Patrick Austin CS 477 Homework # 4 9/30/2016

- 1. Attached.
- **2.** Here is the implemented algorithm. To see it tested, consult the submitted program: int numberInRange (int* data, int arrayMin, int arrayMax, int rangeMin, int rangeMax) { //if array or range min > max, no processing needed. Return an error value if (rangeMin > rangeMax || arrayMin > arrayMax) return -1; //create an array of size 0-max value in data array. Uses std::max_element method int maxValue = *max_element (data, data + arrayMax); int counts[maxValue]; //zero out the values in the new array for (int i = 0; $i \le maxValue$; i++) counts[i] = 0;//c[i] will contain the number of elements equal to i in data for (int j = 0; $j \le arrayMax$; j++) counts[data[i]]++; //c[i] will contain the number of elements <= to i in data for (int k = 1; $k \le maxValue$; k++) counts[k] = counts[k] + counts[k-1]; //the final range will be the number of values <= to rangeMax minus the number of values //<= rangeMin - 1
- 3. Attached.

}

return counts[rangeMax] - counts[rangeMin - 1];

5. Attached.

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III a list = {b, c, d, c, b, a, a, b}
  create pequency and distribution lists:
   peg={2,3,2,1} list = {2,5,7,8}
list [7] = b, list = {2,5,7,8}, ported list = { _ _ _ b _ _ _
list [6] = a, hist={2,4,7,6}, corted list={ a _ b _ _}}
list [5] = a, dist = {1, 4, 7, 6}, sorted list = { a a _ _ b _ _ }
list [4] = b, dist = £0, 4, 7, 8 }, sortellist = { a a _ b b _ _ _ }
list [3] = c, dist = {0,3,7,43, sorted list = { a a - b b _ c - }
list[2]=d, dist= {0,3,6,8}, sorted list={ a a - b b - c d}
list [1] = c, dist = {0,3, 6, 73, sorted list = { a a _ b b c c d }.
list [0] = b, dist = {0, 3, 5, 7}, sorted list = { a a b b b c c d}
Sort complete, sorted hist = { a a b b b c c d }
        LOW
                    SEA
                             TAB
                                       BAR
                    TEA
        006
                             BAR
                                       B 1 G
        SEA
                   MOB
                             EAR
                                       BOX
        RUG
                             TAR
                   TAB
                    POGRUG
        ROW
                             SEA
        MOB
                               EA
                                       DOG
         OX
                    0
                               1
                             D
                    B
        TAB
                     16
                           B
                                 G
          AR
                    BAR
                             M
                               0 B
          AR
                    EAR
                             006
                                       NOW
                      AR
                             COW
                                        ow
        D
                     0 W
                             NOW
                    ROW
                    NOW
                             B
                               OX
        NOW
                             FOX
                   BOX
                                       TEA
                                      final
```

2. attached : submitted ordine [3.] Will grave by induction that a RB tree with a nodes formed by RB-insert with n 7 / will have at least I will node. base case: for n=2, the root must be black (property 2) and the childwell be red (sonic if black property 5 would be violated for the root). So base case is outspied. industric step. I assume a tree of n: n > 1 nodes has at least one red node. So a tree of n satisfies, and I will show it still satisfies after note not as added. I cases: node n + 1 moserted as child of black or child of red. if child of black, node not will be colored red, so at least I node will be if child of red, 3 possible cases for RB-insert-fixing. case 1: node n+1 will be red after insert - france, so at least I red case I parent of n+1 will be red after present - pring rotation, so it least I red. case 3: node n+1 will be red often mount - fring notation, so Since this covers all cases of inserting, I have shown a tree of n+1: n71 nortes has at least red node. Industrie ster complete. With base case and inductions ster shown, groof is complete. Companion sorts are O(nlogn) at best they're out. Consider radix sort, O(d(n+k)) where d= number of digits and k= number of corrible values of each digit, re the number base. a number of in base 10 has d= [loq.o(n)] digits, so number n3-1 has d= [loq.o(n3)] digits and rallix sort has O(([loq.o(n3)])(n+10)), so ration sort well not work in linear time. But if we convert the numbers to base n, then d = logn (n3) = 3. Thus conversion happens in O(n). Then radex sort on the converted numbers would run in O(3(n+n)) = O(n). O(n) to convert base and O(n) to port means O(n) overall, so linear time corting was achieved with radix port.