**Assignment 10**

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**Problem 10.1 - Hash Tables**

**a)**

**Given,**

**We know, double hash uses the hash function:**

**First, we insert 3:**

Here, the value of as it is the initial iteration for this key. Therefore,

Now, we check position 3 in our hash table. Since position 3 is empty, we insert key 3 in position 3.

**Then, we insert 10:**

The value of as it is the initial iteration for this key. Therefore,

We check position 0 in our hash table. Since position 0 is empty, we insert key 10 in position 0.

**Then, we insert 2:**

The value of as it is the initial iteration for this key. Therefore,

We check position 2 in our hash table. Since position 2 is empty, we inert key 2 in position 2.

**Finally, we insert 4:**

The value of as it is the initial iteration for this key. Therefore,

Finally, we check position 4 in our hash table. Since position 4 is empty, we insert key 4 in position 4.

Therefore, there are no collisions while inserting the given data.

**b)**

Hash Table has been implemented in *hashTable.cpp* (execute make to run).

I selected linear probing with , where as I am only inserting a small number of keys (5 keys) to test the program, and hence, my algorithm will not suffer from a large amount of primary clustering.

**Problem 10.2 – Greedy Algorithm**

**a)**

The greedy algorithm in the activity-selection problem may fail at producing a globally optimal solution.

An example of this scenario is given below:

|  |  |  |  |
| --- | --- | --- | --- |
| **(index)** | **1** | **2** | **3** |
| **(start time)** | 1 | 2 | 4 |
| **(end time)** | 4 | 4 | 8 |

A rough diagram to illustrate the table:

The greedy algorithm always chooses the solution that is locally optimal. In this case, the greedy algorithm chooses the index with the shortest duration, i.e. . Even though is the locally optimal solution, it is clearly not the globally optimal solution (as seen from diagram). In our example, the globally optimal solution is .

Hence, we prove a contradiction, and therefore, prove that selecting the activity with shortest duration may fail at producing a globally optimal solution.

**b)**

Algorithm implemented in c++ file “greedy.cpp” (execute “make” to run). I have added a screenshot of the part that returns the final greedy solution with explanations in comments below (from “greedy.cpp” in zip file).

A screenshot of a cell phone

Description automatically generated