

### COMP 160 Overview Part I: Chart of Problems & Algorithms

Homework 11 is graded on effort. For full credit fill in all underlined cells and answer the “Other Questions” (Homework 10, Part 2). For this exercise we accept both handwritten or typed answers.

Problem	Input	Output	Algorithm	Runtime	Other Questions
Sorting	Unsorted Array	Sorted Array	Insertion Sort	<u>answer1</u>	-
			Bubble Sort	<u>answer2</u>	-
			Mergesort	<u>answer3</u>	What is the recurrence relation?
			Quicksort	<u>answer4</u>	Indicate both expected and worst case runtime.
			Heapsort	<u>answer5</u>	What advantage does heapsort have?
Find Minimum	Unsorted Array	Minimum Value	-	<u>answer6</u>	-
	Min-heap			<u>answer7</u>	-
	Max-heap			<u>answer8</u>	-
	BST			<u>answer9</u>	-
	AVL Tree			<u>answer10</u>	-
Find $k$ th Smallest	Unsorted Array	Element	Select	<u>answer11</u>	Worst-case runtime?
			Randomized Selection	<u>answer12</u>	Indicate both expected and worst case runtime
	Min-heap		-	<u>answer13</u>	
	BST			<u>answer14</u>	-
	AVL Tree			<u>answer15</u>	-
	AVL Tree Augmented with <u>answer16</u>			<u>answer17</u>	-

Problem	Input	Output	Algorithm	Runtime	Other Questions
Find rank of element	Unsorted Array	Integer between 1 and $n$	<a href="#">answer18</a>	<a href="#">answer19</a>	-
	Min-heap		-	<a href="#">answer20</a>	-
	BST			<a href="#">answer21</a>	-
	AVL Tree			<a href="#">answer22</a>	-
	AVL Tree Augmented with <a href="#">answer23</a>			<a href="#">answer24</a>	-
Sorting Cont'd	Unsorted array of integers in range $\{1 \dots k\}$	Sorted Array	<a href="#">answer24</a>	<a href="#">answer25</a>	-
	Unsorted array of integers of length $l$ using $d$ digits		<a href="#">answer26</a>	<a href="#">answer27</a>	-
Enumerate how many numbers are in a given interval	<a href="#">answer28</a>	Integer	Range-Counting	<a href="#">answer29</a>	-
MST	<a href="#">answer30</a>	Tree	<a href="#">answer31</a>	<a href="#">answer32</a>	-
	<a href="#">answer33</a>		<a href="#">answer34</a>	<a href="#">answer35</a>	-
SSSP	Unweighted graph + source $s$	Tree	<a href="#">answer36</a>	<a href="#">answer37</a>	
	<a href="#">answer38</a>	Tree	<a href="#">answer39</a>	<a href="#">answer40</a>	
	<a href="#">answer41</a>	Tree and True/False	<a href="#">answer42</a>	<a href="#">answer43</a>	-
Finding cut-vertices	<a href="#">answer44</a>	<a href="#">answer45</a>	<a href="#">answer46</a>	<a href="#">answer47</a>	-

Data Structures Comparison - Fill out entire table with runtimes

	Insert	Delete (pointer known)	Search	Preprocessing (Build structure from unsorted array)
Unsorted array	<u>ans</u>	<u>ans</u>	<u>ans</u>	<u>ans</u>
Sorted array	<u>ans</u>	<u>ans</u>	<u>ans</u>	<u>ans</u>
BST	<u>ans</u>	<u>ans</u>	<u>ans</u>	<u>ans</u>
AVL Tree	<u>ans</u>	<u>ans</u>	<u>ans</u>	<u>ans</u>
Hash table w/ chaining, array size m	<u>ans</u>	<u>ans</u>	<u>ans</u>	<u>ans</u>
Hash table w/ uniform open addressing, array size m	<u>ans</u>	<u>ans</u>	<u>ans</u>	<u>ans</u>