浙江大学 2007 - 2008 学年冬季学期

《高级数据结构与算法分析》课程期末考试试卷

开课学院:	<u>软件学院、计算</u>	<u>算机学院、竺可桥</u>	<u>〔学院</u> , 考试形式	式: 闭卷 ,允许 [。]	带_ <u>无</u> 入场
考试时间:	_2008_年_1_月_	<u>24</u> 日, 所需时	间: <u>120</u> 分钟		
考生姓名:		_学号:	专业	<u></u>	教师:
题序	_	_	Ξ	四	总 分
得分					
评卷人					
		Answe	er Sheet		
			Part I		
1.	2.	3.	4.		5.
6.	7.	8.	9.		10.
		P	Part II		
1.			2.		
2					
3			3		
		P	art III		
1.					

2. a. Insertions:
a. Insertions:

b. Deletions:					
3.					
a:	-	D	G	Н	
b:					
c:	I	0	s	Т	
C.					
4.					
5.					
3.					
6a:	6b:		6с:		

Part IV								
void Connectivity(TwoDimArray A, TwoDimArray C, int N)								

NOTE: Please write your answers on the answer sheet.

注意:请将答案填写在答题纸上。

рс	ease fill in the blanks (There could be multiple answers for one blank). (22 pints) Note: Zero point for a blank selection since there is at least one answer for each oblem.
	Is an AVL tree a binary search tree? Is an AVL tree a complete binary tree? (2 points) Yes. Yes. b. Yes. No. c. No. Yes. d. No. No.
a. b.	To delete X from a splay tree, the operations are: (1) Find X; (2)Remove X; (3) FindMax(T_L); and the last operation is(2 points) Make T_R the right child of the root of T_L Make T_R the left child of the root of T_L Make T_L the right child of the root of T_R Make T_L the left child of the root of T_R
b. с.	Which of the following sentence(s) is(are) true? (2 points) The Hamiltonian cycle problem is not NP-complete All decidable problems are in NP All decidable problems are not in NP Not all decidable problems are in NP
a. c.	Leftist heaps(2 points) are not binary trees b. process Merge in O(N) time have the same structural property as the ordinary binary heaps have the same ordering property as the ordinary binary heaps
a. b. c.	Skew heaps (2 points) have O(logN) amortized cost per operation do not need to maintain the null path length of any node no longer have the same ordering property as the ordinary binary heaps have O(logN) worst-case cost for merging
(6) a.	A binomial queue of size 42 can be represented by the following binomial queues (2 points) $ B_0 \ B_1 \ B_2 \ B_3 \ B_4 \ B_5 \qquad b. \ B_1 \ B_3 \ B_5 \qquad c. \ B_1 \ B_5 \qquad d. \ B_2 \ B_4 $
(7)	The turnpike reconstruction problem is to reconstruct a point set from distances between every pair of points. Given a set of distances $\{1, 2, 3, 4, 4, 5, 6, 7, 8, 10\}$, there are 5 corresponding points. What is the next point after obtaining $x1=0$, $x5=10$, and $x4=8$, if we solve this problem by backtracking method? (2 points)

a. x3=7 b. x2=1 c. x2=2 d. x2=3

- (8) Which of the following data structure(s) can achieve the amortized time bound of O(logN) while the worst-case complexity is still O(N) for each single operation? . (2 points) b. Splay trees c. binary search trees d. Skew heaps a. AVL trees To solve a problem with input size N by divide and conquer algorithms, if (9) the conquer step takes O(N logN) extra work to form the solution from the sub-solutions, then among the following four dividing methods, (2 points) is the best one while (2 points) is the worst one. a. divide into 4 sub-problems of equal complexity N/3 b. divide into 3 sub-problems of equal complexity N/4c. divide into 4 sub-problems of equal complexity N/4d. divide into 3 sub-problems of equal complexity N/3(10) Given 3 items and a knapsack with capacity 20. The items have weights 18, 15 and 10, and profits 25, 24 and 15, respectively. The percentages of the items that should be packed to obtain maximum profit is _____. (2 points)
- II. Given the function descriptions of the following two (pseudo-code) programs, please fill in the blank lines. (18 points)

d. 16.67%, 100%, 20%

a. 100%, 13.33%, 0 b. 0, 66.67%, 100%

c. 0, 100%, 50%

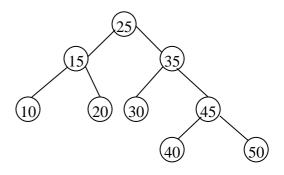
```
(1) The function is to merge two leftist heaps H1 and H2. (9 points)
PriorityQueue Merge ( PriorityQueue H1, PriorityQueue H2 )
{ if ( H1 == NULL ) return H2;
   if ( H2 == NULL ) return H1;
   if ( H1->Element < H2->Element ) return Mergel( H1, H2 );
   else return Mergel( H2, H1 );
}
static PriorityQueue
Mergel( PriorityQueue H1, PriorityQueue H2 )
{ if ( H1->Left == NULL )
   else {
      H1->Right = Merge( H1->Right, H2 );
         SwapChildren( H1 );
      H1->Npl = ____
   return H1;
}
```

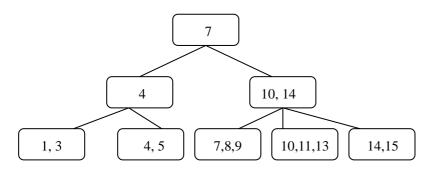
(2) The function is to do the left-right double rotation for an AVL tree, where K is the trouble finder. (9 points)

```
static Position DoubleRotateWithLeft( Position K )
{    Position K1, K2;
    K1 = K->Left;
    K2 = K1->Right;
    K1->Right = _____;
    K->Left = ____;
    K2->Left = K1;
    K2->Right = K;
    K1->Height = Max( Height(K1->Left), Height(K1->Right) ) + 1;
    K->Height = Max( Height(K->Left), Height(K->Right) ) + 1;
    K2->Height = Max( K1->Height, K->Height ) + 1;
    return ____;
}
```

III. Please write or draw your answers for the following problems on the answer sheet. (48 points)

(1) show the result of inserting 42 into the given AVL tree, using the algorithm discussed in class. What is the average successful search length with equal probability for the resulting tree? (6 points)





- (2) Given a B-tree of order 3. Please show the results of a. inserting keys 2, 12, 16, 17, 18, (10 points) and b. deleting keys 1 and 15 from the original B-tree (before insertion).
- (5 points)
- (3) Given a text string of length 23: OH-THIS-IS-S0000-G0000D
- a. How many bits will it take to store the string as one-byte characters? (1 point)
- b. How many bits will it take to store the string with standard encoding (that is, with equal-length codes), despite the space taken to store the code table?(1 point)
- c. Please give the Huffman codes for the 8 distinct characters. What is the minimum length of the encoded text? (6 points)

- (4) Please **briefly** describe the algorithm of deleting the minimum key from a binomial queue in O(logN) time. (4 points)
- (5) Given the partial computation table of the optimal binary search tree for keywords: and, but, can, do, else, if, ok. What is the root and the minimum-cost of the optimal subtree for key words "else-if-ok"? Please show the way you obtain your answers. (7 points)

and.	and	but.	.but	can.	.can	dodo		elseelse		ifif		okok	
0.22	and	0.18	but	0.20	can	0.05	do	0.25	else	0.02	if	0.08	ok
and.	but butcan cando doelse		elseif		if ok			_					
0.58	and	0.56	can	0.30	can	0.35	else	0.29	else	0.12	ok		
								else	ok				
								?	3				

- (6) To compute the product of four matrices M_1 M_2 M_3 M_4 , where the dimensions of the matrices are: $M_1:10\times20$, $M_2:20\times5$, $M_3:5\times40$, $M_4:40\times6$, please find the number of multiplications when following
 - a. the sequential computing from left to right, that is, $(((M_1 M_2) M_3) M_4)$;
 - b. the greedy strategy of "compute the cheapest product first";
 - c. the optimal ordering such that this number is minimized.

Please specify the **orders** of computing the product by greedy and optimal methods, respectively. (8 points)

IV. Given the adjacency matrix A of an unweighted graph with N vertices. Please write a C function to compute the connectivity matrix C of all pairs of vertices. That is, after calling the function, C[i][j] = 1 if there exists a *path* between vertices i and j, and C[i][j] = 0 otherwise. Notice that A[i][i] is presumed to be zero but C[i][i] is 1, and your algorithm must have a time complexity no more than O(N^3).

(12 points)

void Connectivity(TwoDimArray A, TwoDimArray C, int N)