

Matrix logic

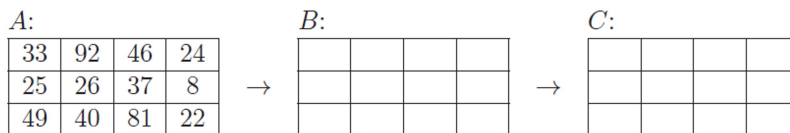
Distinct numbers are arranged in an $m \times n$ rectangular table with m rows and n columns so that in each row the numbers are in increasing order (left to right), and in each column the numbers are in increasing order (top to bottom). Such a table is called a *sorted table* and each location of the table containing a number is called a *cell*. Two examples of sorted tables with 3 rows and 4 columns (and thus $3 \times 4 = 12$ cells) are shown below.

3	12	33	64
15	26	37	78
19	40	51	92

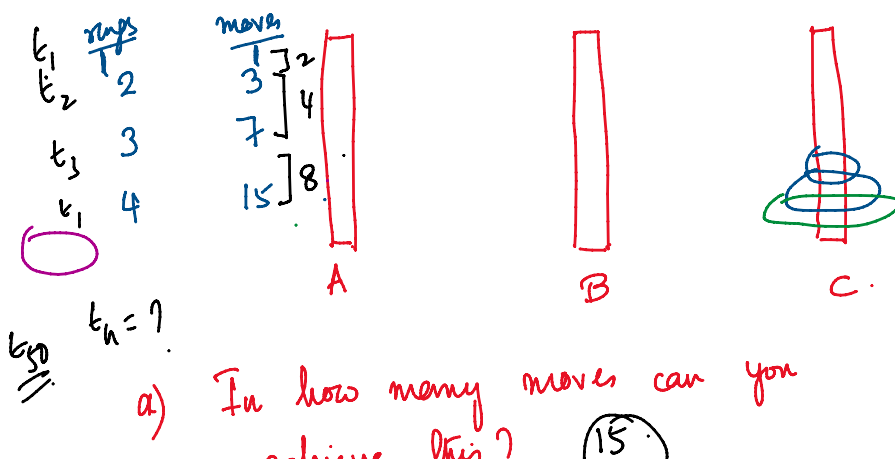
5	22	53	68
18	36	67	78
19	45	81	92

We index the cells of the table with a pair of integers (i, j) , with the top-left corner being $(1, 1)$ and the bottom-right corner being (m, n) . Observe that the smallest entry in a sorted table can only occur in cell $(1, 1)$; however, note that the second smallest entry can appear either in cell $(1, 2)$, as in the first example above, or in cell $(2, 1)$ as in the second example above.

- (i) (a) Assuming that $m, n \geq 3$, where in an $m \times n$ sorted table can the third-smallest entry appear?
- (b) For any $k \geq 4$ satisfying $m, n \geq k$, where in an $m \times n$ sorted table can the k^{th} smallest entry appear? Justify your answer.
- (ii) Given an $m \times n$ sorted table, consider the problem of determining whether a particular number y appears in the table. Outline a procedure that inspects at most $m + n - 1$ cells in the table, and that correctly determines whether or not y appears in the table. Briefly justify why your procedure terminates correctly in no more than $m + n - 1$ steps.
[Hint: As the first step, consider inspecting the top-right cell.]
- (iii) Consider an $m \times n$ table, say A , which might not be sorted; an example is shown below. Obtain table B from A by re-arranging the entries in each row so that they are in sorted order. Then obtain table C from B by re-arranging the entries in each column so that they are in sorted order. Fill in tables B and C here:



- (iv) Show that for any $m \times n$ table A , performing the two operations from part (iii) results in a sorted table C .



Transfer all the discs from pole A to pole C using the following conditions.

- ① you cannot move more than one disc at a time
- ② you can use pole B.
- ③ at no point in time ...

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a) In how many moves can you achieve this? 15

③ at no point in time should a bigger disc be placed on a smaller disc.

b) If there are 50 discs how many moves are needed.

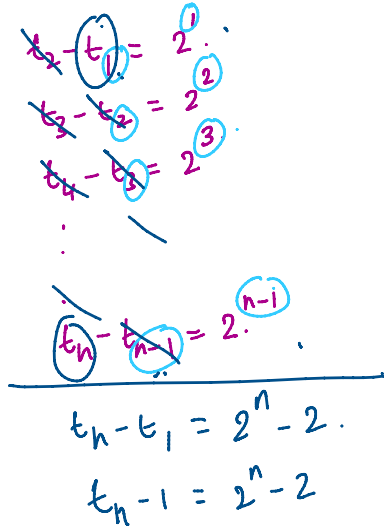
$$t_1 = 1$$

$$t_2 = 3$$

$$t_3 = 7$$

$$t_4 = 15$$

$$t_n = 2^n - 1$$



$$S_n = a \cdot r^n - 1$$

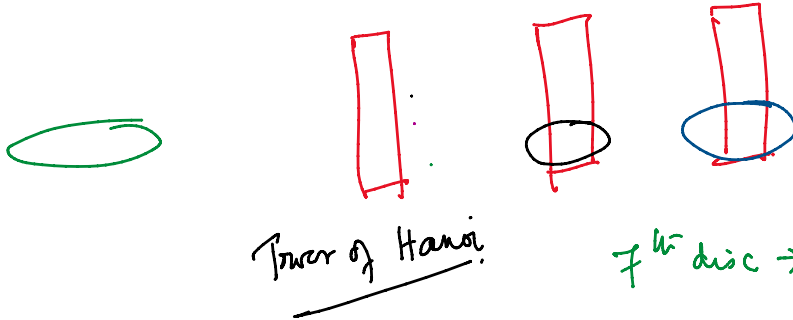
$$S_{n-1} = a \cdot r^{n-1} - 1$$

$$= 2 \cdot \frac{2^{n-1} - 1}{2-1}$$

$$= 2(2^{n-1} - 1)$$

$$= 2^n - 2$$

c) In a stack of 10 discs, how many moves will be required to move the 7th disc from the top?



Tower of Hanoi

no of discs	Reqd move
1	$1 = 2^{1-1}$
2	$2 = 2^{2-1}$
3	$4 = 2^{3-1}$
4	$8 = 2^{4-1}$

7th disc $\rightarrow 2^{7-1} = 2^6 = 64$ th move.

now \rightarrow

7	19	11	8	9
17	16	18	6	14
5	2	20	15	4
10	3	13	12	1

1-20 are placed at random in the boxes (no repetition)

In how many minimum moves can you arrange the nos in ascending order subject to the following conditions.

① you can swap 2 of them at a time

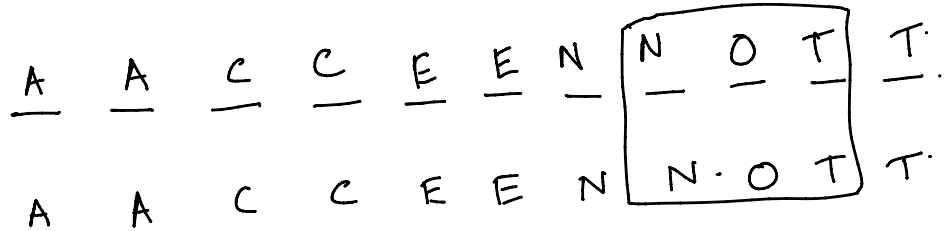
- ① you can swap 2 of them at a time
- ② While swapping row wise you can swap 2 even nos.
- ③ while swapping column wise you can swap a even with an odd.

↓ ↓
CONCATE NATE.
 1 2 3 4 5 6 7 8

Arrange in ascending order by swapping.

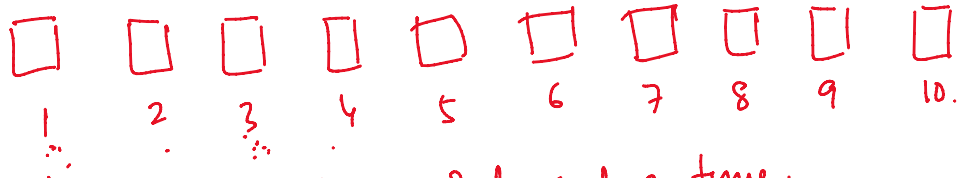
What is the minimum no of swaps and the maximum no of swaps. Bubble sort

- ①
- ②
- ③
- ④
- ⑤



Jail

Assumption
 Intruder will act logically to free all the prisoners in the shortest time.



- ① He can open maximum 2 doors at a time.
- ② The doors opened must be in even-even or odd-odd pairs.
- ③ A sentry closes the first open door that he sees.

In 1 min the intruder can open 2 doors and in the next 1 min the sentry can close 1 door.

The prisoners can escape only when all doors are opened.

How long will it take to free the prisoners.

- ④ Both the intruder and the sentry takes 1 min to go from one door to the next.

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