

Paz: ext. 2 days

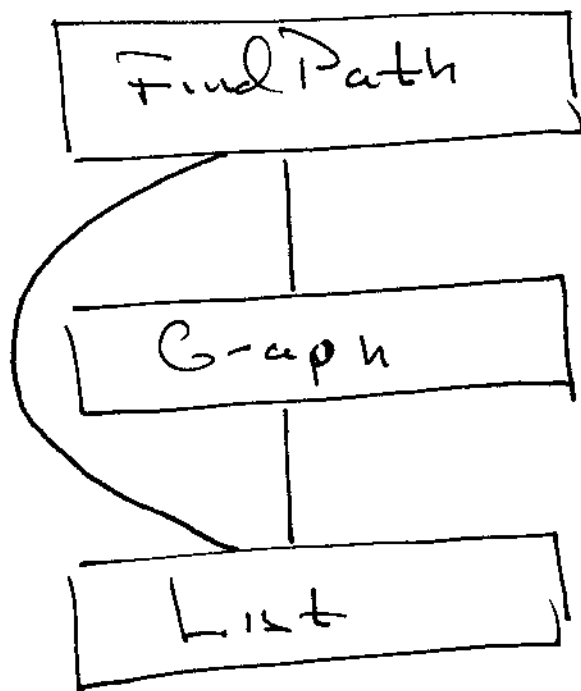
Back to ~~DFS~~.

Assume ~~DFS~~(G, s) has been run

PrintPath(G, s, x) Pre: $\uparrow$

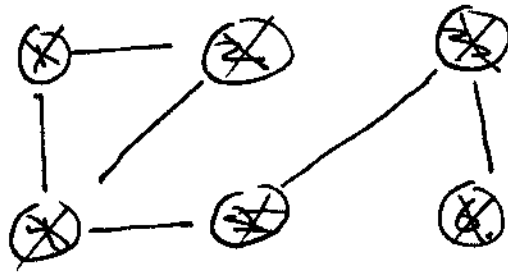
1. if $x == s$
2. Print(s)
3. else if $P[x] == \text{nil}$
4. Print(x, "is not reachable from", s)
5. else
6. PrintPath(G, s, P[x])
7. Print(x)

Structure chart for Pas



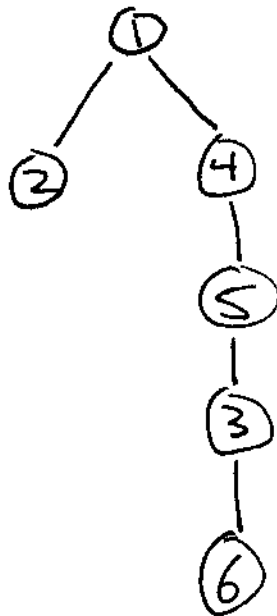
$$S = 1$$

Ex.



Q: $x \neq y \neq z \neq 6$

Tree:



to calling fun.

PrintPath(G, 1, 6)

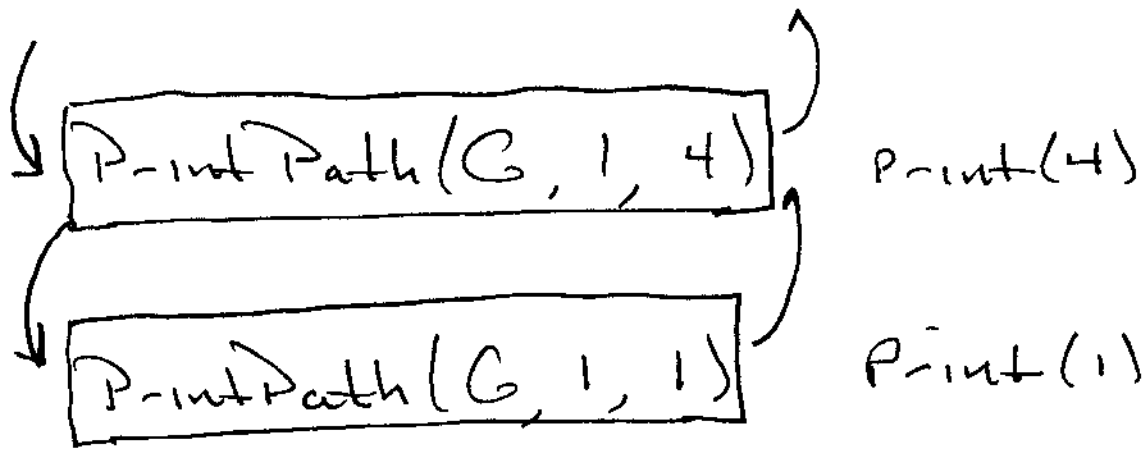
Print(6)

PrintPath(G, 1, 3)

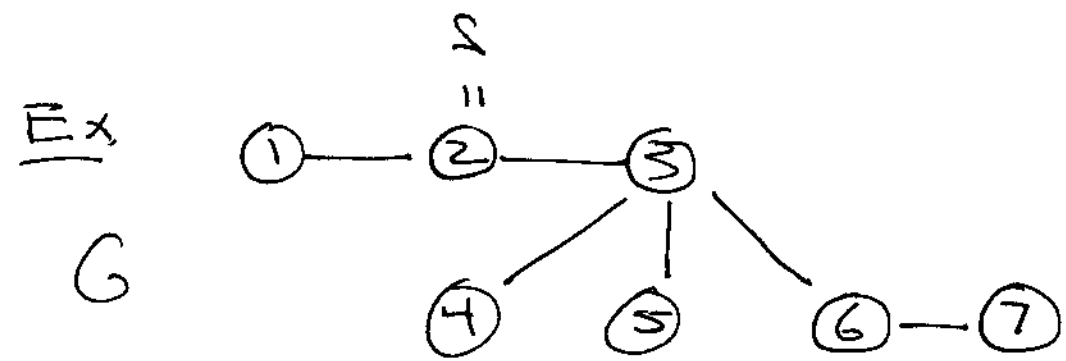
Print(3)

PrintPath(G, 1, 5)

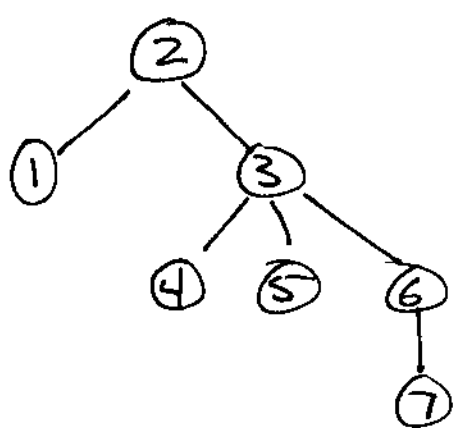
Print(5)



Output: 1 4 5 3 6



BFS Tree



	P
1	2
2	11
3	2
4	3
5	3
6	3
7	6

Q: 2 1 3 4 5 6 7

Algorithm efficiency & runtime

how to measure time?

count # of some basic operation performed

Ex. A

for $i = 1$ to n

for $i = 1$ to n

Print('blah') $\leftarrow$ basic op.

Print stmts = n^2 $\leftarrow$ runtime is a function of input size.

Ex. $\rightarrow$

for $i = 1$ to n

for $j = 1$ to i

Print('blah')

$$\begin{aligned} \# \text{Print statements} &= 1 + 2 + 3 + \dots + n \\ &= \frac{n(n+1)}{2} = \frac{1}{2}n^2 + \frac{1}{2}n \end{aligned}$$

can equalize A and $\rightarrow$ by
running A on a computer that
works twice as fast.

We don't consider $\geq$ such algorithms
as being of different runtimes.

[7]

Divide $\frac{1}{2}n^2 + \frac{1}{2}n$ by n^2

$$\frac{\frac{1}{2}n^2 + \frac{1}{2}n}{n^2} = \left(\frac{1}{2} + \underbrace{\frac{1}{2} \cdot \frac{1}{n}}_{\substack{\downarrow \\ 0 \\ \text{as } n \rightarrow \infty}} \right) \rightarrow \frac{1}{2} \text{ as } n \rightarrow \infty$$

Asymptotic run time: how
does a function 'scale up' with
its argument

Procedure

- define basic operation(s)
- find # basic ops. performed by the algorithm on input of size n . get a function of n , call it $f(n)$.

- determine the asymptotic growth rate of $f(n)$.



more next time