

# DSA hand-in 1

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## Exercise 1

```
function multiplier(a, b):  
    1 y = 0  
    2 atimesb = 0  
    3 WHILE y < b:  
    4     x = 0  
    5     WHILE x < a:  
    6         atimesb = inc(atimesb)  
    7         x = inc(x)  
    8     y = inc(y)  
    9 RETURN atimesb
```

We need three things, a counter to keep track of how many times we've added 1 to **a** (should be **a** times), and a counter to keep track of how many times to add **a** to itself (should be **b** times).

The first counter that achieves this is the counter **y**, as we run the first while loop, we will add 1 to **y** until it stops being smaller than **b**, then we'll have known that we've added **a** to itself exactly **b** times.

## Exercise 2

### Part a)

Let  $A = (\text{apppe}, \text{apple}, \text{appl}, \text{apap}, \text{appap})$ . After each iteration of the FOR loop we get

```
j = 0: (apppe, apple, appl, apap, appap)
      1: (apple, apppe, appl, apap, appap)
      2: (appl, apple, apppe, apap, appap)
      3: (apap, appl, apple, apppe, appap)
      4: (apap, appap, appl, apple, apppe)
```

### Part b)

To get the worst case runtime of insertion sort, we want the WHILE loop to execute as much as possible, (as all the other steps have fixed runtimes after a choice of the input size). To get that, we want  $\text{key} < A[i]$  for all  $i \geq 0$ . This is ensured to be the case if we let  $A$  be in reversed order. That is  $A'$  should be

$A' = (\text{apppe}, \text{apple}, \text{appl}, \text{appap}, \text{apap}).$

## Exercise 3

### Part a)

We know that  $T_B(n)$  is in  $O(T_A(n))$  if and only if  $T_A(n)$  is in  $\Omega(T_B(n))$ , that is, if for some positive constants  $c, n_0$ ,

$$T_B(n) \leq cT_A(n), \text{ for all } n \geq n_0.$$

To solve this, we write out all terms and rewrite a bit to get

$$\frac{5}{2}n^2 < \frac{cn^2}{10} \log_{10}(n) \iff 25n^2 < cn^2 \log_{10}(n).$$

Here it is easy to see that  $c = 1$  and  $n_0 = 10^{25}$  is a choice of constants that help us satisfy the inequality (since  $\log_{10}(10^{25}) = 25$ ). Therefore,  $T_B(n) \in O(T_A(n))$ , and  $T_A(n) \in \Omega(T_B(n))$ .

To be done, we just need to show that  $T_A(n)$  is not in  $O(T_B(n))$ . We do so via contradiction. Suppose it was true, then for some constants  $c, n_0 > 0$ , we have that for all  $n \geq n_0$ ,

$$\frac{n^2}{10} \log_{10}(n) \leq \frac{5c}{2}n^2 \iff \log_{10}(n) \leq 25c.$$

However, this is clearly not possible, as for  $n \geq 10^{25c}$ , the inequality does not hold. Therefore we are done,  $T_B$  is the better algorithm for general  $n$ .

### Part b)

First we note that both runtimes of each algorithm are monotone increasing. From this it becomes clear that for  $n \leq 10^9$ , algorithm A is the recommended one, since

$$T_A(10^9) = \frac{10^{18}}{10} \log_{10}(10^9) = 10^{17} \cdot 9 < 10^{17} \cdot 25 = \frac{5 \cdot 10^{18}}{2} = T_B(10^9),$$

and we are done.

## Exercise 4

### Part a)

For `function(100, 0)`, we get the following values of  $n$  and  $N$ :

```
n: 100  N: 0
n: 33   N: 1
n: 11   N: 2
n: 3    N: 3
n: 1    N: 4 .
```

### Part b)

We note that the runtime of `function(n, N)` only depends on the input of  $n$ . Therefore, we can denote the runtime by  $T(n)$ , and we get that the check and increment operations only take  $\Theta(1)$  time, and so we get that

$$T(n) = 2\Theta(1) + T\left(\left\lfloor \frac{n}{3} \right\rfloor\right).$$

Iterating this a few times, we get the following pattern

$$T(n) = 2N'\Theta(1) + T\left(\left\lfloor \frac{n}{3^{N'}} \right\rfloor\right).$$

It is clear that the algorithm will terminate at  $n = 1$ , so we want to find for which  $N'$ ,  $\frac{n}{3^{N'}} \leq 1$ , which gives us that  $\log_3(n) \leq N'$ . Putting  $N' = \log_3(n)$  in our formula gives us

$$T(n) = 2\log_3(n)\Theta(1) + T(1) \in O(\log_3(n)).$$

And we are done, we have shown that the best case scenario for `function(n, N)` is  $O(\log_3(n))$ .

## Exercise 5

Let  $S = \{A_0, A_1, \dots, A_9\}$  correspond to the 10 stacks of items, such that for each  $A_i$ ,

$$A_i = \{a_{i,1}, a_{i,2}, \dots, a_{i,10}\}.$$

Keeping to the constraints of our tools, we want to minimize the amount of times we need to weigh items. So optimally our algorithm would only need to do a single weighing. And this is certainly possible, if we take one item from  $A_0$ , 2 items from  $A_1$  and so on until we get to 10 items from  $A_9$ , we will get the following equation:

$$\text{Balance} = \sum_{k=1}^{10} (k) + (i + 1),$$

where  $(i + 1)$  stands for the extra grams depending on which stack  $A_i$  has the counterfeit items. Written in pseudo-code, we get

```
function find_counterfeit(S):
1  items = []
2  FOR (i = 0 to 9) DO:
3    A = S[i]
4    items.add(A[0,i])
5  counterfeit_weight = weigh(items) - 55
6  print("Stack number",{counterfeit_weight - 1},contains
7  all counterfeit items.")
8  RETURN (counterfeit_weight - 1)
```

So the function returns the the index of the stack  $A_i$  that has all the counterfeit items, and we are done.