

## Solutions to Problem 4 of Homework 4 (12 points)

Name: GOWTHAM GOLI (N17656180)

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We wish to implement a data structure  $D$  that maintains the  $k$  smallest elements of an array  $A$ . The data structure should allow the following procedures:

- $D \leftarrow \text{INITIALIZE}(A, n, k)$  that initializes  $D$  for a given array  $A$  of  $n$  elements.
- $\text{TRAVERSE}(D)$ , that returns the  $k$  smallest elements of  $A$  in sorted order.
- $\text{INSERT}(D, x)$ , that updates  $D$  when an element  $x$  is inserted in the array  $A$ .

We can implement  $D$  using one of the following data structures: (i) an unsorted array of size  $k$ ; (ii) a sorted array of size  $k$ ; (iii) a max-heap of size  $k$ .

- (a) (4 points) For each of the choices (i)-(iii), show that the INITIALIZE procedure can be performed in time  $O(n + k \log n)$ .

**Solution:**

INITIALIZE

APPROACH

The idea is to find the  $k^{\text{th}}$  smallest element in the array  $A$  and then traverse the array to find all the elements less than the  $k^{\text{th}}$  smallest element.

Following the idea of Quicksort, the following algorithm is called Quickselect which returns the  $k^{\text{th}}$  smallest element in  $O(n)$  time. We choose a random element as a pivot and now we know in which partition the  $k^{\text{th}}$  smallest element lies in. So we recursively find the desired element in that partition

```

1 Algorithm: QUICKSELECT( $A, low, high, k$ )
2 if  $low$  is  $high$  then
3   | Return  $A[low]$ 
4 end
5  $q \leftarrow \text{PARTITION}(A, low, high)$ 
6 if  $q$  is  $k$  then
7   | Return  $A[q]$ 
8 else if  $q > k$  then
9   | Return QUICKSELECT( $A, low, q - 1, k$ )
10 else
11   | Return QUICKSELECT( $A, q + 1, high, k$ )

```

**Algorithm 5:** Algorithm that returns  $k^{\text{th}}$  smallest element of  $A$  in  $O(n)$  time

## TIME COMPLEXITY OF QUICKSELECT

$$\begin{aligned} T(n) &= T(q) + O(n) \quad (\text{or}) \quad T(n - q) + O(n) \quad \text{where } q \leftarrow 1 \text{ to } n - 1 \\ &= T(k) + O(n) \quad \text{where } k \leftarrow 1 \text{ to } n - 1 \end{aligned}$$

$$\therefore T(n) = \begin{cases} T(1) + O(n) \\ T(2) + O(n) \\ \vdots \\ T(n - 1) + O(n) \end{cases}$$

Expected Running Time,  $T(n)$  will be

$$\begin{aligned} T(n) &= \frac{1}{n}(T(0) + T(1) + \dots + T(n - 1) + n^2) \\ nT(n) &= T(0) + T(1) + \dots + T(n - 1) + n^2 \\ (n - 1)T(n - 1) &= T(0) + T(1) + \dots + T(n - 2) + (n - 1)^2 \\ nT(n) - (n - 1)T(n - 1) &= T(n - 1) + 2n - 1 \\ nT(n) &= nT(n - 1) + 2n - 1 \\ T(n) &= T(n - 1) + 2 - 1/n \\ &= 2n - (1/n + 1/(n - 1) + \dots + 1) \\ &\leq 2n \\ &= O(n) \end{aligned}$$

Therefore the average running time of Quickselect is only  $O(n)$ . However in the worst case, it could go to  $O(n^2)$

### i USING UNSORTED ARRAY

```

1 Algorithm: INITIALIZE(A)
2  $D \leftarrow \text{NEWARRAY}(K)$ 
3  $c \leftarrow 0$ 
4  $key \leftarrow \text{QUICKSELECT}(A, 0, n - 1, k)$ 
5 for  $i \leftarrow 0$  to  $n - 1$  do
6   if  $A[i] < key$  then
7      $D[c] \leftarrow A[i]$ 
8      $c \leftarrow c + 1$ 
9   end
10 end
11 Return D

```

**Algorithm 6:** Initialize  $D$  with an Unsorted array in  $O(n)$  time

It is clear that from the above pseudocode the running time of the algorithm is  $O(n) = O(n + k \log n)$

ii USING SORTED ARRAY

```

1 Algorithm: INITIALIZE(A)
2  $D \leftarrow \text{NEWARRAY}(K)$ 
3  $c \leftarrow 0$ 
4  $key \leftarrow \text{QUICKSELECT}(A, 0, n - 1, k)$ 
5 for  $i \leftarrow 0$  to  $n - 1$  do
6   if  $A[i] < key$  then
7      $D[c] \leftarrow A[i]$ 
8      $c \leftarrow c + 1$ 
9   end
10 end
11  $\text{MERGE-SORT}(D)$ 
12 Return  $D$ 

```

**Algorithm 7:** Initialize  $D$  with a Sorted array in  $O(n + k \log k)$  time

It is clear that from the above pseudocode the running time of the algorithm is  $O(n + k \log k) = O(n + k \log n)$

iii USING MAX-HEAP

```

1 Algorithm: INITIALIZE(A)
2  $D \leftarrow \text{NEWARRAY}(K)$ 
3  $c \leftarrow 0$ 
4  $key \leftarrow \text{QUICKSELECT}(A, 0, n - 1, k)$ 
5 for  $i \leftarrow 0$  to  $n - 1$  do
6   if  $A[i] < key$  then
7      $D[c] \leftarrow A[i]$ 
8      $c \leftarrow c + 1$ 
9   end
10 end
11  $\text{BUILD-MAXHEAP}(D)$ 
12 Return  $D$ 

```

**Algorithm 8:** Initialize  $D$  with a Max-heap in  $O(n + k)$  time

It is clear that from the above pseudocode the running time of the algorithm is  $O(n + k) = O(n + k \log n)$

□

- (b) (3 points) For each of the choices (i)-(iii), compute the best running time for the TRAVERSE procedure you can think of. (In particular, tell your procedure.)

**Solution:**

TRAVERSE

- i Apply merge-sort on  $D$  and return  $D$ . Time taken is  $O(k \log k)$
- ii The array is already sorted, so just return  $D$ . Time taken is  $O(1)$
- iii Keep performing Extract-Max from  $D$  and return in the reverse order. Time taken is  $O(k \log k)$

□

- (c) (5 points) For each of the choices (i)-(iii), compute the best running time for the INSERT procedure you can think of. (In particular, tell your procedure.)

**Solution:**

INSERT

- i Find the maximum element in  $D$ . If the inserted element  $x$  is smaller than the maximum element, swap each other. Time taken is  $O(k)$
- ii Perform binary search in  $D$ . Insert  $x$  at the appropriate position and shift  $D$  to the right by one index from  $x$  and swap the last element of  $D$  with the position where  $x$  was inserted in  $A$ . Time taken is  $O(k + \log k) = O(k)$
- iii Find-Max in  $D$ . If the  $x$  is smaller than the max-element, Extract-Max and then Insert  $x$  into the heap  $D$  and insert the extracted maximum from the heap at the position where  $x$  was inserted in  $A$ . Time taken is  $O(\log k)$

□