

CS 300 Data Structures and Algorithms – Spring 2011
Homework #1 (SOLUTIONS)

1. (5 points) Write a pseudocode statement to add 1 to a number 'num'.

increment num OR
add 1 to num

2. (5 points) List all atomic data types and composite data types in C programming language.

Atomic – void, character(char), integer (long, int, short), floating point (float, double, long double)
Composite – struct, array, union, enum

3. (5 points) Reorder the following efficiencies from smallest to largest: 2^n , $n!$, n^5 , 1000, $n\log(n)$, $\log(n)$

1000, $\log(n)$, $n\log(n)$, n^5 , 2^n , $n!$

4. (10 points) If the efficiency of the algorithm dolt can be expressed as $O(n) = n^5$, calculate the efficiency of the following program segment:

```
for (i = 1; i <= n; i++)  
    for (j = 1; j <= n; j++)  
        dolt(...)
```

$$n^2 \cdot n^5 = n^7$$

5. (10 points) An algorithm processes a given input of size n . If n is 4096, the run time is 512 milliseconds. If n is 16384, the run time is 8192 milliseconds. What is the efficiency of the algorithm in big-O notation.

$$f(N_1) = 512; N_1 = 4096$$

$$f(N_2) = 8192; N_2 = 16384 = 4 * N_1$$

$$\Rightarrow f(4 * N_1) = 8192 = 16 * 512 = 16 * f(N_1)$$

$$\Rightarrow f(4 * N_1) = 16 * f(N_1)$$

$$\Rightarrow f(N_1) = (N_1)^2$$

Because n becomes 4 times larger while $f(n)$ becomes 16 times larger, the efficiency is quadratic.

6. Consider the following algorithm:

algorithm fun2 (x, y)

1 if ($x < y$)

 1 return -3

2 else

 1 return (fun2 ($x - y, y + 3$) + y)

3 end if

end fun2

What would be returned if fun2 is called as

(A) (5 points) fun2 (2, 7) - 3

(B) (5 points) fun2 (5, 3) $3 + \text{fun2}(2, 6) = 3 - 3 = 0$

(C) (5 points) fun2 (15, 3) $3 + \text{fun2}(12, 6) = 3 + 6 + \text{fun2}(6, 9) = 3 + 6 - 3 = 6$