Full Name: ______________________________

Andrew ID: ______________ **Section:** ______________

15–210: Parallel and Sequential Data Structures and Algorithms

Practice Final

May 2016

- **Verify:** There are 18 pages in this examination, comprising 8 questions worth a total of 152 points. The last 2 pages are an appendix with costs of sequence, set and table operations.
- **Time:** You have 180 minutes to complete this examination.
- **Goes without saying:** Please answer all questions in the space provided with the question. Clearly indicate your answers.
- **Beware:** You may refer to your *two¡* double-sided $8\frac{1}{2} \times 11$in sheet of paper with notes, but to no other person or source, during the examination.
- **Primitives:** In your algorithms you can use any of the primitives that we have covered in the lecture. A reasonably comprehensive list is provided at the end.
- **Code:** When writing your algorithms, you can use ML syntax but you don't have to. You can use the pseudocode notation used in the notes or in class. For example you can use the syntax that you have learned in class. In fact, in the questions, we use the pseudo rather than the ML notation.

	Sections	
A	9:30am - 10:20am	Edward/Angie
B	10:30am - 11:20am	Jake/Narain
C	12:30pm - 1:20pm	Sonya/Anisha
D	12:30pm - 1:20pm	Nick/Yongshan
E	1:30pm - 2:20pm	William/Bryan
F	1:30pm - 2:20pm	Sam S./Yutong
G	3:30pm - 4:20pm	Howard/Yongshan

Full Name: ______________________ **Andrew ID:** ______________________

Question	Points	Score
Binary Answers	30	
Costs	12	
Short Answers	26	
Slightly Longer Answers	20	
Neighborhoods	20	
Median ADT	12	
Geometric Coverage	12	
Swap with Compare-and-Swap	20	
Total:	152	

Question 1: Binary Answers (30 points)

(a) (2 points) **TRUE** or **FALSE**: The expressions (`Seq.reduce f I A`) and (`Seq.iterate f I A`) always return the same result as long as `f` is commutative.

(b) (2 points) **TRUE** or **FALSE**: The expressions (`Seq.reduce f I A`) and (`Seq.reduce f I (Seq.reverse A)`) always return the same result if `f` is associative and commutative.

(c) (2 points) **TRUE** or **FALSE**: If a randomized algorithm has expected $O(n)$ work, then there exists some constant c such that the work performed is guaranteed to be at most cn.

(d) (2 points) **TRUE** or **FALSE**: Solving recurrences with induction can be used to show both upper and lower bounds?

(e) (2 points) **TRUE** or **FALSE**: Let p be an odd prime. In open address hashing with a table of size p and given a hash function $h(k)$, quadratic probing uses $h(k, i) = (h(k) + i^2) \bmod p$ as the ith probe position for key k. If there is an empty spot in the table quadratic hashing will always find it.

(f) (2 points) **TRUE** or **FALSE**: Bottom-Up Dynamic Programming can be parallel, whereas the Top-Down version as described in class (ie, purely functional) is always sequential.

(g) (2 points) **TRUE** or **FALSE**: The height of any treap is $O(\log n)$.

(h) (2 points) **TRUE** or **FALSE**: It is possible to write insert for treaps that uses the split operation but not the join operation.

(i) (2 points) **TRUE** or **FALSE**: Dijkstra's algorithm always terminates even if the input graph contains negative edge weights.

(j) (2 points) **TRUE** or **FALSE**: A $\Theta(n^2)$-work algorithm always takes longer to run than a $\Theta(n \log n)$-work algorithm.

(k) (2 points) **TRUE** or **FALSE**: We can improve the work efficiency of a parallel algorithm by using granularity control.

(l) (2 points) **TRUE** or **FALSE**: We can measure the work efficiency of a parallel algorithm by measuring the running time (work) of the algorithm on a single core, divided by the running time (work) of the sequential elision of the algorithm.

(m) (2 points) **TRUE** or **FALSE**: Some atomic read-modify-write operations such as compare-and-swap suffer from the ABA problem.

(n) (2 points) **TRUE** or **FALSE**: Race conditions are just when two concurrent threads write to the same location.

(o) (2 points) **TRUE** or **FALSE**: In a greedy scheduler a processor cannot sit idle if there is work to do.

Question 2: Costs (12 points)

(a) (6 points) Give tight assymptotic bounds (Θ) for the following recurrence using the tree method. Show your work.

$$W(n) = 2W(n/2) + n \log n$$

(b) (6 points) Check the appropriate column for each row in the following table:

	root dominated	leaf dominated	balanced
$W(n) = 2W(n/2) + n^{1.5}$			
$W(n) = \sqrt{n}W(\sqrt{n}) + \sqrt{n}$			
$W(n) = 8W(n/2) + n^2$			

Question 3: Short Answers (26 points)

Answer each of the following questions in the spaces provided.

(a) (3 points) What simple formula defines the parallelism of an algorithm (in terms of work and span)?

(b) (3 points) Name two algorithms we covered in this course that use the greedy method.

(c) (3 points) Given a sequence of key-value pairs A, what does the following code do?

```
Table.map Seq.length (Table.collect A)
```

(d) (5 points) Consider an undirected graph G with unique positive weights. Suppose it has a minimum spanning tree T. If we square all the edge weights and compute the MST again, do we still get the same tree structure? Explain briefly.

(e) (3 points) What asymptotically efficient parallel algorithm/technique can one use to count the number of trees in a forest (tree and forest have their graph-theoretical meaning)? *(Hint: the ancient saying of "can't see forest from the trees" may or may not be of help.)* Give the work and span for your proposed algorithm.

(f) (3 points) What are the two ordering invariants of a Treap? (Describe them briefly.)

(g) (6 points) Is it the case that in a leftist heap the left subtree of a node is always larger than the right subtree. If so, argue why (briefly). If not, give an example.

Question 4: Slightly Longer Answers (20 points)

(a) (6 points) Certain locations on a straight pathway recently built for robotics research have to be covered with a special surface, so CMU hires a contractor who can build arbitrary length segments to cover these locations (a location is covered if there is a segment covering it). The segment between a and b (inclusive) costs $(b-a)^2 + k$, where k is a non-negative constant. Let $k \geq 0$ and $X = \langle x_0, \ldots, x_{n-1} \rangle$, $x_i \in \mathbb{R}_+$, be a sequence of locations that have to be covered. Give an $O(n^2)$-work dynamic programming solution to find the cheapest cost of covering these points (all given locations must be covered). Be sure to specify a recursive solution, identify sharing, and describe the **work** and **span** in terms of the DAG.

(b) (7 points) Here is a slightly modified version of the algorithm given in class for finding the optimal binary search tree (OBST):

function `OBST` (A) $=$
let
  function `OBST'` (S, d) $=$
    if $|S| = 0$ **then** 0
    else $min_{i \in \langle 1, \ldots, |S| \rangle >}($`OBST'`$(S_{1,i-1}, d+1) + d \times p(S_i) +$ `OBST'`$(S_{i+1,|S|}, d+1))$
in
  `OBST'`$(A, 1)$
end

Recall that $S_{i,j}$ is the subsequence $\langle S_i, S_{i+1}, \ldots, S_j \rangle$ of S. For $|A| = n$, place an asymptotic upper bound on the number of distinct arguments $\texttt{OBST}'$ will have (a tighter bound will get more credit).

(c) (7 points) Given n line segments in 2 dimensions, the 3-intersection problem is to determine if any three of them intersect at the same point. Explain how to do this in $O(n^2)$ work and $O(\log^2 n)$ span. You can assume the lines are given with integer endpoints (i.e. you can do exact arithmetic and not worry about roundoff errors).

Question 5: Neighborhoods (20 points)

Suppose that you are given a weighted, directed graph G representing the road network in a city. Your mission is to develop a "walking paths" algorithm that may not always return the shortest paths but will return a path between two points of interest that is enjoyable to walk. To this end, suppose that the graph G is labeled with its neighborhood. For example, a vertex representing the Gates building may have an "oakland" label.

In G, a *walking path* from a source in a neighborhood to another vertex in the same neighborhood is defined as the shortest path that never leaves that neighborhood—all the vertices on the shortest path are in the neighborhood.

Throughout assume that G contain no negative edges. Use n for the number of vertices in the graph and m for the number of edges.

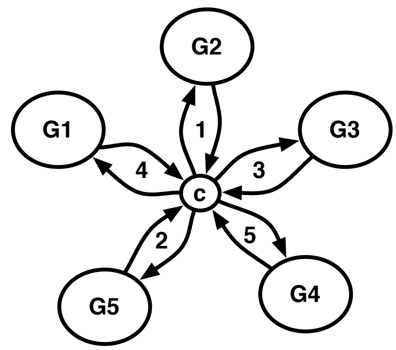
(a) (5 points) Describe how to modify Dijkstra's algorithm so that it calculates in H walking paths from a source to all the other vertices in the same neighborhood.

(b) (5 points) What is the work and span of your algorithm? Give a tight bound. Define any extra variables that you may use, if any.

$Work =$ ____________________

$Span =$ ____________________

(c) For this part, assume that you live in a city that is planned to be walkable. Specifically, the city consists of a single center vertex c with k outgoing edges/streets each of which connects with one of k neighborhoods with $n_1 \ldots n_k$ vertices and $m_1 \ldots m_k$ edges respectively. Furthermore, you can walk on a street in either direction, i.e., each edge has a corresponding reverse edge with the same weight. The graph below illustrates an example with $k = 5$, where $G_1 \ldots G_k$ represents the neighborhoods.



Give a parallel algorithm for the SSSP (single-source shortest paths) problem that given a source s finds the shortest paths to all vertices in the graph. Your algorithm should take advantage of the special topology of your city.

You are not allowed to use Bellman-Ford because it will likely perform too much work and it still has a relatively large span.

i. (5 points) Describe your algorithm. Let G_s denote the neighborhood for the source s.

ii. (5 points) What is the work and span of your algorithm

$Work =$ ____________________

$Span =$ ____________________

Question 6: Median ADT (12 points)

The *median* of a set C, denoted by `median`(C), is the value of the $\lceil n/2 \rceil$-th smallest element (counting from 1). For example,

$$\texttt{median}(\{1,3,5,7\}) = 3$$
$$\texttt{median}(\{4,2,9\}) = 4$$

In this problem, you will implement an abstract data type `medianT` that maintains a collection of integers (possibly with duplicates) and supports the following operations:

`insert`(C, v)	:	`medianT` $\times$ `int` $\rightarrow$ `medianT`	add the integer v to C.
`median`(C)	:	`medianT` $\rightarrow$ `int`	return the median value of C.
`fromSeq`(S)	:	`int Seq.t` $\rightarrow$ `medianT`	create a `medianT` from S.

Throughout this problem, let n denote the size of the collection at the time, i.e., $n = |C|$.

(a) (5 points) Describe how you would implement the `medianT` ADT using (balanced) binary search trees so that `insert` and `median` take $O(\log n)$ work and span.

(b) (7 points) Using some other data structure, describe how to improve the work to $O(\log n)$, $O(1)$ and $O(|S|)$ for the three operations respectively. The `fromSeq S` function needs to run in $O(\log^2 |S|)$ expected span and the work can be expected case. *(Hint: think about maintaining the median, the elements less than the median, and the elements greater than the median separately.)*

Question 7: Geometric Coverage (12 points)

For points $p_1, p_2 \in \mathbb{R}^2$, we say that $p_1 = (x_1, y_1)$ *covers* $p_2 = (x_2, y_2)$ if $x_1 \geq x_2$ and $y_1 \geq y_2$. Given a set $S \subseteq \mathbb{R}^2$, the *geometric cover number* of a point $q \in \mathbb{R}^2$ is the number of points in S that q covers. Notice that by definition, every point covers itself, so its cover number must be at least 1.

In this problem, we'll compute the geometric cover number for every point in a given sequence. More precisely:

> **Input:** a sequence $S = \langle s_1, \ldots, s_n \rangle$, where each $s_i \in \mathbb{R}^2$ is a 2-d point.
>
> **Output:** a sequence of pairs each consististing of a point and its cover number. Each point must appear exactly once, but the points can be in any order.

Assume that we use the `ArraySequence` implementation for sequences.

(a) (4 points) Develop a brute-force solution `gcnBasic` (in pseudocode or Standard ML). Despite being a brute-force solution, your solution should not do more work than $O(n^2)$.

(b) (4 points) In words, outline an algorithm `gcnImproved` that has $O(n \log n)$ work. You may assume an implementation of `OrderedTable` in which `split`, `join`, and `insert` have $O(\log n)$ cost (i.e., work and span), and `size` and `empty` have $O(1)$ cost.

(c) (4 points) Show that the work bound cannot be further improved by giving a lower bound for the problem.

Question 8: Swap with Compare-and-Swap (20 points)

(a) (10 points) Write a function `swap` that takes two memory locations la and lb and atomically swaps their values using compare-and-swap. Recall that compare-and-swap takes a memory location ℓ, an old value v, and a new value w and atomically replaces the contents of ℓ with w if the contents of ℓ is equal to v.

```
long lock = 0;

function swap-with-cas (la: long, lb: long) =
```

(b) (10 points) Does your algorithm suffer from the ABA problem? If so, explain how it does, and whether the problem affects the correctness of your algorithm. If so, then can you describe briefly a way to fix the problem (no pseudo-code needed)?

Appendix: Library Functions

```
signature SEQUENCE =
sig
  type 'a t
  type 'a seq = 'a t
  type 'a ord = 'a * 'a -> order
  datatype 'a listview = NIL | CONS of 'a * 'a seq
  datatype 'a treeview = EMPTY | ONE of 'a | PAIR of 'a seq * 'a seq

  exception Range
  exception Size

  val nth : 'a seq -> int -> 'a
  val length : 'a seq -> int
  val toList : 'a seq -> 'a list
  val toString : ('a -> string) -> 'a seq -> string
  val equal : ('a * 'a -> bool) -> 'a seq * 'a seq -> bool

  val empty : unit -> 'a seq
  val singleton : 'a -> 'a seq
  val tabulate : (int -> 'a) -> int -> 'a seq
  val fromList : 'a list -> 'a seq

  val rev : 'a seq -> 'a seq
  val append : 'a seq * 'a seq -> 'a seq
  val flatten : 'a seq seq -> 'a seq

  val filter : ('a -> bool) -> 'a seq -> 'a seq
  val map : ('a -> 'b) -> 'a seq -> 'b seq
  val zip : 'a seq * 'b seq -> ('a * 'b) seq
  val zipWith : ('a * 'b -> 'c) -> 'a seq * 'b seq -> 'c seq

  val enum : 'a seq -> (int * 'a) seq
  val filterIdx : (int * 'a -> bool) -> 'a seq -> 'a seq
  val mapIdx : (int * 'a -> 'b) -> 'a seq -> 'b seq
  val update : 'a seq * (int * 'a) -> 'a seq
  val inject : 'a seq * (int * 'a) seq -> 'a seq

  val subseq : 'a seq -> int * int -> 'a seq
  val take : 'a seq -> int -> 'a seq
  val drop : 'a seq -> int -> 'a seq
  val splitHead : 'a seq -> 'a listview
  val splitMid : 'a seq -> 'a treeview



  val iterate : ('b * 'a -> 'b) -> 'b -> 'a seq -> 'b
  val iteratePrefixes : ('b * 'a -> 'b) -> 'b -> 'a seq -> 'b seq * 'b
  val iteratePrefixesIncl : ('b * 'a -> 'b) -> 'b -> 'a seq -> 'b seq
  val reduce : ('a * 'a -> 'a) -> 'a -> 'a seq -> 'a
  val scan : ('a * 'a -> 'a) -> 'a -> 'a seq -> 'a seq * 'a
  val scanIncl : ('a * 'a -> 'a) -> 'a -> 'a seq -> 'a seq

  val sort : 'a ord -> 'a seq -> 'a seq
  val merge : 'a ord -> 'a seq * 'a seq -> 'a seq
  val collect : 'a ord -> ('a * 'b) seq -> ('a * 'b seq) seq
```

```
  val collate : 'a ord -> 'a seq ord
  val argmax : 'a ord -> 'a seq -> int

  val $ : 'a -> 'a seq
  val % : 'a list -> 'a seq
end
```

ArraySequence	Work	Span

`empty ()`
`singleton a`
`length s`
`nth s i`
`subseq s (i, len)`
	$O(1)$	$O(1)$

`tabulate f n`
if $f(i)$ has W_i work and S_i span
`map f s`
if $f(s[i])$ has W_i work and S_i span, and $\|s\| = n$
`zipWith f (s, t)`
if $f(s[i], t[i])$ has W_i work and S_i span, and $\min(\|s\|, \|t\|) = n$
	$O\left(\sum_{i=0}^{n-1} W_i\right)$	$O\left(\max_{i=0}^{n-1} S_i\right)$

`reduce f b s`
if `f` does constant work and $\|s\| = n$
`scan f b s`
if `f` does constant work and $\|s\| = n$
`filter p s`
if `p` does constant work and $\|s\| = n$
	$O(n)$	$O(\lg n)$

`flatten s`	$O\left(\sum_{i=0}^{n-1} \left(1 + \|s[i]\|\right)\right)$	$O(\lg \|s\|)$
`sort cmp s` if `cmp` does constant work and $\|s\| = n$	$O(n \lg n)$	$O(\lg^2 n)$
`merge cmp (s, t)` if `cmp` does constant work, $\|s\| = n$, and $\|t\| = m$	$O(m + n)$	$O(\lg(m + n))$
`append (s,t)` if $\|s\| = n$, and $\|t\| = m$	$O(m + n)$	$O(1)$

```
signature TABLE =
sig
  structure Key : EQKEY
  structure Seq : SEQUENCE

  type 'a t
  type 'a table = 'a t

  structure Set : SET where Key = Key and Seq = Seq

  val size : 'a table -> int
  val domain : 'a table -> Set.t
  val range : 'a table -> 'a Seq.t
  val toString : ('a -> string) -> 'a table -> string
  val toSeq : 'a table -> (Key.t * 'a) Seq.t

  val find : 'a table -> Key.t -> 'a option
  val insert : 'a table * (Key.t * 'a) -> 'a table
  val insertWith : ('a * 'a -> 'a) -> 'a table * (Key.t * 'a) -> 'a table
  val delete : 'a table * Key.t -> 'a table

  val empty : unit -> 'a table
  val singleton : Key.t * 'a -> 'a table
  val tabulate : (Key.t -> 'a) -> Set.t -> 'a table
  val collect : (Key.t * 'a) Seq.t -> 'a Seq.t table
  val fromSeq : (Key.t * 'a) Seq.t -> 'a table

  val map : ('a -> 'b) -> 'a table -> 'b table
  val mapKey : (Key.t * 'a -> 'b) -> 'a table -> 'b table
  val filter : ('a -> bool) -> 'a table -> 'a table
  val filterKey : (Key.t * 'a -> bool) -> 'a table -> 'a table

  val reduce : ('a * 'a -> 'a) -> 'a -> 'a table -> 'a
  val iterate : ('b * 'a -> 'b) -> 'b -> 'a table -> 'b
  val iteratePrefixes : ('b * 'a -> 'b) -> 'b -> 'a table -> ('b table * 'b)

  val union : ('a * 'a -> 'a) -> ('a table * 'a table) -> 'a table
  val intersection : ('a * 'b -> 'c) -> ('a table * 'b table) -> 'c table
  val difference : 'a table * 'b table -> 'a table

  val restrict : 'a table * Set.t -> 'a table
  val subtract : 'a table * Set.t -> 'a table

  val $ : (Key.t * 'a) -> 'a table
end
```

```
signature SET =
sig
  structure Key : EQKEY
  structure Seq : SEQUENCE

  type t
  type set = t

  val size : set -> int
  val toString : set -> string
  val toSeq : set -> Key.t Seq.t

  val empty : unit -> set
  val singleton : Key.t -> set
  val fromSeq : Key.t Seq.t -> set

  val find : set -> Key.t -> bool
  val insert : set * Key.t -> set
  val delete : set * Key.t -> set

  val filter : (Key.t -> bool) -> set -> set

  val reduceKey : (Key.t * Key.t -> Key.t) -> Key.t -> set -> Key.t
  val iterateKey : ('a * Key.t -> 'a) -> 'a -> set -> 'a

  val union : set * set -> set
  val intersection : set * set -> set
  val difference : set * set -> set

  val $ : Key.t -> set
end
```

MkTreapTable	Work	Span
`size` T	$O(1)$	$O(1)$
`filter` f T `map` f T	$\sum_{(k \mapsto v) \in T} W(f(v))$	$\lg \lvert T \rvert + \max_{(k \mapsto v) \in T} S(f(v))$
`tabulate` f X	$\sum_{k \in X} W(f(k))$	$\max_{k \in X} S(f(k))$
`reduce` f b T if f does constant work	$O(\lvert T \rvert)$	$O(\lg \lvert T \rvert)$
`insertWith` f $(T,(k,v))$ if f does constant work `find` T k `delete` (T,k)	$O(\lg \lvert T \rvert)$	$O(\lg \lvert T \rvert)$
`domain` T `range` T `toSeq` T	$O(\lvert T \rvert)$	$O(\lg \lvert T \rvert)$
`collect` S `fromSeq` S	$O(\lvert S \rvert \lg \lvert S \rvert)$	$O(\lg^2 \lvert S \rvert)$

For each argument pair (A, B) below, let $n = \max(|A|, |B|)$ and $m = \min(|A|, |B|)$.

MkTreapTable	Work	Span
`union` f (X,Y) `intersection` f (X,Y) `difference` (X,Y) `restrict` (T,X) `subtract` (T,X)	$O\big(m \lg(\frac{n+m}{m})\big)$	$O\big(\lg(n+m)\big)$