

**COMP 3711 Design and Analysis of Algorithms (Fall 2015)**  
**Written Assignment 2**

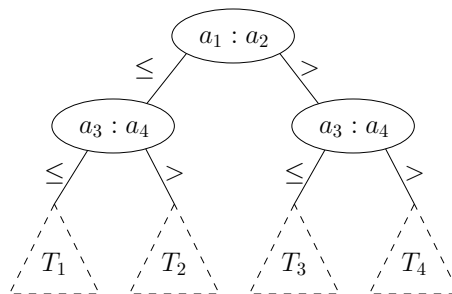
**1. Smallest  $k$  numbers in sorted order**

Given a set of  $n$  numbers, we wish to find the  $k$  smallest numbers in sorted order using a comparison based algorithm. Below are some possible algorithms for this problem. For each algorithm, analyze its running times in terms of  $n$  and  $k$ . Note that all algorithms must be comparison-based. We assume that all numbers are distinct.

- (a) Sort all  $n$  numbers, and output the  $k$  smallest numbers in sorted order.
- (b) Build a heap on the  $n$  numbers, and call Extract-Min  $k$  times.
- (c) Build a heap on the  $n$  numbers by repeatedly inserting them into an initially empty heap, and call Extract-Min  $k$  times.
- (d) Can you design an algorithm better than all three above? [Hint: use the randomized linear-time selection algorithm.]

**2. Decision tree**

The below figure shows part of the decision tree for mergesort operating on a list of 4 numbers,  $a_1, a_2, a_3, a_4$ . Please expand subtree  $T_3$ , i.e., show all the internal (comparison) nodes and leaves in subtree  $T_3$ .



**3. Sorting strings**

Given an array  $A$  of  $m$  strings, where different strings may have different numbers of characters, but the total number of characters over all the strings in the array is  $n$ . Show how to sort the strings in  $O(n)$  time. Note that the desired order here is the standard alphabetical order; for example,  $a < ab < b$ .

More technically speaking,  $A$  is an array of pointers each pointing to a string (which is another array of characters); you can think about how strings are used in C. Also, we assume that each character can be viewed as an integer ranging from 0 to 255.

**4. Greedy algorithm**

Let's consider a long river, along which  $n$  houses are scattered. You can think of this river as an axis, and the houses are given by their coordinates on this axis in a sorted order. Your company wants to place cell phone base stations at certain points along the river, so that every house is within 4 kilometers of one of the base stations. Give an  $O(n)$ -time algorithm that minimizes the number of base stations used, and show that it indeed yields the optimal solution.