Due 23:59 Feb 25 (Sunday). There are 100 points in this assignment. Submit your answers (must be typed) in pdf file to CourSys

https://coursys.sfu.ca/2024sp-cmpt-307-d1/.

Submissions received after 23:59 will get penalty of reducing points: 20 and 50 points deductions for submissions received at [00:00,00:10] and (00:10,00:30] of Feb 26, respectively; no points will be given to submissions after 00:30 of Feb 26.

1. 10 points (Ex 11.2-1 of text book)

A hash function h hashes n distinct keys into an array T of m elements. Assuming simple uniform hashing, what is the expected number of collisions, that is, the expected value of $|\{\{k,l\}|k \neq l \text{ and } h(k) = h(l)\}|$.

- 2. 10 points (Ex 11.2-2 11.3-4 of text book)
 - (a) Hash function $h(k) = k \mod 9$ is used to insert keys 5, 28, 19, 15, 20, 33, 12, 17, 10 into a hash table T[0..8] with collisions resolved by chaining. Show the result of the hash table.
 - (b) Hash function $h(k) = \lfloor m(kA \lfloor kA \rfloor) \rfloor$ for $A = (\sqrt{5} 1)/2$ is used to insert keys 61, 62, 63, 64, 65 into a hash table T[0..999]. Show the locations of the hash table to which these keys are mapped.
- 3. 20 points (P 11-4 of text book)

A class \mathcal{H} of hash functions which map the universe U of keys to $\{0, 1, ..., m-1\}$ is k-independent if, for every fixed sequence of k distinct keys $(x_1, ..., x_k)$ and for any hash function k chosen at random from k, the sequence $(k(x_1), ..., k(x_k))$ is equally likely to be any of the k sequences of length k with elements drawn from $\{0, 1, ..., m-1\}$.

- (a) Show that if \mathcal{H} is 2-independent then \mathcal{H} is universal.
- (d) Assume that Alice and Bob secretly agree on a hash function h from a 2-independent class \mathcal{H} of hash functions. Each $h \in \mathcal{H}$ maps the keys in a universe U to \mathbb{Z}_p , where p is prime. Alice sends (x,t), where $x \in U$ and t = h(x) is an authentication tag, to Bob over the Internet. Bob checks the pair (x,t) he receives indeed satisfies t = h(x). Assume that an adversary intercepts (x,t) en route and tries to fool Bob by replacing the pair (x,t) with a different pair (x',t') with $x' \in U$, $x' \neq x$, t' = h'(x') and $h' \in \mathcal{H}$. Prove the probability that the adversary succeeds in fooling Bob into accepting (x',t') is at most 1/p.

4. 10 points (Ex 12.1-5)

Prove that in the worst case in the comparison model, any comparison-based algorithm takes $\Omega(n \log n)$ time to construct a binary search tree from an arbitrary list of n elements. (Hint: apply the $\Omega(n \log n)$ lower bound on the worst case running time of comparison-based sorting algorithm to sort n numbers.)

5. 15 points

Implement the algorithms $\operatorname{Cut-Rod}(p,n)$ (slide page 4), Memoized-Cut-Rod(p,n) (slide page 6) and Bottom-Up-Rod(p,n) (slide page 7) discussed in class for the rod-cutting problem by a same programming language (any language is OK) on a same computing plaform. Report the running times of the three algorithms on a computer for n=5,10,15,20,25,30, respectively. For each instance size n, use a same price table p to run the three algorithms. Submission of codes is not needed.

6. 15 points (Ex 15.1-3 of text book)

A modified rod-cutting problem is that, in addition to a price p_i for each rod, each cut incurs a fixed cost of c, and the revenue associated with a solution is the sum of the prices of the pieces minus the costs of making the cuts. Give a dynamic-programming algorithm (optimal solution structure, Bellman equation, pseudo code and running time) to find the maximum revenue of the modified problem.

7. 20 points

A digraph G with nodes $v_1, ..., v_n$ is an ordered graph if it has the following properties: (i) Every directed edge has the form (v_i, v_j) with i < j and (ii) for every node v_i , i = 1, 2, ..., n - 1, there is at least one edge of the form (v_i, v_j) . The length of a path in G is the number of edges in it. Given an ordered digraph G, the goal is to find the length of the longest path that begins at v_1 and ends at v_n . Give a dynamic programming algorithm (optimal solution structure, Bellman equation, pseudo code and running time) which, given an ordered graph, finds the length of the longest path that begins at v_1 and ends at v_n .