Tentamensdatum: 2021-08-27, 09:00 - 13:00

Tillåtna hjälpmedel: Inga

Totalt antal uppgifter: 7st, 100p Jourhavande lärare: 0920 / 49 20 44

- 1. Insert numbers 36, 24, 14, 26, and 16 in that order (that is, first insert 36, then insert 24, ···) into each of the following data structures (initially empty):
  - (a) a min-heap. Show the array that represents the min-heap obtained. (4p)
  - (b) a hash table of size 10 with the hash function  $h(x,i) = (x \mod 10 + i) \mod 10$ ,  $i = 0, 1, \dots, 9$ . Draw the hash table. (4p)
  - (c) a binary search tree. Draw the binary search tree. (4p)
- 2. State the running time of the following algorithms on sorting n elements (in  $\Theta(\cdot)$  notation): (9p)

|               | best case | worst case | average case |
|---------------|-----------|------------|--------------|
| quicksort     |           |            |              |
| insertionsort |           |            |              |
| mergesort     |           |            |              |

3. Given a (weighted) graph G with the adjacency-matrix representation:

|                | a | b | c | a | e |
|----------------|---|---|---|---|---|
| $\overline{a}$ | _ | 5 | 1 | _ | ı |
| b              | _ | _ | _ | 2 | 1 |
| $\overline{c}$ | _ | 3 | _ | _ | 1 |
| $\overline{d}$ | _ | _ | 2 |   | _ |
| $\overline{e}$ | _ | _ | _ | _ | 1 |

- (a) Draw this graph. (3p)
- (b) Draw a depth-first search tree starting at vertex a. (3p)
- (c) Draw a breadth-first search tree starting at vertex e. (3p)
- (d) Execute Dijkstra's algorithm on G, starting at source node a. Show the progress of the algorithm by filling the following table. (5p)

|                          | a | b        | c        | d        | e        |
|--------------------------|---|----------|----------|----------|----------|
| initialization           | 0 | $\infty$ | $\infty$ | $\infty$ | $\infty$ |
| after $1^{st}$ iteration |   |          |          |          |          |
| after $2^{nd}$ iteration |   |          |          |          |          |
| after $3^{rd}$ iteration |   |          |          |          |          |
| after $4^{th}$ iteration |   |          |          |          |          |

4. Short Answer Questions.

No justification is required. For True/False questions, a statement is True only if it is true in all cases while it is False if it is not true in some case.

(a) 
$$n^2 + 9 \cdot \frac{n^2 \log n}{1000 \log \log n} - 20 + 12 \cdot n = O(n^2)$$
. True or False? (3p)

- (b) Suppose that a graph G = (V, E) is represented by its adjacency matrix. Give the running time of a depth-first search (in  $\Theta(\cdot)$  notation). (3p)
- (c) In a hash table of size m with n elements in which collisions are resolved by chaining, an insert operation takes average-case constant time, under the assumption of simple uniform hashing. True or False? (3p)

(d) Give the worst-case asymptotic time complexity (in  $\Theta(\cdot)$  notation) of the following algorithm, in terms of the input size n. (5p)

```
def f(n):

if n < 2: return 0

count \leftarrow 0

if n is even:

for i = 1 to n: count \leftarrow count + 10

else:

for i = 1 to n^2: count \leftarrow count + 1

return count
```

You may assume that addition and assignment take constant steps.

(e) Give a recurrence relation for T(n), the worst-case running time of the following algorithm, where n is the input size. (5p)

```
def f(n):

if n \le 1: return 10

count \leftarrow 0

for i = 1 to n \log n: count \leftarrow 1 + f(n-1)

return count
```

You may assume that addition and assignment take constant steps.

- (f) Prim's minimum spanning tree algorithm works even there are negative-weight cycles in the input graph. True or False? (3p)
- (g) Given a weighted, directed graph G = (V, E) with no negative-weight cycles. Suppose that the number of edges on any single-source shortest path from the source s is at most k. Then, we can terminate Bellman-Ford after k passes and return the shortest paths. True or False? What is the running time (in  $\Theta(\cdot)$  notation)? (5p)
- (h) The difference between the heights of a standard binary search tree and a red-black tree is at most  $\log n$ . True or False? (3p)
- 5. Multiple-Choice Questions.

Each of the following questions has exactly *one* correct answer and is worth 3 points. An incorrect answer will give -1 point. An answer with more than one choices will receive -1 point as well. The complete assignment (1)-(5) will give no less than 0 points.

(1) The worst-case run time of bucketsort is

```
a. \Theta(n)
b. \Theta(\log n)
c. \Theta(n \log n)
d. \Theta(n^2)
```

- (2) Which data structure is used in depth-first search of a graph to hold nodes?
  - a. tree
  - b. queue
  - c. stack
  - d. heap

- (3) Given a weighted directed acyclic graph G = (V, E) represented by its adjacency lists, we can compute shortest paths from a single source in  $\Theta(V + E)$  time by
  - a. doing a breadth-first search on G.
  - b. running Dijkstra's algorithm on G.
  - c. running Bellman-Ford's algorithm on G.
  - d. relaxing the edges of G according to a topological sort of its vertices.
- (4) Let A be an algorithm that solves a given problem of size n in  $\Theta(n^3)$  in the worst case. Which of the following statements is true?
  - a. A takes at most  $n^3$  time on every input of size n.
  - b. A takes at most  $c \times n^3$  time on every input of size n, where c > 0 is a constant.
  - c. A takes at least  $n^3$  time on every input of size n.
  - d. A takes  $n^3$  time on every input of size n.
- (5) Which of the following statements is true about sorting algorithms?
  - a. Heapsort is stable.
  - b. Countingsort is in-place.
  - c. Insertionsort is in-place.
  - d. Bucketsort is stable.

When presenting an algorithm, a clear and complete high-level description will suffice. Code is not required.

- 6. A binary tree is *perfect* if both the left and right subtrees of any node in the tree are perfect and the sizes of these two subtrees differ by at most 4. Design a worst-case linear-time divide-and-conquer algorithm for checking whether a given binary tree is perfect or not. (10p)
- 7. Given an array  $A = \langle a_1, a_2, \dots, a_n \rangle$  of length n that contains k  $(0 \le k \le n)$  bad elements and n k good elements in some arbitrary order. The problem is to determine which elements are bad using operations OR. The OR operator can take any number of elements and return True if and only if one or more of its operands is bad. Design a worst-case  $O(k \log \frac{n}{k})$ -time algorithm to solve this problem. Analyze your algorithm. The complexity is measured by the number of OR operations used and other common operations. (10p)

For example,  $A = \left\langle \begin{array}{c|ccc|c} a_1 & a_2 & a_3 & a_4 & a_5 \\ \hline god & bad & bad & god & bad \\ \end{array} \right\rangle$ . Your algorithm should return  $a_2, a_3$ , and  $a_5$ .