CSE 431/531: Algorithm Analysis and Design

Spring 2022

Homework 1

Instructor: Shi Li Deadline: 2/23/2022

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Problems	1	2	3	Total
Max. Score	20	25	35	80
Your Score				

Problem 1. For each pair of functions f and g in the following table, indicate whether f = O(g), $f = \Omega(g)$ and $f = \Theta(g)$ respectively.

f(n)	g(n)	О	Ω	Θ
$\log_2 n$	$5\log_2(n^3) + 3$			
$10n^2 - n$	$n^2 \log n$			
$n^3 - 4n^2 + 10$	n^2			

Prove $\lceil 10n\sqrt{n} \rceil + \lceil n \log n \rceil = O(n\sqrt{n}).$

Problem 2. Consider the following algorithm for sorting an array A of n numbers.

Algorithm 1 Sorting the integer array A, which is of size n

- 1: for $i \leftarrow 1$ to n-1 do
- 2: **for** $j \leftarrow i + 1$ to n **do**
- 3: if A[i] > A[j] then $t \leftarrow A[i], A[i] \leftarrow A[j], A[j] \leftarrow t$
- (2a) What does the pseudo-code " $t \leftarrow A[i], A[i] \leftarrow A[j], A[j] \leftarrow t$ " do?
- (2b) What is the running time of the algorithm? Briefly explain why. Your bound should be tight (that is, "the running time is $O(n^{10})$ " is not considered as a correct answer).
- (2c) Why is the algorithm correct? To answer the question, you just need to describe the property that the array A satisfies after each iteration i of the outer loop.

Problem 3. We are given a directed graph G = (V, E) with |V| = n and |E| = m, using the linked-list representation. You need to design an O(n + m)-time algorithm to decide between the following three cases:

- (i) there is no topological-ordering for G, in which case your algorithm should output "none",
- (ii) there is a unique topological-ordering for G, in which case your algorithm should output "unique", and
- (iii) there are at least two different topological orderings for G, in which case your algorithm should output "multiple".

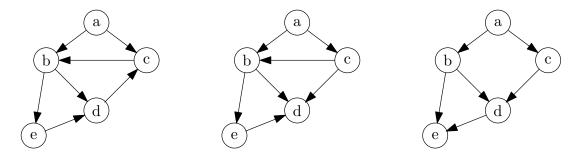


Figure 1: Example input graphs for Problem 3.

For example, consider the three graphs in Figure 1. The outputs for the left-side, middle and right- side graphs are respectively "none", "unique" and "multiple": There is no topological ordering for the left-side graph, there is a unique topological ordering (a, c, b, e, d) for the middle graph, and there are two different topological orderings (a, b, c, d, e) and (a, c, b, d, e) for the right-side graph.

Giving a pseudo-code for your algorithm is sufficient, if the correctness and running time can be easily seen.

1

f(n)	g(n)	0	Ω	Θ
$\log_2 n$	$5\log_2(n^3) + 3$	YES	YES	YES
$10n^2 - n$	$n^2 \log n$	YES	No	No
$n^3 - 4n^2 + 10$	n^2	No	YES	No

So, [10 Non] + [n logn] & NVn => O(nvn)

2 a> The pseudo-code does the jollowing:

 $t \leftarrow A[i] \Rightarrow$ stores the value of A(i) in a temp. variable t

A[i]
A[j] => assigns the value of A[j] to A[i]

A[j] ← t => assigns the value of t i.e.

the original value of A[i]

to A[j]

Effectively, the code interchanges the values of the it h join indices of array A.

2 b> Running time of the algorithm: O(n2) and the bound is tight.

for
$$i \leftarrow 1$$
 to $n-1$ do $\rightarrow n$
for $j \leftarrow i+1$ to n do $\rightarrow n$
if $A[i] > A[j]$ then $t \leftarrow A[i], A[i] \leftarrow A[j], A[j] \leftarrow t \rightarrow 1$

Outer for loop takes O(n)

Inner for loop also takes O(n) for worst case

Innermost if condition takes O(1) -> constant

2 c> The algorithm is correct because after each iteration of the outer loop, the value at the it index of the array is sorted.

Example -> after the 1st iteration the smallest value in A will be at index 0 (because indexing starts at 0 in python)

→ after the 2rd iteration the second smallest value will be at index 1

→ and so on... till the second cargest value after which the loop stops, since only one value is left to that has to be the largest value.

Bosically after every it iteration the away has been sorted up to the it index.

3

Pre-Requisites

· Adjacency List

adj List = [[] for - in range (n)]

· Incoming Edges Court List

incount = [0 for - in range (n)]

for vertex in graph do

for edge of vertex do

0 0

adj List [vertex]. append (edge)

in Count [edge] = in Count [edge]+)

- Adjacency list used to get edges of a vertex in the graph
- inCount List used to know how many incoming edges does a vertex have

PSEUDO - CODE

 $L \rightarrow empty List$ S -> empty stack
Append all vertices with no incoming edges to S
(in court used) flag = False while S not-empty do

if len(s) > 1

flag = True pop vertex n from S set L. next to n L = L. next for each vertex m with edge (e) from n to m do remove e from graph (adjlist) if m has no incoming edges used)

append m to S if graph has edges
return None
else

if flag = = True
return Multiple
else Time: O(n+m) return Unique