

```
I. int isSumTree ( struct TreeNode* node )
{
    if (node == NULL || node->left == NULL && node->right == NULL)
        return 1;

    int ls, rs;
    if node->left <= NULL:
        ls = 0
    else
        ls = Sum (node->left->left)
    ls = Sum (node->left);
    rs = Sum (node->right);

    if (node->data == ls + rs && isSumTree (node->left) &&
        isSumTree (node->right))
        return 1;

    return 0;
}
```

Where Sum function is defined as :

```
int Sum (struct TreeNode* node)
{
    if (node == NULL)
        return 0;
    return 0;

    return sum (node->left) + node->data + sum (node->right);
}
```

0	1	2	3	4	5	6	7	8	9	10
11	12	13	33	5	24	27	9			

← hash table index location

$$h(44, 0) = h(44) = 44 \% 11 = 0 \text{. examine location } 0. 44 \neq 11. \text{ fail.}$$

$$\cancel{h(44, 1)} = (h(44) + 1 \cdot h'(44)) \% 11 = 5 \text{. examine location } 5. 44 \neq 5. \text{ fail.}$$

$$h(44, 2) = (h(44) + 2 \cdot h'(44)) \% 11 = 10 \text{. examine location } 10. \text{ null. fail. and stop.}$$

[denoted as  $m_1, m_2$  respectively]

- III.
  - ① First calculate the mediums of  $A_1, A_2$ , if their mediums are the same, return the medium.
  - ② else if  $m_1 > m_2$ . the medium is in one of the following two subarrays :  $A_1[0 : m_1 \text{ location}]$ . from  $0 \rightarrow m_1$ .  
 $A_2[m_2 \text{ location} : n_2]$  from  $m_2 \rightarrow n_2$ .
  - ③ else if  $m_2 > m_1$ . the medium is in one of the following two subarrays :  $A_1[m_1 \text{ location} : n_1]$  from  $m_1 \rightarrow n_1$ .  
 $A_2[0 : m_2 \text{ location}]$  from  $0 \rightarrow m_2$ .
  - ④ Repeat the above process until the size of both subarrays is 2.
  - ⑤ If the size of two subarrays is 2.  
 then medium is  $(\max(A_1[0], A_2[0]) + \min(A_1[1], A_2[1])) / 2$ .

the time complexity is  $O(\log(\min(n_1, n_2)))$ .

I. Deadlock: when two or more processes are unable to proceed because each is waiting for one of the others to do something.

Starvation: when a runnable process is overlooked indefinitely by the scheduler; although it is able to proceed, it is never chosen.

II. the virtual memory address is a reference to a memory location independent of the current assignment of data to memory; a translation must be made to physical address before the memory access can be achieved; the physical memory address is the actual location in main memory.

III. a. x will be 3

b. bool atomic-add(&word, value) {

}

while compare-and-swap(word, 1, word+value) is False  
  /\* do nothing \*/.

}

IV. LRU:

0	2	3	7	1	3	2	3	7	6	5	3	2	6	5	6
0	2	0	7	7	7	2	2	2	6	6	6	2	2	2	2
2	3	3	3	3	3	1	1	1	7	7	7	3	3	5	6

F F F F F F F F F F F F F F F F

FIFO:

0	2	3	7	1	3	2	3	7	6	5	3	2	6	5	6
0	2	0	7	7	7	2	7	3	3	3	5	5	5	6	6
2	3	3	3	3	3	1	1	1	2	2	6	6	3	3	5

F F F F F F F F F F F F F F F F

we can see page faults for LRU = 13

for FIFO: 14.

(a) I.  $R_1 \leftarrow \text{COURT} \bowtie \text{MATCH}$  $R_2 \leftarrow \sum_{\text{MID}} G \text{ sum(MID) as SMID } R_1$  $\text{Answer} \leftarrow \prod_{\text{CID}} (\delta_{\text{SMID} \geq 100} (R_2))$  $\text{Answer} \leftarrow \prod_{\text{CID}} (\delta_{\text{SMID} \geq 100} (R_2))$ II.  $R_1 \leftarrow \delta_{\text{PLAYER.PID} = \text{MATCH.P1} \text{ and } \text{MATCH.P1Wins} = 1} (\text{PLAYER} \times \text{MATCH})$  $R_2 \leftarrow \delta_{\text{PLAYER.PID} = \text{MATCH.P2} \text{ and } \text{MATCH.P1Wins} = 0} (\text{PLAYER} \times \text{MATCH})$  $R_3 \leftarrow R_1 \cup R_2$  ~~$R_4 \leftarrow \delta_{\text{PID} \in \text{P}}$~~ Answer  ~~$R_4$~~   $\leftarrow \delta_{\text{PLAYER.PID} \in \text{P}} \text{ sum(MID) as SMID } (R_3)$ .

(b) I. select CID

from COURT natural join MATCH

~~where~~

group by CID

having Sum(MID)  $\geq 100$ 

II. select PLAYER.PID, sum(MID)

from PLAYER, MATCH

where (PLAYER.PID = MATCH.P1 and MATCH.P1Wins = 1) or

(PLAYER.PID = MATCH.P2 and MATCH.P1Wins = 0)

group by PLAYER.PID.

(c) by using COURT as the outer relation.  
it has  $1000/50 = 20$  blocks

B<sup>+</sup>-tree height is :  $\log_{\lceil \frac{20}{2} \rceil} 50000 \approx 5$ .

∴ number of block transfers :

$$20 + 1000 \times (5+1) = 6020$$

(i) (a) The current Gini index:  $1 - \left(\frac{3}{8}\right)^2 - \left(\frac{5}{8}\right)^2 = \frac{15}{32}$ 

~~GINI~~  $[GINI]_{split-A} = \frac{3}{8} \cdot \left(1 - \left(\frac{2}{3}\right)^2 - \left(\frac{1}{3}\right)^2\right) + \frac{5}{8} \cdot \left(1 - \left(\frac{2}{5}\right)^2 - \left(\frac{3}{5}\right)^2\right) = \frac{3}{10}$

$[GINI]_{split-B} = \frac{4}{8} \cdot \left(1 - \left(\frac{2}{4}\right)^2 - \left(\frac{2}{4}\right)^2\right) + \frac{4}{8} \cdot \left(1 - \left(\frac{3}{7}\right)^2 - \left(\frac{4}{7}\right)^2\right) = \frac{7}{16}$

$\therefore \text{the Gini index gain for } A : \frac{15}{32} - \frac{3}{10} = \frac{27}{160}$

for B:  $\frac{15}{32} - \frac{7}{16} = \frac{1}{32} = \frac{5}{160}$

 $\Rightarrow$  Gini index gain for A is larger. $\therefore$  select A as splitting attribute.(b) let C denotes the label. then  $P(C=+) = \frac{5}{8}$ ,  $P(C=-) = \frac{3}{8}$ .

$P(A=1 | C=+) = \frac{3+1}{5+2} = \frac{4}{7}$ ,  $P(A=1 | C=-) = \frac{0+1}{3+2} = \frac{1}{5}$

~~$P(B=0 | C=+) = \frac{2+1}{5+2} = \frac{3}{7}$  RT.~~

$P(B=0 | C=+) = \frac{2+1}{5+2} = \frac{3}{7}$ ,  $P(B=0 | C=-) = \frac{1+1}{3+2} = \frac{2}{5}$ .

$\Rightarrow P(C=+ | A=1, B=0) \propto P(A=1 | C=+) P(B=0 | C=+) P(C=+) = \frac{4}{7} \times \frac{4}{7} \times \frac{5}{8} = \frac{10}{49}$

$P(C=- | A=1, B=0) \propto P(A=1 | C=-) P(B=0 | C=-) P(C=-) = \frac{1}{5} \times \frac{2}{5} \times \frac{3}{8} = \frac{3}{100}$

 $\Rightarrow x_9 = (A=1, B=0) \text{ belongs to } '+'.$

(ii) (a) ① Step 0: initial centroids  $(7, 50, 60)$ .

② Step 1: 3 clusters  $\Rightarrow \{7, 13, 20, 25\}$   
 $\{30, 42, 50\}$   
 $\{60\}$ .

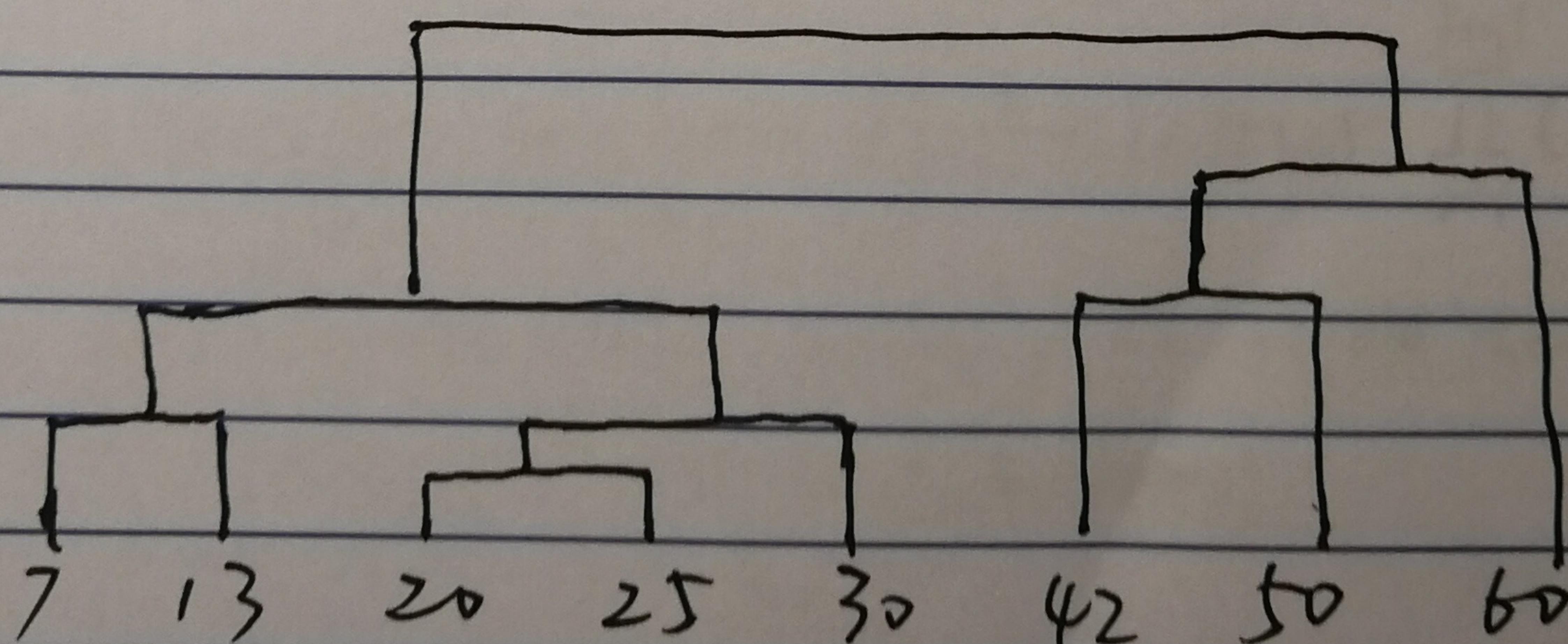
new centroids:  $(16.25, \frac{122}{3}, 60)$ .

③ Step 2: 3 clusters  $\Rightarrow \{7, 13, 20, 25\}$   
 $\{30, 42, 50\}$   
 $\{60\}$ .

④ centroids are not changed.  $\therefore$  the final clusters:  
 $\{7, 13, 20, 25\}$      $\{30, 42, 50\}$      $\{60\}$ .

(b) By using 'MIN' as the Inter-cluster similarity.

- ① Initially, 8 clusters:  $\{7\} \{13\} \{20\} \{25\} \{30\} \{42\} \{50\} \{60\}$ .
- ②  $\{20\}$  and  $\{25\}$  are closest. merge:  $\{7\} \{13\} \{20, 25\} \{30\} \{42\}, \{50\}, \{60\}$
- ③  $\{20, 25\}$  and  $\{42\}$  are closest. merge:  $\{7\} \{13\} \{20, 25, 30\} \{42\} \{50\}, \{60\}$
- ④  $\{7\}$  and  $\{13\}$  are closest. merge:  $\{7, 13\} \{20, 25, 30\}, \{42\} \{50\}, \{60\}$
- ⑤  $\{7, 13\}$  and  $\{20, 25, 30\}$  are closest. merge:  $\{7, 13, 20, 25, 30\} \{42\} \{50\}, \{60\}$
- ⑥  $\{42\}$  and  $\{50\}$  are closest. merge:  $\{7, 13, 20, 25, 30\} \{42, 50\}, \{60\}$
- ⑦  $\{42, 50\}$  and  $\{60\}$  are closest. merge:  $\{7, 13, 20, 25, 30\} \{42, 50, 60\}$
- ⑧ final merge:  $\{7, 13, 20, 25, 30, 42, 50, 60\}$



- i.
- ① A document collection
  - ② A test suite of information needs, expressible as queries.
  - ③ A set of relevance judgements, standardly a binary assessment of either relevant or nonrelevant for each query-doc pair.
- ii. precision values may decrease or increase or not change.  
recall values will not decrease, it may increase or not change.
- iii. Because we can always get 100% recall by just returning all documents, and we can always get a 50% arithmetic mean by the same process, which means arithmetic mean is not a suitable metric.
- iv. a.  $g = \operatorname{argmax}_{c \in C} P(c|d)$ , where  $P(c|d)$  is the posterior probability of class  $c$  given the doc  $d$ .
- b.  $P(c|d) = \frac{P(c,d)}{P(d)} = \frac{P(d|c)p(c)}{P(d)}$ . For each doc.  $p(d)$  is same.  
 $\therefore g = \operatorname{argmax}_{c \in C} P(d|c)p(c)$
- For multinomial.  $g = \operatorname{argmax}_{c \in C} \prod_{i=1}^{|d|} P(t_i|c)p(c)$ .  $t_i$  is ith term in  $d$ .
- For Bernoulli.  $g = \operatorname{argmax}_{c \in C} \prod_{i=1}^{|V_1|} P(t_i|c)p(c) \cdot \prod_{j=1}^{|V_2|} (1 - P(t_j|c))$ .  
 $V_1$  is the terms in  $d$ .  $V_2$  is the terms that are not in  $d$ .  
 $V_1 + V_2$  is the vocabulary.

c. Bernoulli model. Because it is sensitive to noise features, feature selection is required, else the accuracy will be low.