

## Midterm Exam, Algorithms 2016-2017

- 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 that a fellow student can understand them. In particular, do not only give pseudo-code without explanations. A good guideline is that a description of an algorithm should be such that a fellow student can easily implement the algorithm following the description.
- You are allowed to refer to algorithms covered in class without reproving their properties.
- **Do not touch until the start of the exam.**

Good luck!

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

N° Sciper: \_\_\_\_\_

Problem 1	Problem 2	Problem 3	Problem 4
/ 20 points	/ 30 points	/ 28 points	/ 22 points

<b>Total / 100</b>

**1** (20 pts) **Asymptotic growth and heaps.**

**1a** (10 pts) Arrange the following functions in increasing order of asymptotic growth:

$$2^n, \quad n^2 + n/3, \quad n \log n, \quad \log_2 \log_2 n, \quad n^{100/\log_2 n}, \quad n!, \quad 4^{\sqrt{n}}, \quad \sqrt{3^n + 2^n}$$

**1b** (10 pts) **Draw** the heap that results from executing BUILD-MAX-HEAP( $A, n$ ) on input

$$A = \begin{array}{|c|c|c|c|c|c|c|c|c|} \hline 3 & 1 & 6 & 7 & 2 & 10 & 5 & 14 & 12 \\ \hline \end{array} \quad \text{and} \quad n = 9.$$

- 2 (30 pts) **Recurrences.** Consider the following algorithm UNKNOWN that takes as input an integer  $n$ :

```
UNKNOWN( $n$ ):  
1. if  $n < 50$   
2.   return  
3.  $q = \lfloor n/3 \rfloor$   
4. UNKNOWN( $q$ )  
5. UNKNOWN( $n - q$ )  
6. for  $i = 1$  to  $q$   
7.   print "I love recurrences!"  
8. UNKNOWN( $n - q$ )
```

- 2a (10 pts) Let  $T(n)$  be the time it takes to execute UNKNOWN( $n$ ). **Give the recurrence relation** for  $T(n)$ . To simplify notation, you may assume that  $n/3$  always evaluates to an integer.
- 2b (20 pts) **Prove** tight asymptotic bounds on  $T(n)$ . Specifically, show that  $T(n) = \Theta(n^a)$  for some constant  $a$ . You may simplify your calculations by assuming that  $\lfloor n/3 \rfloor = n/3$ .

- 3** (28 pts) In this problem you will design an efficient algorithm for measuring distance between two strings. Your input is two strings  $S = (s_1, s_2, \dots, s_n)$  and  $T = (t_1, t_2, \dots, t_m)$ , where  $n$  and  $m$  are the lengths of  $S$  and  $T$  respectively. Our measure of distance between  $S$  and  $T$  is the smallest number of deletions, insertions or substitutions that one has to make to  $T$  to make it equal to  $S$ .

For example, the distance between the strings  $S = \text{'albatros'}$  and  $T = \text{'abbbas'}$  is 5, via the sequence of operations shown below:

$abbbas \xrightarrow{\text{delete 'b'}} abbas \xrightarrow{\text{substitute 'b' with 'l'}} albas \xrightarrow{\text{insert 't'}} albat s \xrightarrow{\text{insert 'r'}} albatrs \xrightarrow{\text{insert 'o'}} albatros$

- 3a** (8 pts) Suppose that only substitutions, but no insertions and deletions, are allowed, and the strings  $S$  and  $T$  have the same length  $n$ . Give an algorithm for computing the minimum number of substitutions that are needed to turn  $T$  into  $S$ . For full credit your algorithm should run in  $O(n)$  time.

- 3b** (20 pts) Now suppose that all three operations (insertion, deletion, substitution) are allowed, and the strings  $S = (s_1, s_2, \dots, s_n)$  and  $T = (t_1, t_2, \dots, t_m)$  are of length  $n$  and  $m$  respectively, with  $n$  possibly different from  $m$ .

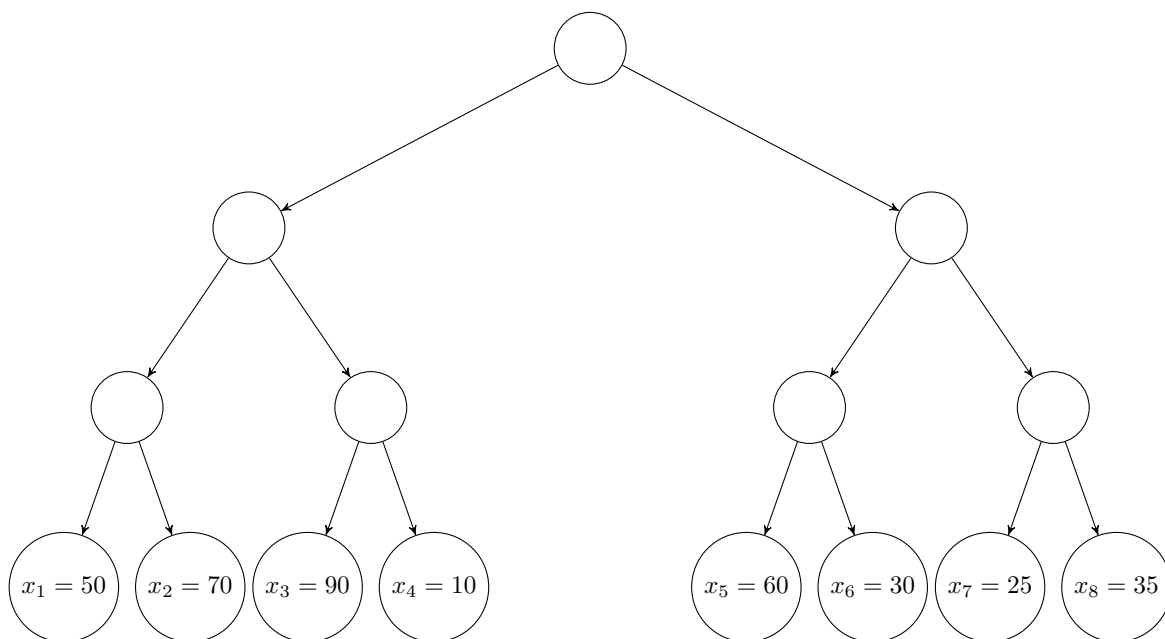
For  $i = 0, 1, \dots, n$  and  $j = 0, 1, \dots, m$  let  $S_i = (s_1, s_2, \dots, s_i)$  denote the prefix of  $S$  of length  $i$ , and  $T_j = (t_1, t_2, \dots, t_j)$  denote the prefix of  $T$  of length  $j$ .

Let  $c[i, j]$  denote the distance between  $S_i$  and  $T_j$ . The initial conditions are

- $c[i, 0] = i$  for all  $i = 0, 1, \dots, n$ ;
- $c[0, j] = j$  for all  $j = 0, 1, \dots, m$ .

The distance between  $S$  and  $T$  is  $c[n, m]$ .

Find a recurrence relation for  $c[i, j]$ . In addition, give a tight runtime analysis of the standard bottom-up implementation for finding the distance using your recurrence.



**Figure 1.** Illustration of the binary tree with  $n = 8$  leaves annotated with numbers  $x_i, i = 1, \dots, n$ .

- 4 (22 pts) **Fast interval queries.** Suppose that you are given a **complete binary tree** with numbers  $1, 2, 3, \dots, n$  at the leaves (from left to right). In particular,  $n$  is a power of 2. You are also given numbers  $x_i, i = 1, \dots, n$  associated with the leaves (see Fig. 1). Design a data structure that stores extra information at every node of the tree and allows answering *interval queries*: for an input pair  $a \leq b$  of integers between 1 and  $n$ , your data structure should be able to compute  $\max_{a \leq i \leq b} x_i$ .

For full credit your solution should take  $O(n)$  time to prepare the data structure (the binary tree with extra information stored at the nodes), and every query should be answered in  $O(\log n)$  time in the worst case.

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