## Week 4

**←** Week 4

## 

	Earliest Top Most Recen	t
Т	<b>Timofii</b> · a month ago	~
	Tip for you my fellow programmers: sort pairs of post numbers and vertices advance before processing them in order to find all the scc (so like not do [fithe next vertex with the largest post number which is not processed yet] at estep but have a sorted array of {post number, vertex} and just take the next processed yet vertex at each step)	nd each
	û 0 Upvotes	
JA	Jatin Agarwala · 2 months ago	~
	Failed case #14/36: Wrong answer	
	(Time used: 0.00/1.00, memory used: 31748096/1073741824.)	
	I am using C++, DFS followed by Kosaraju's algorithm to find SCC and then to them in reverse order. I have tried all sorts of corner cases and have no idea to proceed.	•
	û 0 Upvotes   ☐ Reply	
CY	Chenyun Yang · 2 months ago	~
Ci	I have tried all cases showed in week 4 forum but still don't know why I stuck case 5(wrong answer). Could anyone give me some test numbers to do that Thanks!	
	û 0 Upvotes	
	JA <b>Jatin Agarwala</b> · 2 months ago	~
	Same here.	
	Tell me if you figure it out. Thanks!	
	ஓ 0 Upvotes	
	Reply	
		Reply
9 9 6	<b>AJM</b> · 2 months ago	~
	Using Python3, implemented Kosaraju's algorithm. Through all these course I've been doing BFS and DFS via stacks (iteratively) instead of recursively. I thought that was better performance wise (isn't that what people do in competitive programming?). This problem either proved that wrong, or provan interesting exception.	
	With iterative DFS, my solution failed:	
	Failed case #8/36: time limit exceeded (Time used: 31.98/16.00, memory use 31756288/1073741824.)	ed:
	The only change I made was to make my two DFS calls recursive, and then a the lines suggested in the forums (code from plan_party.py: threading / reculimit / thread stack size). And all the sudden:	
	Good job! (Max time used: 1.99/16.00, max memory used: 156225536/1073741824.)	
	û 0 Upvotes □ Reply	
	Christopher Walker · 3 months ago	~
	I hate this. I've re-written this so many times. I've taken all these suggestions	
	been screwing with this all weekend and still exceeds the time limit. I don't keep how to make it any faster. I'm down to micro optimizations now, but I'm like double the time limit. I've tried so many things. This is horrible. This is too had or I'm too dumb. This little box popped up and said "the average student too and a half hours to do this. Was this helpful?" Heck no that isn't helpful! I've like 20 hours into this and no closer to an answer than when I started. I won able to sleep. This is the worst assignment I've ever had. I hate programming too dumb to do this. I give up. I will sell pencils on the street corner. Anyone	ard ok 2 got 't be g. I'm
	how to make it any faster. I'm down to micro optimizations now, but I'm like double the time limit. I've tried so many things. This is horrible. This is too had or I'm too dumb. This little box popped up and said "the average student too and a half hours to do this. Was this helpful?" Heck no that isn't helpful! I've like 20 hours into this and no closer to an answer than when I started. I won able to sleep. This is the worst assignment I've ever had. I hate programming	ard ok 2 got 't be g. I'm

**Zuhaib Ul Zamann** · 5 months ago



All

Assignment: Programming Assignment

?

I Don't know who this might help but here are some of my suggestions in this assignment for python language:-

1) Don't use Iterative implementation for Finding the topological ordering as the implementation will be twice slower than recursive implementation. You might fall in some TLE errors in TC #16

2) Increase the stack size and the recursion depths:-

import sys

import resource

resource.setrlimit(resource.RLIMIT\_STACK, (2\*\*29,-1))

sys.setrecursionlimit(10\*\*6)

3) Check the time consumption of each of the subparts using time.perf\_counter().

4) Use sets for saving elements in each component. Lookups and finding an element in sets are on average O(1) whereas it is O(1) and O(n) in lists respectively.

Best of Luck



## **Greg G.** · 6 months ago · Edited

```
1 Good job! (Max time used: 3.18/18.00, max memory used: 298340352/1073741824.)
```

~

**Don't do this in Java!** It's a total, incredible pain in the keyboard.

**Edit:** you can possibly do a recursive DFS using the starter code from the fun party assignment. (Thread's stackSize parameter is platform dependent but may work!) Try that first!

It took me >2 days, because I did the graph assignments in Python and thought... I don't know what I thought!

Recursive DFS won't (edit: may or may not) work with Java, you'll get a stack overflow on large datasets. To extend stack limits, you'd need a JVM command-line switch, but that's unavailable here. In Python, you can simply issue a command.

Also, stress testing is a must here, you'll have to generate lots of test data with 2 variables and 3 clauses. That will contain most edge cases and you can still 'debug' them with pen & paper so then you can later focus on performance on large datasets. Fortunately, the naive algorithm is already included for Java.

(I know stress testing is good, but I usually only do it as a last resort since it takes hell a lot of time. It feels good when it runs though!)

So we need iterative DFS. I looked around and found <u>some solutions</u> involving 2 stacks, but that algorithm also broke down when encountering cycles and whatnot - all the examples were for trees.

After several tries to tweak it, I gave up and rather recreated the "function stack" in a stack variable. So here you push the complete state to the stack - a tuple of a vertex number and the number of neighbors already processed.

Here's the iterative pseudocode that follows the <u>algorithm explained by Dan:</u>

```
1 explore(root)
 2
        create stack
3
        add (root, 0) to stack
        visited = empty list // a list of visited vertices for finding SCCs
4
5
        while stack is not empty
 6
7
            (vertex, processedNeighbors) ← pop from stack
8
            if !isProcessed(vertex)
9
10
                // essentially previsit
                add vertex to visited
11
12
                isProcessed(vertex) ← true
13
            if processedNeighbors < number of vertex's neighbors</pre>
14
                processedNeighbors++
15
                push (vertex, processedNeighbors) to stack
16
17
                nextNeighbor ← 'processedNeighbors' neighbor of vertex
18
19
                if !isProcessed(nextNeighbor)
20
                    push (nextNeighbor, 0) to stack
21
            else
                // postvisit
22
23
                add vertex to postOrder list
24
25
   depthFirstSearch()
        set isProcessed to all false
26
27
        for each vertex
            if !isProcessed(vertex)
28
29
                explore(vertex)
```

So this worked pretty fine, but took hell of a long time to implement all pieces properly. There are lots of moving parts, and it's especially hard to debug this, because you'll need to manually draw the graph and follow SCC search.

The silver lining was that once I got rid of all the failing cases with small datasets, it already ran fine for large inputs, too, and the submission was accepted. Basically you just need to avoid hidden O(n^2) iterations or algorithms.

I also created <u>this SO answer</u> to share this useful piece of preudocode with others.

û 1 Upvote ☐ Hide 2 Replies

P **Savvas Pitsillos** · 6 months ago

Greg I am having the same issues with you. I will try to use iterative DFS with Java because a working code does not pass case 19





