

Final Exam Solutions

1. **Initialization.** Don't forget to do this.

2. **Memory usage.**

(2.1) 32 bytes

- 16 bytes object overhead
- 8 bytes for string reference
- 4 bytes for `int`
- 4 bytes padding

(2.2) $\sim 40n$ bytes

- $\sim 32n$ bytes for the n `Suffix` objects
- $\sim 8n$ for the array of n references

3. **String operations.**

(3.1) $\Theta(n^4)$

String concatenation takes time proportional to the length of the resulting string, so the running time is $\Theta(1 + 2 + 3 + \dots + n^2) = \Theta(n^4)$.

(3.2) $\Theta(n^3)$

String concatenation takes time proportional to the length of the resulting string, so each iteration of the inner loop takes $\Theta(1+2+3+\dots+n) = \Theta(n^2)$ time, for a total of $\Theta(n^3)$ time. The outer loop, which repeatedly appends string of length n , takes $\Theta(n+2n+3n+\dots+n^2) = \Theta(n^3)$ time as well.

(3.3) $\Theta(n^2)$

Appending each character to the end of a `StringBuilder` takes $\Theta(1)$ amortized time. So, starting from an empty `StringBuilder`, appending n^2 characters takes $\Theta(n^2)$ time.

4. **String sorts.**

(4.1) *LSD radix sort (after 1 pass)*

(4.2) *3-way radix quicksort (after the first partitioning step)*

(4.3) *LSD radix sort (after 2 passes)*

(4.4) *MSD radix sort (after the second call to key-indexed counting)*

(4.5) *MSD radix sort (after the first call to key-indexed counting)*

5. Graph search.

(5.1) 0 2 5 4 6 3 8 9 7 1

(5.2) 5 2 8 9 3 6 1 7 4 0

(5.3) No. The reverse of the DFS postorder (0 4 7 1 6 3 9 8 2 5) is a topological order.
A digraph has a topological order if and only if it has no directed cycle.

(5.4) 0 2 4 5 6 7 3 9 1 8

6. Minimum spanning trees.

(6.1) 0 10 20 40 50 80 100 110

(6.2) 10 20 50 40 80 0 100 110

7. Shortest paths.

(7.1) 0 1 3 2 5 4

Dijkstra's algorithm relaxes the vertices in increasing order of distance from s .

(7.2) 0 3 1 2 4 5

The topological order happens to be unique (because of the path $0 \rightarrow 3 \rightarrow 1 \rightarrow 2 \rightarrow 4 \rightarrow 5$).

(7.3) 110, pass 2

8. Self-adjusting data structures.

This question was based on a guest lecture in Fall 2021.

(8.1)

(8.2)

(8.3)

(8.4) Bob Tarjan

9. Dynamic programming.

(9.1) A C D H L

The last three letters can be permuted in any order.

(9.2) $\Theta(n)$

10. Ternary search tries.

(10.1) I, IN, OF, TIP, TRIE, TRY

(10.2) JADWIN, MATHEY, NASSAU

(10.3)

11. Data compression.

(11.1) S P A R S E

(11.2) C C B B C C A D

(11.3) 41 42 81 83 82 85 80

(11.4) C A B

The compression ratios for A, B, and C are 16/255, 8, and 8/255, respectively.

(11.5) A B C

The compression ratios for A, B, and C are 1.4/8, 1.8/8, and 2/8, respectively.

12. Min-weight crossing edge.

(12.1) 0, 1, 4, 5 or 2, 3, 6, 7

(12.2) Remove edge $e = v-w$ from the MST. This defines a cut, with the vertices in the connected component containing v on one side and the vertices in the connected component containing w on the other. This cut achieves our goal:

- By construction of the cut, e is a crossing edge.
- No other crossing edge f could have smaller weight because, if it did, we could replace e with f in our MST and obtain a strictly lighter spanning tree—a contradiction.

To construct the cut efficiently:

- Create a new edge-weighted graph H with V vertices, adding all edges in the MST except e .
- Run DFS in H from either vertex v or w .
- The marked vertices define one side of the cut.

In this application, DFS takes $\Theta(V)$ time because the number of edges in H is $V - 2$, not E .**Alternative solutions.** There are a few variants that also work:

- Run DFS from any vertex—it doesn't need to be v or w .
- Use BFS instead of DFS.
- Instead of creating H , run DFS in the MST graph, but modify DFS to skip over edge e .
- When performing the graph search from either v or w , consider only those edges whose weight is strictly less than the weight of e . (This might produce a different cut than the approach discussed earlier.)

13. Writing seminar preferences.

The key idea is to treat the preferences for each student as an 8-digit number over an alphabet of size m . To check for duplicates:

- Sort the n numbers using LSD radix sort.
- Check adjacent entries for duplicates.

Sorting takes $\Theta(m + n)$ time because $R = m$ and the number of characters per string is a constant. Checking adjacent entries takes a total of $\Theta(n)$ time because comparing two strings, each of length 8, takes $O(1)$ time.

Partial-credit solutions.

- *MSD radix sort.* While it makes $\Theta(m + n)$ calls to `charAt()` in the worst case, it can still take $\Theta(mn)$ time, e.g., if there are $\Theta(n)$ pairs of students with equal preference lists.
- *Compare-base sorting.* Mergesort (or heapsort) makes $\Theta(n \log n)$ compares in the worst case. Each compare takes constant time, so the overall running time for sorting is $O(n \log n)$.
- *3-way radix quicksort.* All of the partitions might be degenerate, which could lead to $\Theta(n^2)$ time in the worst case. Even probabilistically, the expected running could be $\Theta(n \log n)$ if $\Theta(n)$ students have different first choices.
- *Multiway trie.* Inserting the n strings into an R -way trie uses $\Theta(Rn)$ space (and time). In this application, $R = m$, which leads to $\Theta(mn)$ space (and time), not $\Theta(m + n)$.