

# CSE 331 Final Exam Preparation

This is in no way a substitute for exam preparation, merely a compilation of all the key talking points.

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# Counter Example

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Ex: Every day is a Wednesday, where a counter example would be Monday is not Wednesday.

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Best proof to use if you want to assert something is true.

Assume what you want to prove is false, then show this leads to a contradiction.

Therefore, the original assumption has to be true.



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If you want to prove that  $E \rightarrow F$ , it might be more doable to prove  $\neg F \rightarrow \neg E$ , as they are both logically equivalent.

This is especially useful if the **scope** of  $F$  is smaller than the scope of  $E$ .

# Direct Proof

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Remember though, that you must maintain *W.L.O.G*, that your proof can never be too specific and must be arbitrary.

# Proof by Induction

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If proof needs to be correct for all numbers  $\in \mathbb{N}$ , and each step is dependant on the previous step, then *every* step can be reduced to a definitive base case that is easy to directly prove.

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Note: This isn't a runtime analysis, rather a proof that the algorithm terminates.

# Greedy Stays Ahead

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HW4 “Attack on Alarms” and Interval Scheduling are examples of problems with greedy solutions.



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Moreover, what is a **stable** matching?

# Perfect Matchings

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Conversely, every member in group B is matched with **exactly** one member in group A.

With  $n$  members in each group, there are  $n!$  perfect matchings.

# Instability

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If  $m$  prefers  $n$  over their current matching **and**  $n$  prefers  $m$  over their current matching, then  $(m, n)$  is an instability to the perfect matching.



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With the right data structures, the runtime can be reduced to  $O(n^2)$ .

Even though the runtime isn't linear, because the input size is  $2n^2 \rightarrow \Theta(n^2)$ <sup>1</sup>, the runtime **with respect** to the input size is  $O(N)$ , or linear time.

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<sup>1</sup>This comes from  $n$  Group A members and  $n$  Group B members with their  $2n$  preference lists

# Stable Matching

Code:

---

```
Initially all  $m \in M$  and  $w \in W$  are free
While there is a man  $m$  who is free and hasn't proposed to every
woman
    Choose such a man  $m$ 
    Let  $w$  be the highest-ranked woman in  $m$ 's
        preference list to whom  $m$  has not yet proposed
    If  $w$  is free then
         $(m, w)$  become engaged
    Else  $w$  is currently engaged to  $m'$ 
        If  $w$  prefers  $m'$  to  $m$  then
             $m$  remains free
        Else  $w$  prefers  $m$  to  $m'$ 
             $(m, w)$  become engaged
             $m'$  becomes free
        Endif
    Endif
Endwhile
Return the set  $S$  of engaged pairs.
```

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See **the greedy stays ahead proof** for details on proving these types of algorithms.



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# Examples of Greedy Algorithms

Dijkstra's Algorithm:

- Given a weighted graph with no negative weights, one can greedily find the shortest path in  $O((m + n) \log n)$  time using a heap/priority queue. This is with  $n$  vertices and  $m$  edges.

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- Given a weighted graph with no negative weights, one can greedily find the shortest path in  $O((m + n) \log n)$  time using a heap/priority queue. This is with  $n$  vertices and  $m$  edges.
- Useful for things like driving directions or fewest connecting flights.

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## Prim's Algorithm:

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- Refer to the wikipedia page for better complexities for graphs with different representations.
- Useful for things like network topologies for cheapest communication between two devices.