## CSE 5500 Algorithms

## Exam I; October 16, 2018

Note: You are supposed to give proofs to the time bounds of your algorithms. Read the questions carefully before attempting to solve them.

1. (16 points) Input is an array $a[1: n]$ of arbitrary real numbers. The array could only be of one of the following two types: 1) Type I: All the elements in the array are distinct; or 2) Type II: The array has $n^{3 / 4}$ copies of one element, the other elements being distinct. Present a Monte Carlo algorithm that determines the type of the array in $O(\sqrt{n} \log n)$ time. Show that the output of your algorithm will be correct with a high probability.
2. (17 points) Input are a sequence $X$ of $n$ arbitrary and distinct real numbers and an integer $k<n$. The problem is to partition $X$ into $X_{1}, X_{2}, \ldots, X_{k}$ such that $\left|X_{i}\right|=\frac{n}{k}$ for $1 \leq i \leq k$ and all the elements of $X_{j}$ are less than any element in $X_{j+1}$, for $1 \leq j \leq k-1$. Present an $O(n \log k)$ time algorithm to solve this problem.
3. (17 points) Input is a sequence $X$ of $n$ arbitrary and distinct real numbers. The problem is to identify an approximate median of $X$. An element $x \in X$ is said to be an approximate median of $X$ if the rank of $x$ in $X$ lies in the interval $\left[\frac{n}{2}-c n^{3 / 4} \log n, \frac{n}{2}+c n^{3 / 4} \log n\right]$ for some constant $c>0$. Present an $O(\sqrt{n})$-time Monte Carlo algorithm to find an approximate median of $X$. Prove that the output of your algorithm will be correct with high probability.
4. (17 points) Input are sorted sequences $X_{1}, X_{2}, \ldots, X_{k}$ each of length $n$. The problem is to check if there is an element common to all the $k$ sequences. Present an algorithm to solve this problem in $O(n k \log k)$ time.
5. (17 points) Input are $k$ sets $S_{1}, S_{2}, \ldots, S_{k}$ such that $\sum_{i=1}^{k}\left|S_{i}\right|=n$. The sets $S_{1}, S_{2}, \ldots, S_{\log n}$ have $\frac{n}{\log ^{2} n}$ arbitrary real numbers each. The elements of the sets $S_{1+\log n}, S_{2+\log n}, \ldots, S_{k}$ are integers in the range $\left[1, n^{23}\right]$. The problem is to sort these $k$ sets. Present an algorithm to sort all of these sets in a total of $O(n)$ time.
6. (16 points) Input are two polynomials $f(x)$ and $g(x)$ of degree $m$ and $n$, respectively. The problem is to check if $(f(x))^{n}=(g(x))^{m}$. Present a Monte Carlo algorithm to solve this problem in $O(m+n)$ time. Show that the output of your algorithm will be correct with a high probability.

## CSE 5500 Algorithms

Fall 2018; Exam I - Helpsheet

1. Preliminaries. We say $f(n)=O(g(n))$ if $f(n) \leq c g(n)$ for all $n \geq n_{0}$ for some constants $c$ and $n_{0}$. We say $f(n)=\Omega(g(n))$ if and only if $g(n)=O(f(n))$. Also, $f(n)=\Theta(g(n))$ if $f(n)=O(g(n))$ and $f(n)=\Omega(g(n))$.
A partial list of functions in increasing order is: $O(1),(\log n)^{\epsilon}, \log n,(\log n)^{1+\mu}, n^{\epsilon}, n, n^{1+\mu}, 2^{n^{\epsilon}}, 2^{n}, 2^{n^{1+\mu}}$ where $0<\epsilon<1$ and $\mu>0$ are constants.
Stirling's approximation: $n!\approx(n / e)^{n} \sqrt{2 \pi n}$.
$\sum_{i=1}^{n} i=n(n+1) / 2 . \sum_{i=1}^{n} i^{2}=n(n+1)(2 n+1) / 6 . \sum_{i=1}^{n} i^{3}=n^{2}(n+1)^{2} / 4$.
2. Master theorem. Consider the recurrence relation: $T(n)=a T(n / b)+f(n)$, where $a \geq 1$ and $b>1$ are constants. Case 1: If $f(n)=O\left(n^{\log _{b} a-\epsilon}\right)$ for some constant $\epsilon>0$, then $T(n)=\Theta\left(n^{\log _{b} a}\right)$. Case 2: If $n^{\log _{b} a}=\Theta(f(n))$, then $T(n)=\Theta(f(n) \log n)$. Case 3: If $f(n)=\Omega\left(n^{\log _{b} a+\epsilon}\right)$ for some constant $\epsilon>0$ and $a f(n / b) \leq c f(n)$ for some constant $c<1$, then, $T(n)=\Theta(f(n))$.
3. Randomized algorithms. A Monte Carlo algorithm runs for a prespecified amount of time and its output is correct with high probability. By high probability we mean a probability of $\geq\left(1-n^{-\alpha}\right)$, for any constant $\alpha$. A Las Vegas algorithm always outputs the correct answer and its run time is a random variable. We say the run time of a Las Vegas algorithm is $\widetilde{O}(f(n))$ if the run time is $\leq c \alpha f(n)$ for all $n \geq n_{0}$ with probability $\geq\left(1-n^{-\alpha}\right)$, for some constants $c$ and $n_{0}$.
Chernoff bounds: If $X$ is a random variable with a binomial distribution $B(n, p)$, then $\operatorname{Pr}[X \geq(1+\epsilon) n p] \leq$ $\exp \left(-\epsilon^{2} n p / 3\right)$ and $\operatorname{Pr}[X \leq(1-\epsilon) n p] \leq \exp \left(-\epsilon^{2} n p / 2\right)$, for any $0<\epsilon<1$.
4. Sorting. The mergesort algorithm has a worst case run time of $O(n \log n)$. The run time of quicksort is $O\left(n^{2}\right)$ in the worst case and $O(n \log n)$ on the average.
Frazer-McKellar's randomized algorithm does sorting using $n \log n+\widetilde{O}(n \log \log n)$ comparisons.
Radix or Integer Sorting: We can sort $n$ keys in $O(n)$ time if the keys are integers in the range [1, $n^{c}$ ] (for any constant $c$ ).
5. Selection: This problem takes as input a sequence $X=k_{1}, k_{2}, \ldots, k_{n}$ of arbitrary real numbers and an integer $i, 1 \leq i \leq n$. The problem is to identify the $i$ th smallest element of $X$. The quickselect algorithm runs in $O\left(n^{2}\right)$ time in the worst case and $O(n)$ time on the average. BFPRT algorithm runs in $O(n)$ time in the worst case. The randomized algorithm of Floyd and Rivest makes only $n+\min \{i, n-i\}+\widetilde{o}(n)$ comparisons. In this context we used the following lemma: Let $X$ be any set of arbitrary real numbers and let $S$ be a random sample of $X$ with $|S|=s$. Let $q$ be an emelent of $S$ such that $\operatorname{rank}(q, S)=j$. If $r_{j}$ is the rank of $q$ in $X$, then the following holds: Prob. $\left[\left|r_{j}-j \frac{n}{s}\right|>\sqrt{4 \alpha} \frac{n}{\sqrt{s}} \sqrt{\log n}\right] \leq n^{-\alpha}$, for any $\alpha>0$.
6. Fingerprinting: The technique of fingerprinting can be applied to check if two given objects are the same. Instead of comparing the objects directly, we apply a function on each and compare the images. Some examples we have seen are: 1) For three given $n \times n$ matrices $A, B$, and $C$, the problem is to check if $A B=C$. We pick a random vector $r$ from $\{0,1\}^{n}$ and check if $A(B r)=C r$. If so, we output: " $A B=C$ "; else we output " $A B \neq C$ ". If $A B \neq C$, we showed that Prob. $[A(B r)=C r] \leq 1 / 2 ; 2)$ Given three polynomials $f(x), g(x)$, and $h(x)$, the problem is to check if $h(x)=f(x) \times g(x)$. The idea of fingerprinting can be used as follows: we pick a random element $r$ from $\mathcal{S}$ (which is a subset of the field $\mathcal{F}$ ) and check if $f(r) \times g(r)=h(r)$. If so, we output: " $h(x)=f(x) \times g(x)$ "; else we output: " $h(x) \neq f(x) \times g(x)$ ". We can show that the probability of an incorrect answer is no more than $\frac{d}{|\mathcal{S}|}$ where $d$ is the degree of $\left.h(x)-f(x) \times g(x) ; 3\right)$ Schwartz-Zippel theorem extends the above technique to check if a given multivariate polynomial is identically zero; 4) Edmonds' theorem in conjunction with Schwartz-Zippel theorem can be used to check for the existence of perfect matchings in graphs; 5) Karp-Rabin's algorithm applies fingerprinting to the string matching problem. To check if two given $n$-bit integers $A$ and $B$ are the same, the basic idea of this algorithm is to pick a random prime $p \leq t$ and check if $A \bmod p=B \bmod p$. Probability of an incorrect answer is $O\left(\frac{n}{t /(\log t)}\right)$.
