

# COMP 550.001 - Fall 2017

## Assignment 1

**Part 1a due:** Wednesday, August 30, 2017 (start of class)

**Part 1b due:** Friday, September 1, 2017 (4:00 p.m.)

For part 1a, you should submit a physical copy of your written homework at the start of class.  
For part 1b, you should submit a .tar.gz or .zip file with your solutions on Sakai.

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### Part A

#### [15 points] Problem 1

Consider the following pseudocode. Suppose that  $n$  is an even integer and that  $A[1..n]$  is an array whose elements are either  $\alpha$  or  $\beta$ , where  $\alpha > \beta$ .

```
1:  $sum = 0$ 
2: for  $i = n$  downto 1 by 2:
3:   for  $j = i$  to  $n$ :
4:     if  $A[i] \geq A[j]$ :
5:        $sum = sum + 1$ 
```

#### 1(a)

As a function of  $n$ , what is the *maximum* possible resulting value of the variable  $sum$ ? What is the pattern of entries that leads to this worst case? Express your answer as a summation, and then express the solution to this summation as an exact (not asymptotic) formula involving  $n$ . Then express it as an asymptotic formula involving  $n$ .

#### 1(b)

As a function of  $n$ , what is the *minimum* possible resulting value of the variable  $sum$ ? What is the pattern of entries that leads to this best case? Express your answer as a summation, and then express the solution to this summation as an exact (not asymptotic) formula involving  $n$ . Then express it as an asymptotic formula involving  $n$ .

#### [25 points] Problem 2: CLRS Problem 2-2

Bubblesort is a popular, but inefficient, sorting algorithm. It works by repeatedly swapping adjacent elements that are out of order.

```
BUBBLESORT( $A$ )
1: for  $i = 1$  to  $A.length - 1$ :
2:   for  $j = A.length$  downto  $i + 1$ :
3:     if  $A[j] < A[j - 1]$ :
4:       exchange  $A[j]$  with  $A[j - 1]$ 
```

**2(a)**

Let  $A'$  denote the output of  $\text{BUBBLESORT}(A)$ . To prove that  $\text{BUBBLESORT}$  is correct, we need to prove that it terminates and that

$$A'[1] \leq A'[2] \leq \dots \leq A'[n] \quad (1)$$

where  $n = A.length$ . In order to show that  $\text{BUBBLESORT}$  actually sorts, what else do we need to prove?

The next two parts will prove inequality (1).

**2(b)**

State precisely a loop invariant for the **for** loop in lines 2-4, and prove that this loop invariant holds. Your proof should use the structure of the loop invariant proof presented in lecture for Insertion Sort and in Chapter 2.

**2(c)**

Using the termination condition of the loop invariant proved in part (b), state a loop invariant for the **for** loop in lines 1-4 that will allow you to prove inequality (1). Your proof should use the structure of the loop invariant proof presented in lecture for Insertion Sort and in Chapter 2.

**2(d)**

What is the worst-case running time of Bubblesort? How does it compare to the running time of Insertion Sort?

**[20 points] Problem 3: Subset of CLRS Problem 3-3(a)**

Rank the following functions by order of growth; that is, find an arrangement  $g_1, g_2, \dots, g_{16}$  of the functions satisfying  $g_1 = \Omega(g_2), g_2 = \Omega(g_3), \dots, g_{15} = \Omega(g_{16})$ . Partition your list into equivalence classes such that functions  $f(n)$  and  $g(n)$  are in the same class if and only if  $f(n) = \Theta(g(n))$ .

If you want partial credit, be sure to include your reasoning for each relation between and within equivalence classes.

$2^{2^n}$	$n \lg n$	$n^2$	$n!$
$\lg n$	$n^3$	$\lg^2 n$	$2^n$
$\ln \ln n$	$\lg^* n$	$n$	$\ln n$
$2^{\lg n}$	1	$2^{2^{n+1}}$	$4^{\lg n}$

## Part B

### [20 points] Problem 1

For this problem, you are given the implementations of four algorithms discussed in the book. Your goal is to compare their runtimes on a variety of different inputs.

Although you can work with another student for the part B problems, you should generate the results for this problem on your own computer. Make sure to add a `readme.txt` file stating either that you worked alone, or the name of your partner.

#### 1(a)

Give the machine specs for the machine on which you're running the comparison in this problem. For example: 64-bit Windows 7 Ultimate Service Pack 1, Intel i5-6600K CPU @ 3.50 GHz, 32 GB RAM, Java JRE 1.8.

#### 1(b)

Modify `sortFunctionChoice` and `datasetChoice` in `sort/Main.java` in order to run each algorithm with each input. The algorithm implementations and timing code have been provided for you. You should record the times in a table like the one below. Make sure to record the units correctly!

	Insertion Sort	Merge Sort	Selection Sort	Bubble Sort
Small sorted				
Small almost-sorted				
Small backwards				
Small random				
Large sorted				
Large almost-sorted				
Large backwards				
Large random				

#### 1(c)

Using your knowledge of the sorting algorithms from the book and/or lecture, explain in your own words any trends you see, including for each data set why a given sorting algorithm performed the fastest.

### [20 points] Problem 2: variant of CLRS Exercise 4.1-3

This problem compares the brute-force and recursive approaches to solving the maximum-subarray problem.

#### 2(a)

Implement both the brute-force and recursive algorithms for the maximum-subarray problem. You should fill in the implementations for the functions `findMaximumSubarrayBruteForce` and

`findMaximumSubarrayRecursive` in `maximumSubarray/Solver.java`. For reference, the brute-force pseudocode is given below. The recursive approach is given in Section 4.1 of CLRS.

```

    FIND-MAXIMUM-SUBARRAY-BRUTE-FORCE(A)
1: bestRange = (1, 1)
2: bestVal = A[1]
3: for i = 1 to n:
4:     currentVal = 0
5:     for j = i to n:
6:         currentVal = currentVal + A[j]
7:         if currentVal ≥ bestVal:
8:             bestVal = currentVal
9:             bestRange = (i, j)
10: return (bestRange.low, bestRange.high, bestVal)

```

## 2(b)

Run your code on random inputs of different sizes by modifying `numElements` and `functionChoice` in `Main.java`. How does each algorithm scale as the input size grows? You should consider inputs up to 100,000 elements, and present your results in a table like the one below.

Input size	10	100	1000	10,000	100,000
Brute-Force					
Recursive					