

Department of Computer Science and Engineering

PES UNIVERSITY

UE19CS251: Design and Analysis of Algorithm (4-0-0-4-4)

Q.1 Design an algorithm for swapping two 3 digit non-zero integers n , m . Besides using arithmetic operations, your algorithm should not use any temporary variable

Solution

ALGORITHM Exchange values without T(a,b)

//exchange the two values without using temporary variable

//Input: two numbers a,b.

//Output: exchange values of a,b

a=a+b;

b=a-b;

a=a-b;

Q.2 Design an algorithm for computing $\text{gcd}(m, n)$ using Euclid's algorithm.

Solution

ALGORITHM Euclid (m,n)

// Computes $\text{gcd}(m,n)$ by Euclid's algorithm

// Input: Two nonnegative, not-both-zero integers m and n

// Output : Greatest common divisor of m and n

while $n \neq 0$ do

$r \leftarrow m \bmod n$

$m \leftarrow n$

$n \leftarrow r$

return m

Q.3 Write a pseudocode for an algorithm for finding real roots of equation $ax^2 + bx + c = 0$ for arbitrary real coefficients a , b , and c .

Solution:

```
Algorithm Quadratic(a, b, c)
//The algorithm finds real roots of equation  $ax^2 + bx + c = 0$ 
//Input: Real coefficients  $a$ ,  $b$ ,  $c$ 
//Output: The real roots of the equation or a message about their absence
if  $a \neq 0$ 
     $D \leftarrow b^2 - 4 * a * c$ 
    if  $D > 0$ 
         $temp \leftarrow 2 * a$ 
         $x1 \leftarrow (-b + \text{sqrt}(D))/temp$ 
         $x2 \leftarrow (-b - \text{sqrt}(D))/temp$ 

        return  $x1, x2$ 
    else if  $D = 0$  return  $-b/(2 * a)$ 
    else return 'no real roots'
else //  $a = 0$ 
    if  $b \neq 0$  return  $-c/b$ 
    else //  $a = b = 0$ 
        if  $c = 0$  return 'all real numbers'
        else return 'no real roots'
```

Q.4 Design an algorithm to convert a binary number to a decimal integer.

Solution

Start

input $n1$.

$s := 0$.

$i := 0$

$r := n1 \% 10$.

$s := s + r * 10^i$.

$i++$

$n1 := n1 / 10$.

if $n1 \neq 0$ then goto step 5.

Print s

Q.5 Consider the following algorithm for the searching problem:

Solution

ALGORITHM Linearssearch ($A[0, ..n - 1]$, key)

//Searches an array for a key value by Linear search

//Input: Array $A[0..n - 1]$ of values and a key value to search

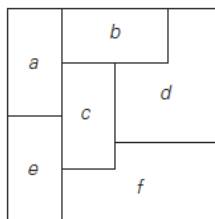
```
//Output: Returns index if search is successful
for  $i \leftarrow 0$  to  $n - 1$  do
if (key ==  $A[i]$ )
return  $i$ 
```

- Apply this algorithm to search the list 10, 92, 38, 74, 56, 19, 82, 37 for a key value 74.
- Is this algorithm efficient?
- When can this algorithm be used?

Q.6 Design a simple algorithm for string matching problem

Solution: Align the pattern with the beginning of the text. Compare the corresponding characters of the pattern and the text left-to right until either all the pattern characters are matched (then stop—the search is successful) or the algorithm runs out of the text's characters (then stop—the search is unsuccessful) or a mismatching pair of characters is encountered. In the latter case, shift the pattern one position to the right and resume the comparisons.

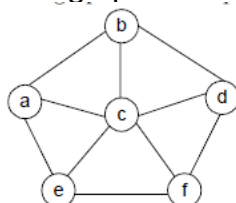
Q.7 Consider the following map:



- Explain how we can use the graph-coloring problem to color the map so that no two neighboring regions are colored the same.
- Use your answer to part (a) to color the map with the smallest number of colors.

Solution:

Create a graph whose vertices represent the map's regions and the edges connect two vertices if and only if the corresponding regions have a common border (and therefore cannot be colored the same color). Here is the graph for the map given:



Solving the graph colouring problem for this graph yields the map's colouring with the smallest number of colours possible.

- Without loss of generality, we can assign colours 1 and 2 to vertices c and a, respectively. This forces the following colour assignment to the remaining vertices: 3 to b, 2 to d, 3 to f, 4 to e. Thus, the smallest number

of colours needed for this map is four.

Q.8 For each of the following algorithms, indicate (i) a natural size metric for its inputs; (ii) its basic operation; (iii) whether the basic operation count can be different for inputs of the same size:

- a. computing the sum of n numbers
- b. computing $n!$
- c. finding the largest element in a list of n numbers
- d. Euclid's algorithm

Solution:

- a. (i) n ; (ii) addition of two numbers; (iii) no
- b. (i) the magnitude of n , i.e., the number of bits in its binary representation; (ii) multiplication of two integers; (iii) no
- c. (i) n ; (ii) comparison of two numbers; (iii) no (for the standard list scanning algorithm)
- d. (i) either the magnitude of the larger of two input numbers, or the magnitude of the smaller of two input numbers, or the sum of the magnitudes of two input numbers; (ii) modulo division; (iii) yes

Q.9 Define time complexity and space complexity. Write an algorithm for adding ' n ' natural numbers and find the time and space required by that algorithm

Solution:

The time complexity of a problem is the number of steps that it takes to solve an instance of the problem as a function of the size of the input (usually measured in bits), using the most efficient algorithm. The space complexity of a problem is a related concept that measures the amount of space, or memory required by the algorithm. The space complexity for adding sum of n numbers denoted by $S(n)$ which is $n+3$. The time complexity is denoted by $T(n)$ and it is $2n+3$.

Q.10 For each of the following functions, indicate how much the function's value will change if its argument is increased fourfold.

- a. $\log_2 n$ b. \sqrt{n} c. n d. n^2 e. n^3 f. $2n$

Solution:

- a. 2
- b. 2
- c. 4
- d. 4^2
- e. 4^3
- f. $(2^n)^3$

Q.11 Compare the two functions 2^n and n^2 for various values of n . Determine when will the second function become the same, smaller, and larger than the first function.

Solution:

- $n=2$, then we have the same value for both the functions.

- $n > 2$, the first function is smaller the second.
- $n < 2$, the first function is greater than the second.

Q.12 Use the most appropriate notation among O , Theta and omega to indicate the time efficiency class of binary search

- in the worst case.
- in the best case.
- in the average case.

Solution:

		Successful	Unsuccessful
a	In the Worst case	$\Theta(\log n)$	$\Theta(\log n)$
b	In the Best case	$\Theta(1)$	$\Theta(\log n)$
c	In the Average case	$\Theta(\log n)$	$\Theta(\log n)$

Q.13 From the following equalities, indicate the ones that are incorrect?

- $6n^2 - 8n = \Theta(n^2)$
- $12n^2 + 8 = O(n)$
- $3n^2 3^n + n \log n = \Theta(n^2 3^n)$
- $3n^2 \log n = \Theta(n^2)$

Solution:

- $6n^2 - 8n = \Theta(n^2)$ correct
- $12n^2 + 8 = O(n)$ incorrect
- $3n^2 3^n + n \log n = \Theta(n^2 3^n)$ correct
- $3n^2 \log n = \Theta(n^2)$ incorrect

Q.14 For each of the following functions, indicate the class $\Theta(g(n))$ the function belongs to. (Use the simplest $g(n)$ possible in your answers.) Prove your assertions.

- $(n^2 + 1)^{10}$
- $\sqrt{10n^2 + 7n + 3}$

Solutions:

$$\lim_{n \rightarrow \infty} \frac{(n^2 + 1)^{10}}{n^{20}} = \lim_{n \rightarrow \infty} \frac{(n^2 + 1)^{10}}{(n^2)^{10}} = \lim_{n \rightarrow \infty} \left(\frac{n^2 + 1}{n^2} \right)^{10} = \lim_{n \rightarrow \infty} \left(1 + \frac{1}{n^2} \right)^{10} = 1.$$

Hence $(n^2 + 1)^{10} \in \Theta(n^{20})$.

$$\lim_{n \rightarrow \infty} \frac{\sqrt{10n^2 + 7n + 3}}{n} = \lim_{n \rightarrow \infty} \sqrt{\frac{10n^2 + 7n + 3}{n^2}} = \lim_{n \rightarrow \infty} \sqrt{10 + \frac{7}{n} + \frac{3}{n^2}} = \sqrt{10}.$$

Hence $\sqrt{10n^2 + 7n + 3} \in \Theta(n)$.

Q.15 Arrange the following functions according to their order of decay (from the highest to the lowest)

$$(n+1)! 2^{3n}, 2n^4 + 2n^3 + 4, n \log n, \log n, 6n, 8n^2.$$

Solution:

Order of decay: $(n+1)! 2^{3n}, 2n^4 + 2n^3 + 4, 8n^2, n \log n, 6n, \log n$

Q.16. algo what(a[l ..r] , l, r)

if $l = r$ then

return a[l]

else if $a[l] > a[r]$ then

return what(a, l + 1, r)

else

return what(a, l, r - 1)

- i) what does the given function do?
- ii) What is the basic operation?
- iii) What is the basic size?
- iv) express and solve the recurrence relation for number of operations?

Solution:

- i) finds the min in the array section l to r
 - ii) comparison $a[l] < a[r]$
 - iii) # of elements in the array section : $r - l + 1$
 - iv) one possible solution
- let $n = r - l + 1$
- $c(1) = 0$
- $c(n) = 1 + c(n - 1)$
- $c(n) = 1 + 1 + c(n-2)$
- $c(n) = n - 1 + c(1) = n - 1 = r - l$

Q.17 Consider the following algorithm:

ALGORITHM *Sum* (n)

//Input: A nonnegative integer n

$S \leftarrow 0$

for $i \leftarrow 1$ **to** n **do**

$S \leftarrow S + i$

return S

- a. What does this algorithm compute?
- b. What is its basic operation?
- c. How many times is the basic operation executed?

Solution:

- (a) sum.
- (b) addition.
- (c) n

Q.18 Consider the following algorithm

ALGORITHM *GE*($A[0..n - 1, 0..n]$)

//Input: An n -by- $n + 1$ matrix $A[0..n - 1, 0..n]$ of real numbers

for $i \leftarrow 0$ **to** $n - 2$ **do**

for $j \leftarrow i + 1$ **to** $n - 1$ **do**

for $k \leftarrow i$ **to** n **do**

$A[j, k] \leftarrow A[j, k] - A[i, k] * A[j, i] / A[i, i]$

- a. Find the time efficiency class of this algorithm.

Solution:

The number of multiplications $M(n)$ and the number of divisions $D(n)$ made by the algorithm are given by the same sum:

$$\begin{aligned}
M(n) &= D(n) = \sum_{i=0}^{n-2} \sum_{j=i+1}^{n-1} \sum_{k=i}^n 1 = \sum_{i=0}^{n-2} \sum_{j=i+1}^{n-1} (n-i+1) = \\
&= \sum_{i=0}^{n-2} (n-i+1)(n-1-(i+1)+1) = \sum_{i=0}^{n-2} (n-i+1)(n-i-1) \\
&= (n+1)(n-1) + n(n-2) + \dots + 3 \cdot 1 \\
&= \sum_{j=1}^{n-1} (j+2)j = \sum_{j=1}^{n-1} j^2 + \sum_{j=1}^{n-1} 2j = \frac{(n-1)n(2n-1)}{6} + 2 \frac{(n-1)n}{2} \\
&= \frac{n(n-1)(2n+5)}{6} \approx \frac{1}{3}n^3 \in \Theta(n^3).
\end{aligned}$$

Q.19 . Solve the following recurrence relations.

a. $x(n) = x(n-1) + 5$ for $n > 1$, $x(1) = 0$

b. $x(n) = 3x(n-1)$ for $n > 1$, $x(1) = 4$

c. $x(n) = x(n-1) + n$ for $n > 0$, $x(0) = 0$

Solution:

$$\begin{aligned}
1. \text{ a) } x(n) &= x(n-1) + 5 = [x(n-2) + 5] + 5 = x(n-2) + 10 \\
&= x(n-3) + 15 \\
&= x(n-i) + 5i \\
&\dots \\
&= x(1) + 5(n-1) = 1 + 5(n-1) = 5n - 4 \\
\text{b) } x(n) &= 4x(n-1) \\
&= 4[4x(n-2)] = 4^2 x(n-2) \\
&= 4^2 x(n-3) \\
&\dots \\
&= 4^i x(n-i) \\
&= \dots \\
&= 4^{n-1} x(1) = 4^{n-1} \cdot 4 = 4^n \\
\text{c) } x(n) &= x(n/2) + n^2 \\
x(n) &= [x(n/4) + (n/2)^2] + n^2 \\
&= x(n/8) + n^2/16 + n^2/4 + n^2 \\
&\dots \\
&= n^2 (1 + 1/4 + 1/16 + 1/64 + \dots) \\
&= n^2 ((1 - (1/4)^{n/4}) / (1 - 1/4)) = 4n^2 ((1/4)^{n/4} - 1) / 3
\end{aligned}$$

20. Consider the following recursive algorithm.

ALGORITHM $Q(n)$

//Input: A positive integer n

if $n = 1$ **return** 1

else return $Q(n-1) + 2 * n - 1$

a. Set up a recurrence relation for this function's values and solve it to determine what this algorithm computes.

b. Set up a recurrence relation for the number of multiplications made by this algorithm and solve it.

c. Set up a recurrence relation for the number of additions/subtractions made by this algorithm and solve it.

Solution:

$$Q(n) = Q(n-1) + 2n - 1 \text{ for } n > 1, Q(1) = 1.$$

Computing the first few terms of the sequence yields the following:

$$Q(2) = Q(1) + 2 \cdot 2 - 1 = 1 + 2 \cdot 2 - 1 = 4;$$

$$Q(3) = Q(2) + 2 \cdot 3 - 1 = 4 + 2 \cdot 3 - 1 = 9;$$

$$Q(4) = Q(3) + 2 \cdot 4 - 1 = 9 + 2 \cdot 4 - 1 = 16.$$

Thus, it appears that $Q(n) = n^2$. We'll check this hypothesis by substituting this formula into the recurrence equation and the initial condition.

The left hand side yields $Q(n) = n^2$. The right hand side yields

$$Q(n-1) + 2n - 1 = (n-1)^2 + 2n - 1 = n^2.$$

The initial condition is verified immediately: $Q(1) = 1^2 = 1$.

b. $M(n) = M(n-1) + 1$ for $n > 1$, $M(1) = 0$. Solving it by backward substitutions (it's almost identical to the factorial example—see Example

1 in the section) or by applying the formula for the n th term of an arithmetical progression yields $M(n) = n - 1$.

c. Let $C(n)$ be the number of additions and subtractions made by the algorithm. The recurrence for $C(n)$ is $C(n) = C(n - 1) + 3$ for $n > 1$, $C(1) = 0$. Solving it by backward substitutions or by applying the formula for the n th term of an arithmetical progression yields $C(n) = 3(n - 1)$.

Note: If we don't include in the count the subtractions needed to decrease n , the recurrence will be $C(n) = C(n - 1) + 2$ for $n > 1$, $C(1) = 0$.

Its solution is $C(n) = 2(n - 1)$.

21. Consider the following recursive algorithm.

ALGORITHM *Min1*($A[0..n - 1]$)

//Input: An array $A[0..n - 1]$ of real numbers

if $n = 1$ **return** $A[0]$

else $temp \leftarrow Min1(A[0..n - 2])$

if $temp \leq A[n - 1]$ **return** $temp$

else return $A[n - 1]$

a. What does this algorithm compute?

b. Set up a recurrence relation for the algorithm's basic operation count and solve it.

Solution:

a. The algorithm computes the value of the smallest element in a given array.

b. The recurrence for the number of key comparisons is

$C(n) = C(n - 1) + 1$ for $n > 1$, $C(1) = 0$.

Solving it by backward substitutions yields $C(n) = n - 1$.