Introduction to Algorithm Design HOMEWORK 2

(1)
$$T(n) = 27T(n/3) + n^2$$
 \Rightarrow Using Master Theorem $(n/6) + n^2$ \Rightarrow $(n/6) + n^2$

d)
$$T(n) = 2T(n/2) + 17 \Rightarrow 11 \Rightarrow \alpha = 2$$

$$a = \frac{2}{5}b^{d} \Rightarrow 2 > 2 \Rightarrow T(n) = \Theta(n^{\frac{1}{5}b^{0}}) = \frac{\Theta(n)}{4}$$

e)
$$T(n) = 2T(\sqrt{n}) + 1$$
 = $T(n) = 2T(n^{\frac{1}{2}}) + 1$ = $T(2^{\frac{1}{2}}) = 2T(2^{\frac{1}{2}}) + 1$ = $T(2^{\frac{1}{2}}) = 2T(2^{\frac{1}{2}}) + 1$ = $T(2^{\frac{1}{2}}) = 2T(2^{\frac{1}{2}}) + 1$ = $T(2^{\frac{1}{2}}) = T(2^{\frac{1}{2}}) = T(2^{\frac{1}{$

$$f) T(n) = U(n/2) + n = 1 Using Manter Theorem =) = 2 a = 4 a = 5 a = 1 (n/2) + n = 0 (n/2) =$$

8)
$$T(n) = T(n/3) + T(2n/3) + O(n) = 1$$
on each level, we obviously obtain an operation independent of the level.

$$c(n/3) \quad c(2n/3) = cn \quad \text{The longest path} \Rightarrow n \rightarrow 243n \rightarrow (213)^2 n \rightarrow \cdots \rightarrow 1 \text{ the height of the tree}.$$

$$c(n/3) \quad c(2n/3) = cn \quad (3/3)^2 \cdot n = 1 \Rightarrow h = \log_2 n \text{ we could expect the total cost is } Cn.\log_2 n$$

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$$T(n) = O(n\log n)$$

$$T(n) = T(n-1) + n^{C}, \text{ where } c>0 \text{ and } c \text{ is a constant } \Rightarrow T(n) = T(n-1) + n^{C} = T(n-2) + (n-1) + n$$

$$= T(n-2) + (n-1) + n = \cdots = T(1) + (2+3+\cdots+n) = T(0) + (1+2+\cdots+n) = T(0) + n + (n+1)/2$$

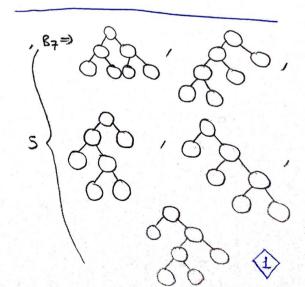
$$= n^{2} \Rightarrow T(n) = n^{H_{1}} = n^{(H_{2})} \Rightarrow T(n) = n^{C} + (n-1)^{C} + (n-2)^{C} + \cdots + 3^{C} + 2^{C} + 1 = n^{C} \Rightarrow T(n) = O(n^{C+1})$$

i)
$$T(n) = T(n-1) + c^n$$
, where $c>0$ and c is a constant \Rightarrow $T(n) = T(n-1) + c^n = T(n-2) + c^{n-1} + c^n$
= $T(n-3) + c^{n-2} + c^{n-1} + c^n = \cdots = T(1) + (c^2 + c^3 + \cdots + c^n) = T(0) + c + c^2 + \cdots + c^n = \frac{c^{n+1} - 1}{c-1} \Rightarrow T(n) = O(c^n)$

We left out even numbers of vertices. Because even numbers obn't generate "full binary" trees. For example By:

Full binary trees say that each node 10th which was a children or no children.

Full binary trees say that each node 10th which was a children or no children.



 $B_n = \sum_{i=1}^{n-2} B_i \cdot B_{(n-i-1)} \Rightarrow \text{ For a tree with } n \text{ nodes, the number of nodes in left subtree and } nght sob tree will be like 1,3,5,...,n-2 and n-2,n-4,...,1 respectively.$ That formula explains the recurrence relation.

c) Showing the Bn & c. 20 for all no more Gnoto will be explained for overage case. Let's assume Be > c.2k for all odd values 1,3,...,k. So Blos > 0.2 62 ?

=> 1 Be+2 = \(\sum_{\text{E}} \B_{\text{l}} \B_{\text{l}

=) BkAz > C.2ka! c(k+1) =) If we select cond no and c(k+1) < 2 and we solve it.

=) Bz+2 > C.2 Then we see it the average cose: \(\Omega(2^n)\)

Let's ossum By & c.ek for all odd values 1,3,...,k.

=> Bk+2 = = \$ BiB(k-i+1) => Bk+2 < c.2! < 2k-i+1 (k+1)/2

⇒ Bk+2 & c.2k+1 c. (k+1) =) If we select c and no and c (k+1) ≥ 2 and we solve it.

=) Bear (c. 2 then we see if the average cose: O(2")

In the result; $\Omega(2^n)$ and $O(2^n) \Rightarrow \overline{O(2^n)}$

=) Using Moster \Rightarrow T(n)= aT(n/b)+nd \Rightarrow $a \neq bd$ $\Rightarrow b \neq 0$ $\Rightarrow a \neq bd$ \Rightarrow a) $T(n) = 7T(n/2) + \Theta(n)$ $\Rightarrow T(n) = \Theta - (n^{\log_2 7})$

b) $T(n) = 2T(n-1) + \Theta(n) = 2T(n+1) + n = 2T(n-2) + (n-2) + n = 2T(n-3) + (n-3) + (n-3) + (n-2) + n = \cdots = 1$ $\Rightarrow 2^{n-1} T(1) + cn = 2^n T(0) + cn \Rightarrow T(n) = O(2^n)$

⇒ I would choose algorithm A. Becouse T(A) < T(C) < T(B)

Pseudo code for apporithm: 4

t(0): while (Glength >2) do Vertices = random (G. keys()) weights = random (G[vertices]) merge (6, vertices, weights) end while

return G[0]

merge (G, vertices, weights): for w in G[weights] do if w != vertices than end it Coertices]. append(w) G[w]. remove (weights) if w != vertices then end: O[w] append (vertices) dekte G [weights]

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Time Complexity Analysis

For Best Case Scenerio : If the prophinodes are less than or equal to 2 then marge method and the while loop will got be executed. Then the cost is going to be constant time. T(n)=0(1)

For Warst Case Scenerio: Flow of the algorithm stows us f(6) nethod inside while loop exerctes or times. In that while loop merge() method call becomes. There is a for loop in that method. We can assume that for loop can be executed a times. Consequently, we have nown times in cost. It equals to quadratic time.

0

T(n) = O(n2)

For Average Cose Scenerio:

Flow of the f(G) method we know the while loop most be executed a) n times. The merge () method has a for loop but if we get the average we can assume the for loop is going to execute logn times like a tree. finally, we have nulopa times in cost

T(n) = O(nlogn)

function fin): 151

res=0

if n < 1: res=1

else:

for i in range(n):

res + = f(i) * f(n-i-1)

print (res)

return res

 \Rightarrow Recurrence relation $\Rightarrow \sum_{i=0}^{11} f(i) \cdot f(n-i-1)$ times print executed

We see that fli) and fln-i-1) definitely works reversly the same

We can write it like $2\sum_{i=0}^{n-1}f(i)$. $\Rightarrow 2\sum_{i=0}^{n-1}T(i)$ for time complexity.

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T(0)=1

T(1) = 1

T(n-1) = T(n-2)*T(0)+T(n-3)*T(1)+...+T(1)*T(n-1)+T(n-2)*T(0)=2(T(n-2)+T(n-3)+...+T(0))

 $T(n-2) = T(n-3)*T(0) + T(n-4)*T(1) + \cdots + T(1)*T(n-4) + T(n-3)*T(0) = 2(T(n-3) + T(n-4) + \cdots + T(0))$

T(n-1) - T(n-2) = 2T(n-2)

T(n-1) = 3T(n-2)

for n=3 => T(2)=3T(1)=3

 $n=3 \Rightarrow T(2)=3T(1)=3$ $n=4 \Rightarrow T(3)=3T(2)=3(3T(1))=3^2T(1)=3^2$:

n = n = 1 $T(n) = 3T(n-1) = 3^{n-1}$

Consequently, function f(n) is running in 3ⁿ⁻¹ times and it prints mes value 3ⁿ⁻¹ times.