

314553017 蕭希敏

Result

(2) The final cut size and the runtime of each testcase. Paste the screenshot of the result of running the HW2_grading.sh as the picture shown below.

```

nthucad:~/HW2/HW2_grading> bash HW2_grading.sh
+-----+
| This script is used for PDA HW2 grading. |
+-----+
host name: nthucad
compiler version: g++ (Ubuntu 9.4.0-1ubuntu1~20.04.2) 9.4.0

grading on 353310918:
In file included from main.cpp:17:
bucket.h: In member function 'void Bucket::erase(int, int, std::__cxx11::list<int>::iterator)'':
bucket.h:31:20: warning: unused parameter 'cell' [-Wunused-parameter]
  31 |     void erase(int cell, int gain, list<int>::iterator it) {
      |             ~~~~~^~~~~
  checking item          status
+-----+
correct tar.gz          yes
correct file structure  yes
have README              yes
have Makefile            yes
correct make clean       yes
correct make              yes

testcase | #ways | cut size | runtime | status
+-----+
public1 |    2 |    416 |   0.22 | success
public1 |    4 |    950 |   0.38 | success
public2 |    2 |   5398 |  15.90 | success
public2 |    4 |   7898 |  24.25 | success
+-----+
| Successfully write grades to HW2_grade.csv |
+-----+
nthucad:~/HW2/HW2_grading> ■

```

Question

I. Where is the difference between your algorithm and FM Algorithm

described in class? 一樣

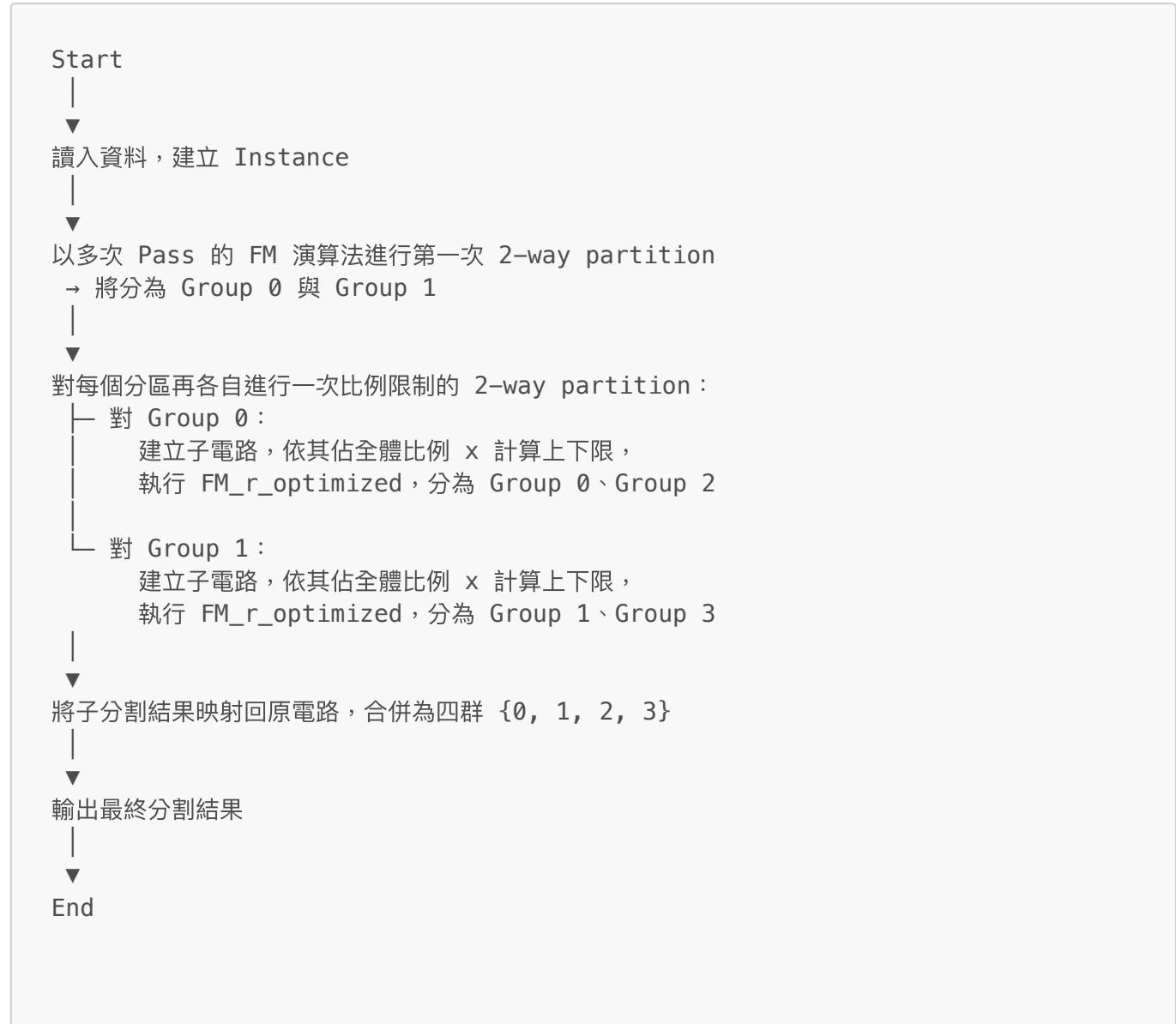
II. Did you implement the bucket list data structure?

有，但我只使用一個bucket list，因我的class cell有存取自己的group

III. How did you find the maximum partial sum and restore the result?

我紀錄了移動順序move_history並存取best_step，restore時從initial state依據move_history還原到best_step，實測下來比複製best step時的state還快

IV. How did you modify the FM algorithm to handle four-way min-cut partitioning? You could use flow chart(s) and/or pseudo code to help elaborate your algorithm.



先對整體電路進行一次 2-way FM (Group 0、Group 1)，再將 Group 0 分為 Group 0 與 Group 2、Group 1 分為 Group 1 與 Group 3，然後使用改良的FM_r_optimized。它在每次 cell 移動前會進行比例檢查 (feasible_r)，確保符合ratio的限制，基本上邏輯都跟FM一樣。

What have you learned from this homework? What problem(s) have you encountered in this homework?

更加熟悉了FM演算法以及將一個方法完整實作出來。實作FM時主要是遇到蠻多bug要de，常常會有小邏輯錯誤導致迴圈無法停止，4 way部分也花了不少時間實作。