

**Faculty of Science
Final Examination**

**Computer Science COMP-102B
*Computers and Computing***

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Associate Examiner: Prof. Joëlle Pineau

Date: April 23, 2008
Time: 9:00 – 12:00

INSTRUCTIONS:

This examination is worth 40% of your final grade.
The total of all questions is 100 points.
Each question is assigned a value found in brackets next to it.
OPEN • BOOKS • / • OPEN • NOTES
Faculty standard calculator permitted only.
This examination consists of 4 pages including title page.
This examination consists of 7 questions.

**SUGGESTION : read all the
questions and their values
before you start.**

[10%]

4) For each statement, say if it is *true* or *false*. You may provide a short explanation.

Correct = +1 pt, Incorrect = -0.5 pt, No answer = 0 pt, Minimum Total= 0 pt.

- (a) Deep Blue (IBM) is a combination of computer/program that will win at the game of chess 100% of the time.
- (b) Animation movies (Bambi, Toy Stories, Shrek, etc) usually require less space than traditional movies (Star Wars, Laurence of Arabia, Wizard of Oz, etc) in MPEG2 DVD format.
- (c) The big improvement in computer performances in the early 70's was due to miniaturization of vacuum tubes.
- (d) In JavaScript, the "+" sign is only for addition.
- (e) The technique known as "Motion Capture" in computer graphics consists of imitating human motions using AI programs that analyze pictures of moving people.
- (f) Robotic locomotion is mainly achieved through legs and wheels.
- (g) The number of **Ethernet** addresses is larger than the number of **IP** addresses.
- (h) The 7 layers of the OSI model must be strictly implemented to obtain a functional and reliable network.
- (i) The words "upload" and "download" have similar meanings to "up stream" and "down stream" if we associate the data going into a computer to the flow of a river.
- (j) For all Boolean values x, y we have, $x \oplus y = (x \wedge y) \vee (\neg x \wedge \neg y)$.

[10%]

5) Consider the following JavaScript examples

```
var variable = "top-level";
function LeftFunction() {
  var variable = "local";
  function LchildFunction() {
    print(variable);
  }
  LchildFunction();
}
LeftFunction();
```

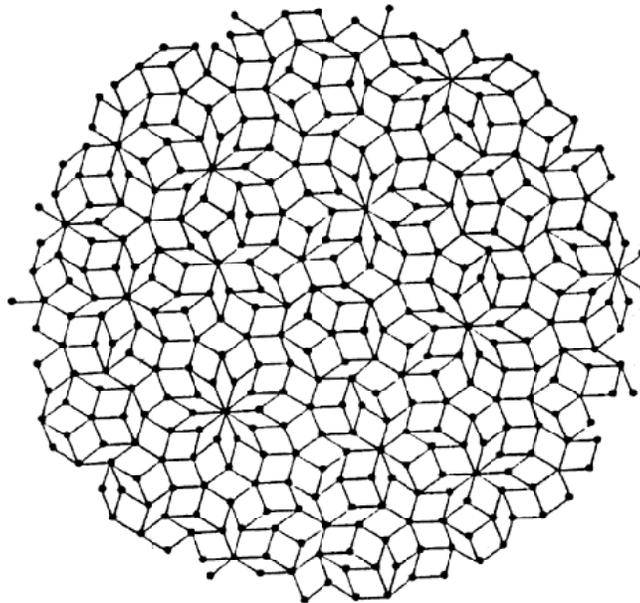
```
var variable = "top-level";
function RightFunction() {
  var variable = "local";
  function RchildFunction() {
    var variable = "inner";
    print(variable);
  }
  RchildFunction();
}
RightFunction();
```

- a) In each of these two examples above, what is going to be printed by the "print(variable)" statement?
- b) Explain the rules that define which instance of a variable is going to be used at the execution of a statement.

[10%] 6) Give an analogy between cellular DNA and a computer program. Draw as many similarities as you can. Also explain how the *interpretation* of DNA and genes differ from the formal definition of an algorithm.

[20%] 7) A **graph** is a set of vertices \mathbf{V} , together with a set of edges \mathbf{E} , made of pairs of vertices (u,v) such that $u,v \in \mathbf{V}$. We say that a graph (\mathbf{V},\mathbf{E}) is k -colorable if there exists a labeling function (attaching a color to each vertex), $\mathbf{color} : \mathbf{V} \rightarrow \{1,2,3,\dots,k\}$, such that

for all edge $(u,v) \in \mathbf{E}$ we have $\mathbf{color}(u) \neq \mathbf{color}(v)$.



Consider the above graph (vertices are dots and edges are lines).

— *Be careful, I mean the graph, not the map.* —
 — *The map is 3- and 4-colorable, while not 1- or 2-colorable.* —

- Argue that the graph is **NOT** 1-colorable.
- Argue that the graph is 4-colorable.
- Argue in favor or disfavor of the 2-colorability of this graph.
- Draw any small graph which is **NOT** 4-colorable.
Isn't this contradicting the 4-color theorem? Explain.