

Algorithmn HW2

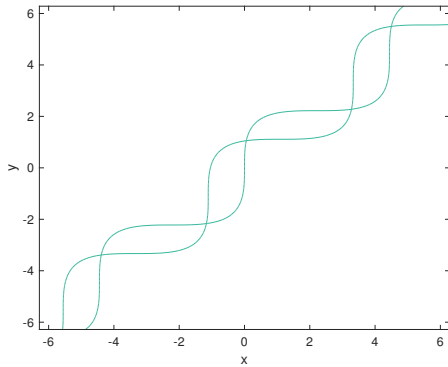
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Problem 1.17

Construct $f(n)$ and $g(n)$ such that:

$$\frac{\sqrt{2}}{2}(f(n) - x) = \sin\left(\frac{\sqrt{2}}{2}(f(n) + x)\right)$$
$$\frac{\sqrt{2}}{2}(g(n) - x) = \cos\left(\frac{\sqrt{2}}{2}(g(n) + x)\right)$$

which are shown in axis below, obviously they are neither the other's upper bound.



Problem 1.34

(a) $O(n)$

- 1: $MAX \leftarrow A[0]$
- 2: $MIN \leftarrow A[0]$
- 3: **for** $i = 0$ to n **do**
- 4: $MAX \leftarrow \max\{MAX, A[i]\}$
- 5: $MIN \leftarrow \min\{MIN, A[i]\}$
- 6: $i \leftarrow i + 1$
- 7: **end for**

(b) $\Omega(n \log n)$

- 1: QuickSort($A[]$)
- 2: $MAX \leftarrow A[n]$
- 3: $MIN \leftarrow A[0]$

Problem 1.35

Ensure: no duplicated elements in $A[]$

- 1: $a \leftarrow A[0], b \leftarrow A[1], c \leftarrow A[2]$
- 2: $B[] = \text{Sort}(a, b, c)$
- 3: **return** $B[1]$

Problem 1.37

Construct an array $P[]$, s.t. $P[i] = a_i$

(a) $\Omega(n^2)$

- 1: $sum \leftarrow P[0]$
- 2: **for** $i = 1$ to n **do**
- 3: $exp \leftarrow 1$
- 4: **for** $j = 1$ to i **do**
- 5: $exp \leftarrow exp * x$
- 6: $j \leftarrow j + 1$
- 7: **end for**
- 8: $sum \leftarrow sum + exp * P[i]$
- 9: $i \leftarrow i + 1$
- 10: **end for**
- 11: **return** sum

(b) $O(n)$

- 1: $sum \leftarrow P[n]$
- 2: **for** $i = n - 1$ to 0 **do**
- 3: $sum \leftarrow sum * x + P[i]$
- 4: $i \leftarrow i - 1$
- 5: **end for**
- 6: **return** sum

Problem 2: Egg drop

Version 0:

Require: 1 egg, $\leq T$ tosses

```
1:  $floor \leftarrow 1$ 
2: for  $floor = 1$  to  $N$  do
3:   if  $egg.drop(floor) == break$  then
4:     return  $floor$ 
5:   end if
6:    $floor \leftarrow floor + 1$ 
7: end for
8: return  $floor$ 
```

Version 1:

Require: $\log N$ eggs, $\log N$ tosses

```
1:  $low \leftarrow 1$ 
2:  $high \leftarrow N$ 
3:  $floor \leftarrow 1$ 
4: for  $i = 1$  to  $\log N$  do
5:    $floor \leftarrow low + \frac{high - low}{2}$ 
6:   if  $egg.drop(floor) == break$  then
7:     if  $high == low$  then
8:       return  $high$ 
9:     end if
10:     $high \leftarrow floor$ 
11:  else
12:    if  $high - low \leq 1$  then
13:      return  $high$ 
14:    end if
15:     $low \leftarrow floor$ 
16:  end if
17: end for
```

Version 2:

Require: $\log T$ eggs, $2\log T$ tosses

```
1:  $floor \leftarrow 1$ 
2: repeat
3:    $floor \leftarrow (floor * 2)$ 
4: until  $egg.drop(floor) == break$ 
5:  $low \leftarrow (floor / 2)$ 
6:  $high \leftarrow floor$ 
7: BinaryEggDrop( $low, high$ ) {The algorithm starting at Version 1, line 3}
```

Version 3:

Require: 2 eggs, $2\sqrt{T}$ tosses

```
1:  $floor \leftarrow 1$ 
2: repeat
3:    $floor \leftarrow (floor + \sqrt{T})$ 
4: until  $eggOne.drop(floor) == break$ 
   {At most  $\sqrt{T}$  tosses}
5: for  $i \leftarrow (floor - \sqrt{T})$  to  $floor$  do
6:   if  $eggTwo.drop(i) == break$  then
7:     return  $i - 1$ 
8:   else
9:      $i \leftarrow i + 1$ 
10:  end if {At most  $\sqrt{T}$  tosses}
11: end for
```

Version 4:

Require: 2 eggs, $\leq c\sqrt{T}$ tosses

```
1: Don't know how to do it...
2: Maybe DP?
```