Homework 9: Algorithms and Data Structures

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Problem 9.1

Hash Tables

(a) Given the sequence < 3, 10, 2, 4 >, apply the double-hashing strategy for open addressing to store the sequence in the given order in a hash table of size m = 5 with hash functions $h1(k) = k \mod 5$ and $h2(k) = 7k \mod 8$. Document all collisions and how they are resolved. Write down your computations.

Here we have the sequence < 3, 10, 2, 4 >

We have hash functions:

 $h1(k) = k \mod 5$

 $h2(k) = 7k \mod 8$

So now:

Inserting 3:

We have:

 $h1(3) = 3 \mod 5 = 3.$

Status			→ No collisio			
	0	1	2	3	4	
				3		

Inserting 10:

We have :

 $h1(10) = 10 \mod 5 = 0.$

Status			\Longrightarrow	No	col	lision	
	0	1	2	3	4		
	10			3			

Inserting 2:

We have:

 $h1(2) = 2 \mod 5 = 2.$

Stat	us	\Longrightarrow	No	col	lisioi
0	1	2	3	4	
10		2	3		

Inserting 4:

We have:

 $h1(4) = 4 \mod 5 = 4.$

Status			→ No collision			
	0	1	2	3	4	
	10		2	3	4	

Hence no collisions occurred in during Hashing.

(b) The implemented code is attached as HashTable within the folder HashTables.

The implementation is in HashTable.py

\$: make HashTable

or

\$: make all

Problem 9.2

Greedy Algorithms

!! NOTE !!

Implementation of different algorithms are in different folders.

(a) Considering the list of activities such that:

[$A_a(1,7), A_b(9,20), A_c(6,10)$]

with the greedy approach for selection of activity, the greedy algorithm would select A_c as it is the Activity with shortest time span.

But the optimal solution for the Selection of the activity would be A_a and A_b with two activities.

(b) The implemented code is attached as VeryGreedyActivity.py within the folder Greedy Algorithm.

The implementation is in VeryGreedyActivity.py

\$: make all

or

\$: make VeryGreedyActivity

References:

Cormen, T. H., Leiserson, C. E., Rivest, R. L., Stein, C. (n.d.). Introduction to algorithms. Greedy Algorithms: https://www.geeksforgeeks.org/greedy-algorithms/ Discussion with friends for the Greedy Algorithms