Exercises 2.3

1. Compute the following sums.

a. $1 + 3 + 5 + 7 + \cdots + 999$

b. $2 + 4 + 8 + 16 + \cdots + 1024$

c. $\sum_{i=3}^{n+1} 1$ **d.** $\sum_{i=3}^{n+1} i$ **e.** $\sum_{i=0}^{n-1} i(i+1)$

f. $\sum_{j=1}^{n} 3^{j+1}$ **g.** $\sum_{i=1}^{n} \sum_{j=1}^{n} ij$ **h.** $\sum_{i=1}^{n} 1/i(i+1)$

2. Find the order of growth of the following sums. Use the $\Theta(g(n))$ notation with the simplest function $g(n)$ possible.

a. $\sum_{i=0}^{n-1} (i^2+1)^2$ **b.** $\sum_{i=2}^{n-1} \lg i^2$

c. $\sum_{i=1}^{n} (i+1)2^{i-1}$ **d.** $\sum_{i=0}^{n-1} \sum_{j=0}^{i-1} (i+j)$

3. The sample variance of n measurements $x_1, \ldots, x_n$ can be computed as either

$$\frac{\sum_{i=1}^{n} (x_i - \bar{x})^2}{n-1} \quad \text{where } \bar{x} = \frac{\sum_{i=1}^{n} x_i}{n}$$

or

$$\frac{\sum_{i=1}^{n} x_i^2 - (\sum_{i=1}^{n} x_i)^2/n}{n-1}.$$

Find and compare the number of divisions, multiplications, and additions/subtractions (additions and subtractions are usually bunched together) that are required for computing the variance according to each of these formulas.

4. Consider the following algorithm.

ALGORITHM *Mystery*(n)

```
//Input: A nonnegative integer n
S ← 0
for i ← 1 to n do
    S ← S + i * i
return S
```

a. What does this algorithm compute?

b. What is its basic operation?

c. How many times is the basic operation executed?

d. What is the efficiency class of this algorithm?

e. Suggest an improvement, or a better algorithm altogether, and indicate its efficiency class. If you cannot do it, try to prove that, in fact, it cannot be done.

$$A(2^k) = A(2^{k-1}) + 1 \quad \text{for } k > 0,$$
$$A(2^0) = 0.$$

Now backward substitutions encounter no problems:

$$\begin{aligned}
A(2^k) &= A(2^{k-1}) + 1 && \text{substitute } A(2^{k-1}) = A(2^{k-2}) + 1\\
&= [A(2^{k-2}) + 1] + 1 = A(2^{k-2}) + 2 && \text{substitute } A(2^{k-2}) = A(2^{k-3}) + 1\\
&= [A(2^{k-3}) + 1] + 2 = A(2^{k-3}) + 3 && \cdots\\
&\cdots\\
&= A(2^{k-i}) + i\\
&\cdots\\
&= A(2^{k-k}) + k.
\end{aligned}$$

Thus, we end up with

$$A(2^k) = A(1) + k = k,$$

or, after returning to the original variable $n = 2^k$ and hence $k = \log_2 n$,

$$A(n) = \log_2 n \in \Theta(\log n).$$

In fact, one can prove (Problem 7 in this section's exercises) that the exact solution for an arbitrary value of n is given by just a slightly more refined formula $A(n) = \lfloor \log_2 n \rfloor$. ■

This section provides an introduction to the analysis of recursive algorithms. These techniques will be used throughout the book and expanded further as necessary. In the next section, we discuss the Fibonacci numbers; their analysis involves more difficult recurrence relations to be solved by a method different from backward substitutions.

Exercises 2.4

1. Solve the following recurrence relations.
   a. $x(n) = x(n-1) + 5$ for $n > 1$, $x(1) = 0$
   b. $x(n) = 3x(n-1)$ for $n > 1$, $x(1) = 4$
   c. $x(n) = x(n-1) + n$ for $n > 0$, $x(0) = 0$
   d. $x(n) = x(n/2) + n$ for $n > 1$, $x(1) = 1$ (solve for $n = 2^k$)
   e. $x(n) = x(n/3) + 1$ for $n > 1$, $x(1) = 1$ (solve for $n = 3^k$)
2. Set up and solve a recurrence relation for the number of calls made by $F(n)$, the recursive algorithm for computing $n!$.
3. Consider the following recursive algorithm for computing the sum of the first n cubes: $S(n) = 1^3 + 2^3 + \cdots + n^3$.

ALGORITHM $S(n)$

//Input: A positive integer n
//Output: The sum of the first n cubes
if $n = 1$ **return** 1
else return $S(n-1) + n * n * n$

a. Set up and solve a recurrence relation for the number of times the algorithm's basic operation is executed.

b. How does this algorithm compare with the straightforward nonrecursive algorithm for computing this sum?

4. Consider the following recursive algorithm.

ALGORITHM $Q(n)$

//Input: A positive integer n
if $n = 1$ **return** 1
else return $Q(n-1) + 2 * n - 1$

a. Set up a recurrence relation for this function's values and solve it to determine what this algorithm computes.

b. Set up a recurrence relation for the number of multiplications made by this algorithm and solve it.

c. Set up a recurrence relation for the number of additions/subtractions made by this algorithm and solve it.

5. *Tower of Hanoi*

a. In the original version of the Tower of Hanoi puzzle, as it was published in the 1890s by Édouard Lucas, a French mathematician, the world will end after 64 disks have been moved from a mystical Tower of Brahma. Estimate the number of years it will take if monks could move one disk per minute. (Assume that monks do not eat, sleep, or die.)

b. How many moves are made by the ith largest disk $(1 \le i \le n)$ in this algorithm?

c. Find a nonrecursive algorithm for the Tower of Hanoi puzzle and implement it in the language of your choice.

6. *Restricted Tower of Hanoi* Consider the version of the Tower of Hanoi puzzle in which n disks have to be moved from peg A to peg C using peg B so that any move should either place a disk on peg B or move a disk from that peg. (Of course, the prohibition of placing a larger disk on top of a smaller one remains in place, too.) Design a recursive algorithm for this problem and find the number of moves made by it.