

1. Find big- $\Theta$  estimates for the following positive-real-valued increasing functions  $f(n)$ .

- (a)  $f(n) = 125f(n/4) + 2n^3$  whenever  $n = 4^t$  for  $t \geq 1$ .
- (b)  $f(n) = 125f(n/5) + 2n^3$  whenever  $n = 5^t$  for  $t \geq 1$ .
- (c)  $f(n) = 125f(n/6) + 2n^3$  whenever  $n = 6^t$  for  $t \geq 1$ .

2. Let the running time of a recursive algorithm satisfy the recurrence

$$T(n) = aT(n/b) + cn^d \log^e n$$

for some  $e \in \mathbb{N}$ . Let  $t = \log_b a$ . Deduce the running time  $T(n)$  in the big- $\Theta$  notation for the three cases: (i)  $t < d$ , (ii)  $t > d$ , and (iii)  $t = d$ .

3. Solve for the following divide-and-conquer recurrence:  $T(n) = 2T(n/2) + \frac{n}{\log n}$ .

4. Let  $t$  be the number of one-bits in  $n$ . Suppose that the running time of a divide-and-conquer algorithm satisfies the recurrence  $T(n) = 2T(n/2) + nt$ . When  $n$  is a power of 2, we have  $t = 1$ , so  $T(n) = 2T(n/2) + n$ . Why does this not imply that  $T(n) = \Theta(n \log n)$ ? Find a correct estimate for  $T(n)$  in the big- $O$  notation. (**Remark:** There exist algorithms whose running times depend on  $t$ . Example: Left-to-right exponentiation.)

5. Let the running time of a recursive algorithm satisfy the recurrence  $T(n) = aT(\sqrt{n}) + h(n)$ . Deduce the running time  $T(n)$  in the big- $\Theta$  notation for the cases: (i)  $h(n) = n^d$  for some  $d \in \mathbb{N}$ , and (ii)  $h(n) = \log^d n$  for some  $d \in \mathbb{N}_0$ .

6. [Karatsuba multiplication] You want to multiply two polynomials  $a(x)$  and  $b(x)$  of degree (or degree bound)  $n - 1$ . Each of the input polynomials is stored in an array of  $n$  floating-point variables. The product  $c(x) = a(x)b(x)$  is of degree (at most)  $2n - 2$ , and can be stored in an array of size  $2n - 1$ .

(a) Use the school-book multiplication method to compute  $c(x)$  (use the convolution formula). Deduce the running time of this algorithm.

(b) Let  $t = \lceil n/2 \rceil$ . Divide the input polynomials as  $a(x) = x^t a_{hi}(x) + a_{lo}(x)$  and  $b(x) = x^t b_{hi}(x) + b_{lo}(x)$ , where each part of  $a$  and  $b$  is a polynomial of degree  $\leq t - 1$ . But then

$$c(x) = a_{hi}(x)b_{hi}(x)x^{2t} + (a_{hi}(x)b_{lo}(x) + a_{lo}(x)b_{hi}(x))x^t + a_{lo}(x)b_{lo}(x).$$

The obvious recursive algorithm uses this formula to compute  $c(x)$  by making four recursive calls on polynomials of degrees  $\leq t - 1$ . Deduce the running time of this algorithm.

(c) Reduce the number of recursive calls to three (how?). Deduce the running time of this algorithm.

7. In the quick-sort algorithm, two recursive calls are made on arrays of sizes  $i$  and  $n - i - 1$  for some  $i \in \{0, 1, 2, \dots, n - 1\}$  (assuming that there are no duplicates in the input array). Suppose that all these values of  $i$  are equally likely. Deduce the expected running time of quick sort under these assumptions.

8. Suppose that an algorithm, upon an input of size  $n$ , recursively solves two instances of size  $n/2$  and three instances of size  $n/4$ . Let the “divide + combine” time be  $h(n)$ . Find the running times of the algorithm if

- (a)  $h(n) = 1$ ,                      (b)  $h(n) = n$ ,                      (c)  $h(n) = n^2$ ,                      (d)  $h(n) = n^3$ .

9. Use the method of recursion trees to derive the running times of the following algorithms.

- (a) Majority finding:  $T(n) = T(n/2) + cn$ , where  $c$  is a positive constant.
- (b) Stooge sort:  $T(n) = 3T(2n/3) + c$ , where  $c$  is a positive constant.

10. Deduce the running times of divide-and-conquer algorithms in the big- $\Theta$  notation if their running times satisfy the following recurrence relations.

- (a)  $T(n) = T(2n/3) + T(n/3) + 1$ .                      (b)  $T(n) = T(2n/3) + T(n/3) + n$ .
- (c)  $T(n) = T(2n/3) + T(n/3) + n \log n$ .                      (d)  $T(n) = T(2n/3) + T(n/3) + n^2$ .

