

1 Practice Problems (Not to be handed in)

1. Problems (Chapter 0) 0.1, 0.2, 0.3

2 Homework Problems (To be handed in)

1. Programming Contest Problems

Barry's Game You can find the problem statement from www.cs.sfu.ca/~binay/2019/cmpt307/BarrysGame.pdf.

Let $(red\#, green\#, black\#)$ represent the input to the problem. In the class we have shown that Barry always wins when the input is of the type $(n, n, *)$, $(n, *, n)$ or $(*, n, n)$ where $*$ indicates any number. This is not sufficient (thanks to a student in the class). Note that Barry will win for inputs $(1, 4, *)$, $(7, 40, *)$, or $(123, 12, *)$. Determine the general input type where Barry always wins.

Star Crossed You can find the problem statement from www.cs.sfu.ca/~binay/2019/cmpt307/StarCrossed.

Write an algorithm to solve the Star-Crossed problem. You must analyze the worst case step count of the most dominant steps of the algorithm. What is the space complexity?

2. An n -degree polynomial $p(x)$ is an equation of the form

$$p(x) = \sum_{i=0}^n a_i x^i,$$

where x is a real number and each a_i is a constant.

- (a) Describe a simple $O(n^2)$ time method to compute $p(x)$ for a given x .
- (b) $p(x)$ can be rewritten as (**Horner's method**)

$$p(x) = a_0 + x(a_1 + x(a_2 + x(a_3 + \dots + x(a_{n-1} + x(a_n)) \dots))).$$

For a given x , now what is the cost of evaluating $p(x)$? How many multiplications and additions are needed?

3. Problem 0.4 of the text.