**Problem Set 5 – Solution - Queue, Sequential Search, Binary Search**

1. You are given the following Queue class:
3. public class Queue<T> {
4. public Queue() { ... }
5. public void enqueue(T item) { ... }
6. public T dequeue() throws NoSuchElementException { ... }
7. public boolean isEmpty() { ... }
8. public int size() { ... }
9. }

Complete the following *client* method (*not* a Queue class method) to implement the peek feature, using only the methods defined in the Queue class:

// returns the item at the front of the given queue, without

// removing it from the queue

public static <T> T peek(Queue<T> q)

throws NoSuchElementException {

/\*\* COMPLETE THIS METHOD \*\*/

}

Derive the worst case big *O* running time of your implementation. You may assume that the constructors and methods of the Queue class all have a worst case *O(1)* running time.

SOLUTION

* 1. Version 1, using temporary queue and isEmpty() method
  2. // returns the item at the front of the given queue, without
  3. // removing it from the queue
  4. public static <T> T peek(Queue<T> q)
  5. throws NoSuchElementException {
  6. if (q.isEmpty()) {
  7. throw new NoSuchElementException("Queue Empty");
  8. }
  9. T result = q.dequeue();
  10. Queue<T> temp = new Queue<T>();
  11. temp.enqueue(result);
  13. while(!q.isEmpty()) {
  14. temp.enqueue(q.dequeue());
  15. }
  17. while(!temp.isEmpty()) {
  18. q.enqueue(temp.dequeue());
  19. }
  20. return result;
  21. }

Basic unit time operations are enqueue, dequeue and isEmpty. If the input queue is of size *n*, the total time is *2n* (enqueues) + *2n* (dequeues) + *2n+2* (empty checks) = *6n+2*, which results in O(*n*) time.

* 1. Version 2, using size() method, no scratch queue needed
  2. // returns the item at the front of the given queue, without
  3. // removing it from the queue
  4. public static <T> T peek(Queue<T> q)
  5. throws NoSuchElementException {
  6. /\*\* COMPLETE THIS METHOD \*\*/
  7. if (q.isEmpty()) {
  8. throw new NoSuchElementException("Queue Empty");
  9. }
  10. T result = q.dequeue();
  11. q.enqueue(result);
  13. // dequeue an element and enqueue it again for (size-1) elements
  14. // if there was only 1 element, this loop will not execute
  15. for (int i=0; i < q.size()-1; i++) {
  16. q.enqueue(q.dequeue());
  17. }
  18. return result;
  19. }

Basic unit time operations are enqueue, dequeue, isEmpty() and size. If the input queue is of size *n*, the total time is *1* (isEmpty) + *n* (enqueues) + *n* (dequeues) + *1* (size) = *2n+2*, which results in O(*n*) time.

1. \* Suppose there is a long line of people at a check-out counter in a store. A new counter is opened, and people in the even positions (second, fourth, sixth, etc.) in the original line are directed to the new line. If a check-out counter line is modeled using a Queue class, we can implement this "even split" operation in this class.

Assume that a Queue class is implemented using a CLL, with a rear field that refers to the last node in the queue CLL, and that the Queue class already contains the following constructors and methods:

public class Queue<T> {

public Queue() { rear = null; }

public void enqueue(T obj) { ... }

public T dequeue() throws NoSuchElementException { ... }

public boolean isEmpty() { ... }

public int size() { ... }

}

Implement an additional method in this class that would perform the even split:

// extract the even position items from this queue into

// the result queue, and delete them from this queue

public Queue<T> evenSplit() {

/\*\* COMPLETE THIS METHOD \*\*/

}

Derive the worst case big *O* running time of your implementationYou may assume that the constructors and existing methods of the Queue class all have a worst case *O(1)* running time.

**SOLUTION**

// extract the even position items from this queue into

// the result queue, and delete them from this queue

public Queue<T> evenSplit() {

/\*\* COMPLETE THIS METHOD \*\*/

// Front of queue is at position 1, so we will extract 2nd, 4th, 6th, ...

Queue<T> evenQueue = new Queue<T>();

int originalSize = size();// size of this original queue

// iterate once over each pair of queue elements

for (int pos=2; pos <= originalSize; pos += 2) {

// the first in a pair is recycled

enqueue(dequeue());

// the second in a pair goes to result queue

evenQueue.enqueue(dequeue());

}

// if original size was an odd number, we need to

// recycle one more time

if ((originalSize % 2) == 1) {

enqueue(dequeue());

}

return evenQueue;

}

The basic operations are enqueue and dequeue. The size() method is only called once, at the beginning, and can be ignored. If the size of the queue is *n*, there are exactly *n* enqueues and *n* dequeues, for a total time of *2n*. Which then works out to *O(n)*

1. Given the following sequence of integers:
2. 3, 9, 2, 15, -5, 18, 7, 5, 8
   1. What is the average number of comparisons for a successful search assuming all entries are searched with equal probability? Show your work.
   2. Suppose the search probabilities for the elements of this list are, respectively:
   3. 0.1, 0.3, 0.05, 0.2, 0.05, 0.1, 0.05, 0.1, 0.05

What is the average number of comparisons for successful search with these search probabilities? Show your work.

* 1. Rearrange the list entries in a way that would result in the lowest number of comparisons on the average for successful search, given the above probabilities of search. What is this lowest number of comparisons? Show your work.

**SOLUTION**

* 1. In a sequential search of a list, it takes one comparison to succeed at the first element, two comparisons to succeed the second element, and so on. In general it takes *i* comparisons to succeed at the *i*-th element. With the assumption that all entries are searched with equal probability, the formula is:
  2. (1 + 2 + 3 + 4 + ... + n) / n = n\*(n + 1)/2\*n = (n + 1)/2
  3. If the search probabilities are changed according to the given example, the average # of comparisons should be computed as follows:
  4. 0.1 x 1 + 0.3 x 2 + 0.05 x 3 + 0.2 x 4 +
  5. 0.05 x 5 + 0.1 x 6 + 0.05 x 7 + 0.1 x 8 + 0.05 x9 = 4.1
  6. We should rearrange the entries such that entries with high search probabilities come first in the list. For example the entry "9" should be the first item since it has the highest search probability. Following this procedure, the new list should be arranged like this:
  7. 9 15 {3,5,18} {2,-5,7,8}

The entries in the brackets can be arranged in an arbitrary order since they have the same search probabilities.

1. An adaptive algorithm to lower average match time for sequential search is to move an item by one spot toward the front every time it is matched. (Unless it is already at the front, in which case nothing is done on a match.) Complete the following modified sequential search on a linked list with this move-toward-front adaption. Assume a generic Node class with data and next fields.
2. public class LinkedList<T> {
3. private Node<T> front;
4. int size;
5. ...
6. // moves the target one place toward the front
7. // doesn't do anything if target is in the first node
8. // returns true if target found, false otherwise
9. public boolean moveTowardFront(T target) {
10. // COMPLETE THIS METHOD
11. }
12. }

**SOLUTION**

public boolean moveTowardFront(T target) {

// COMPLETE THIS METHOD

Node ptr=front, prev=null;

while (ptr != null) {

if (ptr.data.equals(target)) {

break;

} else {

prev = ptr;

ptr = ptr.next;

}

}

if (ptr == null) { // not found

return false;

}

if (prev == null) { // front node, do nothing

return true;

}

// switch with previous

T temp = prev.data;

prev.data = ptr.data;

ptr.data = temp;

return true;

}

1. \* (Done in lecture)

An alternative algorithm for searching on a sorted array of size *n* works as follows. It divides the array into *m* contiguous blocks each of size *s*. (Assume that *s* divides into *n* without remainder).

Here is the algorithm to search for a key *k* in sorted array *A*.

Compare *k* with the last entry in the first block, i.e. *A[s-1]*

If there is match, then stop with success

Otherwise, check if *k* < *A[s-1]*

If so, perform a sequential search on the block of entries from

*A[0]* to *A[s-2]*. If there is a match, stop with success,

otherwise stop with failure.

If *k* is not < *A[s-1]* then continue the process by

repeating the above on the second block, and so on.

* 1. a) What is the **worst** case number of searches for success?
  2. b) What is the **average** case number of searches for success?

**SOLUTION**

* 1. a) In the worst case, the last entry of every block is checked, and finally, a sequential search is performed in the last block. A total of *2m* comparisons are made before the sequential search in the last block: 2 comparisons per last entry of each the *m* blocks. Then, the sequential search in the last block makes *s-1* comparisons. Total comparisons = *2m + s -1*
  2. b) For the average, compute the number of comparisons for each match, and then divide by number of entries.

For first block matches:

item compares

--------------------

last 1

first 3

second 4

..

second last (s+1)

For second block matches: Before getting to the last item in the block, 2 comparisons, Then, the following (same as before) to be added to 2.

item compares

--------------------

last 1

first 3

second 4

..

second last (s+1)

For third block: Before getting to the last item in the block, 4 comparisons, Then within block same as before, to be added to 4.

So, the total looks like this:

(1 + 3 + 4 + 5 + ... + (s+1))

+ (1 + 3 + 4 + 5 + ... + (s+1)) + 2\*s

+ (1 + 3 + 4 + 5 + ... + (s+1)) + 4\*s

+ ....

+ (1 + 3 + 4 + 5 + ... + (s+1)) + 2\*(m-1)\*s

Let the above sum be T. The average number of comparisons would be T/n. We can simplify T as follows.

Let's first take the series:

S = 1+3...+(s+1)

We can transform this to:

S = [1+2+3+...+(s+1)] - 2

Adding a 2 makes it an arithmetic series from 1 to (s+1), and we take away the 2 to compensate. This simplifies to:

S = (s+1)(s+2)/2 - 2

S occurs *m* times in T (once per block). So this component of T sums to:

m[(s+1)(s+2)/2-2]

Now let's look at the other component of T, which is:

2s + 4s + ... + 2(m-1)s = 2s[1+2+...(m-1)] = 2sm(m-1)/2 = n(m-1)

So now we have:

T = m[(s+1)(s+2)/2-2] + n(m-1) = m[(s^2 + 3s + 2)/2 -2] + n(m-1)

= (ms\*s+3ms+2m)/2 - 2m + n(m-1) = ns/2 + 3n/2 + m - 2m + nm - n = ns/2 + n/2 - m + nm

So average, T/n = s/2 + 1/2 - m/n + m

1. A variant of binary search, called *lazy* binary search, works as described in the following algorithm, where t is the target to search, and n is the size of the array:
2. left <-- 0
3. right <-- n-1
4. while (left < right) do
5. mid <-- (left + right)/2
6. if (t > A[mid]) then
7. left <-- mid + 1
8. else
9. right <-- mid
10. endif
11. endwhile
12. if (t == A[left]) then
13. display "found at position", left
14. else
15. display "not found"
16. endif
    1. Trace this algorithm on the following array, with 46 as the search target:
    2. 10 15 25 30 45 46 48 72 76 80 93

How many comparisons are made by the time a match is found? How does your answer compare with that for regular binary search?

* 1. Repeat with 40 as the target. How many comparisons are made until failure is detected? How does your answer compare with the corresponding answer in Problem 1?

**SOLUTION**

* 1. 4; while it takes 1 for regular binary search.
  2. 5; while it takes 8 for regular binary search.

1. Implement a recursive solution for the lazy binary search algorithm described in the previous problem. Your solution should have a static public method that accepts an array of integers, and an integer target to search for, and return a boolean for found/not found. The public method should call your static recursive method, which should be declared private.

**SOLUTION**

public static boolean binarySearch(int[] list, int target) {

return binarySearch(list, target, 0, list.length-1);

}

private static boolean binarySearch(int[] list, int target, int lo, int hi) {

if (lo == hi) { return target == list[lo]; }

int mid = (lo+hi)/2;

if (target > list[mid]) {

return binarySearch(list, target, mid+1, hi);

} else {

return binarySearch(list, target, lo, mid);

}

}