

Homework 3

1. a. The minimum distance between two closest numbers is $|x-y|$

Algorithm distance between two points (P)

// Input: list P of $n \geq 2$ points $P_i = (x_i, y_i) \dots P_n = (x_n, y_n)$

// output: Indicate the closest distance between Index 1 and Index 2

minimum distance = ∞

new vector

dmin = ∞

for $i=1$ to $n-1$

for $j=i+1$ to n

$$\text{distance} = \sqrt{(x_i - x_j)^2 + (y_i - y_j)^2}$$

push-back distance into new vector

return new vector.

Algorithm Presort ^{distance between} (array or vector, integer)

// Input array or vector of distance between two points

// output true or false the integer whether in the array,

merge-sort (distance between array $[0, \dots, n-1]$)

2. a. Brute force Intersection (A, B)

Input two different sets A and B. A has n numbers, B has m numbers

Output one new set of intersection A and B

for $i = 0$ to $n-1$

for $j = 0$ to $m-1$

if ($A[i] = B[j]$)

push-back $A[i]$ to new set C

return C

Time running in Brute force Algorithm for Intersection is

$$T(n) = m \times n = m \times n$$

b. Presorting - Based Algorithm

Sort Set A and set B first.

Merge-Sort ($A \{0, \dots, n-1\}$)

Merge-Sort ($B \{0, \dots, m-1\}$)

$i = 0$

$j = 0$

while ($i < m$ and $j < n$)

if ($A[i] = B[j]$)

++ i

++ j

push-back $A[i]$ to C

else if ($A[i] > B[j]$)

++ j

else if ($A[i] < B[j]$)

++ i

return C

Time running for the Presort
Based Algorithm is

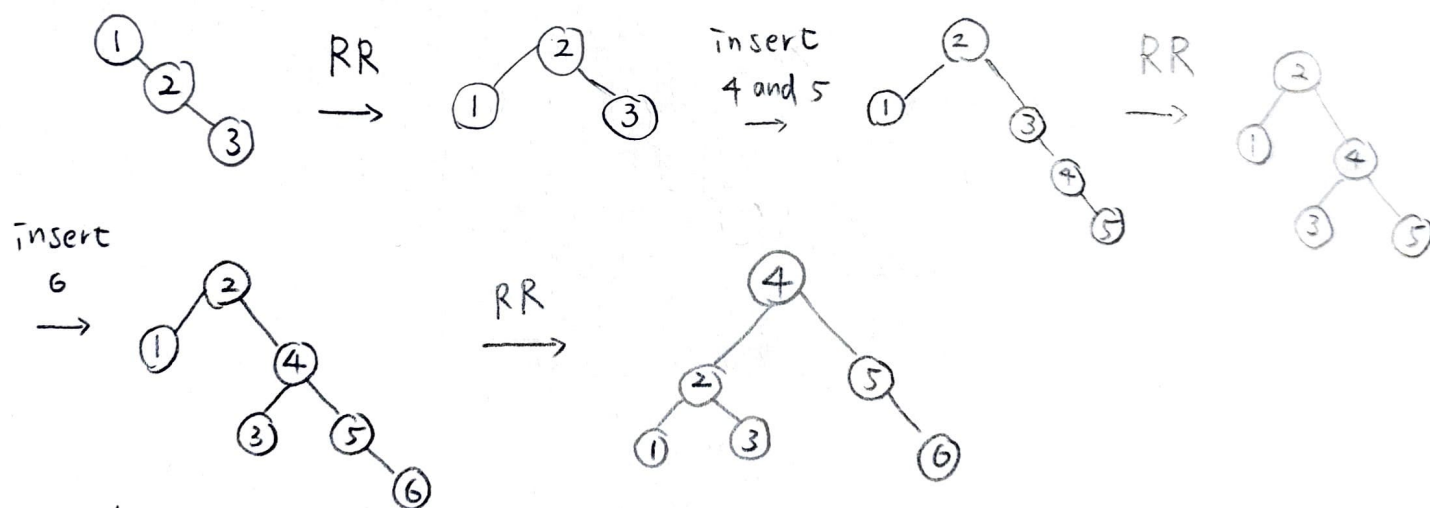
$$T(n) = \log m + \log n + m + n$$

$$3. \begin{matrix} R1 \\ R2 \\ R3 \end{matrix} \begin{bmatrix} 1 & 1 & 1 & | & 2 \\ 2 & 1 & 1 & | & 3 \\ 1 & -1 & 3 & | & 8 \end{bmatrix} \xrightarrow{-R1+R3} \begin{bmatrix} 1 & 1 & 1 & | & 2 \\ 2 & 1 & 1 & | & 3 \\ 0 & -2 & 2 & | & 6 \end{bmatrix} \xrightarrow{-2R1+R2} \begin{bmatrix} 1 & 1 & 1 & | & 2 \\ 0 & -1 & -1 & | & -1 \\ 0 & -2 & 2 & | & 6 \end{bmatrix}$$

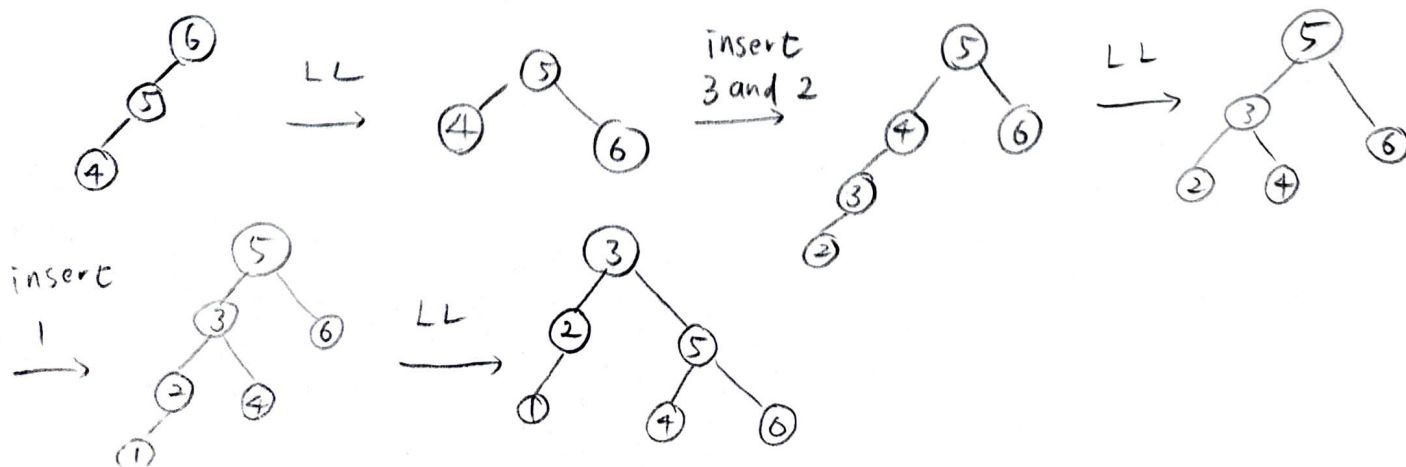
$$\xrightarrow{-R2+R3} \begin{bmatrix} 1 & 1 & 1 & | & 2 \\ 0 & -1 & -1 & | & -1 \\ 0 & 0 & 4 & | & 8 \end{bmatrix} \xrightarrow{R3 \times \frac{1}{4}} \begin{bmatrix} 1 & 1 & 1 & | & 2 \\ 0 & -1 & -1 & | & -1 \\ 0 & 0 & 1 & | & 2 \end{bmatrix} \xrightarrow{R2 \times -1 + R3 \times -1} \begin{bmatrix} 1 & 1 & 1 & | & 2 \\ 0 & 1 & 0 & | & -1 \\ 0 & 0 & 1 & | & 2 \end{bmatrix}$$

$$\xrightarrow{R1+R2 \times -1} \begin{bmatrix} 1 & 0 & 1 & | & 3 \\ 0 & 1 & 0 & | & -1 \\ 0 & 0 & 1 & | & 2 \end{bmatrix} \xrightarrow{R1+R3 \times -1} \begin{bmatrix} 1 & 0 & 0 & | & 1 \\ 0 & 1 & 0 & | & -1 \\ 0 & 0 & 1 & | & 2 \end{bmatrix} \quad \&$$

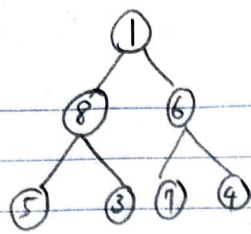
4. a. 1 2 3 4 5 6



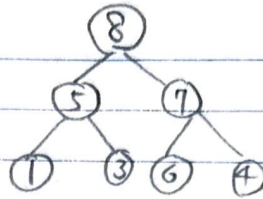
b. 6 5 4 3 2 1



5. a. array = {1, 8, 6, 5, 3, 7, 4}

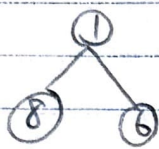


max heap

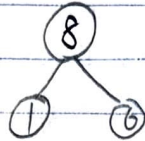


b. for max heap.

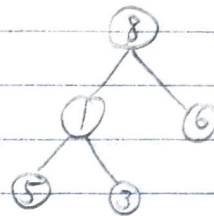
insert 8 and



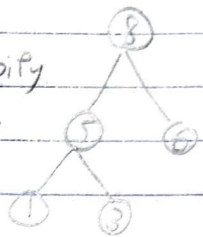
heapify



Insert 5 and 3

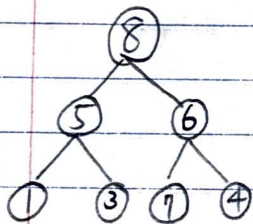


heapify

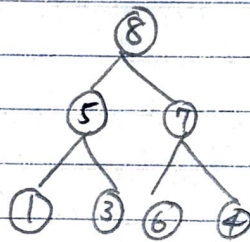


Insert

7 and 4



heapify



c. Yes, it is always true for the two different input

Because the index for each item is the same.
it won't affect the output of heap.