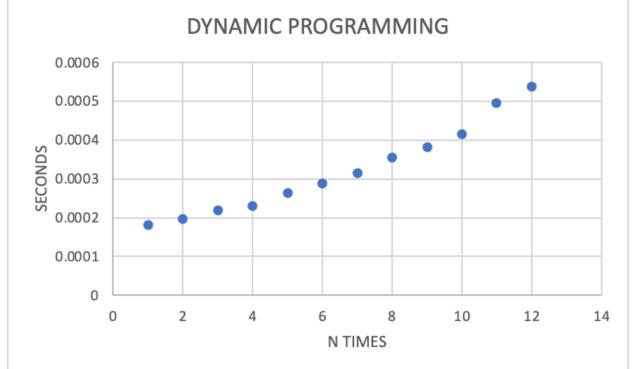
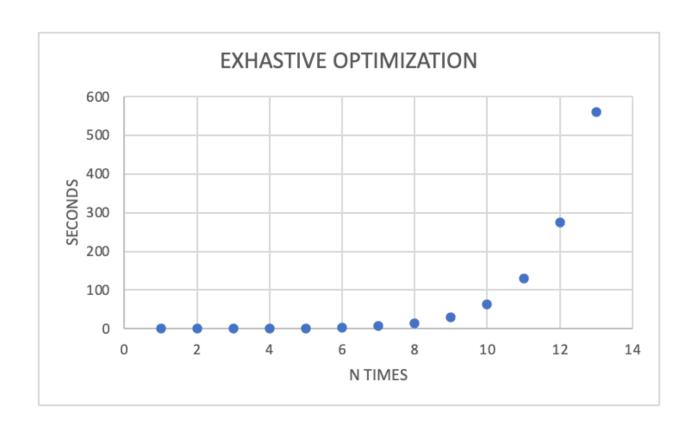
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EXHAUSTIVE OPTIMIZATION ALGORITHM

```
for (size_t steps = 1; steps <= max_steps; ++steps)
  uint64_t mask = uint64_t(1) << steps;
  for (uint64_t bits = 0; bits < mask; ++bits)
   path candidate(setting);
  for( uint64_t k = 0; k < steps; ++k)
    int bit;
     bit = (bits \gg k) & 1;
    if(bit == 1)
       if (candidate.is\_step\_valid (STEP\_DIRECTION\_EAST)) \\
       candidate.add_step(STEP_DIRECTION_EAST);
     else
       if(candidate.is_step_valid(STEP_DIRECTION_SOUTH))
         candidate.add_step(STEP_DIRECTION_SOUTH);
   if (candidate.total_cranes() > best.total_cranes())
    best = candidate;
 return best;
```

DYNAMIC PROGRAMMING ALGORITHM

```
for (coordinate r = 0; r < setting.rows(); ++r)
  for (coordinate c = 0; c < setting.columns(); ++c)
   if (setting.get(r, c) != CELL_BUILDING)
      std::optional<path> from_above;
      std::optional<path> from_left;
      if(r > 0 && A[r-1][c].has_value())
        from_above = A[r-1][c];
        if(from_above->is_step_valid(STEP_DIRECTION_SOUTH))
          from_above->add_step(STEP_DIRECTION_SOUTH);
      if(c > 0 && A[r][c-1].has_value())
        from\_left = A[r][c-1];
        if(from_left->is_step_valid(STEP_DIRECTION_EAST))
          from_left->add_step(STEP_DIRECTION_EAST);
      if(from_above.has_value() && from_left.has_value())
        if(from_above->total_cranes() > from_left->total_cranes())
           A[r][c] = from_above;
        else
           A[r][c] = from_left;
      else if(from_above.has_value())
           A[r][c] = from_above;
      else if(from_left.has_value())
           A[r][c] = from_left;
 cell_{type^*} best = &(A[0][0]);
 assert(best->has_value());
 for (coordinate r = 0; r < setting.rows(); ++r)
   for (coordinate c = 0; c < setting.columns(); ++c)
       if (A[r][c].has_value() && A[r][c]->total_cranes() > (*best)->total_cranes())
          best = \&(A[r][c]);
 assert(best->has_value());
 return **best;
```

EXHAUSTIVE OPTIMIZATION STEP COUNT AND PROOF

```
for (size_t steps = 1; steps <= max_steps; ++steps)
  uint64_t mask = uint64_t(1) << steps;
  for (uint64_t bits = 0; bits < mask; ++bits)
  path candidate(setting); 🖊 🕖
  for( uint64_t k = 0; k < steps; ++k) //
   int bit;
   bit = (bits >> k) & 1; //(3)
   if(bit == 1) // 1+max (2,2)=(3)
     if(candidate.is_step_valid(STEP_DIRECTION_EAST)) / 1+max(1)0) = 2
      candidate.add_step(STEP_DIRECTION_EAST);
    else
      if(candidate.is_step_valid(STEP_DIRECTION_SOUTH)) // 1+Max ( \)D= 2
       candidate.add_step(STEP_DIRECTION_SOUTH);
  if (candidate.total_cranes() > best.total_cranes()) パ に いの つこ
  best = candidate;
```

Tried getting step count another way for steps=1 to max_steps // 2ⁿ mask = 2c steps // 2 for bits =0 to mask-1 // n for k=0 to steps-1 // n if bit ald_step if candidate return best S(= n(2+(2^n(n)+1)) S(= n(3+2^n n)) Lim_s N>000

 $S(=\frac{3N+N^2\cdot 2^n}{O(n^2\cdot 2^n)}$

Proof:
$$lim = \frac{3N + N^2 \cdot 2^N}{N^2 \cdot 2^N}$$
 $lim = \frac{3 + 2N \ln(i) 2^N}{2N \ln(i) 2^N}$
 $lim = \frac{\ln^2(2) 2^N}{\ln^2(i) 2^N}$
 $= D / does belong$

DYNAMIC PROGRAMMING STEP COUNT AND PROOF

```
for (coordinate r = 0; r < setting.rows(); ++r) \uparrow \uparrow
                                                21n2
  for (coordinate c = 0; c < setting.columns(); ++c) \( \)
  if (setting.get(r, c) != CELL_BUILDING) 2+ max (19/6) = 21
     std::optional<path> from_above; D
     std::optional<path> from_left; o
if(r > 0 && A[r-1][c].has_value()) 3+wax (3(0) =6
       from_above = A[r-1][c];
       if(from_above->is_step_valid(STEP_DIRECTION_SOUTH)) // 1+M4x(1)0) = 2
        from_above->add_step(STEP_DIRECTION_SOUTH);
    from_left = A[r][c-1]; //
       if(from_left->is_step_valid(STEP_DIRECTION_EAST)) // 1+max (10)=2
        from_left->add_step(STEP_DIRECTION_EAST);
     if(from_above.has_value() && from_left.has_value()) 3+wax(4,3) =0
       if(from_above->total_cranes() > from_left->total_cranes()) 3+max (1) ) = 4
          A[r][c] = from_above;
       else
         A[r][c] = from_left;
     else if(from_above.has_value()) 1+ max(1)2) = 3
         A[r][c] = from_above;
    else if(from_left.has_value()) 1+M4 K(1,0)= 2
         A[r][c] = from_left;
 assert(best->has_value());
 for (coordinate r = 0; r < setting.rows(); ++r) 1
   for (coordinate c = 0; c < setting.columns(); ++c)
      if (A[r][c].has_value() && A[r][c]->total_cranes() > (*best)->total_cranes()) 5+mqk(1,0)=(6)
        best = &(A[r][c]);
 assert(best->has_value()); //
 return **best; // O
```

PROOF

$$S(=6n^{2}+3+21n^{2})$$

$$IiM = 2n^{2}+3$$

$$S(=6n^{2}+3+21n^{2})$$

$$S(=6n^{2}+3+21n^{2})$$

$$IiM = 54n$$

$$S(=6n^{2}+3+21n^{2})$$

$$S(=6n^{2}+3+21$$

QUESTION RESPONSES

- a. Is there a noticeable difference in the performance of the two algorithms? Which is faster, and by how much? Does this surprise you? The two algorithms, exhaustive and dynamic, have a distinct difference. The dynamic algorithm is more efficient. The results were not that surprising; we expected exhaustive to be slower than dynamic. For dynamic programming, each time executed took less than a second, while exhaustive optimization execution times increased exponentially as instance size increased.
- b. Are your empirical analyses consistent with your mathematical analyses? Justify your answer. Yes, our empirical analysis is consistent with our mathematical analysis. Because we concluded our runtime for the dynamic algorithm to be $O(n^2)$ while our exhaustive was $O(n^2 2^n)$. So exhaustive was much slower. The difference in our empirical analysis was also much slower which makes both algorithms consistent.
- c. Is this evidence consistent or inconsistent with hypothesis 1? Justify your answer. Yes, Polynomial-time dynamic programming algorithms are a lot more efficient than exponential-time exhaustive optimization algorithms that solve the exact same problem.