



The purpose of this assignment is to give you practice writing efficient programs and analyzing their running time.

1. **Inversions.** Suppose that a music site wants to compare your song preferences to those of a friend. One approach is to have you and your friend each rank a set of n songs and *count* the number of pairs of songs (i, j) for which you prefer i to j but your friend prefers j to i . When the count is low, the preferences are similar.

More generally, given an array of integers, a pair of elements $a[i]$ and $a[j]$ are *inverted* if $i < j$ and $a[i] > a[j]$. For example, the array $a[]$ has 1 inversion and the array $b[]$ has 4 inversions.

| | | | | | | | |
|-------|------------------|---|---|---|---|---|---|
| $a[]$ | 0 | 1 | 2 | 3 | 5 | 4 | 6 |
| | 1 inversion: 5-4 | | | | | | |

| | | | | | | | |
|-------|----------------------------------|---|---|---|---|---|---|
| $b[]$ | 0 | 4 | 1 | 2 | 5 | 3 | 6 |
| | 4 inversions: 4-1, 4-2, 4-3, 5-3 | | | | | | |

Write a program `Inversions.java` that implements the following API:

```
public class Inversions {

    // Return the number of inversions in the permutation a[].
    public static long count(int[] a)

    // Return a permutation of length n with exactly k inversions.
    public static int[] generate(int n, long k)

    // Takes an integer n and a long k as command-line arguments,
    // and prints a permutation of length n with exactly k inversions.
    public static void main(String[] args)
}
```

Here is some more information about the required behavior:

- *Permutations.* A *permutation* of length n is an integer array of length n that contains each of the n integers $0, 1, \dots, n-1$ exactly once.
- *Output format.* The `main()` method should print the permutation of length n to standard output as a sequence of n integers, separated by whitespace, all on one line.
- *Performance.* The `count()` method should take time proportional to n^2 in the worst case. The `generate()` method should take time proportional to n in the worst case.
- *Corner cases.* You may assume that the arguments to `generate()` satisfy $n \geq 0$ and $0 \leq k \leq \frac{1}{2}n(n-1)$; this guarantees the existence of a permutation of length n with exactly k inversions.

Here are a few sample executions:

```
~/Desktop/performance> java-introcs Inversions 10 0
0 1 2 3 4 5 6 7 8 9

~/Desktop/performance> java-introcs Inversions 10 1
0 1 2 3 4 5 6 7 9 8

~/Desktop/performance> java-introcs Inversions 10 45
9 8 7 6 5 4 3 2 1 0

~/Desktop/performance> java-introcs Inversions 10 20
9 8 0 1 2 3 7 4 5 6
```

Counting inversions arise in a number of applications, including sorting, voting theory, collaborative filtering, rank aggregation, and non-parametric statistics.

2. **Ramanujan numbers.** When the English mathematician G. H. Hardy came to visit the Indian mathematician Srinivasa Ramanujan in the hospital one day, Hardy remarked that the number of his taxi was 1729, a rather dull number. To which Ramanujan replied, *No, Hardy! No, Hardy! It is a very interesting number; it is the smallest number expressible as the sum of two cubes in two different ways.*

An integer n is a *Ramanujan number* if can be expressed as the sum of two positive cubes in two different ways. That is, there are four distinct positive integers a, b, c , and d such that $n = a^3 + b^3 = c^3 + d^3$. For example $1729 = 1^3 + 12^3 = 9^3 + 10^3$.

Write a program `Ramanujan.java` that takes a long integer command-line argument n and prints `true` if it is a Ramanujan number, and `false` otherwise. To do so, organize your program according to the following public API:

```
public class Ramanujan {

    // Is n a Ramanujan number?
    public static boolean isRamanujan(long n)

    // Takes a long integer command-line arguments n and prints true if
    // n is a Ramanujan number, and false otherwise.
    public static void main(String[] args)
}
```

Here are a few sample executions:

```
~/Desktop/performance> java-introcs Ramanujan 1729
true

~/Desktop/performance> java-introcs Ramanujan 3458
false

~/Desktop/performance> java-introcs Ramanujan 4104
true

~/Desktop/performance> java-introcs Ramanujan 216125
true

~/Desktop/performance> java-introcs Ramanujan 9223278330318728221
true
```

Your program should take time proportional to $n^{1/3}$ in the worst case. It should be fast enough to process any 64-bit long integer in a fraction of a second.

3. **Maximum square submatrix.** Given an n -by- n matrix of 0s and 1s, find a contiguous square submatrix of maximum size that contains only 1s. To do so, organize your program according to the following public API:

```
public class MaximumSquareSubmatrix {

    // Returns the size of the largest contiguous square submatrix
    // of a[][] containing only 1s.
    public static int size(int[][] a)

    // Reads an n-by-n matrix of 0s and 1s from standard input
    // and prints the size of the largest contiguous square submatrix
    // containing only 1s.
    public static void main(String[] args)
}
```

Here is some more information about the required behavior:

- *Size.* The *size* of a square submatrix is its number of rows (or columns). You may assume that argument to the `size()` method is a square matrix containing only 0s and 1s.
- *Contiguous.* The square submatrix must be *contiguous*—the row indices must be consecutive and the column indices must be consecutive.
- *Performance.* The `size()` method should take time proportional to n^2 in the worst case. Significant partial credit for solutions that take time proportional to n^3 or n^4 .
- *Input format.* Standard input will contain a positive integer n , followed by n lines, with each line containing n 0s and 1s, separated by whitespace.

Here are a few sample executions:

```
~/Desktop/performance> cat square6.txt
6
0 1 1 0 1 1
1 1 0 1 0 1
0 1 1 1 0 1
1 1 1 1 1 0
1 1 1 1 1 1
0 0 0 0 1 1

~/Desktop/performance> java-introcs MaximumSquareSubmatrix < input6.txt
3

~/Desktop/performance> cat square7.txt
7
0 1 1 0 1 1 1
1 1 0 1 1 1 1
0 1 1 1 1 1 1
1 1 1 1 1 0 1
1 1 1 1 1 1 0
1 1 1 1 0 1 1
1 1 1 1 0 1 1

~/Desktop/performance> java-introcs MaximumSquareSubmatrix < square7.txt
4
```

The maximum square submatrix problem is related to problems that arise in databases, image processing, and maximum likelihood estimation. It is also a popular technical job interview question.

Submission. Submit a .zip file containing `Inversions.java`, `Ramanujan.java`, and `MaximumSquareSubmatrix.java`. You may not call library functions except those in the `java.lang` (such as `Long.parseLong()` and `Math.cbrt()`). Use only Java features that have already been introduced in the course.

*This assignment was developed by Kevin Wayne.
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