Introduction to Algorithms

Third Edition

Solved Problems and Exercises With Code

CHAPTER 2

Ex. 2.1-2
Rewrite the INSERTION-SORT procedure to sort into non-increasing instead of non-decreasing order.
A.
Non-increasing Insertion-Sort(A)

```
for j= 1 to A.length-1 do
      key=A[j]
      // Insert A[j] into the sorted sequence A[1..j-1]
      i=j-1
      while i >=0 and A[i]< key do
            A[i+ 1] =A[i]
            i=i-1
      end while
      A[i+ 1] =key
end for
```

Ex 2.1-4
Consider the searching problem:
Input: A sequence of n numbers A =(a_1, a_2,..., a_n) and a value v.
Output: An index i such that v = A[i] or the special value NIL if v does not appear in A.
Write pseudocode for linear search, which scans through the sequence, looking for v. Using a loop invariant, prove that your algorithm is correct. Make sure that your loop invariant fulfils the three necessary properties.
A.
Linear-Search(A,v)

```
i=NIL
for j= 0 to A.length-1 do
      if A[j] =v then
            i=j
            return i
      end if
end for
return I
```

On each iteration, the invariant upon entering is that there is no index k < j so that A[k]=v. In order to proceed to the next iteration of the loop, we need that for the current value of j, we do not have A[j]=v. If the loop is exited by line 5, then we have just placed an acceptable value in i on the previous line. If the loop is exited by exhausting all possible values of j,then we know that there is no index that has value j, and so leaving NIL in i is correct.

Ex 2.1-5

Consider the problem of adding two n-bit binary integers, stored in two n-element arrays A and B. The sum of the two integers should be stored in binary form in an (n+1)-element array C . State the problem formally and write pseudocode for adding the two integers.

A.

Add n-bit Binary Integers(A, B)

```
carry = 0
for i=n-1 to 0 do
      C[i+ 1] = (A[i] +B[i] +carry) (mod 2)
      ifA[i] +B[i] +carry≥2 then
            carry = 1
      else
            carry = 0
      end if
end for
C[0] = carry
```

Ex 2.2-2

Consider sorting n numbers stored in array A by first finding the smallest element of A and exchanging it with the element in A[1]. Then find the second smallest element of A, and exchange it with A[2]. Continue in this manner for the first n-1 elements of A. Write pseudocode for this algorithm, which is known as selection sort. What loop invariant does this algorithm maintain? Why does it need to run for only the first n-1 elements, rather than for all n elements? Give the best-case and worst-case running times of selection sort in Θ-notation.

A:

SelectionSort(A)

```
for i= 0 to n-1 do
      min=i
      for j=i+1 to n do
            // Find the index of the ith smallest element
            if A[j]< A[min] then
                  min=j
            end if
      end for
      Swap A[min] and A[i]
end for
```

The best-case and worst-case running times of selection sort are $\Theta(n^2)$. This is because regardless of how the elements are initially arranged, on the ith iteration of the main for loop the algorithm always inspects each of the remaining n-i elements to find the smallest one remaining.

This yields a running time of

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

Ex 2.3-2

Rewrite the MERGE procedure so that it does not use sentinels, instead stopping once either array L or R has had all its elements copied back to A and then copying the remainder of the other array back into A.

A:

```
Merge(A,p,q,r)
n1=q-p+ 1
n2=r-q
let L[1,..n1] and R[1..n2] be new arrays
for i= 1 to n1 do
      L[i] =A[p+i-1]
end for
for j= 1 to n2 do
      R[j] =A[q+j]
end for
i= 1
j= 1
k=p
while i !=n1+ 1 and j != n2+ 1 do
      if L[i] ≤ R[j] then
            A[k] =L[i]
            i=i+ 1
      else
            A[k] =R[j]
            j=j+ 1
      end if
      k=k+ 1
end while
if i==n1+1 then
      for m=j to n2 do
            A[k] =R[m]
            k=k+ 1
      end for
end if
if j==n2+ 1 then
      for m=i to n1 do
            A[k] =L[m]
            k=k+ 1
      end for
end if
```

Ex. 2.3-4

We can express insertion sort as a recursive procedure as follows. In order to sort A[1...n], we recursively sort A[1...n-1] and then insert A[n] into the sorted array A[1...n-1]. Write a recurrence for the running time of this recursive version of insertion sort.

A.

Let T(n) be running time for insertion sort on an array of size n.

$$T(n) = \begin{cases} \Theta(1) & \text{if } n \leq c \\ T(n-1) + I(n) & \text{otherwise} \end{cases}$$

where I(n) denotes the amount of time taken to insert A[n] into the sorted array A[1...n-1]. Since we have to shift as many as n-1 elements once we find the correct place to insert A[n], we have I(n) = $\theta(n)$.

Ex 2.3-5

If the sequence A is sorted, we can check the midpoint of the sequence against v and eliminate half of the sequence from further consideration. The binary search algorithm repeats this procedure, halving the size of the remaining portion of the sequence each time. Write pseudocode, either iterative or recursive, for binary search. Argue that the worst-case running time of binary search is $\Theta(\lg n)$.

A.

RecurBinSearch(A, a, b, v)

```
if a>b then
      return NIL
end if
m = ⌊(a+b)/2⌋
if A[m] = v then
      return m
end if
if A[m] < v then
      return BinSearch(a,m,v)
end if
return BinSearch(m+1,b,v)
```

After the initial of RecurBinSearch(0,n,v), each call results a constant no of operations and a call to a problem instance where b-a is a factor of ½. So the recurrence relation satisfies T(n) = T(n/2) + c. So, T(n) ϵ $\Theta(\lg(n))$.

Ex. 2.3-7

Describe a $\Theta(n \lg n)$-time algorithm that, given a set S of n integers and another integer x, determines whether or not there exist two elements in S whose sum is exactly x.

A.

Use Merge Sort to sort the array A in time $\Theta(n \lg n)$

FindSum(A, S)

```
i = 0
j = n
while i<j do
      if A[i] + A[j] = S then
            return true
      end if
      if A[i] + A[j] < S then
            i = i +1
      end if
      if A[i] + A[j] > S then
            j = j - 1
      end if
end while
return false
```

Problems

2-3 Correctness of Horner's rule

The following code fragment implements Horner's rule for evaluating a polynomial

$$P(x) = \sum_{k=0}^{n} a_k x^k = a_0 + x(a_1 + x(a_2 + \cdots + x(a_{n-1} + xa_n)\ldots)),$$

given the coefficients $a_0, a_1, \ldots, a_n$ **and a value for** x**:**

```
y=0
for i = n downto 0
      y = a_i + x.y
```

a. In terms of Θ-notation, what is the running time of this code fragment for Horner's rule?

A. Assuming the arithmetic function is executed in constant time, then since the loop is being executed n times, it has runtime $\Theta(n)$.

b. Write pseudocode to implement the naive polynomial-evaluation algorithm that computes each term of the polynomial from scratch. What is the running time of this algorithm? How does it compare to Horner's rule?

A.

```
y = 0
for i=0 to n do
      y_i = x
      for j=1 to n do
            y_i = y_i *x
      end for
      y = y + a_i y_i
end for
```

The code has runtime $\Theta(n^2)$ as it has two nested for loops each running in linear time. It's slower than Horner's rule.

c. Consider the following loop invariant:

At the start of each iteration of the for loop of lines 2-3,

$$y = \sum_{k=0}^{n-(i+1)} a_{k+i+1}x^k$$

Interpret a summation with no terms as equalling 0. Following the structure of the loop invariant proof presented in this chapter, use this loop invariant to show that, at termination, $y = \sum_{k=0}^{n} a_k x^k$ **.**

A. Initially i=n, so the upper bound of the summation is -1, so the sum evaluates to 0, which is the value of y. Assume that it is true for an i, then

$$y = a_i + x \sum_{k=0}^{n-(i+1)} a_{k+i+1}x^k = a_i + x\sum_{k=1}^{n-i} a_{k+i}x^{k-1} = \sum_{k=0}^{n-i} a_{k+i}x^k$$

At termination, i=0, so summing upto n-1 and executing the body a last time gets us the desired result.

d. Conclude by arguing that the given code fragment correctly evaluates a polynomial characterized by the coefficients $a_0, a_1, \ldots, a_n$**.**

A. As stated in the previous problem, we evaluated the algorithm $\sum_{k=0}^{n} a_k x^k$ and the value of the polynomial evaluated at x.

2-4 Inversions

Let A[1...n] be an array of n distinct numbers. If i < j and A[i] > A[j], then the pair(i, j) is called an inversion of A.

a. List the five inversions of the array (2, 3, 8, 6, 1).

A. The five inversions are (2, 1), (3, 1), (8, 6), (8, 1), and (6, 1).

b. What array with elements from the set {1, 2,…,n} has the most inversions? How many does it have?

A. The n-element array with the most inversions is (n, n - 1, . . . , 2, 1). It has n-1+n-2+...+2+1 = n(n-1)/2 inversions.

c. What is the relationship between the running time of insertion sort and the number of inversions in the input array? Justify your answer.

A. The running time is a constant times the no of inversions. Let I(i) denote the number of j < i such that A[j] > A[i], and $\sum_{n}^{i=1} I(i)$ equals the number of inversions in A. Considering the while loop in the insertion sort algorithm, the loop will execute once for each element of A which has index less than j is larger than A[j]. Thus, it will execute I(j) times. We reach the while loop once for each iteration in the for loop, so the no of constant time steps of insertion sort is $\sum_{n}^{i=1} I(i)$ times of the inversion number of A.

d. Give an algorithm that determines the number of inversions in any permutation on n elements in Θ(n lg n) worst-case time. (Hint: Modify merge sort)

CHAPTER 3