

## Problem 1

a) eval( $a[0..m], x$ )

result  $\leftarrow a[0]$

times  $\leftarrow 1$

for  $i \in 1$  to  $m$  do

    times  $\leftarrow$  times  $\cdot x$

    result  $\leftarrow$  result +  $a[i] \cdot$  times

return result

b)  $T(n) \in O(n)$  since the for loop executes  $n+1$  times.

We can also say  $T(n) \in \Theta(n)$  because there is no best case requiring fewer than  $n+1$  iterations.

Recall  $T(n) \in \Theta(n)$  iff  $T(n) \in O(n)$  and  $T(n) \in \Omega(n)$ .

c) The algorithm takes  $k+1$  steps, so it is  $O(\log n)$ .

It will compute  $x^n$  by squaring the intermediate value

eval2( $a, b, n, x$ )

while  $n > 1$  do

$x \leftarrow x \cdot x$

$n \leftarrow \frac{n}{2}$

return  $a \cdot x + b$

d) The algorithm will be very similar, except we keep the value of original  $x$  and we check to see if  $n$  is odd:

eval3(a, b, n, x)  
returns term(n, x) · a + b

term(n, x)

if  $n = 0$  then return 1

half ← term( $\lfloor \frac{n}{2} \rfloor$ , x)

if  $n$  is odd then

return half · half · x

else return half · half

The algorithm implements the recurrence

$$x^{2k+1} = (x^k)^2 \cdot x$$

$$x^{2k} = (x^k)^2$$

Its running time is also  $O(\log n)$  as we divide the exponent by two at each iteration

Marking scheme a)  $\left\{ \begin{array}{l} 2 \text{ pt for clean i/o} \\ 2 \text{ pts computing } x^i \\ 2 \text{ pts for the sum.} \end{array} \right.$

b)  $\left\{ \begin{array}{l} 2 \text{ pts for } O() \\ 2 \text{ pts for } \Theta(n) \end{array} \right.$  c)  $\left\{ \begin{array}{l} 2 \text{ pts : explain } T(n) \\ 1 \text{ pt : i/o clean} \\ 2 \text{ pts : calculation} \end{array} \right.$

## Prob. 2. a)

Quicksort has  $O(n^2)$  efficiency in worst case.

ex: 5, 4, 3, 2, 1

Each partition splits the problem in one of size  $n-1$  & 1.

b) We can use the median procedure to select the median as pivot. Since median is  $O(n)$ , this does not change the complexity of the conquer part, but now the partitions are guaranteed to be balanced.

$\Rightarrow T(n) \in O(n \log n)$  in worst case.

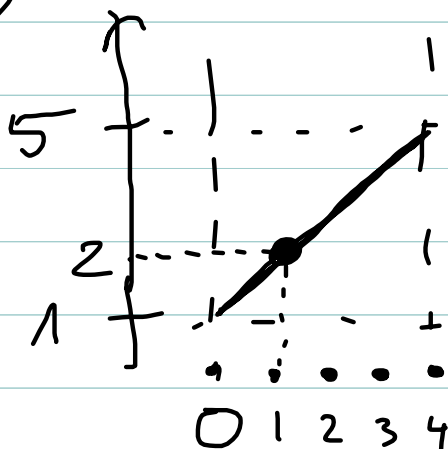
## Prob. 3. a

index: 0 1 2 3 4  
          ↓

binary search.

$\Rightarrow i = 2.$

b)



$i = 1.$

Pr. 3, c

1, 1, 2, 3, 5  
the search terminates since the key 2 is found  
after first comparison

2 pts : values  
1 pt : explanation

d) 1, 3, 3, 4, 5 for example.

As long as  $A[1] > 2$ , then in interpolation search we know we should try an index smaller than 1. However, we know that  $A[0]$  does not contain the key (2) because we would have chosen  $i=0$  as first index (linear interpolation). So, we could return "key not found" immediately after first comparison.

④ Recurrence relations:

$$A) T(n) = 5T\left(\frac{n}{2}\right) + n$$

since  $5 > 2^1$

$$\Rightarrow T(n) \in O(n^{\log_2 5}) \quad 2 < \log_2 5$$

$$B) T(n) = 2T(n-1) + c$$

$$= 2(2T(n-2) + c) + c = 2^2 T(n-2) + (2+1)c$$

$$= 2^2(2T(n-3) + c) + (2+1)c = 2^3 T(n-3) + (2^2 + 2+1)c$$

$$\dots \in O(2^n)$$

$$c) T(n) = 9T\left(\frac{n}{3}\right) + n^2$$

$$\text{since } 9 = 3^2 \Rightarrow T(n) \in O(n^2 \log n)$$

Algorithm C has best time complexity

Marking scheme

3 pts for each recurrence  
1 pt for arguing for best algorithm.