# University of Waterloo Department of Electrical and Computer Engineering ECE250 Algorithms and Data Structures Fall 2014

#### **Midterm Examination**

Instructor: Ladan Tahvildari, PhD, PEng, SMIEEE

**Date:** Tuesday, October 21, 2014, 10:00 a.m. **Location:** EIT-1015; CPH-3602; CPH-3604

**Duration:** 80 minutes **Type:** Closed Book

#### **Instructions:**

- There are 4 questions. Answer all 4 questions.
- Standard calculator allowed but no additional materials allowed.
- The number in brackets denotes the relative weight of the question (out of 100).
- If information appears to be missing from a question, make a reasonable assumption, state it and proceed.
- Write your answers directly on the sheets.
- If the space to answer a question is not sufficient, use overflow page.
- When presenting programs, you may use any mixture of pseudocode/C++ constructs as long as the meaning is clear.

Name	Student ID		

Question	Mark			Max	Marker				
1	A:	B:	C:		35	A:	B:	C:	
2					10				
3	A:	B:	C:		35	A:	B:	C:	
4	A:		B:		20	A:		B:	
Total					100				

#### **Question 1: Algorithm Analysis [35]**

#### Part A [15].

Consider the following recursive algorithm that computes minimum value out of real numbers stored in the array A on positions from l to r.

FindMin(A: array of real numbers, l: integer, r: integer)

if 
$$l = r$$
 then return  $A[l]$ 

$$temp_1 \leftarrow FindMin(A, l, \left\lfloor \frac{l+r}{2} \right\rfloor)$$

$$temp_2 \leftarrow FindMin(A, \left\lfloor \frac{l+r}{2} + 1 \right\rfloor, r)$$
if  $temp_1 \prec temp_2$ 

$$then return temp_1$$

$$else return temp_2$$

Write a recurrence describing the cost of running this algorithm on n element array: FindMin(A, 1, n). Solve the recurrence and give the resulting running time of the algorithm.

The algorithm divides the problem into two parts; each one roughly half of the size of the original problem. Then, it combines the two parts using a constant time operation.

$$\begin{cases} T(1) = O(1) \\ T(n) = T \left\lfloor \frac{n}{2} \right\rfloor + T \left\lceil \frac{n}{2} \right\rceil + O(1) \end{cases}$$

$$T(n) = 2T(n/2) + O(1)$$

$$a = 2, b = 2, f(n) = O(1) \\ n^{\log_b a} = n^1 = n \end{cases} \rightarrow f(n) = O(n^{\log_b a - \varepsilon}) \text{ for } \varepsilon = 1 \text{ (Case 1)}$$

$$T(n) = \Theta(n^{\log_b a}) = \Theta(n)$$

FindMin algorithm runs in linear time.

### Part B. [10]

Give asymptotic upper and lower bounds for the following recurrence. Assume that T(n) is constant for sufficiently small n. Make your bounds as tight as possible, and justify your answer.

$$T(n) = 16T(n/4) + n^5\sqrt{n}$$

$$a = 16, b = 4 \rightarrow n^{\log_b a} = n^{\log_4 16} = n^2$$

$$f(n) = n^5 \sqrt{n} = n^{\frac{11}{2}} = \Omega(n^{2+\varepsilon});$$
  $\varepsilon = \frac{7}{2} = 3.5$ 

This is Case 3 of Master Method

Checking the Regularity Condition

$$af(n/b) \le cf(n)$$

$$\to 16(\frac{n}{4})^5 * \sqrt{\frac{n}{4}} \le cn^5 \sqrt{n}$$

$$\rightarrow \frac{16n^5}{4^5} * \frac{\sqrt{n}}{2} \le cn^5 \sqrt{n}$$

$$\rightarrow \frac{1}{128} \le c$$

for some 
$$\frac{1}{128} \le c < 1$$
,  $af(n/b) \le cf(n)$ 

Therefore, Case 3 applied  $\rightarrow T(n) = \Theta(n^5 \sqrt{n})$ 

#### Part C. [10]

Prove that  $f(n) = 10^7 + 7n^7 \log n + 3n^7$  is  $O(n^7 \log n)$  using the definition of "Big-Oh".

Big-Oh Definition:

$$f(n) \le cg(n)$$
, there exist  $c \& n_0 : n \ge n_0$ 

$$10^7 + 7n^7 \log n + 3n^7 \le cn^7 \log n$$

$$10^{7} + 7n^{7} \log n + 3n^{7} \le 10^{7} n^{7} \log n + 7n^{7} \log n + 3n^{7} \log n$$

$$\downarrow \qquad \qquad \downarrow \qquad \qquad$$

$$c = 10^7 + 10$$
 and  $n \ge 2$ ;  $n_0 = 2$ 

#### **Question 2: Elementary Data Structures [10]**

You have been provided with an implementation of a *stack-of-integers* ADT. This implementation includes the usual operations such as *Push*, *Pop*, and *IsEmpty*.

Describe how you would implement the Queue ADT using two stacks. Specifically, give algorithms for the *Enqueue* and *Dequeue* operations. Give tight Big-Oh expressions for the running times of your implementation.

You may assume that Push, Pop, and IsEmpty are all O(1).

Several different implementations are possible. Here is one:

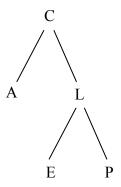
```
class Queue
       stack s1:
       stack s2;
public:
                                                     SI
                                                                      S2
       void Enqueue(int);
       int Dequeue();
};
void Queue::Enqueue(int item)
       while (!s2.IsEmpty())
              s1.Push(s2.Pop());
                                                   First Item
       s1.Push(item);
                                                                  Last Item
The running time of Enqueue is O(n).
void Queue::Dequeue()
       while (!s1.IsEmpty())
              s2.Push(s1.Pop());
       return s2.Pop;
```

The running time of Dequeue is O(n).

#### **Question 3: Trees and Tree Traversals [35]**

#### Part A. [15]

• Consider we have a BST contains the following keys: P,L,A,C,E. Draw this BST in such a way that the result of the "preorder tree traversal" is: C,A,L,E,P.



• Let T be an AVL tree of height 6. What is the smallest number of nodes it can store?

Let  $N_h$  be the smallest number of nodes for an AVL tree of height h.

In class, we have shown that:

$$N_0 = 1 \; ; \; N_1 = 2 \; ; N_h = N_{h-2} + N_{h-1} + 1$$

$$N_6 = N_4 + N_5 + 1$$

$$= N_4 + (N_3 + N_4 + 1) + 1$$

$$= (N_2 + N_3 + 1) + N_3 + (N_2 + N_3 + 1) + 2$$

$$= 2N_2 + 3N_3 + 4$$

$$= 5N_2 + 3N_1 + 7$$

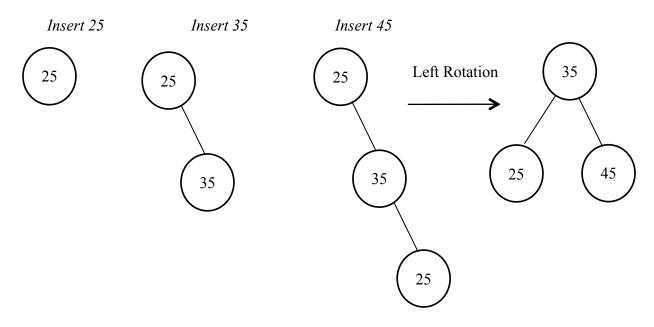
$$= 5N_0 + 8N_1 + 12$$

$$= 5 + 16 + 12$$

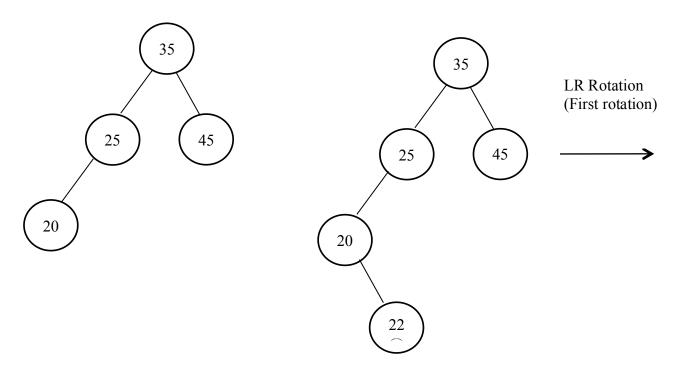
$$= 33$$

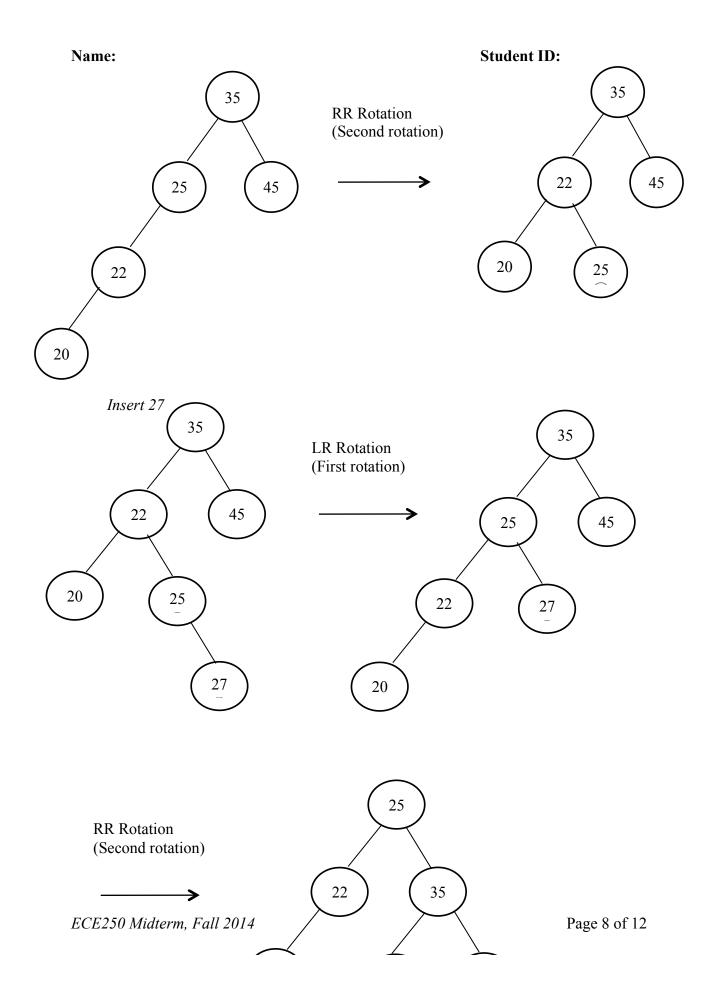
# Part B. [12]

Start with an empty AVL tree and insert the following keys in the given order: 25, 35, 45, 20, 22, and 27. Draw the trees following each insertion, and also after each rotation. Specify the rotation types.



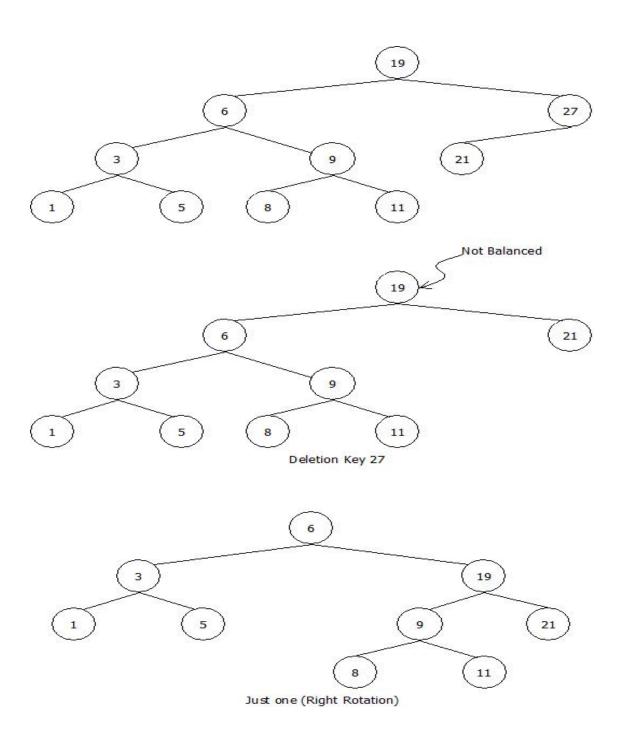






# **Part C. [8]**

Assume we have the following AVL tree. Show the tree after deleting 27. Use the successor of a node if it is needed. Draw the final tree and all intermediate trees.



# **Question 4: Hashing [20]**

# **Part A. [5]**

Suppose we have a hash table with N slots containing n keys. Suppose that instead of a linked list, each slot is implemented as a binary search tree. Give the worst and the best time complexity of adding an entry to this hash table. Explain your answers.

- Best case happens when we insert into an empty slot  $[1] \rightarrow$  this is O(1) time.
- Worst case happens when we insert in a slot that has all "n" keys which equals to "worst case" insertion into BST (sorted list) which means O(n).

Name:

#### **Student ID:**

## Part B. [15]

Consider a hash table of size 7. Suppose the hash function uses division method. Insert, in the given order, keys: 2, 4, 12, 19, and 20 into the hash table using:

• Linear probing to resolve the collisions. Show all your work.

$h_1(k) = k \mod 7$ $h(k,i) = (h_1(k) + i) \mod 7$ $h_1(2) = 2 \mod 7 = 2$	0	20
	1	
$h_1(4) = 4 \mod 7 = 4$	2	2
$h_1(12) = 12 \mod 7 = 5$	3	
$h_1(19) = 19 \bmod 7 = 5 \rightarrow \text{Collision}$	4	4
$h(19,1) = (h_1(19) + 1) \bmod 7 = 6$	5	12
$h_1(20) = 20 \bmod 7 = 6 \rightarrow \text{Collision}$	6	19
$h(20,1) = (h_1(20) + 1) \mod 7 = 7 \mod 7 = 0$		

Double hashing to resolve collisions with the secondary hash function

 $h_2(k) = 5 - (k \mod 5)$ . Show all your work.

$$\begin{array}{lll} h_1(k) = k \ mod \ 7 \\ h(k,i) = (h_1(k) + i \cdot h_2(k)) \ mod \ 7 \\ h_1(2) = 2 \ mod \ 7 = 2 \\ h_1(4) = 4 \ mod \ 7 = 4 \\ h_1(12) = 12 \ mod \ 7 = 5 \\ h_1(19) = 19 \ mod \ 7 = 5 \\ \rightarrow \text{Collision} \\ h(19,1) = (h_1(19) + 1 \cdot h_2(19)) \ mod \ 7 \\ = (5 + 1 \cdot 1) \ mod \ 7 = 6 \\ h_1(20) = 20 \ mod \ 7 = 6 \\ \rightarrow \text{Collision} \\ h(20,1) = (h_1(20) + 1 \cdot h_2(20)) \ mod \ 7 = (6 + 1 \cdot 5) \ mod \ 7 = 4 \\ \rightarrow \text{Collision} \\ h(20,2) = (h_1(20) + 2 \cdot h_2(20)) \ mod \ 7 = (6 + 2 \cdot 5) \ mod \ 7 = 2 \\ \rightarrow \text{Collision} \\ h(20,3) = (h_1(20) + 3 \cdot h_2(20)) \ mod \ 7 = (6 + 3 \cdot 5) \ mod \ 7 = 0 \\ \end{array}$$

**OVERFLOW SHEET** [Identify the question(s) being answered.]