## Lecture 8 Scratchwork

COT 4400, Fall 2015

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```
Input: data: an array of integers to sort
Input: n: the number of values in data
Output: permutation of data such that data[1] \leq \ldots \leq data[n]

1 Algorithm: BubbleSort

2 repeat
3 | for i=1 to n-1 do
4 | if data[i] > data[i+1] then
5 | | Swap data[i] and data[i+1]
6 | end
7 until the for loop makes no swaps
8 return data
```

1. Prove that Bubble Sort is correct.

2. Prove a tight upper bound on the worst-case complexity of Bubble Sort.

*Hint:* After iteration k of the outer loop in Bubble Sort (line 1), the last k values will be the largest k values in the array, in sorted order.

## **Solution:**

The inner loop iterates n-1 = O(n) times, and each iteration costs O(1), for a total time of O(n)O(1) = O(n).

Claim: the outer loop iterates O(n) times in the worst case.

Consider an array sorted in decreasing order. By the end of the first iteration, the largest value (data[1]) will be swapped to data[n], and every other value will be shifted to the left. In the second iteration, data[1] will get swapped to data[n-1] and all values in between will be shifted one to the left. This will continue until the  $(n-1)^{\text{st}}$  iteration, when data[1] will be swapped into data[2]. On the next iteration, all of the values data[1], ..., data[n] will be in sorted order, so no swaps will be made, so the outer loop will terminate. Total iterations: n iterations.

Therefore, the outer loop may iterate O(n) times in the worst case, for a total time of  $O(n^2)$ . This time dominates the O(1) cost for the return statement, so the entire algorithm will be  $O(n^2)$ .

3. Prove the multiplicative envelopment property of Big-Omega:

$$j(n)k(n) = \Omega(f(n)g(n))$$
, where  $j(n) = \Omega(f(n))$  and  $k(n) = \Omega(g(n))$ 

Assumptions:  $j(n) = \Omega(f(n))$  and  $k(n) = \Omega(g(n))$ 

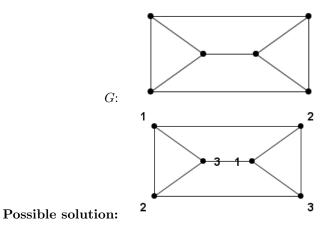
Show:  $j(n)k(n) = \Omega(f(n)g(n))$ 

4. Prove that if  $g(n) \neq O(1)$ ,  $f(n)g(n) \neq O(f(n))$ .

5. Design a greedy algorithm that finds a graph coloring.

**Problem:** Graph coloring

- Input: a graph network G and a coloring number n
- Output: an assignment of colors (1..n) to the nodes of G such that no nodes connected by an edge are the same color, or "no such coloring" if none exists
- Example: n=3



 $\mathit{Hint}\colon N(v)$  is the set of neighbors of v; i.e., the vertices joined to v by an edge

6. Identify the worst-case complexity of the PolyEval algorithm (below):

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Input: d: the degree of the polynomial to evaluate
Input: coeff: the coefficients of the polynomial (largest to smallest)
Output: the value of f(x)

1 Algorithm: PolyEval

2 if d = 0 then

3 | return coeff[1]

4 else

5 | Let temp = PolyEval(d - 1, coeff[1..d - 1], x)

6 | return x * temp + coeff[d]

7 end
```

Let T(d) represent the number of instructions required to evaluate a polynomial of degree d.

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T(0) = O(1)
```

If d > 0 and we make a copy of the coeff[1..d-1] array, the copy will take O(n) time, the recursive call will take T(d-1) time, and everything else will take constant time, for a total of T(d) = T(d-1) + O(n).

Characteristic equation: c(x) = x - 1. The zero of this equation is r = 1. The general form of our solution will be  $T(n) = d_1(1^n) + O(n^m f(n)) = O(1^n) + O(n^1)O(n) = O(1) + O(n^2) = O(n^2)$ .

If we are using pointers, this is reduced to T(d) = T(d-1) + O(1). Characteristic equation: c(x) = x - 1. The zero of this equation is r = 1. The general form of our solution will be  $T(n) = d_1(1^n) + O(n^m f(n)) = O(1^n) + O(n^1)O(1) = O(1) + O(n) = O(n)$ .