

# Introduction to Algorithms

## 알고리즘개론

### 2018 Spring Semester

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# Rules for **all** homework

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- You should follow instructions.
  - Compiler
    - You will get **no point** if your program cannot be complied with the specified compiler
  - Input/output format
    - You will get **no point** if TA's automatic evaluation program cannot parse your input or output.
  - Permitted modification scope
    - You will get **no point** if you modify code outside of the permitted modification scope
- All other rules
  - You will get **severe penalty or no point** if you violate the given rules.

# Compiler and input/output rules for **all** homework

- Every implementation homework will be evaluated by TA's automatic evaluation program with the following compiler.
  - Compiler: **GCC 6.3**
  - You will get **no point** if your program cannot be compiled with **GCC 6.3**.
  - You can use standard library such as *stdlib.h* and *math.h*.
- Input/output format
  - You will get **no point** if TA's automatic evaluation program cannot parse your input or output according to the following rules.
  - Use stdin and stdout
  - 
  - 
  - 
  -
- Recommended development environment (Windows)
  - IDE: CodeBlocks (<http://www.codeblocks.org/downloads/26>)
  - Compiler: MinGW (<https://sourceforge.net/projects/mingw>)
  - You can use the corresponding compilers for Linux and Mac.

# Homework 3

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- 7.5 points (7.5%)
  - 3A: 1.5 points (1.5%)
  - 3B: 2.5 points (2.5%)
  - 3C: 3.5 points (3.5%)
- Due data: 2018/5/21 Monday 23:59
  - Delay penalty: 1% **per hour**
  - Delay and evaluation will be applied to each file.
  - TA will only evaluate the latest version of your homework with time stamp.
  - Your time management is very important!
- Submission to iCampus
- TA: Jaeheon Kwak
  - [0jaehunny0@gmail.com](mailto:0jaehunny0@gmail.com)

# Homework 3

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## ■ 3A

- No file submission

## ■ 3B

### ■ Code: Yourid\_HW3B.c

- The file type should be c, not cpp.
- The file should be a single file.
- Submit to “Homework 3B – Code”

### ■ Report: Yourid\_HW3B.hwp

- The file type can be hwp, doc(x) or pdf, not others
- Submit to “Homework 3B – Report”

## ■ 3C

### ■ Code: Yourid\_HW3C.c

- The file type should be c, not cpp.
- The file should be a single file.
- Submit to “Homework 3C – Code”

### ■ Report: Yourid\_HW3C.hwp

- The file type can be hwp, doc(x) or pdf, not others
- Submit to “Homework 3C – Report”

# Homework 3A

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- 1.5 points (1.5%)
- You will have a **in-class quiz** in 5/9 (Wed), 5/14 (Mon) or 5/16 (Wed).
  - The coverage is all contents in Lecture Note 10 and 11.
  - If you have any reasonable possibility to be absent in those days, please tell me as soon as possible.
  - You will get **no point** if you miss the quiz.

# Homework 3B

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- Implement a red-black tree as follows:
  - You will be given 3 files
    - "main.c"
    - "redblacktree.h"
    - "redblacktree.c" (Blank file)
  - You **should not modify** “main.c” and “redblacktree.h”.
  - Implement 6 functions in "redblacktree.c"
    - `void rotate_left(rbt_tree * T, rbt_node * x);`
    - `void rotate_right(rbt_tree * T, rbt_node * x);`
    - `rbt_tree * rbt_create();`
    - `rbt_node * insert(rbt_tree * T, int key);`
    - `void insert_rbt(rbt_tree * T, rbt_node * z);`
    - `void insert_rbt_fixup(rbt_tree * T, rbt_node * z);`
  - TA will evaluate the above 6 functions separately.

# Homework 3B

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- How can I compile them? (example: Linux)
  - `$ gcc main.c redblacktree.c -o out`
- Replace "redblacktree.c" filename with your student ID and submit it.
  - That is, Yourid\_HW3B.c
  - Do not submit "main.c" or "redblacktree.h".
- Pseudo code in the lecture note will be helpful, and you are highly recommend to reference it, but...
  - Be careful of NULL.
  - Be careful of a root node.
- Printing format of `print_preorder()` and `print_inorder()`.
  - "`< %d >`" for black nodes.
  - "`- %d -`" for red nodes.
- You can use any standard libraries.



# Homework 3B

## ■ Input

- The first line contains a single integer  $N$ .
- From second line to  $N + 1$ th line contain  $N$  integers, representing the red black tree's node values. Those integers will not be duplicate.

## ■ Example

```
3          // N
1
2
3
```

## ■ Output

- The output will contain pre-order and in-order tree traverser result.
- Use `print_preorder()` and `print_inorder()` which are implemented in "main.c"

## ■ Example

```
<2>-1--3-  // print_preorder()
-1-<2>-3-  // print_inorder()
```

## ■ Constraints

- $0 \leq N \leq 100$

# Homework 3B

## ■ Sample input for Example 1

8

7

3

18

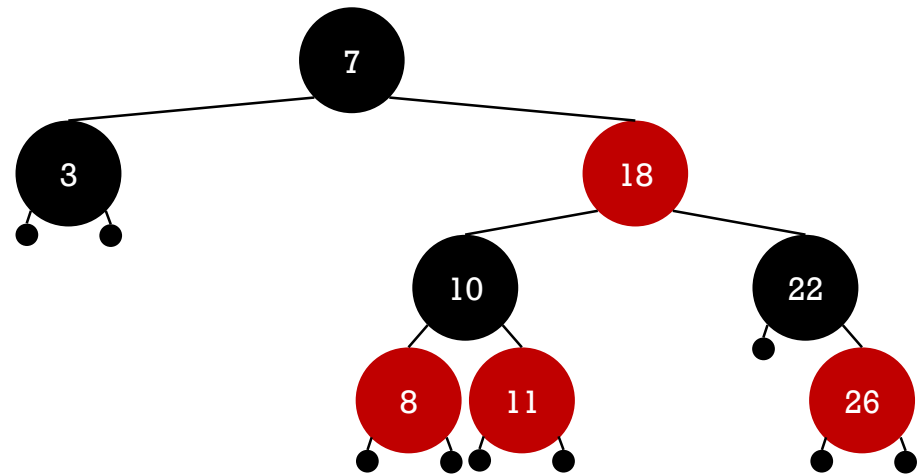
10

22

8

11

26



## ■ Sample output for Example 1

<7><3>-18-<10>-8--11-<22>-26-

<3><7>-8-<10>-11--18-<22>-26-

# Homework 3B

## ■ Sample input for Example 2

8

7

3

18

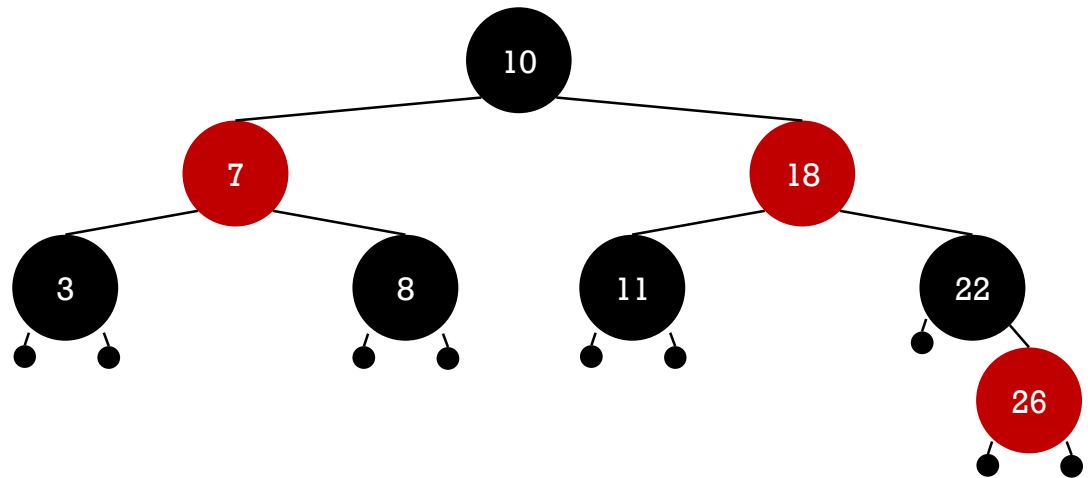
10

8

11

22

26



## ■ Sample output for Example 2

<10>-7-<3><8>-18-<11><22>-26-

<3>-7-<8><10><11>-18-<22>-26-

# Homework 3B

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- Total score: 2.5 points (2.5%)
- Performance evaluation (2.1 points)
  - TA will test several cases.
  - For each case, the result should be printed within 10 seconds.
  - Your C code is tested with the following compiler.
    - GCC 6.3
    - You will get **zero point** if your program cannot be compiled with GCC 6.3.
  - You should follow the input and output format.
    - You will get **zero point** if the TA's automatic evaluation program cannot parse your input or output.

# Homework 3B

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- Report evaluation (0.3 points)
  - Explain your code using an example
  - No more than 2 pages
  - In English or Korean
- Code readability (and rules) evaluation (0.1 points)
  - Indent properly
  - Use meaningful names of variables
  - Write sufficient comments **in English**
    - **Do not include any other natural language than English in you code.**
  - Use correct file names

# Homework 3C

## ■ Solve a Problem: Sleepy Raccoons

- You are given a row of  $N$  sleepy raccoons, numbered from **1** to  $N$ . You know about each raccoon whether it's sleeping or awake. You can change the state (put to sleep or wake up) of raccoon  $i$  if raccoon  $i + 1$  is awake and raccoons  $i + 2, i + 3, \dots N$  are sleeping. This rule doesn't apply to raccoon  $N$ , whose state can be changed at will.
- Compute the minimum number of changes (changing the state of raccoons), which you need to put all raccoons to sleep.

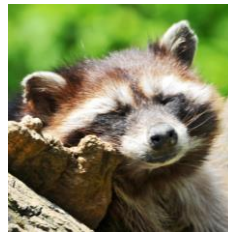
### ■ Example



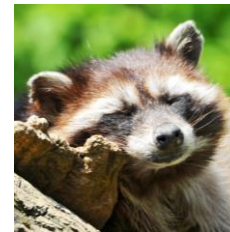
1st



2nd



3rd



4th

- You can change the state of 1st and 4th raccoons.
- You cannot change the state of 2nd raccoon because 3rd raccoon is not awake.
- You cannot change the state of 3rd raccoon because 4th raccoon is not awake.

# Homework 3C

## ■ Input

- The input contains a single string of values from the set  $\{0, 1\}$ .  $N$  is equal to the length of the string, and each raccoon is represented by a char. A raccoon that is sleeping is represented by a **0**, and one that is awake is represented by a **1**.

## ■ Example



## ■ Output

- The output should contain a single number representing the minimum number of changes needed.

## ■ Constraints

- $1 \leq N \leq 50$

# Homework 3C

## ■ Sample input & output 1

### ■ Input

00

### ■ Output

0

## ■ Sample input & output 2

### ■ Input

1100

### ■ Output

8

1100 / 0100 / 0101 / 0111 / 0110 / 0010 / 0011 / 0001 / 0000

## ■ Sample input & output 3

### ■ Input

1011

### ■ Output

13

1011 / 1010 / 1110 / 1111 / 1101 / 1100 / ...



# Homework 3C

## ■ Hint 1

- **1000 ... 000** of  $N$  raccoons need  $2^N - 1$  changes to put all them to sleep.
- You can prove it by induction.

## ■ Hint 2

- Use dynamic programming with  $N * 2$  sized array, ***dp***[ $N$ ][2].
- You can store the minimum number of changes for something.

## ■ Hint 3

- ***dp***[ $i$ ][0] = The minimum number of changes that needed to put to sleep the last  $N - i + 1$  raccoons.
- ***dp***[ $i$ ][1] = The minimum number of changes that needed to wake up a  $i - th$  raccoon and put to sleep all the following ones.

## ■ Hint 4

- ***state***( $i$ ) means the state of a  $i - th$  raccoon.
- Base case (for the last raccoon)
- ***dp***[ $N$ ][***state***( $N$ )] = 0
- ***dp***[ $N$ ][! ***state***( $N$ )] = 1

# Homework 3C

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- Total score: 3.5 points (3.5%)
- Performance evaluation (3.0 points)
  - TA will test several cases.
  - For each case, the result should be printed within **1 second**.
  - Your C code is tested with the following compiler.
    - GCC 6.3
    - You will get **zero point** if your program cannot be compiled with GCC 6.3.
  - You should follow the input and output format.
    - You will get **zero point** if the TA's automatic evaluation program cannot parse your input or output.

# Homework 3C

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- Report evaluation (0.4 points)
  - Explain your code using an example
  - No more than 2 pages
  - In English or Korean
- Code readability (and rules) evaluation (0.1 points)
  - Indent properly
  - Use meaningful names of variables
  - Write sufficient comments **in English**
    - **Do not include any other natural language than English in you code.**
  - Use correct file names