

The Puzzles of MrHeer

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August 7, 2019

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1 Throwing eggs from a building

Question

Suppose that you have an N -story building and plenty of eggs. Suppose also that an egg is broken if it is thrown off floor F or higher, and unhurt otherwise. First, devise a strategy to determine the value of F such that the number of broken eggs is $\sim \lg N$ when using $\sim \lg N$ throws, then find a way to reduce the cost to $\sim 2 \lg F$.

Answer

$\sim \lg N$: start at the middle, always cut search space in half \rightarrow binary search.
 $\sim 2 \lg F$: start at 1, next 2, 4, 8 (i.e., 2^i), once the egg breaks after ($\sim \lg F$ steps) do binary search in the smaller search space (range $< F$ and hence number of searches $< \sim \lg F$) \rightarrow exponential search.

$$2^{\lceil \lg F \rceil - 1} < F \leq 2^{\lceil \lg F \rceil}$$

$$range = 2^{\lceil \lg F \rceil} - 2^{\lceil \lg F \rceil - 1} = 2^{\lceil \lg F \rceil - 1} < 2^{\lg F} = F$$

$$range < F$$

2 Throwing two eggs from a building

Question

Consider the previous question, but now suppose you only have two eggs, and your cost model is the number of throws. Devise a strategy to determine F such that the number of throws is at most $2\sqrt{N}$, then find a way to reduce the cost to $\sim c\sqrt{F}$. This is analogous to a situation where search hits (egg intact) are much cheaper than misses (egg broken).

Answer

Let us make our first attempt on k 'th floor. If it breaks, we try remaining $(k - 1)$ floors one by one. So in worst case, we make k trials. If it doesn't break, we jump $(k - 1)$ floors (Because we have already made one attempt and we don't want to go beyond k attempts. Therefore $(k - 1)$ attempts are available), Next floor we try is floor $k + (k - 1)$ Similarly, if this drop does not break, next need to jump up to floor $k + (k - 1) + (k - 2)$, then $k + (k - 1) + (k - 2) + (k - 3)$ and so on. Since the last floor to be tried is F 'th floor, sum of series should be F for optimal value of k .

$$k + (k - 1) + (k - 2) + (k - 3) + \cdots + 1 \geq F$$

$$\frac{k(k + 1)}{2} \geq F$$

$$k \geq \frac{\sqrt{8F + 1} - 1}{2}$$

$$k_{min} = \lceil \frac{\sqrt{8F + 1} - 1}{2} \rceil \sim \sqrt{2F}$$

Official solution

Solution to Part 1: To achieve $2\sqrt{N}$, drop eggs at floors \sqrt{N} , $2*\sqrt{N}$, $3*\sqrt{N}$, ..., $\sqrt{N}\sqrt{N}$. (For simplicity, we assume here that \sqrt{N} is an integer.) Let assume that the egg broke at level $k\sqrt{N}$. With the second egg you should then perform a linear search in the interval $(k - 1)\sqrt{N}$ to $k\sqrt{N}$. In total you will be able to find the floor F in at most $2\sqrt{N}$ trials.

Hint for Part 2: $1 + 2 + 3 + \cdots + k \sim \frac{1}{2}k^2 \geq F$.

3 3-collinearity

Question

Suppose that you have an algorithm that takes as input N distinct points in the plane and can return the number of triples that fall on the same line. Show that you can use this algorithm to solve the 3-sum problem. Strong hint: Use algebra to show that (a, a^3) , (b, b^3) , and (c, c^3) are collinear if and only if $a + b + c = 0$.

Answer

Proof. (a, a^3) , (b, b^3) , and (c, c^3) are collinear if and only if $a + b + c = 0$: We use a formulation of collinearity which equates gradients (assuming our points are distinct)

$$\frac{y_2 - y_1}{x_2 - x_1} = \frac{y_3 - y_1}{x_3 - x_1}$$

This becomes

$$\frac{b^3 - a^3}{b - a} = \frac{c^3 - a^3}{c - a}$$

which leaves us with

$$b^2 + ab + a^2 = c^2 + ac + a^2$$

so that

$$b^2 - c^2 = a(c - b)$$

$c \neq b$ so we have $a = -(b + c)$

$$a + b + c = 0$$

□

4 Queue with three stacks [Unsolved]

Question

Implement a queue with three stacks so that each queue operation takes a constant (worst-case) number of stack operations.

Answer

5 Queue with two stacks

Question

Implement a queue with two stacks so that each queue operation takes a constant amortized number of stack operations. Hint: If you push elements onto a stack and then pop them all, they appear in reverse order. If you repeat this process, they're now back in order.

Answer

Transfer

Result: stack1 to stack2 and reverse order

```
while stack1 is not empty do  
    | Item tmp = stack1.pop();  
    | stack2.push(tmp);  
end
```

Enqueue

Input: element item

Result: enqueue

```
stack1.push(item);
```

Dequeue

Result: dequeue

```
if queue is empty then  
    | throw NoSuchElementException;  
end  
if stack2 is empty then  
    | transfer();  
end  
return stack2.pop();
```

Code

```
public class QueueWithTwoStacks<Item> {
    private Stack<Item> stack1;
    private Stack<Item> stack2;

    public QueueWithTwoStacks() {
        stack1 = new Stack<>();
        stack2 = new Stack<>();
    }

    private void transfer() {
        while (!stack1.isEmpty()) {
            Item tmp = stack1.pop();
            stack2.push(tmp);
        }
    }

    public void enqueue(Item item) {
        stack1.push(item);
    }

    public Item dequeue() {
        if (isEmpty()) throw new NoSuchElementException("Queue underflow");
        if (stack2.isEmpty()) transfer();
        return stack2.pop();
    }
}
```

Analysis

For N items enqueue and dequeue.

enqueue: N times push operations.

dequeue:

transfer: N times pop and N times push operations.

dequeue: N times pop operations.

total: $4N$ times stack operations.

So, the amortized number of stack operations is $\frac{4N}{N} = 4$

6 Deque with a stack and a steque [Unsolved]

Question

Implement a deque with a stack and a steque so that each deque operation takes a constant amortized number of stack and steque operations.

Answer

7 Deque with three stacks [Unsolved]

Question

Implement a deque with three stacks so that each deque operation takes a constant amortized number of stack operations.

Answer