$\operatorname{Homework}_{(\text{ Due: Apr 16 })} \#2$

Date: Apr 4

Task 1. [150 Points] Average-Case Analysis of Median-of-3 Quickselect

Consider the selection algorithm given in Figure 1.

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Median-of-3-Quickselect (A[q:r], k)
Input: An array of distinct elements, and an integer k \in [1, r - q + 1].
Output: An element x of A[q:r] such that rank(x, A[q,r]) = k.
   1. n \leftarrow r - q + 1
   2. if n < 1 then return NIL
   3. elif n < 4 then
          sort A[q:r] in increasing order of value
          return A[q+k-1]
   6. else
   7.
          x \leftarrow \text{median of } A[q], A[q+1] \text{ and } A[q+2]
          rearrange the numbers of A[q:r] such that
             • A[t] = x for some t \in [q, r],
             • A[i] < x for each i \in [q, t-1],
             • A[i] > x for each i \in [t+1, r],
          if k = t - q + 1 then return A[t]
   9.
          else if k < t - q + 1 then return Median-of-3-Quickselect (A[q:t-1], k)
  10.
               else return Median-of-3-Quickselect (A[t+1:r], k)
  11.
```

Figure 1: [Task 1] Return the k^{th} smallest number in the input array A[q:r], where $k \in [1, r-q+1]$.

Given an input array A of size n, in this task we will analyze the average number of element comparisons (i.e., comparisons between two numbers of A) performed by this algorithm over all n!possible permutations of the numbers in A and all n possible values of k. We will assume that the partitioning algorithm (in line 8) is stable, i.e., if two numbers y and z end up in the same partition and y appears before z in the input, then y must also appear before z in the resulting partition.

- (a) [15 Points] Show how to implement steps 7 and 8 of Figure 1 to get a stable partitioning of the numbers in A[1:n] using only $n-\frac{1}{3}$ element comparisons on average, where the average is taken over all n! possible permutations of the input numbers.
- (b) [25 Points] Let t_n be the average number of element comparisons performed by the algorithm given in Figure 1 on an input array A of size n, where $n \geq 0$ and the average

is taken over all n! possible permutations of the numbers in A and all n possible values of integer k. Argue that

$$t_n = \begin{cases} 0 & \text{if } n < 2, \\ 1 & \text{if } n = 2, \\ 3 & \text{if } n = 3, \\ n - \frac{1}{3} + \frac{6}{n^2(n-1)(n-2)} \sum_{k=1}^{n} (k-1)(n-k)((k-1)t_{k-1} + (n-k)t_{n-k}) & \text{otherwise.} \end{cases}$$

(c) [**50 Points**] Let T(z) be a generating function for t_n :

$$T(z) = t_0 + t_1 z + t_2 z^2 + \ldots + t_n z^n + \ldots \ldots$$

Show that

$$z(1-z)^2 T^{(4)}(z) + 3(1-z)^2 T^{(3)}(z) - 12z T^{(2)}(z) - 12 T^{(1)}(z) = \frac{8(z^2 + 8z + 6)}{(1-z)^4},$$

where, $T^{(k)}(z) = \frac{d^k}{dz^k} (T(z))$ for integer k > 0.

(d) [25 Points] Use the result from part (c) to show that

$$z(1-z)^2 T^{(3)}(z) + 2(1-z) T^{(2)}(z) + 2(1-6z) T^{(1)}(z) = \frac{8(z^2+3z+1)}{(1-z)^3} - 4.$$

(e) [25 Points] Use the result from part (d) to show that

$$n^{2}(n-2)t_{n} = \frac{1}{2}(n+1)\left[(n-1)(n-6)t_{n-1} + n(n+1)t_{n+1}\right] - 10n(n-1) - 4.$$

(f) [10 Points] What bound on t_n can you get from part (e)?

Figure 2: [Task 2] Two mutually recursive functions.

Task 2. [90 Points] Two Mutually Recursive Functions

Figure 2 shows two mutually recursive functions COMP-S and COMP-T. Both functions accept a nonnegative integer as the sole input.

Now answer the following questions.

- (a) [**45 Points**] Use generating functions to find the values returned by Comp-S(n) and Comp-T(n).
- (b) [**45 Points**] Use generating functions to find the running times of COMP-S(n) and COMP-T(n).

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Random-Flips (A, p, q)
                                                 {Input is a bit array A[p:q], where p, q \in \mathbb{Z}^+, q > p,
                                                      and n = q - p + 1 = 2^k for some integer k > 0.
    1. n \leftarrow q - p + 1
    2. if n \leq 4 then return
            for i \leftarrow 1 to n^{\log_2\left(\frac{\sqrt{61}-1}{6}\right)} do
                r \leftarrow \text{RANDOM}(p, q) \ \{r \leftarrow \text{ an integer chosen uniformly at random from } [p, q]\}
                A[r] \leftarrow 1 - A[r]
            t \leftarrow \text{Random}(1, 10)
            if t is divisible by 2 then RANDOM-FLIPS( A, p, q)
    8.
            elif t is divisible by 3 then RANDOM-FLIPS (A, p, p + \frac{n}{4} - 1)
    9.
            elif t is divisible by 5 then RANDOM-FLIPS (A, q - \frac{n}{4} + 1, q)
   10.
            elif t is divisible by 7 then RANDOM-FLIPS (A, p + \frac{n}{4}, q - \frac{n}{4})
   11.
   12.
            else\ return
```

Figure 3: [Task 3] Recursive random bit flips.

Task 3. [60 Points] A Recursive Random Bit Flipping Algorithm

The recursive algorithm given in Figure 3 flips the entries of a bit array at random. Write down a recurrence relation describing the expected running time of the algorithm and solve it.