

Discussion 9A: Midterm Review

Algorithmic Complexity

1. Consider the problem of trying to find out which student has the largest student ID number (SID) in a class of N students, with N a power of two (2, 4, 8, 16, ...). Note that all SIDs are unique. There are four algorithms proposed:
 - **Algorithm 1:** The students line up, sitting down. The first two students stand and compare their SIDs. The student with the smaller SID sits back down, the other remains standing. The next student in line stands up and this process repeats until there is only one student (with the largest SID) left standing.
 - **Algorithm 2:** All students stand up, pair up, and simultaneously compare SIDs, and the smaller of each pair sits down. Those still standing repeat the process, pairing up with another standing person, until there is only one left standing; that student has the largest SID.
 - **Algorithm 3:** All students are seated in a circle, facing inward. They write their SID on a sticky note and put it on the back of their neck, number facing out. A random student stands up and walks around to each person and compares their number with the number on the neck. If theirs is larger than all others, they declare themselves as the largest. If they are not, they sit down and someone who has not stood up before stands up, and the process repeats until one person declares they are largest.
 - **Algorithm 4:** Same as Algorithm III but after a person goes around and isn't the largest, rather than the next person being someone who hasn't stood up before, a random person (of the N total students) is chosen again (and it could be someone who has gotten up before).

Fill in the table for the *worst-case* running time and the *worst-case* number of SID comparisons. (Select ONE for each algorithm from the top group, and one for each from the bottom).

| | Algorithm I | Algorithm II | Algorithm III | Algorithm IV |
|--|----------------------------------|----------------------------------|----------------------------------|----------------------------------|
| <i>Constant running time</i> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| <i>Logarithmic running time</i> | <input type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| <i>Linear running time</i> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| <i>Quadratic running time</i> | <input type="radio"/> | <input type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> |
| <i>Exponential running time</i> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| <i>May never end, could go forever</i> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input checked="" type="radio"/> |
| | | | | |
| <i>Constant number of SID comparisons</i> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| <i>Logarithmic number of SID comparisons</i> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| <i>Linear number of SID comparisons</i> | <input checked="" type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| <i>Quadratic number of SID comparisons</i> | <input type="radio"/> | <input type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/> |
| <i>Exponential number of SID comparisons</i> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| <i>Infinite number of SID comparisons</i> | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> | <input checked="" type="radio"/> |

Runtime is constant; Runtime is linear; Runtime is Quadratic; Runtime is exponential.

What is the runtime of the following block?

```
+ the following block + input +
script variables important variable
for each item in input
  for i = 1 to item
    change important variable by i
report important variable
```

Runtime: So this question is actually missing important information that should've been included initially. Assume that the items of the list are numbers bounded by some constant value, meaning they can be no larger than this given value. With this information, the runtime of the block should be **linear**.

As a function of *input2*, what is the runtime of the next block?

```
+ the next block + input1 + input2 +
if input2 = 0
  report input1
else
  report input1 + the next block input1 floor of input2 / 2
```

Runtime: **Logarithmic**

And finally, what is the runtime of the last block?

```
+ the last block + input +
if input = 0
  report list
else
  report map - 1 over numbers from 1 to input in front of
  the last block input - 1
```

Runtime: **Quadratic**

Cipher Deciphering Cipher Decipherer

Your job is to write the block *decipher text*, which takes in two inputs: a line of text *text*, and a list of lists *cipherkeys*.

decipher text: cipherkeys:

The text is what needs to be converted, and the list of lists contains pairs of codeword, real word pairs, like so:

| | A | B |
|---|---------|-------|
| 1 | noodle | snake |
| 2 | cowbear | panda |
| 3 | cookie | book |

Here, the list is stating that the word noodle should be converted to snake, cowbear to panda, etc. For example:

Using only higher-order functions, and optionally, a helper function that also utilizes HoFs, write out the code necessary for us to convert the text.

Decipher text(text, cipherkeys):

```

+ decipher + text: + text + cipherkeys: + keys : +
report
  combine
    map ciphertext helper word:  cipherkeys keys over
    split text by word
  using
    join
  
```

Decipher text helper (any inputs you want):

```

+ ciphertext + helper + word: + word + cipherkeys + keys : +
script variables cipherkey
set cipherkey to
  item 1 of keep items item 1 of  = word from keys
if cipherkey = 
  report word
report item 2 of cipherkey
  
```

Closest Guess!

For this question, you have to fill out the *closest guess* block which takes in a number *secret number*, and a list of numbers *guesses*. The idea is that you want to report the number in the list of guesses that's the closest to the secret number.

For example:

A Scratch 'closest guess' block with 'number' set to 12 and 'guesses' set to a list containing 1, 10, and 100. A speech bubble next to it contains the number 10.

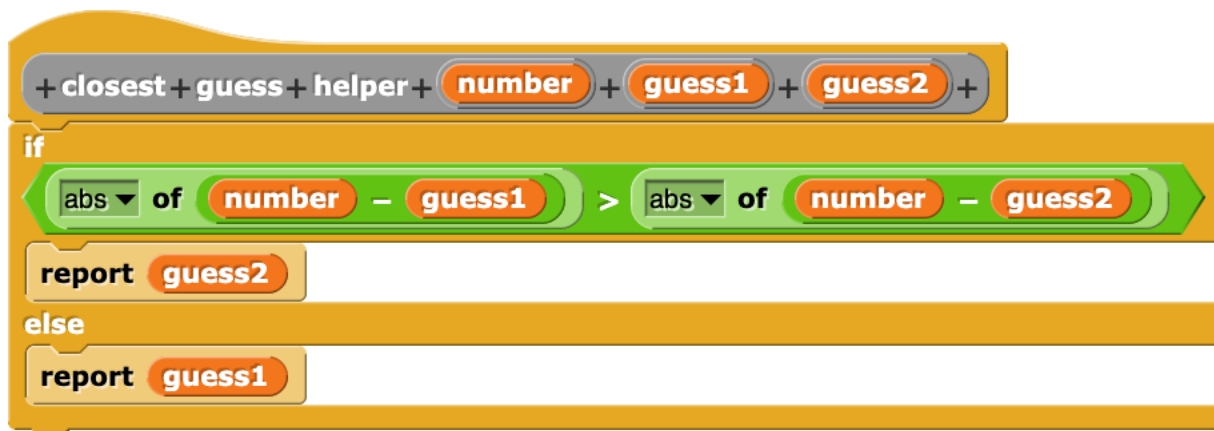
closest guess number: 12 guesses: list 1 10 100 10

Similar to the previous question, you may only use higher-order functions, but you're free to build a helper block however you want.

Closest guess(number, guesses):

A Scratch 'closest guess' block. The 'number' field is 'secret number' and the 'guesses' field is 'guesses'. The block is connected to a 'report' block containing 'combine guesses using closest guess helper secret number'.

Helper(any input you want):

A Scratch helper block. It takes 'number', 'guess1', and 'guess2' as inputs. It uses an 'if' statement: 'if abs of number - guess1 > abs of number - guess2 then report guess2 else report guess1'.

??? (challenge question)

Using **combine** and a **helper block**, return a copy of a given list.



Solution:

