

# MA/CSSE 473 – Design and Analysis of Algorithms

## Homework 3 (10 problems, 62 points total) Updated for Summer, 2016

Turn this in to the HW 03 drop box on Moodle. Complete the survey for extra credit.

When a problem is given by number, it is from the Levitin textbook. 1.1.2 means “problem 2 from section 1.1” Numbers in [square brackets] are problem or page numbers from Levitin's 2<sup>nd</sup> edition.

Many of these problems review concepts/techniques from CSSE 230.

### Problems for enlightenment/practice/review (not to turn in, but you should think about them):

How many of them you need to do serious work on depends on you and your background. I do not want to make everyone do one of them for the sake of the (possibly) few who need it. You can hopefully figure out which ones you need to do.

- 3.1.8 [3.1.5] (selection sort practice)  
3.1.13 [3.1.10] (Is bubble sort stable?)

### Problems to write up and turn in:

1. (5) Prove by mathematical induction that the following formula is true for every positive integer  $n$ .

$$\sum_{i=1}^n (-1)^{i+1} i^2 = \frac{(-1)^{n+1} n(n+1)}{2}$$

2. (8) Let  $F_n$  be the  $n^{\text{th}}$  Fibonacci number (recall that  $F_0 = 0$  and  $F_1 = 1$  in our formulation). Show by mathematical induction that that for all  $n > 0$ ,

$$\sum_{i=1}^n F_i^2 = F_n F_{n+1}$$

3. (8) Prove by mathematical induction that  $F_n$  (as defined at the beginning of the previous problem) is even if and only if  $n$  is divisible by 3.

Be sure to show both directions of the "if and only if". Suggestion: prove both directions in one induction proof.

4. (4) 3.1.2 [3.1.2] (algorithms for computing  $a^n$ ) For this problem, assume constant time for an integer multiplication.

5. (7) 3.1.4 [3.1.4] (polynomial evaluation)

6. (10) 3.1.5 [not in 2<sup>nd</sup> edition, see HW 03 problems document] (points: ring 4, star 3, mesh 3)

7. (2) 3.1.9 [3.1.6] (stability of selection sort)

8. (2) 3.1.10 [3.1.7] (selection sort linked list)

9. (8) 3.1.14 [3.1.11] (alternating disks) Come up with the best solution that you can, and come up with a formula (exact, not just big-O) for the number of moves as a function of  $N$ .  $N$  is the number of disks of each color; i.e. if 8 black disks and 8 white ones,  $N=8$ . Show how you get your formula.

10. (8) Here is an inefficient algorithm for computing  $F(N)$ :

$F(n)$ :  
if  $n \leq 1$  return  $n$   
else return  $F(n-1) + F(n-2)$

Once again I ask you to prove by induction something that Levitin derived by other means.

The idea of this problem comes from Weiss Section 7.3. Use mathematical induction to show that the formula (in the last line of the Weiss excerpt below) is indeed the solution to the given recurrence (the recurrence in the next-to-last line of the following Weiss excerpt).

## Weiss Excerpt:

Let  $C(N)$  be the number of calls to `fib` made during the evaluation of `fib(n)`. Clearly  $C(0) = C(1) = 1$  call. For  $N \geq 2$ , we call `fib(n)`, plus all the calls needed to evaluate `fib(n-1)` and `fib(n-2)` recursively and independently. Thus  $C(N) = C(N-1) + C(N-2) + 1$ . By induction, we can easily show that for  $N \geq 3$  the solution to this recurrence is  $C(N) = F_{N+2} + F_{N-1} - 1$ . Thus the number