

## 1 Round Down

[Here is a video walkthrough of the solutions.](#)

Given some power of two `powerOfTwo` and a positive number `num`, round `num` down to the nearest multiple of `powerOfTwo`. Assume `powerOfTwo` is greater than or equal to 1. You may use only bit operations and one subtraction/addition operation.

Examples:

```
1 roundDown(8, 53) -> 48
2 roundDown(16, 90) -> 80
3 roundDown(1, 90) -> 90

1 public int roundDown(int powerOfTwo, int num) {
2
3     return _____;
4 }
```

**Solution:**

```
1 public int roundDown(int powerOfTwo, int num) {
2     return ~(powerOfTwo - 1) & num;
3 }
```

## 2 Heaps

**a) (2.5 Points). i) (1 Point).** Suppose we have the min-heap below (represented as an array) with **distinct** elements, where the values of A and B are unknown. Note that A and B aren't necessarily integers.

{1, A, 3, 5, 9, 11, 13, 10, B}

What can we say about the relationships between the following elements? Put  $>$ ,  $<$ , or  $?$  if the answer is not known.

A   $>$    $<$    $?$  1

A   $>$    $<$    $?$  3

B   $>$    $<$    $?$  10

A   $>$    $<$    $?$  B

**Solution:**

Here is a video walkthrough of the solutions.

$$A \quad \checkmark > \quad \bigcirc < \quad \bigcirc ? \quad 1$$

$$A \quad \bigcirc > \quad \bigcirc < \quad \checkmark ? \quad 3$$

$$B \quad \bigcirc > \quad \bigcirc < \quad \checkmark ? \quad 10$$

$$A \quad \bigcirc > \quad \checkmark < \quad \bigcirc ? \quad B$$

ii) (1.5 Points). Note for both parts below, the values of A and B should **not** violate the min-heap properties. Put `-inf` or `inf` if there isn't a lower or upper bound, respectively. If the bound for B depends on the value of A, or vice versa, you may put the variable in the bound, e.g. `A < B`.

Considering **one** `removeMin` call, put **tight** bounds on A and B such that:

- We perform the **maximum** number of swaps.

$$\text{-----} < A < \text{-----}$$

$$\text{-----} < B < \text{-----}$$

- We perform the **minimum** number of swaps.

$$\text{-----} < A < \text{-----}$$

$$\text{-----} < B < \text{-----}$$

**Solution:**

Here is a video walkthrough of the solutions.

- We perform the **maximum** number of swaps.

$$1 < A < 3$$

$$10 < B < \text{inf}$$

- We perform the **minimum** number of swaps.

$$3 < A < 5$$

$$5 < B < 11$$

### 3 Hashing Asymptotics

Here is a video walkthrough of the solutions.

Suppose we set the hashCode and equals methods of the ArrayList class as follows.

```

1  /* Returns true iff the lists have the same elements in the same ordering */
2  @Override
3  public boolean equals(Object o) {
4      if (o == null || o.getClass() != this.getClass() || o.size() != this.size()) {
5          return false;
6      }
7      ArrayList<T> other = (ArrayList<T>) o;
8      for (int i = 0; i < this.size(); i++) {
9          if (other.get(i) != this.get(i)) {
10             return false;
11         }
12     }
13     return true;
14 }
15
16 /* Returns the sum of the hashCodes in the list. Assume the sum is a cached instance variable. */
17 @Override
18 public int hashCode() {
19     return sum;
20 }

```

- (a) Give the best and worst case runtime of hashContents in  $\Theta(\cdot)$  notation as a function of  $N$ , where  $N$  is initial size of the list. Assume the length of set 's' underlying array is  $N$  and the set does **not** resize. Assume the hashCode of an Integer is itself. Admittedly, the ArrayList class does not have the method removeLast, but assume it does for this problem, and is implemented in amortized constant time. Finally, assume  $f$  accepts two **ints**, returns an unknown **int**, and runs in constant time.

```

1  static void hashContents(HashSet<ArrayList<Integer>> set, ArrayList<Integer> list) {
2      if (list.size() <= 1) {
3          return;
4      }
5      int last = list.removeLast();
6      list.set(0, f(list.get(0), last));
7      set.add(list);
8      hashContents(set, list);
9  }

```

Best Case:  $\Theta(\quad)$ , Worst Case:  $\Theta(\quad)$

**Solution:**

Best Case:  $\Theta(N)$ , Worst Case:  $\Theta(N^2)$

- (b) Continuing from the previous part, how can we define `f` to **ensure** the worst case runtime? How can we define `f` to **ensure** the best case runtime? There may be multiple possible answers.

1. Worst case:

```
1 int f(int first, int last) {
2     return _____;
3 }
```

**Solution:**

```
1 int f(int first, int last) {
2     return first + last;
3 }
```

2. Best case:

```
1 int f(int first, int last) {
2     return _____;
3 }
```

**Solution:**

```
1 int f(int first, int last) {
2     return first + last + 1;
3 }
```

**Alternate solution:**

```
1 int f(int first, int last) {
2     return first + last - 1;
3 }
```

## 4 Boolean Confusion

Here is a video walkthrough of the solutions.

Give the best and worst case runtime in  $\Theta(\cdot)$  notation as a function of  $N$ , where  $N$  is `arr.length`. Your answer should be simple with no unnecessary leading constants or summations.

```

1 void confusion(boolean[] arr) {
2     boolean first = arr[0];
3     int next;
4     for (next = 1; arr[next] == first; next++) {
5         if (next == arr.length - 1) {
6             return;
7         }
8     }
9     for (int i = 0; i < next; i++) {
10        arr[i] = !arr[i];
11    }
12    confusion(arr);
13 }

```

Best Case:  $\Theta(\quad)$ , Worst Case:  $\Theta(\quad)$

**Solution:**

Best Case:  $\Theta(N)$ , Worst Case:  $\Theta(N^2)$

## 5 Gamma

Here is a video walkthrough of the solutions.

Give the best and worst case runtime in  $\Theta(\cdot)$  notation as a function of  $N$ . Your answer should be simple with no unnecessary leading constants or summations. Assume `f(N)` returns a random number between 1 and  $N/2$ , inclusive, and does so in constant time.

```

1 static void gamma(int N) {
2     if (N <= 10) {
3         return;
4     }
5     for (int i = f(N); i < N; i += f(N)) {
6         gamma(i);
7     }
8 }

```

Best Case:  $\Theta(\quad)$ , Worst Case:  $\Theta(\quad)$

**Solution:**

Best Case:  $\Theta(\log(N))$ , Worst Case:  $\Theta(2^N)$