## Department of Computing and Information Systems COMP90038 Algorithms and Complexity Tutorial Week 7

## Sample answers

## The exercises

1. Apply mergesort to the list S, O, R, T, X, A, M, P, L, E.

Answer: Have fun

2. Apply quicksort (with Hoare partitioning) to the list S, O, R, T, X, A, M, P, L, E.

Answer: Have fun

3. Let T be defined recursively as follows:

$$\begin{array}{lcl} T(1) & = & 1 \\ T(n) & = & T(n-1) + n/2 & n > 1 \end{array}$$

The division is exact division, so T(n) is a rational, but not necessarily natural, number. For example, T(3) = 7/2. Use telescoping to find a closed form definition of T.

**Answer:** Telescoping the recursive clause:

$$T(n) = T(n-1) + n/2$$

$$= T(n-2) + (n-1)/2 + n/2$$

$$= T(n-3) + (n-2)/2 + (n-1)/2 + n/2$$

$$= T(2) + 3/2 + \dots + (n-2)/2 + (n-1)/2 + n/2$$

$$= T(1) + 1 + 3/2 + \dots + (n-2)/2 + (n-1)/2 + n/2$$

$$= 1 + 1 + 3/2 + \dots + (n-2)/2 + (n-1)/2 + n/2$$

$$= 2 + \sum_{i=3}^{n} i/2$$

$$= 2 + (\sum_{i=3}^{n} i)/2$$

$$= 2 + ((n+3)(n-2)/2)/2$$

$$= 2 + \frac{(n+3)(n-2)}{4}$$

$$= \frac{n^2 + n+2}{4}$$

4. Use the Master Theorem to find the order of growth for the solutions to the following recurrences. In each case, assume T(1) = 1, and that the recurrence holds for all n > 1.

(a) 
$$T(n) = 4T(n/2) + n$$

(b) 
$$T(n) = 4T(n/2) + n^2$$

(c) 
$$T(n) = 4T(n/2) + n^3$$

## Answer:

(a) 
$$T(n) = \Theta(n^{\log_2 4}) = \Theta(n^2)$$
.

(b) 
$$T(n) = \Theta(n^2 \log n)$$
.

(c) 
$$T(n) = \Theta(n^3)$$
.

5. When analysing quicksort in the lecture, we noticed that an already sorted array is a worst-case input. Is that still true if we use median-of three pivot selection?

**Answer:** This is no longer a worst case; in fact it becomes a best case! In this case the median-of-three is in fact the array's median. Hence each of the two recursive calls will be given an array of length at most n/2, where n is the length of the whole array. And the arrays passed to the recursive calls are again already-sorted, so the phenomenon is invariant throughout the calls.

6. Let A[0..n-1] be an array of n integers. A pair (A[i], A[j]) is an *inversion* if i < j but A[i] > A[j], that is, A[i] and A[j] are out of order. Design an efficient algorithm to count the number of inversions in A.

**Answer:** We follow the hint that said to adapt mergesort. Let MERGESORT return the number of inversions that were in its input array (and as usual, have the side-effect of sorting it).

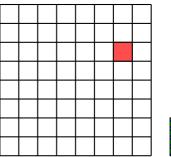
```
function Mergesort(A[0..n-1]): Int
    if n > 1 then
        copy A[0..|n/2|-1] to B[0..|n/2|-1]
        copy A[|n/2|..n-1] to C[0..[n/2]-1]
        b \leftarrow \text{MERGESORT}(B[0..|n/2|-1])
        c \leftarrow \text{MERGESORT}(C[0..\lceil n/2\rceil - 1])
        a \leftarrow \text{MERGE}(B, C, A)
        return a + b + c
    else
        return 0
function Merge(B[0..p-1], C[0..q-1], A[0..p+q-1]): Int
    i \leftarrow 0; j \leftarrow 0; k \leftarrow 0
    res \leftarrow 0
    while i < p and j < q do
        if B[i] \leq C[j] then
            A[k] \leftarrow B[i]
            i \leftarrow i + 1
        else
            res \leftarrow res + p - i
            A[k] \leftarrow C[j]
            j \leftarrow j + 1
        k \leftarrow k + 1
    if i = p then
        copy C[j..q-1] to A[k..p+q-1]
    else
        copy B[i..p - 1] to A[k..p + q - 1]
    return res
```

The idea is that, having split array A into B and C, the recursive calls to MERGESORT will count the inversions local to B and to C. It is the job of MERGE to count all cases (x, y) where x is an element from B which is greater than y, an element from C. MERGE does this at the point where it has identified such an x in B[i] and such a y in C[j]. When B[i] is

the greater, then all of B's elements after position i are also greater than C[j]. So, before dismissing C[j], we add p-i to the count of inversions.

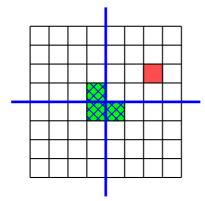
7. A tromino is an L-shaped tile made up of three 1 × 1 squares (green/hatched in the diagram below). You are given a  $2^n \times 2^n$  chessboard with one missing square (red/grey in the diagram below). The task is to cover the remaining squares with trominos, without any overlap. Design a divide-and-conquer method for this. Express the cost of solving the problem as a recurrence relation and use the Master Theorem to find the order of growth of the cost.

Hint: This is a nice example where it is useful to split the original problem into *four* instances to solve recursively.





**Answer:** If n = 0 then we have a  $1 \times 1$  board with a missing square, so there is nothing to cover. So let n > 1. Breaking the given board into four quarters corresponds to decrementing n by 1.



One of the quarters will have the missing square, so place a tromino so that it borders that quarter, straddling the other three. Now we have four sub-problems of the same kind as the original, but each of size  $2^{n-1} \times 2^{n-1}$ , and we simply solve these recursively.

Let us use m to denote the size of the problem, so  $m = 2^{2n}$ . The recurrence relation for the cost, in terms of m, is

$$T(m) = 4 T(m/4) + 1 = 4 T(m/4) + m^0$$

with T(1) = 1. The Master Theorem tells us that  $T(m) = \Theta(n^{\log_4 4}) = \Theta(n)$ . That is, our method for solving the puzzle is linear in the size of the board.