



Algorithms & Data Structures

Exercise sheet 5

HS 22

The solutions for this sheet are submitted at the beginning of the exercise class on 31 October 2022.

Exercises that are marked by * are “challenge exercises”. They do not count towards bonus points.

You can use results from previous parts without solving those parts.

Exercise 5.1 *Heapsort (1 point)*.

Given the array $[0, 7, 2, 8, 4, 6, 3, 1]$, we want to sort it in ascending order using Heapsort.

- Draw the tree interpretation of the array as a heap, before any call of RestoreHeapCondition.
- In the lecture you have learned a method to construct a heap from an unsorted array (see also pages 35–36 in the script). Draw the resulting max heap if this method is applied to the above array.
- Sort the above array in ascending order with heapsort, beginning with the heap that you obtained in (b). Draw the array after each intermediate step in which a key is moved to its final position.

Exercise 5.2 *Sorting algorithms*.

Below you see four sequences of snapshots, each obtained in consecutive steps of the execution of one of the following algorithms: InsertionSort, SelectionSort, QuickSort, MergeSort, and BubbleSort. For each sequence, write down the corresponding algorithm.

3 6 5 1 2 4 8 7	3 6 5 1 2 4 8 7
3 6 5 1 2 4 8 7	3 5 1 2 4 6 7 8
3 5 6 1 2 4 8 7	3 1 2 4 5 6 7 8
3 6 5 1 2 4 8 7	3 6 5 1 2 4 8 7
3 6 1 5 2 4 7 8	1 6 5 3 2 4 8 7
1 3 5 6 2 4 7 8	1 2 5 3 6 4 8 7

Exercise 5.3 *Counting function calls in recursive functions (1 point)*.

For each of the following functions g , h , and k , provide an asymptotic bound in big- O notation on the number of calls to f as a function of n . You can assume that n is a power of two.

Algorithm 1

(a) **function** $g(n)$
 $i \leftarrow 1$
 while $i < n$ **do**
 $f()$
 $i \leftarrow i + 2$
 $g(n/2)$
 $g(n/2)$
 $g(n/2)$

Algorithm 2

(b) **function** $h(n)$
 $i \leftarrow 1$
 while $i < n$ **do**
 $f()$
 $i \leftarrow i + 1$
 $k(n)$
 $k(n)$
function $k(n)$
 $i \leftarrow 2$
 while $i < n$ **do**
 $f()$
 $i \leftarrow i^2$
 $h(n/2)$

Exercise 5.4 *Bubble sort invariant.*

Consider the pseudocode of the bubble sort algorithm on an integer array $A[1, \dots, n]$:

Algorithm 3 BUBBLESORT(A)

```
for  $1 \leq i \leq n$  do  
    for  $1 \leq j \leq n - i$  do  
        if  $A[j] > A[j + 1]$  then  
             $t \leftarrow A[j]$   
             $A[j] \leftarrow A[j + 1]$   
             $A[j + 1] \leftarrow t$   
return  $A$ 
```

- (a) Formulate an invariant $\text{INV}(i)$ that holds at the end of the i -th iteration of the outer for-loop.
- (b) Using the invariant from part (a), prove the correctness of the algorithm. Specifically, prove the following three assertions:
- (1) $\text{INV}(1)$ holds.
 - (2) If $\text{INV}(i)$ holds, then $\text{INV}(i + 1)$ holds (for all $1 \leq i < n$).
 - (3) $\text{INV}(n)$ implies that BUBBLESORT(A) correctly sorts the array A .

Exercise 5.5 *Guessing a pair of numbers (1 point).*

Alice and Bob play the following game:

- Alice selects two integers $1 \leq a, b \leq 1000$, which she keeps secret
- Then, Alice and Bob repeat the following:
 - Bob chooses two integers (a', b')
 - If $a = a'$ and $b = b'$, Bob wins
 - If $a > a'$ and $b > b'$, Alice tells Bob ‘high!’
 - If $a < a'$ and $b < b'$, Alice tells Bob ‘low!’
 - Otherwise, Alice does not give any clue to Bob

Bob claims that he has a strategy to win this game in 12 attempts at most.

Prove that such a strategy cannot exist.

Hint: Represent Bob’s strategy as a decision tree. Each edge of the decision tree corresponds to one of Alice’s answers, while each leaf corresponds to a win for Bob.

Hint: After defining the decision tree, you can consider the sequence $k_0 = 1$, $k_{n+1} = 3k_n + 1$, and prove that $k_n = \frac{3^{n+1}-1}{2}$. The number of leaves in the decision tree of level n should be related k_n .