PERFORMANCE

The purpose of this assignment is to give you practice writing efficient programs and analyzing their running time.

1. **Inversions.** Suppose that a music site wants to compare your song preferences to those of a friend. One approach is to have you and your friend each rank a set of *n* songs and *count* the number of pairs of songs (*i*, *j*) for which you prefer *i* to *j* but your friend prefers *j* to *i*. When the count is low, the preferences are similar.

   More generally, given an array of integers, a pair of elements `a[i]` and `a[j]` are *inverted* if `i < j` and `a[i] > a[j]`. For example, the array `a[]` has 1 inversion and the array `b[]` has 4 inversions.

a[]	0	1	2	3	5	4	6

   1 inversion: 5–4

b[]	0	4	1	2	5	3	6

   4 inversions: 4–1, 4–2, 4–3, 5–3

   Write a program `Inversions.java` that implements the following API:

   ```
   public class Inversions {

       // Return the number of inversions in the permutation a[].
       public static long count(int[] a)

       // Return a permutation of length n with exactly k inversions.
       public static int[] generate(int n, long k)

       // Takes an integer n and a long k as command-line arguments,
       // and prints a permutation of length n with exactly k inversions.
       public static void main(String[] args)
   }
   ```

   Here is some more information about the required behavior:

   - *Permutations.* A *permutation* of length *n* is an integer array of length *n* that contains each of the *n* integers 0, 1, ..., *n*–1 exactly once.
   - *Output format.* The `main()` method should print the permutation of length *n* to standard output as a sequence of *n* integers, separated by whitespace, all on one line.
   - *Performance.* The `count()` method should take time proportional to n^2 in the worst case. The `generate()` method should take time proportional to n in the worst case.
   - *Corner cases.* You may assume that the arguments to `generate()` satsify $n \geq 0$

and $0 \le k \le \frac{1}{2}n(n-1)$; this guarantees the existence of a permutation of length *n* with exactly *k* inversions.

Here are a few sample executions:

```
~/Desktop/performance> java-introcs Inversions 10 0
0 1 2 3 4 5 6 7 8 9

~/Desktop/performance> java-introcs Inversions 10 1
0 1 2 3 4 5 6 7 9 8

~/Desktop/performance> java-introcs Inversions 10 45
9 8 7 6 5 4 3 2 1 0

~/Desktop/performance> java-introcs Inversions 10 20
9 8 0 1 2 3 7 4 5 6
```

Counting inversions arise in a number of applications, including sorting, voting theory, collaborative filtering, rank aggregation, and non-parametric statistics.

2. **Ramanujan numbers.** When the English mathematician G. H. Hardy came to visit the Indian mathematician Srinivasa Ramanujan in the hospital one day, Hardy remarked that the number of his taxi was 1729, a rather dull number. To which Ramanujan replied, *No, Hardy! No, Hardy! It is a very interesting number; it is the smallest number expressible as the sum of two cubes in two different ways.*

   An integer *n* is a *Ramanujan number* if can be expressed as the sum of two positive cubes in two different ways. That is, there are four distinct positive integers *a*, *b*, *c*, and *d* such that $n = a^3 + b^3 = c^3 + d^3$. For example $1729 = 1^3 + 12^3 = 9^3 + 10^3$.

   Write a program `Ramanujan.java` that takes a long integer command-line argument *n* and prints `true` if it is a Ramanujan number, and `false` otherwise. To do so, organize your program according to the following public API:

```
public class Ramanujan {

    // Is n a Ramanujan number?
    public static boolean isRamanujan(long n)

    // Takes a long integer command-line arguments n and prints true if
    // n is a Ramanujan number, and false otherwise.
    public static void main(String[] args)
}
```

   Here are a few sample executions:

```
~/Desktop/performance> java-introcs Ramanujan 1729
true

~/Desktop/performance> java-introcs Ramanujan 3458
false

~/Desktop/performance> java-introcs Ramanujan 4104
true

~/Desktop/performance> java-introcs Ramanujan 216125
true

~/Desktop/performance> java-introcs Ramanujan 9223278330318728221
true
```

Your program should take time proportional to $n^{1/3}$ in the worst case. It should be fast enough to process any 64-bit long integer in a fraction of a second.

3. **Maximum square submatrix.** Given an *n*-by-*n* matrix of 0s and 1s, find a contiguous square submatrix of maximum size that contains only 1s. To do so, organize your program according to the following public API:

```
public class MaximumSquareSubmatrix {

    // Returns the size of the largest contiguous square submatrix
    // of a[][] containing only 1s.
    public static int size(int[][] a)

    // Reads an n-by-n matrix of 0s and 1s from standard input
    // and prints the size of the largest contiguous square submatrix
    // containing only 1s.
    public static void main(String[] args)
}
```

Here is some more information about the required behavior:

- *Size.* The *size* of a square submatrix is its number of rows (or columns). You may assume that argument to the `size()` method is a square matrix containing only 0s and 1s.
- *Contiguous.* The square submatrix must be *contiguous*—the row indicies must be consecutive and the column indices must be consecutive.
- *Performance.* The `size()` method should take time proportional to n^2 in the worst case. Significant partial credit for solutions that take time proportional to n^3 or n^4.
- *Input format.* Standard input will contain a positive integer *n*, followed by *n* lines, with each line containing *n* 0s and 1s, separated by whitespace.

Here are a few sample executions:

```
~/Desktop/performance> cat square6.txt
6
0  1  1  0  1  1
1  1  0  1  0  1
0  1  1  1  0  1
1  1  1  1  1  0
1  1  1  1  1  1
0  0  0  0  1  1

~/Desktop/performance> java-introcs MaximumSquareSubmatrix < square6.txt
3

~/Desktop/performance> cat square7.txt
7
0  1  1  0  1  1  1
1  1  0  1  1  1  1
0  1  1  1  1  1  1
1  1  1  1  1  0  1
1  1  1  1  1  1  0
1  1  1  1  0  1  1
1  1  1  1  0  1  1

~/Desktop/performance> java-introcs MaximumSquareSubmatrix < square7.txt
4
```

The maximum square submatrix problem is related to problems that arise in databases, image processing, and maximum likelihood estimation. It is also a popular technical job interview question.

Submission. Submit a `.zip` file containing `Inversions.java`, `Ramanujan.java`, and `MaximumSquareSubmatrix.java`. You may not call library functions except those in the `java.lang` (such as `Long.parseLong()` and `Math.cbrt()`) and `stdlib.jar` (such as `StdIn.readInt()`). Use only Java features that have already been introduced in the course.

This assignment was developed by Kevin Wayne.