1题:

☆ Data Structures

We want to store one million "interesting" numbers in a data structure and are choosing between a doubly linked list and an array. The numbers are in the range from 0 to $(2^{64}, 1)$, and are generated (and thus stored) in sorted order. If we only consider the numbers stored in our data structure to be interesting, and we are given a random number in the range from 0 to $(2^{64}, 1)$, how long does it take for each data structure to determine if a particular number is "interesting"? Assume that it takes 10ns to process a single element of either data structure, and ignore any additional overheads. Use average case performance.

Pick one of the choices

- $\, \odot \,$ It will take us 200 ns for the array and 5 million ns for the linked list.
- It will take us 200 ns for the array and 10 million ns for the linked list.
- It will take us 5 million ns for the array and 5 million ns for the linked list.
- $\, \odot \,$ It will take us 5 million ns for the array and 10 million for the linked list.
- It will take us 5 million ns for the array and 200 ns for the linked list
- It will take us 10 million ns for the array and 200 ns for the linked list.

lear selection

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我的答案: A.

解释: Array 的时间复杂度是 log^n , 当 n=1 million 时候, 约是 20 * 10 ns = 200ns; 题目中问的是 average case performance, 因此对于双向链表的平均时间应是(1+2+3+...+n-1+n)/ n=n/2;

2-4 题:

Your instructor comes to you and tells you that they desperately need you to help them write a function for them that can compare two words for alphabetic sorting. They want it to return True if the first word comes first alphabetically, and False otherwise.

For example, "a" comes before "b" in the English alphabet, so your instructor's goal is to have compare("a", "b") return True.

Knowing that you're <u>brilliant</u>, your instructor would like you to <u>review what they wrote</u> and evaluate what it outputs for a set of inputs. Since they have a great coding style, they've even provided comments trying to explain what they are attempting to do in order to help you out.

You can assume that all syntax is correct, that all words are lowercase, and that all strings and lists begin with index 0.

Your instructor shows you the following function, and tells you that "alphabet" is just a list of the alphabet starting at "a" and going all the way to "z":

```
function compare(word1, word2):
    // this should return True if value 1 is alphabetically before value 2, false otherwise
    letter_index = 0
    while letter_index < word1.length()
    letter_index += 1
    letter1 = word1.get_character_at(letter_index)
    letter2 = word2.get_character_at(letter_index)
    if alphabet_indexOf(letter1) > alphabet.indexOf(letter2)
        return True
    else if alphabet_indexOf(letter2) > alphabet.indexOf(letter1)
        return False
    // if they're the same word, we'll exit the loop and it doesn't matter what we return
    return True
```

What will be the output if you use this compare function to sort the list ["fff", "hhh"]? At the end of sorting, compare will return True when comparing the first and second element of the list.

Pick one of the choices

- ["fff", "hhh"]
- ⊚ ["hhh", "fff"]
- ◎ ["hhh", "hhh"]
- ["fff", "fff"]
- O Program will crash, throw an error, or exhibit some other undefined behavior

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我的答案: B;

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    letter_index = 0
    while letter_index < word1.length()
    letter_index += 1
    letter1= word1.get_character_at(letter_index)
    letter1= word2.get_character_at(letter_index)
    letter2= word2.get_character_at(letter_index)
    if alphabet_indexOf(letter1) > alphabet_indexOf(letter2)
        return True
    else if alphabet_indexOf(letter2) > alphabet_indexOf(letter1)
        return False
    // if they're the same word, we'll exit the loop and it doesn't matter what we return
    return True
```

What will be the output if you use this compare function to sort the list ("abcabc", "bbbaaa")? At the end of sorting, compare will return True when comparing the first and second element of the list.

Pick one of the choices

- ["bbbaaa", "abcabc"]
- O ["abcabc", "bbbaaa"]
- ⊚ ["bbbaaa", "bbbaaa"]
- ["abcabc", "abcabc"]

Program will crash, throw an error, or exhibit some other undefined behavior

我的答案: B;

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    // this should return True if value 1 is alphabetically before value 2, false otherwise
    letter_index = 0
    while letter_index < word1.length()
        letter_l = word1.get_character_at(letter_index)
        letter2 = word2.get_character_at(letter_index)
        if alphabet.index0f(letter1) > alphabet.index0f(letter2)
            return True
    else if alphabet.index0f(letter2) > alphabet.index0f(letter1)
            return False
// if they're the same word, we'll exit the loop and it doesn't matter what we return
    return True
```

What will be the output if you use this compare function to sort the list ["fgh", "fghi"]? At the end of sorting, compare will return True when comparing the first and second element of the list.

Pick one of the choices

- ["fgh", "fghi"]
- ["fghi", "fgh"]
- ["fghi", "fghi"]
- O Program will crash, throw an error, or exhibit some other undefined behavior

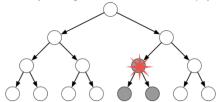
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我的答案: E;

5-6题:

☆ Binary Tree Failures

Your system consists of nodes connected in a full binary search tree of height 6. If a node has failed, it is unreachable, as are all of its descendants, as shown in the figure below (the node with the red star has failed). You randomly select a node from the tree, and want to traverse from the root of the tree to your selected node. You are unaware that one node (you don't know which one) has failed, potentially causing your traversal to fail, depending on which node vou're looking for and which node failed. All nodes are equally likely to fail. Assuming that exactly one node has failed, which of the following statements is true?



Pick one of the choices

- The likelihood of success is between 90-100%
- The likelihood of success is between 80-89.99%.
- ☐ The likelihood of success is between 70-79.99%.
- The likelihood of success is between 60-69.99%
- The likelihood of success is between 50-59.99%.
- The likelihood of success is less than 50%.

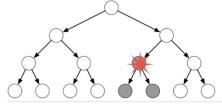
Clear selection

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我的答案: A. 考虑最坏的情况, 当一个节点的到 root 的路径上的任意一个节点 failed 的时候,则该节点不能被访问。 当该节点在最底层时,该节点到 root 的路径上共有 7 个节点(包含 root 和该节点),这 7 个节点中的任意一个节点 failed 的概率是 $1/(2^7-1)$ 。因此该节点可以成功被访问的概率是 $1-7*1/(2^7-1)$, 大于 90%。

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Pick the correct choices

- There is always at least one reachable node.
- $\hfill \square$ The majority of possible failures only make a single node unreachable.
- The likelihood of success increases as the height of the tree increase

Clear selection

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我的答案: B, C. 如果 root 是 failed, 则 A 不成立。本题中总共 node 的个数是 127 个,其中最后一层有 64 个 node. 在 127 个 node 中,总共有 64 种情况会导致只有一个 node 不可被访问(当该 node 在底层的时候, 64 / 127 > 50%。 C 就不解释了。

7题:

- $+N^2$ points for a sequence of length N where each digit is 1 less than the previous digit. For example, 9765320 would be $1 + 3^2 + 2^2 + 1 = 15$ points.
- +4 if the entire number is a multiple of 3
- +3 for each even digit (note that 0 is even)

Each component of the score is evaluated separately, so a given digit may contribute to more than one component. For example, the number 765 would score 9 for the sequence of length 3, 3 for one even digit (6), 5 for the 7 digit, and 4 because 765 is a multiple of 3, for a total of 9 + 3 +5 + 4 = 21.

Write a function compute_number_score that computes (and returns) a score for an integer passed to it. The number will be in the range 0<=number<1000000000.

```
colass PureStorage Scores {
    wablic static void main(String[] args
    int result = 0;
    int num = 92229763;
    int r0 = rules0(num);
    int r1 = rules1(num);
    int r2 = rules2(num);
    int r3 = rules3(num);
    int r4 = rules4(num);
    result = r0 + r1 + r2 + r3 + r4;
    System.out.println(result);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                public static int rules!(int num) {
    char[] nums = Integer.toString(num).toCharArray();
    int sum = 0;
    for(int i = 0; i < nums.length; i++) {
        ifi != 0 &s nums[i] == '2' &s nums[i - 1] == '2')
        sum += 6;</pre>
                                                                                                    eStorage_Scores {
c void main(String[] args){
•••••
```

☆ Lock Use Analyzer Suppose we want to monitor how locks are used in our system. As the first step, we log moments of acquire and release for each lock in the following format • ACQUIRE X • RELEASE X where X is some integer ID (1<=X<=1,000,000) of the lock. All locks must be released in the reverse order of acquiring them; for example, this is a correct event sequence: 1. ACQUIRE 364 2. ACQUIRE 84 3. RELEASE 84 4. ACQUIRE 1337 5. RELEASE 1337 6. RELEASE 364 However, the following sequence violates this rule, because lock 84 is still acquired while releasing lock 364: 1. ACQUIRE 3642. ACQUIRE 84 3. RELEASE 364 4. RELEASE 84 It's also dangerous to leave locks acquired after application termination, as other processes in the system may be blocked while waiting on them, so such sequence is incorrect. t 1. ACQUIRE 364 2. ACQUIRE 364 3. RELASE 64 3. RELASE 64 is rever released Third type of problem is lock misuse: it's never good to release a lock that has never been acquired, e.g.: 1. ACQUIRE 364 2. RELEASE 84 3. RELEASE 364 and it is as bad to acquire an already acquired lock (usually resulting in a deadlock): Write a program that, given a list of N (0<=N<=1.000,000) lock acquire and release events (counting from 1), checks if there were any problems (acquire release order violation, dangling acquired lock, acquiring a lock twice or releasing a free lock), and if so, tells the earliest time that could be detected. Note that there's no limit on how many nested locks may be acquired at any given moment. More formally, you are given an array of strings where each string is either 'ACQUIREX' or "RELEASEX", where all X are integers in the range [1.1000000]. Return: O. If there were no lock-related problems even after program termination N41.1 fit the only issue after program termination were dangling acquired locks N41.2 fit the only issue after program termination were dangling acquired locks K in case event number K violated any of the principles frefease a lock nat acquired previously, acquire an already held lock OR violate lock acquire release ordering). Examples: Input: 1. ACQUIRE 364 2. ACQUIRE 84 3. RELEASE 84 4. RELEASE 364 Output: 0 (nothing bad happened) Input: 1. ACQUIRE 364 2. ACQUIRE 84 3. RELEASE 364 4. RELEASE 84 Output: 3 (lock 84 should have been released before releasing 364) Input: 1. ACQUIRE 123 2. ACQUIRE 364 3. ACQUIRE 84 4. RELEASE 84 5. RELEASE 364 6. ACQUIRE 456 Output: 7 (upon terr ing, not all locks were released, namely 123 and 456, but we can't know that until actually exiting) Input: 1. ACQUIRE 123 2. ACQUIRE 364 3. ACQUIRE 84 4. RELEASE 84 5. RELEASE 364 6. ACQUIRE 789 7. RELEASE 456 8. RELEASE 123 Output: 7 (releasing ng a lock not acquired before) @一亩三分地 static int checkLockSequence(String[] sequences) HashSet<String> set = new HashSet<>(); Stack<String> stack = new Stack<>(); for(int i = 0; i < sequences.length; i++)</pre>

Bonus:

☆ Alice Builds a Cache
Complete the blanks in the following question with the appropriate answer.
Alice P. Hacker has two types of memory that she's using to build his system in which to store her objects. The first type, type A, is extremely fast, but it's expensive and she doesn't have much of it. She has 10GB of type A memory that can being used to store objects, and reading an object from this memory takes 2ms.
The second type of memory, type Z, is a lot slower, but it's cheap, and so Alice bought a lot of it. She has 1TB of the second type of memory that she can use to store objects, and reading an object from this memory takes 500ms.
Alice decides she's going to build a system where she keeps all of her objects in the second type of memory, and then also keeps copies of some of those objects in the first type so that she can do some of her reads more quickly. Alice has 2048 objects, all of the same size, which use up all of her second type of memory storage. Alice decides to analyze different ways to pick and choose what she keeps in her type A memory, and how they affect her expected object read performance. Please round all answers to 3 decimal places
If Alice is naive and decides to randomly fill her type A memory with objects and never change it, what is her expected time to read 10 randomly selected objects out of the 2048 (in ms)?
Alice now runs a workload where she reads 20 objects per minute. 50% of the objects she reads are objects she's seen in the past 30 seconds, and the other 50% of the objects are randomly chosen from the full 2048. Using the same naive strategy as before, what is her expected average read time for an object with this workload?
Alice tries to improve her performance. She decides that, every time she reads an object, if it is not in her type A memory, she will put it there. When she needs to remove something, she will remove the thing that she read least recently.
What is Alice's average read time per object in the best case scenario?
ms
What is Alice's average read time per object in the worst case scenario?
: 4951.367 ms;
2: 495.137 ms ;
3: 2ms;
l: 251ms;