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 COSC 3320 Algo  
 Assignment 1, 7 questions  
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### Question 1.

To determine the time complexity of the Tower of Hanoi problem, it is imperative to establish a precise algorithmic framework. The Tower of Hanoi problem entails the movement of disks from one peg to another, one step at a time. For instance, if we denote 'n' as the number of disks, let us consider a scenario with three disks for the sake of illustration. To transfer the bottom disk from the Tower of Hanoi to its destination necessitates moving the top disk from peg A1 to peg A3. This entails precise (n-1) movements. Subsequently, similar operations are performed for the remaining disks, each involving (n-1) movements. Therefore, the total minimum number of movements required is determined to be  $3(n-1)$ .

Formally expressed, this can be denoted as:

$$f(n) = 3^n - 1.$$

Furthermore, each peg must undergo  $2n$  movements, as it must traverse between pegs in both directions, contingent upon the number of pegs. Thus, we arrive at the expression:

$$f(n) = 3^n + 2n - 1.$$

With this equation, we can easily find the time complexity Big O notation of:

$$O(3^n)$$

We then have to find the Big O notation for the space complexity, however, this is much more simple. Each disk will move at a constant right in a binary manner (left or right), without any other complex movements, leaving us with:

$$O(n)$$

This analysis establishes a formal representation of the Tower of Hanoi problem's time complexity, considering the movement of disks in a sequential manner.

```

#include <iostream>
#include <stack>
#include <cmath>
using namespace std;

class peg
{
public:
    stack<int> diskStack;
    string pegLabel;

    peg(string pegLabel) : pegLabel(pegLabel) {}

    bool isEmpty()
    {
        return diskStack.empty();
    }
};

int totalMoves = 0;

void moveDisk(peg *fromPeg, peg *toPeg)
{
    if (fromPeg->isEmpty())
    {
        return;
    }
    int disk = fromPeg->diskStack.top();
    fromPeg->diskStack.pop();
    toPeg->diskStack.push(disk);
    totalMoves++;
    cout << totalMoves << ": Move disk " << disk << " from " <<
fromPeg->pegLabel << " to " << toPeg->pegLabel << endl;
}

void TOH(int n, peg *source, peg *dest,
        peg *aux1, peg *aux2,
        peg *aux3, peg *aux4)
{
    if (n == 0)
        return;

    // Move smaller disks from Start to Aux4
    TOH(n - 1, source, aux4, aux1, aux2, aux3, dest);

    moveDisk(source, aux1);
    moveDisk(aux1, aux2);
    moveDisk(aux2, aux3);

    if (n > 2)
    {
        moveDisk(aux3, aux4);
        moveDisk(source, aux1);
        moveDisk(aux1, aux2);
        moveDisk(aux2, aux3);
    }
    moveDisk(aux3, dest);
}

```

```

    // Now move the n-1 disk to dest using the n-2 pegs available
    TOH(n - 1, aux4, dest, source, aux1, aux2, aux3);
}

int main()
{
    peg start("Start"), aux1("Aux1"), aux2("Aux2"), aux3("Aux3"),
    aux4("Aux4"), dest("Dest");

    int N = 1;
    cout << "N = " << N << endl;
    for (int i = N; i > 0; i--)
    {
        start.diskStack.push(i);
    }

    TOH(N, &start, &dest, &aux1, &aux2, &aux3, &aux4);

    return 0;
}

```

## OUTPUTS:

n=1 1:Move disk 1 from Start to Aux1 2:Move disk 1 from Aux1 to Aux2 3:Move disk 1 from Aux2 to Aux3 4:Move disk 1 from Aux3 to Dest	n=2 1:Move disk 1 from Start to Aux1 2:Move disk 1 from Aux1 to Aux2 3:Move disk 1 from Aux2 to Aux3 4:Move disk 1 from Aux3 to Aux4 5:Move disk 2 from Start to Aux1 6:Move disk 2 from Aux1 to Aux2 7:Move disk 2 from Aux2 to Aux3 8:Move disk 2 from Aux3 to Dest 9:Move disk 1 from Aux4 to Aux1 10:Move disk 1 from Aux1 to Aux2 11:Move disk 1 from Aux2 to Aux3 12:Move disk 1 from Aux3 to Dest	n=3 1:Move disk 1 from Start to Aux1 2:Move disk 1 from Aux1 to Aux2 3:Move disk 1 from Aux2 to Aux3 4:Move disk 1 from Aux3 to Aux4 5:Move disk 2 from Start to Aux1 6:Move disk 2 from Aux1 to Aux2 7:Move disk 2 from Aux2 to Aux3 8:Move disk 1 from Aux4 to Aux1 9:Move disk 1 from Aux1 to Aux2 10:Move disk 2 from Aux3 to Aux4 11:Move disk 1 from Aux2 to Aux3 12:Move disk 1 from Aux3 to Aux4 13:Move disk 3 from Start to Aux1 14:Move disk 3 from Aux1 to Aux2 15:Move disk 3 from Aux2 to Aux3 16:Move disk 3 from Aux3	n=4 1:Move disk 1 from Start to Aux1 2:Move disk 1 from Aux1 to Aux2 3:Move disk 1 from Aux2 to Aux3 4:Move disk 1 from Aux3 to Aux4 5:Move disk 2 from Start to Aux1 6:Move disk 2 from Aux1 to Aux2 7:Move disk 2 from Aux2 to Aux3 8:Move disk 1 from Aux4 to Aux1 9:Move disk 1 from Aux1 to Aux2 10:Move disk 2 from Aux3 to Aux4 11:Move disk 1 from Aux2 to Aux3 12:Move disk 1 from Aux3 to Aux4 13:Move disk 3 from Start to Aux1 14:Move disk 3 from Aux1 to Aux2 15:Move disk 3 from Aux2 to Aux3 16:Move disk 1 from Aux4
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		<p>to Dest  17:Move disk 1 from Aux4 to Aux1  18:Move disk 1 from Aux1 to Aux2  19:Move disk 2 from Aux4 to Aux1  20:Move disk 1 from Aux2 to Aux3  21:Move disk 1 from Aux3 to Aux4  22:Move disk 2 from Aux1 to Aux2  23:Move disk 2 from Aux2 to Aux3  24:Move disk 2 from Aux3 to Dest  25:Move disk 1 from Aux4 to Aux1  26:Move disk 1 from Aux1 to Aux2  27:Move disk 1 from Aux2 to Aux3  28:Move disk 1 from Aux3 to Dest</p>	<p>to Aux1  17:Move disk 1 from Aux1 to Aux2  18:Move disk 2 from Aux4 to Aux1  19:Move disk 1 from Aux2 to Aux3  20:Move disk 1 from Aux3 to Aux4  21:Move disk 2 from Aux1 to Aux2  22:Move disk 1 from Aux4 to Aux1  23:Move disk 1 from Aux1 to Aux2  24:Move disk 3 from Aux3 to Aux4  25:Move disk 1 from Aux2 to Aux3  26:Move disk 1 from Aux3 to Aux4  27:Move disk 2 from Aux2 to Aux3  28:Move disk 1 from Aux4 to Aux1  29:Move disk 1 from Aux1 to Aux2  30:Move disk 2 from Aux3 to Aux4  31:Move disk 1 from Aux2 to Aux3  32:Move disk 1 from Aux3 to Aux4  33:Move disk 4 from Start to Aux1  34:Move disk 4 from Aux1 to Aux2  35:Move disk 4 from Aux2 to Aux3  36:Move disk 4 from Aux3 to Dest  37:Move disk 1 from Aux4 to Aux1  38:Move disk 1 from Aux1 to Aux2  39:Move disk 2 from Aux4 to Aux1  40:Move disk 1 from Aux2 to Aux3  41:Move disk 1 from Aux3 to Aux4  42:Move disk 2 from Aux1 to Aux2  43:Move disk 1 from Aux4 to Aux1  44:Move disk 1 from Aux1 to Aux2  45:Move disk 3 from Aux4 to Aux1  46:Move disk 1 from Aux2 to Aux3</p>
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99:Move disk 1 from Aux4 to Aux1 100:Move disk 1 from Aux1 to Aux2 101:Move disk 3 from Aux4 to Aux1 102:Move disk 1 from Aux2 to Aux3 103:Move disk 1 from Aux3 to Aux4 104:Move disk 2 from Aux2 to Aux3 105:Move disk 1 from Aux4 to Aux1 106:Move disk 1 from Aux1 to Aux2 107:Move disk 2 from Aux3 to Aux4 108:Move disk 1 from Aux2 to Aux3 109:Move disk 1 from Aux3 to Aux4 110:Move disk 3 from Aux1 to Aux2 111:Move disk 1 from Aux4 to Aux1 112:Move disk 1 from Aux1 to Aux2 113:Move disk 2 from Aux4 to Aux1 114:Move disk 1 from Aux2 to Aux3 115:Move disk 1 from Aux3 to Aux4 116:Move disk 2 from Aux1 to Aux2 117:Move disk 1 from Aux4 to Aux1 118:Move disk 1 from Aux1 to Aux2 119:Move disk 4 from Aux4 to Aux1 120:Move disk 1 from Aux2 to Aux3 121:Move disk 1 from Aux3 to Aux4 122:Move disk 2 from Aux2 to Aux3 123:Move disk 1 from Aux4 to Aux1 124:Move disk 1 from Aux1 to Aux2 125:Move disk 2 from Aux3 to Aux4 126:Move disk 1 from Aux2 to Aux3 127:Move disk 1 from Aux3 to Aux4 128:Move disk 3 from Aux2 to Aux3 129:Move disk 1 from	99:Move disk 1 from Aux1 to Aux2 100:Move disk 3 from Aux4 to Aux1 <b><u>LAST 100</u></b> 409:Move disk 3 from Aux3 to Aux4 410:Move disk 1 from Aux2 to Aux3 411:Move disk 1 from Aux3 to Aux4 412:Move disk 2 from Aux2 to Aux3 413:Move disk 1 from Aux4 to Aux1 414:Move disk 1 from Aux1 to Aux2 415:Move disk 2 from Aux3 to Aux4 416:Move disk 1 from Aux2 to Aux3 417:Move disk 1 from Aux3 to Aux4 418:Move disk 5 from Aux1 to Aux2 419:Move disk 5 from Aux2 to Aux3 420:Move disk 5 from Aux3 to Dest 421:Move disk 1 from Aux4 to Aux1 422:Move disk 1 from Aux1 to Aux2 423:Move disk 2 from Aux4 to Aux1 424:Move disk 1 from Aux2 to Aux3 425:Move disk 1 from Aux3 to Aux4 426:Move disk 2 from Aux1 to Aux2 427:Move disk 1 from Aux4 to Aux1 428:Move disk 1 from Aux1 to Aux2 429:Move disk 3 from Aux4 to Aux1 430:Move disk 1 from Aux2 to Aux3 431:Move disk 1 from Aux3 to Aux4 432:Move disk 2 from Aux2 to Aux3 433:Move disk 1 from Aux4 to Aux1 434:Move disk 1 from Aux1 to Aux2 435:Move disk 2 from Aux3 to Aux4 436:Move disk 1 from Aux2 to Aux3	99:Move disk 1 from Aux1 to Aux2 100:Move disk 3 from Aux4 to Aux1 <b><u>LAST 100</u></b> 1385:Move disk 3 from Aux3 to Aux4 1386:Move disk 1 from Aux2 to Aux3 1387:Move disk 1 from Aux3 to Aux4 1388:Move disk 2 from Aux2 to Aux3 1389:Move disk 1 from Aux4 to Aux1 1390:Move disk 1 from Aux1 to Aux2 1391:Move disk 2 from Aux3 to Aux4 1392:Move disk 1 from Aux2 to Aux3 1393:Move disk 1 from Aux3 to Aux4 1394:Move disk 5 from Aux1 to Aux2 1395:Move disk 5 from Aux2 to Aux3 1396:Move disk 5 from Aux3 to Dest 1397:Move disk 1 from Aux4 to Aux1 1398:Move disk 1 from Aux1 to Aux2 1399:Move disk 2 from Aux4 to Aux1 1400:Move disk 1 from Aux2 to Aux3 1401:Move disk 1 from Aux3 to Aux4 1402:Move disk 2 from Aux1 to Aux2 1403:Move disk 1 from Aux4 to Aux1 1404:Move disk 1 from Aux1 to Aux2 1405:Move disk 3 from Aux4 to Aux1 1406:Move disk 1 from Aux2 to Aux3 1407:Move disk 1 from Aux3 to Aux4 1408:Move disk 2 from Aux2 to Aux3 1409:Move disk 1 from Aux4 to Aux1 1410:Move disk 1 from Aux1 to Aux2 1411:Move disk 2 from Aux3 to Aux4 1412:Move disk 1 from Aux2 to Aux3	99:Move disk 1 from Aux1 to Aux2 100:Move disk 3 from Aux4 to Aux1 <b><u>LAST 100</u></b> 4305:Move disk 3 from Aux3 to Aux4 4306:Move disk 1 from Aux2 to Aux3 4307:Move disk 1 from Aux3 to Aux4 4308:Move disk 2 from Aux2 to Aux3 4309:Move disk 1 from Aux4 to Aux1 4310:Move disk 1 from Aux1 to Aux2 4311:Move disk 2 from Aux3 to Aux4 4312:Move disk 1 from Aux2 to Aux3 4313:Move disk 1 from Aux3 to Aux4 4314:Move disk 5 from Aux1 to Aux2 4315:Move disk 5 from Aux2 to Aux3 4316:Move disk 5 from Aux3 to Dest 4317:Move disk 1 from Aux4 to Aux1 4318:Move disk 1 from Aux1 to Aux2 4319:Move disk 2 from Aux4 to Aux1 4320:Move disk 1 from Aux2 to Aux3 4321:Move disk 1 from Aux3 to Aux4 4322:Move disk 2 from Aux1 to Aux2 4323:Move disk 1 from Aux4 to Aux1 4324:Move disk 1 from Aux1 to Aux2 4325:Move disk 3 from Aux4 to Aux1 4326:Move disk 1 from Aux2 to Aux3 4327:Move disk 1 from Aux3 to Aux4 4328:Move disk 2 from Aux2 to Aux3 4329:Move disk 1 from Aux4 to Aux1 4330:Move disk 1 from Aux1 to Aux2 4331:Move disk 2 from Aux3 to Aux4 4332:Move disk 1 from Aux2 to Aux3
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160:Move disk 2 from Aux2 to Aux3 161:Move disk 1 from Aux4 to Aux1 162:Move disk 1 from Aux1 to Aux2 163:Move disk 2 from Aux3 to Aux4 164:Move disk 1 from Aux2 to Aux3 165:Move disk 1 from Aux3 to Aux4 166:Move disk 3 from Aux1 to Aux2 167:Move disk 3 from Aux2 to Aux3 168:Move disk 3 from Aux3 to Dest 169:Move disk 1 from Aux4 to Aux1 170:Move disk 1 from Aux1 to Aux2 171:Move disk 2 from Aux4 to Aux1 172:Move disk 1 from Aux2 to Aux3 173:Move disk 1 from Aux3 to Aux4 174:Move disk 2 from Aux1 to Aux2 175:Move disk 2 from Aux2 to Aux3 176:Move disk 2 from Aux3 to Dest 177:Move disk 1 from Aux4 to Aux1 178:Move disk 1 from Aux1 to Aux2 179:Move disk 1 from Aux2 to Aux3 180:Move disk 1 from Aux3 to Dest	Aux3 to Aux4 468:Move disk 2 from Aux2 to Aux3 469:Move disk 1 from Aux4 to Aux1 470:Move disk 1 from Aux1 to Aux2 471:Move disk 2 from Aux3 to Aux4 472:Move disk 1 from Aux2 to Aux3 473:Move disk 1 from Aux3 to Aux4 474:Move disk 4 from Aux1 to Aux2 475:Move disk 4 from Aux2 to Aux3 476:Move disk 4 from Aux3 to Dest 477:Move disk 1 from Aux4 to Aux1 478:Move disk 1 from Aux1 to Aux2 479:Move disk 2 from Aux4 to Aux1 480:Move disk 1 from Aux2 to Aux3 481:Move disk 1 from Aux3 to Aux4 482:Move disk 2 from Aux1 to Aux2 483:Move disk 1 from Aux4 to Aux1 484:Move disk 1 from Aux1 to Aux2 485:Move disk 3 from Aux4 to Aux1 486:Move disk 1 from Aux2 to Aux3 487:Move disk 1 from Aux3 to Aux4 488:Move disk 2 from Aux2 to Aux3 489:Move disk 1 from Aux4 to Aux1 490:Move disk 1 from Aux1 to Aux2 491:Move disk 2 from Aux3 to Aux4 492:Move disk 1 from Aux2 to Aux3 493:Move disk 1 from Aux3 to Aux4 494:Move disk 3 from Aux1 to Aux2 495:Move disk 3 from Aux2 to Aux3 496:Move disk 3 from Aux3 to Dest 497:Move disk 1 from Aux4 to Aux1	Aux3 to Aux4 1444:Move disk 2 from Aux2 to Aux3 1445:Move disk 1 from Aux4 to Aux1 1446:Move disk 1 from Aux1 to Aux2 1447:Move disk 2 from Aux3 to Aux4 1448:Move disk 1 from Aux2 to Aux3 1449:Move disk 1 from Aux3 to Aux4 1450:Move disk 4 from Aux1 to Aux2 1451:Move disk 4 from Aux2 to Aux3 1452:Move disk 4 from Aux3 to Dest 1453:Move disk 1 from Aux4 to Aux1 1454:Move disk 1 from Aux1 to Aux2 1455:Move disk 2 from Aux4 to Aux1 1456:Move disk 1 from Aux2 to Aux3 1457:Move disk 1 from Aux3 to Aux4 1458:Move disk 2 from Aux1 to Aux2 1459:Move disk 1 from Aux4 to Aux1 1460:Move disk 1 from Aux1 to Aux2 1461:Move disk 3 from Aux4 to Aux1 1462:Move disk 1 from Aux2 to Aux3 1463:Move disk 1 from Aux3 to Aux4 1464:Move disk 2 from Aux2 to Aux3 1465:Move disk 1 from Aux4 to Aux1 1466:Move disk 1 from Aux1 to Aux2 1467:Move disk 2 from Aux3 to Aux4 1468:Move disk 1 from Aux2 to Aux3 1469:Move disk 1 from Aux3 to Aux4 1470:Move disk 3 from Aux1 to Aux2 1471:Move disk 3 from Aux2 to Aux3 1472:Move disk 3 from Aux3 to Dest 1473:Move disk 1 from Aux4 to Aux1	Aux3 to Aux4 4364:Move disk 2 from Aux2 to Aux3 4365:Move disk 1 from Aux4 to Aux1 4366:Move disk 1 from Aux1 to Aux2 4367:Move disk 2 from Aux3 to Aux4 4368:Move disk 1 from Aux2 to Aux3 4369:Move disk 1 from Aux3 to Aux4 4370:Move disk 4 from Aux1 to Aux2 4371:Move disk 4 from Aux2 to Aux3 4372:Move disk 4 from Aux3 to Dest 4373:Move disk 1 from Aux4 to Aux1 4374:Move disk 1 from Aux1 to Aux2 4375:Move disk 2 from Aux4 to Aux1 4376:Move disk 1 from Aux2 to Aux3 4377:Move disk 1 from Aux3 to Aux4 4378:Move disk 2 from Aux1 to Aux2 4379:Move disk 1 from Aux4 to Aux1 4380:Move disk 1 from Aux1 to Aux2 4381:Move disk 3 from Aux4 to Aux1 4382:Move disk 1 from Aux2 to Aux3 4383:Move disk 1 from Aux3 to Aux4 4384:Move disk 2 from Aux2 to Aux3 4385:Move disk 1 from Aux4 to Aux1 4386:Move disk 1 from Aux1 to Aux2 4387:Move disk 2 from Aux3 to Aux4 4388:Move disk 1 from Aux2 to Aux3 4389:Move disk 1 from Aux3 to Aux4 4390:Move disk 3 from Aux1 to Aux2 4391:Move disk 3 from Aux2 to Aux3 4392:Move disk 3 from Aux3 to Dest 4393:Move disk 1 from Aux4 to Aux1
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	498:Move disk 1 from Aux1 to Aux2 499:Move disk 2 from Aux4 to Aux1 500:Move disk 1 from Aux2 to Aux3 501:Move disk 1 from Aux3 to Aux4 502:Move disk 2 from Aux1 to Aux2 503:Move disk 2 from Aux2 to Aux3 504:Move disk 2 from Aux3 to Dest 505:Move disk 1 from Aux4 to Aux1 506:Move disk 1 from Aux1 to Aux2 507:Move disk 1 from Aux2 to Aux3 508:Move disk 1 from Aux3 to Dest	1474:Move disk 1 from Aux1 to Aux2 1475:Move disk 2 from Aux4 to Aux1 1476:Move disk 1 from Aux2 to Aux3 1477:Move disk 1 from Aux3 to Aux4 1478:Move disk 2 from Aux1 to Aux2 1479:Move disk 2 from Aux2 to Aux3 1480:Move disk 2 from Aux3 to Dest 1481:Move disk 1 from Aux4 to Aux1 1482:Move disk 1 from Aux1 to Aux2 1483:Move disk 1 from Aux2 to Aux3 1484:Move disk 1 from Aux3 to Dest	4394:Move disk 1 from Aux1 to Aux2 4395:Move disk 2 from Aux4 to Aux1 4396:Move disk 1 from Aux2 to Aux3 4397:Move disk 1 from Aux3 to Aux4 4398:Move disk 2 from Aux1 to Aux2 4399:Move disk 2 from Aux2 to Aux3 4400:Move disk 2 from Aux3 to Dest 4401:Move disk 1 from Aux4 to Aux1 4402:Move disk 1 from Aux1 to Aux2 4403:Move disk 1 from Aux2 to Aux3 4404:Move disk 1 from Aux3 to Dest
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<p>n=9</p> <p>1:Move disk 1 from Start to Aux1</p> <p>2:Move disk 1 from Aux1 to Aux2</p> <p>3:Move disk 1 from Aux2 to Aux3</p> <p>4:Move disk 1 from Aux3 to Aux4</p> <p>5:Move disk 2 from Start to Aux1</p> <p>6:Move disk 2 from Aux1 to Aux2</p> <p>7:Move disk 2 from Aux2 to Aux3</p> <p>8:Move disk 1 from Aux4 to Aux1</p> <p>9:Move disk 1 from Aux1 to Aux2</p> <p>10:Move disk 2 from Aux3 to Aux4</p> <p>11:Move disk 1 from Aux2 to Aux3</p> <p>12:Move disk 1 from Aux3 to Aux4</p> <p>13:Move disk 3 from Start to Aux1</p> <p>14:Move disk 3 from Aux1 to Aux2</p> <p>15:Move disk 3 from Aux2 to Aux3</p> <p>16:Move disk 1 from Aux4 to Aux1</p> <p>17:Move disk 1 from Aux1 to Aux2</p> <p>18:Move disk 2 from Aux4 to Aux1</p> <p>19:Move disk 1 from Aux2 to Aux3</p> <p>20:Move disk 1 from Aux3 to Aux4</p> <p>21:Move disk 2 from Aux1 to Aux2</p> <p>22:Move disk 1 from Aux4 to Aux1</p> <p>23:Move disk 1 from Aux1 to Aux2</p> <p>24:Move disk 3 from Aux3 to Aux4</p> <p>25:Move disk 1 from Aux2 to Aux3</p> <p>26:Move disk 1 from Aux3 to Aux4</p> <p>27:Move disk 2 from Aux2 to Aux3</p> <p>28:Move disk 1 from Aux4 to Aux1</p> <p>29:Move disk 1 from Aux1 to Aux2</p> <p>30:Move disk 2 from Aux3 to Aux4</p>	<p>n=10</p> <p>1:Move disk 1 from Start to Aux1</p> <p>2:Move disk 1 from Aux1 to Aux2</p> <p>3:Move disk 1 from Aux2 to Aux3</p> <p>4:Move disk 1 from Aux3 to Aux4</p> <p>5:Move disk 2 from Start to Aux1</p> <p>6:Move disk 2 from Aux1 to Aux2</p> <p>7:Move disk 2 from Aux2 to Aux3</p> <p>8:Move disk 1 from Aux4 to Aux1</p> <p>9:Move disk 1 from Aux1 to Aux2</p> <p>10:Move disk 2 from Aux3 to Aux4</p> <p>11:Move disk 1 from Aux2 to Aux3</p> <p>12:Move disk 1 from Aux3 to Aux4</p> <p>13:Move disk 3 from Start to Aux1</p> <p>14:Move disk 3 from Aux1 to Aux2</p> <p>15:Move disk 3 from Aux2 to Aux3</p> <p>16:Move disk 1 from Aux4 to Aux1</p> <p>17:Move disk 1 from Aux1 to Aux2</p> <p>18:Move disk 2 from Aux4 to Aux1</p> <p>19:Move disk 1 from Aux2 to Aux3</p> <p>20:Move disk 1 from Aux3 to Aux4</p> <p>21:Move disk 2 from Aux1 to Aux2</p> <p>22:Move disk 1 from Aux4 to Aux1</p> <p>23:Move disk 1 from Aux1 to Aux2</p> <p>24:Move disk 3 from Aux3 to Aux4</p> <p>25:Move disk 1 from Aux2 to Aux3</p> <p>26:Move disk 1 from Aux3 to Aux4</p> <p>27:Move disk 2 from Aux2 to Aux3</p> <p>28:Move disk 1 from Aux4 to Aux1</p> <p>29:Move disk 1 from Aux1 to Aux2</p> <p>30:Move disk 2 from Aux3 to Aux4</p>		
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31:Move disk 1 from Aux2 to Aux3 32:Move disk 1 from Aux3 to Aux4 33:Move disk 4 from Start to Aux1 34:Move disk 4 from Aux1 to Aux2 35:Move disk 4 from Aux2 to Aux3 36:Move disk 1 from Aux4 to Aux1 37:Move disk 1 from Aux1 to Aux2 38:Move disk 2 from Aux4 to Aux1 39:Move disk 1 from Aux2 to Aux3 40:Move disk 1 from Aux3 to Aux4 41:Move disk 2 from Aux1 to Aux2 42:Move disk 1 from Aux4 to Aux1 43:Move disk 1 from Aux1 to Aux2 44:Move disk 3 from Aux4 to Aux1 45:Move disk 1 from Aux2 to Aux3 46:Move disk 1 from Aux3 to Aux4 47:Move disk 2 from Aux2 to Aux3 48:Move disk 1 from Aux4 to Aux1 49:Move disk 1 from Aux1 to Aux2 50:Move disk 2 from Aux3 to Aux4 51:Move disk 1 from Aux2 to Aux3 52:Move disk 1 from Aux3 to Aux4 53:Move disk 3 from Aux1 to Aux2 54:Move disk 1 from Aux4 to Aux1 55:Move disk 1 from Aux1 to Aux2 56:Move disk 2 from Aux4 to Aux1 57:Move disk 1 from Aux2 to Aux3 58:Move disk 1 from Aux3 to Aux4 59:Move disk 2 from Aux1 to Aux2 60:Move disk 1 from Aux4 to Aux1 61:Move disk 1 from Aux1	31:Move disk 1 from Aux2 to Aux3 32:Move disk 1 from Aux3 to Aux4 33:Move disk 4 from Start to Aux1 34:Move disk 4 from Aux1 to Aux2 35:Move disk 4 from Aux2 to Aux3 36:Move disk 1 from Aux4 to Aux1 37:Move disk 1 from Aux1 to Aux2 38:Move disk 2 from Aux4 to Aux1 39:Move disk 1 from Aux2 to Aux3 40:Move disk 1 from Aux3 to Aux4 41:Move disk 2 from Aux1 to Aux2 42:Move disk 1 from Aux4 to Aux1 43:Move disk 1 from Aux1 to Aux2 44:Move disk 3 from Aux4 to Aux1 45:Move disk 1 from Aux2 to Aux3 46:Move disk 1 from Aux3 to Aux4 47:Move disk 2 from Aux2 to Aux3 48:Move disk 1 from Aux4 to Aux1 49:Move disk 1 from Aux1 to Aux2 50:Move disk 2 from Aux3 to Aux4 51:Move disk 1 from Aux2 to Aux3 52:Move disk 1 from Aux3 to Aux4 53:Move disk 3 from Aux1 to Aux2 54:Move disk 1 from Aux4 to Aux1 55:Move disk 1 from Aux1 to Aux2 56:Move disk 2 from Aux4 to Aux1 57:Move disk 1 from Aux2 to Aux3 58:Move disk 1 from Aux3 to Aux4 59:Move disk 2 from Aux1 to Aux2 60:Move disk 1 from Aux4 to Aux1 61:Move disk 1 from Aux1		
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to Aux2 62:Move disk 4 from Aux3 to Aux4 63:Move disk 1 from Aux2 to Aux3 64:Move disk 1 from Aux3 to Aux4 65:Move disk 2 from Aux2 to Aux3 66:Move disk 1 from Aux4 to Aux1 67:Move disk 1 from Aux1 to Aux2 68:Move disk 2 from Aux3 to Aux4 69:Move disk 1 from Aux2 to Aux3 70:Move disk 1 from Aux3 to Aux4 71:Move disk 3 from Aux2 to Aux3 72:Move disk 1 from Aux4 to Aux1 73:Move disk 1 from Aux1 to Aux2 74:Move disk 2 from Aux4 to Aux1 75:Move disk 1 from Aux2 to Aux3 76:Move disk 1 from Aux3 to Aux4 77:Move disk 2 from Aux1 to Aux2 78:Move disk 1 from Aux4 to Aux1 79:Move disk 1 from Aux1 to Aux2 80:Move disk 3 from Aux3 to Aux4 81:Move disk 1 from Aux2 to Aux3 82:Move disk 1 from Aux3 to Aux4 83:Move disk 2 from Aux2 to Aux3 84:Move disk 1 from Aux4 to Aux1 85:Move disk 1 from Aux1 to Aux2 86:Move disk 2 from Aux3 to Aux4 87:Move disk 1 from Aux2 to Aux3 88:Move disk 1 from Aux3 to Aux4 89:Move disk 5 from Start to Aux1 90:Move disk 5 from Aux1 to Aux2 91:Move disk 5 from Aux2 to Aux3	to Aux2 62:Move disk 4 from Aux3 to Aux4 63:Move disk 1 from Aux2 to Aux3 64:Move disk 1 from Aux3 to Aux4 65:Move disk 2 from Aux2 to Aux3 66:Move disk 1 from Aux4 to Aux1 67:Move disk 1 from Aux1 to Aux2 68:Move disk 2 from Aux3 to Aux4 69:Move disk 1 from Aux2 to Aux3 70:Move disk 1 from Aux3 to Aux4 71:Move disk 3 from Aux2 to Aux3 72:Move disk 1 from Aux4 to Aux1 73:Move disk 1 from Aux1 to Aux2 74:Move disk 2 from Aux4 to Aux1 75:Move disk 1 from Aux2 to Aux3 76:Move disk 1 from Aux3 to Aux4 77:Move disk 2 from Aux1 to Aux2 78:Move disk 1 from Aux4 to Aux1 79:Move disk 1 from Aux1 to Aux2 80:Move disk 3 from Aux3 to Aux4 81:Move disk 1 from Aux2 to Aux3 82:Move disk 1 from Aux3 to Aux4 83:Move disk 2 from Aux2 to Aux3 84:Move disk 1 from Aux4 to Aux1 85:Move disk 1 from Aux1 to Aux2 86:Move disk 2 from Aux3 to Aux4 87:Move disk 1 from Aux2 to Aux3 88:Move disk 1 from Aux3 to Aux4 89:Move disk 5 from Start to Aux1 90:Move disk 5 from Aux1 to Aux2 91:Move disk 5 from Aux2 to Aux3		
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<p>92:Move disk 1 from Aux4 to Aux1  93:Move disk 1 from Aux1 to Aux2  94:Move disk 2 from Aux4 to Aux1  95:Move disk 1 from Aux2 to Aux3  96:Move disk 1 from Aux3 to Aux4  97:Move disk 2 from Aux1 to Aux2  98:Move disk 1 from Aux4 to Aux1  99:Move disk 1 from Aux1 to Aux2  100:Move disk 3 from Aux4 to Aux1  <b><u>LAST 100</u></b>  13057:Move disk 3 from Aux3 to Aux4  13058:Move disk 1 from Aux2 to Aux3  13059:Move disk 1 from Aux3 to Aux4  13060:Move disk 2 from Aux2 to Aux3  13061:Move disk 1 from Aux4 to Aux1  13062:Move disk 1 from Aux1 to Aux2  13063:Move disk 2 from Aux3 to Aux4  13064:Move disk 1 from Aux2 to Aux3  13065:Move disk 1 from Aux3 to Aux4  13066:Move disk 5 from Aux1 to Aux2  13067:Move disk 5 from Aux2 to Aux3  13068:Move disk 5 from Aux3 to Dest  13069:Move disk 1 from Aux4 to Aux1  13070:Move disk 1 from Aux1 to Aux2  13071:Move disk 2 from Aux4 to Aux1  13072:Move disk 1 from Aux2 to Aux3  13073:Move disk 1 from Aux3 to Aux4  13074:Move disk 2 from Aux1 to Aux2  13075:Move disk 1 from Aux4 to Aux1  13076:Move disk 1 from Aux1 to Aux2  13077:Move disk 3 from Aux4 to Aux1</p>	<p>92:Move disk 1 from Aux4 to Aux1  93:Move disk 1 from Aux1 to Aux2  94:Move disk 2 from Aux4 to Aux1  95:Move disk 1 from Aux2 to Aux3  96:Move disk 1 from Aux3 to Aux4  97:Move disk 2 from Aux1 to Aux2  98:Move disk 1 from Aux4 to Aux1  99:Move disk 1 from Aux1 to Aux2  100:Move disk 3 from Aux4 to Aux1  <b><u>LAST 100</u></b>  39305:Move disk 3 from Aux3 to Aux4  39306:Move disk 1 from Aux2 to Aux3  39307:Move disk 1 from Aux3 to Aux4  39308:Move disk 2 from Aux2 to Aux3  39309:Move disk 1 from Aux4 to Aux1  39310:Move disk 1 from Aux1 to Aux2  39311:Move disk 2 from Aux3 to Aux4  39312:Move disk 1 from Aux2 to Aux3  39313:Move disk 1 from Aux3 to Aux4  39314:Move disk 5 from Aux1 to Aux2  39315:Move disk 5 from Aux2 to Aux3  39316:Move disk 5 from Aux3 to Dest  39317:Move disk 1 from Aux4 to Aux1  39318:Move disk 1 from Aux1 to Aux2  39319:Move disk 2 from Aux4 to Aux1  39320:Move disk 1 from Aux2 to Aux3  39321:Move disk 1 from Aux3 to Aux4  39322:Move disk 2 from Aux1 to Aux2  39323:Move disk 1 from Aux4 to Aux1  39324:Move disk 1 from Aux1 to Aux2  39325:Move disk 3 from Aux4 to Aux1</p>		
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13078:Move disk 1 from Aux2 to Aux3	39326:Move disk 1 from Aux2 to Aux3		
13079:Move disk 1 from Aux3 to Aux4	39327:Move disk 1 from Aux3 to Aux4		
13080:Move disk 2 from Aux2 to Aux3	39328:Move disk 2 from Aux2 to Aux3		
13081:Move disk 1 from Aux4 to Aux1	39329:Move disk 1 from Aux4 to Aux1		
13082:Move disk 1 from Aux1 to Aux2	39330:Move disk 1 from Aux1 to Aux2		
13083:Move disk 2 from Aux3 to Aux4	39331:Move disk 2 from Aux3 to Aux4		
13084:Move disk 1 from Aux2 to Aux3	39332:Move disk 1 from Aux2 to Aux3		
13085:Move disk 1 from Aux3 to Aux4	39333:Move disk 1 from Aux3 to Aux4		
13086:Move disk 3 from Aux1 to Aux2	39334:Move disk 3 from Aux1 to Aux2		
13087:Move disk 1 from Aux4 to Aux1	39335:Move disk 1 from Aux4 to Aux1		
13088:Move disk 1 from Aux1 to Aux2	39336:Move disk 1 from Aux1 to Aux2		
13089:Move disk 2 from Aux4 to Aux1	39337:Move disk 2 from Aux4 to Aux1		
13090:Move disk 1 from Aux2 to Aux3	39338:Move disk 1 from Aux2 to Aux3		
13091:Move disk 1 from Aux3 to Aux4	39339:Move disk 1 from Aux3 to Aux4		
13092:Move disk 2 from Aux1 to Aux2	39340:Move disk 2 from Aux1 to Aux2		
13093:Move disk 1 from Aux4 to Aux1	39341:Move disk 1 from Aux4 to Aux1		
13094:Move disk 1 from Aux1 to Aux2	39342:Move disk 1 from Aux1 to Aux2		
13095:Move disk 4 from Aux4 to Aux1	39343:Move disk 4 from Aux4 to Aux1		
13096:Move disk 1 from Aux2 to Aux3	39344:Move disk 1 from Aux2 to Aux3		
13097:Move disk 1 from Aux3 to Aux4	39345:Move disk 1 from Aux3 to Aux4		
13098:Move disk 2 from Aux2 to Aux3	39346:Move disk 2 from Aux2 to Aux3		
13099:Move disk 1 from Aux4 to Aux1	39347:Move disk 1 from Aux4 to Aux1		
13100:Move disk 1 from Aux1 to Aux2	39348:Move disk 1 from Aux1 to Aux2		
13101:Move disk 2 from Aux3 to Aux4	39349:Move disk 2 from Aux3 to Aux4		
13102:Move disk 1 from Aux2 to Aux3	39350:Move disk 1 from Aux2 to Aux3		
13103:Move disk 1 from Aux3 to Aux4	39351:Move disk 1 from Aux3 to Aux4		
13104:Move disk 3 from Aux2 to Aux3	39352:Move disk 3 from Aux2 to Aux3		
13105:Move disk 1 from Aux4 to Aux1	39353:Move disk 1 from Aux4 to Aux1		
13106:Move disk 1 from Aux1 to Aux2	39354:Move disk 1 from Aux1 to Aux2		
13107:Move disk 2 from Aux4 to Aux1	39355:Move disk 2 from Aux4 to Aux1		
13108:Move disk 1 from	39356:Move disk 1 from		

<p>           Aux2 to Aux3            13109:Move disk 1 from            Aux3 to Aux4            13110:Move disk 2 from            Aux1 to Aux2            13111:Move disk 1 from            Aux4 to Aux1            13112:Move disk 1 from            Aux1 to Aux2            13113:Move disk 3 from            Aux3 to Aux4            13114:Move disk 1 from            Aux2 to Aux3            13115:Move disk 1 from            Aux3 to Aux4            13116:Move disk 2 from            Aux2 to Aux3            13117:Move disk 1 from            Aux4 to Aux1            13118:Move disk 1 from            Aux1 to Aux2            13119:Move disk 2 from            Aux3 to Aux4            13120:Move disk 1 from            Aux2 to Aux3            13121:Move disk 1 from            Aux3 to Aux4            13122:Move disk 4 from            Aux1 to Aux2            13123:Move disk 4 from            Aux2 to Aux3            13124:Move disk 4 from            Aux3 to Dest            13125:Move disk 1 from            Aux4 to Aux1            13126:Move disk 1 from            Aux1 to Aux2            13127:Move disk 2 from            Aux4 to Aux1            13128:Move disk 1 from            Aux2 to Aux3            13129:Move disk 1 from            Aux3 to Aux4            13130:Move disk 2 from            Aux1 to Aux2            13131:Move disk 1 from            Aux4 to Aux1            13132:Move disk 1 from            Aux1 to Aux2            13133:Move disk 3 from            Aux4 to Aux1            13134:Move disk 1 from            Aux2 to Aux3            13135:Move disk 1 from            Aux3 to Aux4            13136:Move disk 2 from            Aux2 to Aux3            13137:Move disk 1 from            Aux4 to Aux1            13138:Move disk 1 from            Aux1 to Aux2         </p>	<p>           Aux2 to Aux3            39357:Move disk 1 from            Aux3 to Aux4            39358:Move disk 2 from            Aux1 to Aux2            39359:Move disk 1 from            Aux4 to Aux1            39360:Move disk 1 from            Aux1 to Aux2            39361:Move disk 3 from            Aux3 to Aux4            39362:Move disk 1 from            Aux2 to Aux3            39363:Move disk 1 from            Aux3 to Aux4            39364:Move disk 2 from            Aux2 to Aux3            39365:Move disk 1 from            Aux4 to Aux1            39366:Move disk 1 from            Aux1 to Aux2            39367:Move disk 2 from            Aux3 to Aux4            39368:Move disk 1 from            Aux2 to Aux3            39369:Move disk 1 from            Aux3 to Aux4            39370:Move disk 4 from            Aux1 to Aux2            39371:Move disk 4 from            Aux2 to Aux3            39372:Move disk 4 from            Aux3 to Dest            39373:Move disk 1 from            Aux4 to Aux1            39374:Move disk 1 from            Aux1 to Aux2            39375:Move disk 2 from            Aux4 to Aux1            39376:Move disk 1 from            Aux2 to Aux3            39377:Move disk 1 from            Aux3 to Aux4            39378:Move disk 2 from            Aux1 to Aux2            39379:Move disk 1 from            Aux4 to Aux1            39380:Move disk 1 from            Aux1 to Aux2            39381:Move disk 3 from            Aux4 to Aux1            39382:Move disk 1 from            Aux2 to Aux3            39383:Move disk 1 from            Aux3 to Aux4            39384:Move disk 2 from            Aux2 to Aux3            39385:Move disk 1 from            Aux4 to Aux1            39386:Move disk 1 from            Aux1 to Aux2         </p>		
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13139:Move disk 2 from Aux3 to Aux4 13140:Move disk 1 from Aux2 to Aux3 13141:Move disk 1 from Aux3 to Aux4 13142:Move disk 3 from Aux1 to Aux2 13143:Move disk 3 from Aux2 to Aux3 13144:Move disk 3 from Aux3 to Dest 13145:Move disk 1 from Aux4 to Aux1 13146:Move disk 1 from Aux1 to Aux2 13147:Move disk 2 from Aux4 to Aux1 13148:Move disk 1 from Aux2 to Aux3 13149:Move disk 1 from Aux3 to Aux4 13150:Move disk 2 from Aux1 to Aux2 13151:Move disk 2 from Aux2 to Aux3 13152:Move disk 2 from Aux3 to Dest 13153:Move disk 1 from Aux4 to Aux1 13154:Move disk 1 from Aux1 to Aux2 13155:Move disk 1 from Aux2 to Aux3 13156:Move disk 1 from Aux3 to Dest	39387:Move disk 2 from Aux3 to Aux4 39388:Move disk 1 from Aux2 to Aux3 39389:Move disk 1 from Aux3 to Aux4 39390:Move disk 3 from Aux1 to Aux2 39391:Move disk 3 from Aux2 to Aux3 39392:Move disk 3 from Aux3 to Dest 39393:Move disk 1 from Aux4 to Aux1 39394:Move disk 1 from Aux1 to Aux2 39395:Move disk 2 from Aux4 to Aux1 39396:Move disk 1 from Aux2 to Aux3 39397:Move disk 1 from Aux3 to Aux4 39398:Move disk 2 from Aux1 to Aux2 39399:Move disk 2 from Aux2 to Aux3 39400:Move disk 2 from Aux3 to Dest 39401:Move disk 1 from Aux4 to Aux1 39402:Move disk 1 from Aux1 to Aux2 39403:Move disk 1 from Aux2 to Aux3 39404:Move disk 1 from Aux3 to Dest		
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**Question 2.**

With this, we have to automatically assume that the computer is using a “dirty-bit” system, meaning we do not write back to disk. With that in mind:

**Row Major:**

In the context of row-major order, both A and B arrays necessitate 4 pages each to store a single row due to their 4000 elements, fitting within the 2000-page active memory set. The entirety of the operation for these arrays would require a transfer of 16,000 pages each for reading and writing. Conversely, the C array is accessed column-wise, owing to the  $C[N-I+1, J]$  indexing. Each element access potentially incurs a new page load, totaling 16,000 page reads. Writes to A and B mirror the read pattern, culminating in an aggregate of 16,000 page writes.

32,000 page reads (16,000 each for A/B and 16,000 for C)

32,000 page writes (16,000 each for A and B)

**Column-Major:**

In a column-major configuration, every 1000 elements of A and B arrays in each column potentially demand a fresh page load into the memory, echoing the 16,000 pages for both reading and writing operations. The C array, influenced by its unique indexing, is accessed row-wise, aligning its behavior with A and B in the row-major scenario and resulting in 16,000 page reads. The writing operations for A and B, constrained by the column-major orientation, also accumulate to 16,000 page writes.

48,000 page reads (16,000 each for A, B, and C)

32,000 page writes (16,000 each for A and B)

**Question 3.**

In essence, for optimal performance, we should ensure the second element is always the median, yielding balanced partitions. For the slowest performance, the assignment should be such that the second element is the smallest or largest, leading to highly unbalanced partitions and increased recursive calls, significantly slowing down the execution.

**Optimal Execution:**

When QuickSort utilizes the last element as the pivot, optimal execution occurs when this pivot element is consistently the median of the array. In such cases, the array is consistently divided into two approximately equal parts, which is the ideal scenario for QuickSort. As the array size  $n$  approaches infinity, if  $x = n/2$ , the partitioning remains balanced, enabling the algorithm to achieve its best-case time complexity of  $O(n \log n)$ .

**Worst-Case Execution:**

Worst-case scenarios for QuickSort, particularly when the last element is the pivot, are typically observed under the following conditions:

**Already Sorted Array:** When the array is already sorted in ascending order, each pivot (being the last element) is the largest in the subarray, resulting in unbalanced partitions. The algorithm

degenerates into making recursive calls on nearly the entire array, leading to a time complexity of  $O(n^2)$ .

**Reverse Sorted Array:** Similarly, if the array is sorted in descending order, each pivot is the smallest element in the subarray. This again results in highly unbalanced partitions and a quadratic time complexity.

**Array with Identical Elements:** An array with all identical elements also leads to unbalanced partitions since all elements are equal to the pivot. This skewed partitioning significantly reduces the efficiency of QuickSort.

#### Question 4.

```

n = 100
[Version 1] Time used: 0 milliseconds.
[Version 2] Time used: 0 milliseconds.
n = 200
[Version 1] Time used: 0 milliseconds.
[Version 2] Time used: 0 milliseconds.
n = 400
[Version 1] Time used: 0 milliseconds.
[Version 2] Time used: 0 milliseconds.
n = 800
[Version 1] Time used: 1 milliseconds.
[Version 2] Time used: 4 milliseconds.
n = 1600
[Version 1] Time used: 7 milliseconds.
[Version 2] Time used: 47 milliseconds.
n = 3200
[Version 1] Time used: 41 milliseconds.
[Version 2] Time used: 193 milliseconds.
n = 6400
[Version 1] Time used: 131 milliseconds.
[Version 2] Time used: 751 milliseconds.
n = 12800
[Version 1] Time used: 505 milliseconds.
[Version 2] Time used: 3759 milliseconds.

[Done] exited with code=0 in 7.156 seconds

```

Let it be known that both arrays were allocated and deallocated, while also cleaning each iteration during its loop of  $n$ .

What is shown in the results is that instead of having the times be nearly identical, version 2 is actually taking an exponentially longer amount of time for each entry. Between row and column addition, you can get extremely different efficiencies running the same sequence. For smaller sequences, having either Version 1 or Version 2 can prove to have no difference; however, once reaching larger sequences, the time it takes for each program to run shows significantly greater concurrence with Version 1 rather than Version 2. This is due to how each version runs.

In Version 1, matrix addition is executed by iterating through the matrices row by row. It sequentially accesses elements stored in contiguous memory locations. This alignment with the memory's structural organization fosters enhanced data locality and optimizes cache utilization.

Each cache line fetched is fully utilized before moving to the next, minimizing cache misses and thereby optimizing execution speed.

Conversely, Version 2 navigates the matrices column by column. Given that matrices are typically stored in row-major order in memory, this approach necessitates accessing elements that are not stored contiguously in memory. The resultant frequent cache misses and the need to constantly load new cache lines lead to an escalation in execution time, especially pronounced with the augmentation of matrix sizes.

In light of these findings, while theoretical models provide foundational insights, their integration with practical considerations associated with system architecture and memory configurations is indispensable. It fosters a more nuanced, comprehensive understanding, enabling the development of optimized, efficient computational solutions, particularly pertinent in applications involving extensive matrix operations and large datasets.

### **C++**

```
#include <iostream>
#include <chrono>

void printTimeDiff(std::chrono::steady_clock::time_point start, int ver)
{
    std::cout << "[Version " << ver << "] Time used: "
<<
    std::chrono::duration_cast<std::chrono::milliseconds>(std::chrono::steady_clock::now()
- start).count()
<< " milliseconds.\n";
}

int main(int argc, char *argv[])
{
    int ns[10] = {100, 200, 400, 800, 1600, 3200, 6400, 12800, 25600, 51200};
    int sequences = 8;

    for (int seq = 0; seq < sequences; seq++)
    {
        int n = ns[seq];
        std::cout << "\tn = " << n << '\n';

        int **a = new int *[n];
        int **b = new int *[n];
        int **c = new int *[n];

        for (int i = 0; i < n; i++)
        {
            a[i] = new int[n](); // Initialize to 0
```

```

b[i] = new int[n]();
c[i] = new int[n]();
}

// version 1
auto start = std::chrono::steady_clock::now();
for (int i = 1; i < n; i++)
{
    for (int j = 1; j < n; j++)
    {
        c[i][j] = a[i][j] + b[i][j];
    }
}
printTimeDiff(start, 1);

// version 2
auto start_two = std::chrono::steady_clock::now();
for (int j = 1; j < n; j++)
{
    for (int i = 1; i < n; i++)
    {
        c[i][j] = a[i][j] + b[i][j];
    }
}
printTimeDiff(start_two, 2);

//deallocate
for (int i = 0; i < n; i++)
{
    delete[] a[i];
    delete[] b[i];
    delete[] c[i];
}

delete[] a;
delete[] b;
delete[] c;
}

return 0;
}

```

**Question 5. Using C++:*****m=700000***

```

Time taken for 3m arrays of 1MB: 4824072 microseconds
Time taken to deallocate even-numbered arrays: 320589 microseconds
Time taken for m arrays of 1.25MB: 2433279 microseconds
|

```

The memory management and allocation dynamics in a system are intricate, and our observations lend credence to this complexity. The binary allocation process seems to implement some defragmentation procedures during the allocation of the primary array. The consequential allocation timing showcases a noteworthy variance when juxtaposed with the initial allocation, suggesting a non-trivial overhead linked with potential defragmentation.

Experiments with the system revealed its limitations. While one would expect standard dynamic allocation techniques to ameliorate memory management, the program frequently encountered issues, especially when resorting to the traditional `malloc()`. This was accentuated when a 64-bit binary compilation was attempted. The endeavor to utilize the entirety of the system memory often culminated in system-wide crashes. A meticulous trial-and-error approach led to the conclusion that an *m* value of around 700,000 was the ceiling to which the system could be safely pushed without invoking system instability.

An intriguing observation was the relatively comparable performance of `delete[]` and `free()` methods, exhibiting analogous results within a margin of error. The time metrics also presented interesting insights. For instance, an array thrice the size of the original could be hypothetically extrapolated to occupy about 31.5 seconds, based on the measurements.

Post-deallocation, a significant portion, roughly half, of the memory from the primary sequence remained vacant. This available space becomes critical, considering the substantial memory requirements of the allocations. The primary allocation undeniably demands a substantial continuous memory chunk. The evident delay could be attributed to the inherent need for defragmentation, ensuring contiguous memory availability.

Initially, one might speculate that the second sequence's allocation would be a more time-intensive procedure, especially given the scattered nature of memory after deallocation. However, the results indicated the contrary. The memory appears to efficiently adapt, and the allocation seems less hindered by the gaps left by the previous deallocations. This might hint at the system's adeptness at finding and utilizing these proximal memory partitions.



```

#include <iostream>
#include <chrono>
#include <vector>
constexpr size_t M = 700000;
constexpr size_t MB = 1024 * 1024;
constexpr size_t ARRAY_SIZE_1MB = MB / sizeof(int);
constexpr size_t ARRAY_SIZE_1_25MB = (size_t)(1.25 * MB) / sizeof(int);
int main() {
    std::vector<int*> arrays(3 * M);
    auto start = std::chrono::steady_clock::now();
    for (size_t i = 0; i < 3 * M; i++) {
        arrays[i] = new int[ARRAY_SIZE_1MB];
    }
    auto end = std::chrono::steady_clock::now();
    std::cout << "Time taken for 3m arrays of 1MB: "
    << std::chrono::duration_cast<std::chrono::microseconds>(end - start).count()
    << " microseconds" << std::endl;
    start = std::chrono::steady_clock::now();
    for (size_t i = 0; i < 3 * M; i += 2) {
        delete[] arrays[i];
        arrays[i] = nullptr;
    }
    end = std::chrono::steady_clock::now();
    std::cout << "Time taken to deallocate even-numbered arrays: "
    << std::chrono::duration_cast<std::chrono::microseconds>(end - start).count()
    << " microseconds" << std::endl;
    std::vector<int*> arrays2(M);
    start = std::chrono::steady_clock::now();
    for (size_t i = 0; i < M; i++) {
        arrays2[i] = new int[ARRAY_SIZE_1_25MB];
    }
    end = std::chrono::steady_clock::now();
    std::cout << "Time taken for m arrays of 1.25MB: "
    << std::chrono::duration_cast<std::chrono::microseconds>(end - start).count()
    << " microseconds" << std::endl;
    for (size_t i = 0; i < 3 * M; i++) {
        if (arrays[i]) {
            delete[] arrays[i];
        }
    }
    for (size_t i = 0; i < M; i++) {
        delete[] arrays2[i];
    }
    return 0;
}

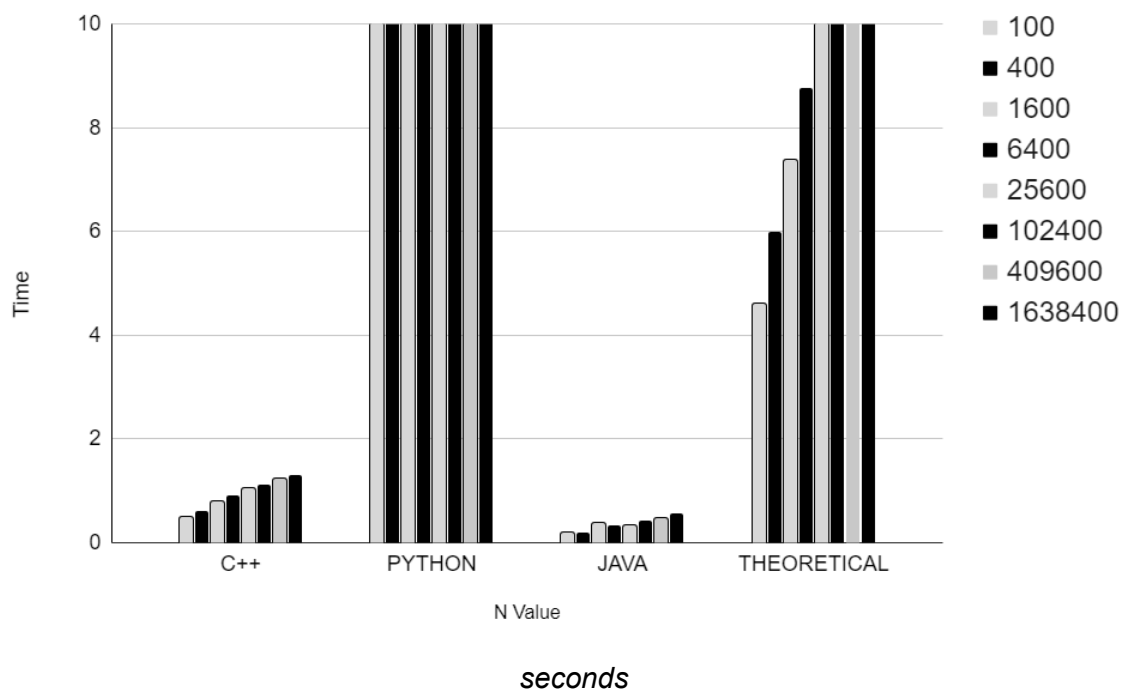
```

**Question 6.**

Let it be known that all of these languages were run through Linux Ubuntu with small RAM and Little CPU usage. I purposely did this because I personally wanted to see how well C++ and Java could run against python; having small computer power only emphasizes the times and not much else. It really does help to show what could happen with even larger and more complex codes. General predictions of this were that C++ would be the fastest, Java second, and python having been too slow to compare. These are the results:

Amount	C++	Python	Java	Theoretical
100	.490182	16.1771	.1855	4.6015
400	.616835	37.8618	.1873	5.99146
1600	.791896	64.0281	.3795	7.37776
6400	.903031	94.5703	.3257	8.76405
25600	1.04234	130.1673	.3365	10.1503
102400	1.11827	171.0714	.4256	11.5366
409600	1.23509	216.3711	.4662	12.9229
1638400	1.31585	267.0454	.5632	14.3092

C++, PYTHON, JAVA and THEORETICAL



**C++**

C++ is a really good coding software for things like this. It's very consistent with time complexity and keeps things low, making it ideal for programs and softwares that need to be fast. With this knowledge, we could assume pretty quickly that this will outbeat our theoretical times, considering that C++ uses such a binary structure.

**Python**

Only thing to summarize here is that python is quite a suboptimal language when it comes to running things quickly. This code base is not meant for things like this, and is better off doing small tasks rather than running codes that need algorithms. The times for it are way off the theoretical, which means that it's probably not worth running in this sense. Better to keep python for smaller programs rather than things that need efficiency, no offense to python users.

**Java**

Surprisingly, Java has better timings than everything else. Reason being is that java is more or less a middle ground rather than the superior. This is more than likely due to my IDE being more optimized for java rather than C.

**C++**

```
#include <iostream>
#include "time.h"
using namespace std;

void p_diff(clock_t start, int iter_len) { cout << iter_len << "\t\t" <<
float(clock() - start) / CLOCKS_PER_SEC << " seconds.\n"; }

int search(int *arr, int begin, int end, int target)
{
if (begin > end)
return -1;

int mid = (begin + end) / 2;

if (target == arr[mid])
return mid;
return target < arr[mid] ? search(arr, begin, mid - 1, target) : search(arr,
mid + 1, end, target);
}
```

```

void battery(int length, clock_t start = clock())
{
    int *arr = new int[length](); // initialize to 0
    for (int i = 0; i < 20000000; i++)
    {
        search(arr, 0, length - 1, length);
    }
    p_diff(start, length);
}

int main(int argc, char *argv[])
{
    int lengths[] = {100, 400, 1600, 6400, 25600, 102400, 409600, 1638400};
    for (const int length : lengths)
    {
        battery(length);
    }
    return 0;
}

```

## Python

```
import time
```

```

def p_diff(start, iter_len):
    print(f"{iter_len}\t\t{time.process_time() - start:.4f} seconds.")

def search(arr, begin, end, target):
    if begin > end:
        return -1

    mid = (begin + end) // 2

    if target == arr[mid]:
        return mid

    return search(arr, begin, mid - 1, target) if target < arr[mid] else
        search(arr, mid + 1, end, target)

def battery(length, start=time.process_time()):
    arr = [0] * length # initialize to 0
    for i in range(20000000):
        search(arr, 0, length - 1, length)

```

```
p_diff(start, length)
```

```
def main():
    lengths = [100, 400, 1600, 6400, 25600, 102400, 409600, 1638400]
    for length in lengths:
        battery(length)

if __name__ == "__main__":
    main()
```

## Java

```
public class Timings{
    public static void main(String[] args) {
        int[] lengths = {100, 400,1600,6400,25600,102400,409600,1638400};
        for (int length : lengths) {
            long startTime = System.nanoTime();
            battery(length);
            long endTime = System.nanoTime();
            double elapsedTimeInSeconds = (endTime - startTime) / 1e9;
            System.out.printf("%d\t\t%.4f seconds.\n", length, elapsedTimeInSeconds);
        }
    }

    public static int search(int[] arr, int begin, int end, int target) {
        if (begin > end) return -1;

        int mid = (begin + end) / 2;

        if (target == arr[mid]) return mid;
        return (target < arr[mid]) ? search(arr, begin, mid - 1, target) : search(arr,
        mid + 1, end, target);
    }

    public static void battery(int length) {
        int[] arr = new int[length];
        for (int i = 0; i < 20000000; i++) {
            search(arr, 0, length - 1, length);
        }
    }
}
```

**Question 7.**

Using the input:

```
std::vector<char> chars = {'A', 'B', 'C', 'D', 'E', 'F', 'G'};
std::vector<int> amt = {500, 400, 300, 200, 100, 50, 25};
```

We get the result:

```
C : 00
G : 01000
F : 01001
E : 0101
D : 011
B : 10
A : 11
```

[Done] exited with code=0 in 0.594 seconds

This code is giving us a result that has a time complexity of  $O(n \log_2 n)$ . To implement the optimal Huffman algorithm with a time complexity of  $O(n \log_2 n)$ , where 'n' is the number of code symbols, you need an efficient data structure to find the two elements with the smallest probability at each step. The core idea behind this algorithm is to build a Huffman tree that assigns shorter codes to more frequent symbols and longer codes to less frequent symbols, thereby achieving optimal data compression. To achieve this, you can use a priority queue with minHeap (often implemented as a binary heap) to efficiently select and merge nodes with the lowest probabilities during tree construction. In each step, you extract the two nodes with the smallest probabilities from the priority queue, create a new internal node with their combined probability, and insert it back into the queue. This process continues until you have a single root node, which represents the complete Huffman tree. By using a priority queue, you ensure that finding and merging the smallest probabilities is efficient, leading to a time complexity of  $O(n \log_2 n)$  for constructing the Huffman tree. The resulting Huffman codes will have the property of optimal data compression, with shorter codes assigned to more frequent symbols and longer codes assigned to less frequent symbols, as shown with the results. With that, the highest number will always take the least amount of space, making this kind of implementation perfect for sending data back and forth such as SMS. That's where this implementation of low space, high numbers can really be shown to be more efficient.

```

#include <iostream>
#include <vector>
#include <queue>

class HuffmanNode
{
public:
    char CH;
    unsigned freq;
    HuffmanNode *left;
    HuffmanNode *right;

    HuffmanNode(char CH, unsigned freq)
    {
        this->CH = CH;
        this->freq = freq;
        left = right = nullptr;
    }
};

struct NodeComparator
{
    bool operator()(HuffmanNode *left, HuffmanNode *right)
    {
        return left->freq > right->freq;
    }
};

void printHuffmanCodes(HuffmanNode *root, std::string code = "")
{
    if (!root)
        return;

    if (root->CH != '$')
        std::cout << root->CH << " : " << code << "\n";

    printHuffmanCodes(root->left, code + "0");
    printHuffmanCodes(root->right, code + "1");
}

```

```

void buildHuffmanTree(std::vector<char> chars, std::vector<int> amt, int size)
{
    std::priority_queue<HuffmanNode *, std::vector<HuffmanNode *>, NodeComparator>
    minHeap;

    for (int i = 0; i < size; ++i)
        minHeap.push(new HuffmanNode(chars[i], amt[i]));

    while (minHeap.size() != 1)
    {
        HuffmanNode *left = minHeap.top();
        minHeap.pop();

        HuffmanNode *right = minHeap.top();
        minHeap.pop();

        HuffmanNode *internalNode = new HuffmanNode('$', left->freq + right->freq);

        internalNode->left = left;
        internalNode->right = right;

        minHeap.push(internalNode);
    }

    printHuffmanCodes(minHeap.top());
}

int main()
{
    std::vector<char> chars = {'A', 'B', 'C', 'D', 'E', 'F', 'G'};
    std::vector<int> amt = {500, 400, 300, 200, 100, 50, 25};
    int size = chars.size();
    buildHuffmanTree(chars, amt, size);
    return 0;
}

```