

## Solutions to Exercises 1.1

1. Al-Khwarizmi (9th century C.E.) was a great Arabic scholar, most famous for his algebra textbook. In fact, the word “algebra” is derived from the Arabic title of this book while the word “algorithm” is derived from a translation of Al-Khwarizmi’s last name (see, e.g., [Knuf], pp. 1-2, [Knu96], pp. 88-92, 114).
2. This legal issue has yet to be settled. The current legal state of affairs distinguishes mathematical algorithms, which are not patentable, from other algorithms, which may be patentable if implemented as computer programs (e.g., [Cha00]).
3. n/a
4. A straightforward algorithm that does not rely on the availability of an approximate value of  $\sqrt{n}$  can check the squares of consecutive positive integers until the first square exceeding  $n$  is encountered. The answer will be the number’s immediate predecessor. Note: A much faster algorithm for solving this problem can be obtained by using Newton’s method (see Sections 11.4 and 12.4).

5. 

```
1  // Compute the square root of a non-negative integer n using
2  // Newton's method. The result is stored in *sqrt.
3  // Parameters: n: non-negative integer, *sqrt: pointer to integer
4  // Returns: n
```

  

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5  // Compute the square root of a non-negative integer n using
6  // Newton's method. The result is stored in *sqrt.
7  // Parameters: n: non-negative integer, *sqrt: pointer to integer
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13 // Compute the square root of a non-negative integer n using
14 // Newton's method. The result is stored in *sqrt.
15 // Parameters: n: non-negative integer, *sqrt: pointer to integer
16 // Returns: n
```

# Levitin Solutions Manual

**Chao Zhang**



## **Levitin Solutions Manual:**

**Introduction to the Design and Analysis of Algorithms** Anany Levitin, 2003 Based on a new classification of algorithm design techniques and a clear delineation of analysis methods Introduction to the Design and Analysis of Algorithms presents the subject in a truly innovative manner Written in a student friendly style the book encourages broad problem solving skills while thoroughly covering the material required in an introductory algorithms course The author emphasizes conceptual understanding before the introduction of the formal treatment of each technique Popular puzzles are used to motivate students interest and strengthen their skills in algorithmic problem solving Other learning enhancement features include chapter summaries hints to the exercises and a solution manual *Catalog of Copyright Entries. Third Series* Library of Congress. Copyright Office, 1974

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**Forthcoming Books** Rose Arny, 2003-04 *Algorithm Engineering* Matthias Müller-Hannemann, Stefan Schirra, 2010-07-30 Algorithms are essential building blocks of computer applications However advancements in computer hardware which render traditional computer models more and more unrealistic and an ever increasing demand for efficient solution to actual real world problems have led to a rising gap

between classical algorithm theory and algorithmics in practice The emerging discipline of Algorithm Engineering aims at bridging this gap Driven by concrete applications Algorithm Engineering complements theory by the benefits of experimentation and puts equal emphasis on all aspects arising during a cyclic solution process ranging from realistic modeling design analysis robust and efficient implementations to careful experiments This tutorial outcome of a GI Dagstuhl Seminar held in Dagstuhl Castle in September 2006 covers the essential aspects of this process in ten chapters on basic ideas modeling and design issues analysis of algorithms realistic computer models implementation aspects and algorithmic software libraries selected case studies as well as challenges in Algorithm Engineering Both researchers and practitioners in the field will find it useful as a state of the art survey

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