Section Handout 4

Problem One: CHeMoWIZrDy

Some words in the English language can be spelled out using just element symbols from the Periodic Table. For example, “began” can be spelled out as BeGaN (beryllium, gallium, nitrogen), and “feline” can be spelled out as FeLiNe (iron, lithium, neon). Not all words have this property, though; the word “interesting” cannot be made out of element letters, nor can the word “chemistry” (though, interestingly, the word “physics” can be made as PHYSICS (phosphorous, hydrogen, yttrium, sulfur, iodine, carbon, sulfur).

Write a function

```cpp
bool isElementSpellable(const string& text, const Set<string>& symbols);
```

that accepts as input a string and a Set<string> containing all element symbols (stored with the proper capitalization), then returns whether that string can be written using only element symbols. Once you’ve gotten that function working, modify the function so that it has this signature:

```cpp
bool isElementSpellable(const string& text, const Set<string>& symbols, string& result);
```

This function should behave as before, except that if it turns out that it is possible to spell the input string just using element symbols, the variable result is overwritten with one possible way of doing so.

Here’s a final variation to consider. As mentioned above, not all strings can be written using element symbols. The title of this problem is supposed to be “Chemowizardry,” but that just isn’t quite spellable using element symbols, so we compromised on “Chemowizrdy,” cutting out two letters. Write a function

```cpp
string closestApproximationTo(const string& text, const Set<string>& symbols);
```

that takes as input a string, then returns the longest subsequence of the input string that can be spelled out using element symbols, capitalized appropriately. For example, given the input “Chemowizardry,” the function should return “CheMoWIZrDy.” Finally, investigate whether it would be a good idea to memoize the recursive function you just wrote and, if so, update it to memoize its answers.

Problem Two: Barnstorming Brainstorming

Let’s imagine that you’re campaigning for office and it’s down to the very last week before the election. A last-minute tour of swing states/districts/areas can have a huge impact on your final vote totals, so you decide to see whether it’s possible to visit all of them in a short amount of time. As a simplifying assumption for this problem, let’s assume that each of your campaign stops is represented as a GPoint and that the travel time between two points is equal to their Euclidean (straight line) distance. Write a function

```cpp
bool canVisitAllSites(const Vector<GPoint>& sites, double travelTimeAvailable);
```

that takes as input a list of all the sites you’d like to visit and an amount of free time available to you and returns whether it’s possible to visit all those sites in the allotted time (assume you’ve already factored in the cost of speaking at each site and that you’re just concerned about the travel time.) You can start wherever you’d like. Once you’ve gotten that working, update your function so that it has this signature:

```cpp
bool canVisitAllSites(const Vector<GPoint>& sites, double travelTimeAvailable, Vector<GPoint>& result);
```

This function works as before, except that if it’s possible to visit all the sites, it fills in the parameter result with the list of the cities in the order you should visit them. Then think about whether memoization would be appropriate here and, if so, update your code to use it.
Problem Three: Pattern Matching

One of the concepts you'll probably run into if you continue on as a programmer (or take CS103!) is the **regular expression**, a way of representing a pattern to match as a string. Regular expressions make it easy to write code to search for complicated patterns in text and break them apart, and a lot of our starter files include them to parse test case files. This problem addresses a simplified version of regular expression matching.

Let's imagine that you have a **pattern string** that consists of letters, plus the special characters star (*), dot (.), and question-mark (?). The star symbol means “any string of zero or more characters,” the dot means “any individual character,” and the question-mark means “zero or one character.” Here are some examples:

- The pattern `a*` means “match the letter `a`, then match any number of characters,” so it essentially means “match anything beginning with an `a`.” As a result, `a*` would match apple, apply, and apoplexy, but not Amicus (it's case-sensitive), banana (contains an a, but doesn't start with one), or moose (which isn't even close).
- The pattern `*a*` means “match any number of characters, then an `a`, then any number of characters,” so it essentially means “match any string containing an `a`.” Therefore, the pattern `*a*` would match ramadan, diwali, shavuot, and advent but not the strings eid, sukkoat, lent, or holi.
- The pattern `th...` means “match `th`, then match any three characters,” so it matches five-letter words starting with `th`. For example, this would match there and third, but not the or other.
- The pattern `colo?r` means “match `colo`, then optionally match another character, then match `r`,” so it would match color and colour (as well as color), but not colors or colours.

Your task is to write a function

```cpp
bool matches(const string& text, const string& pattern);
```

that takes as input a string and a pattern, then returns whether that string matches the pattern.

Once you're done, ask yourself whether memoization would make this function any faster, and, if so, update this function to use memoization.
Problem Four: Advocating for Exponents

Below is a simple function that computes the value of \( m^n \) when \( n \) is a nonnegative integer:

```c
int raiseToPower(int m, int n) {
    int result = 1;
    for (int i = 0; i < n; i++) {
        result *= m;
    }
    return result;
}
```

i. What is the big-O complexity of the above function, written in terms of \( m \) and \( n \)? You can assume that it takes time \( O(1) \) to multiply two numbers.

ii. If it takes 1\( \mu \)s to compute \( \text{raiseToPower}(100, 100) \), approximately how long will it take to compute \( \text{raiseToPower}(200, 10000) \)?

Below is a recursive function that computes the value of \( m^n \) when \( n \) is a nonnegative integer:

```c
int raiseToPower(int m, int n) {
    if (n == 0) return 1;
    return m * raiseToPower(m, n - 1);
}
```

iii. What is the big-O complexity of the above function, written in terms of \( m \) and \( n \)? You can assume that it takes time \( O(1) \) to multiply two numbers.

iv. If it takes 1\( \mu \)s to compute \( \text{raiseToPower}(100, 100) \), approximately how long will it take to compute \( \text{raiseToPower}(200, 10000) \)?

Here’s an alternative recursive function for computing \( m^n \) that uses a technique called exponentiation by squaring. The idea is to modify the recursive step as follows.

- If \( n \) is an even number, then we can write as \( n = 2k \). Then \( m^n = m^k \cdot m^k \).
- If \( n \) is an odd number, then we can write \( n = 2k + 1 \). Then \( m^n = m^k \cdot m \cdot (m^k)^2 \).

Based on this observation, we can write this recursive function:

```c
int raiseToPower(int m, int n) {
    if (n == 0) {
        return 1;
    } else if (n % 2 == 0) {
        int halfPower = raiseToPower(m, n / 2);
        return halfPower * halfPower;
    } else {
        int halfPower = raiseToPower(m, n / 2);
        return m * halfPower * halfPower;
    }
}
```

v. What is the big-O complexity of the above function, written in terms of \( m \) and \( n \)? You can assume that it takes time \( O(1) \) to multiply two numbers.

vi. If it takes 1\( \mu \)s to compute \( \text{raiseToPower}(100, 100) \), approximately how long will it take to compute \( \text{raiseToPower}(200, 10000) \)?
**Problem Five: Revisiting Reversals**

In one of our earlier lectures, we wrote this function to reverse a string:

```cpp
string reverseOf(string str) {
    if (str == "") {
        return str;
    } else {
        return reverseOf(str.substr(1)) + str[0];
    }
}
```

Let \( n \) be the length of the input string. What is the big-O complexity of the above function? You may find the following facts useful:

1. The runtime of the \( \text{string::substr} \) function is \( O(k) \), where \( k \) is the length of the string returned.
2. The runtime of concatenating two strings is \( O(k) \), where \( k \) is the length of the string returned.
3. The runtime of comparing two strings is \( O(k) \), where \( k \) is the length of the shorter of the two strings being compared.
4. The runtime of making a copy of a string is \( O(k) \), where \( k \) is the length of the string.
5. The runtime of choosing a single character out of a string is \( O(1) \).

Now, let’s suppose you change that function so that it takes its argument by \texttt{const} reference, as shown here:

```cpp
string reverseOf(const string& str) {
    if (str == "") {
        return str;
    } else {
        return reverseOf(str.substr(1)) + str[0];
    }
}
```

Now, what’s the big-O time complexity of this function? Do you think it would be faster than before?

Here’s a completely different way of reversing a string:

```cpp
string reverseOf(const string& str) {
    if (str.length() <= 1) {
        return str;
    } else {
        return reverseOf(str.substr(str.length() / 2)) + reverseOf(str.substr(0, str.length() / 2));
    }
}
```

Talk with your fellow sectionees about how this function works. What does it do? Why is it correct? Then, once you’ve got that sorted out, think about how efficient it is. What’s the big-O time complexity of this function, assuming that \( \text{string::length} \) runs in time \( O(1) \)?
Problem Six: Cell Towers Revisited

In one of our earlier lectures, we considered the following problem. You're given a list of cities along a highway and the populations of each of those cities. You'd like to build cell towers to provide coverage to as many of those cities as possible, but there's a catch: if you build a cell tower in one city, you can't build a cell tower in any city adjacent to it. Given this restriction, what's the greatest number of people you can provide coverage to? Here's the code that we wrote from Way Back When:

```cpp
/**
 * Given a Vector<int>, returns a new Vector formed by removing the first element
 * of that Vector.
 *
 * @param v The input vector
 * @return A vector formed by dropping the first element
 */
Vector<int> tailOf(Vector<int> v) {
    v.remove(0);
    return v;
}

/**
 * Given a list of populations of cities on a linear highway, returns the maximum
 * number of people you can cover with cell service, subject to the restriction
 * that you can't build cell towers in two adjacent cities.
 *
 * @param populations The populations of the cities on the highway.
 * @return The maximum number of people you can cover.
 */
int bestCoverageFor(const Vector<int>& populations) {
    /* Base case 1: If there are no cities, you can't cover anyone! */
    if (populations.size() == 0) {
        return 0;
    }
    /* Base case 2: If there's one city, cover it! */
    else if (populations.size() == 1) {
        return populations[0];
    }
    /* Recursive step. */
    else {
        Vector<int> allButFirst    = tailOf(populations);
        Vector<int> allButFirstTwo = tailOf(allButFirst);

        /* Option 1: Cover the first city. Then you can't cover the second city,
         * and should do whatever you can to maximize the remaining cities.
         */
        int withFirst    = populations[0] + bestCoverageFor(allButFirstTwo);

        /* Option 2: Skip the first city. Then maximize everything that's left. */
        int withoutFirst = bestCoverageFor(allButFirst);

        /* Take the better of the two options! */
        return max(withFirst, withoutFirst);
    }
}
```

There are some questions to ponder on the next page.
To start things off, using your knowledge of exhaustive recursion and recursive backtracking, discuss in a group how this function works. Does it make a bit more sense now?

Right now, this function makes a *lot* of copies of vectors due to the use of the `tailOf` function. However, all of those vectors are just suffixes of the original vector given as input. As a result, it’s possible to re-write this function to have this signature:

```cpp
int bestCoverageFor(const Vector<int>& populations, int index);
```

This function should return the best coverage you could provide to people in the given towns *at or after the specified index*. Rewrite this function so that it has this signature and never makes any calls to `tailOf`.

Next, discuss whether this function would be amenable to memoization. Would that help at all? If so, re-write it to use memoization. If not, explain why not.

Finally, talk about the efficiency of the solution you ended up with from a big-O perspective. For reference, the code presented on the previous page runs in time $O(n \cdot \varphi^n)$, where $\varphi$ is the *golden ratio*, roughly 1.61.