# IN3130 Exercise set 2

We start with a few short exercises on algorithm running times and running time analysis. This math is central to complexity theory, and important to have a good understanding of. As you know we usually use O-notation (more correctly, *asymptotic notation*) to indicate running times of algorithms. A short note on the course web page describes four variants of asymptotic notation: O, O, O and O.

#### Exercise 1

- a) Show that  $n \cdot 3$ , n+3 both are O(n).
- b) Show that  $2n \log n$  is  $O(n^2)$ .
- c) Is  $2^{n+1} = O(2^n)$ ?
- d) Is  $\frac{10n+16n^3}{2} = O(n^2)$ ?

#### Exercise 2

- a) What do we know about the running time of an algorithm if it is O(n!)?
- b) What do we know about the running time of an algorithm if it is  $\Omega(n)$ ?
- c) What do we know about the running time of an algorithm if it is  $\Theta(2^n)$ ?
- d) What do we know about the running time of an algorithm if it is  $O(n^2)$ ?
- e) The statement "This algorithm has a running time of at least  $O(n^2)$ ." may seem odd. Does it make sense?

We continue with a few exercises on string search, partially from the textbook.

#### Exercise 3

Spend some time repeating/discussing why/how the different shift strategies of Knuth-Morris-Pratt and simplified Boyer-Moore (Horspool) work. Pay attention to what parts of the pattern P and T overlap with what, and why that is necessary for a match to be possible.

#### Exercise 4

Find the overlapping prefixes and suffixes (as defined in the Knuth-Morris-Pratt-algorithm) for the string "ababc"

### Exercise 5 (Knuth-Morris-Pratt, Exercise 20.3 in Berman & Paul)

Simulate CreateNext pages 637-8 in Berman & Paul – calculate the Next[]-array for the pattern "abracadabra".

## Exercise 5 (Horspool)

Simulate CreateShift page 639 in Berman & Paul – calculate the array Shift[a:z] for the patterns  $P_1$  = "announce", and  $P_2$  = "honolulu".

#### Exercise 6

Draw uncompressed suffix trees for the strings "BABBAGE" and "BAGLADY". And check if "BAG" is a common substring. Can you make do with only one tree?