

# FA HW 3

Xiaoyu Xue

2017-09-29

## 1 Ex 2.31

```

    global n set to a suitably large value, the array Names[1..n];
    global the vertices in tree T, the lists child[v] for each v in T;
    procedure DFSPath(v, i);
1      Names[i] ← v;
2      if v is a leaf then
3        print(Names[1..i]);
4      else
5        foreach vertex w in child[v] do
6          DFSPath(w, i+1);
7        endfor
8      endif
    end_DFSPath;

```

## 2 Ex 2.32

### 2.a

```

    global the vertices in tree T, the lists child[v] for each v in T;
    procedure ColorGameTree(v);
1      v.color ← GREEN;
2      foreach vertex w in child[v] do
3        ColorGameTree(w);
4        if w.color = GREEN then
5          v.color ← RED;
6        endif
7      endfor
    end_ColorGameTree;

```

Initial Procedure Call:

```

    procedure StartGame();
1      ColorGameTree(T.root);
    end_StartGame;

```

### 2.b

```

    global the vertices in tree T, the lists child[v] for each v in T;
    procedure BoolGameTree(v);
1      v.bool ← True;
2      foreach vertex w in child[v] do
3        BoolGameTree(w);
4        if w.bool then
5          v.bool ← False;
6        endif
7      endfor

```

**end\_BoolGameTree;**

Initial Procedure Call:

```
procedure StartGame();
1   BoolGameTree(T.root);
end_StartGame;
```

## 2.c

```
global the vertices in tree T, the lists child[v] for each v in T;
procedure AtoMove(v);
1   v.bool ← True;
2   foreach vertex w in child[v] do
3       BtoMove(w);
4       if NOT w.bool then
5           v.bool ← False;
6       endif
7   endfor
end_AtoMove;

procedure BtoMove(v);
1   v.bool ← False;
2   foreach vertex w in child[v] do
3       AtoMove(w);
4       if w.bool then
5           v.bool ← True;
6       endif
7   endfor
end_BtoMove;
```

Initial Procedure Call:

```
procedure StartGame();
1   foreach vertex v in child[T.root] do
2       AtoMove(v);
3       BtoMove(v);
4   endfor
end_StartGame;
```

## 3 Ex 2.24

```
global array Numbers[1...n] store n numbers procedure permDFS(index);
1   if index > n then
2       Print Numbers[1...n];
3       return
4   endif
5   for i = index to n do
6       swap(Numbers[i], Numbers[index]);
```

```

7      permDFS(i + 1);
8      swap(Numbers[i], Numbers[index]);
9  endfor
end_permDFS;

```

Initial Procedure Call:

```

    procedure PermALL();
1    for i = 1 to n do
2        Numbers[i] ← i;
3    endfor
4    permDFS(1);
end_PermALL;

```

## 4 Ex 2.57

```

    global array Child[1...n] store child lists of each vertex;
    global array Parent[1...n] store vertex's parent vertex;
    function FindRoot();
1    for int i = 1 to n do
2        Parent[i] ← i;
3    endfor
4    for int i = 1 to n do
5        foreach j in Child[i] do
6            Parent[j] ← i;
7        endfor
8    endfor
9    for int i = 1 to n do
10       if Parent[i] = i then
11           return i;
12       endif
13    endfor
end_FindRoot;

```

## 5 Ex 3.2

### 5.a

$$n < 2^{32}$$

### 5.b

$$n < 32$$

5.c

$$n < 2^8$$

## 6 Ex 3.3

$$(1/2)^n < n^{1/\log_2 n} = 2 < 1001n^{10010001} < n^{\log_2 \log_2 n} = (\log_2 n)^{\log_2 n} < n^{\log_2 n}$$

$$< 10010n + 1.0000000000001^n < 1.00000001^n < (\log_2 n)^n$$

## 7 Ex 3.4

Ex. 3.4

a. 
$$\begin{cases} T(1) = 1 & \text{if } n \leq 1; \\ T(n) = 1 + T(n-1) & \text{if } n > 1; \end{cases}$$

b. 
$$\begin{cases} T(1) = 1 & \text{if } n \leq 1; \\ T(n) = 1 + T(n-1) & \text{if } n > 1; \end{cases}$$

c. 
$$\begin{cases} W(1) = 1 & \text{if } n \leq 1; \\ W(n) = 2W(n-1) + \cancel{W(n-1)} & \text{if } n > 1; \end{cases}$$

d. 
$$\begin{cases} X(1) = 1 & \text{if } n \leq 1; \\ X(2) = 1 & \text{if } n = 2; \\ X(n) = 4 + X(n-1) + X(n-2) & \text{if } n > 2; \end{cases}$$

Figure 1: Exe 3.4

## 8 Ex 3.5

- a). True
- b1) True
- b) True
- c1) True
- c) True
- d) True
- e1) False
- e) False
- f1) True
- f) True
- g) True

## 9 Ex 3.6

$$f = n^{\log_2 n}$$

## 10 3.13

Ex 3.13

a) 
$$\begin{cases} A(1) = 1 \\ A(n) = \frac{1+A(n)}{3} + \frac{2+A(n)}{3} + \frac{4+2A(n-1)}{3} \end{cases} \begin{matrix} \text{if } n=1 \\ \text{if } n>1 \end{matrix}$$

b) 
$$\begin{cases} V(1) = 1 \\ V(n) = \frac{3 \cdot V(n)}{3} + \frac{4 \cdot V(n-1) + 1}{3} + \frac{8 \cdot V(n-1) + 1}{3} \end{cases} \text{if } n=1$$

c) 
$$\begin{cases} N(1) = 0 \\ N(n) = \frac{N(n)}{3} + \frac{N(n-1)}{3} + \frac{2N(n-1)}{3} \end{cases} \text{if } n>1$$

Figure 2: Exe 3.13 Solution.

## 11 Ex 3.17

$$\begin{cases} NAME(2n) = 2NAME(n) - 1 \\ NAME(2n+1) = 2NAME(n) + 1 \end{cases}$$

## 12 Ex3.37

## 12.a

$$U(99) = 99 + 89.1 + 80.19 + 72.171 + 64.9539 \cdot 15 = 1314.7695$$

$$Z(99) = 99 + 90 + 81 + 73 + 66 + 59.4 \cdot 15 = 1210$$

Hence,  $U(99) > Z(99)$ .

**12.b**

Although  $Z(x)$  grows faster than  $U(x)$ , there is a special case when the equation switch from the second one to the first one. If the value of  $X$  is very close to 65 and the first equation multiple it by 15, it will make the gap bigger, which can cause the  $U$  bigger than  $Z$ .

**12.c**

No. Because there is not a multiplier that magnificent the gap between  $U$  and  $Z$ .