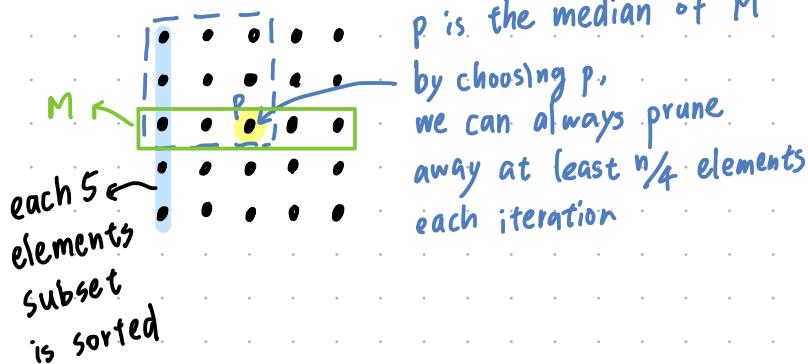


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1. The idea of this prune & search approach on selection problem is to find a fraction of elements that does not contain the  $k^{\text{th}}$  element, and discard the fraction of elements each iteration.

By dividing into groups of 5 elements, we can find the median  $p$  of all medians of groups efficiently.



This is a prune and search algorithm since it prunes away a fraction of input recursively.

② No, this algorithm will not work in linear time

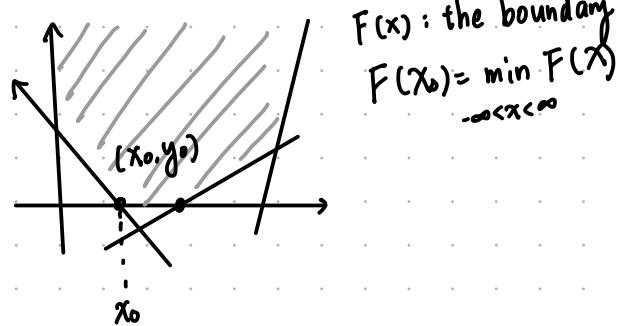
$$\# \text{ of elements that are larger than the median of medians} : 2 \left( \left\lceil \frac{1}{2} \left\lceil \frac{n}{5} \right\rceil \right\rceil - 6 \right)$$

$$\# \text{ of elements that are smaller than the median of medians} : 2 \left( \left\lceil \frac{1}{2} \left\lceil \frac{n}{5} \right\rceil \right\rceil - 6 \right)$$

It has at most  $n - (\frac{n}{5} - 12)$  can be done in  $T(\frac{6}{5}n + 12)$

$$\therefore T(n) = T\left(\lceil \frac{n}{5} \rceil\right) + T\left(\frac{6}{5}n + 12\right) + O(n) \geq O(n)$$

2. (A) True. as the graph shown



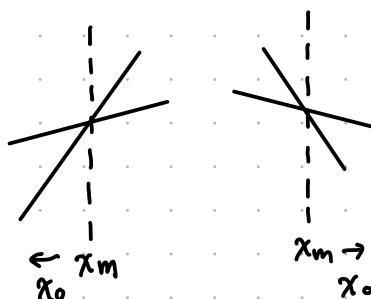
(b) 當最優  $F(x_m)$  落在的 constraint 上

$g_{\max}$ :  $F(x_m)$  落在斜率  $\max B_j$  constraint  
 $g_{\min}$ :  $F(x_m)$  落在斜率  $\min B_j$  constraint

$$\textcircled{1} g_{\max} > 0, g_{\min} < 0 \Rightarrow x_0 = x_m$$

$$\textcircled{2} g_{\max} > 0, g_{\min} > 0 \Rightarrow x_0 < x_m$$

$$\textcircled{3} g_{\max} < 0, g_{\min} < 0 \Rightarrow x_0 > x_m$$



(c) Check all constraints' 的交點,  $(x_{ij}, y_{ij})$  為座標

if  $x_{ij} > x_m \Rightarrow$  constraint  $i, j$  中必有其中一個是不影響. 與結果無關 (useless)  
 即可將其刪除.

(d) 將 constraints 之交點按 x 座標排序, 取某  $x_m$

使  $x_{ij} < x_m$  的 intersections 佔一半,  $x_{ij} > x_m$  的 intersections 佔一半  
 $\Rightarrow$  在 prune 時可以確保刪除  $\frac{1}{2} \times \lfloor \frac{n}{2} \rfloor = \lfloor \frac{n}{4} \rfloor$  個 constraints.

(e)  $\lfloor \frac{n}{4} \rfloor$  Constraints pruned away

$\therefore \lfloor \frac{n}{2} \rfloor$  intersections  $\therefore \frac{1}{2} \lfloor \frac{n}{2} \rfloor$  Constraints pruned each iteration

$$T(n) = T\left(\frac{3n}{4}\right) + O(n) = O(n)$$

$\downarrow$   
 intersections of 2 lines found in  $O(n)$

median found in  $O(n)$

Scanning all constraints:  $O(n)$

Scanning all intersecting pairs:  $O(n)$

3. S: Set of  $n$  identical coins, one is fake

(1)  $|S|=1 \Rightarrow$  the coin is fake

(2)  $|S|=2 \Rightarrow$  the heavier one is fake

(3)  $|S| \geq 3 \Rightarrow$  Partition S into  $S_1, S_2, S_3$  where  $S_1$  and  $S_2$  has  $\lfloor \frac{n}{2} \rfloor$  coins and  $S_3$  contains the remaining coins if  $|S|$  is odd.

(4) Compare the weight of  $S_1$  and  $S_2$  (denote  $W_i$  as weight)

① If  $W_1 > W_2$ , the fake coin is in  $S_1 \Rightarrow$  prune  $S_2, S_3$

② Else If  $W_1 < W_2$ , the fake coin is in  $S_2 \Rightarrow$  prune  $S_1, S_3$

③ Else, the fake coin is in  $S_3$

(5) If the fake coin is not found, start the next iteration with the remaining set of coins.

With this algorithm, we prune at least  $\lfloor \frac{n}{2} \rfloor$  coins away each iteration.

In worst case, we will do the algorithm until  $|S|=1$ .

Assume that the number of weighting needed is  $w$ , then  $2^w = n \Rightarrow w = \log_2 n$

So the number of weighting needed in worst case is  $\log_2 n$ \*

4.  $A = a_1, a_2, \dots, a_m$   
 $B = b_1, b_2, \dots, b_n$

compare the last character of both sequence

①  $a_m = b_n$

$\Rightarrow$  LCS must contain  $a_m$  (or  $b_n$ )

$\Rightarrow$  Continue finding LCS for

$a_1, a_2, \dots, a_{m-1}$  and  $b_1, b_2, \dots, b_{n-1}$

②  $a_m \neq b_n$

$\Rightarrow$  Continue finding LCS for

$a_1, a_2, \dots, a_m$  with  $b_1, b_2, \dots, b_{n-1}$

and  $a_1, a_2, \dots, a_{m-1}$  with  $b_1, b_2, \dots, b_n$

$\Rightarrow$  The longer result will be LCS

Time complexity:  $O(mn)$

Running the algorithm, we calculate

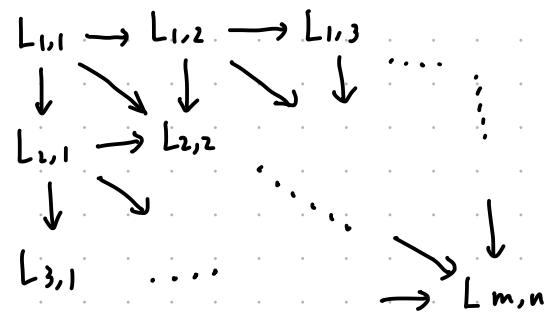
$L_{1,1}, L_{1,2}, L_{1,3}, \dots, L_{1,n}, L_{2,1}, \dots, L_{2,n}, L_{3,1}, \dots, L_{3,n}$

$\dots, L_{m,n}$ . Calculating each  $L_{i,j}$  cost constant time so the time complexity is  $O(mn)$

$L_{i,j}$ : the length of LCS of A and B  
where  $L_{0,0} = 0 = L_{i,0} = L_{0,j}$ ,  $1 \leq i \leq m, 1 \leq j \leq n$

$$L_{i,j} = \begin{cases} L_{i-1, j-1} + 1, & \text{if } a_i = b_j \\ \max\{L_{i-1, j}, L_{i, j-1}\}, & \text{if } a_i \neq b_j \end{cases}$$

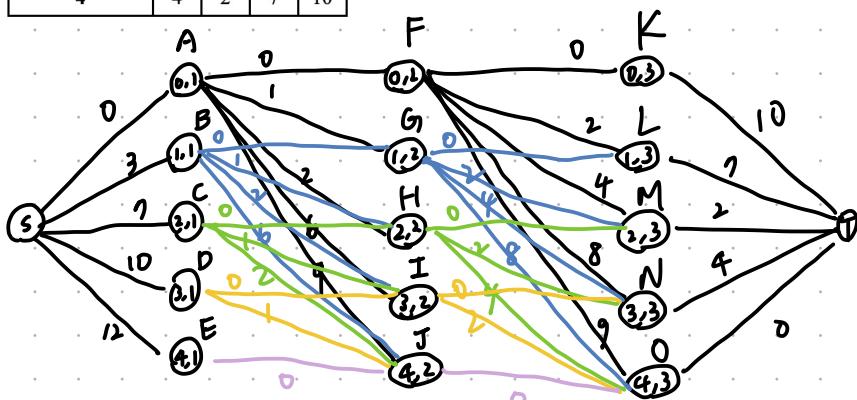
This recursive formula gives that we may first find  $L_{1,1}$  then  $L_{1,2}$  and  $L_{2,1}$  and then  $L_{1,3}, L_{2,2}, L_{3,1}$  and so on.



5.

6.

Project \ Resource	1	2	3	4
1	3	7	10	12
2	1	2	6	9
3	2	4	8	9
4	4	2	7	10



$$d(K, T) = 10$$

$$d(L, T) = 7$$

$$d(M, T) = 2$$

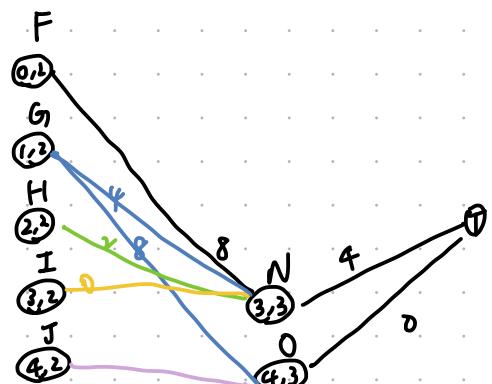
$$d(N, T) = 4$$

$$d(O, T) = 0$$

Find the longest path from  $S \rightarrow T$  (backward reasoning)

$$d(F, T) = \max \left\{ \begin{array}{l} d(F, K) + d(K, T) \\ d(F, L) + d(L, T) \\ d(F, M) + d(M, T) \\ d(F, N) + d(N, T) \\ d(F, O) + d(O, T) \end{array} \right\} = \max \{ 10, 9, 6, 12, 9 \} = 12$$

$$d(J, T) = 0$$



$$d(H, T) = \max \left\{ \begin{array}{l} d(H, M) + d(M, T) \\ d(H, N) + d(N, T) \\ d(H, O) + d(O, T) \end{array} \right\} = \max \{ 2, 6, 4 \} = 6$$

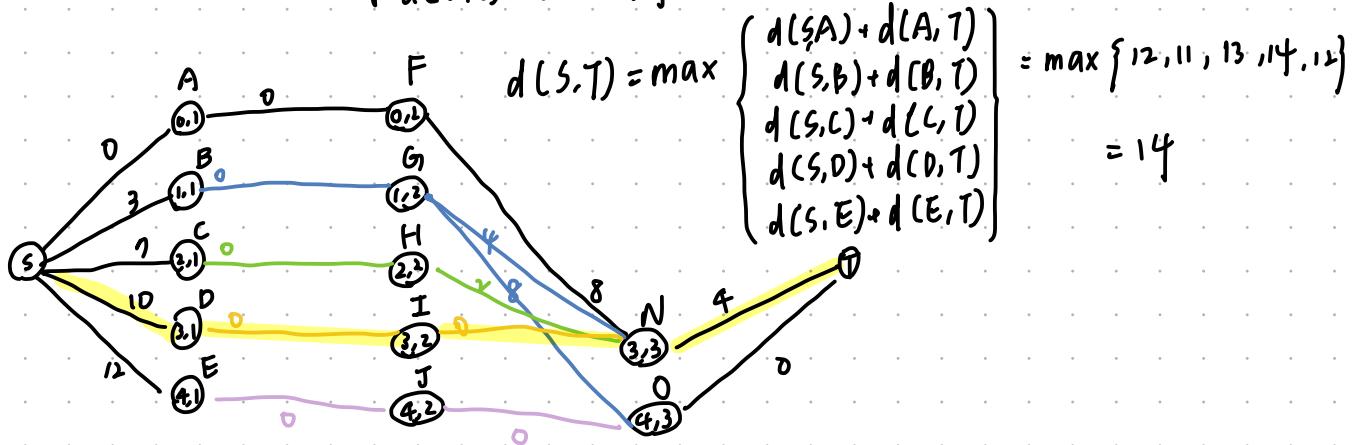
$$d(I, T) = \max \left\{ \begin{array}{l} d(I, N) + d(N, T) \\ d(I, O) + d(O, T) \end{array} \right\} = \max \{ 4, 2 \} = 4$$

$$d(A, T) = \max \left\{ \begin{array}{l} d(A, F) + d(F, T) \\ d(A, G) + d(G, T) \\ d(A, H) + d(H, T) \\ d(A, I) + d(I, T) \\ d(A, J) + d(J, T) \end{array} \right\} = \max \{ 12, 9, 8, 10, 9 \} = 12$$

$$d(B, T) = \max \left\{ \begin{array}{l} d(B, G) + d(G, T) \\ d(B, H) + d(H, T) \\ d(B, I) + d(I, T) \\ d(B, J) + d(J, T) \end{array} \right\} = \max \{ 8, 7, 6, 6 \} = 8$$

$$d(C, T) = \max \left\{ \begin{array}{l} d(C, H) + d(H, T) \\ d(C, I) + d(I, T) \\ d(C, J) + d(J, T) \end{array} \right\} = \max \{6, 5, 2\} = 6 \quad d(E, T) = 0$$

$$d(D, T) = \max \left\{ \begin{array}{l} d(D, I) + d(I, T) \\ d(D, J) + d(J, T) \end{array} \right\} = \max \{4, 1\} = 4$$



The longest path is S → D → I → N → T

3 resources allocated to project 1

0 resources allocated to project 2

0 resources allocated to project 3

1 resource allocated to project 4

## Time complexity;

$$\begin{aligned} \text{\# of calculation: } & (m+1) + ((m+1)+m+\dots+1) \times (n-2) + (m+1) \\ & \Rightarrow O(mn) \end{aligned}$$

$$\begin{array}{ll} \textcircled{1.} & -x_1 \vee -x_2 \vee x_3 \quad (1) \\ \& -x_1 \quad (2) \\ \& x_2 \vee x_3 \quad (3) \\ \& -x_3 \quad (4) \end{array}$$

$$(3) + (4) \rightarrow x_2 \quad (5)$$

$$(1) + (5) \rightarrow -x_1 \vee x_3 \quad (6)$$

$$(4) + (b) \rightarrow -x_1 \quad (7)$$

⇒ no any new clause

$\Rightarrow C$  is satisfiable

f. Prove halting problem an NP-hard problem.

Halting problem: undecidable problem  $\Rightarrow$  it is not in NP, and  
not in NP-complete

$$\text{Halt}(A, I) = \begin{cases} 1 & \text{if } A(I) \text{ halts} \\ 0, \text{o/w} & \end{cases}$$

$T(A)$ : if  $\text{Halt}(AA) = 1$  then infinite loop  
else halt

A problem  $A$  is NP-hard if every NP problem  $\leq A$

To prove this, we need to show that SAT  $\leq$  halting problem.

Let algorithm  $A$  be an algorithm whose input is a propositional formula  $X$ .  
where  $X$  has  $n$  variables.

This algorithm  $A$  will run all possible truth assignments and check if  $X$  is satisfiable.

If  $X$  is satisfiable than  $A$  halt

else,  $A$  enters infinite loop

$\Rightarrow A$  halts iff  $X$  is satisfiable

If we had a polynomial time algorithm for halting problem, we could solve the SAT problem in polynomial time by using  $A$  and  $X$  as input for halting problem.

$\Rightarrow$  Halting problem is an NP-hard problem, it is not in NP

Q. We shall prove that  $SAT \leq bSAT$ ,  $F_i$  denotes boolean formula

$\forall F_i$  in SAT, we create another  $F_2$  that there are 6 literals in each clause  
 $\Rightarrow F_i$  is satisfiable iff  $F_2$  is satisfiable

10. TSP is a NP problem since the process of checking the tour, summing cost and check minimum cost can be finished in polynomial time.

Reduce the  $x-y$  path problem to TSP:

Given  $G(V, E)$ ,  $|V|=n$

Let  $c(e)=1 \forall e \in E$

We add edges  $E'$  to  $G$  and make  $G$  complete graph and let  $c(e)=2 \forall e \in E'$ .

$\hookrightarrow$  polynomial time

Given this cost, if the result to TSP is "yes" then there is a cycle that visits all nodes exactly once. The edges it uses are from  $E$ , therefore there is for sure a path from  $x$  to  $y$  that visits every vertex exactly once.  
 $(x \in V) \quad (y \in V)$

$\Rightarrow$  The  $x-y$  path problem reduce to TSP problem.

11. (a) True,  $O(n^k)$ , this is true only when  $k$  is a positive constant.

(b) True

(c) True

(d) False. The description here is about traveling salesperson "optimization" problem, which is an NP-hard problem.

(e) True