

# DAAQuiz#2-Chap2-24Sep2022

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DAAQuiz#2-Chap2-24Sep2022

Quiz#1.1-Chap1-10thAug2020

Note: The "\_" symbol denotes subscript whereas ^ symbol depicts the superscript.

Assuming that You-tube pushes the choice of the songs liked by a person, with the choices of the songs between you and me as shown, for songs B, C, and D there are \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_ mismatches respectively between our choices. 2 points

	<i>Songs</i>				
	A	B	C	D	E
Me	1	2	3	4	5
You	1	3	4	2	5

- ☐ 1, 0, 0
- ☐ 1, 1, 0
- ☐ 1, 1, 1
- ☐ 0, 1, 0



Consider a binary tree that represents sorting of 9 elements. Then it can have at least \_\_\_\_\_ number of leaves. And the depth of this binary tree must be at least \_\_\_\_\_. 2 points

- ☐ 362880, 18
- ☐ 1024, 19
- ☐ 362881, 19
- ☐ 512, 12

The number of inversions between the two sorted subhalves in the figure is \_\_\_\_\_. 2 points

21	31	47	68	99	111	400
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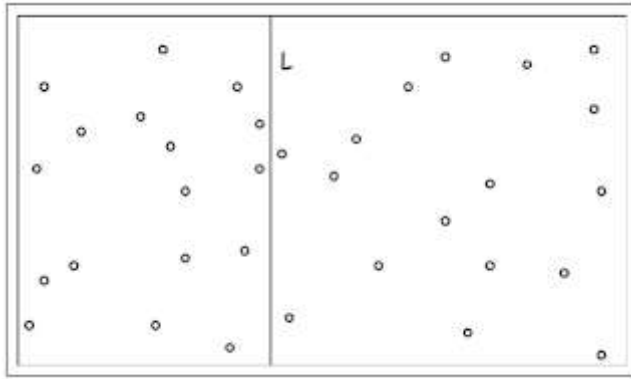
1	16	27	54	72	83	404
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- ☐ 20
- ☐ 31
- ☐ 30
- ☐ 29



Consider the figure shown here that models an effort to solve the closest pairs of points problem. The partial recurrence relation after the following two steps is \_\_\_\_\_. (a) Divide: Draw a vertical line  $L$  so that roughly  $(1/2)n$  points are there on each side. (b) Conquer: Find the closest pair in each side recursively.

2 points



- ☐  $T(n) = O(1)$
- ☐  $T(n) = T(n/2) + T(n/2)$
- ☐  $T(n) = O(n)$
- ☐  $T(n) = O(n \lg n)$



Consider the code shown in the figure. The complexity of this code given the combined size of A and B vectors is n, is \_\_\_\_\_ 2 points

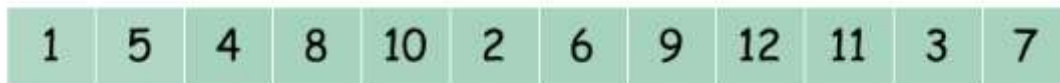
```

Algorithm Merge-and-count(A, B)
Maintain a Current pointer into each list,
    initialized to point to the front elements
Maintain a variable Count for the number of inversions,
    initialized to 0
While both lists are nonempty {
    Let  $a_i$  and  $b_j$  be the elements pointed to
    by the Current pointer
    Append the smaller of these two to the output list
    If  $b_j < a_i$  then
        increment Count by the number of
        elements remaining in A
    Advance the Current pointer in the list from
    which the smaller element
    was selected.
}

```

- ☐  $O(n \lg n)$
- ☐  $O(n^2)$
- ☐  $O(n)$
- ☐  $O(\lg n)$

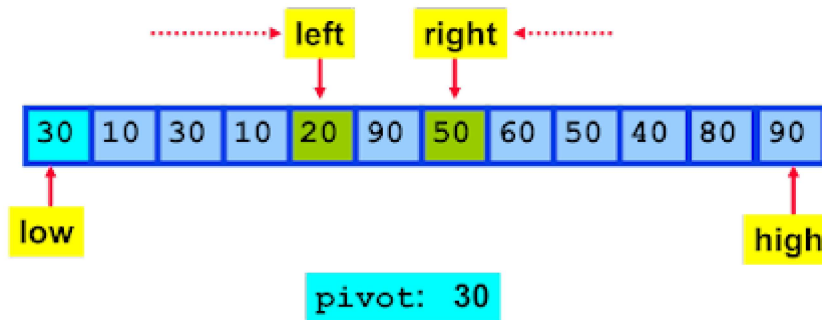
Given the interger array as in the figure here, applying the Merge-and-Count algorithm discussed in the class, the number of inversions in the left half is \_\_\_\_\_ whereas that in the right half is \_\_\_\_\_. 2 points



- ☐ 6,8
- ☐ 7,6
- ☐ 5,8
- ☐ 5,9



Given the following instance in the execution of the Hoare Partition routine (i.e. the naive partition routine discussed in the class) of the Quick sort, in the next iteration, when the loop stops \_\_\_\_\_.



- ☐ the iteration would terminate now.
- ☐ the items pointed to be left and right pointers would be swapped with each other.
- ☐ the left and right pointers would simply be incremented.
- ☐ none of these

The complexity of the Divide routine is \_\_\_\_\_ that of the Combine routine is \_\_\_\_\_, whereas that of the Conquer routine is \_\_\_\_\_ in the Mergesort.

- ☐  $O(1)$ ,  $2T(n/2)$ ,  $O(n)$
- ☐  $O(n)$ ,  $2T(n/2)$ ,  $O(1)$
- ☐  $2T(n/2)$ ,  $O(1)$ ,  $O(n)$
- ☐  $O(1)$ ,  $2T(n/2)$ ,  $O(1)$



Given n points in the plane, finding a pair with the Euclidean distance between points  $p_1(x_1, y_1)$  and  $p_2(x_2, y_2)$  is given by \_\_\_\_\_.

2 points

- ☐  $((x_1 - x_2)^2 + (y_1 + y_2)^2)^{1/2}$
- ☐  $((x_1 + x_2)^2 + (y_1 + y_2)^2)^{1/2}$
- ☐  $((x_1 - x_2)^2 + (y_1 - y_2)^2)^{1/2}$
- ☐  $((x_1 + x_2)^2 + (y_1 - y_2)^2)^{1/2}$

Given the following integer array, the total number of inversions in the array is \_\_\_\_\_.

2 points

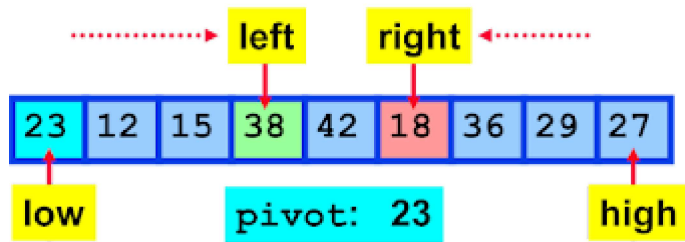
1	5	4	8	10	2	6	9	12	11	3	7
---	---	---	---	----	---	---	---	----	----	---	---

- ☐ 20
- ☐ 5
- ☐ 13
- ☐ 22



Given the following instance in the execution of the Hoare Partition routine (i.e. the naive partition routine discussed in the class) of the Quick sort, in the next iteration, \_\_\_\_\_.

2 points



- ☐ the iteration would terminate now.
- ☐ items pointed to be left and right pointers would be swapped with each other.
- ☐ the left and right pointers would simply be incremented.
- ☐ none of these

Having designed the Mergesort routine to sort the input integer array in the ascending order, if given an array sorted already in the ascending order as input, the Mergesort complexity would be \_\_\_\_\_.

2 points

- ☐  $O(\lg n)$
- ☐  $O(n^2)$
- ☐  $O(n)$
- ☐  $O(n \lg n)$



Consider the Quicksort algorithm in which the Partitioning is done using the algorithm as shown in the figure. Then, the running time of the Quicksort is given by \_\_\_\_\_.

### Quicksort - Partitioning routine

```
Algorithm ChoosePivot(A[], n, left, right)
1. median
  = find_median(A[left], A[left+1], ..., A[right])
2. return median.

//Assume that complexity of find_median is  $\theta(n)$ 
```

- ☐  $\theta(n)$
- ☐  $\theta(n \log n)$
- ☐ Insufficient information to answer
- ☐  $\theta(n^2)$

Merge sort \_\_\_\_\_ a sorting algorithm because \_\_\_\_\_.

2 points

- ☐ is in place, it requires an auxiliary array
- ☐ is stable, it requires an auxiliary array
- ☐ is not in place, it requires an auxiliary array
- ☐ is not stable, it requires an auxiliary array





Consider a run of Quicksort in which after the first call of partitioning, the input integer array to be sorted takes the form as shown in the table here. Then the pivot element used in the first run must have been \_\_\_\_\_.

2 points

2	5	1	7	9	12	11	10
---	---	---	---	---	----	----	----

- ☐ 9 or 12
- ☐ 1 or 7
- ☐ 12 or 11
- ☐ 7 or 9

Assuming that You-tube pushes the choice of the songs liked by a person, with the choices of the songs between you and me as shown in the figure here, there are \_\_\_\_\_ mismatches between our choices.

2 points

	A	B	C	D	E	F	G
Me	1	2	3	4	5	6	7
You	1	6	7	5	2	3	4

*Songs*

- ☐ 11
- ☐ 9
- ☐ 8
- ☐ 10
- ☐ none of these



The procedure Merge shown here requires \_\_\_\_\_ comparisons.

2 points

```

Algorithm MERGE (A, p, q, r)
1   let i = p and j = q+1 and k = 1
2   while (i <= q) and (j <= r)
3       do
4           if A[i] <= A[j]
5               then B[k] = A[i]
6                   i = i + 1, k = k + 1
7           else B[k] = A[j]
8                   j = j + 1, k = k + 1
9   // here one of the subarrays is in B
10  if i > q then
11      for index = j to r
12          do B[k] = A[index]
13              k = k + 1
14  else for index = i to q
15      do B[k] = A[index]
16          k = k + 1
17  for index = p to r
18      do A[index] = B[index]
19  return
  
```

- ☐  $3n-1$
- ☐  $3n+1$
- ☐  $3n+2$
- ☐  $3n-1+1$

The given array is  $arr = \{ 2, 6, 1 \}$ , then \_\_\_\_\_ are the pivots that are returned as a result of the first and the subsequent partitioning, in Quicksort.

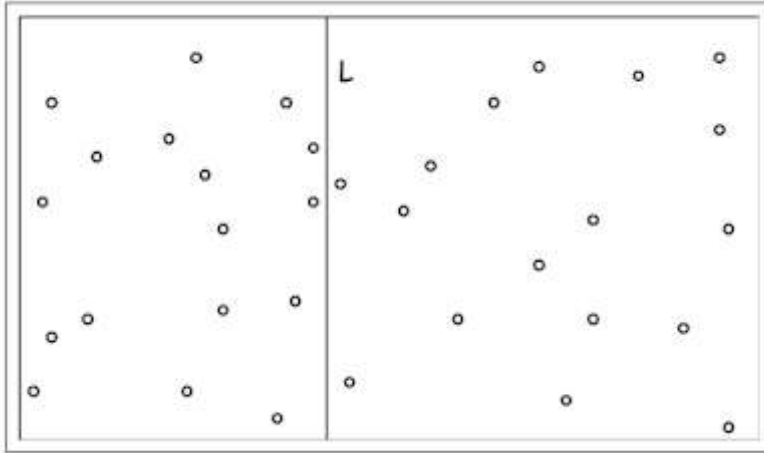
2 points

- ☐ 2 and 1
- ☐ none of these
- ☐ 6 and 1
- ☐ 2 and 6



Consider the figure shown here that models an effort to solve the closest pairs of points problem that shows a vertical line  $L$  drawn to divide the plane into two sections so that roughly  $\frac{1}{2}n$  points are there on each side. The time required for this operation is \_\_\_\_\_.

2 points



- ☐  $O(1)$
- ☐  $O(n)$
- ☐  $O(n \lg n)$
- ☐  $O(\lg n)$

In Quick-sort the \_\_\_\_\_ phase is trivial, with actual sorting occurring during the \_\_\_\_\_ phase, whereas in the Merge-sort \_\_\_\_\_ phase is trivial, with actual sorting occurring during the \_\_\_\_\_ phase.

2 points

- ☐ Combine, Divide, Divide, Combine
- ☐ Divide, Combine, Divide, Combine
- ☐ Divide, Combine, Combine, Divide
- ☐ Combine, Divide, Combine, Divide



The correct recurrence relation of the Merge-sort procedure without any assumption on how division is done - is \_\_\_\_\_

2 points

- ☐ neither of these
- ☐  $T(n) = 0$ , if  $n=1$ ;  $T(n) = \text{floor}(n/2) + \text{ceiling}(n/2) + n$  - otherwise
- ☐  $T(n) = 0$ , if  $n = 1$ ,  $T(n) = 2T(n/2) + n$  - otherwise

IF  $f(n)=O(\lg n)$  and  $g(n)=O(1)$ , then  $g(n)$  is \_\_\_\_\_.

2 points

- ☐ slower than  $f(n)$
- ☐ faster than  $f(n)$
- ☐ grows at the same rate as  $f(n)$
- ☐ none of these options

Given the following integer array, the total number of inversions in the array is \_\_\_\_\_

2 points

5	8	11	3	10	9	6	27	21	16	18	13
---	---	----	---	----	---	---	----	----	----	----	----

- ☐ 19
- ☐ 20
- ☐ 13
- ☐ 16



D&C algorithms have typically \_\_\_\_\_ running times as compared to brute force and their running time can be determined by \_\_\_\_\_.

2 points

- ☐ greater, recursion
- ☐ lesser, recursion
- ☐ greater, the standard tech to solve recurrences.
- ☐ lesser, the standard tech to solve recurrences.

The number of inversions between the two sorted subhalves in the figure is \_\_\_\_\_.

2 points

3	7	10	14	18	19
---	---	----	----	----	----

2	11	16	17	23	25
---	----	----	----	----	----

- ☐ 13
- ☐ 10
- ☐ 12
- ☐ 14



Consider the following code snippet. If the abstract cost of execution of each statement here is unity, then the overall time complexity of the algorithm is \_\_\_\_\_.

2 points

```
Algorithm RSum(a[], int n)
1      if (n <= 0)
2          then return(0)
3          else return(RSum(a, n-1) + a[n])
```

- ☐  $O(\sqrt{n})$
- ☐  $O(\sqrt{n} \log n)$
- ☐  $O(n)$
- ☐  $O(\sqrt{n} \log n)$

The running time of naive PARTITION routine (one discussed in the class) of Quicksort is of the order of \_\_\_\_\_.

2 points

- ☐  $\Theta(n)$
- ☐  $\Theta(\lg n)$
- ☐  $\Theta(n^2)$
- ☐  $\Theta(n \lg n)$



Given two arrays to be sorted using the Quick-sort as shown in the table here, let  $n_1$  and  $n_2$  be the number of comparisons Quicksort would require in sorting A and B in ascending order and let the partition routine choose the first element as the pivot then \_\_\_\_\_

2 points

A	2	5	11	18	19	121	1111	2120
B	2901	2526	2100	700	690	512	411	10

- ☐  $n_1 > n_2$
- ☐  $n_1 \neq n_2$
- ☐  $n_1 = n_2$
- ☐  $n_1 < n_2$

Given two integer arrays: one sorted and the other reverse sorted, a brute force algorithm to compute the number of inversions between the two integer arrays requires \_\_\_\_\_.

2 points

- ☐  $\theta(n)$
- ☐  $\theta(n^2)$
- ☐  $\theta(2n)$
- ☐  $\theta(\lg n)$



Given an array of  $n$  elements, that is reverse sorted. The complexity of merge sort to sort it is \_\_\_\_\_.

2 points

- ☐  $O(\lg n)$
- ☐  $O(n \lg n)$
- ☐  $O(n^2 \lg n)$
- ☐  $O(n^2)$

The \_\_\_\_\_ execute the same query on many different search engines and then try to synthesize the results by looking for similarities.

2 points

- ☐ query processing systems
- ☐ meta-search engines
- ☐ search engines
- ☐ collaborative filtering systems

Let  $f$  and  $g$  be non-decreasing real-valued functions defined on the positive integers, with  $f(n)$  and  $g(n)$  at least 2 for all  $n \geq 1$ . Assume that  $f(n) = O(g(n))$ , and let  $c$  be a positive constant. Then, is  $f(n) \times \lg(f(n)^c) = O(g(n) \times \lg(g(n)))$ ?

2 points

- ☐ Sometimes yes, sometimes no, depending on the functions  $f$  and  $g$
- ☐ Sometimes yes, sometimes no, depending on the constant  $c$
- ☐ Yes, for all such  $f$ ,  $g$ , and  $c$
- ☐ Never, no matter what  $f$ ,  $g$ , and  $c$  are





Assume that the Quicksort is given as input an array  $A = \{ 2, 2, 2, 2, 2, 2, 2, 2, 2, 2 \}$ , 2 points with  $n = 10$ . Then, the running time of Quicksort is of the order of \_\_\_\_\_.

- ☐ 10
- ☐ 20
- ☐ 100
- ☐ 2

Let  $s_i$  be the point in the  $2\delta$ -strip with the  $i^{\text{th}}$  smallest y-coordinate then, 2 points if  $|i - j| \geq$  \_\_\_\_\_; the distance between the distinct points  $s_i$  and  $s_j$  is at least \_\_\_\_\_.

- ☐  $7, \delta$
- ☐  $7, \delta+1$
- ☐  $8, \delta+1$
- ☐  $8, \delta$

\_\_\_\_\_ always produces the two partitions which are of almost equal size in the divide phase, whereas \_\_\_\_\_ does not guarantee so. 2 points

- ☐ none of these
- ☐ Quicksort, Mergesort
- ☐ Mergesort, Quicksort
- ☐ Insertionsort, Mergesort



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