

HW 4

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```
1) void large(int arr[], int low, int high) {  
    int i; if (low < high) {  
        int pivot = arr[high];  
        int i = (low - 1);  
        for (int j = low; j <= high - 1; j++) {  
            if (arr[j] < pivot) {  
                i++;  
                swap(arr[i], arr[j]);  
            }  
        }  
        swap(arr[i+1], arr[high]);  
        int p = i+1;  
        large(arr, low, p-1);  
        large(arr, p+1, high);  
        return arr[sizeof(arr)-1];  
    }  
}
```

$$M(n) = 2M\left(\frac{n}{2}\right) + n$$

$$a=2 \quad b=2$$

$$T(n) = 2T\left(\frac{n}{2}\right) + n$$

$$M(n) \in O(n \log n)$$


```

2) double divide(n) {
    if (n == 1)
        return 3;
    else {
        int x = divide(n/2);
        if (n % 2 == 0)
            return x * x;
        else
            return x * x * a;
    }
}

```

3

```

3) triomino(n, loc) {
    if (n == 2) {
        place tile on left side
        return
    }
    Place L-shaped tromino
    divide in 4  $n/2 \times n/2$  subboards
    triomino(n/2, loc1);
    triomino(n/2, loc2);
    triomino(n/2, loc3);
    triomino(n/2, loc4);
}

```