

University of Toronto at Scarborough
CSCC73H3 Algorithm Design and Analysis, FALL 2018

Assignment No.7: Linear Programming

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1. (a) Lets use the simplex method. Label each of the constraints from 1 to 5 like following

1 — $x_1 + x_2 \leq 20$

2 — $x_1 \leq 12$

3 — $x_2 \leq 16$

4 — $x_1 \geq 0$

5 — $x_2 \geq 0$

Following is the plotted graph with the label.

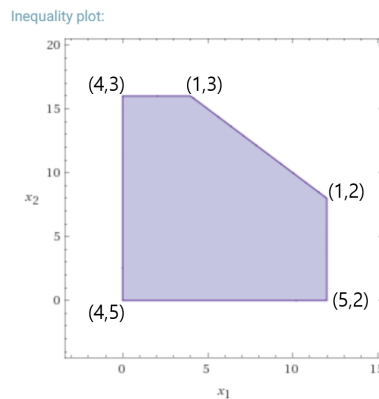


Figure 1: Feasible Reigion

First, we are maximizing $18x_1 + 12.5x_2$. All coefficient is positive. So we loose constraint 4 and make constraing 2 tight. That lets us stop at $x_1 = 12$. Then lets define $y_1 = 12 - x_1$ and $y_2 = x_2$. Then the objective function is $216 - 18y_1 + 12.5y_2$. y_2 coefficient is positive so we go on. The constraints are following

1 — $-y_1 + y_2 \leq 8$

2 — $y_1 \geq 0$

3 — $y_2 \leq 16$

4 — $y_1 \leq 12$

5 — $y_2 \geq 0$

Lets make constraing 5 loose and 1 tight. Then define $z_1 = y_1$ and $z_2 = 8 + y_1 - y_2$. Then our objective function is $316 - 5.5z_1 - 12.5z_2$. All coefficient is negative, so we stop here. This is the maximum point. The maximum is 316.

- (b) The dual problem is following. If we multiply y_i to each i th constraint, we get the following.

$$18x_1 + 12.5x_2 \leq 20y_1 + 12y_2 + 16y_3 \text{ if } y_1, y_2, y_3, y_4, y_5 \geq 0, y_1 + y_2 - y_4 \geq 18, y_1 + y_3 - y_5 \geq 12.5.$$

So the new LP is

$$\min 20y_1 + 12y_2 + 16y_3$$

and the constraints are

$$y_1, y_2, y_3, y_4, y_5 \geq 0, y_1 + y_2 - y_4 \geq 18, y_1 + y_3 - y_5 \geq 12.5$$

This is minimized when $y_1 = 12.5$ and $y_2 = 5.5$. The value is 316.

2. Use memoization for solving this problem.

Make a array that has index 0 to V . I will store boolean values for each position of the array. This value represents if the value(which is the index) is possible to make change. So for index 0. The stored value is True.

Then from 1 to V , we will look if it is possible to make change by looking at previous values.

For example if we are looking at index k , then we search for index $k - x_1, k - x_2, \dots, k - x_n$. If one of those value is True, then the stored value for index k is also True. Otherwise it is False.

My algorithm is correct, because in order to make value k to be possible, it must have use one if the x_1, x_2, \dots, x_n . So looking previous values will make this algorithm correct.

3. The majority element can exist at most two. My algorithm will give both if both exists.

Let's say that finding a majority element takes $T(n)$ time complexity for array length n . Then use divide and conquer algorithm and cut it in half. For the left half, find the majority element. There could be two. Let's say they are a and b . And for the right half, find the majority element. There could be two also. Let's say they are c and d . For a and b , look up the right half and count how many there is a and b . That will take $O(n)$ time. Also for c and d , look up the left half and count how many there is c and d . This also will take $O(n)$. So If the sum of it is more than $1/3$ of the total length, then it is one of the majority element.

The time complexity of this algorithm is $O(n \log n)$. It is because I cut the array in half. So, $T(n) = 2T(n/2) + O(n)$ and the master theorem tells that the time complexity is $O(n \log n)$