

Exercises

1.

	1	2	3	4	5	6
h	O	O	O	O	S	S
t	S	S	S	S	S	S

(a) Siggi makes:

$$E[] = \sum xP(x) = \frac{4}{6} \frac{1}{2} 1 + \frac{4}{6} \frac{1}{2} (-1) + \frac{2}{6} 1 = \frac{1}{3}$$

Ollie makes:

$$E[] = \sum xP(x) = \frac{4}{6} \frac{1}{2} 1 + \frac{4}{6} \frac{1}{2} (-1) + \frac{2}{6} (-1) = -\frac{1}{3}$$

(b)

$$P(\text{Siggi makes \$}) = \frac{4}{6} \frac{1}{2} + \frac{2}{6} = \frac{2}{3}$$

$$P(\text{Ollie makes \$}) = \frac{4}{6} \frac{1}{2} = \frac{1}{3}$$

(c) 0

(d)

$$P(\text{roll 1} \mid \text{Siggi makes \$}) = \frac{P(\text{roll 1} \cap \text{Siggi makes \$})}{P(\text{Siggi makes \$})} = \frac{\frac{1}{12}}{\frac{2}{3}} = \frac{1}{8}$$

2. Table:

Algorithm	Monte Carlo or Las Vegas?	Expected running time	Worst-case running time	Probability of returning a truthful toad
Algorithm 1	LV	$O(n)$	inf	1
Algorithm 2	MC	$O(n)$	$O(n)$	$\geq 1 - \frac{1}{2^{101}}$
Algorithm 3	LV	$O(n)$	$O(n^2)$	1

(a) Comment: "Choose" can be with or without replacement. Analysis for the former is simpler. The latter can be calculated from recursion. The conclusion is the same.

Algorithm 1:

Here "choose" is interpreted as "draw without replacement." Say $n=10$ with 6 trustworthy toads.

$$\begin{aligned} \text{Expected time} \propto n * & \left[\frac{6}{10} * 1 \right. \\ & \frac{4}{10} \frac{6}{9} * 2 \\ & \frac{4}{10} \frac{3}{9} \frac{6}{8} * 3 \\ & \frac{4}{10} \frac{3}{9} \frac{2}{8} \frac{6}{7} * 4 \\ & \left. \frac{4}{10} \frac{3}{9} \frac{2}{8} \frac{1}{7} \frac{6}{6} * 5 \right] \end{aligned}$$

For all n , the series in the square brackets is finite because it is smaller than $\sum i/2^i$ which is finite. Therefore $E[\text{run time}] = O(n)$.

(b) Algorithm 2:

Let L be the probability that a trustworthy toad is found in the loop.

$$L \geq \sum_{i=1}^{100} \frac{1}{2^i}$$

$$P(\text{A trustworthy toad is found})$$

$$= L + \frac{1}{2}(1 - L) = \frac{1}{2} + \frac{1}{2}L \geq \frac{1}{2} + \frac{1}{2}\left(1 - \frac{1}{2^{100}}\right) = 1 - \frac{1}{2^{101}}$$

(c) Algorithm 3: Same reasoning as algorithm 1.

3. (a) Yes. No. No. Yes.

(b) Stability. FIFO s.t. order in lower bits can be preserved when radixsort proceeds to higher order bits.

Problems

1. Find a center or a right. Use it as a pivot to partition the list. Find a right. Partition again. Each sentence above takes $O(n)$.

```
def sortFlamingos(fs):
    # fs: a list of flamingos
    def partition(f, s, e, p, cmp):
        # f: array
        # s: start index
        # e: end index
        # c: pivot index
        # cmp: compare function
        f[p], f[e] = f[e], f[p]
        j = e-1
        while s <= j:
            if cmp(f[s], f[e]) < 0:
                s += 1
            else:
                f[s], f[j] = f[j], f[s]
                j -= 1
        f[s], f[e] = f[e], f[s]

    def cmp1(f1, f2):
        # f1 and f2 are flamingos
        if isLeft(f1):
            return -1
        return 0

    def cmp2(f1, f2):
        if isCenter(f1) or isLeft(f1):
```

```

        return -1
    return 0

def findFirst(fs, fun):
    c = -1
    for i, f in enumerate(fs):
        if fun(f):
            c = i
            break
    return c

p = findFirst(fs, isRightOrCenter)
if p != -1: # has right or center
    partition(fs, 0, len(fs)-1, p, cmp1)
else: # all left
    return

p = findFirst(fs, isRight)
if p != -1: # has right
    partition(fs, 0, len(fs)-1, p, cmp2)
#else: # subarray is all center

```

2. (a) Binary search ($O(\log n)$).

```

def binsearch(fs):
    # fs is a list of flamingos, sorted
    return binsearch_helper(fs, 0, len(fs)-1)

def binsearch_helper(fs, i, j):
    if j <= i:
        if compareToStick(fs[i]) == "the same":
            return fs[i]
        else:
            return "No such flamingo"
    mid = (i & j) + ((i ^ j) >> 1) # knuth midpoint
    cmp = compareToStick(fs[mid])
    if cmp == "the same":
        return mid
    if cmp == "taller":
        return binsearch_helper(fs, i, mid-1)
    if cmp == "shorter":
        return binsearch_helper(fs, mid+1, j)

```

- (b) Each step eliminate half from consideration.

3. (a) For each k , check the number k 's in A in the same fashion of binary search. So $O(k \log n)$.

```

def checkNum(k, m, M):
    if M <= m:
        return m
    mid = (m & M) + ((m ^ M) >> 1) # knuth midpoint
    if isThereFewerks(k, mid):
        return checkNum(k, m, mid-1)

```

```

    if isThereMoreks(k, mid):
        return checkNum(k, mid+1, M)
    return mid

def probeA(n_given, k_given):
    out = []
    for k in range(1, k_given+1):
        n_left = n_given-len(out)
        ans = checkNum(k, 0, n_left)
        out += [k]*ans
    return out

```