Name:
Matriculation Number:

# Final Exam <br> General CS (320101) 

December 12., 2015

## You have two hours(sharp) for the test;

Write the solutions to the sheet.
The estimated time for solving this exam is 110 minutes, leaving you 10 minutes for revising your exam.

You can reach 110 points if you solve all problems. You will only need 100 points for a perfect score, i.e. 10 points are bonus points.

Different problems test different skills and knowledge, so do not get stuck on one problem.

|  | To be used for grading, do not write here |  |  |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| prob. | 1.1 | 2.1 | 3.1 | 3.2 | 4.1 | 4.2 | 5.1 | 6.1 | 7.1 | 7.2 | 8.1 | 8.2 | Sum | grade |
| total | 5 | 10 | 8 | 5 | 15 | 10 | 15 | 10 | 6 | 8 | 8 | 10 | 110 |  |
| reached |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

Please consider the following rules; otherwise you may lose points:

- "Prove or refute" means: If you think that the statement is correct, give a formal proof. If not, give a counter-example that makes it fail.
- Always justify your statements. Unless you are explicitly allowed to, do not just answer "yes" or "no", but instead prove your statement or refer to an appropriate definition or theorem from the lecture.
- If you write program code, give comments!


## 1 Easy Points

## Problem 1.1 (Greek Letters)

Fill in the blanks in the following table of Greek letters. Note that capitalized names denote capital Greek letters.

| Symbol |  | $\Xi$ | $\eta$ |  |  | $\Lambda$ |  | $\omega$ | $I$ |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Name | delta |  |  | sigma | Psi |  | Omega |  | chi |  |

## Solution:

| Symbol | $\delta$ | $\Xi$ | $\eta$ | $\sigma$ | $\Psi$ | $\Lambda$ | $\Omega$ | $\omega$ | $I$ | $\chi$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Name | delta | Xi | eta | sigma | Psi | Lambda | Omega | omega | Iota | chi |

## 2 Induction

## Problem 2.1 (Proof by Induction)

Consider the following recursively defined function:

- $F(0)=0$
- $F(1)=1$
- $F(n)=F(n-1)+F(n-2)$ for all $n \geq 2$.

Prove by induction or refute that

$$
F(n) \leq\left(\frac{1+\sqrt{5}}{2}\right)^{n}
$$

Hint:

$$
\frac{1+\sqrt{5}}{2}+1=\frac{3+\sqrt{5}}{2}=\frac{1+2 \sqrt{5}+5}{4}=\left(\frac{1+\sqrt{5}}{2}\right)^{2}
$$

## 3 Relations and Functions

Problem 3.1 (Relation Properties)
Let $A:=\{7,21,14,3\}$, consider the following relations on $A$ :

8pt
10 min

- $R_{2}:=\{(21,3),(7,3),(21,21),(7,7),(7,14),(3,3),(14,14)\}$
- $R_{3}:=\{(7,7),(21,21),(3,3),(14,14)\}$

1. Which of the relations are reflexive, symmetric and transitive?
2. Are $R_{1}, R_{2}$ and $R_{3}$ functions?
3. Give example of a linear partial order on $A$.

Justify your answers!

## Problem 3.2 (Function Definition)

Let $A$ and $B$ be sets. State the definition of the concept of a partial function with domain $A$ and codomain $B$. Also state the definition of a total function with domain $A$ and codomain $B$.
Solution: Let $A$ and $B$ be sets, then a relation $R \subseteq A B$ is called a partial/total function, iff for each $a \in A$, there is at most/exactly one $b \in B$, such that $(a, b) \in R$.

## 4 SML

## Problem 4.1 (Substitutions)

Given the following SML datatypes
datatype BoolExp = Var of string | True | False | Not of BoolExp |
And of BoolExp*BoolExp | Or of BoolExp*BoolExp;
datatype Substitution $=$ Subst of string $*$ BoolExp;
Write an SML function substitute that takes a list of substitutions and a boolean expression and applies the substitutions to the boolean expression (in the same order as they are listed).

Example:
substitute(Subst("x1", True)::Subst("x2", Not(Var("x3")))::nil,
And( $\operatorname{Or}(\operatorname{Not}(\operatorname{Var}(" x 1 ")), \operatorname{Var}(" x 2 ")), \operatorname{Not}(\operatorname{And}(\operatorname{Var}(" x 3 "), \operatorname{Var}(" x 1 ")))))$
= And( $\operatorname{Or}(\operatorname{Not}(\operatorname{True}), \operatorname{Not}(\operatorname{Var}(" x 3 "))), \operatorname{Not}(\operatorname{And}(\operatorname{Var}(" x 3 ")$, $\operatorname{True})))$;

## Solution:

fun subst(Subst(str, expr), $\operatorname{Var}(\mathrm{v}))=$ if $\operatorname{str}=\mathrm{v}$ then expr else $\operatorname{Var}(\mathrm{v})$
subst (_, True) = True
subst(_, False) = False
$\operatorname{subst}(\mathrm{s}, \operatorname{Not}(\mathrm{a}))=\operatorname{Not}(\operatorname{subst}(\mathrm{s}, \mathrm{a}))$
subst(s, And(a, b)) $=\operatorname{And}(\operatorname{subst}(\mathrm{s}, \mathrm{a}), \operatorname{subst}(\mathrm{s}, \mathrm{b}))$
subst(s, $\operatorname{Or}(a, b))=\operatorname{Or}(\operatorname{subst}(s, a), \operatorname{subst}(s, b))$;
fun substitute(nil, expr) = expr
substitute(h::t, expr) = substitute(t, subst(h, expr));
Problem 4.2 (Duplicates)
Write an SML function that removes all duplicate elements from a list. For instance 10pt
remove_duplicates $([$ true, true, false $])=[$ true, false $] ; \quad 10 \mathrm{~min}$
remove_duplicates $([5,3,12,3,3,2])=[5,3,12,2]$;
Hint: Write a helper function that removes duplicates, but remembers what it has already found in an argument.

## Solution:

fun member( $\mathrm{a}, \mathrm{h}: \mathrm{t}$ ) $=\mathrm{a}=\mathrm{h}$ orelse member( $\mathrm{a}, \mathrm{t})$
$\mid \operatorname{member}\left(\_,\right.$nil $)=$false;
fun helper(found_already, h::t) =
if member( h , found _already) then
helper(found_already, t)
else
h::helper(h::found_already, t)
| helper(_, nil) = nil;
fun remove_duplicates $(I)=$ helper(nil, I);

## 5 Abstract Datatypes

## Problem 5.1 (Proper Binary Trees)

1. Design an abstract data type for proper binary trees storing unary natural numbers. In a proper binary tree, every node other than the leaves has exactly two children.
2. Give the representation of the binary tree on the right in your ADT.
3. A binary tree has the min-heap property if the value of each node is greater than or equal to the value of its parent. Create
 an abstract procedure that checks if a proper binary tree has the min-heap property.
Note: You may define as many helper procedures as you need.
You cannot assume that binary numbers are defined already.

## 6 Formal Languages

## Problem 6.1 (Codes)

Let $A=\{0,1,2\}$ and $B=\{0,1\}$ be alphabets.

1. Specify a prefix code $p: A \rightarrow B^{+}$
2. Apply the extension of $p$ to the string 02201.
3. Specify a character code $c: A \rightarrow B^{+}$such that
(a) $c$ is not a prefix code
(b) The extension of $c$ is a string code, i.e. it is injective.
4. Apply the extension of $c$ to the string 02201.

## 7 Boolean Algebra

Problem 7.1 (Boolean Expression)
Given the Boolean expression 6pt

$$
x_{1} *\left(x_{2}+x_{3} * x_{0}\right)+x_{1} *\left(x_{0} * x_{3}\right)
$$

1. What are the cost and depth of the expression?
2. Find an equivalent expression with smaller cost. What is the new cost?
3. Find an equivalent expression with smaller depth. What is the new depth?

## Solution:

## Problem 7.2 (QMC Algorithm)

Execute the Quine-McCluskey algorithm to get the minimum polynomial for the Boolean 8pt function given by

| $x_{1}$ | $x_{2}$ | $x_{3}$ | $x_{4}$ | $f$ |
| :---: | :---: | :---: | :---: | :---: |
| T | T | T | T | T |
| T | T | T | F | F |
| T | T | F | T | T |
| T | T | F | F | F |
| T | F | T | T | T |
| T | F | T | F | F |
| T | F | F | T | T |
| T | F | F | F | F |
| F | T | T | T | T |
| F | T | T | F | F |
| F | T | F | T | F |
| F | T | F | F | F |
| F | F | T | T | T |
| F | F | T | F | F |
| F | F | F | T | F |
| F | F | F | F | F |

## Solution:

$Q M C_{1}:$

| $x_{1}$ | $x_{2}$ | $x_{3}$ | $x_{4}$ |
| :---: | :---: | :---: | :---: |
| T | T | T | T |
| T | T | F | T |
| T | F | T | T |
| T | F | F | T |
| F | T | T | T |
| F | F | T | T |


| $x_{1}$ | $x_{2}$ | $x_{3}$ | $x_{4}$ |
| :---: | :---: | :---: | :---: |
| T | T | $X$ | T |
| T | $X$ | T | T |
| $X$ | T | T | T |
| T | $X$ | F | T |
| T | F | $X$ | T |
| $X$ | F | T | T |
| F | $X$ | T | T |


| $x_{1}$ | $x_{2}$ | $x_{3}$ | $x_{4}$ |
| :---: | :---: | :---: | :---: |
| T | $X$ | $X$ | T |
| $X$ | $X$ | T | T |

Therefore the prime implicants are $x_{1} x_{4}$ and $x_{3} x_{4}$
$Q M C_{2}$ :

|  | TTTT | TTFT | TFTT | TFFT | FTTT | FFTT |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $x_{1} x_{4}$ | T | T | T | T | F | F |
| $x_{3} x_{4}$ | T | F | T | F | T | T |

Therefore both prime implicants are essential.
Final result: $f=x_{1} x_{4}+x_{3} x_{4}$

## 8 Propositional Logic

## Problem 8.1 (Hilbert Axioms)

Proove the $K$ and $S$ axioms of the Hilbert calculus using the tableau method.
Recall the definitions of $K$ and $S$ :

1. $K:=P \Rightarrow Q \Rightarrow P$
2. $S:=(P \Rightarrow Q \Rightarrow R) \Rightarrow(P \Rightarrow Q) \Rightarrow P \Rightarrow R$

Hint: You can use the derived rules
Problem 8.2 (CopyLeft)
Briefly state the the copyleft clause in the GNU Public License or in the Creative Commons
Solution: The copyleft clause states that if a derived work of a licensed work is distributed, then it has to be licensed in exactly the same license as the licensed work.

This makes sure that anybody who wants to make a derived work of the licensed work, they have to decide whether they

- want to distribute it - then they have to license it under the copyleft, and contribute to the Open Source Domain, or
- don't, then they do not have to license it at all (but do not get the benefits of distribution/sale).

