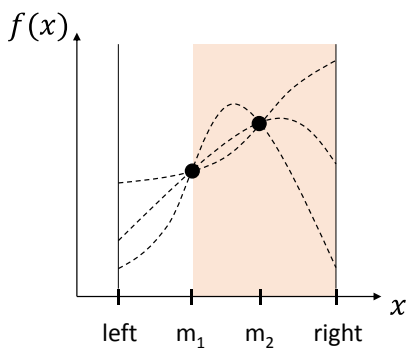




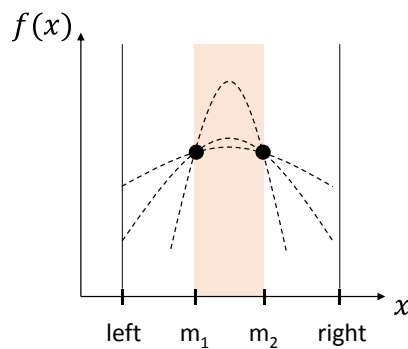
3. Please consider the infix expression  $A*((B-A)+3@C/D)$ , in which '@' is a binary operator whose priority is higher than '+' and '-' but lower than '\*' and '/'. Please fill in the following table that shows the procedure of infix-to-postfix using a stack.

	Stack State	Output State
A		
*		
(		
(		
B		
-		
A		
)		
+		
3		
@		
C		
/		
D		
)		
(End)		

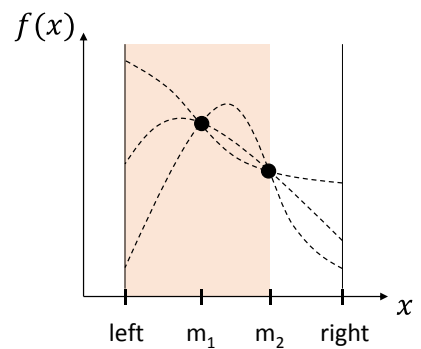
4. **Ternary Search** can be used to find the maximum of a bell-shape function. Let  $f(x)$  be a bell-shape function defined on some interval  $[left, right]$  and  $m_1$  and  $m_2$  be two arbitrary points in the interval such that  $left < m_1 < m_2 < right$ . The values of  $f(m_1)$  and  $f(m_2)$  can exhibit three possibilities, each of which indicates a reduced interval that the maximum lies in, as depicted as follows.



if  $f(m_1) < f(m_2)$   
the maximum lies in  $[m_1, right]$



if  $f(m_1) == f(m_2)$   
the maximum lies in  $[m_1, m_2]$



if  $f(m_1) > f(m_2)$   
the maximum lies in  $[left, m_2]$

- A. Let  $n = (\text{right} - \text{left} + 1)$  be the problem size. Please analyze the step count per execution (s/e) of the following iterative version of the **Ternary Search** algorithm:

		s/e
1:	<b>int</b> TernarySearch( <b>int</b> left, <b>int</b> right)	--
2:	{	
3:	<b>while</b> (1){	
4:	<b>if</b> (right - left <= 2)	
5:	<b>return</b> integer x that has the greatest f(x), left <= x <= right	
6:	m1 = left + (right - left)/3;	
7:	m2 = right - (right - left)/3;	
8:	<b>if</b> (f(m1) < f(m2))	
9:	left = m1;	
10:	<b>else if</b> (f(m1) > f(m2))	
11:	right = m2;	
12:	<b>else</b> {	
13:	left = m1; right = m2; }	
14:	}	
15:	}	

----- Please answer the following questions on the Answer Sheet -----

- B. Please show a **recursive version** of the ternary search algorithm. You can directly quote the iterative version of code using line numbers.
- C. Please analyze the time complexity of the recursive **Ternary Search** using the **O** notation. Try to show as tight a bound as you can.
5. Some languages allow array index to start from any arbitrary integer. Please consider a three-dimension array  $Z[1\dots 20][20\dots 70][1\dots 15]$  in the row-major order with one-byte element size in this type of language. Assume  $Z[10][20][1]$  is stored at address 2000.
- A. What is the address of  $Z[10][30][10]$ ?
- B. What is the array index at the location 2050?
- 6.
- A. Please depict a **circular, singly linked list of integers with a header node**.
- B. Please design an algorithm that can **sort the abovementioned type of list** using pseudo code.

7. You're asked to perform **postfix evaluation (note: NOT the infix-to-postfix)** using **two queues**, q1 and q2, without any stack. A queue supports **add()**, which adds an element at the rear of the queue, **remove()**, which take an element from the front of the queue, and **size()**, which reports the number of elements in the queue. Please show your algorithm using pseudo code.
8. Short answer questions / explanation of terminologies
- What issue does **C++ template** aim to address?
  - What are the pros and cons of **data encapsulation**?
  - Is it possible that an  **$O(2^n)$**  (i.e., exponential-time) algorithm outperforms an  **$O(n)$**  (i.e., linear-time) algorithm in terms of speed? How can this occur?
9. Please proof that  
if  $F(n) = O(G(n))$ , then  $(F(n) + G(n)) = O(G(n))$ .
10. Please analyze the **worst-case time complexity** of the following procedure with **brief explanation**. Please find as tight a bound as you can.

```

1: // in[][] is an N-by-M input array
2: int a=1, b=1;
3: while ( a<N && b<M ) {
4:     if( in[a][b] == true ) { a++; b = b*a; }
5:     else if ( b == 0 )      { a++; }
6:     else                    { b = b/2; }
7: }

```

11. We want to design a **circular queue** class that is implemented in terms of a **16-element integer array** and can store up to **15 integers**. Please show **add()**, **remove()**, and **size()** operations using **pseudo code**. These operations should all be of  **$O(1)$**  time complexity.