# M24-CS1.304 Data Structures and Algorithms for Problem Solving

# **Assignment 2**

Deadline: 11.59PM, 13 October 2024

# **Important Points**

- 1. The assignment has 3 problems. The first two problems are mandatory and weigh 50 marks each. The last problem is ungraded but students are encouraged to attempt it.
- 2. Only C++ is allowed. Allowed versions: 11, 14, 17, and 20.
- 3. **Only the headers, <iostream>, <string>, and <vector> are allowed.** Use of any other headers in the submissions will lead to 0 marks being awarded for the particular problem.
- 4. Directory structure to be followed for submission:

2023201045 A2

- -2023201045 A2 Q1a.cpp
- -2023201045 A2 Q1b.cpp
- 2023201045\_A2\_Q2a.cpp
- -2023201045 A2 Q2b.cpp
- $-\,2023201045\_A2\_Q2c.cpp$

Replace 2023201045 with your roll number.

# Submissions not following the above format will not be evaluated.

- 5. Submission Format: Follow the above mentioned directory structure and zip the *RollNo\_A2* folder and submit *RollNo\_A2.zip* on the courses portal.
- 6. You can ask queries over the courses portal.
- 7. **Late Submission Rule**: Deadlines for the assignment are final and will not be extended. Late submissions cost 5% loss of marks for each late day up to 6 days. (i.e, 5%, 10%, ...). Submissions beyond 6 days from the deadline shall receive 0 marks.
- 8. You are encouraged to discuss approaches among yourselves but any instance of code plagiarism will not be tolerated.

**NOTE:** In case of plagiarism in any of the questions, the students involved will be awarded -10 as the final marks for the given assignment.

# Sample Tests: <u>DSAPS-M24-A2-Sample-Tests</u>

#### Q1 Photographic Memory [50 Marks]

Storage and retrieval of information is a common task. Data may not always be ordered, but efficient retrieval is oftentimes of significant importance.

# 1A Offline Processing [10 Marks]

For this problem, you shall be given n integer key-value pairs < k, v > to store and q queries to retrieve values using their keys.

Note - If a key has been stored prior, it gets overwritten by successive  $\langle k, v \rangle$  pairs.

#### Input

The first line of input shall contain a single integer, t, denoting the number of test cases. In each test, the first line shall contain a single integer n, the number of key-value pairs. Each of the next n lines shall contain two integers each, k, v, the key and value respectively. The next line shall contain a single integer q, denoting the number of queries. Each of the next q lines contain a single integer each,  $k_q$ , the query key.

#### **Constraints**

$$1 \le t \le 10^4$$

$$1 \le \sum n, \sum q \le 2 \cdot 10^5$$

$$1 \le k, k_q, v \le 10^{18}$$

# **Memory Limit**

512MB

#### **Time Limit**

2s

#### Output

For each test, print q lines, responses to each of the queries. If  $k_q$  is stored already in that test, print the value v associated, otherwise print 0.

# 1B Online Processing [10 Marks]

For this problem, you shall be given n queries. Process them as operations on an <u>associative array</u> and respond accordingly. Queries can be of two types, store (type: 0), and retrieve (type: 1).

For (type: 0) queries, you shall be given integer key-value pairs < k, v >. Store them and respond 1 if the key is already stored, 0 otherwise. Overwrite if present.

For (type: 1) queries, you shall be given an integer  $k_q$ , respond with the value associated if this key is already stored, respond with 0 otherwise. For reference, you can incorporate the ideas of hashing - open-addressing and separate-chaining.

#### Input

The first line of input shall contain a single integer, t, denoting the number of tests.

The first line of each test shall contain n, the number of queries.

Each of the next n lines will contain a single query.

type: 0 queries follow the format: 0 k v type: 1 queries follow the format: 1 k

#### **Constraints**

$$1 \le t \le 10^4$$

$$1 \le \sum n \le 2 \cdot 10^5$$

$$1 \le k, v \le 10^{18}$$

#### **Memory Limit**

512MB

# **Time Limit**

2s

# Output

For each test, print *n* lines, responses to each of the queries.

# 1C Retrieval Premium [30 Marks]

For this problem, you shall be given n queries. Process them and respond accordingly. Queries can be of three types, store (type: 0), retrieve (type: 1), and delete (type: 2). Consider an initially empty storage S.

For (type: 0) queries, report the presence of the string  $s_i$  in S, and store the string  $s_i$  in S.

For (*type*: 1) queries, you only need to report the presence of the string in your store.

For (type: 2) queries, you need to report the presence of the string  $s_i$  in S, and remove the string if it is present in S. For reference, you can incorporate the ideas of <u>cuckoo-hashing</u> in this problem.

# Input

The first line of input contains a single integer t, denoting the number of test cases.

The first line of each test contains a single integer, n, the number of queries.

Each of the next n lines contains an integer type, (0, 1, or 2) the type of the query, and  $s_i$  the query string.

#### **Constraints**

$$1 \le t \le 10^4$$

$$1 \le \sum n \le 2.1 \cdot 10^6$$

$$1 \le \sum_{i} s_{i} \le 2 \cdot 10^{8}$$
 (summed across all tests)

$$1 \le |s_i| \le 10^5$$

 $s_i$  is composed of lower-case English alphabet characters.

It is guaranteed that the number of (*type*: 1) queries are at least 20 times as many as queries of the other two types.

# **Memory Limit**

1GB

#### **Time Limit**

2s

# Output

For each query, output a single integer denoting the presence of the string in the storage S for that test. Print 1 if  $s_i$  was present in S, print 0 otherwise.

# **Q2 Strings Galore [50 Marks]**

String processing is a common problem across domains. With greater amounts of data being generated with time, the efficiency of algorithms for storage/retrieval has become increasingly important.

# 2A Never Again MLE [30 Marks]

Comparing two strings has a complexity of  $O(min(n_1, n_2))$ , where  $n_1$ , and  $n_2$  are the sizes of the two strings. In practice, when processing large amounts of data, a variety of techniques are applied to optimize for memory and time.

For this problem, you are tasked with designing a system to efficiently check for the presence of a set of strings while minimizing memory usage. For reference, you can incorporate the ideas of <u>string hashing</u> and <u>bloom filters</u> in this problem.

You will be given n strings. For each string  $s_i$ , report whether or not  $s_i$  has been encountered before.

# Input

The first line of input contains a single integer, t, denoting the number of tests. In each test, the first line will contain a single integer n, the number of strings. Each of the next n lines will contain a single string,  $s_i$ .

#### **Constraints**

$$1 \le t \le 10^4$$

$$1 \le n \le 10^5$$

$$1 \le \sum_{n \le 2} 10^8 \text{ (summed a)}$$

$$1 \le \sum_{i} s_{i} \le 2 \cdot 10^{8}$$
 (summed across all tests)

$$1 \le |s_i| \le 10^5$$

 $s_i$  is composed of lower-case English alphabet characters.

#### **Memory Limit**

64MB [30 Marks]

512MB [5 Marks]

Suboptimal submissions failing under 64MB but passing under 512MB, may be awarded up to 5 marks.

#### **Time Limit**

6s

#### Output

For each string, report 1 if it was encountered before in that test, 0 otherwise.

#### 2B Pooling Resources [20 Marks]

For this problem, you shall efficiently store strings in an <u>associative array</u>. You will be given n queries. Queries can be of two types, put (type: 0), and, get (type: 1). Consider an initially empty associative array, A.

For (type: 0) queries, you will be given an integer i, and a string  $s_i$ . This operation maps  $s_i$  to i in A.

For (type: 1) queries, you will be given an integer  $q_i$ , you must respond with its corresponding value in A if the key,  $q_i$  is present in A, and with 0 otherwise.

For reference, you can incorporate the ideas of string-pooling in this problem.

# Input

The first line of input contains a single integer, t, denoting the number of tests.

The first line of each test contains a single integer, n, the number of queries.

Each of the next *n* lines will contain a single query.

(type: 0) queries follow the format: 0 is,

(type: 1) queries follow the format: 1 i

#### **Constraints**

$$1 \le t \le 10^4$$

$$1 \le \sum n \le 10^6$$

$$1 \le i \le 10^{18}$$

$$1 \le \sum_{i} s_{i} \le 2 \cdot 10^{8}$$
 (summed across all tests)

$$1 \le |s_i| \le 10^5$$

 $s_i$  is composed of lower-case English alphabet characters.

Let *S* denote the set of **unique** strings in the input.

$$1 \le \sum_{s_i \in S} |s_i| \le 10^6$$
 (summed across all tests)

#### **Memory Limit**

64MB [20 Marks]

512MB [5 Marks]

Suboptimal submissions failing under 64MB but passing under 512MB, may be awarded up to 5 marks.

#### **Time Limit**

5s

#### Output

For each query of *type*: 1, report the response - the associated string  $s_q$  or 0 if there is no such key.

# 3 Red Team [0 Marks]

Hashing is known to be the magical O(1) solution to computation (to be fair, it is **not** - simply hashing a string str, can take O(len(str)) time). It so happens that this fairy tale is not always true and bad actors can <u>exploit</u> that. A few smart hashmap implementations avoid this - for instance, Java has an <u>interesting modification</u>, <u>SipHash</u> is another popular implementation. Similarly, there exist a large number of <u>pathological cases</u> where programs may fail.

In this problem, you will be given buggy C++ programs and corresponding problem descriptions. You are expected to generate adversarial inputs to force the programs to err (RTE/WA/TLE/MLE).

C++ programs/problems to be added on a rolling basis <u>here</u>.

For this problem, you can reference <u>PRNG</u>s. A decent implementation in C++ is found <u>here</u>.

**NOTE**: In case of plagiarism in any of the questions, the students involved will be awarded -10 as the final marks for the given assignment.