001110101000 |
| 1110101100100 | | |
| | 0001010011101 | 0000011111101 |
| 1011001001000 | 0011000001010 | 1100111001001 |
| 00100010111011 | 11000001001000 | 00010110111011 |
| 00011001011000 | 00010101100100 | 10110011110100 |
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| | | |
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| 01111010001100 | 11001110001111 | 01010011111111 |
| 01010001100111 | 01100011110011 | 10001110111001 |
| 11111010100000 | 11111001000110 | 11010001110010 |
| 00111010111000 | 10000010100000 | 01100100101000 |
| 11001110000000 | 00100000110001 | 10110011000000 |
| 10001010101000 | 10111111010111 | 001100101010 |
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| 0011011001110 | 01001110111000 | 010001011000001 |
| | | |
| 01110000000100 | 00110101010001 | 11101100011000 |
| 00100011011101 | 01000101010100 | 00100010111111 |
| 11101011101111 | 00010101101011 | 11100011111001 |
| 00100100110001 | 10001110110101 | 01001101101011 |
| 01101001010100 | 11000010110011 | 10100111111111 |
| 101111010000011 | 000111011010111 | 111011100101011 |
| 001101101000001 | 011100010111010 | 101111011011010 |
| 000100111101101 | 111010000001011 | 111100001100101 |
| 011011011111011 | 101011101001001 | 000001111000110 |
| | | |
| 011111000011010 | 011001011110110 | 101110110010101 |
| 001000110100100 | 100011011101010 | 100111111001000 |
| 011011000111011 | 111110111111010 | 011001111100000 |
| 011110011111100 | 101011110010100 | 000101010110110 |
| 000001000111111 | 001101111000101 | 100001010000101 |
| 001111110111111 | 011011000010111 | 110010111110100 |
| 100010011111100 | 000010000100010 | 101101111111000 |
| 101111110011000 | 100110011010011 | 001001000001110 |
| 100001011011011 | 100001011010111 | 101110110000000 |
| | | |
| 111101101010110 | 010000010100010 | 110000100111110 |
| 101000111011110 | 100110110001100 | 00000010011000 |
| 110001100101100 | 011110101100100 | 010110001100101 |
| 110111110101011 | 000101110100110 | 101101100010100 |
| 001010011000111 | 101110100010110 | 111011011101001 |
| 011110101100111 | 111110000010101 | 011101000111011 |
| 000010101011000 | 100011100100110 | 110001100100000 |
| 1000110010110010 | 1000100100111110 | 1011100100110010 |
| 0111101010111011 | 1000010010100001 | 0000111101011100 |
| | | |
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| 0010110000110111 | 0100110110100110 | 1110111010100000 |
| 1001101010000001 | 0011101111100010 | 11100101011111100 |
| 1011010101010100 | 1110010110110011 | 1010001001001101 |
| 1000001011011101 | 0100100001100111 | 0000010010100011 |
| 1100001011011111 | 0111000101101011 | 0000001101001111 |
| 0001111000101010 | | |
| | 0111100110101010 | 1011110001110000 |
| 0011000111010101 | 0100011000110010 | 0010100011101010 |
| 1000111111111000 | 1110111000110100 | 1111000001110100 |
| 1010010110110000 | 0111011110001001 | 1101110101100110 |
| 001000000100111 | 1011001100001100 | 1100001100100100 |
| 0001110001100011 | 0111010010111101 | 0101111101000001 |
| 0100100110101111 | 1000001000100101 | 0111110101100110 |
| 0101000011100000 | 0011100110000101 | 1001111001001010 |
| 1100110100000011 | 0110111110010000 | 1110010101110011 |
| 0101100000011 | 01100110001000100 | 0100011110100000 |
| 0.01.1000000101100 | 01100110001000100 | 0.1000111101000000 |

| 01010100100000001 | 10001111011001011 | 11100100111110101 |
|-----------------------|----------------------|----------------------|
| | | |
| 01110101011000100 | 11001101001100001 | 00101100101011010 |
| 10000100000110101 | 11101100110101100 | 00100101101100010 |
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| | | |
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| 01001100010011101 | 10101110101010001 | 10010111011001110 |
| 11101110101110111 | 01110100000011010 | 00000110001011011 |
| | | |
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| 11001001101100110 | 10001001110111110 | 11101011000010100 |
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| | | |
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| | | |
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| 10011101100000011 | 10100110000100110 | 11111101111000011 |
| 11100001111001000 | 11000011101111100 | 1011100000010010 |
| | | |
| 100101110110001101 | 000111010110100001 | 111011011101100001 |
| 100000111011010110 | 110000110001010111 | 101110101100000010 |
| 010100000001011111 | 010111110010111010 | 010010001011100010 |
| | | |
| 111100100110111010 | 000111010100101001 | 011001110010110010 |
| 110111111110000000 | 011101001001001001 | 001110000011111110 |
| 001100101011001101 | 011001101010010111 | 001111001001111001 |
| 101010001000111010 | 100010001100110011 | 010111000000000001 |
| | | |
| 000100010000111110 | 100111100100001011 | 010110000011010001 |
| 100110000110010100 | 110100110000010101 | 000100001101001011 |
| 000100111111101000 | 111111111011110110 | 100100101110011111 |
| | | |
| 101100100000011111 | 110101100010100100 | 101011000101001011 |
| 10011011001010111 | 11101000000010000 | 10100000011101010 |
| 100101010010010110 | 011000110100011000 | 111000100010010011 |
| 101001001111110100 | 000110001111110111 | 001111000111101100 |
| | | |
| 000110010111011101 | 001100111110110101 | 011010101101001110 |
| 011010011101000110 | 110110000111001100 | 101110110011110001 |
| 111110011011100001 | 000011011011010000 | 110110110001111110 |
| 111001010110101111 | 100111010111101001 | 101001101010101110 |
| | | |
| 010111111111101111 | 011001010011010011 | 111010001100101011 |
| 000010010011000010 | 010011010111010000 | 011001011001001110 |
| 0001110100110111100 | 1000111111110110101 | 1001111100000111010 |
| | | |
| 1010011101000001001 | 1100011001000100111 | 0101110111000110010 |
| 0100000100010110010 | 0000010011010000101 | 1100001110001010101 |
| 1101011111100011110 | 0000010101101011001 | 1010011111100110010 |
| 1000000110001010010 | 0001000001100011010 | 1101010010110101100 |
| | | |
| 0110111001101100011 | 0100010101000100001 | 0010000101111111110 |
| 1100110110101100010 | 0000011010000011010 | 1110100001000000111 |
| 1101010111101011010 | 0100101110000111110 | 0011010011001100100 |
| | 0111001000110001110 | |
| 0010001011101011011 | | 1011101111111010000 |
| 0100010110011111001 | 1000001111110001101 | 1100101111101100110 |
| 0001000010011010011 | 1001101010100111001 | 110000000110011011 |
| 0110111101001010011 | 1100001110101011100 | 0001010000010010000 |
| 011001110100100011 | | |
| | 0110010111100101110 | 0111011010001011010 |
| 0100001110001110000 | 1101100111100010011 | 011101111011110110 |
| 1101010011001110010 | 1011001001101100000 | 1100110110001111100 |
| 0110011111010011110 | 0110110101000100011 | 1001011110101010101 |
| | | |
| 0001101001000001101 | 01111110101111101010 | 1101100001011000111 |
| 0101000010011110110 | 1000101011110010110 | 0101001111001101000 |
| 0011000000111010111 | 0111100100101010010 | 0001100010001010100 |
| 0110010101011001100 | 0111110101001000110 | 100000011101110001 |
| | | |
| 00110100110011100010 | 00100011110110100100 | 11100101101110101000 |
| 11100110001001011111 | 01000101110001110000 | 1100000000010101000 |
| 01010001010111110110 | 01011101111010101001 | 10011001010001000100 |
| 000111000101111100001 | 00010101111110000101 | 11001101110100001010 |
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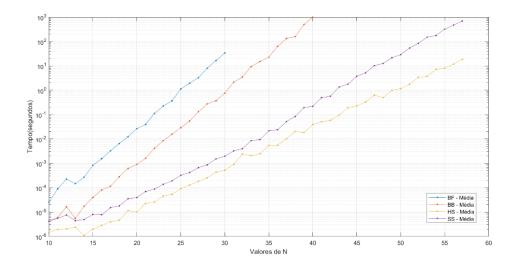


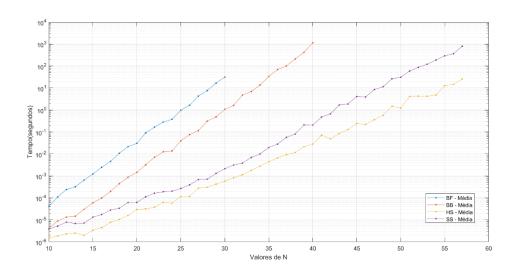
Conclusões

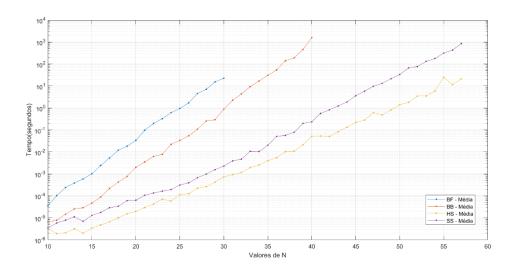
Observando os gráficos torna-se claro que a técnica de bruteForce é pouco consistente, visto depender muito da tentativa em que encontra a solução e bastante ineficiente, sendo inviável para problemas muito grandes. Mesmo a segunda função "branch and Bound", que traz algumas otimizações a técnica, continua a ter os mesmos problemas, o que a demonstra consideravelmente pior que a técnica de meet in the middle.

Seria uma opção a considerar, apenas em programas destinados a resolver problemas pequenos, devido à maior facilidade de implementação.

A melhor opção para o problema que nos foi proposto seria a terceira função, a técnica de Horowitz e Sahni a qual se provou ser a mais rápida de todas.









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