

could also use tree analysis

(a) $T(n) = n \lg n + 2T(n/2)$. Suppose $n = 2^k$

$$\begin{aligned} \rightarrow T(n) &= n \cdot k + 2 \left[\frac{n}{2}(k-1) + 2 \left[\frac{n}{4}(k-2) + \dots + 2 \cdot 1 + 2T(1) \dots \right] \right] \\ &= nk + n(k-1) + n(k-2) + \dots + n \cdot 1 + n \cdot T(1) \\ &= n(k + (k-1) + (k-2) + \dots + 1) + O(n) = O(nk^2) = \underline{O(n \lg^2 n)} \end{aligned}$$

(b) $T(n) = \frac{n}{\lg n} + 2 \cdot T(n/2)$. Suppose $n = 2^k$

$$\begin{aligned} T(n) &= \frac{n}{k} + 2 \cdot \left[\frac{n/2}{k-1} + 2 \left[\frac{n/4}{k-2} + \dots + \frac{2}{1} + 2T(1) \dots \right] \right] \\ &= n \left(\frac{1}{k} + \frac{1}{k-1} + \frac{1}{k-2} + \dots + \frac{1}{1} \right) + n \cdot T(1) = n \cdot H_k + O(n). \end{aligned}$$

Note the "Harmoniz number" $H_k \sim \ln k = \Theta(\lg \lg n)$,
so $T(n) = \underline{O(n \lg \lg n)}$.

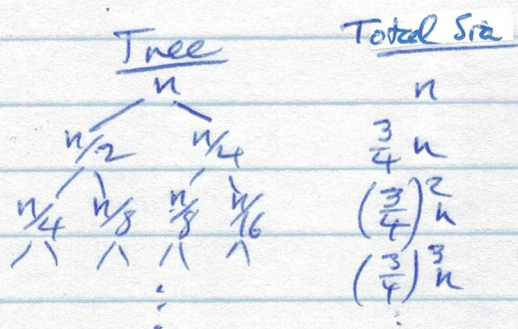
(c) $T(n) = n + \sqrt{n} \cdot T(\sqrt{n})$. Suppose $n = 2^k = 2^{2^l}$

$$\begin{aligned} T(n) &= n + \sqrt{n} \left[\sqrt{n} + \sqrt[4]{n} \cdot \left[\sqrt[4]{n} + \sqrt[8]{n} \cdot [\dots + 2T(2)] \right] \right] \\ &= \underbrace{n + n + n + \dots}_{2 \text{ copies of } n} + \frac{n}{2} T(2) = n \cdot l + O(n) \\ &= \underline{O(n \lg \lg n)}. \end{aligned}$$

Remark: Depth of recurrence is $\lg \lg n$, not $\lg n$.

(d) $T(n) = T(n/2) + T(n/4) + n$

Tree analysis: problems on each level have total size = $\frac{3}{4}$ the previous total size.



So summing the non-recursive " n " term over all problems, we get: $T(n) = n + (\frac{3}{4})n + (\frac{3}{4})^2 n + (\frac{3}{4})^3 n + \dots$ [series]

$$= \left(\frac{1}{1 - \frac{3}{4}} \right) n = 4n = \underline{O(n)}.$$

(a) $M_N(w)$ has two identical rows: row 0 and row k are both all 1's. So it cannot have Full rank, and is not invertible.

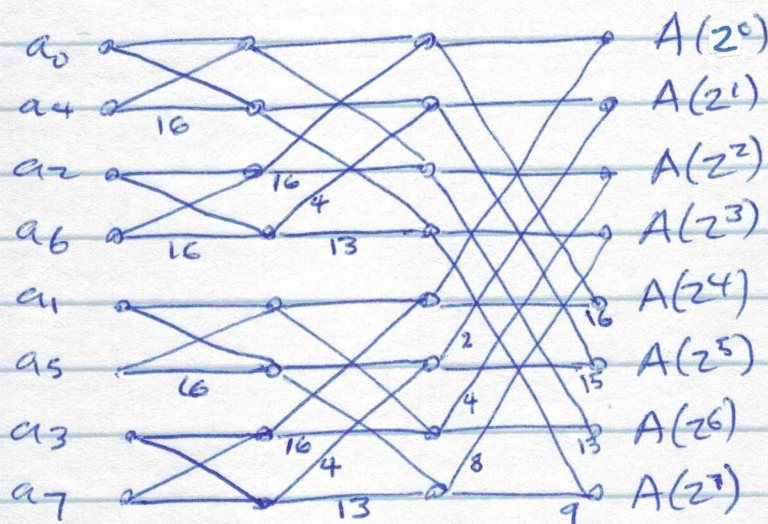
$$(b) M_4(i) = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & i & -1 & -i \\ 1 & -1 & 1 & -1 \\ 1 & -i & -1 & i \end{bmatrix} = \begin{bmatrix} 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & i \\ 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -i \end{bmatrix} \begin{bmatrix} 1 & 0 & 1 & 0 \\ 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & i \\ 0 & 1 & 0 & -i \end{bmatrix}$$

Correspond to two layers of FFT networks, other solutions possible.

(c) Idea: replace each integer label k by $(2^k \bmod 17)$:

k	0	1	2	3	4	5	6	7
$(2^k \bmod 17)$	1	2	4	8	16	15	13	9

(we omit the 0/1 labels)



CS526 hw1 P3

Suppose $\vec{r} = (r_1, r_2, \dots, r_n)$ is our input array of n numbers. For $1 \leq a \leq b \leq n$, the routine PolyProduct(\vec{r}, a, b) should return the product $\prod_{i=a}^b (x - r_i)$

as a polynomial of degree $b-a+1$.

PolyProduct(\vec{r}, a, b): ← subproblem size $b-a+1$, a subarray
 if $a == b$:
 return $x - r_a$

else:

$$mid = \lfloor (a+b)/2 \rfloor$$

polynomials \rightarrow $A = \text{PolyProduct}(\vec{r}, a, mid)$
 about half each \rightarrow $B = \text{PolyProduct}(\vec{r}, mid+1, b)$
 product of polys \rightarrow $C = A * B$
 return C ← degree $b-a+1$

At the top level, we call PolyProduct($\vec{r}, 1, n$).

This is a divide and conquer. Since we can compute the product of two degree m polynomials in $O(m \lg m)$ time, we get:

$$\begin{aligned} T(n) &= 2 \cdot T(n/2) + O(n \lg n) \\ &= O(n \lg^2 n) \end{aligned}$$

by problem 1(a).

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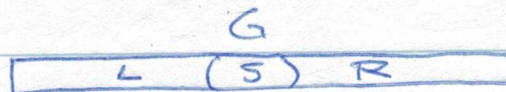
"Polynomial Evaluation via the Division Algorithm:
The Fast Fourier Transform Revisited".

In Proceedings of the Fourth Annual ACM
Symposium on Theory of Computing (STOC).
Denver, CO, ACM Press, pages 88-93, 1972.

Many other (more recent) answers possible!

This is a D&C approach, similar to what we saw for planar graphs. Say a graph is "nice" if the vertices are ordered v_1, v_2, v_3, \dots , and there is no edge $v_i - v_j$ with $|i - j| \geq 10$.

NICEMIS(G):



$n = \# \text{vertices of } G$

if $n \leq 20$:

return MIS found exhaustively

else:

$S = \text{middle } 9 \text{ vertices}$ // a separator

$L = \text{vertices to left of } S$ // at most $n/2$

$R = \text{vertices to right of } S$ // at most $n/2$

for every independent $I_S \subseteq S$:

$N = \text{neighbors of } I_S$ // cannot use

$I_L = \text{NICEMIS}(G[L - N])$ // a nice graph

$I_R = \text{NICEMIS}(G[R - N])$ // a nice graph

$I = I_S \cup I_L \cup I_R$

return $I^* = \text{largest } I \text{ seen}$

Note $G[L - N]$ means the subgraph of G on vertices in $L - N$.

Idea: We don't know I^* , but we can try all possible choices of $I^* \cap S$, and then recurse left and right.

Note there are no edges between L and R .

Analysis: $T(n) \leq 2^9 \cdot 2 \cdot T(n/2) + O(n) \Rightarrow T(n) = O(n^{10})$.

Remark: DP approach has $n \cdot 2^9$ subproblems, $O(n)$ time.