

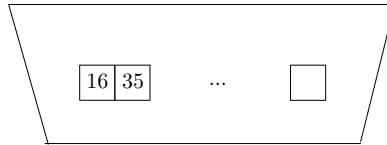
# CSCI2100: Regular Exercise Set 1

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**Problem 1.** Let  $x$  be a real value. Define  $\lfloor x \rfloor$  to be the largest integer that does not exceed  $x$ . For example,  $\lfloor 2.5 \rfloor = 2$ , whereas  $\lfloor 3 \rfloor = 3$ .

Suppose that you are given an integer  $n \geq 2$  in (a register of) the CPU. Write an algorithm to compute the value of  $\lfloor \log_2 n \rfloor$  in no more than  $100 \log_2 n$  time.

**Problem 2.** The following figure shows an input to the dictionary search problem.

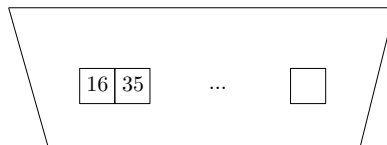


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Describe how binary search works using the input.

**Problem 3 (Predecessor Search).** Let us first define the notion of *predecessor*. Let  $S$  be a set of integers. Given an integer  $v$ , the *predecessor* of  $v$  in  $S$  is the largest integer in  $S$  that is at most  $v$ . For example, suppose  $S = \{3, 14, 15, 26, 32, 40\}$ . The predecessor of 25 is 15, while that of 26 is 26.

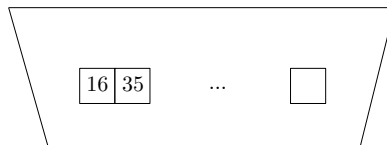
Consider the following problem. You are given a set  $S$  of  $n$  integers, which are stored at memory cells 1, 2, ...,  $n$  in ascending order. The value of  $n$  is given in the CPU, and so is an integer  $v$ . The following shows an example with  $n = 16$  and  $v = 35$ .



3	14	25	26	32	40	45	52	55	59	65	68	69	81	86	94																
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Describe an algorithm to find the predecessor of  $v$ . Your algorithm should have running time at most  $100 + 100 \log_2 n$ .

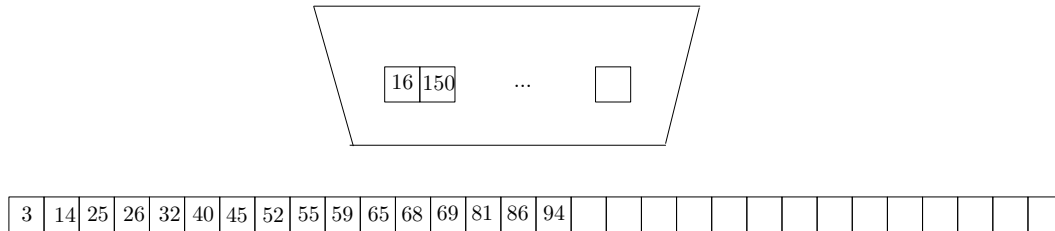
**Problem 4 (Prefix Counting).** Consider the following problem. You are given a set  $S$  of  $n$  integers, which are stored at memory cells 1, 2, ...,  $n$  in ascending order. The value of  $n$  is given in the CPU, and so is an integer  $v$ . The following shows an example with  $n = 16$  and  $v = 35$ .



3	14	25	26	32	40	45	52	55	59	65	68	69	81	86	94																
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Describe an algorithm to find the number of integers in  $S$  that are at most  $v$ . In the above example, for instance, you should return 5. Your algorithm should have running time at most  $100 + 100 \log_2 n$ .

**Problem 5 (The 3-Sum Problem).** Consider the following problem. The input  $S$  consists of  $n$  integers, which are given at memory cells 1, 2, ...,  $n$ , arranged in ascending order. The value of  $n$  is given in the CPU. So is a value  $v$ . The following shows an example with  $n = 16$  and  $v = 150$ .



Describe an algorithm to determine whether  $S$  has 3 numbers that sum up to  $v$ . In the above example, the answer is “yes” because  $150 = 40 + 45 + 65$ . Your algorithm should have running time at most  $100 + 100 \cdot n^2 \log_2 n$ .