NANYANG TECHNOLOGICAL UNIVERSITY

~~SEMESTER 1 EXAMINATION 2016-2017~~ Suggested Solutions

MH1401/CY1401 - Algorithms and Computing I

NOTE:

1. The following paper has been converted from MATLAB to Python.

Contents

QUESTION 1. (10 marks)

(a) How do you check that an input `x` given by a user is a positive integer?

(b) Given vec=[1 0 3 0], what you be the result of the following command:
`any(vec) && all(vec)`

(c) Given the matrix

$$mat = \begin{pmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{pmatrix}$$

what is the result of the following command:
`np.sum(mat[1,3]*mat[1,:]))`

(d) Rewrite the following `if-elif` statement as a **nested** `if-else` statement that accomplishes exactly the same thing. Assume that `x` is an integer variable that has been initialised and the function `f(x,d)` is defined.

```
if x < -3 or x >= 3:
y=f(x,1)
elif x > 0:
y=f(x,2)
elif x < 0:
y=f(x,3)
else:
y=f(x,4)
```

QUESTION 2. (10 marks)

In Singapore, personal income tax rates for resident taxpayers are progressive. This means higher income earners pay a proportionately higher tax, with the current highest personal income tax rate at 20%.

(i) Imagine a very simple tax system where a citizen pays an income tax rate with the rule from the table below.

Income (in SGD)	**Tax rate**
0 to 20,000 included	0&
20,001 to 40,000 included	5&
40,001 to 100,000 included	10&
100,001 to 200,000 included	15&
more than 200,001	20&

For example, if a citizen has an income of 45,000 SGD, he will be in the 10% rate section, so he will pay $45,000 \times 0.1 = 4,500$ SGD. Write a function `income_tax` that will take as input the income of the citizen, and that will return the income tax amount he has to pay.

(ii) In Singapore (and in many other countries), the rule is slightly more complex as the income is taxed in layers, with a higher tax rate applied to each successive layer. Using the same Table as before, a citizen will pay a 0% tax rate for its first 20,000 SGD, then a 5% tax rate for the next 20,000 SGD, then a 10% tax rate for its next 60,000 SGD, etc.

For example, if a citizen has an income of 145,000 SGC, the first 20,000 SGD are taxed at a 0% tax rate, then the nexr 20,000 SGD are taxed at a 5% tax rate, then the next 60,000 SGD are taxed at a 10% rate, and finally the remaining 45,000 SGD are taxed at a 15% rate. In total, he would have to pay $(20,000 \times 0 + 20,000 \times 0.05 + 60,000 \times 0.1 + 45,000 \times 0.15) = 13750$ SGD.

Write again a function `income_tax_sg` that will take as input the income of the citizen, and that will return the income tax amount he has to pay for this new tax system.

QUESTION 3. (10 marks)

Newton's method is a method for finding successively better approximations to the roots (or zeroes) of a real-valued function. It can be used to easily find a good approximation of the square root of a number $X \geq 0$. Let $R_1 > 0$ be a rather close approximation of $\sqrt{X}$, then $R_2 = \frac{1}{2}\left(\frac{R_1+X}{R_1}\right)$ offers an even better approximation of $\sqrt{X}$.

(i) Write a **recursive** function `newton_sqrt(X,n)` that will return the n-th approximation of $\sqrt{X}$ using Newton's method (starting with $R_1 = 10$ as first approximation). As error check, the function returns -1 when X is negative or when n is not a positive integer.

(ii) Assume that you have access to the function `newton_sqrt(X,n)` described above. Write a function `newton_sqrt_approx(X,a)` that will output

- how many approximation steps are needed using Newton's method (starting with $R_1 = 10$ as first approximation), so that the distance between the approximation and the real $\sqrt{X}$ value is smaller of equal to a, and
- the corresponding distance value when the sufficiently close approximation is found.

Warning: note that the function outputs two values (by output, we mean that the function itself outputs the value, not just a printing on the screen). Hint: you can use the built-in functions `sqrt` and `absolute` in the `numpy` package in PYTHON.

QUESTION 4. (10 marks)

The Tower of Hanoi is a well-known mathematical game. It consists of **three rods**, and a number of disks of different sizes which can slide onto any of the

three rods. The puzzle starts with all the disks stacked in ascending order of size on the first rod, the smallest at the top, thus making a conical shape (see picture below). The objective of the puzzle is to move the entire stack to the third rod (only one disk can be moved at a time), obeying the following simple rules:

- Each move consists of taking the upper disk from one of the stacks and placing it on top of another stack, i.e. a disk can only be moved if it is the uppermost disk on a stack.
- No disk may be placed on top of a smaller disk.

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Suggested Solutions (Brandon)

Suggested Solutions (Camille)