

Priya Loran - CSCI 104 HW1

Problem 1: Runtime Analysis

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hw1_answers.Pdf
Function of n , input

a

- * Operations take constant time (c)
- while loops have # of iterations
- * Focus on dominating terms

```
void f1(int n)
{
    int i=2;
    while(i < n){
        /* do something that takes O(1) time */
        i = i*i;
    }
}
```

c } Doing this
 c } — iterations → requires calculation
 c

$$\text{Runtime} = c \left[2 < n, 2^2 < n, 4^2 < n, 16^2 < n \dots \right]$$

Go until $(2^x)^2 \geq n$ where $x = 0, 1, 2, \dots$

Solve $(2^x)^2 \geq n$ for x we get $(2^x)^2 \geq n = 2^{2x} \geq n$

$$\log 2^{2x} \geq \log n \rightarrow 2^x \log 2 \geq \log n \rightarrow 2^x > \log n \rightarrow \log 2^x \geq \log n$$

$$x \log 2 \geq \log n \rightarrow x \geq \log(\log n)$$

∴ the runtime is $O(\log(\log n))$

b

- * If loop conditions depend on others → Summation
- * "If-branches" assume worst case and must use algebra to predict # of times it runs

```
void f2(int n)
{
    for(int i=1; i <= n; i++){
        if( (i % (int)sqrt(n)) == 0){
            for(int k=0; k < pow(i,3); k++) {
                /* do something that takes O(1) time */
            }
        }
    }
}
```

Do this
n iterations

Do this
when i
is a multiple
of \sqrt{n}

Requires
Summation
Calculation

How many times does "if" run?

Say $n=25 \rightarrow \sqrt{n}=5 \rightarrow 5$ multiples ($5, 10, 15, 20, 25 = i$)

Say $n=9 \rightarrow \sqrt{9}=3 \rightarrow 3$ multiples ($3, 6, 9 = i$)

Say $n=30 \rightarrow \sqrt{30} = 5.48 \rightarrow \text{int}=5 \rightarrow 6$ multiples

i can equal n (\leq)

So the branch seems to run $\frac{n}{\text{int}(\sqrt{n})}$ iterations = \sqrt{n} iterations

How many times does inner loop run?

- From $k=0$ to i^3 where $i = \text{multiple of } \sqrt{n}$

Let a multiple of \sqrt{n} , i , be written as $x \cdot \sqrt{n}$

where $x = 1, 2, 3 \dots \sqrt{n} \therefore i = x \cdot \sqrt{n}$

Upper bound =

$$\sqrt{n} \cdot x \geq n$$

$$x \geq \frac{n}{\sqrt{n}}$$

Total $x \geq \sqrt{n}$

Summation =

$$\sum_{x=1}^{\sqrt{n}} (i)^3 = \sum_{x=1}^{\sqrt{n}} (x \cdot \sqrt{n})^3 = \sqrt{n}^3 \sum_{x=1}^{\sqrt{n}} x^3 = \sqrt{n}^3 \left[\frac{\sqrt{n}(\sqrt{n}+1)}{2} \right]^2 =$$

Note:

$$\sum_{x=1}^t x^3 = \frac{t^4}{4}$$

Common summation

$$n^{3/2} \left[\frac{(n\sqrt{n})(n\sqrt{n})}{4} \right] = n^{3/2} \left[\frac{n^2 + n\sqrt{n} + n\sqrt{n} + n}{4} \right] \rightarrow n^{3/2} \cdot n$$

only care about asymptotic behavior
So use n^2 , drop $\frac{1}{4}$

$$= n^{3/2} \cdot n^{4/2} = n^{7/2}$$

\therefore the runtime is $O(n^{7/2})$

C

- If loop conditions are independent → Multiplication
- In worst case, assume all array elements = i

```
for(int i=1; i <= n; i++){
  for(int k=1; k <= n; k++){
    if( A[k] == i){
      for(int m=1; m <= n; m=m+m){
        // do something that takes O(1) time
        // Assume the contents of the A[] array are not changed
      }
    }
  }
}
```

Do this $\left[\begin{matrix} n \\ \text{iterations} \end{matrix} \right]$ Do this $\left[\begin{matrix} n \\ \text{iterations} \end{matrix} \right]$ Do this when array element = i $\left[\begin{matrix} 2^m = n \\ \rightarrow \log n \text{ iterations} \end{matrix} \right]$

How many times does this run? Loop runs : while $m \leq n \rightarrow 1, 2, 4, 8, \dots, 2^m$ where $2^m \leq n$ in worst case $2^m = n \rightarrow \log n = m$

$C[n \cdot n \cdot \log n] = [n^2 \log n]C \rightarrow \text{Exponential} \cdot \text{Logarithmic} \cdot \text{Constant}$

- Exponential grows fastest, then logarithmic, but constant has limited effect

$Cn^2 \log n$ is $O(n^2 \log n)$ \therefore the runtime is $O(n^2 \log n)$ in worst case

- In best case, assume NO elements = i

"if" branch never runs; only the first two for loops

$n \cdot n = n^2$

\therefore the runtime is $O(n^2)$ in best case

d

```
int f (int n)
{
  int *a = new int [10];
  int size = 10;
  for (int i = 0; i < n; i++)
  {
    if (i == size)
    {
      int newsz = 3*size/2;
      int *b = new int [newsz];
      for (int j = 0; j < size; j++) b[j] = a[j];
      delete [] a;
      a = b;
      size = newsz;
    }
    a[i] = i*i;
  }
}
```

$O(\text{newsz})$
 $O(\text{size})$

$\left[\begin{matrix} C \\ C \\ C \\ C \\ C \end{matrix} \right]$ Do this $\left[\begin{matrix} n \\ \text{iterations} \end{matrix} \right]$ To determine # of times "if" runs, do calculations } Requires Calculations

- When $i = \text{size} \rightarrow \text{run}$

- i increases by 1

\rightarrow Go until $i = n$

- $\text{Size} = \text{newSize}$, $\text{Size} = \frac{3\text{Size}}{2}$

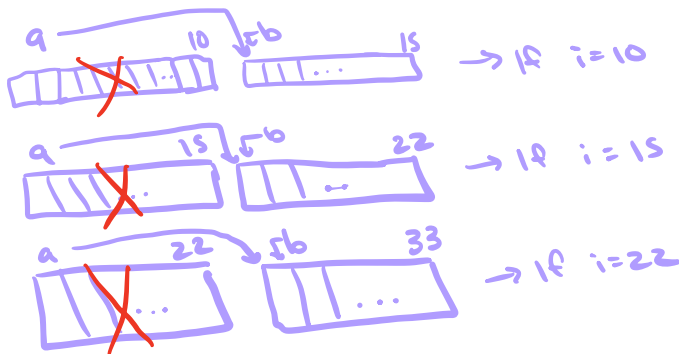
$$= n + 10 + \left(\frac{3}{2}\right)10 + \left(\frac{3}{2}\right)^2 10 + \dots + \left(\frac{3}{2}\right)^{\log n} 10$$

So "if" runs approx. $\log n$ iterations

$$\left(\frac{3}{2}\right)^x 10 \geq n \Rightarrow \left(\frac{3}{2}\right)^x \geq \frac{n}{10} \Rightarrow x \log\left(\frac{3}{2}\right) \geq \log\left(\frac{n}{10}\right)$$

*Take out constants
 $\left(\frac{1}{\log 3/2}\right)$

$$x = \frac{\log \frac{n}{10}}{\log \frac{3}{2}} \rightarrow x \text{ is } O(\log n)$$



= newSize (Dynamic Array allocation) + Size (copy array)

= $O(\text{newSize} + \text{Size})$ but it goes until $\text{Size} = i = n$ so

*Geometric Summation

$$\text{Runtime} = n + 10 \sum_{k=0}^{\log n} \left(\frac{3}{2}\right)^k = n + 10 \left[\frac{1 - \left(\frac{3}{2}\right)^{\log n}}{1 - \frac{3}{2}} \right]$$

*Take out constants

$$\text{Runtime} = n + \left(\frac{3}{2}\right)^{\log n} = n + e^{\log n \log \frac{3}{2}} = n + n^{\log \frac{3}{2}}$$

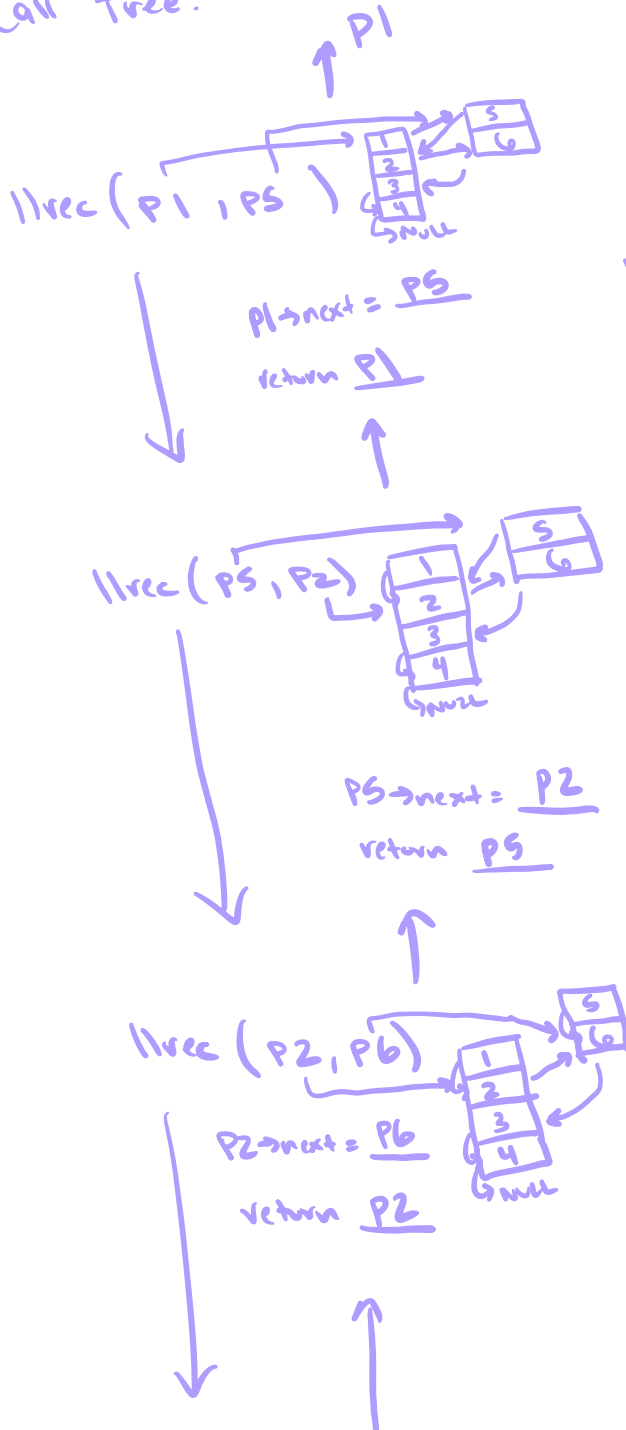
$n^{\log \frac{3}{2}}$ grows slower than n

\therefore the runtime is $O(n)$

Problem 2 - LL Recursion Tracing

9

Call Tree:



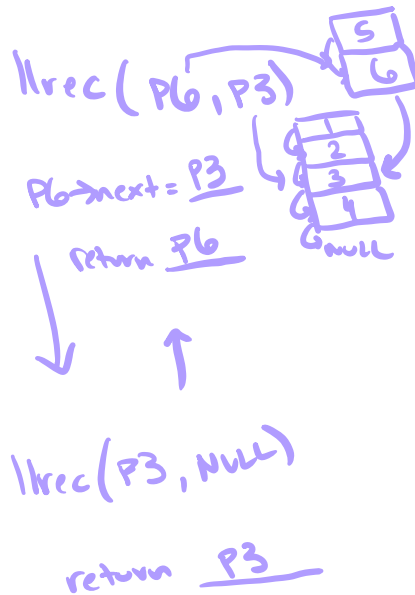
```
struct Node {
    int val;
    Node* next;
};

Node* llrec(Node* in1, Node* in2)
{
    if(in1 == nullptr) {
        return in2;
    }
    else if(in2 == nullptr) {
        return in1;
    }
    else {
        in1->next = llrec(in2, in1->next);
        return in1;
    }
}
```

$in1 = 1, 2, 3, 4$
 $in2 = 5, 6$

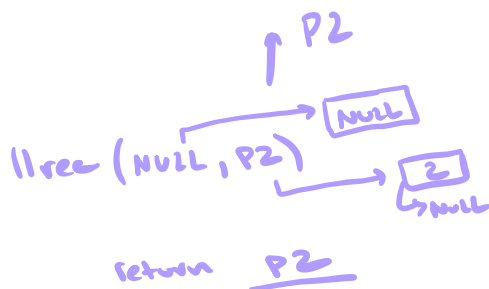
With this input, the program returns a pointer to the first address of a linked list with value of 1. The LL goes $1 \rightarrow 5 \rightarrow 2 \rightarrow 6 \rightarrow 3 \rightarrow 4 \rightarrow \text{null}$

- After changing pointers, I also changed all some pointers above that function
- Arrows are where node \rightarrow next pointer points to
- Px is a pointer to a linked list with a value (int) of x



b

Can Tree:



```

struct Node {
    int val;
    Node* next;
};

Node* llrec(Node* in1, Node* in2)
{
    if(in1 == nullptr) {
        return in2;
    }
    else if(in2 == nullptr) {
        return in1;
    }
    else {
        in1->next = llrec(in2, in1->next);
        return in1;
    }
}

```

in1 = NULL
in2 = 2

With this input, the program returns a pointer to the first address of a linked list with value of 2. The LL goes

2 → NULL

- P_x is a pointer to a linked list with a value (int) of x
- Only one call to $llrec(Node*, Node*)$