# Review

# Stable Matching Problem

Goal. Given n men and n women, find a "suitable" matching.

- Participants rate members of opposite sex.
- Each man lists women in order of preference from best to worst.
- Each woman lists men in order of preference from best to worst.

| | 1st (favorite) | 2nd | 3rd (least favorite) |
|---|---|---|---|
| Xavier | Amy | Bertha | Clare |
| Yancey | Bertha | Amy | Clare |
| Zeus | Amy | Bertha | Clare |

*Men's Preference Profile*

| | 1st (favorite) | 2nd | 3rd (least favorite) |
|---|---|---|---|
| Amy | Yancey | Xavier | Zeus |
| Bertha | Xavier | Yancey | Zeus |
| Clare | Xavier | Yancey | Zeus |

*Women's Preference Profile*

# Propose-And-Reject Algorithm

Propose-and-reject algorithm. [Gale-Shapley 1962] Intuitive method that guarantees to find a stable matching.

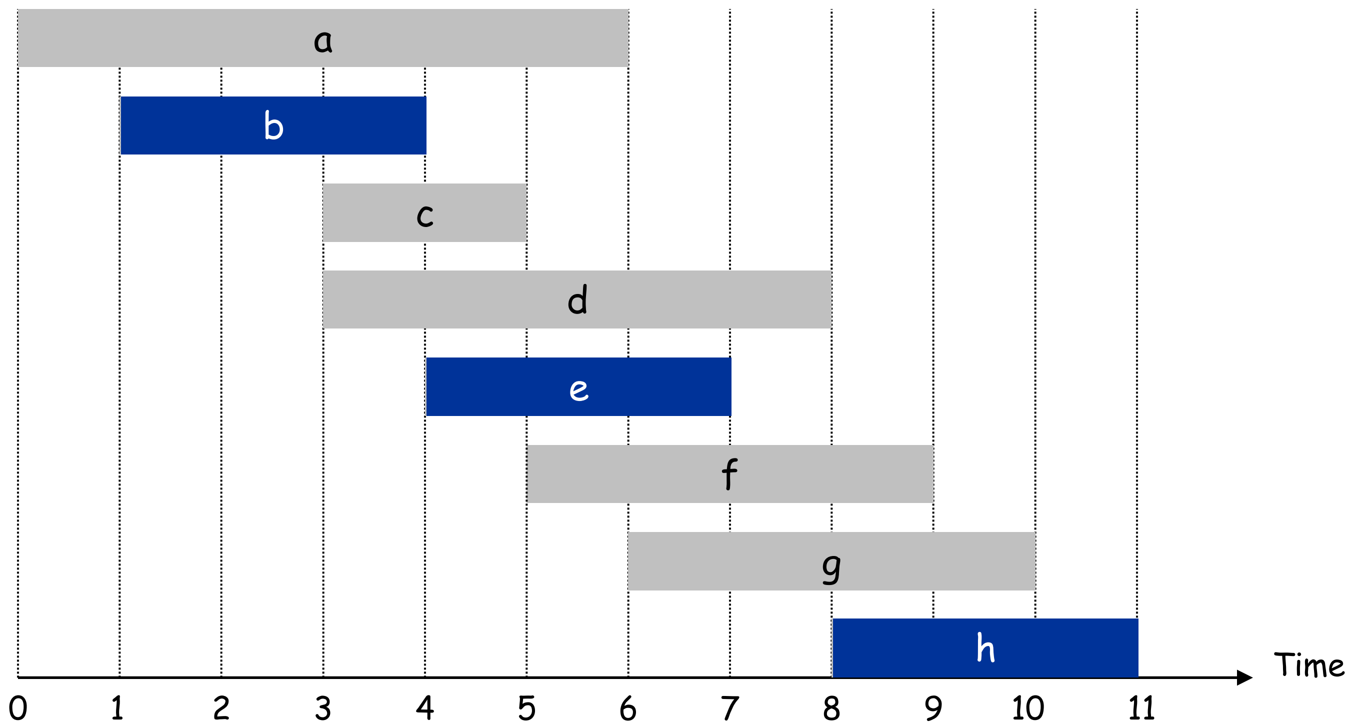
```
Initialize each person to be free.
while (some man is free and hasn't proposed to every woman) {
    Choose such a man m
    w = 1st woman on m's list to whom m has not yet proposed
    if (w is free)
        assign m and w to be engaged
    else if (w prefers m to her fiancé m')
        assign m and w to be engaged, and m' to be free
    else
        w rejects m
}
```

# 1.2 Five Representative Problems

# Interval Scheduling

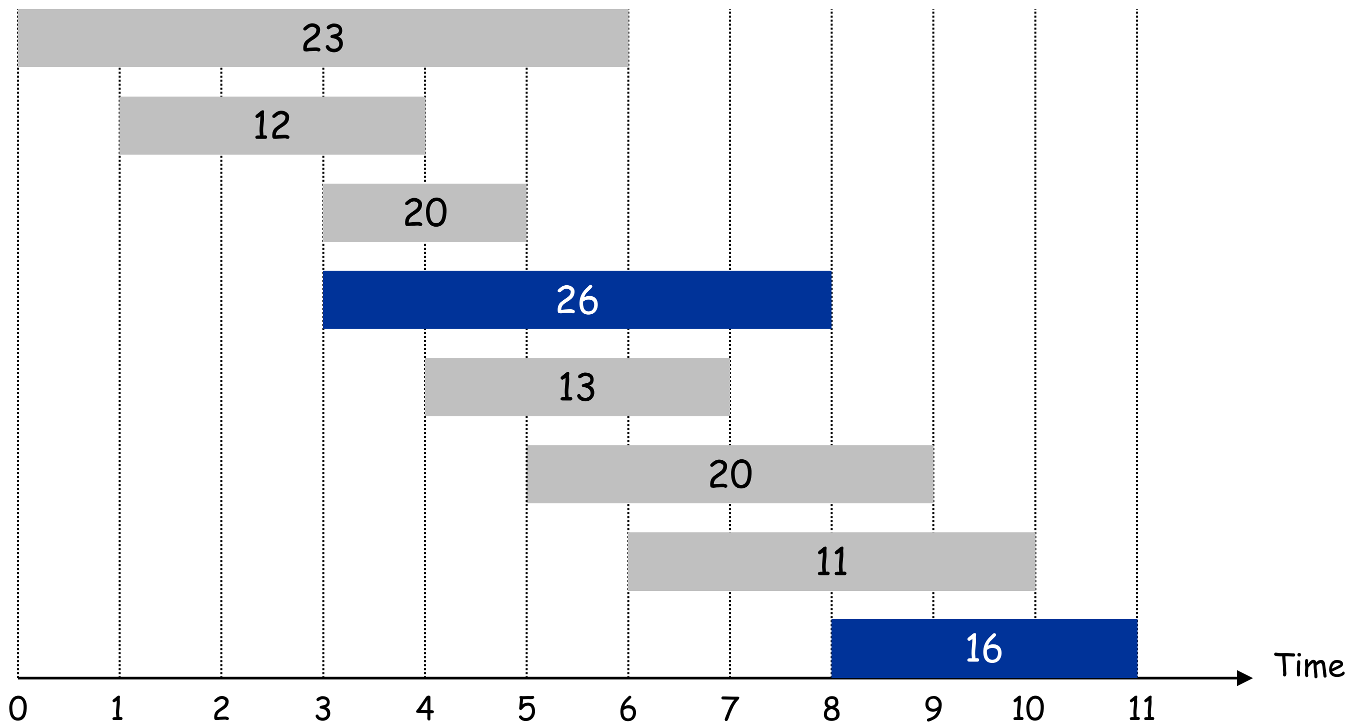
Input. Set of jobs with start times and finish times.
Goal. Find maximum cardinality subset of mutually compatible jobs.

jobs don't overlap



# Weighted Interval Scheduling

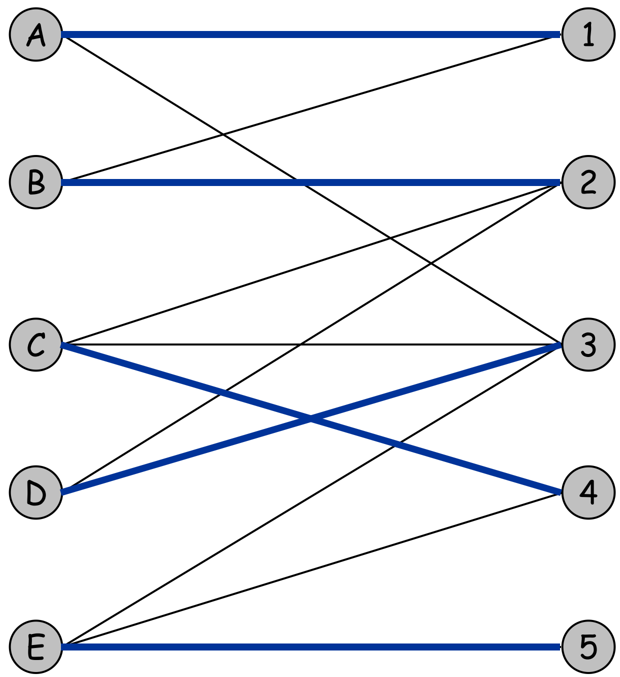
Input. Set of jobs with start times, finish times, and weights.
Goal. Find maximum weight subset of mutually compatible jobs.



# Bipartite Matching

Input. Bipartite graph.

Goal. Find maximum cardinality matching.

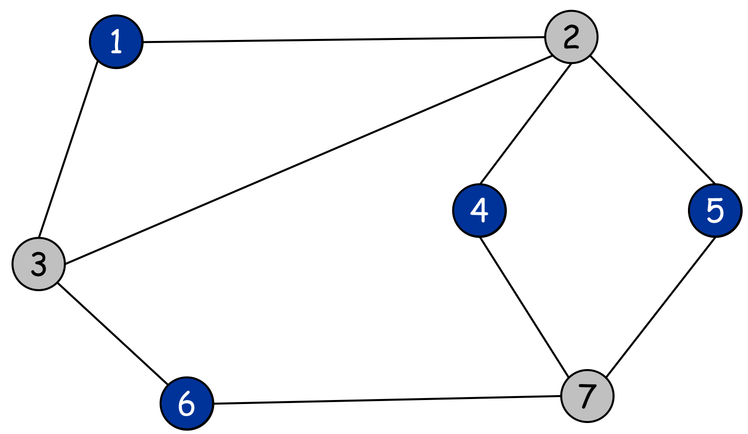


# Independent Set

Input. Graph.

Goal. Find maximum cardinality independent set.

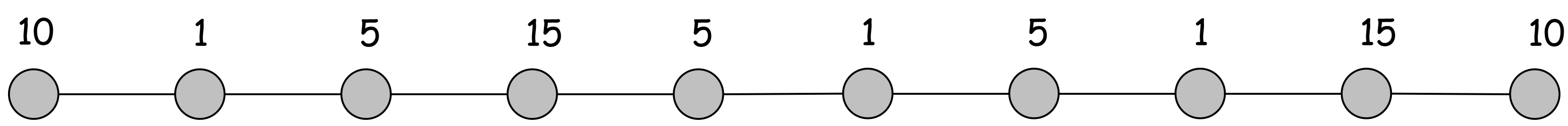
subset of nodes such that no two joined by an edge



# Competitive Facility Location

Input. Graph with weight on each node.
Game. Two competing players alternate in selecting nodes.
Not allowed to select a node if any of its neighbors have been selected.

Goal. Select a maximum weight subset of nodes.




Second player can guarantee 20, but not 25.

# Five Representative Problems

Interval scheduling: n log n greedy algorithm.

Weighted interval scheduling: n log n dynamic programming algorithm.

Bipartite matching: $n^k$ max-flow based algorithm.

Independent set: NP-complete.

Competitive facility location: PSPACE-complete.

# 2.2 Asymptotic Order of Growth

# Asymptotic Order of Growth

Upper bounds. $T(n)$ is $O(f(n))$ if there exist constants $c > 0$ and $n_0 \geq 0$ such that for all $n \geq n_0$ we have $T(n) \leq c \cdot f(n)$.

Lower bounds. $T(n)$ is $\Omega(f(n))$ if there exist constants $c > 0$ and $n_0 \geq 0$ such that for all $n \geq n_0$ we have $T(n) \geq c \cdot f(n)$.

Tight bounds. $T(n)$ is $\Theta(f(n))$ if $T(n)$ is both $O(f(n))$ and $\Omega(f(n))$.

Ex: $T(n) = 32n^2 + 17n + 32$.
- $T(n)$ is $O(n^2)$, $O(n^3)$, $\Omega(n^2)$, $\Omega(n)$, and $\Theta(n^2)$ .
- $T(n)$ is not $O(n)$, $\Omega(n^3)$, $\Theta(n)$, or $\Theta(n^3)$.

# Notation

Slight abuse of notation. $T(n) = O(f(n))$.

- Not transitive:
  - $f(n) = 5n^3$; $g(n) = 3n^2$
  - $f(n) = O(n^3) = g(n)$
  - but $f(n) \neq g(n)$.
- Better notation: $T(n) \in O(f(n))$.

Meaningless statement. Any comparison-based sorting algorithm requires at least $O(n \log n)$ comparisons.

- Statement doesn't "type-check."
- Use $\Omega$ for lower bounds.

# Properties

Transitivity.

- If $f = O(g)$ and $g = O(h)$ then $f = O(h)$.
- If $f = \Omega(g)$ and $g = \Omega(h)$ then $f = \Omega(h)$.
- If $f = \Theta(g)$ and $g = \Theta(h)$ then $f = \Theta(h)$.

Additivity.

- If $f = O(h)$ and $g = O(h)$ then $f + g = O(h)$.
- If $f = \Omega(h)$ and $g = \Omega(h)$ then $f + g = \Omega(h)$.
- If $f = \Theta(h)$ and $g = O(h)$ then $f + g = \Theta(h)$.

# Asymptotic Bounds for Some Common Functions

Polynomials. $a_0 + a_1 n + \ldots + a_d n^d$ is $\Theta(n^d)$ if $a_d > 0$.

Polynomial time. Running time is $O(n^d)$ for some constant d independent of the input size n.

Logarithms. $O(\log_a n) = O(\log_b n)$ for any constants a, b > 0.

can avoid specifying the base

Logarithms. For every x > 0, $\log n = O(n^x)$.

log grows slower than every polynomial

Exponentials. For every r > 1 and every d > 0, $n^d = O(r^n)$.

every exponential grows faster than every polynomial

# 2.4 A Survey of Common Running Times

# Linear Time: O(n)

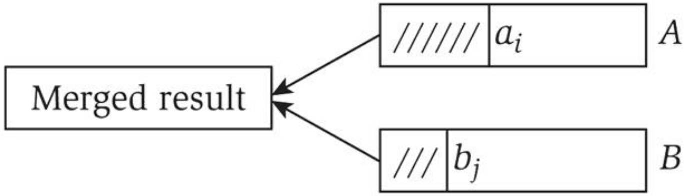
**Linear time.** Running time is proportional to input size.

**Computing the maximum.** Compute maximum of n numbers $a_1, \ldots, a_n$.

```
max ← a1
for i = 2 to n {
   if (ai > max)
      max ← ai
}
```

# Linear Time: O(n)

Merge. Combine two sorted lists $A = a_1, a_2, \ldots, a_n$ with $B = b_1, b_2, \ldots, b_n$ into sorted whole.




```
i = 1, j = 1
while (both lists are nonempty) {
   if (a_i ≤ b_j) append a_i to output list and increment i
   else           append b_j to output list and increment j
}
append remainder of nonempty list to output list
```

Claim. Merging two lists of size n takes O(n) time.
Pf. After each comparison, the length of output list increases by 1.

# O(n log n) Time

O(n log n) time. Arises in divide-and-conquer algorithms.

also referred to as linearithmic time

Sorting. Mergesort and heapsort are sorting algorithms that perform O(n log n) comparisons.

Largest empty interval. Given n time-stamps $x_1, \ldots, x_n$ on which copies of a file arrive at a server, what is largest interval of time when no copies of the file arrive?

O(n log n) solution. Sort the time-stamps. Scan the sorted list in order, identifying the maximum gap between successive time-stamps.

# Quadratic Time: $O(n^2)$

Quadratic time. Enumerate all pairs of elements.

Closest pair of points. Given a list of n points in the plane $(x_1, y_1), \ldots, (x_n, y_n)$, find the pair that is closest.

$O(n^2)$ solution. Try all pairs of points.

```
min ← (x1 - x2)^2 + (y1 - y2)^2
for i = 1 to n {
   for j = i+1 to n {
      d ← (xi - xj)^2 + (yi - yj)^2
      if (d < min)
         min ← d
   }
}
```

don't need to take square roots

Remark. $\Omega(n^2)$ seems inevitable, but this is just an illusion.

see chapter 5

# Cubic Time: $O(n^3)$

Cubic time. Enumerate all triples of elements.

Set disjointness. Given n sets $S_1, \ldots, S_n$ each of which is a subset of 1, 2, …, n, is there some pair of these which are disjoint?

$O(n^3)$ solution. For each pairs of sets, determine if they are disjoint.

```
foreach set S_i {
   foreach other set S_j {
      foreach element p of S_i {
         determine whether p also belongs to S_j
      }
      if (no element of S_i belongs to S_j)
         report that S_i and S_j are disjoint
   }
}
```

# Polynomial Time: $O(n^k)$ Time

**Independent set of size k.** Given a graph, are there k nodes such that no two are joined by an edge?

k is a constant

**$O(n^k)$ solution.** Enumerate all subsets of k nodes.

```
foreach subset S of k nodes {
   check whether S is an independent set
   if (S is an independent set)
      report S is an independent set
   }
}
```

- Check whether S is an independent set = $O(k^2)$.
- Number of k element subsets = $\binom{n}{k} = \frac{n\,(n-1)\,(n-2)\cdots(n-k+1)}{k\,(k-1)\,(k-2)\cdots(2)\,(1)} \le \frac{n^k}{k!}$
- $O(k^2\, n^k / k!) = O(n^k)$.

poly-time for k=17,
but not practical

# Exponential Time

Independent set. Given a graph, what is maximum size of an independent set?

$O(n^2 \, 2^n)$ solution. Enumerate all subsets.

```
S* ← ϕ
foreach subset S of nodes {
   check whether S is an independent set
   if (S is largest independent set seen so far)
      update S* ← S
   }
}
```

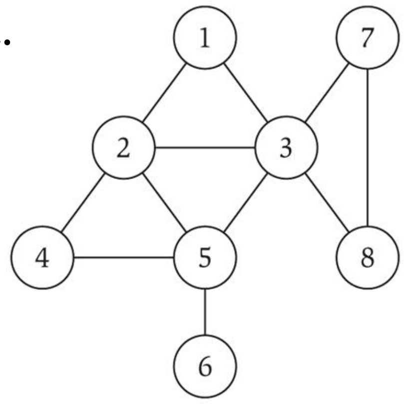
# Connectivity

s-t connectivity problem. Given two node s and t, is there a path between s and t?

s-t shortest path problem. Given two node s and t, what is the length of the shortest path between s and t?

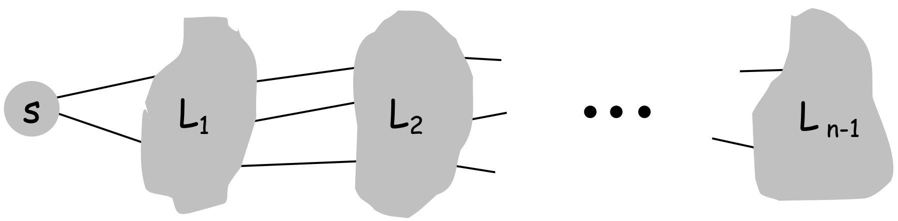
Applications.

- Friendster.
- Maze traversal.
- Kevin Bacon number.
- Fewest number of hops in a communication network.



# Breadth First Search

BFS intuition. Explore outward from s in all possible directions, adding nodes one "layer" at a time.




BFS algorithm.

- $L_0 = \{ s \}$.
- $L_1$ = all neighbors of $L_0$.
- $L_2$ = all nodes that do not belong to $L_0$ or $L_1$, and that have an edge to a node in $L_1$.
- $L_{i+1}$ = all nodes that do not belong to an earlier layer, and that have an edge to a node in $L_i$.

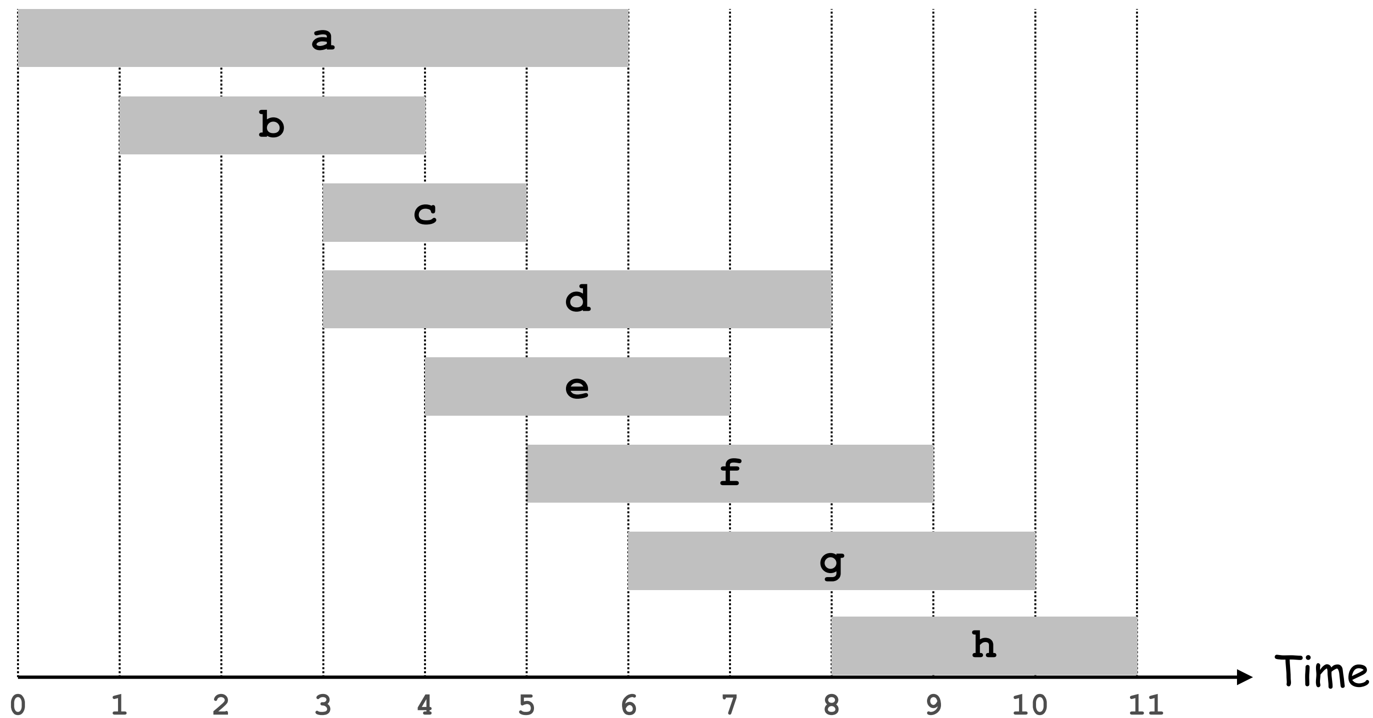
Theorem. For each i, $L_i$ consists of all nodes at distance exactly i from s. There is a path from s to t iff t appears in some layer.

# 4.1 Interval Scheduling

# Interval Scheduling

Interval scheduling.

- Job j starts at $s_j$ and finishes at $f_j$.
- Two jobs compatible if they don't overlap.
- Goal: find maximum subset of mutually compatible jobs.



# Interval Scheduling: Greedy Algorithms

Greedy template. Consider jobs in some natural order.
Take each job provided it's compatible with the ones already taken.

counterexample for earliest start time

counterexample for shortest interval

counterexample for fewest conflicts

# Interval Scheduling: Greedy Algorithm

Greedy algorithm. Consider jobs in increasing order of finish time. Take each job provided it's compatible with the ones already taken.

set of jobs selected

```
Sort jobs by finish times so that f1 ≤ f2 ≤ ... ≤ fn.

A ← φ
for j = 1 to n {
   if (job j compatible with A)
      A ← A ∪ {j}
}
return A
```

Implementation. O(n log n).

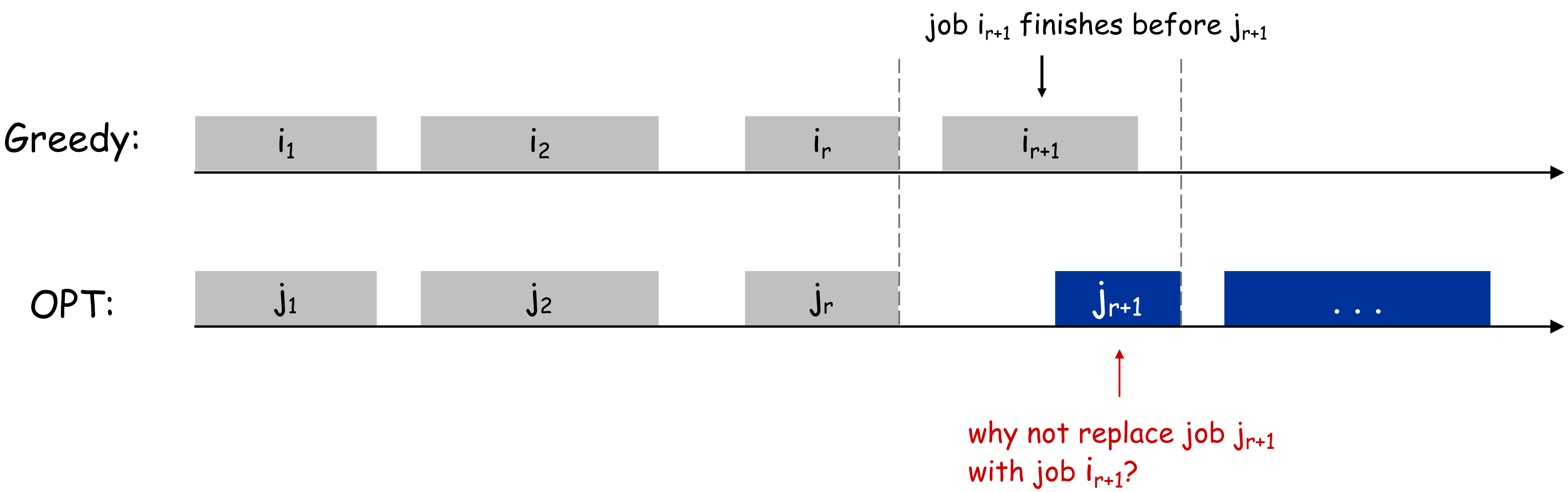
- Remember job j* that was added last to A.
- Job j is compatible with A if $s_j \geq f_{j^*}$.

# Interval Scheduling: Analysis

**Theorem.** Greedy algorithm is optimal.

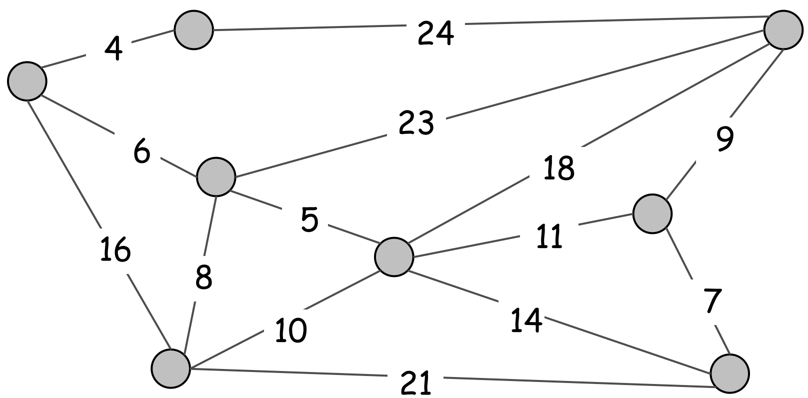
**Pf.** (by contradiction)

- Assume greedy is not optimal, and let's see what happens.
- Let $i_1, i_2, \ldots i_k$ denote set of jobs selected by greedy.
- Let $j_1, j_2, \ldots j_m$ denote set of jobs in the optimal solution with $i_1 = j_1, i_2 = j_2, \ldots, i_r = j_r$ for the largest possible value of $r$.

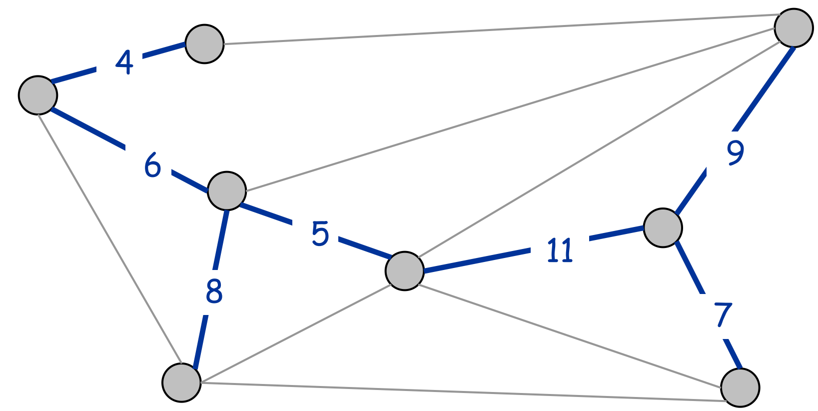


# Minimum Spanning Tree

Minimum spanning tree. Given a connected graph $G = (V, E)$ with real-valued edge weights $c_e$, an MST is a subset of the edges $T \subseteq E$ such that $T$ is a spanning tree whose sum of edge weights is minimized.




$G = (V, E)$




$T, \; \Sigma_{e \in T} c_e = 50$

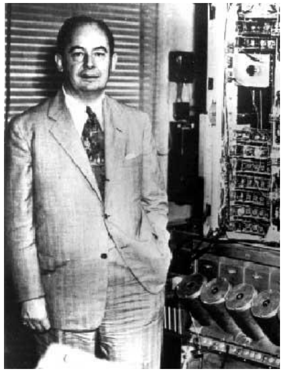
Kruskal's algorithm. Start with $T = \phi$. Consider edges in ascending order of cost. Insert edge e in T unless doing so would create a cycle.

Reverse-Delete algorithm. Start with $T = E$. Consider edges in descending order of cost. Delete edge e from T unless doing so would disconnect T.

Prim's algorithm. Start with some root node s and greedily grow a tree T from s outward. At each step, add the cheapest edge e to T that has exactly one endpoint in T.

Remark. All three algorithms produce an MST.

# Mergesort



Jon von Neumann (1945)

**Mergesort.**

- Divide array into two halves.
- Recursively sort each half.
- Merge two halves to make sorted whole.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| A | L | G | O | R | I | T | H | M | S |

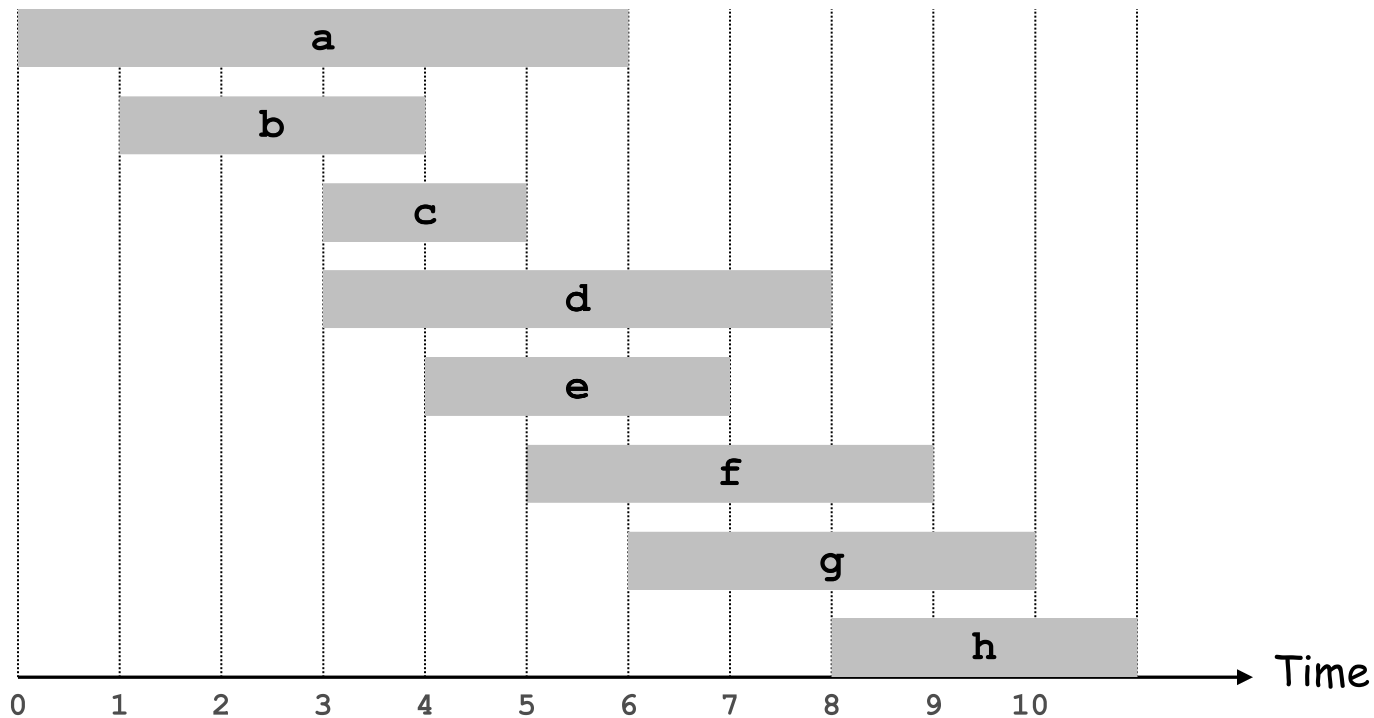
| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | L | G | O | R | | I | T | H | M | S | divide | $O(1)$ |
| A | G | L | O | R | | H | I | M | S | T | sort | $2T(n/2)$ |

| | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| A | G | H | I | L | M | O | R | S | T | merge | $O(n)$ |

# Weighted Interval Scheduling

Weighted interval scheduling problem.

- Job j starts at $s_j$, finishes at $f_j$, and has weight or value $v_j$ .
- Two jobs compatible if they don't overlap.
- Goal: find maximum weight subset of mutually compatible jobs.

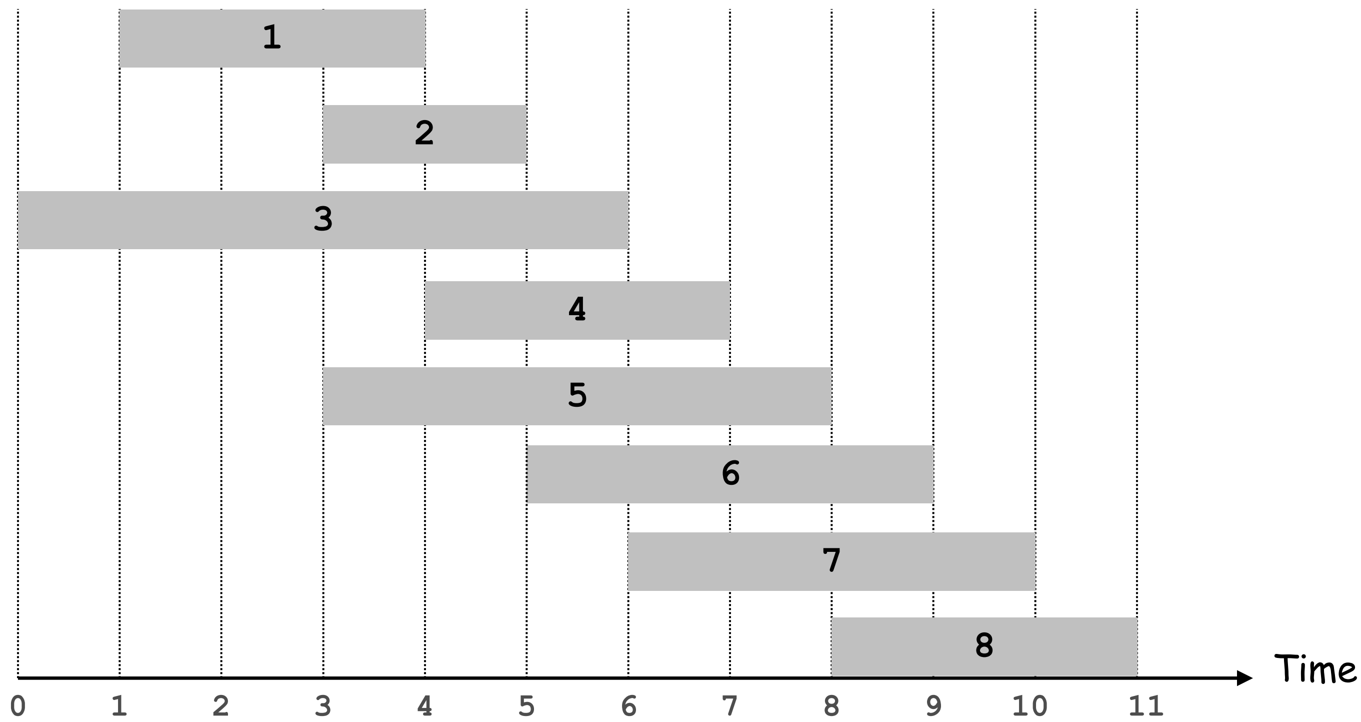


# Weighted Interval Scheduling

**Notation.** Label jobs by finishing time: $f_1 \leq f_2 \leq \ldots \leq f_n$.

**Def.** $p(j)$ = largest index $i < j$ such that job $i$ is compatible with $j$.

**Ex:** $p(8) = 5$, $p(7) = 3$, $p(2) = 0$.



# Dynamic Programming: Binary Choice

Notation. OPT(j) = value of optimal solution to the problem consisting of job requests 1, 2, ..., j.

- Case 1: OPT selects job j.
  - collect profit $v_j$
  - can't use incompatible jobs { p(j) + 1, p(j) + 2, ..., j - 1 }
  - must include optimal solution to problem consisting of remaining compatible jobs 1, 2, ..., p(j)

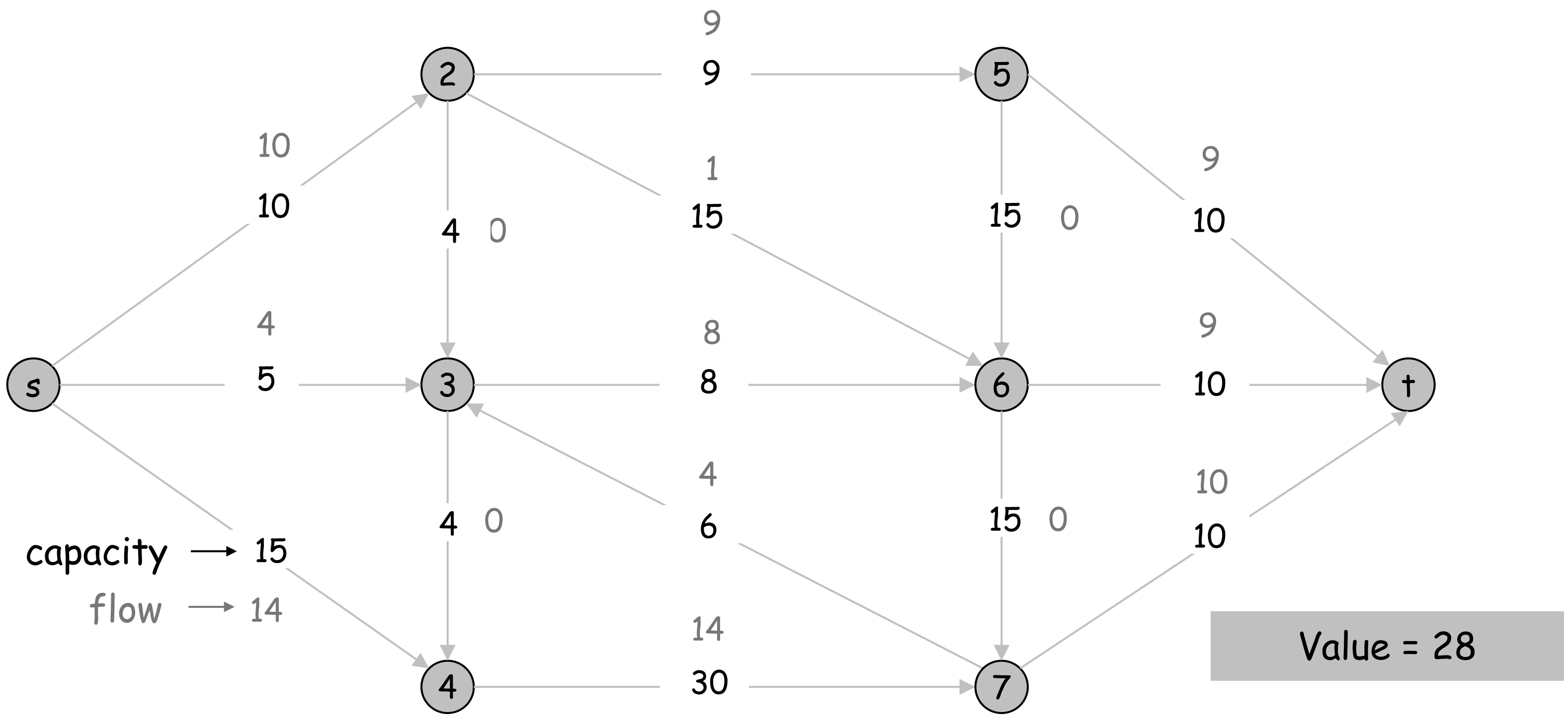
optimal substructure

- Case 2: OPT does not select job j.
  - must include optimal solution to problem consisting of remaining compatible jobs 1, 2, ..., j-1

$$OPT(j) = \begin{cases} 0 & \text{if } j = 0 \\ \max \{ v_j + OPT(p(j)),\ OPT(j-1) \} & \text{otherwise} \end{cases}$$

# Maximum Flow Problem

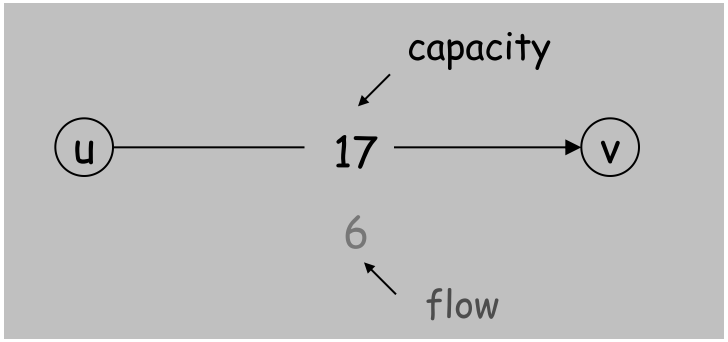
Max flow problem. Find s-t flow of maximum value.



# Residual Graph

Original edge: $e = (u, v) \in E$.

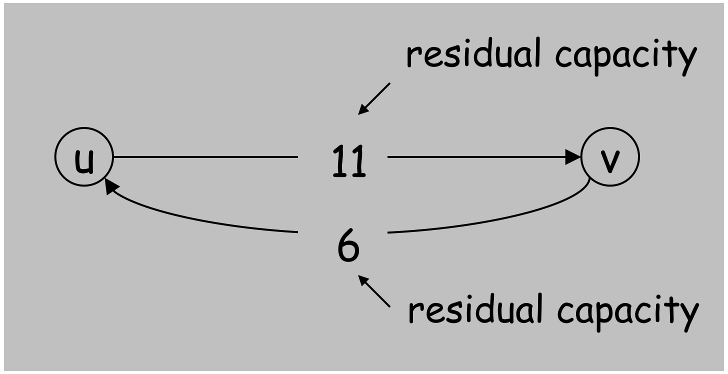
- Flow $f(e)$, capacity $c(e)$.




Residual edge.

- "Undo" flow sent.
- $e = (u, v)$ and $e^R = (v, u)$.
- Residual capacity:

$$c_f(e) = \begin{cases} c(e) - f(e) & \text{if } e \in E \\ f(e) & \text{if } e^R \in E \end{cases}$$




Residual graph: $G_f = (V, E_f)$.

- Residual edges with positive residual capacity.
- $E_f = \{e : f(e) < c(e)\} \cup \{e^R : f(e) > 0\}$.

# Augmenting path

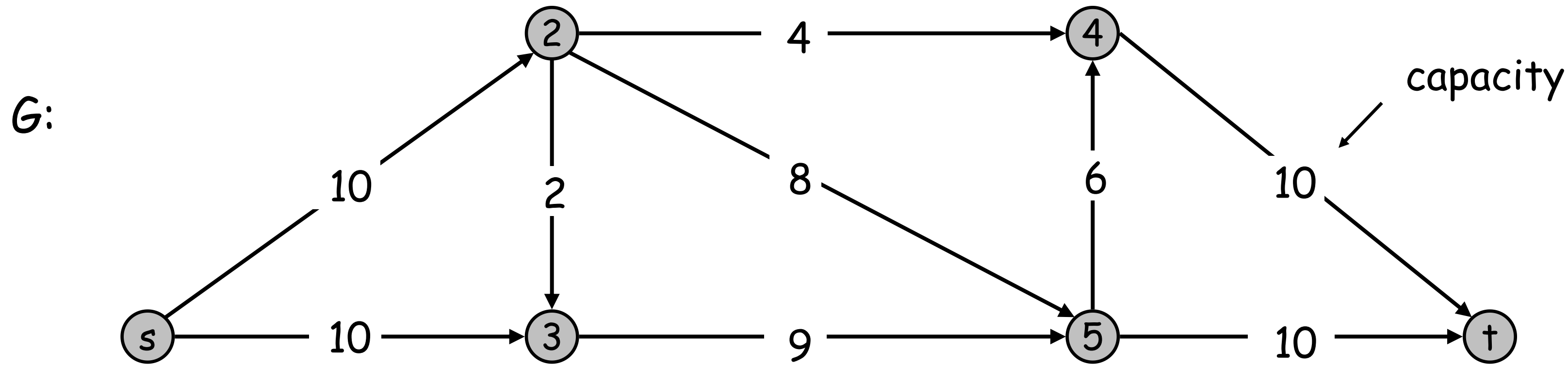
Def. An augmenting path is a simple s->t path in the residual graph $G_f$

Def. The bottleneck capacity of an augmenting path P is the minimum residual capacity of any edge in P.

Key property. Let f be a flow and let P be an augmenting path in $G_f$, then after calling $f' \leftarrow$ Augment(f,c,P), the resulting $f'$ is flow and

$$v(f') = v(f) + bottleneck(G_f,P)$$

# Ford-Fulkerson Algorithm



# Augmenting Path Algorithm

```
Augment(f, c, P) {
   b ← bottleneck(P)
   foreach e ∈ P {
      if (e ∈ E) f(e) ← f(e) + b
      else       f(eR)← f(eR) - b
   }
   return f
}
```

forward edge

reverse edge

```
Ford-Fulkerson(G, s, t, c) {
   foreach e ∈ E  f(e) ← 0
   Gf ← residual graph

   while (there exists augmenting path P) {
      f ← Augment(f, c, P)
      update Gf
   }
   return f
}
```

# Max-Flow Min-Cut Theorem

Augmenting path theorem. Flow f is a max flow iff there are no augmenting paths.

Max-flow min-cut theorem. [Elias-Feinstein-Shannon 1956, Ford-Fulkerson 1956]
The value of the max flow is equal to the value of the min cut.

Pf. We prove both simultaneously by showing TFAE (the following are equivalent) :

(i) There exists a cut (A, B) such that v(f) = cap(A, B).
(ii) Flow f is a max flow.
(iii) There is no augmenting path relative to f.

(i) $\Rightarrow$ (ii) This was the corollary to weak duality lemma.

(ii) $\Rightarrow$ (iii) We show contrapositive.

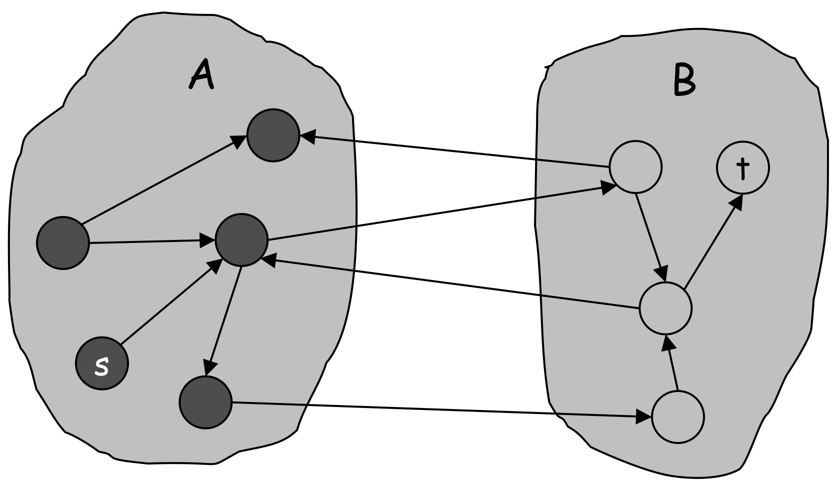
- Let f be a flow. If there exists an augmenting path, then we can improve f by sending flow along path.

# Proof of Max-Flow Min-Cut Theorem

(iii) $\Rightarrow$ (i)

- Let f be a flow with no augmenting paths.
- Let A be set of vertices reachable from s in residual graph.
- By definition of A, s $\in$ A.
- By definition of f, t $\notin$ A.

$$
\begin{aligned}
v(f) &= \sum_{e \text{ out of } A} f(e) - \sum_{e \text{ in to A}} f(e) \\
&= \sum_{e \text{ out of } A} c(e) \\
&= cap(A, B) \quad \blacksquare
\end{aligned}
$$




original network