

# Solutions

## 1 Assignment 1

### 1.1 Solving Recurrences

1.  $C_N = C_{\frac{N}{2}} + N$  for  $N \geq 2$  with  $C_1 = 0$

The recurrence is defined when  $N = 2^n$ , i.e, when  $N$  is a power of 2 In fact:

$$\begin{aligned} C_N = C_{\frac{N}{2}} + N &= C_{\frac{N}{4}} + \frac{N}{2} + N \\ &= C_{\frac{N}{2^2}} + \frac{N}{2^{n-1}} + \cdots + \frac{N}{2} + N \\ &= C_1 + N(2(1 - \frac{1}{2^n})) \\ &= 2N \end{aligned}$$

If the sum  $N + \frac{N}{2} + \frac{N}{4} + \frac{N}{8} + \cdots$  is infinite, it evaluates to exactly  $2N$ . Since we stop at 1, this value is an approximation to the exact answer. The precise solution involves properties of the binary representation of  $N$ .

2.  $C_N = 2C_{\frac{N}{2}} + N$  for  $N \geq 2$  with  $C_1 = 0$

Again, the recurrence is precisely defined only when  $N$  is a power of 2:

$$\begin{aligned} C_{2^n} &= 2C_{2^{n-1}} + 2^n \\ \frac{C_{2^n}}{2^n} &= \frac{C_{2^{n-1}}}{2^{n-1}} + 1 \\ &= \frac{C_{2^{n-2}}}{2^{n-2}} + 1 + 1 \\ &\vdots \\ &= n \end{aligned}$$

So the recurrence is about  $N \log N$

3.  $C_N = 2C_{\frac{N}{2}} + 1$  for  $N \geq 2$  with  $C_1 = 1$

$$\begin{aligned}
 C_N &= 2C_{\frac{N}{2}} + 1 \\
 &= 2(2C_{\frac{N}{2}} + 1) + 1 \\
 &\vdots \\
 &= 2^n C_{\frac{N}{2^n}} + 2^{n-1} + 2^{n-2} + \dots + 2 + 1 \\
 &= 2^n C_1 + 2^{n-1} + 2^{n-2} + \dots + 2 + 1 \\
 &= 2^n + 2^{n-1} + 2^{n-2} + \dots + 2 + 1 \\
 &= 2^{n+1} - 1 \\
 &= 2N - 1
 \end{aligned}$$

The recurrence evaluates then to  $2N$  (when  $N$  is a power of 2).

## 1.2 Some recursive algorithms

1. • **factorial function (iterative version)**

**Algorithm 1. *factI(n)***

- (a) *int fact = 1;*
- (b) *int i = 2;*
- (c) *while (i ≤ n)*  
     *fact = fact × i++;*
- (d) *return fact;*

• **factorial function (recursive version)**

**Algorithm 2. *factR(n)***

- (a) *(if n == 0) then return 1*
- (b) *else return factR(n-1) × n;*

• **Cost:** solving the recurrence  $C_N = C_{N-1}$  results in  $C_N = N$ .

2. • **gcd function (iterative version)**

**Algorithm 3. *gcdI(a,b)***

- (a) *int r ;*
- (b) *while ( b != 0 )*  
     - *r = a % b;*  
     - *a = b ;*  
     - *b = r;*
- (c) *return (a);*

• **gcd function (recursive version)**

**Algorithm 4.**  $\text{gcdR}(a,b)$

- (a) (if  $b == 0$ ) then return  $a$
- (b) else return  $\text{gcd}(b, a \% b)$ ;

## 2 Assignment 2

### 2.1 Recursive lists

#### 1. Concatenation of lists

We define  $\text{concat}$ :  $\text{list} \times \text{list} \rightarrow \text{list}$  as the concatenation of two lists.

- $\text{length}(\text{concat}(l, m)) = \text{length}(l) + \text{length}(m)$
- $i^{\text{th}}(\text{concat}(l, m), j) = i^{\text{th}}(l, j)$  if  $1 \leq j \leq \text{length}(l)$ ,  $i^{\text{th}}(m, j - \text{length}(l))$  otherwise.
- $\text{concat}(\text{empty\_list}, l) = l$
- $\text{concat}(\text{cons}(e, l), m) = \text{cons}(e, \text{concat}(l, m))$

#### 2. Search of an element (present) in a list

We define  $\text{search}$ :  $\text{list} \times \text{element} \rightarrow \text{position}$ . Complete the following axioms:

- $\text{content}(\text{search}(l, e)) = e$
- $\text{search}(\text{cons}(e, l), e) = \text{head}(\text{cons}(e, l))$
- $e \neq f, \text{search}(\text{cons}(e, l), f) = \text{succ}(\text{search}(l, f))$

### 2.2 Mathematical properties of binary trees

**Property 1.** *A binary tree with  $N$  internal nodes has  $2N$  links:  $N-1$  links to internal nodes and  $N+1$  links to external nodes.*

*Proof.* In any tree, each node except the root, has a unique parent, and every edge connects a node to its parent, so there are  $N-1$  links connecting internal nodes. Similarly, each of the  $N+1$  external nodes has one link, to its unique parent.  $\square$

## 2.3 Assignment 3

sectionMathematical properties of binary trees

**Property 2.** *The internal path length of a binary tree with  $N$  internal nodes is at least  $N \log(\frac{N}{4})$  and at most  $N(N - 1)/2$*

*Proof.* The worst case and best case are achieved for the same trees referred to in the discussion of a binary tree's height's bounds, namely, the degenerate tree and the balanced tree.

The internal path length of the worst case tree is  $0 + 1 + \dots + N - 1 = N(N - 1)/2$ .

The best case tree has  $N + 1$  external nodes at height no more than  $\log N$ . Multiplying these and applying the property that relates the external path of tree with its internal path we get the bound  $(N + 1) \log N - 2N < N \log(\frac{N}{4})$   $\square$

## 2.4 Tree traversal

- **Preorder: node left right**

$n_0 n_1 n_3 n_6 n_7 n_4 n_8 n_{10} n_{12} n_2 n_5 n_9 n_{11} n_{13}$

- **Inorder: left node right**

$n_6 n_3 n_7 n_1 n_{12} n_{10} n_8 n_4 n_0 n_5 n_9 n_{13} n_{11} n_2$

- **Postorder: left right node**

$n_6 n_7 n_3 n_{12} n_{10} n_8 n_4 n_1 n_{13} n_{11} n_9 n_5 n_2 n_0$

### 3 Assignment 4

#### 3.1 Sorting using a BST

- The tree traversal suitable in this case is the inorder one: it will give the following sequence: a a e e g i l m n o p r s t x.
- A sorting method consists on building a BST using successive insertions at the leaf and then using the inorder traversal. The first operation takes  $O(\text{height of the tree} * n)$ , where  $n$  is the size of the array to be sorted. The traversal takes  $O(n)$ .

#### 3.2 Remove operation in a BST

**Algorithm 5. *remove*:  $tree \times item \rightarrow tree$**

1.  $remove(< x, emptyTree(), emptyTree() >, x) = emptyTree()$
2.  $remove(< x, emptyTree(), d, x) = d$
3.  $remove(< x, g, emptyTree() >, x) = g$
4. if  $g$  and  $d$  are different from the empty tree then  $remove(< x, g, d >, x) = < max(g), \bar{max}(g), d >$

**Algorithm 6. *max*:  $tree \rightarrow node$**

1.  $max(< r, g, emptyTree() >) = r$ .
2. if  $d \neq emptyTree()$ , then  $max(< r, g, d >) = max(d)$

**Algorithm 7.  $\bar{max}$ :  $tree \rightarrow tree$**

1.  $\bar{max}(< r, g, emptyTree() >) = g$
2. if  $d \neq emptyTree()$  then  $\bar{max}(< r, g, d >) = < r, g, \bar{max}(d) >$

#### 3.3 Quicksort: example

```
A S O R T I N G E X A M P L E
A A O R T I N G E X S M P L E
A A M E L I N G E O S X P T R
A A G E L I E M N O P R S T X
A A E E G I L M N O P R S T X
```