

### Instructions

- Write and submit source files with the exact names specified in each exercise.
- Do not submit any file, folder, or archive, other than what is required.
- Your code must work with Python 3.
- You may only use the following, limited subset of the Python language and libraries.  
You may only use the following built-in types:
  - numeric types, such as `int`
  - sequence types, such as arrays, tuples, and strings (so, no sets or dictionaries)

With arrays or other sequence types, you may only use the following operations:

- direct access to an element by index, as in `print(A[7])` or `A[i+1] = A[i]`
- append an element, as in `A.append(10)`
- delete the last element, as in `del A[-1]` or `A.pop()`
- read the length, as in `n = len(A)`

You may use the `range` function, typically in a for-loop, as in `for i in range(10)`

You may not use any library or external function other than the ones listed above.

- If an exercise requires you to analyze the complexity of an algorithm written in Python, write your analysis as a code comment either at the beginning of the source file or anyway near the corresponding Python function.
  - Document any known issue, using code comments if necessary.
  - Submit each file through the iCorsi system.
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► **Exercise 1.** Consider the following algorithm  $\text{ALGO-X}(A, k)$  that takes a sequence  $A$  of  $n$  numbers and a positive integer  $k$ :

<pre> ALGO-X(<math>A, k</math>) 1  <math>B = \text{ALGO-Y}(A, 1, A.length + 1)</math> 2  <math>c = 0</math> 3  <b>for</b> <math>i = 1</math> <b>to</b> <math>B.length</math> 4      <b>if</b> <math>i \leq k</math> 5          <math>c = c + B[i]</math> 6      <b>else return</b> <math>c</math> 7  <b>return</b> <math>c</math> </pre>	<pre> ALGO-Y(<math>A, i, j</math>) 1  <math>D =</math> empty sequence 2  <b>if</b> <math>j - i == 1</math> 3      append <math>A[i]</math> to <math>D</math> 4  <b>elseif</b> <math>j - i &gt; 1</math> 5      <math>k = \lfloor (i + j)/2 \rfloor</math> 6      <math>B = \text{ALGO-Y}(A, i, k)</math> 7      <math>C = \text{ALGO-Y}(A, k, j)</math> 8      <math>b = i</math> 9      <math>c = k</math> 10     <b>while</b> <math>b &lt; k</math> <b>or</b> <math>c &lt; j</math> 11         <b>if</b> <math>c \geq j</math> <b>or</b> (<math>b &lt; k</math> <b>and</b> <math>B[b] &lt; C[c]</math>) 12             append <math>B[b]</math> to <math>D</math> 13             <math>b = b + 1</math> 14         <b>else</b> append <math>C[c]</math> to <math>D</math> 15             <math>c = c + 1</math> 16     <b>return</b> <math>D</math> </pre>
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Answer the following questions in a text file `ex1.txt` or in a PDF file `ex1.pdf`.

*Question 1:* Explain what  $\text{ALGO-X}$  does. Do not simply paraphrase the code. Instead, explain (5) the high-level semantics, independent of the code.

*Question 2:* Analyze the complexity of  $\text{ALGO-X}$ . Is there a difference between the best- and (5) worst-case complexity? If so, describe a best-case and a worst-case input of size  $n$ , as well as the behavior of the algorithm in each case.

*Question 3:* Write an algorithm called  $\text{BETTER-ALGO-X}$  that does exactly the same thing as (20)  $\text{ALGO-X}$ , but with a strictly better complexity in the average case. Analyze the complexity of  $\text{BETTER-ALGO-X}$ . Notice that if  $\text{ALGO-X}$  modifies the content of the input array  $A$ , then  $\text{BETTER-ALGO-X}$  must do the same. Otherwise, if  $\text{ALGO-X}$  does not modify  $A$ , then  $\text{BETTER-ALGO-X}$  must not modify  $A$ .

► **Exercise 2.** Consider the following algorithm  $\text{ALGO-X}(A, x)$  that takes a sorted sequence  $A$  of  $n$  numbers and a positive number  $x$ .

$\text{ALGO-X}(A, x)$

```
1 for  $i = 1$  to  $A.length$ 
2   if  $\text{ALGO-Y}(A, i, A.length + 1, A[i] + x)$ 
3     return TRUE
4 return FALSE
```

$\text{ALGO-Y}(A, i, j, x)$

```
1 while  $j > i$ 
2    $k = \lfloor (i + j) / 2 \rfloor$ 
3   if  $x < A[k]$ 
4      $j = k$ 
5   elseif  $x > A[k]$ 
6      $i = k + 1$ 
7   else return TRUE
8 return FALSE
```

Answer the following questions in a text file `ex2.txt` or in a PDF file `ex2.pdf`.

*Question 1:* Explain what  $\text{ALGO-X}$  does. Do not simply paraphrase the code. Instead, explain the high-level semantics, independent of the code. (5)

*Question 2:* Analyze the complexity of  $\text{ALGO-X}$ . Is there a difference between the best- and worst-case complexity? If so, describe a best-case and a worst-case input of size  $n$ , as well as the behavior of the algorithm in each case. (5)

*Question 3:* Write an algorithm called  $\text{BETTER-ALGO-X}$  that does exactly the same thing as  $\text{ALGO-X}$ , but with a strictly better complexity in the worst case. Analyze the complexity of  $\text{BETTER-ALGO-X}$ , showing a best-case and a worst-case input. Notice that if  $\text{ALGO-X}$  modifies the content of the input array  $A$ , then  $\text{BETTER-ALGO-X}$  must do the same. Otherwise, if  $\text{ALGO-X}$  does not modify  $A$ , then  $\text{BETTER-ALGO-X}$  must not modify  $A$ . (20)

► **Exercise 3.** Given a sequence of  $2n$  numbers  $A = x_1, y_1, x_2, y_2, \dots, x_n, y_n$  representing the Cartesian coordinates of  $n$  points in the plane,  $p_1 = (x_1, y_1), p_2 = (x_2, y_2), \dots, p_n = (x_n, y_n)$ , consider the line segments  $p_i - p_j$  defined by pairs of distinct points in  $A$ . You may assume that no two points in  $A$  are identical. That is,  $i \neq j$  implies  $p_i \neq p_j$ .

*Question 1:* In a source file `ex3.py` write two Python functions, `count_vertical(A)` and `count_horizontal(A)`, that given the sequence  $A$  structured as above, return the number of vertical and horizontal segments in  $A$ , respectively. Also, write an analysis of the complexity of your solution as a comment in the source file. (10)

*Question 2:* In the same source file `ex3.py`, write a Python function `intersection(A)` that returns `True` if  $A$  contains at least one vertical segment that intersects at least one horizontal segment, or `False` otherwise. Also, write an analysis of the complexity of your solution as a comment in the source file, in particular describing a worst-case input. (20)

Two segments intersect when they have at least one point in common. For example, a vertical segment  $(1, 7) - (1, 0)$  intersects an horizontal segment  $(0, 1) - (10, 1)$ . Similarly, vertical segment  $(1, 7) - (1, 0)$  intersects horizontal segment  $(1, 0) - (3, 0)$ . However, vertical segment  $(1, 7) - (1, 0)$  does not intersect horizontal segment  $(0, 10) - (10, 10)$ .

For example, `intersection([9, 3, 5, 6, 0, 9, 3, 2, 6, 7, 7, 9, 3, 5, 1, 8, 8, 4, 9, 0])` must return `False`, since the input does not contain intersecting vertical and horizontal segments.

Instead, `intersection([5, 1, 9, 0, 2, 3, 2, 2, 9, 2, 5, 4, 0, 3, 7, 2, 8, 6, 4, 2])` must return `True`, since horizontal segment  $(2, 2) - (9, 2)$  intersects vertical segment  $(5, 1) - (5, 4)$ ; and `intersection([2, 6, 8, 6, 3, 6, 7, 5, 5, 3, 1, 6, 7, 1, 5, 0, 8, 8, 5, 6])` must return `True` because horizontal segment  $(2, 6) - (8, 6)$  intersects vertical segment  $(8, 6) - (8, 8)$ .

► **Exercise 4.** Given a sequence of numbers  $A = a_1, a_2, a_3, \dots, a_n$ , we say that a subsequence  $(30)$   $a_i, a_{i+1}, \dots, a_j$  of length  $j - i + 1 \geq 2$  is strictly increasing if  $a_i < a_{i+1} < \dots < a_j$ , or strictly decreasing if  $a_i > a_{i+1} > \dots > a_j$ .

In a source file `ex4.py` write a Python function `increasing_or_decreasing(A)` that, given a sequence of numbers  $A$ , in time  $O(n)$  returns the string `'increasing'` if  $A$  contains a strictly increasing subsequence that is longer than any strictly decreasing subsequence in  $A$ ; or vice-versa the result is `'decreasing'` if  $A$  contains a strictly decreasing subsequence that is longer than any strictly increasing subsequence in  $A$ . If there are no strictly increasing or strictly decreasing subsequences, then the return value must be the string `'flat'`. If there are strictly increasing and strictly decreasing subsequences, but the maximal sequences of the two kinds are of equal length, then the return value must be `'equal'`. Also, write an analysis of the complexity of your solution.

You may use the following examples to test your code:

```
>>> increasing_or_decreasing([1])
'flat'
>>> increasing_or_decreasing([1,1,1,1,1])
'flat'
>>> increasing_or_decreasing([1,2,1,2,1])
'equal'
>>> increasing_or_decreasing([1,2,1,2,10,1])
'increasing'
>>> increasing_or_decreasing([1,2,3,2,8,10,1,0])
'equal'
>>> increasing_or_decreasing([1,20,11,10,1,0])
'decreasing'
```

## Solutions

### ▷ Solution 1.1

ALGO-X returns the sum of the top- $k$  elements of  $A$ .

### ▷ Solution 1.2

The complexity is  $\Theta(n \log n)$ . The algorithm uses *merge-sort* as the main subroutine, plus a linear scan that is at most  $\Theta(n)$ . So the dominating complexity is the complexity of *merge-sort*, which is  $\Theta(n \log n)$  and is the same in the worst and best case.

### ▷ Solution 1.3

We can use the same idea of the classic divide-and-conquer *k-selection* algorithm for order statistics: we partition using a chosen pivot, then recurse, at most once.

BETTER-ALGO-X( $A, k$ )	SUM( $A$ )
1 <b>if</b> $k \geq A.length$	1 $s = 0$
2 <b>return</b> SUM( $A$ )	2 <b>for</b> $i = 1$ <b>to</b> $A.length$
3 $v =$ random value in $A$	3 $s = s + 1$
4 $L =$ empty sequence	4 <b>return</b> $s$
5 $M =$ empty sequence	
6 $R =$ empty sequence	
7 <b>for</b> $i = 1$ <b>to</b> $A.length$	
8 <b>if</b> $A[i] < v$	
9         append $A[i]$ to $L$	
10 <b>elseif</b> $A[i] > v$	
11         append $A[i]$ to $R$	
12 <b>else</b> append $A[i]$ to $M$	
13 <b>if</b> $k < L.length$	
14 <b>return</b> BETTER-ALGO-X( $L, k$ )	
15 <b>if</b> $k - L.length \leq M.length$	
16 <b>return</b> SUM( $L$ ) + $(k - L.length) * v$	
17 <b>return</b> SUM( $L$ ) + $M.length * v$	
+ BETTER-ALGO-X( $R, k - L.length - M.length$ )	

The algorithm is really the same as *k-selection*, so the complexity analysis is the same: the worst case is quadratic, but the average and most common case is linear.

### ▷ Solution 2.1

ALGO-X returns TRUE if and only if there are two distinct elements  $A[i]$  and  $A[j]$  at distance  $x$  from each other, meaning  $A[i] - A[j] = x$  (with  $i \neq j$ ), or FALSE otherwise.

### ▷ Solution 2.2

ALGO-X essentially invokes a binary search (ALGO-Y) for each element of  $A[i]$  in the remainder of the array. The best-case complexity is constant, which corresponds to an input array of size  $n$  in which the first element is  $A[1] = y$ , and there is an element  $A[\lfloor n/2 \rfloor + 1] = y + x$ . The worst-case complexity is instead  $\Theta(n \log n)$ , which corresponds to an input array that contains no to elements at distance  $x$ , for example,  $A = [2, 4, 6, 8, 10, \dots, 2n], x = 1$ .

▷ *Solution 2.3*

Since  $A$  is sorted, we can find two elements  $A[i]$  and  $A[j]$  at distance  $A[j] - A[i] = x$  with a linear scan. Again, since  $A$  is sorted, we simply advance the index of the higher (further) element when the distance is less than  $x$  (so as to increase the distance), or we advancing the base index  $i$  when the distance is higher than  $x$  (so as to decrease the distance):

```
BETTER-ALGO-X( $A, k$ )
1   $i = 0$ 
2   $j = 1$ 
3  while  $j < A.length$ 
4      if  $A[j] < A[i] + x$ 
5           $j = j + 1$ 
6      elseif  $A[j] > A[i] + x$ 
7           $i = i + 1$ 
8      else return TRUE
9  return FALSE
```

The best-case complexity is constant, for example with  $A = [1, 2, \dots, n], x = 1$ . The worst-case complexity is when we don't find two elements at distance  $x$ . For example,  $A = [2, 4, \dots, 2n], x = 1$ .

▷ *Solution 3.1*

---

```
def count_vertical(A):
    #
    # Complexity: \Theta(n^2), since we go through all the pairs of
    # points.
    #
    n = len(A)//2
    c = 0
    for i in range(n):
        for j in range(i + 1, n):
            if A[2*i] == A[2*j]:
                c = c + 1
    return c
```

```
def count_horizontal(A):
    #
    # Complexity: \Theta(n^2), since we go through all the pairs of
    # points.
    #
    n = len(A)//2
    c = 0
    for i in range(n):
        for j in range(i + 1, n):
            if A[2*i+1] == A[2*j+1]:
                c = c + 1
    return c
```

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▷ Solution 3.2

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```
def intersection(A):
    #
    # Complexity:  $\Theta(n^4)$ . Consider in fact the worst-case input:
    #  $A = [0, 1, 0, 2, 0, 3, 0, 4, 0, 5, \dots, 0, n]$ . In this case, we go through
    # the  $n(n-1)/2$  vertical segments, and for each one of them we go
    # through each of the same  $n(n-1)/2$  pairs of points looking for
    # intersecting horizontal segments.
    #
    n = len(A)//2
    for v1 in range(n):
        for v2 in range(v1+1, n):
            if A[2*v1] == A[2*v2]:
                x = A[2*v1]
                y1 = A[2*v1+1]
                y2 = A[2*v2+1]
                for h1 in range(n):
                    for h2 in range(h1+1, n):
                        if A[2*h1+1] == A[2*h2+1]:
                            y = A[2*h1+1]
                            x1 = A[2*h1]
                            x2 = A[2*h2]
                            if ((y >= y1 and y <= y2) or (y >= y2 and y <= y1)) \
                                and ((x >= x1 and x <= x2) or (x >= x2 and x <= x1)):
                                print(y, x1, x2)
                                print(x, y1, y2)
                                return True

    return False
```

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▷ Solution 4

---

```
def increasing_or_decreasing(A):
    inc = 0
    j = 0
    for i in range(1, len(A)):
        if A[i] > A[i-1]:
            if i - j > inc:
                inc = i - j
        else:
            j = i
    dec = 0
    j = 0
    for i in range(1, len(A)):
        if A[i] < A[i-1]:
            if i - j > dec:
                dec = i - j
        else:
            j = i
    if inc > dec:
```



```
    return 'increasing'  
elif dec > inc:  
    return 'decreasing'  
elif inc == 0:  
    return 'flat '  
else:  
    return 'equal'
```

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