# Quiz 3 — Data Struct. & More (T. I/21–22)

#### **Directions:**

- This exam is "paper-based." Answer all the questions in the on-screen editor provided.
- No consultation with other people is permitted. But feel free to use your notes, books, and the Internet. You can only use them in reading mode—do *not* ask for help, etc. You are also allowed to write code and run it.
- At all time, the proctor must be able to see you, your workspace, and your screen.
- You can chat with the instructors via the built-in chat.
- This quiz is worth a total of 35 points, but we'll grade out of 30. Anything above 30 is extra credit. You have 70 minutes. Good luck!

### Problem 1: Basic Facts & Techniques (8 points)

(i) (3 points) For each of the following algorithms from lecture, indicate its best-case running time and worst-case running time for input of size n in terms of the *tightest* big-O.

	Best Case	Worst Case	
isSorted	Q(1)	0(n)	
Quicksort that always picks the	0(1)	0(42)	
first element as the pivot	0(1)		
One link operation in the dis-			
joint set data structure that uses		- t	
lazy linking with height control	0(1)	0(log n) =	
(i.e., joining the smaller group			
into the larger one)			

(ii) (5 points) Suppose f(n) is  $\Theta(n^2)$  and g(n) is  $\Theta(n^3)$ . Give a mathematical proof using either the limit definition or the for-all-there-exist definition that  $h(n) = (n^5 + n) \cdot f(n) + n^3 \cdot g(n)$  is  $O(n^7)$ .

# Problem 2: Running Time Analysis (15 points)

- Carefully analyze each of the following snippets and give the <u>tightest possible</u> big-O for its running time as a function of n.
- Optionally, justify your answer very briefly—no more than three short sentences.
- Partial credit will be given to correct answers that aren't tight but aren't outrageous.

```
int n = data.length, answer = 0, unknow_val=0;
for (int i=0:i<=(n*n) 1:i<)
(i) int puzzle0(int[] data) {
        for (int i=0; i<=(n*n)-1; i++) { \longrightarrow loop (v^*)
            if (i < n) \{answer += data[i];\} - constant
            else { unknow_val+=1;}
                                            - constant
        }
                                                                       T(n) = O(n^2)
                                           - constant
       return answer-unknow_val;
   }
(ii) int puzzle1(int n) {
                       0(1)
        int acc = 0;
        for (int i=n;i>0;i/=2) {
           int j = 0;
                            0(1)
           while (j < i) {
              acc++;
              j++;
                                                                     T(n) = O(n \log n)
                                     (0(1))
       return acc;
   }
```

```
(iii) void puzzle2(int[] data) {
                                         0(I)
       int n = data.length, p = data[0];
                                         0(1)
       int i = 0, j = n-1;
          while (i <= j) {
                                                             I(b) = \bigcup (v_s)
          while (j >= 0 \&\& data[j] > p) \{ j--; \} 
          if (i<=j) {
              swap(data, i, j); // O(1)-time swap data[i] and data[j]
                                 0(1)
              i++; j--;
          }
       }
   }
```

Further Directions: The snippets below are recursive. Write a recurrence and indicate the final big-O.

```
(iv) double puzzle3(double[] a, int b, int c){
                                                     J(u) = 2I(u/s) + O(1)
       if(b >= c) return a[b]; b(i)
       int d = (b+c)/2;
                                                          = 0 (log n)
                                          0 (1)
       double m1 = puzzle3(a,b,d);
       double m2 = puzzle3(a,d+1, c);
                                          0(1)
       if(m1>m2) return m1;
                                   T (1/2)
       else return m2;
                                   T(*/2)
   }
(v) int puzzle4(int n, int a) {
                                           T(n) = T(n/z) + O(1)
T(n/z) + O(n) = O(\log n)
       if (n==0) return a;
       int m = n/2;
       int t = puzzle4(n/2, a + m*m*3);
       if (n\%2==0) return t;
       else return 2*n + t - 1;
   }
```

#### **Problem 3: Correctness (5 points)**

The function puzzle4 above does compute something interesting. Prove using (strong) induction that for  $n, a \in \mathbb{Z}$  with  $n \ge 0$ , puzzle4(n, a) returns  $a + n^2$ . You must clearly write down the predicate you are proving and show the steps.

(*Hint*: The identity  $(x + y)^2 = x^2 + 2xy + y^2$  will be useful. Also, remember that in Java if n is odd, n/2 is equal to (n-1)/2.)

## **Problem 4: Disjoint Sets (7 points)**

(i) (4 points) Draw a visualization of the disjoint-set structure as we did in class for the following p[] array.

(ii) (3 points) Suppose link(i, j) is the method as discussed in class that implements lazy linking with height (depth) control (i.e., point small into large). Draw a visualization after link(1,9) is called on the disjoint-sets data structure with the p[] array above. If you have heard of path compression, note that it does this *without* path compression.

1.2) 
$$h(n) \in O(n^7)$$
 if  $\lim_{n\to\infty} h(n) \leq C \cdot n^7$ , where C is a constant

Given 
$$f(n) \in \Theta(n^2)$$
 and  $g(n) \in \Theta(n^3)$ , we have 
$$c_1 \cdot n^2 \leq f(n) \leq c_2 \cdot n^2 \quad \text{for all } n \geq n_0 \text{, where } c_3 \cdot n^3 \leq g(n) \leq c_4 \cdot n^3 \text{,}$$
 
$$c_1 \cdot c_2 \cdot c_3 \quad \text{and} \quad c_4 \geq 0.$$

• 
$$h(n) = (n^5 + n) \cdot f(n) + n^3 \cdot g(n)$$
  
 $\leq (n^5 + n) \cdot c_2 \cdot n^2 + n^3 \cdot c_4 \cdot n^3$   
=  $(n^7 + n^3) \cdot c_2 + n^6 \cdot c_4$   
deninated by  $n^7$ 

• For  $n \ge 1$ ,  $c_2 \cdot n^7$  is the most dominant term as  $c_2 \cdot n^7 \ge c_4 n^6$ , regardless of constants as  $n \to \infty$ .

We can say:

$$h(n) \leq (C_2 + C_4) n^7$$
.

Our constant  $C = c_2 + c_4$ . So  $h(n) \leq (-n^7)$  for  $n \geq 1$ . Thus,  $h(n) \in O(n^7)$ .

3) Prefirate: 
$$P(n) \equiv Puzzle4(1, 0) \Rightarrow a+n^2$$

Base case:  $P(0) \equiv Puzzle4(0, 0) \Rightarrow a+0$ 
 $P(0) \Rightarrow b$ 

(v) int puzzle4(int n, int a) {
 if (n=0) return a; 0(1)
 int m = n/2; int t = puzzle4(n/2, a + m')
 if (n%2=0) return t; else return  $2^*n + t - 1$ ;
}

Inductive step: Assume that puzzle4(k, a)  $\rightarrow a + k^2$  for  $0 \le k \le n$ . Show that this works for n+1.

# [ase 1: nt] is even

$$\rho vzz | e^{4}(n+1,\alpha) \longrightarrow \rho vzz | e^{4}(\frac{n+1}{2},\alpha+3(\frac{n+1}{2})^{2}) \\
\xrightarrow{|H|} \quad \alpha+3(\frac{n+1}{2})^{2}+(\frac{n+1}{2})^{2} \\
\longrightarrow \quad \alpha+4(\frac{n+1}{2})^{2} \\
\longrightarrow \quad \alpha+(n+1)^{2}$$

$$Pvzzle4(n+1,\alpha) \longrightarrow 2(n+1) + \rho_0 22le4(\frac{n}{2}, \alpha + 3(\frac{n}{2})^2) - 1$$

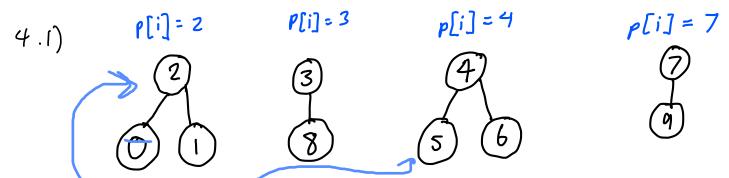
$$\xrightarrow{IH} z(n+1) + (\alpha + 3(\frac{n}{2})^2 + (\frac{n}{2})^2) - 1$$

$$\longrightarrow (\alpha + n^2) + 2n + 1$$

$$\longrightarrow \alpha + (n^2 + 2n + 1)$$

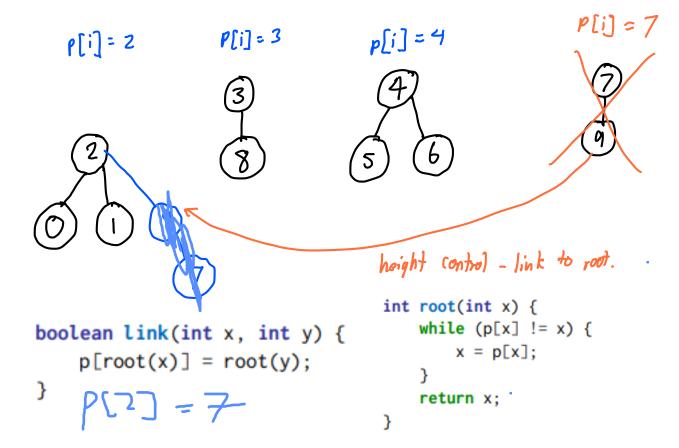
$$\longrightarrow \alpha + (n+1)^2$$

By mathematical induction, puzzleq(n,a) -> a + n2



(i) (4 points) Draw a visualization of the disjoint-set structure as we did in class for the following p[] array.

4.2 link (1,9)



writing a method that identities the root of a given element, like so:

```
int root(int x) {
```

