
Solutions du CLRS 3 *ed.*

Exercises : (57/16/957)
Problems : (0/6/158)

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1 The Role of Algorithms in Computing

1.1 Algorithms

1.1-1 *Give a real-world example that requires sorting or a real-world example that requires computing a convex hull.*

Solution :

— Tri :

- Tri de cartes ;
- Tri des prix en *e-shopping*.

— Enveloppe convexe : « The problem of finding convex hulls finds its practical applications in pattern recognition, image processing, statistics, geographic information system, game theory, construction of phase diagrams, and static code analysis by abstract interpretation. It also serves as a tool, a building block for a number of other computational-geometric algorithms such as the rotating calipers method for computing the width and diameter of a point set. » [2]

■

1.1-2 *Other than speed, what other measures of efficiency might one use in a real-world setting?*

Solution : La mémoire (l'espace) et l'utilisation de ressources.

■

1.1-3 *Select a data structure that you have seen previously, and discuss its strengths and limitations.*

Solution : Un simple exemple serait la comparaison de liste chaînée et de tableau :

— liste chaînée :

- ✓ la taille de liste chaînée peut varier suivant le temps ;
- ✓ l'insertion et la suppression d'éléments de la liste peuvent être réalisés facilement ;
- ✗ requiert davantage mémoire pour stocker les références ;
- ✗ accès séquentiel d'élément.

— tableau :

- ✓ accès aléatoire d'élément ;
- ✗ la taille du tableau est fixée dès sa déclaration ;
- ✗ l'insertion et la suppression d'élément requièrent une réallocation du tableau, ce qui est coûteux.

■

1.1-4 *How are the shortest-path and traveling-salesman problems given above similar? How are they different?*

Solution : La similitude des deux problèmes est la recherche d'un parcours sur un graphe. La différence est que le TSP contient plus de contraintes : on cherche un cycle hamiltonien suffisamment court (ou le optimal si possible) parmi les nœuds donnés tandis qu'au *shortest-path problem* on cherche le plus court parcours entre deux nœuds. ■

1.1-5 *Come up with a real-world problem in which only the best solution will do. Then come up with one in which a solution that is “approximately” the best is good enough.*

Solution : Cela est l'étude centrale de l'analyse numérique. On se contente d'avoir des résultats approximatifs avec une précision satisfaisante. ■

1.2 Algorithms as a technology

1.2-1 *Give an example of an application that requires algorithmic content at the application level, and discuss the function of the algorithms involved.*

Solution : ■

1.2-2 *Suppose we are comparing implementations of insertion sort and merge sort on the same machine. For inputs of size n , insertion sort runs in $8n^2$ steps, while merge sort runs in $64n \lg n$ steps. For which values of n does insertion sort beat merge sort?*

Solution : On cherche $N \in \mathbb{N}$ tel que $8N^2 < 64N \lg N$, ce qui revient à trouver les $N > 1$ qui vérifie $\frac{N}{\lg N} < 8$. D'après [Wolfram Alpha](#), $N < 43.56$, donc lorsque $N \in \llbracket 1, 43 \rrbracket$, le tri d'insertion est plus efficace que le tri fusion. ■

1.2-3 *What is the smallest value of n such that an algorithm whose running time is $100n^2$ runs faster than an algorithm whose running time is 2^n on the same machine?*

Solution : On cherche l'entier obtenu par la solution de $100n^2 = 2^n$ arrondi par excès. D'après [Wolfram Alpha](#) on trouve que $n > 14.324$, donc $n = 15$. ■

1.3 Problems

1-1 *Comparison of running times*

For each function $f(n)$ and time t in the following table, determine the largest size n of a problem that can be solved in time t , assuming that the algorithm to solve the problem takes $f(n)$ microseconds.

Solution : ■

2 Getting Started

2.1 Insertion Sort

2.1-1 Using Figure 2.2 as a model, illustrate the operation of INSERTION-SORT on the array $A = \langle 31, 41, 59, 26, 41, 58 \rangle$.

Solution : ■

2.1-2 Rewrite the INSERTION-SORT procedure to sort into non-increasing instead of non-decreasing order.

Solution :

Algorithm 1. DECR-INSERTION-SORT (A)

```
1  for  $j = 2$  to  $A.length$ 
2       $key = A[j]$ 
3      // Insert  $A[j]$  into the sorted sequence  $A[1..j-1]$ .
4       $i = j - 1$ 
5      while  $i > 0$  and  $A[i] < key$ 
6           $A[i+1] = A[i]$ 
7           $i = i - 1$ 
8       $A[i+1] = key$ 
```

■

2.1-3 Consider the **searching problem** :

Input : A sequence of n numbers $A = \langle a_1, a_2, \dots, a_n \rangle$ and a value v .

Output : An index i such that $v = A[i]$ or the special value NIL if v does not appear in A .

Write pseudocode for **linear search**, which scans through the sequence, looking for v . Using a loop, prove that your algorithm is correct. Make sure that your loop invariant fulfills the three necessary properties.

Solution :

Algorithm 2. LINEAR-SEARCH (A, v)

```
1   $i = 1$ 
2  while  $i \leq A.length$  and  $A[i] \neq v$ 
3       $i = i + 1$ 
4  if  $i \leq A.length$ 
5      return  $i$ 
6  else
7      return NIL
```

— Initialisation : $i = 1$

$[1..i-1]$ est vide, donc ne contient pas v .

— Conservation

Pour tout $1 \leq i \leq A.length$, pour la boucle i , on a $[1..i-1]$ ne contenant pas v . Le corps de la boucle est exécuté si et seulement si $A[i] \neq v$ et que $i \leq A.length$. Dans ce cas, avant l'itération $i+1$, le sous-tableau $[1..i]$ ne contient pas v .

— Terminaison

Il y a deux cas de terminaison :

- quand $i = A.length + 1$, l'algorithme retourne NIL et l'invariant de boucle confirme (en substituant i par $A.length + 1$) que le tableau $[1..A.length]$ ne contient pas v ;
- il existe un $1 \leq i \leq A.length$ tel que $A[i] = v$, l'invariant de boucle dit que $[1..i-1]$ ne contient pas v , ce qui est vraie. Dans ce cas l'algorithme retourne i .

■

2.1-4 Consider the problem of adding two n -bit binary integers, stored in two n -element arrays A and B . The sum of the two integers should be stored in binary form in an $(n+1)$ -element array C . State the problem formally and write pseudocode for adding the two integers.

Solution :

Input : Deux nombres binaires a et b sous forme de vecteur $A = \langle a_1, \dots, a_n \rangle$ et $B = \langle b_1, \dots, b_n \rangle$ tel que pour tout $i \in [1, n]$, $a_i, b_i \in \{0, 1\}$. Avec l'indice $i = 1$ désignant le bit le plus significatif.

Output : Le vecteur $C = \langle c_1, \dots, c_{n+1} \rangle$ qui représente $c = a + b$ en binaire.

Algorithme 3. ADD-BINARY-INTEGERS (A, B)

```
1  carry = 0
2  for i = n downto 1
3      tmp = A[i] + B[i] + carry
4      C[i+1] = tmp mod 2
5      carry = tmp / 2
6  C[i] = carry
```

■

2.2 Analyzing algorithms

2.2-1 Express the function $n^3/1000 - 100n^2 - 100n + 3$ in terms of Θ -notation.

Solution : $\Theta(n^3)$ ■

2.2-2 Consider sorting n numbers stored in array A by first finding the smallest element of A and exchanging it with the element in $A[1]$. Then find the second smallest element of A , and exchange it with $A[2]$. Continue in this manner for the first $n - 1$ elements of A . Write pseudocode for this algorithm, which is known as **selection sort**. What loop invariant does this algorithm maintain? Why does it need to run for only the first $n - 1$ elements, rather than for all n elements? Give the best-case and worst-case running times of selection sort in Θ -notation.

Solution :

Algorithme 4. SELECTION-SORT (A)

```
1  for  $i = 1$  to  $n - 1$ 
2       $min = i$ 
3      for  $j = i + 1$  to  $n$ 
4          if  $A[min] > A[j]$ 
5               $min = j$ 
6      if  $min \neq j$ 
7          swap( $A, min, j$ )
```

— Invariant de boucle :

Le tableau $[1..i - 1]$ est trié avant la i ème itération et tous les éléments dans $[i..n]$ sont supérieurs à ceux dans $[1..i - 1]$.

— À la $n - 1$ itération, le tableau $[1..n - 2]$ est trié, il ne reste plus qu'à comparer $A[n - 1]$ et $A[n]$.

— Temps d'exécution :

- Cas optimal : A déjà trié, $\Theta(n^2)$;
 - Cas le plus défavorable : A trié de façon décroissante, $\Theta(n^2)$.
-

2.2-3 Consider linear search again (see Exercise 2.1-3). How many elements of the input sequence need to be checked on the average, assuming that the element being searched for is equally likely to be any element in the array? How about in the worst case? What are the average-case and worst-case running times of linear search in Θ -notation? Justify your answers.

Solution :

— Cas moyen : $\frac{1}{n} \sum_{i=1}^n i = \frac{n+1}{2}$;

— Cas le plus défavorable : $n + 1$.

Donc $\Theta(n)$ dans les deux cas. ■

2.2-4 How can we modify almost any algorithm to have a good best-case running time?

Solution : Tester au début de l'algorithme la nature de l'entrée, si celle-ci vérifie une certaine condition, retourner un résultat calculé préalablement. ■

2.3 Designing algorithms

2.3-1 Using Figure 2.4 as a model, illustrate the operation of merge sort on the array $A = \langle 3, 41, 52, 26, 38, 57, 9, 49 \rangle$.

Solution : ■

2.3-2 Rewrite the MERGE procedure so that it does not use sentinels, instead stopping once either array L or R has had all its elements copied back to A and then copying the remainder of the other array back into A.

Solution :

Algorithm 5. MERGE (A, p, q, r)

```
1   $n_1 = q - p + 1$ 
2   $n_2 = r - q$ 
3  Let  $L[1..n_1]$  and  $R[1..n_2]$  be new arrays
4  for  $i = 1$  to  $n_1$ 
5       $L[i] = A[p + i - 1]$ 
6  for  $j = 1$  to  $n_2$ 
7       $R[j] = A[q + j]$ 
8   $i = 1$ 
9   $j = 1$ 
10 for  $k = p$  to  $r$ 
11     if  $j == n_2 + 1$  or  $(i \leq n_1$  and  $L[i] \leq R[j])$ 
12          $A[k] = L[i]$ 
13          $i = i + 1$ 
14     else
15          $A[k] = R[j]$ 
16          $j = j + 1$ 
```

2.3-3 Use mathematical induction to show that when n is an exact power of 2, the solution of the recurrence

$$T(n) = \begin{cases} 2 & \text{if } n = 2, \\ 2T(n/2) + n & \text{if } n = 2^k, \text{ for } k > 1 \end{cases}$$

is $T(n) = n \lg n$.

Solution : Soit $n = 2^p$, avec $p \in \mathbb{N}^*$.

- Initialisation : $T(2) = 2 \lg 2 = 2$ est vraie.
- Hérédité : Soit $k < p$ et supposons que $T(2^k) = 2^k \lg 2^k = 2^k k$.
Alors $T(2^{k+1}) = 2T(2^k) + 2^{k+1} = 2^{k+1}(k + 1)$.
- Conclusion : Pour tout $p \in \mathbb{N}^*$, on a bien $T(2^p) = 2^p p$.

■

2.3-4 We can express insertion sort as a recursive procedure as follows. In order to sort $A = [1 \dots n]$, we recursively sort $A = [1 \dots n - 1]$ and then insert $A[n]$ into the sorted array $A[1 \dots n - 1]$. Write a recurrence for the running time of this recursive version of insertion sort.

Solution :

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ T(n-1) + \Theta(n) & \text{otherwise} \end{cases}$$

■

2.3-5 Referring back to the searching problem (see Exercise 2.1-3), observe that if the sequence A is sorted, we can check the midpoint of the sequence against v and eliminate half of the sequence from further consideration. The **binary search** algorithm repeats this procedure, halving the size of the remaining portion of the sequence each time. Write pseudocode, either iterative or recursive, for binary search. Argue that the worst-case running time of binary search is $\Theta(\lg n)$.

Solution :

Algorithme 6. REC-BIN-SEARCH (A, p, q, v)

```
1  mid = ⌊(p + q)/2⌋
2  if A[mid] < v
3      REC-BIN-SEARCH(A, r + 1, q, v)
4  else if A[mid] > v
5      REC-BIN-SEARCH(A, p, mid - 1, v)
6  else if A[mid] == v
7      return mid
8  else
9      return NIL
```

Calculons le temps d'exécution au cas le plus défavorable. On a :

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ T(n/2) + \Theta(1) & \text{otherwise} \end{cases} .$$

Supposons que $n = 2^p$, alors par la méthode d'arbre récursive, on a un arbre dégénéré de hauteur p dans lequel chaque nœud est étiqueté par une constante c . Il suffit donc

de calculer

$$\begin{aligned}\sum_{i=0}^p c &= (p+1)c \\ &= (\lg n + 1)c \\ &= \Theta(\lg n).\end{aligned}$$

■

2.3-6 Observe that the **while** loop of lines 5–7 of the INSERTION-SORT procedure in Section 2.1 uses a linear search to scan (backward) through the sorted subarray $A[1..j-1]$. Can we use a binary search (see Exercise 2.3-5) instead to improve the overall worst-case running time of insertion sort to $\Theta(n \lg n)$?

Solution : Non. Dans la boucle **tant que**, on effectue deux tâches :

1. la recherche linéaire de l'emplacement auquel on insère l'élément : $\Theta(n)$;
2. le décalage de tous les éléments après cet emplacement : $\Theta(n)$.

Remplacer la recherche linéaire par la recherche dichotomique améliore la première tâche en temps logarithmique. Néanmoins, le décalage toujours en $\Theta(n)$, cause un temps quadratique à l'algorithme. ■

2.3-7 ★ Describe a $\Theta(n \lg n)$ -time algorithm that, given a set S of n integers and another integer x , determines whether or not there exist two elements in S whose sum is exactly x .

Solution : ■

2.4 Problems

2-1 Insertion sort on small arrays in merge sort

Although merge sort runs in $\Theta(n \lg n)$ worst-case time and insertion sort runs in $\Theta(n^2)$ worst-case time, the constant factors in insertion sort can make it faster in practice for small problem sizes on many machines. Thus, it makes sense to **coarsen** the leaves of the recursion by using insertion sort within merge sort when subproblems become sufficiently small. Consider a modification to merge sort in which $n = k$ sublists of length k are sorted using insertion sort and then merged using the standard merging mechanism, where k is a value to be determined.

- a. Show that insertion sort can sort the $n = k$ sublists, each of length k , in $\Theta(nk)$ worst-case time.
- b. Show how to merge the sublists in $\Theta(n \lg(n/k))$ worst-case time.
- c. Given that the modified algorithm runs in $\Theta(nk + n \lg(n/k))$ worst-case time, what is the largest value of k as a function of n for which the modified algorithm has the same running time as standard merge sort, in terms of Θ -notation?

d. How should we choose k in practice?

Solution :



2-2 Correctness of bubblesort

Bubblesort is a popular, but inefficient, sorting algorithm. It works by repeatedly swapping adjacent elements that are out of order.

Solution :



2-3 Correctness of Horner's rule

The following code fragment implements Horner's rule for evaluating a polynomial

Solution :



2-4 Inversions

Solution :



3 Growth of Functions

3.1 Asymptotic notation

3.2 Standard notations and common functions

4 Divide-and-Conquer

4.1 The maximum-subarray problem

4.1-1 What does `FIND-MAXIMUM-SUBARRAY` return when all elements of A are negative?

Solution : L'indice du plus grand élément du tableau. ■

4.1-2 Write pseudocode for the brute-force method of solving the maximum-subarray problem. Your procedure should run in $\Theta(n^2)$ time.

Solution :

Algorithm 7. `BRUTE-FIND-MAX-SUBARRAY` (A)

```
1   $index = period = -1$ 
2   $sum = -\infty$ 
3  for  $i = 1$  to  $A.length$ 
4       $tmp\_sum = 0$ 
5      for  $tmp\_period = 1$  to  $A.length - i + 1$ 
6           $tmp\_sum = tmp\_sum + A[i + tmp\_period - 1]$ 
7          if  $tmp\_sum > sum$ 
8               $index = i$ 
9               $period = tmp\_period$ 
10          $sum = tmp\_sum$ 
11 return ( $index, period, sum$ )
```

4.1-3 Implement both the brute-force and recursive algorithms for the maximum-subarray problem on your own computer. What problem size n_0 gives the crossover point at which the recursive algorithm beats the brute-force algorithm? Then, change the base case of the recursive algorithm to use the brute-force algorithm whenever the problem size is less than n_0 . Does that change the crossover point?

Solution :

- Environ 17, voir le programme `tst_crossover_pt_1`.
- Le crossover point est devenu 2, voir le programme `tst_crossover_pt_2`.

4.1-4 Suppose we change the definition of the maximum-subarray problem to allow the result to be an empty subarray, where the sum of the values of an empty subarray is 0. How would you change any of the algorithms that do not allow empty subarrays to permit an empty subarray to be the result?

Solution :

- Si la somme finale est négative, on retourne 0 et le tableau vide;
- Initialiser par 0 la somme.

■

4.1-5 Use the following ideas to develop a nonrecursive, linear-time algorithm for the maximum-subarray problem. Start at the left end of the array, and progress toward the right, keeping track of the maximum subarray seen so far. Knowing a maximum subarray of $A[1..j]$, extend the answer to find a maximum subarray ending at index $j + 1$ by using the following observation : a maximum subarray of $A[1..j + 1]$ is either a maximum subarray of $A[1..j]$ or a subarray $A[i..j + 1]$, for some $1 \leq i \leq j + 1$. Determine a maximum subarray of the form $A[i..j + 1]$ in constant time based on knowing a maximum subarray ending at index j .

Solution :

Algorithme 8. LINEAR-FIND-MAX-SUBARRAY (A)

```
1  left = right = 1
2  sum = A[1]
3  for j = 2 to n
4      tmp-sum = 0
5      if A[j] ≤ 0
6          continue
7      else if right == j - 1
8          right = j
9          sum = sum + A[j]
10     else
11         right = j
12         i = j - 1
13         while A[i] > 0
14             i = i - 1
15         left = i + 1
16 return sum
```

■

4.2 Strassen's algorithm for matrix multiplication

4.2-1 Use Strassen's algorithm to compute the matrix product

$$\begin{pmatrix} 1 & 3 \\ 7 & 5 \end{pmatrix} \begin{pmatrix} 6 & 8 \\ 4 & 2 \end{pmatrix}.$$

Show your work.

Solution : Soit $A = \begin{pmatrix} 1 & 3 \\ 7 & 5 \end{pmatrix}$ et $B = \begin{pmatrix} 6 & 8 \\ 4 & 2 \end{pmatrix}$, on veut calculer le produit matriciel $AB = C$.
On *divise* les matrices A et B en 4 sous-matrices :

$$\begin{array}{ll} A_{11} = (1) & A_{12} = (3) \quad \text{et} \quad B_{11} = 6 \quad B_{12} = 8 \\ A_{21} = (7) & A_{22} = (5) \quad \quad B_{21} = 4 \quad B_{22} = 2 \end{array}$$

puis on effectue les calculs intermédiaires :

$$\begin{array}{ll} S_1 = B_{12} - B_{22} = 6 & S_6 = B_{11} + B_{22} = 8 \\ S_2 = A_{11} + A_{12} = 4 & S_7 = A_{12} - A_{22} = -2 \\ S_3 = A_{21} + A_{22} = 12 & S_8 = B_{21} + B_{22} = 6 \\ S_4 = B_{21} - B_{11} = -2 & S_9 = A_{11} - A_{21} = -6 \\ S_5 = A_{11} + A_{22} = 6 & S_{10} = B_{11} + B_{12} = 14 \end{array}$$

et

$$\begin{array}{ll} P_1 = A_{11} \cdot S_1 = 6 & P_4 = A_{22} \cdot S_4 = -10 \\ P_2 = S_2 \cdot B_{22} = 8 & P_5 = S_5 \cdot S_6 = 48 \\ P_3 = S_3 \cdot B_{11} = 72 & P_6 = S_7 \cdot S_8 = -12 \\ & P_7 = S_9 \cdot S_{10} = -84 \end{array}$$

On finie par :

$$\begin{array}{l} C_{11} = P_5 + P_4 - P_2 + P_6 = 18 \\ C_{12} = P_1 + P_2 = 14 \\ C_{21} = P_3 + P_4 = 62 \\ C_{22} = P_5 + P_1 - P_3 - P_7 = 66 \end{array}$$

D'où

$$C = \begin{pmatrix} 18 & 14 \\ 62 & 66 \end{pmatrix}.$$

■

4.2-2 Write pseudocode for Strassen's algorithm.

Solution :

■

4.2-3 How would you modify Strassen's algorithm to multiply $n \times n$ matrices in which n is not an exact power of 2? Show that the resulting algorithm runs in time $\Theta(n^{\lg 7})$.

Solution :

■

4.2-4 What is the largest k such that if you can multiply 3×3 matrices using k multiplications (not assuming commutativity of multiplication), then you can multiply $n \times n$ matrices in time $O(n^{\lg 7})$? What would the running time of this algorithm be?

Solution : ■

4.2-5 V. Pan has discovered a way of multiplying 68×68 matrices using 132,464 multiplications, a way of multiplying 70×70 matrices using 143,640 multiplications, and a way of multiplying 72×72 matrices using 155,424 multiplications. Which method yields the best asymptotic running time when used in a divide-and-conquer matrix-multiplication algorithm? How does it compare to Strassen's algorithm?

Solution : ■

4.2-6 How quickly can you multiply a $kn \times n$ matrix by an $n \times kn$ matrix, using Strassen's algorithm as a subroutine? Answer the same question with the order of the input matrices reversed.

Solution :

— $kn \times n : \Theta(k^2 n^{\lg 7})$

— $n \times kn : \Theta(kn^{\lg 7})$

4.2-7 Show how to multiply the complex numbers $a+bi$ and $c+di$ using only three multiplications of real numbers. The algorithm should take a, b, c , and d as input and produce the real component $ac - bd$ and the imaginary component $ad + bc$ separately.

Solution :

Algorithme 9. ADD-COMPLEX-NUMBER (a, b, c, d)

1 $P_1 = ac$

2 $P_2 = bd$

3 $P_3 = (a + b)(c + d)$

4 $real = P_1 - P_2$

5 $imag = P_3 - P_1 - P_2$

6 **return** ($real, imag$)

Ceci est un cas particulier de l'algorithme de Karatsuba¹ qui a une complexité en temps $O(n^{\lg 3})$ pour la multiplication entre deux nombres de n chiffres.

1. voir [Algorithme de Karatsuba](#) (Wikipedia)

4.3 The substitution method for solving recurrences

4.3-1 Show that the solution of $T(n) = T(n-1) + n$ is $\mathcal{O}(n^2)$.

Solution : Supposons que $T(n) \leq cn^2$. On a

$$\begin{aligned}T(n) &\leq c(n-1)^2 + n \\&= c(n^2 - 2n + 1) + n \\&= cn^2 - 2cn + c + n \\&\leq cn^2 \quad \text{avec } c \geq \frac{n}{2n-1}.\end{aligned}$$

La fonction $\frac{n}{2n-1}$ étant décroissante, on peut choisir $c = 1$ et $n_0 = 1$ tel que la définition soit vérifiée :

$$T(n) \in \{f(n) : \forall n \geq 1, 0 \leq f(n) \leq n^2\} \implies T(n) \in \mathcal{O}(n^2).$$

■

4.3-2 Show that the solution of $T(n) = T(\lceil n/2 \rceil) + 1$ is $\mathcal{O}(\lg n)$.

Solution : Supposons que $T(n) \leq c \lg n$ est vraie pour tout $m \leq n$ en particulier $m = \lceil n/2 \rceil$. Alors

$$\begin{aligned}T(n) &\leq c \lg n/2 + 1 \\&= c(\lg n - 1) + 1 \\&= c \lg n - c + 1 \\&\leq c \lg n \quad \forall c \in]0, 1].\end{aligned}$$

■

4.3-3 We saw that the solution of $T(n) = 2T(\lfloor n/2 \rfloor) + n$ is $\mathcal{O}(n \lg n)$. Show that the solution of this recurrence is also $\Omega(n \lg n)$. Conclude that the solution is $\Theta(n \lg n)$.

Solution : On suppose que $T(n) \geq c(n+2) \lg(n+2)$. On a

$$\begin{aligned}T(n) &\geq 2c(\lfloor n/2 \rfloor + 2) \lg(\lfloor n/2 \rfloor + 2) + n \\&\geq 2c(n/2 + 1) \lg(n/2 + 1) + n \\&= c(n+2)(\lg(n+2) - 1) + n \\&= c(n+2) \lg(n+2) - c(n+2) + n \\&\geq c(n+2) \lg(n+2) \quad \text{avec } c \leq 1/3.\end{aligned}$$

De plus, $c(n+2)\lg(n+2) \geq cn\lg n$, donc on a bien $T(n) = \Omega(n\lg n)$ pour $c = 1/3$ et $n_0 = 1$ par exemple. ■

Solution : ■

4.3-4

Solution : ■

4.3-5

Solution : ■

4.3-6

Solution : ■

4.3-7

Solution : ■

4.3-8

Solution : ■

4.3-9

4.4 The recursion-tree method for solving recurrences

4.5 The master method for solving recurrences

4.5-1 Use the master method to give tight asymptotic bounds for the following recurrences.

- a. $T(n) = 2T(n/4) + 1$.
- b. $T(n) = 2T(n/4) + \sqrt{n}$.
- c. $T(n) = 2T(n/4) + n$.
- d. $T(n) = 2T(n/4) + n^2$.

Solution : Dans les quatre cas, on a $\log_b a = \log_4 2 = \frac{1}{2}$.

- a. $f(n) = 1 = \mathcal{O}(n^{\log_4 2 - \varepsilon})$ avec $\varepsilon \in]0, 1]$, donc $T(n) = \Theta(\sqrt{n})$.
- b. $f(n) = \sqrt{n} = \Theta(\sqrt{n})$, donc $T(n) = \Theta(\sqrt{n} \lg n)$.
- c. $f(n) = n = \Omega(n^{\log_4 2 + \varepsilon})$ avec $\varepsilon \in]0, 2]$, de plus $af(n/b) = n/2 \leq cf(n) = cn$ avec $1/2 \leq c < 1$, donc $T(n) = \Theta(n)$.
- d. $f(n) = n^2 = \Omega(n^{\log_4 2 + \varepsilon})$ avec $\varepsilon \in]0, 1.4]$, de plus $af(n/b) = n^2/8 \leq cf(n)$ avec $1/8 \leq c < 1$, donc $T(n) = \Theta(n^2)$.

4.5-2 Professor Caesar wishes to develop a matrix-multiplication algorithm that is asymptotically faster than Strassen's algorithm. His algorithm will use the divide-and-conquer method, dividing each matrix into pieces of size $n/4 \times n/4$, and the divide and combine steps together will take $\Theta(n^2)$ time. He needs to determine how many subproblems his algorithm has to create in order to beat Strassen's algorithm. If his algorithm creates a subproblems, then the recurrence for the running time $T(n)$ becomes $T(n) = aT(n/4) + \Theta(n^2)$. What is the largest integer value of a for which Professor Caesar's algorithm would be asymptotically faster than Strassen's algorithm?

Solution :

4.5-3 Use the master method to show that the solution to the binary-search recurrence $T(n) = T(n/2) + \Theta(1)$ is $T(n) = \Theta(\lg n)$. (See Exercise 2.3-5 for a description of binary search.)

Solution : On a $a = 1, b = 2$, alors $n^{\lg_b a} = 1$. Comme $f(n) \in \Theta(1) = \Theta(n^{\lg_b a})$, $T(n) = \Theta(\lg n)$.

4.5-4 Can the master method be applied to the recurrence $T(n) = 4T(n/2) + n^2 \lg n$? Why or why not? Give an asymptotic upper bound for this recurrence.

Solution : On compare $n^{\lg_2 4} = n^2$ avec $f(n) = n^2 \lg n$. Comme on n'a ni $f(n) = \mathcal{O}(n^{\lg_2 4 - \epsilon})$ ni $f(n) = \Theta(n^2)$ ni $f(n) = \Omega(n^{\lg_2 4 + \epsilon})$, on ne peut utiliser la *master method*. Pour trouver une borne supérieure asymptotique, on peut d'abord conjecturer avec la méthode d'arbre récursive puis vérifier l'exactitude avec la méthode de substitution.

Arbre récursive : Supposons que $n = 2^p$ avec $p \in \mathbb{N}$. On a un arbre complet de hauteur p dans lequel chaque nœud est étiqueté par $cn^2 \lg n$ et a 4 fils. Chaque niveau $i \in \{0, \dots, p-1\}$ a un coût $c4^i \cdot c(\frac{n}{2^i})^2 \lg \frac{n}{2^i} = cn^2(p-i)$. Les feuilles sont supposées d'être étiquetées par une constante $\Theta(1)$ et il y en a $4^p = n^2$, donc le coût des feuilles est $\Theta(n^2)$. On obtient, en sommant les coûts de tous les niveaux, une idée sur la borne asymptotique : za

$$\begin{aligned} \sum_{i=0}^{p-1} cn^2(p-i) + \Theta(n^2) &= cn^2 \sum_{i=0}^{p-1} (p-i) + \Theta(n^2) \\ &= cn^2(p^2 - \frac{(p-1)p}{2}) \\ &= \Theta(n^2 \lg^2 n) = \Theta((n \lg n)^2). \end{aligned}$$

Méthode de substitution :

4.5-5 ★ Consider the regularity condition $af(n/b) \leq cf(n)$ for some constant $c < 1$, which is part of case 3 of the master theorem. Give an example of constant $a \geq 1$ and $b > 1$ and a function $f(n)$ that satisfies all the conditions in case 3 of the master theorem except the regularity condition.

Solution : Fixons $a = 1, b = 2$ et étudions les fonctions de forme $f(n) = a_n \cdot n$ avec $a_n > 0$ qui pourraient vérifier

$$\begin{cases} f(n) &= \Omega(n^{\log_2(1+\varepsilon)}) \quad \text{avec } \varepsilon > 0 \\ f(n/2) &\leq c f(n) \quad \text{avec } c \geq 1. \end{cases}$$

La première condition est vérifiée si a_n soit bornée. Pour que la deuxième l'est également, il faut que $a_{n/2} \leq 2ca_n$ et que a_n ne soit pas constante. Intuitivement, on choisit $a_n = \cos(n) + 2$ qui est toujours positive. Par substitution, on obtient l'inégalité suivante

$$\frac{\cos(n/2) + 2}{2(\cos(n) + 2)} \leq c \quad (1)$$

Le maximum du premier membre de l'inégalité (1) est donné par [Wolfram Alpha](#) et vaut approximativement 1.0303. Donc on a $1.0303 \leq c$, ce qui vérifie la deuxième condition. Ainsi, on ne peut appliquer le *master theorem* pour trouver une borne asymptotique inférieure. ■

5 Probabilistic Analysis and Randomized Algorithms

5.1 The hiring problem

5.1-1 Show that the assumption that we are always able to determine which candidate is best, in line 4 of procedure HIRE-ASSISTANT, implies that we know a total order on the ranks of the candidates.

Solution : Les axiomes de l'ordre (transitivité, antisymétrie et réflexivité) ne suffisent pas, la totalité ($x \leq y$ ou $y \leq x$) est exigé. Sinon il se peut qu'on ne pourrait comparer deux candidates. ■

5.1-2 ★ Describe an implementation of the procedure RANDOM(a, b) that only makes calls to RANDOM($0, 1$). What is the expected running time of your procedure, as a function of a and b ?

Solution :

Algorithme 10. RANDOM (a, b)

```
1   $n = b - a$ 
2   $c = \lceil \lg(n + 1) \rceil$ 
3   $r = n$ 
4  while  $r > n$ 
5       $r = 0$ 
6      // Form a  $c$ -digit binary number
7      for  $i = 1$  to  $c$ 
8           $r = r + \text{SHIFT-LEFT}(\text{RANDOM}(0, 1), i)$ 
9  return  $a + r$ 
```

— Exactitude : La probabilité d'obtenir un nombre $a + i$ avec $i \in \llbracket 0, n \rrbracket$ est :

$$\begin{aligned}\mathbb{P}(\{a + i\}) &= \sum_{i=0}^{\infty} \left(\frac{c - n - 1}{c} \right)^i \cdot \left(\frac{1}{c} \right) \\ &= \left(\frac{1}{c} \right) \cdot \left(\frac{c}{n + 1} \right) \\ &= \frac{1}{n + 1}\end{aligned}$$

On a bien une distribution uniforme.

— Complexité en temps : $\mathcal{O}(\lg(b - a))$. ■

5.1-3 ★ Suppose that you want to output 0 with probability $1/2$ and 1 with probability $1/2$. At your disposal is a procedure BIASED-RANDOM, that outputs either 0 or 1. It outputs 1 with some probability p and 0 with probability $1/p$, where $0 < p < 1$, but you do not know what

p is. Give an algorithm that uses `BIASED-RANDOM` as a subroutine, and returns an unbiased answer, returning 0 with probability $1/2$ and 1 with probability $1/2$. What is the expected running time of your algorithm as a function of p ?

Solution : On énonce ici le *skew-correction algorithm* dû à VON NEUMANN :

Algorithme 11. `UNBIASED-RANDOM` $(0, 1)$

```

1   $(a_1, a_2) = (0, 0)$ 
2  while  $a_1 == a_2$ 
3       $(a_1, a_2) = (\text{BIASED-RANDOM}(0, 1), \text{BIASED-RANDOM}(0, 1))$ 
4  return  $a_1$ 
```

— Exactitude : La probabilité d'obtenir un nombre i avec $i \in \{0, 1\}$ est :

$$\sum_{i=0}^{\infty} \left((1-p)^2 + p^2 \right)^i p(1-p) = \frac{p(1-p)}{1 - (2p^2 - 2p + 1)} = \frac{1}{2}.$$

— Complexité en temps : $\mathcal{O}\left(\frac{1}{p(1-p)}\right)$.

■


A Summation

Références : [1]

A.1 Summation formulas and properties


A.1-1 Find a simple formula for $\sum_{k=1}^n (2k-1)$

Solution :

$$\begin{aligned}\sum_{k=1}^n (2k-1) &= n(n+1) - n \\ &= n^2.\end{aligned}$$



A.1-2 ★ Show that $\sum_{k=1}^n 1/(2k-1) = \ln(\sqrt{n}) + \mathcal{O}(1)$ by manipulating the harmonic series.

Solution :

$$\begin{aligned}\sum_{k=1}^n \frac{1}{2k-1} &= H_n - \frac{1}{2} \sum_{k=1}^n \frac{1}{k} \\ &= \frac{1}{2} H_n \\ &= \ln(\sqrt{n}) + \mathcal{O}(1).\end{aligned}$$


A.1-3 Show that $\sum_{k=0}^{\infty} k^2 x^k = x(1+x)/(1-x)^3$ for $0 < |x| < 1$.

Solution :

$$\begin{aligned}\sum_{k=0}^{\infty} k^2 x^k &= x \left(\frac{x}{(1-x)^2} \right)' \\ &= \frac{x}{(1-x)^2} + \frac{2x}{(1-x)^3} \\ &= \frac{x(1+x)}{(1-x)^3}.\end{aligned}$$


A.1-4 ★ Show that $\sum_{k=0}^{\infty} (k-1)/2^k = 0$.

Solution : Soit $S = \sum_{k=0}^{\infty} \frac{k-1}{2^k}$. Alors $2S = \sum_{k=0}^{\infty} \frac{k-1}{2^{k-1}} = -2 + \sum_{k=0}^{\infty} \frac{k}{2^k}$. Donc

$$\begin{aligned} 2S - S &= -2 + \sum_{k=0}^{\infty} \frac{1}{2^k} \\ &= 0. \end{aligned}$$

■

A.1-5 ★ Evaluate the sum $\sum_{k=1}^{\infty} (2k+1)x^{2k}$ for $|x| < 1$.

Solution :

$$\begin{aligned} \sum_{k=1}^{\infty} (2k+1)x^{2k} &= \left(\sum_{k=1}^{\infty} x^{2k+1} \right)' \\ &= \left(\frac{x}{1-x^2} - x \right)' \\ &= \frac{3x^2}{1-x^2} + \frac{2x^4}{(1-x^2)^2} \end{aligned}$$

■

A.1-6 Prove that $\sum_{k=1}^n \mathcal{O}(f_k(i)) = \mathcal{O}\left(\sum_{k=1}^n f_k(i)\right)$ by using the linearity property of summations.

Solution : Soit pour tout $k \in \llbracket 1, n \rrbracket$, $g_k \in \mathcal{O}(f_k)$, autrement dit $g_k \leq c_k f_k$ est vérifié à partir d'un rang N_k avec $c_k > 0$. On a donc $\sum_{k=1}^n g_k \leq \sum_{k=1}^n c_k f_k$ vérifié à partir d'un rang $N = \max(N_1, \dots, N_n)$ et $c = \max(c_1, \dots, c_n)$. D'où $\sum_{k=1}^n g_k \in \mathcal{O}(\sum_{k=1}^n f_k)$. ■

A.1-7 Evaluate the product $\prod_{k=1}^n 2 \cdot 4^k$.

Solution : Soit $P = \prod_{k=1}^n 2 \cdot 4^k = \prod_{k=1}^n 2^{2k+1}$. On a

$$\begin{aligned} \lg P &= \sum_{k=1}^n 2k+1 \\ &= n(n+2) \end{aligned}$$

Finalement, $P = 2^{n(n+2)}$. ■

A.1-8 ★ Evaluate the product $\prod_{k=2}^n (1 - 1/k^2)$.

Solution :

$$\begin{aligned}\prod_{k=2}^n \left(1 - \frac{1}{k^2}\right) &= \prod_{k=2}^n \frac{k-1}{k} \cdot \frac{k+1}{k} \\ &= \frac{1}{2} \cdot \frac{n+1}{n} \\ &= \frac{n+1}{2n}.\end{aligned}$$

■

A.2 Bounding summations

A.2-1 Show that $\sum_{k=1}^n 1/k^2$ is bounded above by a constant.

Solution :

$$\begin{aligned}\sum_{k=1}^n \frac{1}{k^2} &= 1 + \sum_{k=2}^n \frac{1}{k^2} \\ &\leq 1 + \int_1^n \frac{1}{x^2} dx \\ &= 1 + \left(1 - \frac{1}{n}\right) \\ &= 2 - \frac{1}{n} \\ &\leq 2.\end{aligned}$$

■

A.2-2 Find an asymptotic upper bound on the summation $\sum_{k=0}^{\lfloor \lg n \rfloor} \lceil n/2^k \rceil$.

A.2-3 Show that the n th harmonic number is $\Omega(\lg n)$ by splitting the summation.

A.2-4 Approximate $\sum_{k=1}^n k^3$ with an integral.

Solution : On a

$$\int_0^n x^3 dx \leq \sum_{k=1}^n k^3 \leq \int_1^{n+1} x^3 dx$$

ce qui donne

$$\frac{n^4}{4} \leq \sum_{k=1}^n k^3 \leq \frac{(n+1)^4 - 1}{4}.$$

Ainsi, $\sum_{k=1}^n k^3 = \Theta(n^4)$.

■

A.2-5 Why didn't we use the integral approximation (A.12) directly on $\sum_{k=1}^n 1/k$ to obtain an upper bound on the n th harmonic number?

Solution : Car la primitive de $1/x$ n'est pas définie en 0. ■

A.3 Problems

A-1 *Bounding summations*

Give asymptotically tight bounds on the following summations. Assume that $r > 0$ and $s > 0$ are constants.

a. $\sum_{k=1}^n k^r.$

b. $\sum_{k=1}^n \lg^s k.$

c. $\sum_{k=1}^n k^r \lg^s k$

Solution : ■

B Sets, Etc.

C Counting and Probability

C.1 Counting

C.1-1 *How many k -substrings does an n -string have? (Consider identical k -substrings at different positions to be different.) How many substrings does an n -string have in total?*

Solution : Il y a $S_k = n - k + 1$ k -sous-chaînes dans une n -chaîne. Le nombre total de sous-chaînes dans une n -chaîne est donc

$$\sum_{k=1}^n S_k = \frac{n(n+1)}{2}.$$

■

C.1-2 *An n -input, m -output boolean function is a function from $\{TRUE, FALSE\}^n$ to $\{TRUE, FALSE\}^m$. How many n -input, 1-output boolean functions are there? How many n -input, m -output boolean functions are there?*

Solution : Le cardinal de l'ensemble de fonction de E dans F est $|F|^{|E|}$. Particulièrement pour les fonctions booléennes, on a :

- pour $E = \{TRUE, FALSE\}^n$ et $F = \{TRUE, FALSE\}$, $|F|^{|E|} = 2^{2^n}$;
- pour $E = \{TRUE, FALSE\}^n$ et $F = \{TRUE, FALSE\}^m$, $|F|^{|E|} = (2^m)^{2^n}$.

■

C.1-3 *In how many ways can n professors sit around a circular conference table? Consider two seatings to be the same if one can be rotated to form the other.*

Solution : On considère tout d'abord le cas de sièges rangés linéairement. Dans ce cas, on a $n!$ arrangements. Dans le cas circulaire, on peut définir une relation d'équivalence \mathcal{R} qui regroupe les arrangements qui peuvent être obtenus par une permutation circulaire. De ce fait, il y a exactement n éléments dans chaque classe. Le nombre d'arrangement de sièges placés circulairement est en fait le cardinal de l'espace quotienté par \mathcal{R} . Donc il y a $\frac{n!}{n} = (n-1)!$ arrangements. ■

C.1-4 *In how many ways can we choose three distinct numbers from the set $\{1, 2, \dots, 99\}$ so that their sum is even?*

Solution : Pour obtenir un nombre pair en sommant trois nombres distincts de l'ensemble $E = \{1, 2, \dots, 99\}$, il y a deux possibilités :

- pair + pair + pair = pair ;
- impair + impair + pair = pair .

Dans l'ensemble E, il y a 50 nombres impairs et 49 nombres pairs. Finalement, le nombre de combinaisons est :

$$\binom{49}{3} + \binom{50}{2} \binom{49}{1} = 78449.$$

■

C.1-5 Prove the identity

$$\binom{n}{k} = \frac{n}{k} \binom{n-1}{k-1}$$

for $0 < k \leq n$.

Solution :

$$\binom{n}{k} = \frac{n!}{k!(n-k)!} = \frac{n \cdot (n-1)!}{k(k-1)!((n-1)-(k-1))!} = \frac{n}{k} \binom{n-1}{k-1}.$$

■

C.1-6 Prove the identity

$$\binom{n}{k} = \frac{n}{n-k} \binom{n-1}{k}$$

for $0 \leq k < n$.

Solution :

$$\binom{n}{k} = \frac{n}{n-k} \cdot \frac{(n-1)!}{k!((n-1)-k)!} = \frac{n}{n-k} \binom{n-1}{k}.$$

■

C.1-7 To choose k objects from n , you can make one of the objects distinguished and consider whether the distinguished object is chosen. Use this approach to prove that

$$\binom{n}{k} = \binom{n-1}{k} + \binom{n-1}{k-1}.$$

Solution :

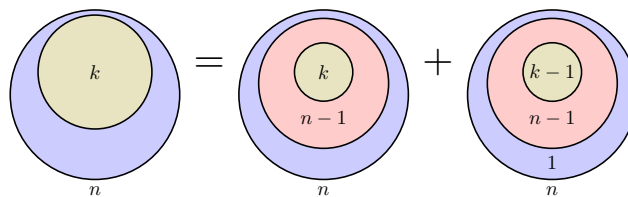


FIGURE 1 – « combinaison de k parmi n »

On fixe un élément parmi les n et on en choisit k . Si l'élément est choisi, il y a $\binom{n-1}{k-1}$ moyens de choisir les autres; sinon les k éléments choisis sont inclus dans les $n-1$ restants et il y a $\binom{n-1}{k}$ moyens de choisir. Conclusion : $\binom{n}{k} = \binom{n-1}{k} + \binom{n-1}{k-1}$, d'où ce que montre la figure (1). ■

C.1-8 Using the result of Exercise C.1-7, make a table for $n = 0, 1, \dots, 6$ and $0 \leq k \leq n$ of the binomial coefficients $\binom{n}{k}$ with $\binom{0}{0}$ at the top, $\binom{1}{0}$ and $\binom{1}{1}$ on the next line, and so forth. Such a table of binomial coefficients is called **Pascal's triangle**.

Solution :

								</				

FIGURE 2 – Triangle de Pascal

C.1-9 Prove that

$$\sum_{i=1}^n i = \binom{n+1}{2}.$$

Solution :

$$\sum_{i=1}^n i = \frac{n(n+1)}{2} = \frac{(n+1)!}{(n-2)!2!} = \binom{n+1}{2}.$$

C.1-10 Show that for any integers $n \geq 0$ and $0 \leq k \leq n$, the expression $\binom{n}{k}$ achieves its maximum value when $k = \lfloor n/2 \rfloor$ or $k = \lceil n/2 \rceil$.

Solution : Il y a deux points de vue :

1. la symétrie : $\binom{n}{k} = \binom{n}{n-k}$;

2. la croissance : comparons $\binom{n}{k}$ et $\binom{n}{k+1}$:

$$\begin{aligned}
 \binom{n}{k} < \binom{n}{k+1} &\iff \frac{n!}{k!(n-k)!} < \frac{n!}{(k+1)!(n-k-1)!} \\
 &\iff k!(n-k)! > (k+1)!(n-k-1)! \\
 &\iff (n-k)! > (k+1)(n-k-1)! \\
 &\iff n-k > k+1 \\
 &\iff n > 2k+1 \\
 &\iff k < \frac{n-1}{2}.
 \end{aligned}$$

En réunissant ces deux résultats, à n fixé, on observe que les coefficients $\binom{n}{k}$ pour $k = 0, \dots, \lfloor \frac{n}{2} \rfloor$ croissent et atteignent une valeur maximale lorsque $k = \lfloor n/2 \rfloor$ et $k = \lceil n/2 \rceil$ (par symétrie). ■

C.1-11 ★

C.1-12 ★

C.1-13 ★

C.1-14 ★

C.1-15 ★

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