

CSCI 3104, Algorithms
Problem Set 4 (50 points)**Due February 12, 2021**
Spring 2021, CU-Boulder

Advice 1: For every problem in this class, you must justify your answer: show how you arrived at it and why it is correct. If there are assumptions you need to make along the way, state those clearly.

Advice 2: Verbal reasoning is typically insufficient for full credit. Instead, write a logical argument, in the style of a mathematical proof.

Instructions for submitting your solution:

- The solutions **should be typed** and we cannot accept hand-written solutions. [Here's a short intro to Latex.](#)
 - You should submit your work through [Gradescope](#) only.
 - The easiest way to access Gradescope is through our Canvas page. There is a Gradescope button in the left menu.
 - Gradescope will only accept **.pdf** files.
 - [It is vital that you match each problem part with your work.](#) Skip to 1:40 to just see the matching info.
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Recall that a function f expressed in terms that depend on f itself is a recurrence relation. “Solving” such a recurrence relation means expressing f without terms that depend on f .

1. Solve the following recurrence relations using the **unrolling method** (also called plug-in or substitution method), and find tight bounds on their asymptotic growth rates. Remember to show your work so that the graders can verify that you used the **unrolling method**. Assume that all function input sizes are non-negative integers. You may also assume that integer rounding of any fraction of a problem size won't affect asymptotic behavior.

$$(a) \ U_a(n) = \begin{cases} 2U_a(n-1) - 1 & \text{when } n \geq 1, \\ 2 & \text{when } n = 0. \end{cases}$$

$$(b) \ U_b(n) = \begin{cases} 3U_b(n/4) + n/2 & \text{when } n > 3, \\ 0 & \text{when } n = 3. \end{cases}$$

Solution:

2. Consider this recurrence:

$$T(n) = \begin{cases} 4T(n/3) + 2n & \text{when } n > 1, \\ 1 & \text{when } n = 1. \end{cases}$$

- (a) How many levels will the recurrence tree have?
- (b) What is the cost at the level below the root?
- (c) What is the cost at the ℓ 'th level below the root?
- (d) Is the cost constant for each level?
- (e) Find the total cost for all levels. *Hint: You may need to use a summation. The Geometric Sum formula may be helpful.*
- (f) If $T(n)$ is $\Theta(g(n))$, find $g(n)$.

Solution:

3. Showing your work for relevant comparisons, for the following recurrence relations apply the **master method** to identify whether original problems or subproblems dominate, or whether they are comparable. Then write down a Θ bound.

$$(a) \ M_a(n) = \begin{cases} 2M_a(n/3.14) + n \log(n) & \text{when } n > 0.001, \\ 1337 & \text{otherwise.} \end{cases}$$

$$(b) \ M_b(n) = \begin{cases} 6M_b(n/2) + n^{7/3} \log(n) & \text{when } n > 2^{273}, \\ 6734 & \text{otherwise.} \end{cases}$$

$$(c) \ M_c(n) = \begin{cases} 9M_c(n/3) + n^3 \log(n) & \text{when } n > 8/3, \\ 86 & \text{otherwise.} \end{cases}$$

Solution:

4. This is a coding problem. You will implement a version of Quicksort.

- **You must submit a Python 3 source code file with a `quicksort` and a `partitionInPlace` function as specified below.** You will not receive credit if we cannot call your functions.
- The `quicksort` function should take as input an array (numpy array), and for large enough arrays pick a pivot value, call your partition function based on that pivot value, and then recursively call `quicksort` on resulting partitions that are strictly smaller in size than the input array in order to sort the input.
 - Additionally, your `quicksort` should transition from recursive calls to “manual” sorting (via `if` statements or equivalent) when the arrays become small enough.
- The `partitionInPlace` function should take as input an array (numpy array) and pivot value, partition the array (*in at most linear amount of work and constant amount of space*), and return an index such that (after returning) no further swaps need to occur between elements below and elements above the index in order for the array to be sorted.
- You are provided with a scaffold python file that you may use, which contains some suggested function behavior and loop invariants, as well as a simple testing driver. You may alter anything within or ignore it altogether **so long as you maintain the function prototypes specified above.**
 - In particular, the suggestions are meant to allow the pivot value to not be in the array, which is NOT a requirement for Quicksort.

Solution: