

**University of California, Berkeley – College of Engineering**

Department of Electrical Engineering and Computer Sciences

Spring 2013 Instructor: Dan Garcia 2013-05-14

# CS10 PAPER FINAL

Last Name	<b>SOLUTIONS</b>
First Name	
Student ID Number	
The name of your LAB TA (please circle)	Aijia Dan Max Michael Pierce
Name of the person to your Left	
Name of the person to your Right	
All my work is my own. I had no prior knowledge of the exam contents nor will I share the contents with others in CS10 who have not taken it yet. (please sign)	

## Instructions

- Don't Panic!
- This booklet contains 6 pages including this cover page. Put all answers on these pages; don't hand in any stray pieces of paper.
- Please turn off all pagers, cell phones and beepers. Remove all hats and headphones.
- You have 170 minutes to complete this exam. The exam is closed book, no computers, no PDAs, no cell phones, no calculators, but you are allowed **three** double-sided sets of notes. There may be partial credit for incomplete answers; write as much of the single, correct solution as you can. When we provide a blank, please fit your answer within the space provided.

Question	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	On-line	Sub total	1-11 low	Total
Points	3	3	3	3	3	3	3	3	3	3	3	5	5	5	10	10	15	83	3	80
Score	3	3	3	3	3	3	3	3	3	3	3	5	5	5	10	10	15	83	3	80

If you can draw and you have time, feel free to doodle all over this front page!

## Questions with one sentence answers (3 pts each, lowest dropped)

**Question 1:** Pandora uses only the Music Genome Project to choose the next song: TRUE / FALSE. Explain.

*False, it uses the collective intelligence of BILLIONS of thumbs (up and down) to collaboratively filter choices.*

**Question 2:** Tweets are *by* people *for* people, so companies don't care about Twitter. TRUE / FALSE. Explain.

*False, the aggregate "voice" of the people can significantly predict what is hot, and can predict markets.*

**Question 3:** From Anna Rafferty's lecture, how can the field of AI help with education? (*what she works on*)

*By modeling human learning using machine learning, and providing adaptive feedback and instruction in computer-based environments. E.g., diagnosing a student's knowledge by watching her play a game.*

**Question 4:** Aside from what Google and Twitter do, what is one useful application of *Big Data*?

*Identifying signatures for diseases, adapting lights/navigation/tolls based on Traffic, Natural disaster prediction*

**Question 5:** Why is MapReduce a great distributed computing abstraction?

*It hides the details of load balancing, failed machines, and data distribution from the programmer.*

**Question 6:** The *subset problem* (given a list of numbers, find some subset of them that adds to 0) is:

Tractable   Intractable-with-no-approximating-algorithm   Intractable-with-an-approximating-algorithm   undecidable  
*Intractable-with-no-approximating-algorithm*

**Question 7:** What is this?



*What humans look like to a computer today (finger to type, ear to hear sounds, eye to see screen)*

**Question 8:** From *Blown to Bits*: who are the *intermediaries* of the Internet when data is sent from person-to-person?

*Internet Service Providers (and also the web service, like MySpace, FaceBook)*

**Question 9:** What was the specific challenge for the robots in "The Great Robot Race"?

*To drive, unmanned, 130 miles across the Mojave desert.*

**Question 10:** What was one thing Alan Turing did that fundamentally changed computing (or the world)?

*Broke the German code in WWII, Asked early questions about what it meant for a machine to be intelligent,*

*Defined a notion of equivalence of power of languages, through the notion of a universal machine.*

*Simulation*

**Question 11:** The two pillars of science have always been *theory* and *experimentation*. What's the third?

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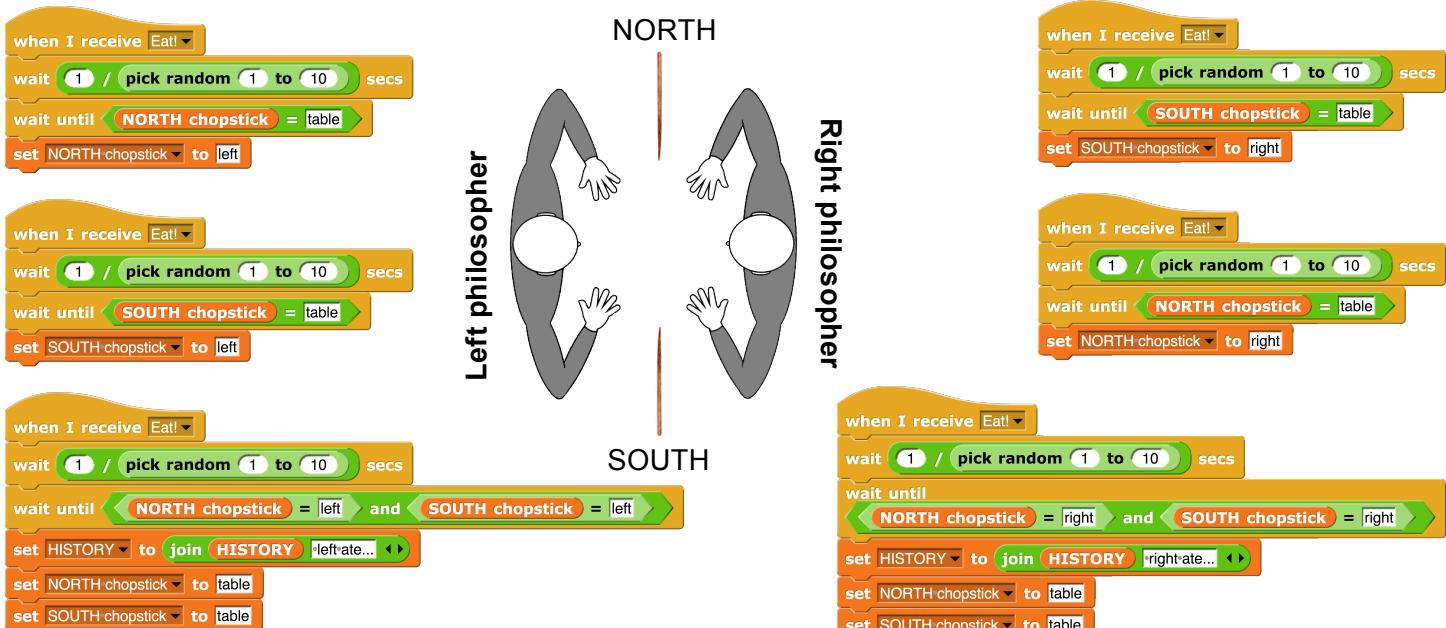
### Question 12: Dining Philosophers (5 pts)

Two philosophers (left and right) are having dinner, sitting across from each other. There is a NORTH and a SOUTH chopstick on the table. Each philosopher continually looks down to see if a chopstick is on the table, and tries to grab it; if both are ever grabbed by one person, that person eats, updates HISTORY (a record of what happened) and puts the chopsticks down.

Ten seconds after the green flag is clicked, what could HISTORY be?

(all the boxes are not necessarily needed)

<b>Started...</b>	<b>Started...</b>	<b>Started...</b>		
<b>Left ate...</b>	<b>Right ate...</b>			
<b>Right ate...</b>	<b>Left ate...</b>			



### Question 13: Beethoven wasn't the only great composer... (5 pts)

We've provided some helper reporter blocks that work on numbers.

Use the techniques from "Writing Scratch/BYOB code on paper". E.g., would be written **increment (square(4))** → 17.

**increment (square 4)**

17

Block	Description	Example
square	Reports the square of the input	<b>square 10</b> 100
increment	Reports the number one larger than its input	<b>increment 10</b> 11
reverse	Reports the number with its digits reversed. All leading zeros in the reversed number will be removed.	<b>reverse 120</b> 21

4

- What input causes the desired output? **reverse(square(increment(\_\_\_\_\_)))** → 52
- Fill in the blank on the left (with calls to at most 5 of these reporter blocks: square, increment, and reverse) so that the expression reports 9. *The blank on the right is for matching right parentheses.*

**square (increment (reverse (increment (reverse**

**))))))**

910 → 9

## Question 14: I still like to Draw Pictures... (5 pts)

Draw Picture 400 0.25 5

Given the definition below, draw the resulting pen marks of

The diagram below is intended to explain the math that is used in the block definition.

The “arrowhead” sprite starts positioned at (-200,-200) pointing right, and its pen is at its tip, and down.

Assume the sprite can draw anything between -400 to 400 horizontally and -300 to 300 vertically.

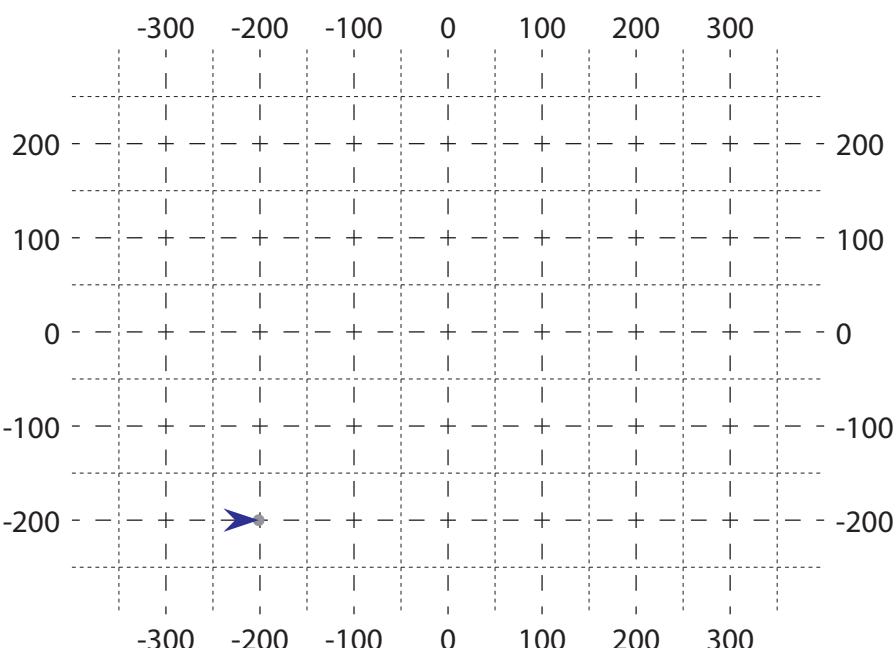
You do NOT have to do any math for this problem ... use the diagram below and approximate.

```

+Draw+Picture+ size + ratio + iterations +
if <iterations> > 0
  pen down
  repeat (4)
    move (size) steps
    turn (90) degrees
  end
  pen up
  move (size * ratio) steps
  turn (atan of (ratio / (1 - ratio))) degrees
end
Hypotenuse with legs (size * ratio) and (size * (1 - ratio))
ratio iterations - 1

```

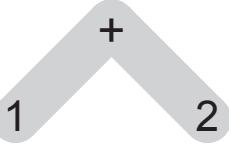
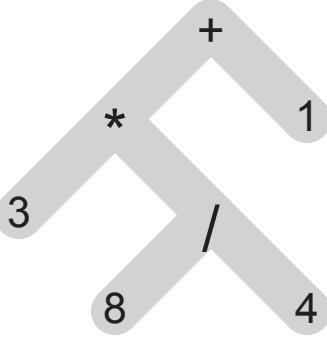
The Scratch script defines a function 'Draw Picture' which takes parameters 'size', 'ratio', and 'iterations'. It uses an 'if' block to check if 'iterations' is greater than 0. If true, it sets 'pen down' and enters a 'repeat (4)' loop. Inside the loop, it moves 'size' steps and turns 90 degrees. After the loop, it sets 'pen up', moves 'size \* ratio' steps, and turns an angle calculated as  $\text{atan}(\text{ratio} / (1 - \text{ratio}))$  degrees. This process repeats until 'iterations' is 1. The resulting drawing shows a hypotenuse with legs labeled  $\text{size} \times \text{ratio}$  and  $\text{size} \times (1 - \text{ratio})$ . A right triangle is also shown with its hypotenuse and legs labeled with the same expressions.



SID: \_\_\_\_\_

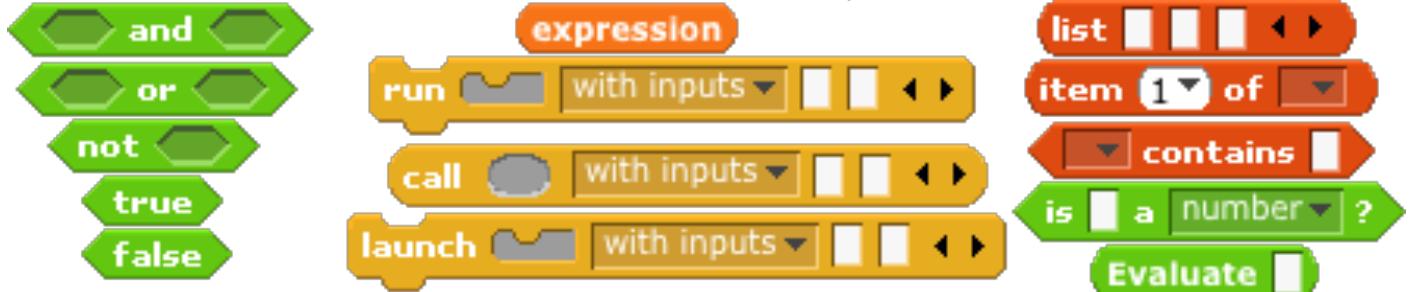
## Question 15: You're such an expressionist... (10 pts)

One of the things you've learned in CS10 is that, thanks to abstraction, there are often multiple ways to represent the same thing. Consider mathematical expressions; they can be represented in a **WRITTEN** way, in a **GRAPHICAL** way, and in a **LIST** way. Here are two examples for a *simple* and *complex* expression:

	Simple (value = 3)	Complex (value = 7)	
WRITTEN	$1 + 2$	$(3 * (8 / 4)) + 1$	
GRAPHICAL			
LIST		(answer won't fit in this box... see the list immediately below and to the right of this box)	

**list** **list** **3** **[ × ]** **list** **8** **[ / ]** **4** **[ ]** **[ ]** **[ + ]** **1** **[ ]** **[ ]**

Write **Evaluate** that should take the expression as a **LIST** (or **number**), compute and return the value (here, 3 and 7 for the *simple* and *complex* expressions above). You will only need some of the blocks below.



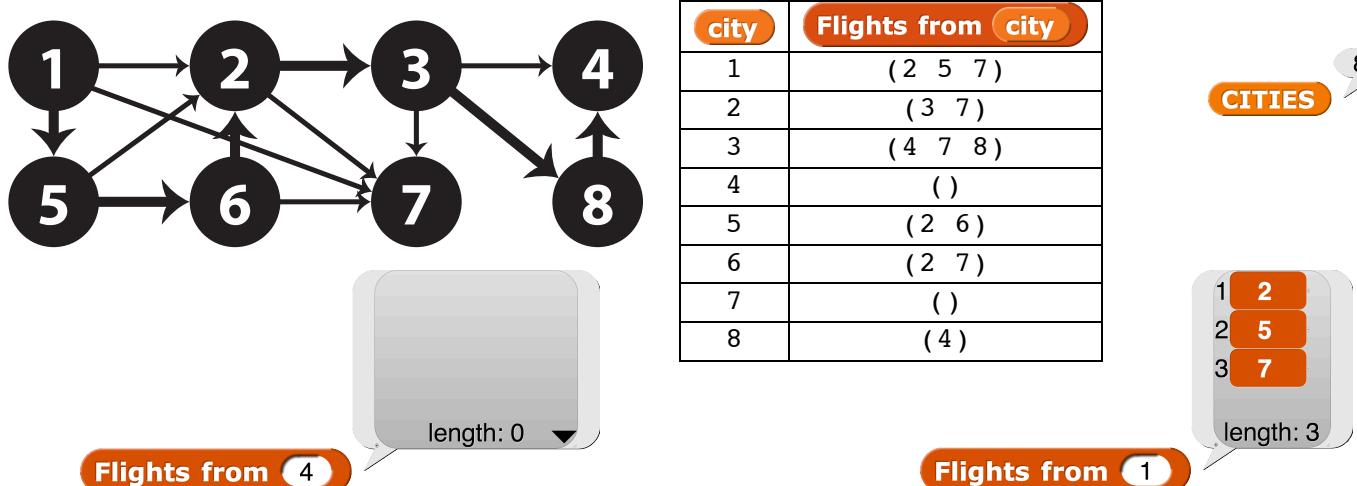
```

Evaluate(expression)
  if ( _____ )
    expression
    report ( _____ )
  else
    call(item(2)of(expression))with-inputs
    report ( _____
      Evaluate(item(1)of(expression))
      _____
      Evaluate(item(3)of(expression)))
    _____
  )

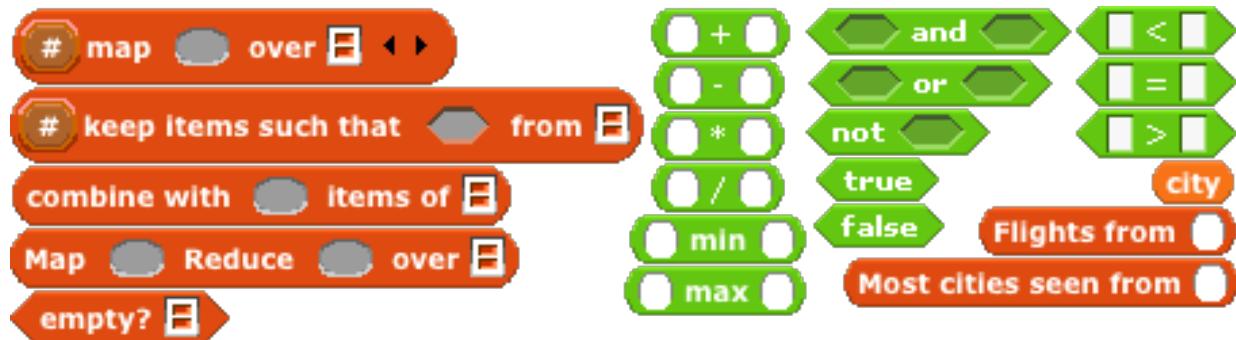
```

## Question 16: I love to visit cities... (10 pts)

It's the day after the entire country has descended on a particular city and it's now time to fly them all home. Airlines have rearranged their flights so that all flights are away from the original city (i.e., there are **no loops** that might allow a passenger to start at one city, take some flights, and return to that city). Each of the cities are numbered 1 to **CITIES**; cities connected via a direct flight are reported via **Flights from city**. E.g.,



A passenger comes up to the airline desk and says she loves to visit cities, and wants to know what is the **most cities she could visit** (*including* the departure and destination city). We've highlighted the route in **bold** above that she would take, which would allow her to visit 7 cities if she started from 1: (1, 5, 6, 2, 3, 8 and 4). Your job is to write this block that should work for any graph. The nice thing is you'll only need the following blocks below. `( )min( )` and `( )max( )` return the smaller and larger of their two inputs, respectively.



Most cities seen from 1 7

Most cities seen from 3 3

Most cities seen from 4 1

```
Most-cities-seen-from(city)
    empty?(Flights-from(city))
if ( _____ )
    1
    report ( _____ )
else
    1 + Map[Most-Cities-Seen-From]Reduce[max]over(Flights-from(city))
    report ( _____ )
```