

CSE 21 HW 4

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1. Consider the set H of all non-negative integer solutions to the equation:

$$a_1 + a_2 + a_3 + a_4 + a_5 + a_6 = 30$$

You wish to pick one of the elements of H at random and the way you decide to do it is the following: Initialize a 6-tuple to be all zeros (0,0,0,0,0,0) Roll a fair 6 sided die 30 times. For each roll that shows a 1, increment the 1st position, for each roll that shows a 2, increment the 2nd position and so on

a) What is the expected number of entries equal to zero using this sampling method?

$$X_i = \begin{cases} 1 & \text{if entry } a_i = 0. \text{ (You roll none of i)} \\ 0 & \text{else} \end{cases}$$

$$E(X) = \sum_{k=1}^6 E(X_i) \quad (1)$$

$$= \sum_{k=1}^6 p(x = r) \quad (2)$$

$$= \sum_{k=1}^6 \frac{5^{30}}{6^{30}} = 6 \cdot \frac{5^{30}}{6^{30}} \quad (3)$$

$$\approx 0.0253 \quad (4)$$

$$= 0 \quad (5)$$

Using this distribution method, you can expect 0 $a_i = 0$

b) What is the expected number of entries equal to zero using a uniform sampling method?

$$E(X) = \sum_{k=1}^6 E(X_i) \quad (6)$$

$$= \sum_{k=1}^6 \frac{\binom{30+5-1}{5-1}}{\binom{30+6-1}{6-1}} \quad (7)$$

$$= \sum_{k=1}^6 \frac{\binom{34}{4}}{\binom{35}{5}} \quad (8)$$

$$\approx 0.871 \quad (9)$$

$$= 1 \quad (10)$$

Using this distribution method, you can expect 1 $a_i = 0$

c) What is the expected number of entries equal to 1 using this sampling method?

$$X_i = \begin{cases} 1 & \text{if entry } a_i = 1. \text{ (You roll only one of i)} \\ 0 & \text{else} \end{cases}$$

$$E(X) = \sum_{k=1}^6 E(X_i) \quad (11)$$

$$= \sum_{k=1}^6 \frac{\binom{30}{1} \cdot 5^{29}}{6^{30}} \quad (12)$$

$$= 6 \cdot \frac{30 \cdot 5^{29}}{6^{30}} \quad (13)$$

$$\approx 0.152 \quad (14)$$

$$= 0 \quad (15)$$

Using this distribution method, you can expect at 0 $a_i = 1$

d) What is the expected number of entries equal to 1 using a uniform sampling method?

$$E(X) = \sum_{k=1}^6 E(X_i) \quad (16)$$

$$= \sum_{k=1}^6 \frac{\binom{30-1+5-1}{5-1}}{\binom{30+6-1}{6-1}} \quad (17)$$

$$= 6 \cdot \frac{\binom{33}{4}}{\binom{35}{5}} \quad (18)$$

$$\approx 0.756 \quad (19)$$

$$= 1 \quad (20)$$

Using this distribution method, you can expect at 1 $a_i = 1$

2. Recall MinSort and BubbleSort from class. For these problems, assume that the input is a permutation of length n of distinct integers chosen uniformly at random.

a) Use linearity of expectation to compute the expected number of swaps for MinSort on an input $(a_1 \dots a_n)$ of distinct integers chosen uniformly at random

$$X_i = \begin{cases} 1 & \text{if } a_1 \text{ is in the wrong place (a swap occurs)} \\ 0 & \text{else} \end{cases}$$

$$E(X) = \sum_{k=1}^{n-1} E(X_i) = \sum_{k=1}^{n-1} 1 - \left(\frac{1}{n-k+1}\right) \quad (21)$$

$$= \sum_{k=1}^{n-1} \left(\frac{n-k}{n-k+1}\right) \quad (22)$$

b) Use linearity of expectation to compute the expected number of swaps for BubbleSort on an input $(a_1 \dots a_n)$ of distinct integers chosen uniformly at random

$$X_i = \text{Expected number of swaps for } a_i = \sum_{j=1}^{i-1} X_j$$

$$X_j = \begin{cases} 1 & \text{if } a_j > a_i \\ 0 & \text{else} \end{cases}$$

$$E(X_i) = \sum_{j=1}^{i-1} E(X_j) = \sum_{j=1}^{i-1} \frac{n-i}{n} \quad (23)$$

$$(24)$$

$\frac{n-i}{n}$ is the probability that some a_j before a_i is great than a_i

$$E(X) = \sum_{k=1}^n E(X_i) \quad (25)$$

$$= \sum_{k=1}^n \sum_{j=1}^{k-1} \frac{n-k}{n} \quad (26)$$

$$= \sum_{k=1}^n (k-1) \left(\frac{n-k}{n} \right) \quad (27)$$

$$= \frac{-(n+1)(n+2)}{6} + \frac{(n+1)(n+1)}{2} - n \quad (28)$$

$$= \frac{1}{6}n^2 - \frac{1}{2}n + \frac{1}{3} \quad (29)$$

3. For each algorithm, compute the exact number of times the algorithm prints in terms of n and compute the runtime in terms of θ , where $n \geq 3$.

a)

$$= \sum_{i=1}^n 2i - 1 \quad (30)$$

$$= 2 \cdot \left(\sum_{i=1}^n i \right) - n \quad (31)$$

$$= n(n+1) - n \quad (32)$$

$$= n^2 \quad (33)$$

$$(34)$$

$$f(n) = \theta(n^2)$$

b) if n is even:

$$2 \sum_{i=1}^{n/2} i = n(n-1)$$

if n is odd:

$$2 \left(\sum_{i=1}^{n/2} i \right) - 1 = n(n-1) - 1$$

in both cases $f(n) = \theta(n^2)$

c)

$$= \sum_{i=1}^{n-2} \sum_{j=i+1}^{n-1} (n-j) \quad (35)$$

$$= \sum_{i=1}^{n-2} n(n-i-1) - \left(\frac{(n-1)(n)}{2} - \frac{i(i+1)}{2} \right) \quad (36)$$

$$= \sum_{i=1}^{n-2} \frac{n^2 - 2n + n}{2} - ni + \frac{1}{2}(i^2 + i) \quad (37)$$

$$= \frac{1}{6}n^3 - \frac{1}{2}n^2 + \frac{1}{3}n \quad (38)$$

$$f(n) = \theta(n^3)$$

4. Let $f: \mathbb{R} \rightarrow \mathbb{R}$ be a continuous increasing function. Then we can use a version of binary search to solve for the “root” of the function f (value x such that $f(x) = 0$.) This algorithm will take the input f , starting value n such that $0 < r < n$ where r is the root of the function and an error term E .

a) Trace through the algorithm on the input $\text{FunctionSolverp}(\ln(x) + x^2, 2, 0.03125)$.

iteration	$hi - lo > 2E$	$f(v)$	$f(v)_{-}0$	lo	hi	v
0				0	2	1
1	TRUE	1	>	0	1	0.5
2	TRUE	-0.443	<	0.5	1	0.75
3	TRUE	0.2748	>	0.5	0.75	0.625
4	TRUE	-0.07938	<	0.625	0.75	0.6875
5	TRUE	0.0979	>	0.625	0.6875	0.656250
6	FALSE					

b) if $n = 2^j$ and $E = 2^k$ for some integers k and j such that $k < j$, how many iterations does the algorithm go through and why?

For every $v > 1$, $f(v) = \ln(v) + v^2 > 0$.

Specifically, this happens when $v = 2^i$ for any $i \in \mathbb{Z}, i > 0$

This means that the lowerBound (lo), will always stay 0 (since $f(v) > 0$), and that the upperBound (hi) will be divided by 2 each iteration. Observe:

iteration	$hi - lo > 2E$	$f(v)_{-}0$	lo	hi	v
0			0	2^j	2^{j-1}
1	$2^j > 2^{k+1}$	>	0	2^{j-1}	2^{j-2}
2	$2^{j-1} > 2^{k+1}$	>	0	2^{j-2}	2^{j-3}
...					

This will end once $2^{j-n} \leq 2^{k+1}$

This happens when $n = j - k - 1$