# Presentación Final "substring matching"

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Curso: Estructuras de datos avanzadas

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Peralta Araníbar

Carrera: Ciencia de la Computación

# Agenda

- > Implementaciones
- Resultados
- Referencias



# **Implementaciones**

- SUFFIX\_NODE
- buildSTree
  - update
  - canonize
  - test\_and\_split
- string\_match
  - get\_results



# SUFFIX\_NODE

```
class SUFFIX NODE
 public:
     SUFFIX NODE();
     bool checkTransition(char letter);
     map<char, pair<pair<int, int>, shared_ptr<SUFFIX_NODE>>> getAllTransitions();
     shared ptr<SUFFIX NODE> setTransition(char letter, int k, int p, shared ptr<SUFFIX NODE> node = nullptr)
     shared ptr<SUFFIX_NODE> getTransition(char letter, int& k, int& p);
     shared ptr<SUFFIX NODE> getSuffixLink();
     void setSuffixLink(shared ptr<SUFFIX NODE> suffix link);
     ~SUFFIX NODE();
 private:
     // transición con un carácter como llave, dos índices y el puntero al nodo hijo
     map<char, pair< pair<int, int>, shared_ptr<SUFFIX NODE> >> trans;
     weak_ptr<SUFFIX_NODE> suffix_link;
```

# **BuildSTree**

# update

```
□void SUFFIX TREE::update(shared ptr<SUFFIX NODE>& s, int& k, int i, string& T)
     shared ptr<SUFFIX NODE> oldr = root state; // oldr <- root; r <- nullptr
     // la variable testPair es lo equivalente a (end-point, r)
     pair<bool, shared ptr<SUFFIX NODE>> testPair = testAndSplit(s, k, i - 1, T[i], T);
     // while not end-point
     while (!testPair.first)
         // set transition to r: g'(r, (i, infinity)) = r' donde r' es un nuevo estado
         // un estado nulo para las hojas basta, sobre todo para no ocupar espacio innecesariamente
         testPair.second->setTransition(T[i], i, INT MAX, nullptr);// make shared<SUFFIXNODE>()
         // f'(oldr) = r
         if (oldr != root state) oldr->setSuffixLink(testPair.second);
         // oldr <- r
         oldr = testPair.second;
         // (s, k) = canonize(f'(s), (k, i-1))
         s = canonize(s->getSuffixLink(), k, i - 1, T);// k es pasado por referencia
         // (end-point, r) = test-and-split(s, (k, p), t_i)
         testPair = testAndSplit(s, k, i - 1, T[i], T);
     if (oldr != root state) oldr->setSuffixLink(s);
     return; // return (s, k)
```

## canonize

```
ishared ptr<SUFFIX NODE> SUFFIX TREE::canonize(shared ptr<SUFFIX NODE> s, int& k, int p, string& T)
     if (p < k) return s; // lo mismo que return(s, k)</pre>
     int kp, pp;
      shared_ptr<SUFFIX_NODE> sp = s->getTransition(T[k], kp, pp);
     while (pp - kp <= p - k)
         k = k + pp - kp + 1;
         s = sp;
         // if k <= p encuentra la t k transición g'(s, (k',p')) = s' desde s</pre>
         if (k <= p) sp = s->getTransition(T[k], kp, pp);
     return s; // return (s, k)
```

# test\_and\_split

```
pair<bool, shared ptr<SUFFIX NODE>> SUFFIX TREE::testAndSplit(shared ptr<SUFFIX NODE>& s, int k, int p, char t,
                                                              string& T)
    if (k \le p)
        // la t k-transición (s, (k', p')) = s'
        int kp, pp;
        shared ptr<SUFFIX NODE> sp = s->getTransition(T[k], kp, pp);
       // if t = T[k' + p - k + 1] entonces return(true, s)
        if (t == T[(size t)kp + (size t)p - (size t)k + (size t)1]) return make pair(true, s);
        // replace t k transition above by transitions
        // where r is a new state
        // g'(s, (k', k' + p - k)) = r
        shared ptr<SUFFIX NODE> r = s-setTransition(T[kp], kp, kp + p - k, make shared<SUFFIX NODE>());
        r->setTransition(T[(size t)kp + (size t)p - (size t)k + (size t)1], kp + p - k + 1, pp, sp);
        return make pair(false, r);// return (false, r)
    // si no hay una t-transición desde s: return (false, s)
    if (!s->checkTransition(t)) return make pair(false, s);
    // sino return(true, s)
    return make pair(true, s);
```

# string match

Preferiblemente ver el código

# getResults

Preferiblemente ver el código

# Resultados

Algunas pruebas realizadas en 20000 documentos (términos usados en ciencia de la computación)

- Algorithms and complexity
  - a. computational complexity
  - b. analysis of algorithms
  - c. data structures
- Graphics and visual computing
  - a. computer graphics
  - b. computational geometry
- Information management
  - a. big data
  - b. data analysis
  - c. data visualization
- Intelligent systems
  - a. machine learning
  - b. deep learning
  - c. neural networks
- Networking and communication
  - a. network protocols

- Operating systems
  - operating systems
  - multicore
- Parallel and distributed computing
  - parallel algorithm
  - parallelism
- Software engineering
  - software development
  - $\circ$  UML
  - agile software development

# Tiempo y espacio en memoria

```
B:\UCSP\EDA\FinalProject\build\Debug\string_matching.exe

Primero ingrese la cantidad de documentos que desea cargar: 20000

Tiempo de lectura de los documentos: 1025 ms

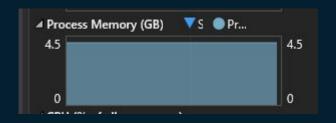
Contruccion del Arbol de Sufijos, espere...

Tiempo de construccion de la estructura en: 78067 ms

Ingrese una palabra de busqueda o la palabra "EXIT" para salir del programa...

Ingrese la palabra:
```

Name	Status	22% CPU	✓ 92% Memory	6% Disk	0% Network	1% GPU	GPU engine
> 🐼 Visual Studio Debugger C	onsole	0%	4,043.1 MB	0 MB/s	0 Mbps	0%	



Ingrese la palabra: computational complexity busqueda realizada en 1650381 usec Cantidad de resultados: 19

Cancida	o de resulta Score	Link	PDF
1:	20.8771	https://arxiv.org/abs/0704.2167	https://arxiv.org/pdf/0704.2167
2:	13.9181	https://arxiv.org/abs/0707.0823	https://arxiv.org/pdf/0707.0823
3:	6.95905	https://arxiv.org/abs/0708.1414	https://arxiv.org/pdf/0708.1414
4:	6.95905	https://arxiv.org/abs/0707.4565	https://arxiv.org/pdf/0707.4565
5:	6.95905	https://arxiv.org/abs/0707.2569	https://arxiv.org/pdf/0707.2569
6:	6.95905	https://arxiv.org/abs/0707.2115	https://arxiv.org/pdf/0707.2115
7:	6.95905	https://arxiv.org/abs/0707.1362	https://arxiv.org/pdf/0707.1362
8:	6.95905	https://arxiv.org/abs/0707.0878	https://arxiv.org/pdf/0707.0878
9:	6.95905	https://arxiv.org/abs/0707.0828	https://arxiv.org/pdf/0707.0828
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14:	6.95905	https://arxiv.org/abs/0705.3748	https://arxiv.org/pdf/0705.3748
15:	6.95905	https://arxiv.org/abs/0705.2633	https://arxiv.org/pdf/0705.2633
16:	6.95905	https://arxiv.org/abs/0705.0781	https://arxiv.org/pdf/0705.0781
17:	6.95905	https://arxiv.org/abs/0704.3142	https://arxiv.org/pdf/0704.3142
18:	6.95905	https://arxiv.org/abs/0704.1524	https://arxiv.org/pdf/0704.1524
19:	6.95905	https://arxiv.org/abs/0704.1412	https://arxiv.org/pdf/0704.1412

computational complexity

tne

arXiv.org > math > arXiv:0704.2167

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#### Mathematics > Statistics Theory

[Submitted on 17 Apr 2007 (v1), last revised 25 Jan 2012 (this version, v3)]

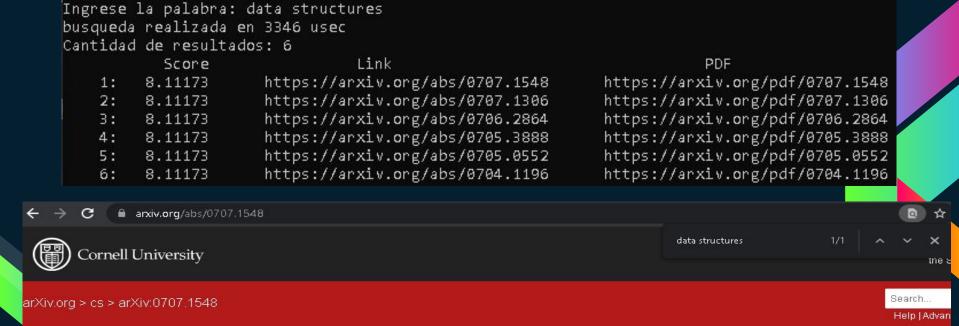
## On the Computational Complexity of MCMC-based Estimators in Large Samples

Alexandre Belloni, Victor Chernozhukov

In this paper we examine the implications of the statistical large sample theory for the computational complexity of Bayesian and quasi-Bayesian estimation carried out using Metropolis random walks. Our analysis is motivated by the Laplace-Bernstein-Von Mises central limit theorem, which states that in large samples the posterior or quasi-posterior approaches a normal density. Using the conditions required for the central limit theorem to hold, we establish polynomial bounds on the computational complexity of general Metropolis random walks methods in large samples. Our analysis covers cases where the underlying log-likelihood or extremum criterion function is possibly non-concave, discontinuous, and with increasing parameter dimension. However, the central limit theorem restricts the deviations from continuity and log-concavity of the log-likelihood or extremum criterion function in a very specific manner.

Under minimal assumptions required for the central limit theorem to hold under the increasing parameter dimension, we show that the Metropolis algorithm is theoretically efficient even for the canonical Gaussian walk which is studied in detail. Specifically, we show that the running time of the algorithm in large samples is bounded in probability by a polynomial in the parameter dimension d, and, in particular, is of stochastic order  $d^2$  in the leading cases after the burn-in period. We then give applications to exponential families, curved exponential families, and Z-estimation of increasing dimension.

Ingrese la palabra: analysis of algorithms Patron no encontrado busqueda realizada en 6019 usec



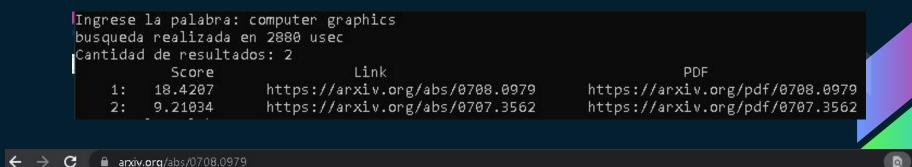
#### Computer Science > Databases

ISubmitted on 11 Jul 20071

#### Data Mining-based Materialized View and Index Selection in Data Warehouses

Kamel Aouiche, Jérôme Darmont

Materialized views and indexes are physical structures for accelerating data access that are casually used in data warehouses. However, these data structures generate some maintenance overhead. They also share the same storage space. Most existing studies about materialized view and index selection consider these structures separately. In this paper, we adopt the opposite stance and couple materialized view and index selection to take view-index interactions into account and achieve efficient storage space sharing. Candidate materialized views and indexes are selected through a data mining process. We also exploit cost models that evaluate the respective benefit of indexing and view materialization, and help select a relevant configuration of indexes and materialized views among the candidates. Experimental results show that our strategy performs better than an independent selection of materialized views and indexes.



computer graphics

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arXiv.org > nlin > arXiv:0708.0979

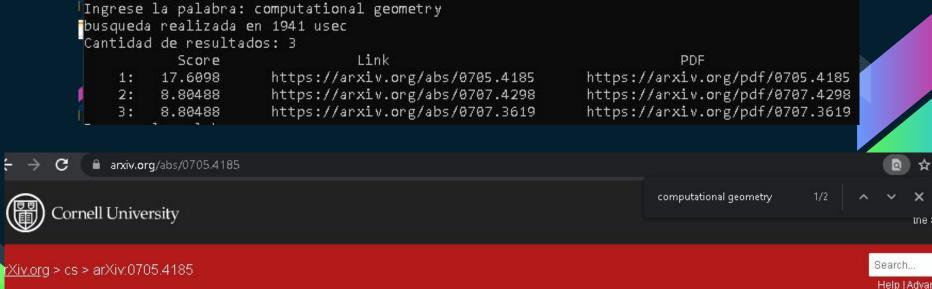
Nonlinear Sciences > Exactly Solvable and Integrable Systems

[Submitted on 7 Aug 2007]

## A new doubly discrete analogue of smoke ring flow and the real time simulation of fluid flow

Ulrich Pinkall, Boris Springborn, Steffen Weissmann

Modelling incompressible ideal fluids as a finite collection of vortex filaments is important in physics (super-fluidity, models for the onset of turbulence) as well as for numerical algorithms used in computer graphics for the real time simulation of smoke. Here we introduce a time-discrete evolution equation for arbitrary closed polygons in 3-space that is a discretisation of the localised induction approximation of filament motion. This discretisation shares with its continuum limit the property that it is a completely integrable system. We apply this polygon evolution to a significant improvement of the numerical algorithms used in Computer Graphics.



Computer Science > Cryptography and Security

(Submitted on 29 May 2007)

## Secure Two-party Protocols for Point Inclusion Problem

Tony Thomas

It is well known that, in theory, the general secure multi-party computation problem is solvable using circuit evaluation protocols. However, the communication complexity of the resulting protocols depend on the size of the circuit that expresses the functionality to be computed and hence can be impractical. Hence special solutions are needed for specific problems for efficiency reasons. The point inclusion problem in computational geometry is a special multiparty computation and has got many applications. Previous protocols for the secure point inclusion problem are not adequate. In this paper we modify some known solutions to the point inclusion problem in computational geometry to the frame work of secure two-party computation.

Ingrese la palabra: big data Patron no encontrado busqueda realizada en 2963 usec Ingrese la palabra: data analysis busqueda realizada en 5593 usec Cantidad de resultados: 45

Vά	ILLTUR	u de resulta	1005. 45	
		Score	Link	PDF
	1:	24.3873	https://arxiv.org/abs/0705.0209	https://arxiv.org/pdf/0705.0209
	2:	18.2905	https://arxiv.org/abs/0707.1503	https://arxiv.org/pdf/0707.1503
	3:	12.1937	https://arxiv.org/abs/0708.1429	https://arxiv.org/pdf/0708.1429
	4:	12.1937	https://arxiv.org/abs/0707.2438	https://arxiv.org/pdf/0707.2438
	5:	12.1937	https://arxiv.org/abs/0707.0844	https://arxiv.org/pdf/0707.0844
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	7:	12.1937	https://arxiv.org/abs/0705.0688	https://arxiv.org/pdf/0705.0688
	8:	12.1937	https://arxiv.org/abs/0704.2093	https://arxiv.org/pdf/0704.2093
	9:	6.09683	https://arxiv.org/abs/0708.1495	https://arxiv.org/pdf/0708.1495
	10:	6.09683	https://arxiv.org/abs/0708.0950	https://arxiv.org/pdf/0708.0950
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	14:	6.09683	https://arxiv.org/abs/0707.2474	https://arxiv.org/pdf/0707.2474
	15:	6.09683	https://arxiv.org/abs/0707.2429	https://arxiv.org/pdf/0707.2429
	16:	6.09683	https://arxiv.org/abs/0707.2105	https://arxiv.org/pdf/0707.2105
	17:	6.09683	https://arxiv.org/abs/0707.1861	https://arxiv.org/pdf/0707.1861
	18:	6.09683	https://arxiv.org/abs/0707.0225	https://arxiv.org/pdf/0707.0225
	19:	6.09683	https://arxiv.org/abs/0706.4130	https://arxiv.org/pdf/0706.4130
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	21:	6.09683	https://arxiv.org/abs/0706.3074	https://arxiv.org/pdf/0706.3074
	22:	6.09683	https://arxiv.org/abs/0706.2851	https://arxiv.org/pdf/0706.2851
	23:	6.09683	https://arxiv.org/abs/0706.2443	https://arxiv.org/pdf/0706.2443
	24:	6.09683	https://arxiv.org/abs/0706.2334	https://arxiv.org/pdf/0706.2334



#### Mathematics > Statistics Theory

[Submitted on 2 May 2007]

## Support vector machine for functional data classification

Fabrice Rossi (INRIA Rocquencourt / INRIA Sophia Antipolis), Nathalie Villa (GRIMM)

In many applications, input data are sampled functions taking their values in infinite dimensional spaces rather than standard vectors. This fact has complex consequences on data analysis algorithms that motivate modifications of them. In fact most of the traditional data analysis tools for regression, classification and clustering have been adapted to functional inputs under the general name of functional Data Analysis (FDA). In this paper, we investigate the use of Support Vector Machines (SVMs) for functional data analysis and we focus on the problem of curves discrimination. SVMs are large margin classifier tools based on implicit non linear mappings of the considered data into high dimensional spaces thanks to kernels. We show how to define simple kernels that take into account the unctional nature of the data and lead to consistent classification. Experiments conducted on real world data emphasize the benefit of taking into account some functional aspects of the problems.

Ingrese la palabra: data visualization Patron no encontrado busqueda realizada en 3571 usec

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busqueda realizada en 6071 usec
Cantidad de resultados: 7
                                Link
           Score
                                                                       PDF
                      https://arxiv.org/abs/0704.3453
                                                            https://arxiv.org/pdf/0704.3453
         31.8303
                      https://arxiv.org/abs/0708.1564
                                                            https://arxiv.org/pdf/0708.1564
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                      https://arxiv.org/abs/0706.1061
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                      https://arxiv.org/abs/0704.3905
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   6:
        7.95758
                      https://arxiv.org/abs/0704.0468
                                                            https://arxiv.org/pdf/0704.0468
         7.95758
```

Ingrese la palabra: machine learning



Cornell University

machine learning

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arXiv.org > cs > arXiv:0704.3453

Search...

#### Computer Science > Artificial Intelligence

[Submitted on 25 Apr 2007]

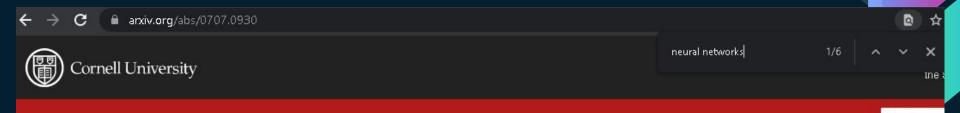
## An Adaptive Strategy for the Classification of G-Protein Coupled Receptors

#### S. Mohamed, D. Rubin, T. Marwala

One of the major problems in computational biology is the inability of existing classification models to incorporate expanding and new domain knowledge. This problem of static classification models is addressed in this paper by the introduction of incremental learning for problems in bioinformatics. Many machine learning tools have been applied to this problem using static machine learning structures such as neural networks or support vector machines that are unable to accommodate new information into their existing models. We utilize the fuzzy ARTMAP as an alternate machine learning system that has the ability of incrementally learning new data as it becomes available. The fuzzy ARTMAP is found to be comparable to many of the widespread machine learning systems. The use of an evolutionary strategy in the selection and combination of individual classifiers into an ensemble system, coupled with the incremental learning ability of the fuzzy ARTMAP is proven to be suitable as a pattern classifier. The algorithm presented is tested using data from the G-Coupled Protein Receptors Database and shows good accuracy of 83%. The system presented is also generally applicable, and can be used in problems in genomics and proteomics.

Ingrese la palabra: deep learning Patron no encontrado busqueda realizada en 4238 usec

```
Ingrese la palabra: neural networks
busqueda realizada en 12140 usec
Cantidad de resultados: 46
           Score
                                Link
                                                                       PDF
         36.4491
                      https://arxiv.org/abs/0707.0930
                                                            https://arxiv.org/pdf/0707.0930
    1:
    2:
                      https://arxiv.org/abs/0705.1390
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    3:
         30.3742
    4:
         24.2994
                      https://arxiv.org/abs/0705.1680
                                                            https://arxiv.org/pdf/0705.1680
                      https://arxiv.org/abs/0705.3690
                                                            https://arxiv.org/pdf/0705.3690
    5:
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         18.2245
                      https://arxiv.org/abs/0705.2011
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    7:
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    8:
                      https://arxiv.org/abs/0707.4619
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    9:
                      https://arxiv.org/abs/0706.2048
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   10:
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   11:
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   12:
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   15:
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   16:
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   17:
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Physics > Data Analysis, Statistics and Probability

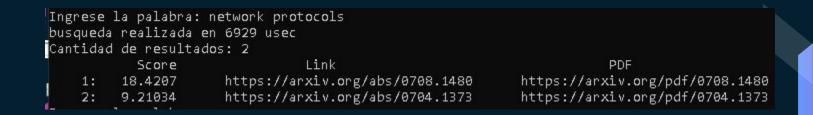
[Submitted on 6 Jul 2007]

arXiv.org > physics > arXiv:0707.0930

## Bayesian Learning of Neural Networks for Signal/Background Discrimination in Particle Physics

Michael Pogwizd, Laura Jane Elgass, Pushpalatha C. Bhat

Neural networks are used extensively in classification problems in particle physics research. Since the training of neural networks can be viewed as a problem of inference, Bayesian learning of neural networks can provide more optimal and robust results than conventional learning methods. We have investigated the use of Bayesian neural networks for signal/background discrimination in the search for second generation leptoquarks at the Tevatron, as an example. We present a comparison of the results obtained from the conventional training of feedforward neural networks and networks trained with Bayesian methods.





arxiv.org/abs/0708.1480



arXiv.org > cs > arXiv:0708.1480

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network protocols

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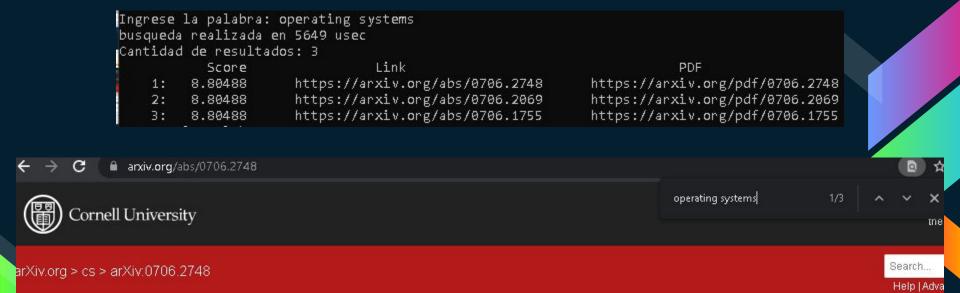
#### Computer Science > Logic in Computer Science

[Submitted on 10 Aug 2007 (v1), last revised 14 Nov 2007 (this version, v2)]

## Valid formulas, games and network protocols

Jean-Louis Krivine (PPS), Yves Legrandgérard (PPS)

We describe a remarkable relation between the notion of valid formula of predicate logic and the specification of network protocols. We give several examples such as the acknowledgement of one packet or of a sequence of packets. We show how to specify the composition of protocols.



#### Computer Science > Operating Systems

[Submitted on 19 Jun 2007 (v1), last revised 20 Jun 2007 (this version, v2)]

### A Survey of Unix Init Schemes

Yvan Royon (INRIA Rhône-Alpes), Stéphane Frénot (INRIA Rhône-Alpes)

In most modern operating systems, init (as in "initialization") is the program launched by the kernel at boot time. It runs as a daemon and typically has PID 1. Init is responsible for spawning all other processes and scavenging zombies. It is also responsible for reboot and shutdown operations. This document describes existing solutions that implement the init process and/or init scripts in Unix-like systems. These solutions range from the legacy and still-in-use BSD and SystemV schemes, to recent and promising schemes from Ubuntu, Apple, Sun and independent developers. Our goal is to highlight their focus and compare their sets of features.





rXiv.org > math > arXiv:0707.3548

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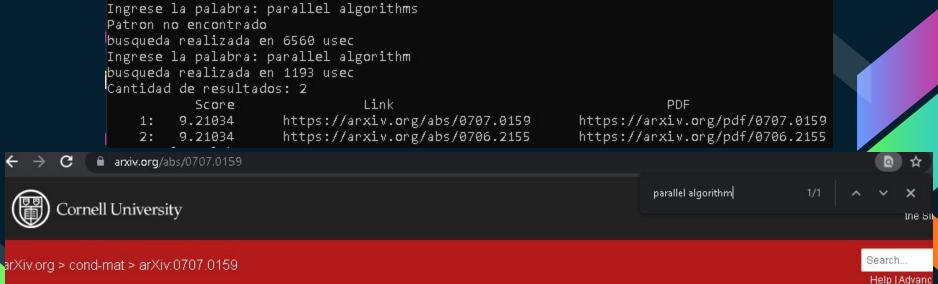
#### Mathematics > Numerical Analysis

[Submitted on 24 Jul 2007]

#### Parallel Tiled QR Factorization for Multicore Architectures

Alfredo Buttari (Department of Electrical Engineering and Computer Science, University Tennessee, Knoxville, Tennessee), Julien Langou (Department of Mathematical Sciences, University of Colorado at Denver and Health Sciences Center, Colorado), Jakub Kurzak (Department of Electrical Engineering and Computer Science, University Tennessee, Knoxville, Tennessee), Jack Dongarra (Department of Electrical Engineering and Computer Science, University Tennessee and Computer Science and Mathematics Division, Oak Ridge National Laboratory, Oak Ridge, Tennessee)

As multicore systems continue to gain ground in the High Performance Computing world, linear algebra algorithms have to be reformulated or new algorithms have to be developed in order to take advantage of the architectural features on these new processors. Fine grain parallelism becomes a major requirement and introduces the necessity of loose synchronization in the parallel execution of an operation. This paper presents an algorithm for the QR factorization where the operations can be represented as a sequence of small tasks that operate on square blocks of data. These tasks can be dynamically scheduled for execution based on the dependencies among them and on the availability of computational resources. This may result in an out of order execution of the tasks which will completely hide the presence of intrinsically sequential tasks in the factorization. Performance comparisons are presented with the LAPACK algorithm for QR factorization where parallelism can only be exploited at the level of the BLAS operations.



#### Condensed Matter > Strongly Correlated Electrons

[Submitted on 2 Jul 2007]

## Direct Extension of Density-Matrix Renormalization Group toward 2-Dimensional Quantum Lattice Systems: Studies for Parallel Algorithm, Accuracy, and Performance

S. Yamada, M. Okumura, M. Machida

We parallelize density-matrix renormalization group to directly extend it to 2-dimensional (n-leg) quantum lattice models. The parallelization is made mainly on the exact diagonalization for the superblock Hamiltonian since the part requires an enormous memory space as the leg number n increases. The superblock Hamiltonian is divided into three parts, and the correspondent superblock vector is transformed into a matrix, whose elements are uniformly distributed into processors. The parallel efficiency shows a high rate as the number of the states kept m increases, and the eigenvalue converges within only a few sweeps in contrast to the multichain algorithm.

Ingrese la palabra: parallelism busqueda realizada en 3619 usec Cantidad de resultados: 16

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	Score	Link	PDF
1:	14.2618	https://arxiv.org/abs/0708.1986	https://arxiv.org/pdf/0708.1986
2:	14.2618	https://arxiv.org/abs/0707.3548	https://arxiv.org/pdf/0707.3548
3:	7.1309	https://arxiv.org/abs/0708.1962	https://arxiv.org/pdf/0708.1962
4:	7.1309	https://arxiv.org/abs/0707.1607	https://arxiv.org/pdf/0707.1607
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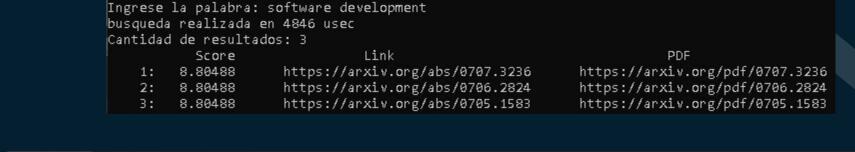
#### **Quantum Physics**

[Submitted on 15 Aug 2007]

## **Duality and Recycling Computing in Quantum Computers**

Gui Lu Long, Yang Liu

Quantum computer possesses quantum parallelism and offers great computing power over classical computer \cite{er1,er2}. As is well-know, a moving quantum object passing through a double-slit exhibits particle wave duality. A quantum computer is static and lacks this duality property. The recently proposed duality computer has exploited this particle wave duality property, and it may offer additional computing power \cite{r1}. Simply put it, a duality computer is a moving quantum computer passing through a double-slit. A duality computer offers the capability to perform separate operations on the sub-waves coming out of the different slits, in the so-called duality parallelism. Here we show that an n-dubit duality computer can be modeled by an (n+1)-qubit quantum computer. In a duality mode, computing operations are not necessarily unitary. A n-qubit quantum computer can be used as an n-bit reversible classical computer and is energy efficient. Our result further enables a (n+1)-qubit quantum computer to run classical algorithms in a  $O(2^n)$ -bit classical computer. The duality mode provides a natural link between classical computing and quantum computing. Here we also propose a recycling computing mode in which a quantum computer will continue to compute until the result is obtained. These two modes provide new tool for algorithm design. A search algorithm for the unsorted database search problem is designed.







arxiv.org/abs/0707.3236



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software development

#### Help

#### Computer Science > Other Computer Science

ISubmitted on 22 Jul 20071

#### RS-232 Led Board

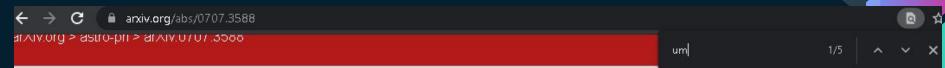
Vladimir Tskhvaradze

This article demonstrates how to develop a Microchip PIC16F84 based device that supports RS-232 interface with PC. Circuit (LED Board) design and software development will be discussed. PicBasic Pro Compiler from microEngineering Labs, Inc. is used for PIC programming. Development of LED Board Control Console using C/C++ is also briefly discussed. The project requires basic work experience with Microchip PICs, serial communication and programming.

Ingrese la palabra: UML busqueda realizada en 26847 usec Cantidad de resultados: 370

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	Score	Link	PDF
1:	19.9499	https://arxiv.org/abs/0707.3588	https://arxiv.org/pdf/0707.3588
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#### Astrophysics

[Submitted on 24 Jul 2007]

## Magnetic braking in young late-type stars: the effect of polar spots

A. Aibéo, J. M. Ferreira, J. J. G. Lima

The concentration of magnetic flux near the poles of rapidly rotating cool stars has been recently proposed as an alternative mechanism to dynamo saturation in order to explain the saturation of angular momentum loss. In this work we study the effect of magnetic surface flux distribution on the coronal field topology and angular momentum loss rate. We investigate if magnetic flux concentration towards the pole is a reasonable alternative to dynamo saturation. We construct a 1D wind model and also apply a 2-D self-similar analytical model, to evaluate how the surface field distribution affects the angular momentum loss of the rotating star. From the 1D model we find that, in a magnetically dominated low corona, the concentrated polar surface field rapidly expands to regions of low magnetic pressure resulting in a coronal field with small latitudinal variation. We also find that the angular momentum loss rate due to a uniform field or a concentrated field with equal total magnetic flux is very similar. From the 2D wind model we show that there are several relevant factors to take into account when studying the angular momentum loss from a star. In particular, we show that the inclusion of force balance across the field in a wind model is fundamental if realistic conclusions are to be drawn from the effect of non-uniform surface field distribution on magnetic braking. This model predicts that a magnetic field concentrated at high latitudes leads to larger Alfven radii and larger braking rates than a smoother field distribution. From the results obtained, we argue that the magnetic surface field distribution towards the pole does not directly limit the braking efficiency of the wind.

Ingrese la palabra: agile software development Patron no encontrado busqueda realizada en 2032 usec

# Referencias

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