

• I certify that every answer in this assignment is the result of my own work; that I have neither copied off the Internet nor from any one else's work; and I have not shared my answers or attempts at answers with anyone else.

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**1: . QUICKSORTLOWEST-K(A, p,r, k) is almost like QUICKSORT(A, p,r) (the algorithm we have seen in class). There are two differences. First, it has an extra input k, a positive integer. Second, it only needs to sort (in non-decreasing order) the lowest k elements, leaving the rest of the input in any order.**

**Assume that the initial call is QUICKSORTLOWEST-K(A, 1, n, k) and  $1 \leq k \leq n$ . While it is possible to ignore k and let the algorithm execute QUICKSORT, your algorithm should do better.**

**Write pseudocode for QUICKSORTLOWEST-K(A, p, q, k) with comments that explain your strategy. (Use the notation we have used in class and is in the text. Make use of the PARTITION algorithm we have seen in class.)**

**Explain why your algorithm is better.**

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QUICKSORTLOWEST-K(A, p, r, k)

  if  $p < r$  then

$q \leftarrow \text{PARTITION}(A, p, r)$

    if  $q \geq k$  then

      QUICKSORTLOWEST-K(A,p,q,k)

| > if k is less than or equal to the pivot q, then there is no need to look at the split beyond q

| > Therefore the recursive call is only called once for the section before the partition

    else then

      QUICKSORTLOWEST-K(A,p,q-1,k)

      QUICKSORTLOWEST-K(A, q+1, r, k)

| > if k is greater than the pivot, than anything before the pivot must be organised and the second

| > half must be organised until a pivot is less than or equal to k

This algorithm guarantees that everything at k and lower is sorted. It also does better because a significant amount of recursive calls will not be done because of the if statement. Quick sort will not be called for any unnecessary segments.

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**2: What is the smallest change you would make to COUNTINGSORT (the algorithm we have seen in class) to reverse the sorting order (i.e., to make it sort in non-increasing order) without impacting either stability or execution time?**

**(a) Explain why your changed algorithm would work.**

**(b) Explain why your changed algorithm would preserve stability**

**(c) Explain why your changed algorithm would preserve execution time.**

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My changes to the code for Counting sort are below in red:

COUNTINGSORT(A, B, k)

$n \leftarrow A.\text{length}$

  for  $i \leftarrow 0$  to k do

$C[i] \leftarrow 0$

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for j ← 1 to n do
  C[A[j]] ← C[A[j]] + 1
for i ← 1 to k do
  C[i] ← C[i] + C[i-1]
for j ← 1 to n
  B[n+1 - C[A[j]]] ← A[j]
  C[A[j]] ← C[A[j]] - 1
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(a & b) My Algorithm changes the placement of the item in B to where the element should be in decreasing order (the size of the array - its place in increasing order). However, setting this does not preserve stability so we must reverse the last for loop to account for this (from 1 to n instead of n to 1).

(c) Execution time would still be preserved because none of the execution times for any of the for loops have been changed (the last loop still runs to n).