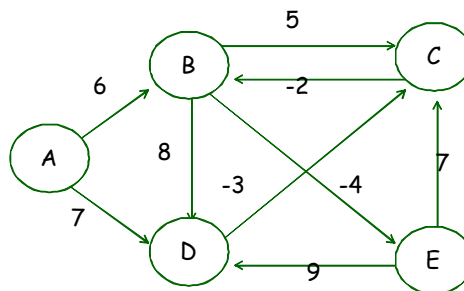


Kurskod	D0041D
Tentamensdatum	2019-05-27
Skrivtid	4 timmar

- Given an input  $A = \langle 12, 19, 40, 22, 20, 29 \rangle$ ,
  - Sort  $A$  using *mergesort* step by step. (5p)
  - Draw the binary search tree that results after successively inserting all the elements into an initially empty binary search tree. (5p)
  - Insert all the elements above *in that order* into an initially empty max-heap. Draw the max-heap obtained. (5p)
  - Show the result of insert all the elements above *in that order* into an initially empty hash table of size 10 using linear probing. What is your hashing function? (5p)
- Prove (by using the definitions) or disprove (by giving counter examples) the following assertions. Let  $f(n)$  and  $g(n)$  be positive integer functions and  $f(n) = O(g(n))$ .
  - If  $g(n) = \frac{1}{5}h(n)$ , then  $f(n) = O(h(n))$ . (5p)
  - If  $g(n) < \frac{1}{5}h(n)$ , then  $f(n) < h(n)$ . (5p)
- Consider the following algorithm that *sorts* an input sequence of length  $n$ . If  $n \leq 4$ , sort the input using any sorting method. Otherwise, divide first the input into three parts, two of size  $\frac{n}{4}$  and one of size of  $\frac{n}{2}$ . Then sort each part *recursively*. After that, merge these three sorted sequences into a sorted output of size  $n$  with at most  $n$  comparisons. Find the *recurrence* that computes the running time of this algorithm in the worst case. You may assume that  $n$  is a power of 2. (6p)
- Consider the graph  $G$ :



- Represent  $G$  by its adjacency matrix and adjacency list, respectively. (5p)
- Draw a depth-first search and a breadth-first search tree of this graph starting at the node  $A$ , respectively. (5p)
- How many topological orderings does  $G$  have? Why? (4p)

5. For each of the following statements, indicate whether the statement is TRUE or FALSE, respectively. **Justify your answers.** *That is, if the statement is correct, state why; and if the statement is wrong, give a counter-example.* No credit will be given without justifications.

Let  $G$  be a connected directed graph with edge-weights.

- (a) Adding a constant to every edge-weight in  $G$  does not change the solution to the single-source shortest-paths problem. **(5p)**
  - (b) Adding a constant to every edge-weight in  $G$  does not change the solution to the minimum spanning tree problem. **(5p)**
6. Let  $A = \langle x_1, x_2, \dots, x_n \rangle$  be a sorted array of distinct integers (some of which may be negative). Design an  $O(\log n)$ -time algorithm to find an index  $i$  such that  $1 \leq i \leq n$  and  $x_i = i$ , provided such an index exists. Show that your algorithm is correct. **(10p)**
7. Let  $A$  be an array of  $n$  positive numbers and  $x$  a number. Design a worst-case  $O(n)$ -time algorithm that determines whether there exists indexes  $i$  and  $j$ , where  $1 \leq i \leq j \leq n$ , such that  $\sum_{k=i}^j A[k] = x$ . **(10p)**
8. Let  $A$  be an array of  $n$  numbers and some numbers may appear more than once. Design and analyze algorithms to identify *all* numbers that appear at least  $\alpha \cdot n$  times in  $A$  for a given constant  $0 < \alpha < 1$ .
- (a) For  $\alpha = \frac{1}{2}$ , your algorithm should run in  $O(n)$  time in the worst case. **(10p)**
  - (b) For any  $0 < \alpha < 1$ , your algorithm should run in  $O(n \log \frac{1}{\alpha})$  time in the worst case. **(10p)**

**Lycka till!**