# Advanced Algorithms 2005 SPEAAG

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Lection: 5A

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# Part-A

1a) Noive stuing matching Breudocode:

Naine\_String\_ Hatcher (T, P)

n <= length [T]

m <= length [P]

for s <= 0 to n -m

do if P[1-1-m] = T[s+1....s+m]

then print "Pattur occur with shift" s

e++ code:

## include < bits / stdc+++h>

using namupace 1td;

void reach (chan\* txt, char\* pat)

int m= strlen (pat);

int m = strlen(txt);

for (int i=o; i <= n-m; i++)

§

```
for (int j=0; jem jj++)
          if (txt[i+j]] = pat[j])
                break;
    il ( j == m)
        cout << " Pathuen occur with shift "<< i << endly
int main ()
      that totl] = "ABAABACAAB
      chaut pati) = "BA-CA"
      reach (pat, tht);
       ritian o;
```

Duput:

Pattern becur with shift 4

## Paut-B

20) Multithreaded the Filonacci number generation (n=4)

En Multithreaded algorithm:

P-Fib (n)

if 
$$n \le 1$$

return n

else  $x = spewn P-Fib(n-1)$ 
 $y = P-Fib(n-2)$ 

sync

euteun  $x + y$ 

F-Fib(1)

P-Fib(1)

Amure

The span is the largest longest time to execute the threads along any path of the computational DAG.

span = The number of rutices on a longest or critical path (Pathown as double-arrows in the figure)

(Assuming wit time for each thread) span= & time units

### WORK

The work of a multithreaded computation is the total time to execute the entire computation on one procusor

work: sum of the times taken by each thread

= No. of vertices in DAG [: No of vertices = No. of

Huradi]

work = 17 time units

(Assuming unit time for each thread and 17 vertices = 17 Huards)

Multiplication algorithm

Mutaix - Multiplicy (c, A, B, n):

// Multiplic materials A and B, storing the result in c

// n is power of 2 (for simplicity)

if n = = 1

C(1,1) = A(1,1).18[1,1]

else

allocate a temporary matrix T[1...n,1....n] partition A, B, c end T into (n/2) × (n/2) submatrices spawn Matrix Multiply (C11, A11, B11, N/2) Spawn Matrix\_Multiply ((12,A11,B12, 1/2) spawn Matrix-Multiply ((21, A21, B11, 1/2) spawn Matrix\_Multiply ((22, A21, B12, 19/2) spawn Matrix-Multiply (T11, A2) 1321, 1/2) spawn Matrix-Hulliply (T12, A12, B22, 1/2) span Materix - Hulliply (Tz1, Azz, Bzz, 1/2) Materix-Nulliply (Trz, Azz, Bzz, M/2) sync Matrix\_Add (c, T, n)

$$i|_{N==1}$$
:  
 $([1,1]=([1,1]+T[1,1]$ 

## else:

partition C and T into (n/2) \*(n/2) \*ubmatrices

\*\*Xpawn Matrix\_Add ((11, T11, n/2))

\*\*Spawn Matrix\_Add ((12, T121 n/2))

\*\*Spawn Matrix\_Add ((21, T211 n/2))

\*\*Spawn Matrix\_Add ((21, T211 n/2))

\*\*Spawn Matrix\_Add ((21, T221 n/2))

\*\*Jync

Reperentation:

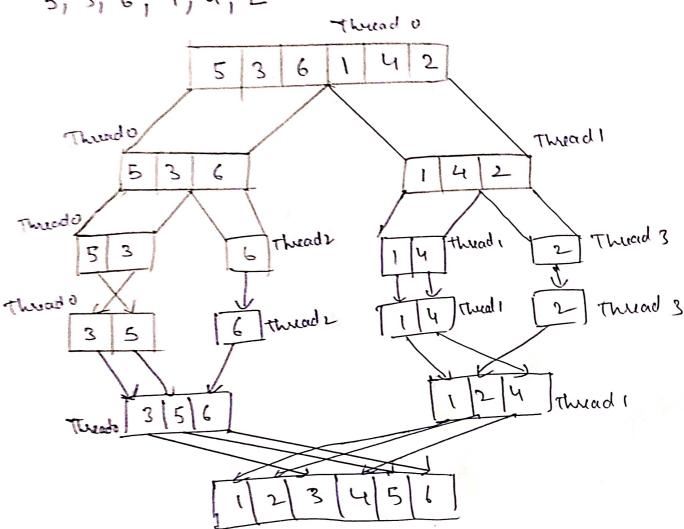
$$\begin{bmatrix}
A_{11} & A_{12} \\
A_{21} & A_{22}
\end{bmatrix}
\begin{bmatrix}
B_{11} & B_{12} \\
B_{21} & B_{22}
\end{bmatrix}$$

$$= \begin{bmatrix}
C_{11} & C_{12} \\
A_{11}B_{11} & A_{11}B_{12}
\end{bmatrix}
+ \begin{bmatrix}
A_{11}B_{21} & A_{12}B_{22} \\
A_{21}B_{21} & A_{22}B_{22}
\end{bmatrix}
+ \begin{bmatrix}
A_{21}B_{21} & A_{22}B_{22} \\
A_{21}B_{21} & A_{22}B_{22}
\end{bmatrix}
+ \begin{bmatrix}
A_{21}B_{21} & A_{22}B_{22} \\
A_{21}B_{21} & A_{22}B_{22}
\end{bmatrix}$$

$$\begin{bmatrix}
C_{11} & C_{12} \\
C_{21} & C_{22}
\end{bmatrix}
+ \begin{bmatrix}
A_{21}B_{21} & A_{22}B_{22} \\
A_{21}B_{21} & A_{22}B_{22}
\end{bmatrix}$$

**(6)** 

2e) pultitureaded meigr sort 5, 3, 6, 1, 4, 2



## Part c

3a) Algorithm for storing matching ming Ration Kaup approach Rubin-Kaup-Hatcher (T, P, d, &) // Tû tent string, pis pattern, die radix, q'is modulus (prime) n < length [T] m < length [17] hedmod q Mhigher order digit position for m-digit p < 0 to-0 11 Pre procening for it I to m do pt (dp+P[i]) mod & to < (dto + T(i)) mod q for se 6 to n-m do if p=ts then if P[1...m]=T[stl...s+m] then" Pattur occur with shift"s if scn-m then t<sub>sti</sub> = (d(t<sub>s</sub>-T[s+i]h)+ T[S+m+1]) mod q

Lyiven T = "a babaabbab" 1 = "abba" d= 26, q = 13 h (abha) = h(a,b,b,a) 5 - 2 = (1 ×103 + 2×10+2×10) c -3 +1×100) mod 13 = (1000 + 200 + 20 + 1) 4.13 d - 4 e-5 = (1221)4.13=12 funt substring from to a bab h(abab) = kotom (1x103+2x10+1x10+2x10°)4.13 = (1000 + 200+10+1) 13 = 12121-13=3 × 12 h (baba) = (:1x103+1x102+1x10'+1x10') = (2121) 1/13 = 2 # 12 h(abaa) = (1x103+2x10+1x10+ 1x100) = 1211.1.13 = 2 +12 h(baab) = (2×103+1×102+1×101+2×100) - 2112-1-13 = 6 + 12 h(aabb) = (1x103+1x102+2x101+2x10") = 11224.13=4 = 12 h(abba) = (1x103+2x102+2x101+1x100) ~ (1221) y.13 =12 = 12/ : Pattern occurs at shift 5

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Houspool-Makhing using Houspools technique

Houspool-Makhing (P[o...n-1], T[o...n-1])

// Input: Pattern P[o...m-1] and Fent T[o...n-1]

// Output: index of first matching salsterns, ,-1 if wealth

Shift Jable (P[o...m-1]) // generate Jable of shifts

i < m-1

while i < n-1 do

k < 0

while k < m-1 and P[m-1-k] = T[i-k] do

k < k+1

if k = m

return i-m+1

else i < i + Jable [Tri]

return -1

given T= "praveen prasheen athpradan" P = " prada " P= p. rada Shift table 01234 d e shift s ada pattern matched at index 17

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frune