

*Due date:* Email your solutions or submit a written copy to the TA before 7:30PM, September 28.

**Problem 1** Let  $T(n)$  be the time complexity of an algorithm to solve a problem of size  $n$ . Assume  $T(n)$  is  $O(1)$  for any  $n$  less than 3. Solve the following recurrence relations for  $T(n)$ .

- (a)  $T(n) = 9T(n/3) + n^2$ .
- (b)  $T(n) = 5T(n/3) + n$ .
- (c)  $T(n) = 7T(\sqrt[3]{n}) + \log^2(n)$ .
- (d)  $T(n) = T(n/2) + T(n/4) + \Theta(n)$ .
- (e) Consider the following functions. Within each group, sort the functions in asymptotically increasing order, showing strict orderings as necessary. For example, we may sort  $n^3, n, 2n$  as  $2n = O(n) = o(n^3)$ . **Hint:** you may find [Stirling's approximation](#) helpful.
  - (1)  $\log(n), \sqrt{n}, (\log n)^2, \log \log n$ .
  - (2)  $n^{4/3}, n \log n, n^2, \log n!$ .
  - (3)  $n!, n^n, e^n, 2^{\log n^{\log \log n}}$ .

**Problem 2** Analyze Algorithm 1 and Algorithm 2, and compute the time complexity for each algorithm.

```

input : An integer  $n > 2$ 
output: An integer  $s$ 

1  $s \leftarrow 2$ ;
2 for  $i \leftarrow 3$  to  $n$  do
3    $notPrime \leftarrow false$ ;
4   for  $j \leftarrow 2$  to  $\text{floor}(\sqrt{i})$  do
5     if  $j|i$  then
6        $notPrime \leftarrow true$ ;
7       break;
8     end
9   end
10  if  $notPrime == false$  then
11     $s \leftarrow s + i$ ;
12  end
13 end

```

**Algorithm 1:** An algorithm to sum up prime numbers

```

input : A graph Graph and a starting vertex root of Graph
output: Goal vertex node

1 /* Assume all set and queue operations take  $O(1)$  time */
2 create empty set  $S$ ;
3 create empty queue  $Q$ ;
4 add root to  $S$ ;
5  $Q.enqueue(root)$ ;
6 while  $Q$  is not empty do
7    $current \leftarrow Q.dequeue()$ ;
8   if current is the goal then
9      $node \leftarrow current$ 
10  end
11  for each node  $n$  that is adjacent to current do
12    if  $n$  is not in  $S$  then
13      add  $n$  to  $S$ ;
14       $Q.enqueue(n)$ ;
15    end
16  end
17 end

```

**Algorithm 2:** An algorithm to find the goal node

**Problem 3** Analyze Algorithm 3 and Algorithm 4, and compute the time complexity for each algorithm.

```

input : An integer  $n > 0$ 
output: An integer sum

1 Function fakeFib( $n$ ):
2   if  $n \leq 2$  then
3     return 1;
4   end
5   return fakeFib( $n - 1$ ) + fakeFib( $n - 2$ ) * fakeFib( $n - 2$ )

```

**Algorithm 3:** An algorithm to calculate the fakefib value

**Problem 4** Use induction to prove the following inequalities.

(a)  $\sum_{i=1}^n \frac{1}{i^2} < 2.$

(b)  $n^{n+1} > (n+1)^n$  for integer  $n > 2$ .

**Problem 5** Fix a positive number  $\alpha$ , choose  $x_1 > \sqrt{\alpha}$ , and define  $x_2, x_3, x_4, \dots$ , by the formula

$$x_{n+1} = \frac{1}{2} \left( x_n + \frac{\alpha}{x_n} \right)$$

```

input  : An integer  $n > 0$ 
output: An integer  $sum$ 

1 Function  $dac(n)$ :
2   if  $n < 1$  then
3     return  $n$ ;
4   else if  $3|n$  then
5      $tmp \leftarrow \sqrt{dac(2n/3)}$ ;
6   for  $i \leftarrow 1$  to  $n$  do
7      $tmp \leftarrow tmp + i$ ;
8   end
9   return  $tmp + dac(n/3) + dac(2n/3)$ 

```

**Algorithm 4:** A new divide and conquer algorithm

(a) Prove that  $\{x_n\}$  decreases monotonically and that  $\lim_{n \rightarrow \infty} x_n = \sqrt{\alpha}$ .

(b) Put  $\varepsilon_n = x_n - \sqrt{\alpha}$ , and show that

$$\varepsilon_{n+1} = \frac{\varepsilon_n^2}{2x_n} < \frac{\varepsilon_n^2}{2\sqrt{\alpha}}$$

so that, setting  $\beta = 2\sqrt{\alpha}$ ,

$$\varepsilon_{n+1} < \beta \left( \frac{\varepsilon_1}{\beta} \right)^{2^n}$$

(c) This is a good algorithm for computing square roots, since the recursion formula is simple and the convergence is extremely rapid. For example, if  $\alpha = 3$  and  $x_1 = 2$ , show that  $\varepsilon/\beta < 1/10$  and that therefore

$$\varepsilon_5 < 4 \cdot 10^{-16}, \varepsilon_6 < 4 \cdot 10^{-32}$$