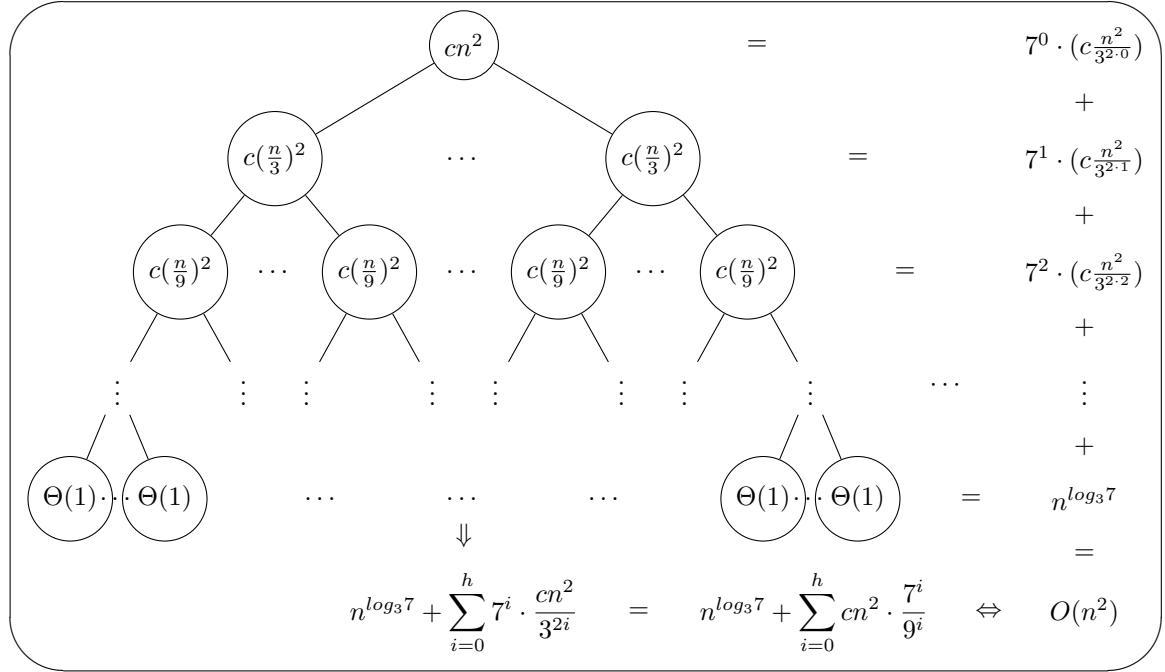


# Analysis of Algorithms Final

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1 (a)  $height = \log_3 n$



(b)

$$\begin{aligned}
 &\sum_{i=0}^{\log_3 n} \frac{7^i cn^2}{3^{2i}} + n^{\log_3 7} \\
 &< cn^2 \sum_{i=0}^{\infty} \frac{7^i}{9^i} + n^{\log_3 7} \\
 &= cn^2 \frac{1}{1 - 7/9} + n^{\log_3 7} \\
 &= 3cn^2 + n^{\log_3 7} \\
 &< 4cn^2 \\
 &= O(n^2)
 \end{aligned}$$

(c) Induction for  $\mathcal{O}$

Inductive Hypothesis:  $T(n) \geq cn^2$

Induction:  $T(n) \geq 7c \frac{n^2}{3^2} + dn^2$

$$= cn^2 \frac{7}{9} + dn^2$$

$$\geq cn^2 \quad \text{with } c \leq 4d \text{ and } n \geq 0$$

Induction for  $\Omega$

Inductive Hypothesis:  $T(n) \leq cn^2$

Induction:  $T(n) \leq 7c \frac{n^2}{3^2} + dn^2$

$$= cn^2 \frac{7}{9} + dn^2$$

$$\leq cn^2 \quad \text{with } c \geq 5d \text{ and } n \geq 0$$

(d)

$$a = 7, b = 3$$

$$f(n) = n^2 = \Omega(n^{\log_3 7 + \epsilon})$$

$$\lim_{n \rightarrow \infty} \frac{n^2}{n^{\log_3 7 + \epsilon}} < \infty \text{ (it is polynomially larger)}$$

Regularity condition:

$$7 \frac{n^2}{3^2} \leq cn^2$$

$$= \frac{7}{9} n^2 \leq cn^2 \quad \text{for } c \geq 7/9 \text{ and } c \leq 1 \text{ and } n \geq 0$$

(Passes)

Case 3:  $\Theta(n^2)$

2 (a) I'll use the four conditions listed in our book on page 379. It took me a bit to realize how this was not a greedy choice problem. Tricky!

- i. Our initial choice can be a division that we make of  $C$ , where  $C_{choice} < C$  is optimal and  $C - C_{choice}$  is our subproblem.
- ii. The optimal choice given to us would be the sum  $C_{choice}$ , which is less than  $C$  so divides it at some point.
- iii. The subproblem that ensues is  $C - C_{choice}$  which is the remaining sum we have yet to find an optimum on.
- iv. Suppose we have come to an optimal solution with suboptimal  $C_{choice}$  and  $C - C_{choice}$ . If we "cut" away our two suboptimal subproblems and replace them with more optimal ones, then we would supposedly increase the optimality of the whole problem. But this is a contradiction of our supposition that we had an optimal solution.

(b) In haskell:

```
vs = [1,5,10,25,100,200]
```

```
change 0 _ = 0
```

```
change c [1] = c
```

```
change c v
```

```
  | last v <= c = min (change c (init v)) (1 + change (c-(last v)) v)
```

```
  | last v > c = change c (init v)
```

```
-- >> change 7 vs
```

```
-- >> 3
```

```
-- >> change 42 vs
```

```
-- >> 5
```

With memoization:

```

-- Generate our memoization matrix.
-- There's probably a prettier way to do it, perhaps with list comp.
matrix c v = map (\(n,cs) -> (map (\c -> (n,c)) cs)) (zip [1..n] (replicate n [c,c-1..1]))
  where n = length v
-- Map our change function over the matrix
change_matrix c v = map (map (\(x,y) -> ch y (take x v))) (matrix c v)
  where
    ch 0 _ = 0
    ch c [1] = c
    ch c v
      | last v <= c = min (mchange c (init v)) (1 + mchange (c-(last v)) v)
      | last v > c  = mchange c (init v)
    where n = length v

-- Get the cell in the matrix for which we used n coins on c sum
mchange c v = (change_matrix c v) !! (length v - 1) !! 0

-- >> mchange 7 vs
-- >> 3
-- >> mchange 42 vs
-- >> 5

```

That was fun. It works correctly but I'm not entirely sure it memoizes rather than recomputes the matrix every time. I've read before about using a fixed point function to factor out memoization in haskell that looked really neat but I probably don't have time to figure it out.

- (c) For each coin  $v(n)$  we have to consider  $\min(f(C - v(n), n), f(C - v(n-1), n), \dots, f(C - v(1), n))$  where  $f$  is our choice function. That amounts to  $n$  total choices per coin.
- (d) Since for each coin we must consider  $n$  subproblems, and the worst case is  $C$  total coins, our complexity would then be  $\Theta(Cn)$  total choices overall.

Here is a greedy version of the algorithm I made before realizing it isn't optimal. Might as well leave it here.

Let  $C$  be our goal sum and  $v(n)$  be the coin of  $n^{th}$  value.

$$NCoins(C, 1) = C$$

$$NCoins(C, n) = NCoins(C \% v(n), n - 1) + \lfloor C/v(n) \rfloor$$

- 3** (a)  
(b)