

CS3343 Analysis of Algorithms Fall 2019

Homework 4

Due 10/14/19 before 11:59pm (Central Time)

1. Arrays and Heaps (6 points)

- (1) (3 points) Suppose you wanted to create an algorithm to find the number of elements $\geq k$ in an array, A , of n distinct elements.

Specifically, describe efficient algorithms to solve this problem when A is the following data structures.

- (a) Unsorted array *loop through the array and check if element is bigger*
- (b) Sorted array *Since the array is sorted we can do a binary search and find K, then we can say number on right will be strictly > K*
- (c) Max-heap *check if root = K & true there are no element > K*

- (2) (3 points) Analyze the runtime of your three algorithms from the previous part:

- (a) Unsorted array $O(n)$ time because we have to loop through each element to see if it's $\geq k$
- (b) Sorted array $O(\log n)$ time because each time we divide array by half
- (c) Max-heap $O(n \log n)$

2. Heaps With Linked Lists (4 points)

Originally we stored our heap in an array. Consider instead storing our heap as a doubly linked list.

- (1) (2 points) For a node i what are the new asymptotic run times for $left(i)$, $right(i)$, and $parent(i)$? Justify your answer.
- (2) (2 points) How does this affect the run times of $findMax()$, $insert(key)$, $extractMax()$? Justify your answer.

3. Hash Table (7 points)

- (1) Consider inserting the keys 2, 21, 3, 58, 11, 42, 34 into a hash table of length $m = 10$ with the hash function $h(k) = k \bmod 10$.

(a) (2 points) Illustrate the result of inserting these keys using linear probing to resolve collisions.

(b) (2 points) Illustrate the result of inserting these keys using chaining to resolve collisions.

- (2) Consider inserting the keys 8, 5, 14 into a hash table of length $m = 8$ with the hash function $h(k) = \lfloor m(kA - \lfloor kA \rfloor) \rfloor$ where $A = 0.625$.

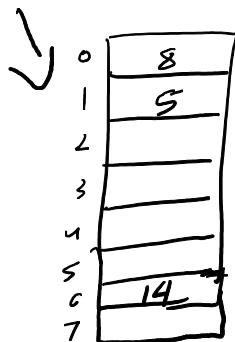
(a) (2 points) Illustrate the result of inserting these keys.

$$h(8) = \lfloor 8(\lfloor 0.625 \rfloor - \lfloor 8(0.625) \rfloor) \rfloor = 0$$

$$h(5) = \lfloor 5(\lfloor 0.625 \rfloor - \lfloor 8(0.625) \rfloor) \rfloor = 1$$

$$h(14) = \lfloor 14(\lfloor 0.625 \rfloor - \lfloor 8(0.625) \rfloor) \rfloor = 6$$

Continued on the back ↗

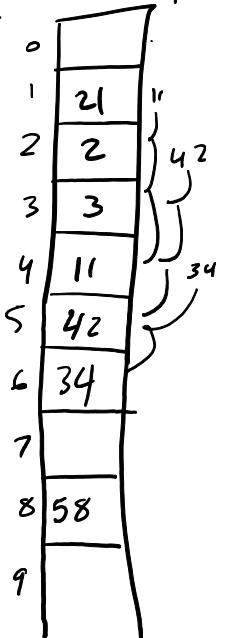


3. 125

→ would take O(n) time because we would have to loop n times in worst case.

O(1) for max-heap because 1st one would be largest one

Linear probing



- (b) (1 point) Now compute the hash function of the key 14 using the alternative algorithm described below.

You can assume we have a word size $w = 4$. Since $m = 8 = 2^3$, $p = 3$ Since $A = 0.625 = 10/2^4 = 10/2^w$, $s = 10$.

Alternative Algorithm: Compute ks and convert it to a binary number. This number will consist of $\leq 2w$ bits. Look at the right-most w bits. Of those bits, convert the leftmost p bits back to an integer. This integer is your hash table slot.

$$K = \frac{1}{4} \\ S = \frac{1}{10} = 140$$

4. Counting Sort (4 points)

6

~~123 45 78 10 4 5 2 0
0 0 0 0 0 0 0 0
1 0 0 0 1 1 0 0~~

Algorithm 1 int[] countingSort(int $A[1 \dots n]$, int k)

1: //Precondition: The n values in A are all between 0 and k

2: Let $C[0 \dots k]$ be a new array

3: //We will store our sorted array in the array B .

4: Let $\overline{B[1 \dots n]}$ be a new array

5: for $i = 0$ to k do

$$6: \quad C[i] = 0; \quad C = \boxed{0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0 \ 0}$$

7: end for

8: for $i = 1$ to n do

$$C[A[i]] = C[A[i]] + 1;$$

10: end for

11. $\|C[i]\|_p$

12: for $i = 1$ to k do

13: $C[i] = C[i] + C$

13: $\cup[i] = \cup[i] + \cup[i-1]$,
 14: end for

15. $\|C[i]\|_p$

15: //C[i] now contains the #
16: for i = n down to 1 do

18: If $i = n$ down to 1 do

$$17: \quad B[C[A[t]]] \equiv A[t];$$

$$18: \quad C[A[i]] \equiv C[A[i]] - 1;$$

19: end for

20: return B ;

60 / 62

(a) (2 points) Illustrate the operation of $countingSort(\{2, 1, 5, 3, 1, 2, 5\}, 6)$.

Specifically, show the changes made to the arrays A , B , and C for each pass through the for loop at line 16.

(b) (2 points) Describe an algorithm that, given an unsorted array of n integers in the range 0 to k , preprocesses its input and then answers any query about how many of the n integers fall into a range a to b in $O(1)$ time. Your algorithm should use $O(n+k)$ preprocessing time.

(Hint: Look at the array C which is computed by the above code for inspiration)

$$4.a \quad A = \{2, 1, 5, 3, 1, 2, 5\}$$

$$i=7 \quad B = \{- - - 5\} \quad C = \{2, 4, 5, 5, 6, 7\}$$

$$i=6 \quad B = \{- - - 2, 5\} \quad C = \{2, 3, 5, 5, 6, 7\}$$

$$i=5 \quad B = \{- 1 - 2 - 5\} \quad C = \{1, 3, 5, 5, 6, 7\}$$

$$i=4 \quad B = \{- 1 - 2 - 3 - 5\} \quad C = \{1, 3, 4, 5, 6, 7\}$$

$$i=3 \quad B = \{- 1 - 2 - 3, 5, 5\} \quad C = \{1, 3, 4, 5, 5, 7\}$$

$$i=2 \quad B = \{1 1 2 2 3 5 5\} \quad C = \{0 3 4 5 5 7\}$$

$$i=1 \quad B = \{1 1 2 2 3 5 5\} \quad C = \{0 2 4 5 5 7\}$$

④b

Loop through the array and compare if each element is in between the range of a and b and increase the count =