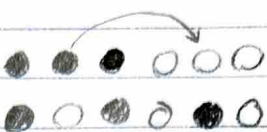
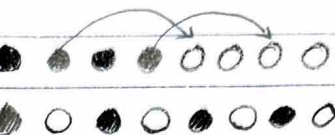
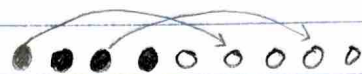


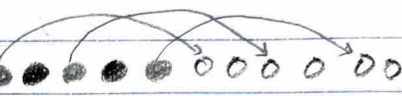
Homework 2

① a. $n \geq 2$ if $n=2$  move one time

if $n=3$  move one time

if $n=4$  move two times

if $n=5$  move two times

if $n=6$  move three times

According to the pattern of move times and n , only the position of even number have to be moved. We can find the number of even position by $\frac{n}{2}$

b. There are C_n^{2n} scenarios in random order. We can find the worst case is the filled cup in even position. So it have to move n times.

The all possible move times is $0 - n$.

② a. visited nodes: a, c, f, d, e, b, g, h, j, i

Stack: ~~a~~, ~~a~~, ~~f~~, ~~f~~, ~~d~~, ~~d~~, g, ~~j~~, ~~j~~

b. visited nodes: a, b, f, g, c, h, d, e

Stack: ~~a~~, ~~a~~, ~~f~~, g, ~~f~~, ~~c~~, ~~c~~

3. Combination (K, S)

if $K = 0$

return $\{\emptyset\}$

if $K > |S|$

return \emptyset

e is any member of S

$S_{out} := \text{Combination}(K, S - \{e\})$

$S_{in} := \{C \cup \{e\} \mid C \in \text{Combination}(K-1, S - \{e\})\}$

return $S_{out} \cup S_{in}$

4. a. the largest number of key comparison for binary search

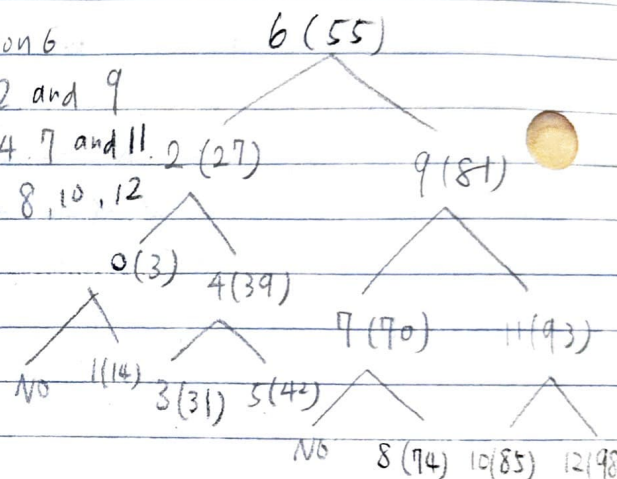
$$i) \log_2 13 \approx 4$$

b. the first comparison is position 6

the second comparison is position 2 and 9

the third comparison is position 0, 4, 7 and 11

the fourth comparison is position 1, 3, 5, 8, 10, 12



c. The position 0 is 3 times of number comparison

The position 1 is 4 times of number comparison

The position 2 is 2 times

The position 3 is 4 times

The position 4 is 3 times

The position 5 is 4 times

The position 6 is 1 time

The position 7 is 3 times

The position 8 is 4 times

The position 9 is 2 times

The position 10 is 4 times

The position 11 is 3 times

The position 12 is 4 times

the average of number comparison

$$\frac{3+4+2+4+3+4+1+3+4+2+4+3+4}{13}$$

$$= 3.15$$

d. Three comparisons are required to do an unsuccessful search for a key that is less than the value of the key at position 0 and to search for a key that is in between the values of the keys at the position 6 and 7. For the remaining 12 of 14 intervals, there will be comparisons incurred for an unsuccessful key search.

Hence, the average number of key comparisons for an unsuccessful is $3 \times \left(\frac{2}{14}\right) + 4 \times \left(\frac{12}{14}\right) = \frac{54}{14} = 3.86$.

5. Sum up the numbers from 0 to n $\sum_{i=0}^n i$

and then sum up the numbers from 0 to $n-1$ $\sum_{i=0}^{n-1} i$

$$\sum_{i=0}^n i - \sum_{i=0}^{n-1} i = \text{missing number}$$

the time complexity is $O(1)$, since it doesn't depend on the size of n . It's a constant operation according to how large n is.

6.

a. Yes, this algorithm can be classified as a variable-size decrease algorithm. the size of the problem is reduced by a variable amount

b. The worst case in a binary search tree is skewed to right wing or left wing. So the time complexity is $O(n)$

7. In this game, it's better to go first or second player depends on the initial size of chocolate bar ($M \times N$)

① Even - Even: the second player has a winning strategy.

Because the first player will split the chocolate into two small even-sized chocolate and the second player just mirror their moves. The first player will lose this game.

② odd - odd: the first player has a winning strategy. the first player can split the chocolate bar into different size, ensuring the second player is left with spoiled chocolate. The first player will win this game.

③ Even - odd: The first player can also win. The first player can split chocolate bar into two pieces of unequal sizes, ensuring that second player is left with odd-sized piece containing the spoiled square. the first player will win.