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## CS383, Algorithms Spring 2009 HW4

1. Suppose that  $f(n)$  and  $g(n)$  are strictly positive functions defined for all positive integers  $n$ , such that

$$f(n) = O(g(n)) \tag{1}$$

For each of the following, state whether the given relationship is implied by the assumption in Eq. 1 alone or not. If you state that the stated relationship follows from Eq. 1, provide a proof. Otherwise, provide a specific counterexample.

(a)

$$f(n) = \Theta(g(n))$$

(b)

$$\frac{1}{g(n)} = O\left(\frac{1}{f(n)}\right)$$

(c)

$$f(n)^2 = O(g(n)^2)$$

(d)

$$2^{f(n)} = O(2^{g(n)})$$

2. Algorithm 1 draws a recursive pattern (finite fractal) based on a given image. An example based on a photo of the Prague Astronomical Clock is displayed approximately in Fig. 1, where finer details have been suppressed (the recursion depth has been limited to three).

**Algorithm 1:** Recursive Image Generation

**Input:** An image  $im$ , location coordinates  $x, y$ , display size  $n$ .

**Output:** Displays recursive image based on  $im$  of size  $n \times n$  at  $(x, y)$  (e.g., Fig. 1).

DRAW( $im, x, y, n$ )

- (1)    **if**  $n > 0$
- (2)        DRAWONCE( $im, x, y, n$ )
- (3)        DRAW( $im, x, y + n, \lfloor n/2 \rfloor$ )
- (4)        DRAW( $im, x + n, y, \lfloor n/2 \rfloor$ )
- (5)        DRAW( $im, x, y - n, \lfloor n/2 \rfloor$ )
- (6)        DRAW( $im, x - n, y, \lfloor n/2 \rfloor$ )

Let  $C(n)$  denote the total number of times that the drawOnce function is called by the invocation draw( $im, x, y, n$ ).



Figure 1: Recursive Image (individual clock image from <http://utf.mff.cuni.cz/Relativity/orloj.htm>)

- (a) Write a recurrence relation for  $C(n)$ . Include a base case. Explain how to derive the recurrence relation from the pseudocode for Algorithm 1.
  - (b) Solve the recurrence relation to find a big  $\Theta$  expression for the number of drawOnce calls as a function of  $n$ . Explain.
  - (c) How would the recurrence relation for the number of drawOnce calls and the resulting big  $\Theta$  growth rate change if there were *five* recursive calls to draw instead of four in Algorithm 1 (with the rest of the algorithm remaining the same)? Explain.
3. You are designing a divide and conquer algorithm for a certain computational task. Your approach will involve dividing an input instance of size  $n$  into a certain number of subproblems, each of size  $n/3$ . Assuming that the gluing time needed to recombine the subsolutions is  $\Theta(n^2)$ , what is the largest number of subproblems for which the overall running time of the algorithm on instances of size  $n$  will be  $O(n^2)$ ? Give a concise explanation, and state your answer clearly.
4. Consider the task of detecting whether a given array has an element that is repeated in more than half of the positions of the array. For example, the value 2 is the majority element in the array  $\{3, 2, 5, 2, 3, 2, 7, 2, 2\}$ , while the array  $\{5, 8, 8, 3, 10, 8, 5, 8\}$  has no majority element. In the present task you will develop a divide and conquer algorithm for solving this problem, and you will analyze its running time.
  - (a) Suppose that an array  $a[1..n]$  has an element  $v_L$  that occurs in strictly more than half of the first  $\lfloor n/2 \rfloor$  positions of  $a$ , and an element  $v_H$  that occurs in strictly more than half of the remaining  $\lceil n/2 \rceil$  positions. Argue carefully why if there is an element  $v$  of  $a$  that occurs in over half of all  $n$  positions of  $a$ , then  $v$  must be either  $v_L$  or  $v_H$ . Note that it

would *not* be enough for  $v$  to occur more times in  $a$  than either  $v_L$  or  $v_H$ . We explicitly require that  $v$  occur in strictly more than half of all positions of the entire array.

- (b) Using 4a, design a divide and conquer algorithm that returns the majority element of an array or the value NO\_SUCH\_ELEMENT as appropriate. Give detailed pseudocode.
- (c) Analyze the running time of your algorithm from 4b. Provide a careful explanation, including the relevant recurrence relation.