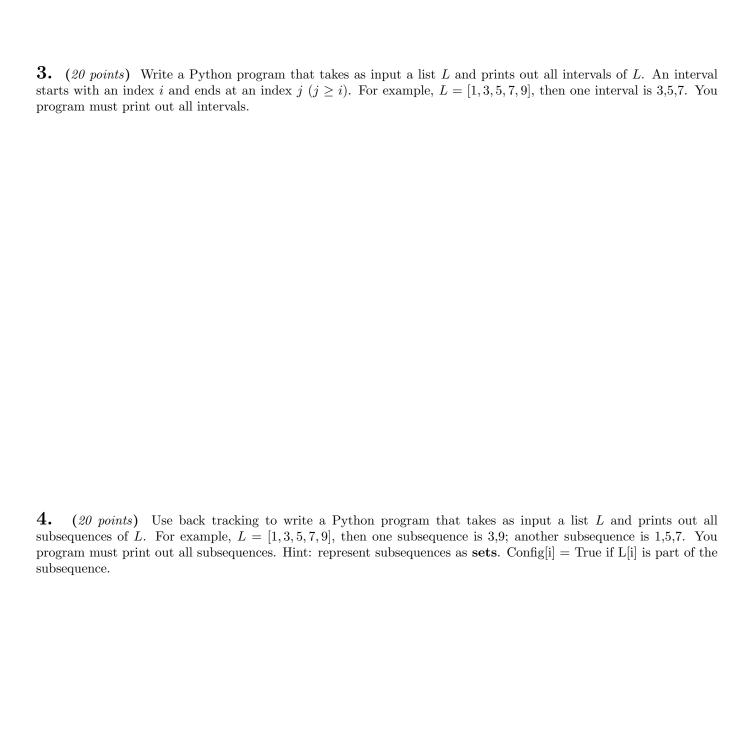
COMP 7712 - Fall 2016	
Exam 3	Name:

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1. (10 points) Find the running time complexity of the following Python program. Explain your answer.

```
# L is a list of numbers
def f(L):
    if len(L) < 1:
        return 1
    A = L[0: len(L)//2]
    s = 0
    for x in A:
        for y in S:
        s = x + y
    return s * f(A)</pre>
```

2. (10 points) Find the space complexity of the Python program f in the previous question. Explain your answer.



5. (10 points) Explain why this function foo might repeatedly calculate the same computations.

```
def foo(a, b, flag):
    if a < 0 or b < 0:
        return a+b
    if flag:
        return foo(a-1, b) + foo(a, b-1) + foo(a-1, b-1)
    else:
        return foo(a-1, b-1)</pre>
```

**6.** (20 points) Rewrite this function to do the same calculations, but use a cache Table to store computations to faster computation.

**7.** (10 points) Consider a variant of the Knapsack problem, in which each item can be taken more than one times (image you have an infinite amount for each item). The inputs are Weights, Calories and Capacity. The output is the maximum calories that can be taken to fit the bag with given Capacity. For example, with Weights = [6,3,4,2], Calories = [3000,1700,1600,900], and Capacity 10; then the best solution gives maximum calories 5200(1700+1700+900+900).

```
def Knapsack(Weights, Calories, Capacity):
    if Capacity <= 0:
        return 0

# Hint: imagine you take items sequentially and place into the optimal solution.
# The question is which item should you take next. If the next item is i, then
# what is the resulting subproblem? Although you do not know what i is, you
# know that (1) i must be between 0 and len(Weights)-1 and (2) Weights[i] <= Capacity.</pre>
```

**8.** (10 points) A graph G has n vertices and m edges. Each edge (u, v) that connects two vertices u and v has a distance G[u, v]. G.to(v) returns a list of vertices pointing to v. G.from(v) returns a list of vertices that v points to.

Assume that G has no cycle. Given a starting vertex s, complete the following program to find the shortest distance from s to v.

```
def shortest_distance(G, s, v):
    if v == s:
        return 0
    if G.to(v) == []:
        return Infinity  # assuming Infinity is a very large number
    else:
        # Hint: the shortest path from s to v must go through a vertex u before getting to v
        # Visually, it's like this: s -> .... -> u -> v
        # We don't know what u is, but we know u must be in G.to(v)
```