# **CS180 Exam 1**

### Baolinh Nguyen

TOTAL POINTS

### 19.5 / 22

#### QUESTION 1

#### Problem 18 pts

### 1.1 Asymptotic notation 1/1

- √ 0 pts 6 out of 6
  - **0.25 pts** 5 out of 6
  - **0.4 pts** 4 out of 6
  - **0.5 pts** 3 out of 6
  - **0.6 pts** 2 out of 6
  - **0.75 pts** 1 out of 6
  - 0.75 pts 0 out of 6

#### 1.2 True or False: DC 1/1

- √ 0 pts Correct
  - 0.4 pts Wrong answer but correct formula formed
  - 0.5 pts Wrong answer with wrong formula
  - 0 pts Correct but wrong explanation

#### 1.3 Principles of DC 1/1

- √ 0 pts Correct
  - 0.4 pts divide not mentioned
- 0.4 pts merge not mentioned

### 1.4 Solving recurrence 1/1

- √ 0 pts used master theorem
  - 0 pts Used expansion
- **0.5 pts** wrote the master theorem components but wrong reasoning
- 0.75 pts master theorem components are wrong
- 0.5 pts used expansion but wrong answer
- 0.75 pts wrong attempt for expansion

#### 1.5 Karatsuba trick 1/1

- √ 0 pts Correct
  - 0.5 pts wrong formation of trick
  - 0.75 pts no usage of trick at all

#### 1.6 List vs Matrix representations 1/1

- √ 0 pts Correct
  - 0.5 pts no mention of space

- 0.5 pts no mention of edge access time
- 0.75 pts missing considerations of space and

edge access times

#### 1.7 Definition of path 1/1

- √ 0 pts Correct
  - 0.5 pts Incorrect definition / not generic

#### 1.8 Checking if graph is connected 1/1

- √ 0 pts Correct
  - 0.7 pts Wrong Answer
  - 0.5 pts Did not check if all vertices are discovered
- **0.5 pts** Did not check if all vertices are connected/discovered. Just checked one.

#### **QUESTION 2**

### 2 Sorting sorted arrays 3 / 4

- 0 pts Correct
- **1.5 pts** using mergesort to combine 2 sorted arrays. Gives runtime O((nk) log(nk)) more than allowed.

#### √ - 1 pts unclear merge step

- **1.5 pts** heap ops should be stated and clarified as these were not covered in class.
- **1.75 pts** reasonable attempt but missing crucial details and/or not correct.
- 2.25 pts Missing crucial details and/or not correct.
- 3 pts attempt something relevent
- 3.5 pts attempt something irrelevent
- 4 pts empty

#### QUESTION 3

# 3 Finding plurality elements 4/4

- √ 0 pts Correct
  - 0.5 pts no base case
- **1.5 pts** no/wrong run-time analysis or no recurrence relation of the time complexity

- **1.5 pts** no/wrong counting of returned elements from the recursion in the merge part
- 1.75 pts reasonable attempt but not returning all plurality elements
- 2.25 pts reasonable attempt with an algorithm running in time  $O(n^2)$  or worse.
- 2.5 pts attempt missing many details and not correct.
- 3.25 pts not a reasonable attempt
- 4 pts no answer

#### **QUESTION 4**

# 4 Closest pair L4-distance 2.5 / 4

- 0 pts Correct
- **0 pts** You check way too many points for S\_y and didn't show how you derived the number. Try to simplify your strip construction./ Or show how you derive this number
- 2.25 pts reasonable attempt but missing many crucial details and/or not correct.
- **2.5 pts** moderate attempt but missing many crucial details and/or not correct.
- 1.5 pts Didn't state how to compute/how to organize the points in the strip S. (for example, "sort by y coordinate" or including which points in strip or the width/height of grid) or Wrong way to construct the strip and grid.
- 1.5 pts Didn't mention how many points to look up for each S\_y in the strip
- **1.5 pts** Didn't Identify the divide-conquer high-level steps correctly
  - 4 pts No answer
- $\sqrt{-1.5}$  pts wrong number of points to look up

#### **QUESTION 5**

# 5 BFS trace 2/2

#### √ - 0 pts Correct

- -1 pts Extra lists than needed (You have mostly not considered the edges {4,6} {5,6} in line 2 of the Question)
  - 1 pts Extra lists than needed
  - 1 pts L[2] has extra elements

- 0.75 pts L[2] order of elements wrong
- 0.5 pts L[1] order of elements wrong

# Exam 1. April 25, 2018

CS180: Algorithms and Complexity Spring 2018

#### Guidelines:

- The exam is closed book and closed notes. Do not open the exam until instructed to do so.
- Write your solutions clearly and when asked to do so, provide complete proofs. You may use
  results and algorithms from class without proofs or details except for Problem 4 as long
  as you state what you are using.
- I recommend taking a quick look at all the questions first and then deciding what order to tackle to them in. Even if you don't solve the problems fully, attempts that show some understanding of the questions and relevant topics will get reasonable partial credit.
- You can use extra sheets for scratch work, but you can only use the white space (it should be more than enough) on the exam sheets for your final solutions.
- Most importantly, make sure you adhere to the policies for academic honesty set out on the course webpage. The policies will be enforced strictly and any cheating reported with the score automatically becoming zero.
- Write clearly and legibly. All the best!

Problem	Points	Maximum
1		8
2		4
3		4
4		4
5		. 2
Total		22

Name	egolinh	Nguyen	
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Section			

The answers to the following should fit in the white space below the question.

1. For each pair (f,g) below indicate the relation between them in terms of  $O, \Omega, \Theta$ . For each missing entry, write-down Y (for YES) or N (for NO) to indicate whether the relation holds (no need to justify your answers here). For example, if f = O(g) but not  $\Omega(g)$ , then you should enter Y in the first box and N in the other two boxes. Similarly, if  $f = \Theta(g)$ , then you should enter Y in all the boxes. [1 point]

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		1	f			

2. Is the following True or False: Consider a divide and conquer algorithm which solves a problem on an instance of length n by making six recursive calls to instances of length  $\lfloor n/3 \rfloor$  each, and combines the answers in  $O(n^2)$  time. Then, the time-complexity of the algorithm is  $O(n^2)$ . [1 point]

- 3. State the principles behind the divide and conquer technique for designing algorithms. [1 point]
  - 1. sinde publims into subjublems
  - 2. Some subpublims necubirdly
  - 3. Marge subpriblem solutions into one solution
- 4. What is the solution to the recurrence T(1) = 1, T(n) = 2T(n/2) + 10n? [1 point]

 $\frac{1}{\sqrt{\left(\frac{x}{2}\right)^2+\left(\frac{y}{2}\right)^2}}$ V2 8 1/2 X 74 8/1 V2 X 7 X 244 ¥ 12  $\left(\frac{\xi}{2}\right)^{4} + \left(\frac{\xi}{2}\right)^{4} = \frac{2^{114}}{2}$ Fy (Py) = 814 2119 \$ 14  $\left(\frac{1}{2}\right)^{-1} \left(\frac{1}{2}\right)^{-1} \left(\frac$ EST (EST FEM) (P2) (P2) (P2) 72 2114 2114

5. Let  $a_0, a_1, b_0, b_1$  be four integers that are k bits long. Write down Karatsuba's trick (that we used in class for fast integer multiplication) to compute the four products  $a_1 \cdot b_1, a_1 \cdot b_0, a_0 \cdot$  $b_1, a_0 \cdot b_0$  using only three multiplications and some additions and subtractions.

aibo + a.b1 = (a1+a0)(b1+b0) - (a1b) - (a0b) This way, you only need to innihply all, asko, and raidallbitbol.

6. Write down some pros and cons of the adjacency-list and adjacency-matrix representations of graphs. [1 point]

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PROT: O(1141)+1=1) memory implexity, PROJ: O(1) time to check if an idan exists edge exists

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7. Write down the definition of a path in a graph G = (V, E). [1 point]

A path is a terms if very (VI) . , VES such that there evish an edge between vi and viti for all i = k-1.

8. How can we efficiently check if a graph given in adjacency-list representation is connected? (You can refer to algorithms done in class without writing them out fully.) [1 point]

We can use BES to search the graph. In BES, if the dissurered array's values are all but to time, then the graph is unnected This is done in O(IVI+IEI) time

2 T(E)

#### $\mathbf{2}$ Problem

1 F(u. 4) 3 time to nume alutim

You are given k sorted arrays, each with n numbers in them. Give an algorithm for merging these arrays into a single sorted array of numbers that runs in time  $O(nk \log k)$ . You don't have to analyze the running time or prove correctness. [4 points]

(You can assume that the solution to the following recurrence is  $O(nk \log k)$ : T(1) = O(1),  $T(k) \le 2T(k/2) + O(n \cdot k).$ 

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$$a = 2^{1144}$$

$$\left(\frac{\xi}{2}\right)^{4} + \left(\frac{\xi}{2}\right)^{4}$$

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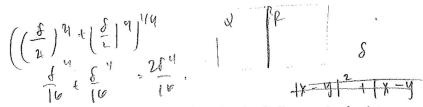
$$\left(\frac{\xi}{2}\right)^{4} = 2^{114} + \frac{\xi}{2^{$$

Given an array  $A[0,1,\ldots,n-1]$ , an element A[i] is said to be a plurality element if more than  $\lfloor n/3 \rfloor$  of its elements equal elements of A. For example, the array A = [1,11,2,4,2,2,1,2,4] has one plurality element 2; the array A = [1,1,2,4,2,2,1,2,1] has two plurality elements 1,2; the array A = [1,11,2,1,2,1,1] has no plurality elements.

Given an array as input, the task is to design an efficient algorithm to tell whether the array has any plurality elements and, if so, to find all the plurality elements. The elements of the array are not necessarily from some ordered domain like the integers, and so there can be no comparisons of the form "is A[i] > A[j]?". (Think of the array elements as mp3 files, say; so in particular, you cannot sort the elements.) However you can answer questions of the form: "is A[i] = A[j]" in constant time.

Give an algorithm to solve the problem. For full-credit, your algorithm should be correct and run in time  $O(n \log n)$  and you should bound the run-time of the algorithm. (You don't have to prove correctness.). [4 points]

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if (IAI==1)  reform element in A  left = pinrality (AL)  right = pinrality (AR)	T(%)
of (left == ngh1)  and left to plurality list	
check if [liebt] Z[N]3]  if yes, add lebt to pluvality 1111-  check if [nght] Z[N]3]  if yes, add to pluvality 11st	o(n)
rumm plumbing list	* **** *****
$7(n) = 27(\frac{n}{2}) + 0(n)$ $9 \Rightarrow \text{Mader Trumern}$ $k = 109, l = 1$ $7(n) = 1$	nign



Given a set of points  $P = \{p_1, \dots, p_n\}$  in the plane, give an algorithm for finding a pair of points with the smallest possible L4-distance among the points where L4-distance between two points is defined by  $d_4((x,y),(x',y')) = (|x-x'|^4 + |y-y'|^4)^{1/4}$ .

For full-credit your algorithm should be correct and run in time  $O(n \log n)$ . You don't have to prove correctness or analyze the run-time of the algorithm. You should describe all the steps in the algorithm at a level of detail similar to what was done in class (however, you don't have to describe

how to manipulate the sorted lists). [4 points]

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Create PX, Py

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P= evenuants in P whore X > x#

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(1, 1, 1) = direct-pair-rea(Q)

S= prin (direct (90,91), distance (10,11))

S= {(x, y): X\*-S < X < X\*+ f & g

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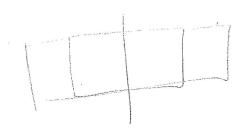
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look 3 boxes aread.

Let G = (V, E), where  $V = \{1, 2, 3, 4, 5, 6\}$  and  $E = \{\{1, 2\}, \{1, 6\}, \{2, 5\}, \{2, 6\}, \{3, 4\}, \{3, 5\}, \{3, 6\}, \{4, 6\}, \{5, 6\}\}$ . Suppose that G was given to you in adjacency list representation where the elements in the adjacency list are ordered in increasing order. For example, the adjacency list of vertex 2 would be [1, 5, 6]. Run the BFS algorithm on G starting from the vertex 1. It suffices to show the step-by-step evolution of the lists  $L[0], L[1], \ldots$  as we described in class. [2 points]

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$$2 \frac{3}{14}$$

$$(3x4) \frac{1}{14} > 8$$

$$x \ge \frac{3}{14}$$

$$x \ge \frac{3}{14}$$

