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**Hw1—Theoretical part****1. Solution to Problem 1**

- (a) use induction method to show that *Horner's rule* can solve this problem and store the solution in  $z$ . How many additions and multiplications does this routine use, as a function of  $n$ ?

- i. **Base case:** For  $n = 0, p(x) = a_0$ , from the simple routine, we get  $z = a_0$ . *Horner's rule* holds for  $n = 0$
- ii. **Induction Hypothesis:** For  $n \geq 1$ , assume that this routine correctly solve the problem for  $n$ , which means  $p(x) = a_0 + a_1x + a_2x^2 + \cdots + a_nx^n = z$ .
- iii. **Inductive Step:** We'll show that the routine correctly solve the polynomial for  $n + 1$ ,  $p(x) = a_0 + a_1x + a_2x^2 + \cdots + a_nx^n + a_{n+1}x^{n+1}$ .

Initially  $z = a_{n+1}$ . We consider the first loop,  $z = a_{n+1}x + a_n$ . The following loops are the same as the loops for  $n$ . We have  $z = a_{n+1}x^{n+1} + a_nx^n + \cdots + a_1x + a_0$  finally, and we need to prove that  $z = p(x)$ .

Let  $q(x) = a_1 + a_2x + a_3x^2 + \cdots + a_nx^{n-1} + a_{n+1}x^n$ , obviously,  $q(x)x + a_0 = p(x)$ .

Use Induction Hypothesis, we have the solution to the polynomial  $q(x)$ ,  $w = a_1 + a_2x + a_3x^2 + \cdots + a_{n+1}x^n = q(x)$ , and  $wx + a_0 = q(x)x + a_0 = p(x)$ .

Moreover,  $wx + a_0 = (a_1 + a_2x + a_3x^2 + \cdots + a_{n+1}x^n)x + a_0 = z = p(x)$ .

Thus, we prove that the routine holds for  $n+1$ .

There are  $n$  loops in this routine, and each loop includes 1 addition and 1 multiplication. Thus, there are  $n$  additions and  $n$  multiplications in this routine.  $T(n) = O(n)$ .

- (b) Can you find a polynomial for which an alternative algorithm runs substantially faster? Consider the polynomial  $p(x) = x^n$ , where  $n = 2^k$ . Then we have use the following simple algorithm to solve this problem.

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**Algorithm 1** Calculate( $x^{2^k}$ )

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**if**  $k == 0$  **then**

**return**  $x$

**else return** (Calculate( $x^{2^{k-1}}$ ))<sup>2</sup>

**end if**

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i. proof of correctness

we use induction method to prove correctness:

**Base case:** For  $k = 0, n = 1, p(x) = x^1 = x$ , from the simple routine, obviously we get  $x$ . The algorithm holds for  $k = 0$ .

**Induction Hypothesis:** For  $k \geq 0$ , assume that the algorithm correctly solve the problem for  $k$ .

**Inductive Step:** We have to show that for  $k + 1$  the result of the algorithm is equal to the solution of  $q(x) = x^{2^{k+1}}$ .

Consider the first step, we get  $\text{result} = (\text{result}_1)^2$ , where  $\text{result}_0 = \text{Calculate}(x^{2^k})$ , according to the hypothesis,  $\text{result}_0$  is the solution to  $p(x) = x^{2^k}$ . Moreover,  $q(x) = x^{2^{k+1}} = p(x)^2$ , so  $(\text{result}_0)^2 = \text{result}$  is the solution of  $q(x)$ . The algorithm holds for  $k + 1$

ii. running time

$$T(2^k) = T(2^{k-1}) + \Theta(1)$$

$$T(n) = T(n/2) + \Theta(1)$$

According to Master Theorem,  $T(n) = O(\log n)$ . Compared to *Horner's Rule*  $T(n) = O(n)$ , the new algorithm is better.

## 2. Solution to Problem 2

(a) Pseudocode

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**Algorithm 2** Recursive( $A, left, right$ )

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if left == right then
    return
else if (right - left) == 1 then
    if A[left] <= A[right] then
        return
    else SWAP(A[left], A[right])
    end if
else
    flag1 = left + [(right - left) ·  $\frac{2}{3}$ ]
    flag2 = right - [(right - left) ·  $\frac{2}{3}$ ]
    Recursive(A, left, flag1)
    Recursive(A, left, flag1)
    Recursive(A, left, flag1)
end if
```

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(b) Proof for correctness:

Suppose the algorithm sort in ascending order, and use induction method to prove correctness:

**Base Case:**

For  $n = 0, 1, 2$ , from the routine, obviously we get the sorted list.

**Induction Hypothesis:**

For  $n \geq 0$ , we assume that the recursive algorithm correctly sort the list, which means,  
 $\forall i \leq j, A[i], A[j] \in A : A[i] \leq A[j]$ .

**Inductive Step:**

We need to show that  $\forall n + 1$  ( $n \geq 2$ ), the algorithm works.

Consider the routine,

$$\text{len}(A, \text{left}, \text{flag}_1) \leq \lceil \frac{2}{3}(n + 1) \rceil \leq n$$

$$\text{len}(A, \text{flag}_2, \text{right}) \leq \lceil \frac{2}{3}(n + 1) \rceil \leq n$$

Thus, through **Recursive**( $A, \text{left}, \text{flag}_1$ ) and **Recursive**( $A, \text{flag}_2, \text{right}$ ), we get sorted list.

We need to prove that the result is sorted, which means: in the result,

$$\forall i \leq j, A[i], A[j] \in A : A[i] \leq A[j]$$

For  $\forall i \leq j \leq \text{flag}_1$  or  $\text{flag}_1 \leq i \leq j$ , it is trivial. We still need to show  $\forall i \leq \text{flag}_1 \leq j$ ,  $A[i] \leq A[j]$  holds.

By reductio ad absurdum, we assume that  $\exists i_0 \leq \text{flag}_1 \leq j_0 \leq \text{len}(A) : A[i_0] = u > A[j_0] = v$ . Before the second **Recursive**( $A, \text{left}, \text{flag}_1$ ) and after **Recursive**( $A, \text{flag}_2, \text{right}$ ), obviously,  $v$  is placed after  $\text{flag}_1$ . At the same time,  $u$  should be placed before  $\text{flag}_2$ , or it would contradict with **Recursive**( $A, \text{flag}_2, \text{right}$ ) process, which sorted  $A[\text{flag}_2 : \text{right}]$ .

Before **Recursive**( $A, \text{flag}_2, \text{right}$ ) and after the first **Recursive**( $A, \text{left}, \text{flag}_1$ ),  $u$  is still placed before  $\text{flag}_2$ . At the same time  $v$  should be placed after  $\text{flag}_1$ , or it would contradict with the first **Recursive**( $A, \text{left}, \text{flag}_1$ ) process, which sorted  $A[\text{left} : \text{flag}_1]$ .

Thus we have: after the first **Recursive**( $A, \text{left}, \text{flag}_1$ ) process,  $u$  is set before  $\text{flag}_2$ ,  $v$  is set after  $\text{flag}_1$ . According to **Induction Hypothesis**, after the first **Recursive**( $A, \text{left}, \text{flag}_1$ ) process,  $\forall m \in [\text{flag}_2 : \text{flag}_1] \geq \forall n \in [\text{left} : \text{flag}_2]$ , of course  $\forall m \in A[\text{flag}_2 : \text{flag}_1] = M : m \geq u \geq v$ . Then after **Recursive**( $A, \text{flag}_2, \text{right}$ ) process,  $v$  should be placed after  $\forall m \in M$ , which means,  $v$  is in  $A[\text{flag}_2 : \text{flag}_1]$ , which contradicts what was mentioned above. Thus the assumption is invalid. Thus  $\forall i \leq \text{flag}_1 \leq j, A[i] \leq A[j]$  holds.

According to the analysis of the preceding context, we've proved that in the result:

$$\forall i \leq j, A[i], A[j] \in A : A[i] \leq A[j].$$

Thus  $A$  is sorted by this algorithm.

(c) recurrence for its running time.

$$T(n) = 3 * T(2n/3) + \Theta(1)$$

according to master theorem:

(d) use the recurrence to bound its asymptotic running time.

According to **Master Theorem**,  $T(n) = \Theta(n^{\log_{\frac{3}{2}}}) = \omega(n^2)$

(e) No. **Insertion Sort** and **Merge Sort** are both faster than this algorithm.

### 3. Solution to Problem 3

$f$	$g$	$O$	$o$	$\Omega$	$\omega$	$\Theta$
$n \log^2 n$	$6n^2 \log n$	yes	yes	no	no	no
$\sqrt{\log n}$	$(\log \log n)^3$	no	no	yes	yes	no
$4 \log n$	$n \log 4n$	yes	yes	no	no	no
$n^{3/5}$	$\sqrt{n} \log n$	no	no	yes	yes	no
$5\sqrt{n} + \log n$	$2\sqrt{n}$	yes	yes	no	no	no
$\frac{5^n}{n^8}$	$n^5 4^n$	no	no	yes	yes	no
$\sqrt{n} 2^n$	$2^{n/2 + \log n}$	no	no	yes	yes	no
$n \log 2n$	$\frac{n^2}{\log n}$	yes	yes	no	no	no
$n!$	$2^n$	no	no	yes	yes	no
$\log n!$	$\log n^n$	yes	no	yes	no	yes

### 4. Solution to Problem 4

(a) running time

There are  $n$  loops in this algorithm, each loop has constant number of primitive computational steps, and there are constant number of steps outside loops.

$$T(n) = c_1 n + c_2 = O(n)$$

(b) success probability

When the algorithm succeed happens when the random item  $a_i$  is selected exactly between the first quartile and third quartile. And the random item  $a_i$  is selected uniformly. The probability of  $a_i$  is between the first quartile and third quartile is

$$\frac{[\frac{1}{2}(n+1)] + 1}{n} \approx \frac{1}{2}$$

Thus we get success probability is  $\frac{1}{2}$ .

(c) improve

Consider the *Randomized Approximate Median* as a one-time probabilistic experiment that succeeds with probability  $\frac{1}{2}$ . We can improve the algorithm by repeat until we find a number between the first quartile and third quartile with 99% success probability after repeating at most  $k$  times.

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**Algorithm 3** Improved\_Randomized Approx Median( $S$ )

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```

set  $count = 1$ 
while  $count \leq k$  do
     $output = \text{Randomized Approximate Median}(S)$ 
     $count = count + 1$ 
    if  $output \neq error$  then
        return  $output$ 
    end if
end while
return  $output$ 

```

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$$P(\text{still failed after } k \text{ times}) = \frac{1}{2}^k \leq 0.01$$

then we have  $k \geq 10$ , thus we set  $k = 10$ , the improved algorithm have at least 99% success probability.

for running time:

$$T(n) = cT(n) = O(n)$$

## 5. Solution to Problem 5

(a) compute the median of  $S$  using this algorithm

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**Algorithm 4** Calculate\_Median( $S$ )

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```

if  $length(S)$  is odd then
    return  $k - th \text{ order statistics}(S, \frac{length(S)+1}{2})$ 
else
    return  $\frac{1}{2}(k - th \text{ order statistics}(S, \frac{length(S)}{2}), k - th \text{ order statistics}(S, \frac{length(S)}{2} + 1))$ 
end if
end if

```

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(b) The expected running time

- i. Upper bound the expected time of **k-th order statistic** on a sub-problem of type  $j$ , excluding the time spent on recursive calls.

For sub-problem of type  $j$ , the new  $S$  consists of at most  $n(\frac{3}{4})^j$  items, let  $X_j$  be the number of recursive calls in sub-problem. Then there are at most  $X_j \cdot cn(\frac{3}{4})^j$  computational steps in sub-problem. Moreover, the sub-problem of type  $j$  is at most  $\lceil \log_{\frac{4}{3}} n \rceil$ th call in the recursive process. Then the total steps should be

$$T(n) \leq \sum_{j=0}^{\lfloor \log_{\frac{4}{3}} n \rfloor} X_j \cdot cn \left(\frac{3}{4}\right)^j = c \sum_{j=0}^{\lfloor \log_{\frac{4}{3}} n \rfloor} X_j \cdot n \left(\frac{3}{4}\right)^j$$

$$E[T(n)] \leq E\left[c \sum_{j=0}^{\lfloor \log_{\frac{4}{3}} n \rfloor} X_j \cdot n \left(\frac{3}{4}\right)^j\right] = cE\left[\sum_{j=0}^{\lfloor \log_{\frac{4}{3}} n \rfloor} X_j \cdot n \left(\frac{3}{4}\right)^j\right] = cn \sum_{j=0}^{\lfloor \log_{\frac{4}{3}} n \rfloor} \left(\frac{3}{4}\right)^j E[X_j]$$

and

$$E[X_j] = \sum_{i=0}^{\infty} i \cdot P(X_j = i)$$

- ii. Calculate the probability that item  $a_i$  is selected such that  $1/4$  of the input can be thrown out (thus the input shrinks by a factor of  $3/4$ ).

This happens when  $a_i$  is between the first quartile and third quartile.

$$P(a_i \text{ results in the input shrinks by a factor of } 3/4) = \frac{1}{2}$$

iii.

$P(X_j = i)$  is the probability that, in sub-problem of type  $j$ , there are only  $i$  calls of recursive process to get the next sub-problem  $j + 1$ .

$$P(X_j = i) = \left(\frac{1}{2}\right)^{i-1} \cdot \frac{1}{2} = \left(\frac{1}{2}\right)^i$$

$$E[X_j] = \sum_{i=0}^{\infty} i \cdot P(X_j = i) = \sum_{i=0}^{\infty} i \cdot \left(\frac{1}{2}\right)^i = 2$$

$$E[T] \leq c \cdot n \sum_{j=0}^{\lfloor \log_{\frac{4}{3}} n \rfloor} \left(\frac{3}{4}\right)^j E[X_j] = 2c \cdot n \sum_{j=0}^{\lfloor \log_{\frac{4}{3}} n \rfloor} \left(\frac{3}{4}\right)^j \leq 2c \cdot n \sum_{j=0}^{\infty} \left(\frac{3}{4}\right)^j = 8cn = O(n)$$