

## Midterm Exam, Algorithms 2014-2015

- You are only allowed to have a handwritten A4 page written on both sides.
- Communication, calculators, cell phones, computers, etc... are not allowed.
- Your explanations should be clear enough and in sufficient detail so that a fellow student can understand it. In particular, do not only give pseudocode without explanations. A good guideline is that a description of an algorithm should be so that a fellow student can easily implement the algorithm following the description.
- **Do not touch until the start of the exam.**

**Good luck!**

Name: \_\_\_\_\_

N° Sciper: \_\_\_\_\_

Problem 1	Problem 2	Problem 3	Problem 4
/ 25 points	/ 25 points	/ 25 points	/ 25 points

<b>Total / 100</b>

**1 (25 pts) Recurrences, Stacks, and Trees.**

**1a (9 pts)** Give tight asymptotic bounds for the following recurrences (assuming that  $T(1) = \Theta(1)$ ):

(i)  $T(n) = 2T(n/4) + \Theta(1)$

(iii)  $T(n) = 8T(n/4) + \Theta(n)$

(ii)  $T(n) = 2T(n/4) + \Theta(n)$

(iv)  $T(n) = 32T(n/4) + \Theta(n^{2.5})$

**Solution:**

**1b (8 pts)** Consider the following procedure UNKNOWN that takes as input an integer  $n \geq 0$ .

```
UNKNOWN( $n$ )
1. Let  $S$  be an empty stack
2. PUSH( $S, 1$ )
3. PUSH( $S, 1$ )
4. while  $n > 1$ 
5.     tmp1 = POP( $S$ )
6.     tmp2 = POP( $S$ )
7.     PUSH( $S, tmp1$ )
8.     PUSH( $S, tmp1 + tmp2$ )
9.      $n = n - 1$ 
10. return POP( $S$ )
```

**Write a recursive formulation** of UNKNOWN( $n$ ), i.e., write UNKNOWN( $n$ ) as a function of UNKNOWN(0), UNKNOWN(1), ..., UNKNOWN( $n - 1$ ) whenever  $n \geq 2$ . Also indicate the value of UNKNOWN( $n$ ) when  $n = 0$  and  $n = 1$ .

**Solution:**

**1c** (8 pts) **Illustrate/draw the binary search tree** obtained by executing

1. Let  $T$  be an empty binary search tree
2. TREE-INSERT( $T, 9$ )
3. TREE-INSERT( $T, 5$ )
4. TREE-INSERT( $T, 2$ )
5. TREE-INSERT( $T, 12$ )
6. TREE-INSERT( $T, 13$ )
7. TREE-INSERT( $T, 7$ )
8. TREE-INSERT( $T, 10$ )

**Is it a good binary search tree** for the given set of keys? Motivate your answer.

**Solution:**

- 2** (25 pts) **Divide-and-Conquer.** Consider the procedure `POWER` that takes as input a number  $a$ , a non-negative integer  $n$  and returns  $a^n$ :

```
POWER( $a, n$ )
1. if  $n = 0$ 
2.   return 1
3. if  $n = 1$ 
4.   return  $a$ 
5.  $q = \lfloor \frac{n}{4} \rfloor + 1$ 
6. return POWER( $a, q$ ) · POWER( $a, n - q$ )
```

- 2a** (10 pts) Let  $T(n)$  be the time it takes to invoke `POWER( $a, n$ )`. Then the recurrence relation of  $T(n)$  is

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 0 \text{ or } n = 1, \\ T(\lfloor n/4 \rfloor + 1) + T(n - \lfloor n/4 \rfloor - 1) + \Theta(1) & \text{if } n \geq 2. \end{cases}$$

**Prove that  $T(n) = O(n)$  using the substitution method.**

In your proof you may ignore the floor function, i.e., you can replace  $\lfloor n/4 \rfloor$  by  $n/4$ .

**Solution:**

**Do not forget subproblem 2b on page 6.**

Continuation of the solution to 2a:

**2b** (15 pts) **Design** and **analyze** a modified procedure  $\text{FASTPOWER}(a, n)$  that returns the same value  $a^n$  but runs in time  $\Theta(\log n)$ .

A solution that only works when  $n$  is a power of 2, i.e.,  $n = 2^k$  for some integer  $k \geq 0$ , gives partial credits.

(Note that  $a^n$  is *not* a basic instruction and should therefore not be used.)

**Solution:**

- 3 (25 pts) Dynamic Programming.** Consider the weighted version of the classic change making problem that addresses the following question: how can a given amount of money be made with the least weight of coins of given denominations and weights? The formal definition is as follows:

**INPUT:** a set of  $n$  integer coin values  $\{v_1, v_2, \dots, v_n\}$  with associated weights  $\{w_1, w_2, \dots, w_n\}$  and a positive integer  $T$ . The coin values satisfy  $v_1 = 1$  and  $v_i \leq v_{i+1}$  for  $i = 1, \dots, n-1$ .

**OUTPUT:** The smallest weight  $W$  such that there exist non-negative integers  $x_1, x_2, \dots, x_n$  satisfying

$$\sum_{i=1}^n x_i \cdot v_i = T \quad \text{and} \quad \sum_{i=1}^n x_i \cdot w_i = W.$$

Here  $x_i$  stands for the number of times the coin of value  $v_i$  is used to achieve the total value  $T$ .

An example input is the following:

$$T = 7 \text{ and there are } n = 3 \text{ coin values: } \begin{array}{c|ccc} i & 1 & 2 & 3 \\ \hline v_i & 1 & 2 & 5 \\ w_i & 6 & 14 & 29 \end{array}$$

The correct output to the above input is 41 as the smallest weight change is to use  $x_1 = 2$  coins of value  $v_1$  and  $x_2 = 0$  coins of value  $v_2$  and  $x_3 = 1$  coin of value  $v_3$ .

- 3a (10 pts)** Let  $r[t]$  equal the minimum weight  $W_t$  required to achieve a total value of  $t$ , i.e., such that there exist non-negative integers  $x_1, x_2, \dots, x_n$  satisfying

$$\sum_{i=1}^n x_i \cdot v_i = t \quad \text{and} \quad \sum_{i=1}^n x_i \cdot w_i = W_t.$$

**Complete the recurrence relation** for  $r[t]$  that can be used for dynamic programming.

**Solution:**

$$r[t] = \begin{cases} \infty & \text{if } t < 0 \\ \text{_____} & \text{if } t = 0 \\ \text{_____} & \text{if } t > 0 \end{cases}$$

- 3b (15 pts)** Use either the bottom-up approach or top-down with memoization to **design an efficient algorithm** for the weighted change making problem. You should also **give a tight analysis** of the running time of your algorithm.

(write your solution to 3b on next page)

**Solution to 3b:**



4 (25 pts) **Heaps.** Consider the following problem:

**INPUT:** A positive integer  $k$  and an array  $A[1 \dots n]$  consisting of  $n \geq k$  integers that satisfy the max-heap property, i.e.,  $A$  is a max-heap.

**OUTPUT:** An array  $B[1 \dots k]$  consisting of the  $k$  largest integers of  $A$  sorted in non-decreasing order.

**Design** and **analyze** an efficient algorithm for the above problem. Ideally your algorithm should run in time  $O(k \log k)$  but the worse running time of  $O(\min\{k \log n, k^2\})$  is also acceptable.

Slightly slower algorithms give partial credits.

**Solution:**

Continuation of the solution to 4: