## **Problem 1-1.** (Bogosort)

Consider this clever sorting algorithm from xkcd.com/1185/:

```
DEFINE FASTBOGOSORT (LIST):

// AN OPTIMIZED BOGOSORT

// RUNS IN O( )

FOR N FROM 1 TO LOG(LENGTH(LIST)):

SHUFFLE(LIST):

IF ISSORTED (LIST):

RETURN LIST

RETURN "KERNEL PAGE FAULT (ERROR CODE: 2)"
```

- (a) Is FastBogoSort a correct sorting algorithm? (i.e. does it return a correctly sorted list for every possible input?)
- (b) Assume that we have a  $\Theta(N)$  time algorithm for Shuffle<sup>1</sup> and a  $\Theta(N)$  time algorithm for IsSorted. What's the time complexity of FastBogoSort?
- **(c)** Assume that valid input to FastBogoSort contains only lists of numbers without repeats. On input list of length n, what's the probability that FastBogoSort returns the correct answer?
- (d) An upper-bound for the solution to (c) is  $\frac{\log n}{n!}$ . Is this bound  $O(\frac{\log n}{n^n})$ ,  $\Omega(\frac{\log n}{n^n})$ , or both  $(\Theta(\frac{\log n}{n^n}))$ ?

Hint: use Stirling's formula.

### **Problem 1-2.** (Merge Sort and Insertion Sort)

- (a) What's the best case asymptotic efficiency for insertion sort? What kind of input makes insertion sort efficient?
- **(b)** What's the best case asymptotic efficiency for merge sort? Does your answer suggest that merge sort on some computer will sort all permutations of a list in the same amount of time?
- (c) Consider the list [4, 1, 3, 2]. Trace out the steps that insertion sort and merge sort each take to sort the list. Assume that merge sort splits the list in the middle.
- (d) At a new software engineering job, you're writing a program to sort many lists with hundreds of elements each. You cleverly chose to use merge sort, because you know that it's  $O(n\log n)$  much better than insertion sort, which is  $O(n^2)$ . You look at logs for your servers, and you realize that you don't have any memory available and can't afford more servers! What do you do?

<sup>&</sup>lt;sup>1</sup>Shuffling is a little trickier than it seems. If you're interested, Google the Fisher-Yates shuffle.

(e) Timsort is a (fairly complicated) combination of merge sort and insertion sort that happens to be the default sorting algorithm in the Python programming language. If you were to design a hybrid sorting algorithm like Timsort, how would you combine merge sort and insertion sort?

#### **Problem 1-3.** (Recurrences)

(a) Consider the naive algorithm to calculate a factorial:

```
function Factorial(n):
    if n == 0:
        return 1
    return n * Factorial(n - 1)
```

Write a recurrence for this algorithm, and state its complexity.

**(b)** Consider this algorithm to calculate the n-th Fibonacci number:

```
function Fibonacci(n):
    if n == 1 or n == 2:
        return 1
    return Fibonacci(n - 1) + Fibonacci(n - 2)
```

Write a recurrence for this algorithm, and state its complexity. Complexity is  $O(2^n)$ .

(c) Do you think this complexity could improve if you saved intermediate results?

# **Problem 1-4.** (More practice with asymptotic notation)

(a) Let  $k \ge 1$ ,  $\varepsilon > 0$ , c > 1 be constants. For each blank, indicate whether  $A_i$  is in O, o,  $\Omega$ ,  $\omega$ , or  $\Theta$  of  $B_i$ . More than one space per row can be valid.

A	В	O	0	Ω	ω	Θ
$\log^k n$	$n^{\varepsilon}$					
$n^k$	$c^n$					
$2^n$	$2^{n/2}$					
$n^{\log c}$	$c^{\log n}$					
$\log(n!)$	$\log(n^n)$					

(b) What's the asymptotic runtime of the following algorithm, which takes as input a natural number n?

#### **Problem 1-5.** (Finding the median)

- (a) Describe an  $O(n \log n)$  algorithm to find the median in an *n*-element list.
- **(b)** Consider the following algorithm:

```
function FindKthElement(list, k):
    pivot = random element of list
    (left, right) = partition(list, pivot)
    if k == length(left) + 1:
        return list[k]
    if k <= length(left):
        return FindKthElement(left, k)
    else:
        return FindKthElement(right, k-(length(left) + 1))</pre>
```

Explain why FindKthElement(l, k) returns the kth largest element of l. (Don't have to prove it.)

- (c) Write a recurrence for FindKthElement
- (d) Modify the recurrence to find the worst case complexity of FindKthElement.
- (e) Try to modify your solution to find the recurrence for the best-case complexity of FindKthElement. In fact, as you'll see later, this best-case happens to also be the average case<sup>2</sup>.

<sup>&</sup>lt;sup>2</sup>It turns out you can modify this algorithm to be linear time in the worst case, but it requires finding 5 medians and is generally unwieldy.