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**Submission instructions as in previous homeworks.**


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**1** (100 PTS.) Bogi sort.

Consider the following exciting sorting algorithm. For simplicity we will assume that  $n$  is always some positive power of 2 (i.e.  $n = 2^i$ , for some positive integer  $i > 0$ ).

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bogiSort(A[0..n-1]) :
  if  $n \leq 16$  then
    InsertionSort(A[0..n-1])
  else /*  $n > 16$  */
    for  $i \leftarrow 0$  to 2 do
      for  $j \leftarrow 2$  down to  $i$  do
        bogiSort(A[ $jn/4 \dots (j+2)n/4 - 1$ ])

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- 1.A. (25 PTS.) Prove that **bogiSort** actually sorts its input. (You can assume that all the numbers in the array  $A$  are distinct.)
- 1.B. (25 PTS.) State a recurrence (including the base case(s)) for the number of comparisons executed by **bogiSort**.
- 1.C. (25 PTS.) Solve the recurrence, and prove that your solution is correct. (Your proof should be self contained and not use off the shelf tools like the master theorem [puke]).
- 1.D. (25 PTS.) Show that the number of *swaps* executed by **bogiSort** is at most  $\binom{n}{2}$ .

**2** (100 PTS.) Pick it up.

You are given an array  $A$  with  $n$  distinct numbers in it, and another array  $B$  of ranks  $i_1 < i_2 < \dots < i_k$ . An element  $x$  of  $A$  has rank  $u$  if there are exactly  $u - 1$  numbers in  $A$  smaller than it. Design an algorithm that outputs the  $k$  elements in  $A$  that have the ranks  $i_1, i_2, \dots, i_k$ .

- 2.A. (20 PTS.) As a warm-up exercise describe how to solve this problem in  $O(nk)$  time.
- 2.B. (60 PTS.) Describe a  $O(n \log k)$  recursive algorithm for this problem. Prove the bound on the running time of the algorithm.
- 2.C. (20 PTS.) Show, that if this problem can be solved in  $T(n, k)$  time, then one can sort  $n$  numbers in  $O(n + T(n, n))$  time (i.e., give a reduction). Provide a strong intuitive reason why the above problem can not be solved in time faster than  $O(n \log k)$ .

**3** (100 PTS.) Is good???

You are given an array  $A$  of  $n$  numbers (not necessarily sorted). You are given a function **isGood**( $x$ ), which can tell you for a number  $x$  if is good or not. A number  $x$  is *good* if it is at most some unknown value  $\alpha$  (i.e.,  $x \leq \alpha$ ). It is bad if  $x > \alpha$ . Think about calling **isGood** as being an expensive operation, that your algorithm should perform as little as possible.

- 3.A.** (20 PTS.) (Easy.) Show how to compute all the numbers of **A** that are good using  $O(\log n)$  calls to **isGood**. What is the running time of your algorithm. (Here, the solution should be short and simpler than what follows. (Here, short means a few lines.)
- 3.B.** (40 PTS.) Show how to find all the elements of **A** that are good using  $O(\log n)$  calls to **isGood** and with total running time  $O(n)$ . (The solution here should be simpler than the algorithm in (C)).
- 3.C.** (40 PTS.) **isGood** turns out to be better than good! Given a set  $Y$  of numbers, where  $|Y| \leq k$ , the generalized **isGood**( $Y$ ), returns to you (in a single call) for each number of  $Y$  whether it is good or not. As a function of  $n$  and  $k$  describe an algorithm that (asymptotically) performs the minimal number of calls to the improved **isGood**. For full credit your algorithm should be as fast as possible. What is the running time of your algorithm? State the recurrences you used to derive your bounds. (Hint: Look on other problems in this homework.)