
Name (print):

Signature:

Instructions: This is a closed-book exam. Communicate your ideas *clearly* and *succinctly*. Write your solutions directly *and only* on this booklet. You may use other sheets of paper as scratch, but *do not submit anything other than this booklet*, as nothing else will be considered for grading. You may use either a pen or a pencil.

On problem	you got	out of
1		20
2		20
3		30
4		20
5		30
Total		120

► **Exercise 1.** Write an algorithm $\text{MAX-HEAP-INSERT}(H, x)$ that inserts a value x in a max-heap H . Also, write the content of H (as an array) after the insertion of each of the following values, in the given order, starting from an empty max-heap: (20)

3, 7, 3, 2, 9, 5, 9, 8, 5, 2, 9, 4, 7, 3, 9

.

► **Exercise 2.** The following algorithm ALGO-X(A) takes an array A of n numbers.

ALGO-X(A)

```
1  for  $i = 1$  to  $A.length$ 
2       $s = 0$ 
3      for  $j = 1$  to  $A.length$ 
4          if  $i \neq j$ 
5               $s = s + A[j]$ 
6      if  $A[i] == s$ 
7          return TRUE
8  return FALSE
```

Question 1: Explain what ALGO-X does. Do not simply paraphrase the code. Instead, explain (5)
the high-level semantics of the algorithm independent of the code.

Question 2: Analyze the complexity of ALGO-X. Is there a difference between the best and (5)
worst-case complexity? If so, describe a best and a worst-case input of size n , as well as
the behavior of the algorithm in each case.

Question 3: Write an algorithm called BETTER-ALGO-X that does exactly the same thing as ALGO-X in $O(n)$ time. (10)

► **Exercise 3.** The following algorithm $\text{ALGO-Y}(A, r, c)$ operates on an $r \times c$ matrix of $n = rc$ elements, where r and c are the numbers of rows and columns of the matrix, and the matrix is stored row-wise in the given array A . This means that the first c elements of A are the c elements of the first row of the matrix, the following c elements of A are the c elements of the second row of the matrix, and so on.

$\text{ALGO-Y}(A, r, c)$

```

1  for  $i = 1$  to  $rc$ 
2      for  $j = i + 1$  to  $rc$ 
3          if  $A[i] == A[j]$ 
4               $a = \lfloor (i - 1)/c \rfloor$  // integer division
5               $b = \lfloor (j - 1)/c \rfloor$  // integer division
6              if  $a == b$  or  $a == b - 1$ 
7                  if  $i - ac == j - bc$  or  $i - ac == j - bc + 1$  or  $i - ac == j - bc - 1$ 
8                      return TRUE
9  return FALSE
```

Question 1: Explain what ALGO-Y does. Do not simply paraphrase the code. Instead, explain (5) the high-level semantics of the algorithm independent of the code.

Question 2: Analyze the complexity of ALGO-Y . Is there a difference between the best and (5) worst-case complexity? If so, describe a best and a worst-case input of size n , as well as the behavior of the algorithm in each case.

Question 3: Write an algorithm called BETTER-ALGO-Y that does exactly the same thing as ALGO-Y, but with a strictly better complexity in the worst case. Analyze the complexity of BETTER-ALGO-Y. (20)

► **Exercise 4.** Write an algorithm `FIND-AVG-POINT(A)` that takes an array of $n \geq 2$ numbers, (20) and returns a position i where the values in A cross the average between the first and last element. More specifically, letting $m = (A[n] + A[1])/2$, `FIND-AVG-POINT(A)` must return an index i such that $A[i] \leq m \leq A[i + 1]$ or $A[i] \geq m \geq A[i + 1]$. `FIND-AVG-POINT(A)` must have a worst-case time complexity of $o(n)$, meaning strictly better than linear time. Also, analyze the complexity of `FIND-AVG-POINT`. (*Hint:* interpret the values in A as a series of points with coordinates $(i, A[i])$ connected by line segments. `FIND-AVG-POINT(A)` must return a position i where the segment crosses or touches the horizontal line at level m .)

► **Exercise 5.** We say that an array A is in “e-top” order when $A[i] \leq A[j]$ for all i, j such (30)
that i is odd and j is even. Write an algorithm $\text{SORT-E-TOP}(A)$ that sorts an array A in
e-top order with an average-case time complexity of $O(n)$. You may want to use standard,
well-known algorithms. However, you must explicitly write their pseudo-code.

Solutions

▷ Solution 1

MAX-HEAP-INSERT(H, x)

```
1   $H.heap-size = H.heap-size + 1$ 
2   $i = H.heap-size$ 
3   $H[i] = x$ 
4  while  $i > 1$  and  $H[i] > H[\lfloor i/2 \rfloor]$ 
5      swap  $H[i] \leftrightarrow H[\lfloor i/2 \rfloor]$ 
6       $i = \lfloor i/2 \rfloor$ 
```

[3]

[7, 3]

[7, 3, 3]

[7, 3, 3, 2]

[9, 7, 3, 2, 3]

[9, 7, 5, 2, 3, 3]

[9, 7, 9, 2, 3, 3, 5]

[9, 8, 9, 7, 3, 3, 5, 2]

[9, 8, 9, 7, 3, 3, 5, 2, 5]

[9, 8, 9, 7, 3, 3, 5, 2, 5, 2]

[9, 9, 9, 7, 8, 3, 5, 2, 5, 2, 3]

[9, 9, 9, 7, 8, 4, 5, 2, 5, 2, 3, 3]

[9, 9, 9, 7, 8, 7, 5, 2, 5, 2, 3, 3, 4]

[9, 9, 9, 7, 8, 7, 5, 2, 5, 2, 3, 3, 4, 3]

[9, 9, 9, 7, 8, 7, 9, 2, 5, 2, 3, 3, 4, 3, 5]

▷ Solution 2.1

ALGO-X checks whether A contains an element $A[i]$ that is equal to the sum of all other elements in A .

▷ Solution 2.2

The worst-case complexity is $\Theta(n^2)$. In such a case, the algorithm goes through each one of the n elements, computes the sum of all the other $n - 1$ elements in n steps, and then returns FALSE. The best-case complexity is instead $\Theta(n)$, which happens when the first element equals the sum of all other elements, which the algorithm computes in $\Theta(n)$ steps.

▷ Solution 2.3

If there is an element x such that the sum of every other element is x , then the total sum of all elements must be $2x$. So, we can simply compute the total sum s , in $\Theta(n)$ time, and then look for $s/2$ in A , also in $\Theta(n)$ time.

BETTER-ALGO-X(A)

```
1   $s = 0$ 
2  for  $i = 1$  to  $A.length$ 
3       $s = s + A[i]$ 
4  for  $i = 1$  to  $A.length$ 
5      if  $A[i] == s/2$ 
6          return TRUE
7  return FALSE
```

▷ *Solution 3.1*

ALGO-Y checks whether any two adjacent positions in the matrix contain equal elements. Adjacent means different positions whose column and row indexes differ by at most one.

▷ *Solution 3.2*

The complexity is $\Theta(n^2)$. The worst case is when there are no two equal elements, so the two loops go through all the $\binom{n}{2}$ pairs of elements, only to return FALSE at the end. Conversely, the best-case complexity is $O(1)$, which happens when the first two elements of the first row of the matrix are equal.

▷ *Solution 3.3*

For each element i, j in the matrix, which we denote here as $M_{i,j}$, there are at most 6 neighbors, namely $M_{i,j\pm 1}$, $M_{i\pm 1,j}$, and $M_{i\pm 1,j\pm 1}$. We can therefore scan all those pairs of adjacent positions in $\Theta(n)$ time. (Recall that the size of the matrix is $rc = n$.)

BETTER-ALGO-Y(A, r, c)

```
1  for  $i = 1$  to  $r - 1$ 
2      for  $j = 1$  to  $c$ 
3          if  $A[ic + j + 1] == A[(i + 1)c + j + 1]$  //  $M_{i,j} == M_{i+1,j}$ 
4              return TRUE
5  for  $i = 1$  to  $r$ 
6      for  $j = 1$  to  $c - 1$ 
7          if  $A[ic + j + 1] == A[ic + j + 2]$  //  $M_{i,j} == M_{i,j+1}$ 
8              return TRUE
9  for  $i = 1$  to  $r - 1$ 
10     for  $j = 1$  to  $c - 1$ 
11         if  $A[ic + j + 1] == A[(i + 1)c + j + 2]$  //  $M_{i,j} == M_{i+1,j+1}$ 
12             return TRUE
13         if  $A[(i + 1)c + j + 1] == A[ic + j + 2]$  //  $M_{i+1,j} == M_{i,j+1}$ 
14             return TRUE
15  return FALSE
```

▷ *Solution 4*

The average $m = (A[n] + A[1])/2$ is such that either $m = A[1] = A[n]$, in which case the algorithm can immediately return $i = 1$ or $i = n$, or $A[1] < m < A[n]$ or $A[1] > m > A[n]$. In both these latter cases, we can proceed with a binary search. We just have to make sure that we run the binary search consistently with the specific relative order between $A[1]$ and $A[n]$.

FIND-AVG-POINT(A)

```

1   $r = A.length$ 
2  if  $A[1] == A[r]$ 
3      return 1
4   $m = (A[r] + A[1])/2$ 
5   $\ell = 1$ 
6  while  $\ell + 1 < r$ 
7       $c = \lfloor (\ell + r + 1)/2 \rfloor$ 
8      if  $A[c] > m$ 
9          if  $A[\ell] > m$ 
10              $\ell = c$ 
11          else  $r = c$ 
12      elseif  $A[c] < m$ 
13          if  $A[\ell] < m$ 
14              $\ell = c$ 
15          else  $r = c$ 
16      else return  $c$ 
17 return  $\ell$ 

```

▷ *Solution 5*

The e-top order requires that all the elements in the even positions are less than or equal to all the elements in the odd positions. Since there are about $n/2$ even positions and $n/2$ odd positions in the array—more specifically, there are exactly $n/2$ even and $n/2$ odd positions if n is itself even, or $(n-1)/2$ even and $(n+1)/2$ odd positions if n is odd—the e-top order is equivalent to partitioning the array by the *median* value $m \in A$.

SORT-E-TOP(A)

```

1   $n = A.length$ 
2  if  $n$  is even
3       $k = n/2$ 
4  else  $k = (n + 1)/2$ 
5   $m = \text{SELECTION}(A, k)$ 
6   $i = 1$ 
7   $j = 2$ 
8  while  $i \leq n$  or  $j \leq n$ 
9      if  $A[i] \leq m$ 
10          $i = i + 2$ 
11      elseif  $A[j] > m$ 
12          $j = j + 2$ 
13  else swap  $A[i] \leftrightarrow A[j]$ 
14       $i = i + 2$ 
15       $j = j + 2$ 

```

SELECTION(A, k)

```

1   $n = A.length$ 
2   $L = \text{empty array}$ 
3   $M = \text{empty array}$ 
4   $R = \text{empty array}$ 
5   $v = \text{pick an element at random from } A$ 
6  for  $i = 1$  to  $n$ 
7      if  $A[i] < v$ 
8         append  $A[i]$  to  $L$ 
9      elseif  $A[i] > v$ 
10         append  $A[i]$  to  $R$ 
11      else append  $A[i]$  to  $M$ 
12  if  $k \leq L.length$ 
13      return SELECTION( $L, k$ )
14  elseif  $k \leq L.length + M.length$ 
15      return  $v$ 
16  else return SELECTION( $R, k - L.length - M.length$ )

```