

## Suggested Solutions to Midterm Problems

### Problems

- Below is an algorithm for solving a variant of the Towers of Hanoi puzzle with an additional fourth peg  $D$ ; `Towers_Hanoi` is an algorithm for the original puzzle.

```

Algorithm Four_Towers_Hanoi(A,B,C,D,n);
begin
  if n<=2 then
    Towers_Hanoi(A,B,C,n);
  else
    Four_Towers_Hanoi(A,D,B,C,n-2);
    Towers_Hanoi(A,B,C,2);
    Four_Towers_Hanoi(D,B,C,A,n-2);
end;
```

Let  $T(n)$  denote the number of moves needed for  $n$  disks. Write a recurrence relation for  $T(n)$  and solve it.

*Solution.* `Towers_Hanoi(A,B,C,1)` takes 1 move, while `Towers_Hanoi(A,B,C,2)` takes 3 moves. A recurrence relation for  $T(n)$  is the following:

$$\begin{aligned}
 T(1) &= 1 \\
 T(2) &= 3 \\
 T(n) &= 2T(n-2) + 3, \text{ for } n \geq 3
 \end{aligned}$$

We solve the recurrence relation by considering odd and even  $n$ 's separately.

When  $n (\geq 3)$  is odd,

$$\begin{aligned}
 T(n) &= 2T(n-2) + 3 \\
 2T(n-2) &= 2(2T(n-4) + 3) = 2^2T(n-4) + 2 \times 3 \\
 2^2T(n-4) &= 2^2(2T(n-6) + 3) = 2^3T(n-6) + 2^2 \times 3 \\
 &\dots \dots \\
 2^{\frac{n-3}{2}}T(3) &= 2^{\frac{n-3}{2}}(2T(1) + 3) = 2^{\frac{n-1}{2}} + 2^{\frac{n-3}{2}} \times 3 \\
 \hline
 T(n) &= 2^{\frac{n-1}{2}} + 3 \times (2^{\frac{n-1}{2}} - 1) \\
 &= 2^{\frac{n+3}{2}} - 3
 \end{aligned}$$

When  $n (\geq 3)$  is even,

$$\begin{aligned}
T(n) &= 2T(n-2) + 3 \\
2T(n-2) &= 2(2T(n-4) + 3) = 2^2T(n-4) + 2 \times 3 \\
2^2T(n-4) &= 2^2(2T(n-6) + 3) = 2^3T(n-6) + 2^2 \times 3 \\
&\dots \dots \\
2^{\frac{n-4}{2}}T(4) &= 2^{\frac{n-4}{2}}(2T(2) + 3) = 3 \times 2^{\frac{n-2}{2}} + 2^{\frac{n-4}{2}} \times 3 \\
\hline
T(n) &= 3 \times 2^{\frac{n-2}{2}} + 3 \times (2^{\frac{n-2}{2}} - 1) \\
&= 3 \times 2^{\frac{n}{2}} - 3
\end{aligned}$$

□

2. Consider binary trees where each node stores a non-negative integer. Design an algorithm that, given such a tree  $T$  and a non-negative integer  $k$  as input, determines whether  $T$  contains a branch (from the root to a leaf) such that the sum of all numbers stored on the nodes of the branch equals  $k$ . The more efficient your algorithm is, the more points you will be credited for this problem. Is there a possibility that your code may overflow? Have you avoided the problem? (15 points)

*Solution.*

```

Algorithm Check_Branch_Sum(T, s);
begin
    if s >= 0 then
        answer := Check_Branch(T, s);
    else answer := false
end

procedure Check_Branch(T, s);
begin
    if T = nil then return(false);
    if (T^.left <> nil) or (T^.right <> nil) then
        if T^.value <= s then
            s := s - T^.value;
            if Check_Branch(T^.left, s) or Check_Branch(T^.right, s) then
                return(true);
            else if T^.value = s then return(true);
            return(false)
        end
end

```

It is assumed that in the evaluation of a boolean condition “ $A$  or  $B$ ”,  $B$  will not be evaluated when  $A$  has been evaluated to true. It is also assumed that the value stored in each node is non-negative and hence not checked. □

3. Modify the following code for determining the sum of the maximum consecutive subsequence so that it also records the start and end indices of the subsequence.

```

Algorithm Max_Consec_Subseq ( $X, n$ );
begin
     $Global\_Max := 0$ ;
     $Suffix\_Max := 0$ ;
    for  $i := 1$  to  $n$  do
        if  $x[i] + Suffix\_Max > Global\_Max$  then
             $Suffix\_Max := Suffix\_Max + x[i]$ ;
             $Global\_Max := Suffix\_Max$ 
        else if  $x[i] + Suffix\_Max > 0$  then
             $Suffix\_Max := Suffix\_Max + x[i]$ 
        else  $Suffix\_Max := 0$ 
    end

```

*Solution.* (蔡明憲)

```

Algorithm Max_Conseq_Subseq( $X, n$ );
begin
     $Global\_Max := 0$ ;
     $Suffix\_Max := 0$ ;
     $Suffix\_Start\_Index := 0$ ;
     $Global\_Start\_Index := 0$ ;
     $Global\_End\_Index := 0$ ;
    for  $i := 1$  to  $n$  do
        if  $x[i] + Suffix\_Max > Global\_Max$  then
             $Suffix\_Max := Suffix\_Max + x[i]$ ;
             $Global\_Max := Suffix\_Max$ ;
             $Global\_Start\_Index := Suffix\_Start\_Index$ ;
             $Global\_End\_Index := i$ ;
        else if  $x[i] + Suffix\_Max > 0$  then
             $Suffix\_Max := Suffix\_Max + x[i]$ ;
        else
             $Suffix\_Max := 0$ 
             $Suffix\_Start\_Index := i + 1$ ;
    end

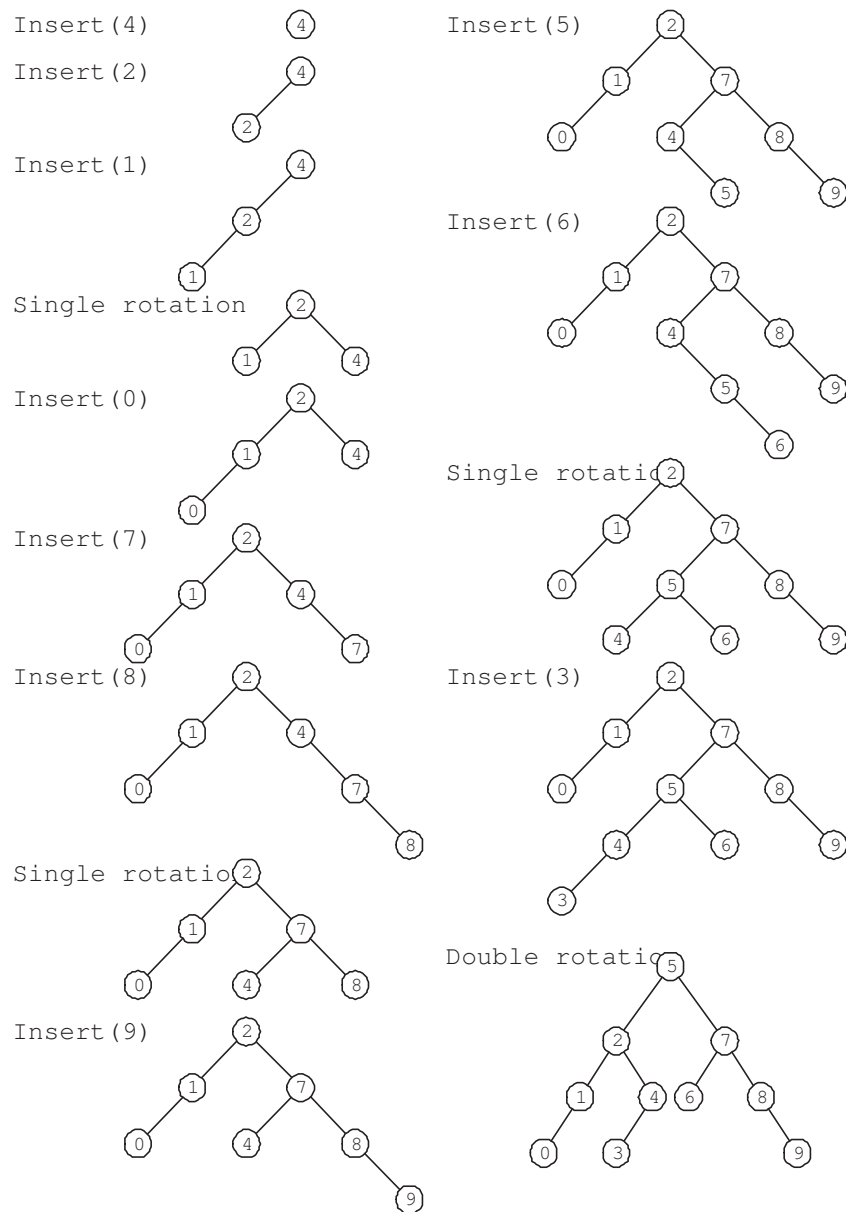
```

□

4. Show all intermediate and the final AVL trees formed by inserting the numbers 4, 2, 1, 0, 7, 8, 9, 5, 6, and 3 (in this order) into an empty tree. Please use the following ordering

convention: the key of an internal node is larger than that of its left child and smaller than that of its right child. If a rotation is performed during an insertion, please also show the tree before the rotation. (15 points)

*Solution.* (蔣孟儒)



□

5. Please present the union-find algorithm with balancing and path compression in a suitable pseudocode. (20 points)

*Solution.*

Algorithm Union\_Find\_Init(A,n);

```

begin
  for i := 1 to n do
    A[i].parent := nil;
    A[i].size := 1
  end

Algorithm Union(a,b);
begin
  x := Find(a);
  y := Find(b);
  if x <> y then
    if A[x].size > A[y].size then
      A[y].parent := x;
      A[x].size := A[x].size + A[y].size;
    else A[x].parent := y;
         A[y].size := A[y].size + A[x].size
    end
  end

Algorithm Find(a);
begin
  if A[a].parent <> nil then
    A[a].parent := Find(A[a].parent);
    Find := A[a].parent;
  else Find := a
end

```

□

6. Rearrange the following array into a (max) heap using the bottom-up approach.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	3	5	10	9	15	7	6	4	1	13	8	14	12	11

Show the result after each element is added to the part of array that already satisfies the heap property.

*Solution.* (黃俊誌)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	3	5	10	9	15	7	6	4	1	13	8	14	12	11
2	3	5	10	9	15	12	6	4	1	13	8	14	7	11
2	3	5	10	9	15	12	6	4	1	13	8	14	7	11
2	3	5	10	13	15	12	6	4	1	9	8	14	7	11
2	3	5	10	13	15	12	6	4	1	9	8	14	7	11
2	3	15	10	13	14	12	6	4	1	9	8	5	7	11
2	13	15	10	9	14	12	6	4	1	3	8	5	7	11
15	13	14	10	9	8	12	6	4	1	3	2	5	7	11

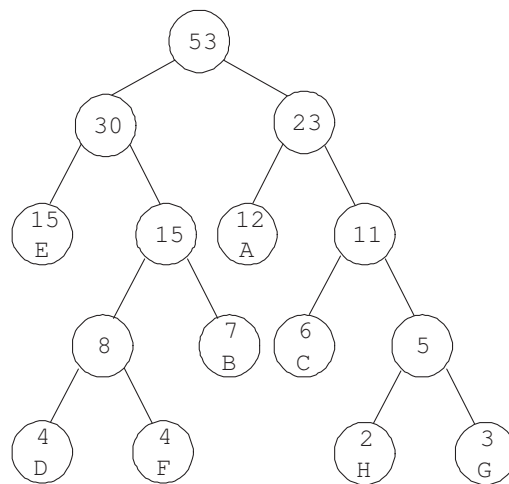
□

7. Design an algorithm that determines whether two sets of numbers (represented as arrays) are disjoint; the more efficient your algorithm is, the more points you will be credited for this problem. State the time complexity of your algorithm in terms of the sizes  $m$  and  $n$  of the given sets. Be sure to consider the case where  $m$  is substantially larger than  $n$ .

*Solution.* The basic idea is to sort one of the two sets and use binary search to check if some member of the other set appears in it. A little calculation shows that it is better to sort the smaller set, resulting in a complexity of  $O((m + n) \log n)$ . □

8. Draw a Huffman tree for a text with the following frequency distribution:  $A : 12$ ,  $B : 7$ ,  $C : 6$ ,  $D : 4$ ,  $E : 15$ ,  $F : 4$ ,  $G : 3$ , and  $H : 2$ .

*Solution.* (黃俊誌)



□