

Name: Pheakdey Luk
ID: 986591

Assignment 4

R-2.8 Illustrate the performance of the selection-sort algorithm on the following input sequence (22, 15, 26, 44, 10, 3, 9, 13, 29, 25).

Answer:

- Step 1: 22, 15, 26, 44, 10, 3, 9, 13, 29, 25
- Step 2: 3, 15, 26, 44, 10, 22, 9, 13, 29, 25
- Step 3: 3, 9, 26, 44, 10, 22, 15, 13, 29, 25
- Step 4: 3, 9, 10, 44, 26, 22, 15, 13, 29, 25
- Step 5: 3, 9, 10, 13, 26, 22, 15, 44, 29, 25
- Step 6: 3, 9, 10, 13, 15, 22, 26, 44, 29, 25
- Step 7: 3, 9, 10, 13, 15, 22, 26, 44, 29, 25
- Step 8: 3, 9, 10, 13, 15, 22, 26, 44, 29, 25
- Step 9: 3, 9, 10, 13, 15, 22, 25, 44, 29, 26
- Step 10: 3, 9, 10, 13, 15, 22, 25, 26 29, 44
- Step 11: 3, 9, 10, 13, 15, 22, 25, 26 29, 44
- Step 12: 3, 9, 10, 13, 15, 22, 25, 26 29, 44

Selection sort find minimum element and swap it with the first element of unsorted section.

Runtime of finding minimum element = $O(n)$. So, for n element the run time is $= O(n^2)$.

R-2.9 Illustrate the performance of the insertion-sort algorithm on the input sequence of the previous problem.

- Step 1: 22, 15, 26, 44, 10, **3**, 9, 13, 29, 25
- Step 2: **15**, 22, 26, 44, 10, **3**, 9, 13, 29, 25
- Step 3: **10**, 15, 22, 26, 44, **3**, 9, 13, 29, 25
- Step 4: **3**, 10, 15, 22, 26, 44, 9, 13, 29, 25
- Step 5: 3, **9**, 10, 15, 22, 26, 44, 13, 29, 25
- Step 6: 3, 9, 10, **13**, 15, 22, 26, 44, 29, 25
- Step 7: 3, 9, 10, 13, 15, 22, 26, **29**, 44, 25
- Step 8: 3, 9, 10, 13, 15, 22, **25**, 26, 29, 44
- Step 9: 3, 9, 10, 13, 15, 22, 25, 26, 29, 44

In insertion sort, we take an unsorted element and swap it to left until it find a proper position, which takes $O(n)$ time. So, for n element, it takes $O(n^2)$ time.

R-2.10 Give an example of a worst-case sequence with n elements for insertion-sort runs in $\Omega(n^2)$ time on such a sequence.

Answer:

44, 29, 26, 25, 22, 15, 13, 10, 9, 3

R-2.13 Suppose a binary tree T is implemented using a vector S, as described in Section 2.3.4. If n items are stored in S in sorted order, starting with index 1, is the tree T a heap? Justify your answer.

Answer:

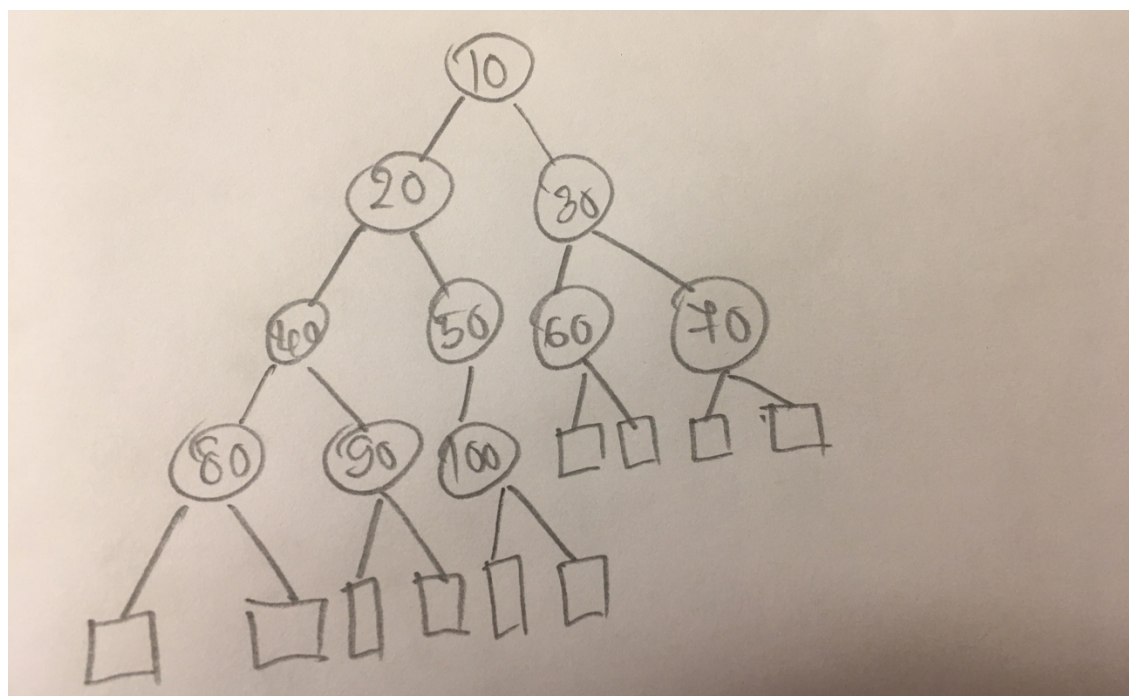
Yes, it is.

Justification:

Vector, S with 10 items in ascending order.

0	1	2	3	4	5	6	7	8	9	10
	10	20	30	40	50	60	70	80	90	100

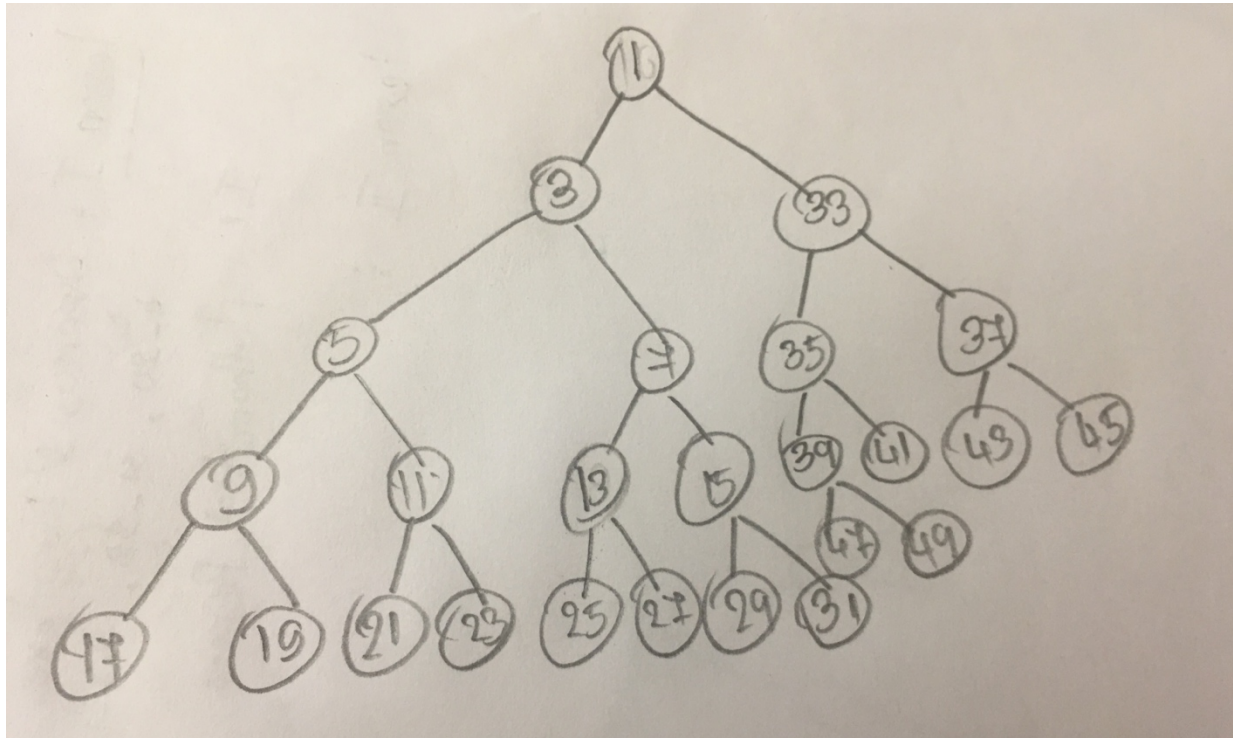
If we draw a tree, it will be like this.



As we know that, for heap

- For all nodes except root $\text{key}(\text{child}) \geq \text{key}(\text{parent})$. This tree maintains this property.
- Root has minimum value. Here, minimum value 10 is in the root.
- Subtrees are also heap and values are in ascending order from root to leaf.

R-2-18 Draw an example of a heap whose keys are all the odd numbers from 1 to 49 (with no repeats), such that the insertion of an item with key 32 would cause up-heap bubbling to proceed all the way up to a child of the root (replacing that child's key with 32).



C-2.32 Let T be a heap storing n keys. Give an efficient algorithm for reporting all the keys in T that are smaller than or equal to a given query key x (which is not necessarily in T). For example, given the heap on Figure 2.41 and query key $x=7$, the algorithm should report 4, 5, 6, 7. Note that the keys do not need to be reported in sorted order. Ideally, your algorithm should run in $O(k)$ time, where k is the number of keys reported.

Answer:

Algorithm getSmallerEqualKey(T, key, i)

Input: Vecotr T representing a Heap, index i of an element in the heap and a query key x

Output: Vecotr V containing all the keys which are less than or equal to given key

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if  $i < T.size()$  ^  $T.elementAtRank(i) \leq key$ 
     $V.insertLast(T.elementAtRank(i))$ 
    getSmallerEqualKey( $T, key, 2 * i$ )
    getSmallerEqualKey( $T, key, 2 * i + 1$ )

return

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Design an algorithm, isPermutation(A, B) that takes two sequences A and B and determines whether or not they are permutations of each other, i.e., same elements but possibly occurring in a different order. Hint: A and B may contain duplicates.

What is the worst case time complexity of your algorithm? Justify your answer.