

Exercises (Chapter 2)

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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.

Algorithm 1 recursive insertion sort

```
1: function RECURSIVE_INSERTION_SORT( $A$ )
2:    $n = A.length$ 
3:   if  $n > 1$  then
4:     recursive_insertion_sort( $A[1..n-1]$ )
5:     insert( $A[1..n-1], A[n]$ )
6:   end if
7: end function
```

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ T(n-1) + \Theta(n) & \text{if } n > 1 \end{cases}$$
$$\text{Let } \Theta(1) = c \Rightarrow T(n) = \frac{c}{2}(n^2 + n)$$

2.3-5

Referring back to the searching problem(see Exercise 2.1-3), observe that if the sequence A is sorted, we can check the midpoint of the sequence against \mathcal{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 $\Theta(\lg n)$.

Algorithm 2 binary search $\rightarrow \Theta(\lg n)$

Require: sorted array A (incremental), the start and end index p, q search value \mathcal{V}

Ensure: the index i such that $A[i] = \mathcal{V}$ or the special value "NIL" if \mathcal{V} does not appear in A

```
1: function BINARYSEARCH( $A, p, q, v$ )
2:   if  $A[p] > v$  Or  $A[q] < v$  then
3:     return NIL
4:   end if
5:    $mid = \lfloor \frac{p+q}{2} \rfloor$ 
6:   if  $A[mid] < v$  then
7:     return BINARYSEARCH( $A, mid + 1, q, v$ )
8:   else if  $A[mid] > v$  then
9:     return BINARYSEARCH( $A, p, mid - 1, v$ )
10:  else
11:    return  $mid$ 
12:  end if
13: end function
```

2.3-6

Observe that the **while** loop of lines 5 – 7 of the INSERTION-SORT procedure in Section 2.1 uses a linear search to scan (backward) through the sorted subarray $A[1..j - 1]$. Can we use a binary search (see Exercise 2.3 – 5) instead to improve the overall worst-case running time of insertion sort to $\Theta(n \lg n)$?

No, we can't. Because we need to shift the whole subarray $A[k..j = 1]$, such that $A[k - 1] < key < A[k]$ right one index. The running time was still $\Theta(n^2)$

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 .

2-1 Insertion sort on small arrays in merge sort

Although merge sort runs in $\Theta(n \lg n)$ worst-case time and insertion sort runs in $\Theta(n^2)$ worst-case time, the constant factors in insertion sort can make it faster in practice for small problem sizes on many machines. Thus, it makes sense to **coarsen** the leaves of the recursion by using insertion sort

Require: A set S of n integers and another integer x

Ensure: whether or not there exist two elements in S whose sum is exactly x .

```
1: function FINDELEMENTS( $S, n, x$ )
2:   MERGESORT( $S, 0, S.length$  )
3:   for  $i = 0$  To  $S.length$  do
4:      $v = x - S[i]$ 
5:     Get the  $S\_extra$ 
6:     BINARYSEARCH( $S\_extra, 0, S\_extra.length, v$ )
7:   end for
8: end function
```

Require: A set S of n integers and another integer x

Ensure: whether or not there exist two elements in S whose sum is exactly x .

```
1: function FINDELEMENTS( $S, n, x$ )
2:   MERGESORT( $S, 0, S.length$  )
3:    $i = 0$ 
4:    $j = n - 1$ 
5:   while  $i < j$  do
6:     if  $S[i] + S[j] = x$  then
7:       return true
8:     end if
9:     if  $S[i] + S[j] < x$  then
10:       $i = i + 1$ 
11:    end if
12:    if  $S[i] + S[j] > x$  then
13:       $j = j - 1$ 
14:    end if
15:  end while
16:  return false
17: end function
```

within merge sort when subproblems become sufficiently small. Consider a modification to merge sort in which $\frac{n}{k}$ sublists of length k are sorted using insertion sort and then merged using the standard merging mechanism, where k is a value to be determined.

1. Show that insertion sort can sort the $\frac{n}{k}$ sublists, each of length k , in $\Theta(nk)$ worst-case time.

Insertion sort applied on the sublist of length k runs in $\Theta(k^2)$ worst-case time. We have $\frac{n}{k}$ sublists, so the running time will be $\Theta(\frac{n}{k} * k^2) = \Theta(nk)$.

2. Show how to merge the sublists in $\Theta(n \log(\frac{n}{k}))$ worst-case time.

each layer will take $\Theta(n)$ worst-case time, we have $\log(\frac{n}{k})$ layers, so the merge will take $\Theta(n \log(\frac{n}{k}))$ worst-case time.

Suppose we have coarseness k . This means we can just start using the usual merging procedure, except starting it at the level in which each array has size at most k . This means that the depth of the merge tree is $\lg(n) - \lg(k) = \lg(n/k)$. Each level of merging is still time cn , so putting it together, the merging takes time $\Theta(n \lg(n/k))$.

3. Given that the modified algorithm runs in $\Theta(nk + n \log(\frac{n}{k}))$ worst-case time, what is the largest value of k as a function of n for which the modified algorithm has the same running time as standard merge sort, in terms of Θ -notation?

$$k < \log(n)$$

Viewing k as a function of n , as long as $k(n) \in O(\lg(n))$, it has the same asymptotics. In particular, for any constant choice of k , the asymptotics are the same.

4. How should we choose k in practice?

2-2 Correctness of bubblesort

2-3 Correctness of Horner's rule

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

$$\Theta(n)$$

2. 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?

function EVALUATEPOLYNOMIAL(A, x) $n = A.length - 1$ $y = 0$ **for** $k = 0$ to n **do** $temp = 1$ $j = k$ **while** $j > 0$ **do** $temp = x * temp$ $j = j - 1$ **end while** $y = A[k] * temp$ **end for****return** y **end function**

The running time of this algorithm is $\Theta(n^2)$. Compare with Horner's rule of running time $\Theta(n)$, it is not so good.

3. Consider the following loop invariant:

At the **start of each iteration** of the **for** loop of line 2 – 3,

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

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