CS41 Homework 1

This homework is due at 11:59PM on Sunday, September 13. Write your solution using IATEX. Submit this homework using **github**. This is an individual homework. It's ok to discuss approaches at a high level. In fact, we encourage you to discuss general strategies. However, you should not reveal specific details of a solution, nor should you show your written solution to anyone else. The only exception to this rule is work you've done with a lab partner *while in lab*. In this case, note (in your **README file**) who you've worked with and what parts were solved during lab.

The main **learning goals** of this lab are to (i) familiarize you with the tools we'll use for remote instruction, especially IAT_{EX} , (ii) review git and make sure you know how to grab/handin homeworks using git, and (iii) begin to formalize and analyze algorithms.

1. Slack and Piazza.

- (a) Log onto slack, go to the #movies channel, and say what your favorite movie is.
- (b) Log onto Piazza and either ask a question, or respond to an existing post. Don't feel like your question/post has to be about computer science! The goal is just to make sure you're comfortable using Piazza.
- 2. Algorithm Analysis. Consider the following algorithm for the Hiking Problem.

HIKING()

- $1 \ k = 1.$
- 2 while you haven't arrived at your friend:
- 3 hike k miles north
- 4 return to start
- 5 hike k miles south
- 6 return to start
- 7 k = 7k.

Describe the distance traveled in HIKING as a function of the initial distance from your friend in the worst case. Express your answer in big-Oh notation. How does this algorithm compare to the algorithms we saw in class and lab?

3. Algorithm Design. Choose a problem you encounter in everyday life (e.g. how to get from your dorm room to Sharples by 8:30AM, or how to get into college) and describe an algorithm for solving that problem.

Be as specific and descriptive as you can.

- 4. (extra challenge problem) We discussed in lab a reason why m is a lower bound for the Hiking Problem. Show that 3m is a lower bound for the Hiking Problem.
- 5. (extra challenge problem) In lab we argued that updating $k \leftarrow 2k$ is more efficient than $k \leftarrow k + 1$. However, why stop there? Would it be more efficient to increase k even more rapidly? Consider the following algorithm for the Hiking Problem.

EXTREMEHIKING()

 $1 \ k = 1.$

2 while you haven't arrived at your friend:

- 3 hike k miles north
- 4 return to start
- 5 hike k miles south
- 6 return to start
- $7 k = k^2.$

Again, describe the distance traveled in HIKING as a function of the initial distance from your friend in the worst case. Express your answer in big-Oh notation. How does this algorithm compare to the algorithms we saw in class?