







## 3. (20 points) Asymptotic Complexity

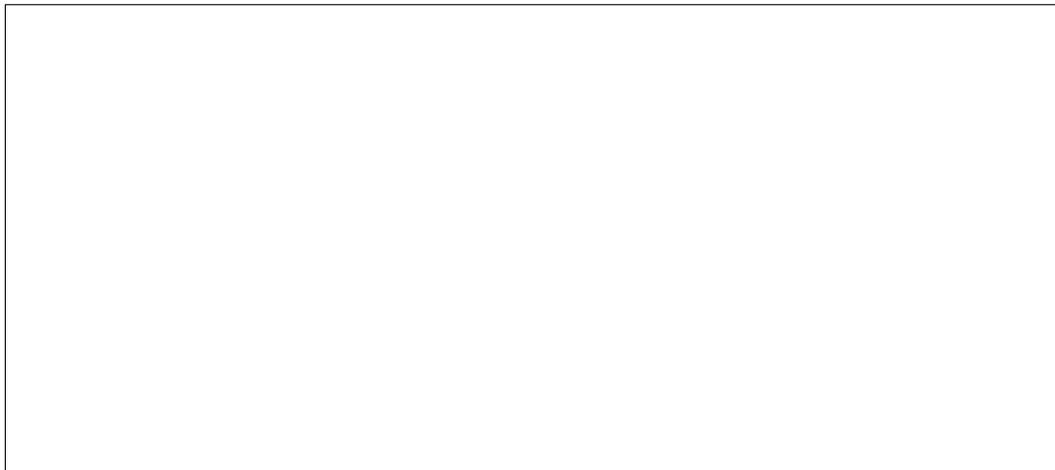
- (a) (5 points) If  $f(n) = O(n \log n)$  and  $g(n) = O(n \log n)$ , prove that  $f(n) + g(n) = O(n \log n)$ . Argue in terms of witness pairs.

- (b) (5 points) Sort the following in order of increasing asymptotic complexity:  $O(n \log n)$ ,  $O(n^2 \log n)$ ,  $O(n(\log n)^2)$ ,  $O(n)$ ,  $O(1)$ ,  $O(n^n)$ ,  $O(n^{1.618})$ ,  $O(1.618^n)$ ,  $O(\log n)$ ,  $O(2^n)$ .

Complexity Ordering	Function From The List Above
least complex	
2	
3	
4	
5	
6	
7	
8	
9	
most complex	

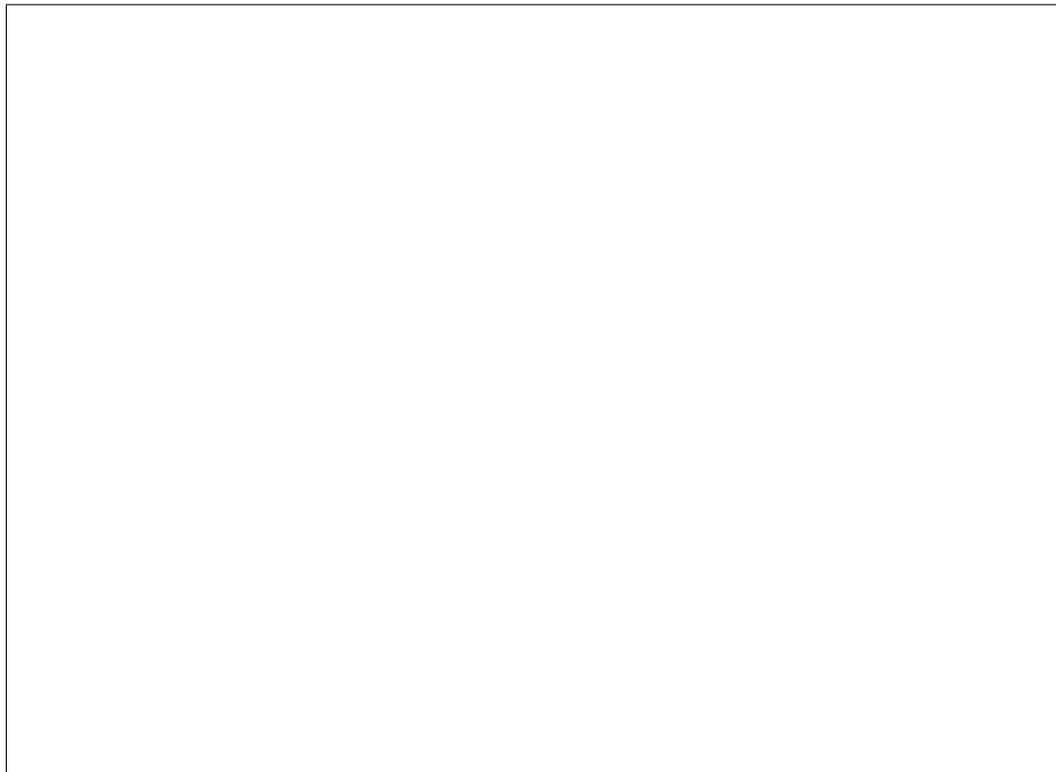
- (c) (5 points) What is the asymptotic complexity of the following code fragment? Give justification.

```
int count = 0;
for (int i=0; i<n; i++) {
  for (int j=0; j<n; j++) {
    if ((j % 2) == 0) {
      for (int k=i; k<n; k++)
        count++;
    }
    else {
      for (int l=0; l<j; l++)
        count++;
    }
  }
}
```



- (d) (5 points) Consider the following algorithm to randomly permute an array with all permutations equally likely.
- (i) split the array into two roughly equal-size subarrays;
  - (ii) recursively permute the two subarrays;
  - (iii) randomly merge the two subarrays.

To randomly merge two arrays, we iteratively take an element from the front of one or the other, each with probability  $1/2$ , until one of the arrays is exhausted, then take the remaining elements. What is the asymptotic complexity of this algorithm? Give justification.



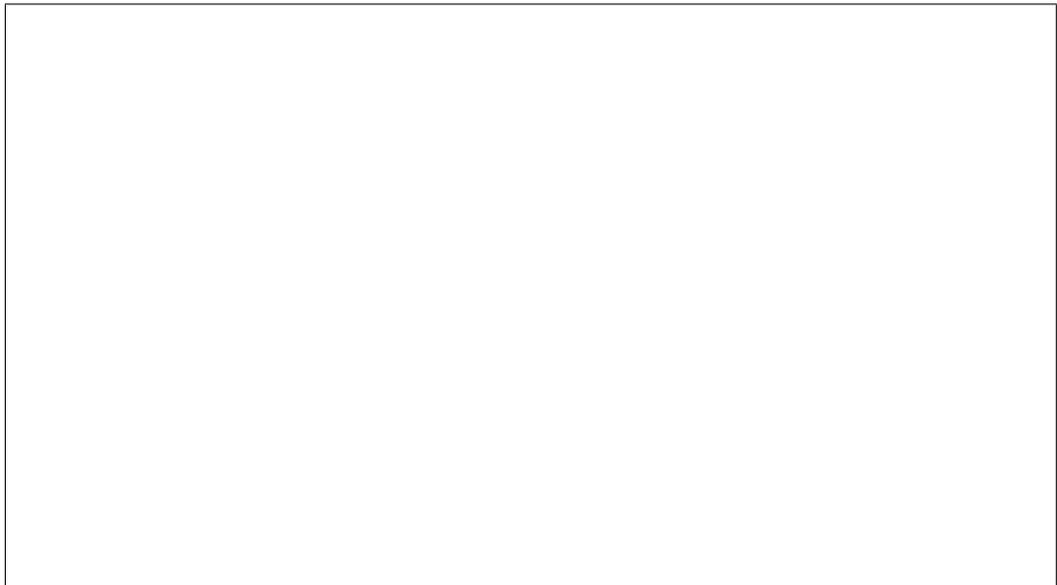
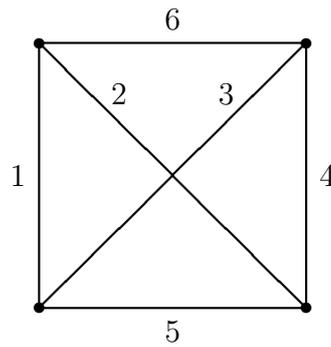


5. (15 points) True or false?

- (a) T F Quicksort has worse asymptotic complexity than mergesort.
- (b) T F Binary search is  $O(\log n)$ .
- (c) T F Linear search in an unsorted array is  $O(n)$ , but linear search in a sorted array is  $O(\log n)$ .
- (d) T F Linear search in a sorted linked list is  $O(n)$ .
- (e) T F If you are only going to look up one value in an array, asymptotic complexity favors doing linear search on the unsorted array over sorting the array and then doing binary search.
- (f) T F If all arc weights are unique, the minimum spanning tree of a graph is unique.
- (g) T F Binary search in an array requires that the array be sorted.
- (h) T F Insertion into an ordered list can be done in  $O(\log n)$  time.
- (i) T F A good hash function is one which tends to distribute elements uniformly throughout the hash table.
- (j) T F In practice, with a good hash function and non-pathological data, objects can be found in  $O(1)$  time if the hash table is large enough.
- (k) T F If a piece of code has asymptotic complexity  $O(g(n))$ , then at least  $g(n)$  operations will be executed whenever the code is run with parameter  $n$ .
- (l) T F Given good implementations for different algorithms for some process such as sorting, searching, or finding a minimum spanning tree, you should always choose the algorithm with the better asymptotic complexity.
- (m) T F It is not possible for the depth-first and breadth-first traversal of a graph to visit nodes in the same sequence if the graph contains more than two nodes.
- (n) T F The maximum number of nodes in a binary tree of height  $H$  ( $H = 0$  for leaf nodes) is  $2^{H+1} - 1$ .
- (o) T F In a complete binary tree, only leaf nodes have no children.

6. (10 points)

(a) (5 points) Draw the minimum spanning tree for the following graph:



(b) (2 points) Is this graph planar?

(c) (3 points) What is the minimum number of colors needed to color this graph?

7. (5 points) Enter the items A-K (in order) into the hash table given the hash values specified for each item.

hash(A) = 3  
hash(B) = 1  
hash(C) = 8  
hash(D) = 1  
hash(E) = 4  
hash(F) = 1  
hash(G) = 8  
hash(H) = 7  
hash(I) = 3  
hash(J) = 8  
hash(K) = 3

Hash Line	1st	2nd	3rd	4th	5th	6th	7th
0							
1							
2							
3							
4							
5							
6							
7							
8							
9							

8. (15 points) Recall that the `Enumeration` interface is an older form of `Iterator`. An object of type `Enumeration<V>` has methods

```
boolean hasMoreElements()  
V nextElement()
```

that correspond to the methods `boolean hasNext()` and `V next()`, respectively, of `Iterator<V>`.

Each of the classes `java.util.Hashtable` and `java.util.Vector` has a method `elements()` that returns an `Enumeration` of its data elements. The `Enumeration` of a `Vector v` enumerates the elements in the order in which they occur in the underlying array. For `Hashtable`, the elements are returned in no particular order.

On the next page, define a class `OrderedHashtable` with methods `put`, `get`, `containsKey`, `size`, and `elements` that are asymptotically no less efficient than the corresponding methods of `java.util.Hashtable`, but for which the `Enumeration` is guaranteed to enumerate the elements in the same order in which they were inserted into the `OrderedHashtable`. To add a new element `x` to the end of a `Vector v`, use `v.add(x)`. Assume no duplicate elements are ever inserted.

*Hint.* Store the data in a `Vector`, and use the `Hashtable` to store indices into the `Vector`.

(write answer on next page)

```
import java.util.Hashtable;
import java.util.Vector;
import java.util.Enumeration;

class OrderedHashtable<K,V> {
    Hashtable<K,Integer> indices = new Hashtable<K,Integer>();
    Vector<V> data = new Vector<V>();

    public void put(K key, V value) {

    }

    public V get(K key) {

    }

    public boolean containsKey(K key) {

    }

    public int size() {

    }

    public Enumeration<V> elements() {

    }
}
```

END OF EXAM