## X5: Restriction Mapping Algorithms

Please submit your answers (as an *.rkt* file) via <u>e-mail</u> within a week (Subject should be: DCB X5). Keep in mind that the file must run without errors, and any procedures (names, arguments etc.) specified in a given task must be maintained.

**Note:** for each successfully completed lab-report you get a BONUS point that will be added on the final written examination points you will score.

## Task 1

You were shown a Scheme implementation of the restriction mapping algorithm called *PartialDigest* at the lecture. Here you get an incomplete implementation of the *BruteForcePDP* algorithm described at the same lecture, missing the procedure **multiset**.

A multiset  $\Delta X$  is the set of all pairwise positive distances between elements in a set X, e.g. the multiset of X = {0, 2, 4, 7, 10} is  $\Delta X$  = {2, 2, 3, 3, 4, 5, 6, 7, 8, 10}.

- a) Write a Scheme procedure **multiset**, that given the set X, returns the multiset  $\Delta X$ . You may use the  $\Delta (y, X)$  procedure implemented as **delta** in the *PartialDigest* algorithm.
- b) What is the time complexity of **multiset**?

## Task 2

Consider the partial digest L= {1, 1, 1, 2, 2, 3, 3, 3, 4, 4, 5, 5, 6, 6, 6, 9, 9, 10, 11, 12, 15}.

Follow the *PartialDigest* algorithm below by hand to solve the partial digest problem for L (i.e. find X such that  $\Delta X = L$ ). Illustrate the recursive calls by drawing a tree.

You may use the Scheme implementation and the debugger to verify your solution.

```
PartialDigest(L)
1
     width ← Maximum element in L
2
     Remove width from L
3
     X \leftarrow \{0, \text{ width}\}
     Place(L, X)
4
Place (L, X)
1
     if L is empty
2
            output X
3
            return
4
     y ← Maximum element in L
5
     if \Delta(y, X) L
```

```
Remove lengths \Delta(y, X) from L and add y to X
6
7
          Place(L, X )
          Remove y from X and add lengths \Delta(y, X) to L
8
     if \Delta (width - y, X ) L
9
          Remove lengths \Delta (width - y, X) from L and add width - y to
10
X and
          Place(L, X )
11
12
          Remove width - y from X and add lengths \Delta (width - y, X ) to
L
```

13

return