

## ADS 2023 spring Week 3 Exercises

Exercises for Algorithms and Data Structures at ITU. The exercises are from *Algorithms, 4th Edition* by Robert Sedgewick and Kevin Wayne unless otherwise specified. Color-coding of difficulty level and alterations to the exercises (if any) are made by the teachers of the ADS course at ITU.

**1.4.5, abcd - Green** Give tilde approximations for the following quantities:

- a.  $N + 1$
- b.  $1 + 1/N$
- c.  $(1 + 1/N)(1 + 2/N)$
- d.  $2N^3 - 15N^2 + N$

**1.4.6 - Green** Give the order of growth (as a function of  $N$ ) of the running times of each of the following code fragments:

a)	<pre># Python sum = 0 n = N while n &gt; 0:     for i in range(0, n):         sum += 1     n //= 2</pre>	<pre>// Java int sum = 0; for (int n = N; n &gt; 0; n /= 2)     for (int i = 0; i &lt; n; i++)         sum++; .</pre>
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b)	<pre># Python sum = 0 i = 1 while i &lt; N:     for j in range(0, i):         sum += 1     i *= 2</pre>	<pre>// Java int sum = 0; for (int i = 1; i &lt; N; i *= 2)     for (int j = 0; j &lt; i; j++)         sum++; .</pre>
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c)	<pre># Python sum = 0 i = 1 while i &lt; N:     for j in range(0, N):         sum += 1     i *= 2</pre>	<pre>// Java int sum = 0; for (int i = 1; i &lt; N; i *= 2)     for (int j = 0; j &lt; N; j++)         sum++; .</pre>
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**1.4.10 - Green** Modify binary search so that it always returns the element with the smallest index that matches the search element (and still guarantees logarithmic running time).

**1.4.12 - Green** Design a program that, given two sorted arrays of  $N$  int values, prints all elements that appear in both arrays, in sorted order. The running time of your program should be proportional to  $N$  in the worst case.

**1.4.5, ef - Yellow** Give tilde approximations for the following quantities:

e.  $\lg(2N)/\lg N$

f.  $\lg(N^2 + 1)/\lg N$

**1.4.1 - Yellow** Show that the number of different triples that can be chosen from  $N$  items is precisely  $N(N-1)(N-2)/6$ . Hint: Use mathematical induction.

**1.4.24 - Yellow** Suppose that you have an  $N$ -story building and plenty of eggs. Suppose also that an egg is broken if it is thrown off floor  $F$  or higher, and unhurt otherwise. First, devise a strategy to determine the value of  $F$  such that the number of broken eggs is  $\sim \lg N$  when using  $\sim \lg N$  throws, then find a way to reduce the cost to  $\sim 2 \lg F$ .

**1.4.25 - Red** Consider question 1.4.24, but now suppose you only have two eggs, and your cost model is the number of throws. Devise a strategy to determine  $F$  such that the number of throws is at most  $2\sqrt{N}$ , then find a way to reduce the cost to  $\sim c\sqrt{F}$ . This is analogous to a situation where search hits (egg intact) are much cheaper than misses (egg broken).

**1.4.18 - Red** Design a program that, given an array  $a[]$  of  $N$  distinct integers, finds a local minimum: an index  $i$  such that  $a[i-1] > a[i] < a[i+1]$ . Note that for the edge case  $i = 0$  it is only necessary that  $a[0]$  be smaller than  $a[1]$ , and for  $a[n-1]$  it only needs to be smaller than  $a[n-2]$ . Your program should use  $\sim 2\lg N$  compares in the worst case.

**1.4.29 - Red** Steque with two stacks. Design a steque (a stack-ended queue or steque is a data type that supports `push`, `pop`, and `enqueue`) with two stacks so that each steque operation takes a constant amortized number of stack operations.

**1.4.30 - Red** Deque with a stack and a steque. Design a deque (a double-ended queue that supports `pushLeft`, `pushRight`, `popLeft` and `popRight`) with a stack and a steque so that each deque operation takes a constant amortized number of stack and steque operations.

**1.4.31 - Red** Deque with three stacks. Design a deque (a double-ended queue that supports `pushLeft`, `pushRight`, `popLeft` and `popRight`) with three stacks so that each deque operation takes a constant amortized number of stack operations.