

# **UNIVERSITY** of **LIMERICK**

# OLLSCOIL LUIMNIGH

# College of Informatics and Electronics

Department of Computer Science and Information Systems

## Final Assessment Paper

Academic Year:	2005/2006	Semester:	Autumn
Module Title:	Data Structures and Algo-	Module Code:	CS4115
Duration of Exam:	rithms $2^{\frac{1}{2}}$ hours	Percent of Semester Marks	65
Lecturer:	P. Healy	Paper marked out of:	100

#### Instructions to Candidates:

- There are two sections to the paper: Short Questions and Long Questions
- The mark distribution is 20 marks for Short Questions and 80 marks for the Long Questions
- Answer all questions in all sections
- You *must* return this paper with your answer book

Section 1. Short Questions  $(5 \times 4 \text{ marks})$ .

- Please put your answers to these questions in the answer book provided to you, labelling your answers 1.1, 1.2, etc.
- 1. The *unweighted shortest path* problem can be solved in \_\_\_\_\_\_ time.
- With O(n) calls to percolate\_down(), a heap can be created in \_\_\_\_\_ time.
- 3. Give the recurrence relation for the *best-case* running time of QuickSelect(), the algorithm for finding the k<sup>th</sup> largest element in an array:
- 4. Recursion is to algorithm implementation as \_\_\_\_\_\_ is to proof techniques. That is, what is the proof technique analogue of recursion?
- 5. Ordinarily the most appropriate way to represent a graph internally is with \_\_\_\_\_\_; however, if many queries are of the form "Is node u adjacant to node v?" then the most appropriate representation may be

Section 2. Long Questions (80 marks).

- Please put your answers to these questions in the answer book provided to you
- Label your answers 2.1, 2.2, 2.3, and 2.4 in your answer books

1.

(a) When proving a lower bound on sorting algorithms we had cause to consider  $\log(n!)$ . Use Stirling's formula,

$$n! \approx \left(\frac{n}{e}\right)^n \sqrt{2\pi n}$$

to give a precise estimate for  $\log(n!)$ .

(5 marks.)

(20 marks.)

(please turn over)

- (b) Suppose you have an array of *n* elements containing only two distinct keys, true and false. Give an O(n) algorithm to rearrange the array so that all false elements precede all true elements. You may use only constant extra space. (6 marks.)
- (c) Suppose you have an array of n elements containing three distinct keys, true, false and maybe. Give an O(n) algorithm to rearrange the array so that all false elements precede all maybe elements and all maybe elements precede all true elements. You may use only constant extra space. (9 marks.)

### (20 marks.)

- (a) Show the result of inserting 10, 12, 1, 14, 6, 5, 8, 15, 3, 9, 7, 4, 11, 13 and 2, one at a time, into an initially empty binary heap. (7 marks.)
- (b) Show the result of using the linear-time algorithm build\_heap() to build a binary heap using the same input. (7 marks.)
- (c) Show the result of performing three deleteMin() operations in the heap of the previous example. (6 marks.)

## (20 marks.)

- (a) What is an *articulation point* or *cut vertex* in a graph? (3 marks.)
- (b) What is a graph called that has *no* cut vertices?
- (c) Given the graph G = (V, E) shown in Figure 1 below, show its DFS tree, starting the search from a and proceeding lexicographically whenever a choice of edge exists. (6 marks.)
- (d) For the DFS tree you have drawn, compute its *num* and *low* numbers. (6 marks.)
- (e) When testing a graph for cut vertices what is the property in terms of *num* and *low* numbers that guarantees existence of a cut vertex? (2 marks.)



Figure 1: A graph G.

#### 4.

(20 marks.)

(4 marks.)

- An undirected graph, G = (V, E), is a called a *cubic* graph if *every* vertex has degree 3 and is connected (one connected component).
- (a) What is the smallest cubic graph? (3 marks.)
- (b) Argue that there cannot be an n-vertex cubic graph when n is odd. (3 marks.)
- (c) What is the largest cubic graph and why?
- (d) A Hamiltonian<sup>1</sup> cycle is a cycle of length n that visits every vertex exactly once. Prove that every (10 marks.)cubic graph has a Hamiltonian cycle.

2.

3.

- (3 marks.)

<sup>&</sup>lt;sup>1</sup>Name after William Hamilton, Ireland's most famous mathematician.