



## Week 6. Problem set

1. Apply COUNTING-SORT [CLRS, §8.2] to the following input array where each column corresponds to one item with its numeric key and single-character satellite data:

2	6	2	7	6	6	3	4	1	6	2	0	7
U	W	A	M	E	S	E	A	O	O	R	Y	E

You **must** demonstrate the final state of both auxiliary arrays used in the algorithm, as well as the final state of the output array.

2. Explain how BUCKET-SORT [CLRS, §8.4] can be used to efficiently sort the points distributed uniformly<sup>1</sup> in a unit disk  $\{(x, y) \mid x^2 + y^2 \leq 1\}$  by their distance<sup>2</sup> from the origin  $\langle 0, 0 \rangle$ :

- (a) Explain the idea of splitting the points into buckets.
- (b) Show how to assign each point to a bucket in  $\Theta(1)$  time.
- (c) For each bucket, compute the probability of a random point to be assigned to it. Ensure that the sum of probabilities is 1.
- (d) Argue that the average case time complexity for your algorithm is  $\Theta(n)$ , relying on the result for standard BUCKET-SORT [CLRS, §8.4].

3. Consider a modification of the MERGE-SORT algorithm [CLRS, §2.3] that stops recursion when the size of subarray becomes less than or equal to  $k$  ( $k \leq n$ ). For arrays of size  $\leq k$ , the modified algorithm performs BUCKET-SORT [CLRS, §8.4] with a randomized QUICK-SORT [CLRS, §7.3] to sort each bucket. Answer the following questions about the modified algorithm. Provide justification (4–6 sentences) for each answer.

- (a) What is the worst case time complexity in terms of  $n$  and  $k$ ?
- (b) What is the best case time complexity in terms of  $n$  and  $k$ ?
- (c) What is the average<sup>3</sup> case time complexity in terms of  $n$  and  $k$ ?

The answer should be given using  $\Theta$ -notation.

Provide a **brief** justification for each case (1–2 sentences).

## References

- [CLRS] Cormen, T.H., Leiserson, C.E., Rivest, R.L. and Stein, C., 2022. *Introduction to algorithms, Fourth Edition*. MIT press.

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<sup>1</sup>Meaning that for each point the probability of being in any region  $R$  inside the disk is directly proportional to the area of that region:  $P(R) = \frac{\text{area}(R)}{\pi}$ .

<sup>2</sup>We consider the standard Euclidean distance  $\sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$ .

<sup>3</sup>assuming all elements in the input array are distinct and any initial order in the array is equally likely