

## VE 477 Homework6

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- **Exercise 1.** 1. By definition, there are  $n$  monomials, and each monomial corresponds to a permutation. We discuss in two cases. (a) If there is a perfect match, WLOG we can assume the elements on one diagonal line are variables  $X_{i,j}$ . All the rest are 0. Then  $\det(A)$  is the multiple of all these variables which is not zero. (b) If there is not a perfect match, then at least one node is not connected, which leads to a row in the matrix to be 0. This will immediately make  $\det(A)$  to be zero.  
2.

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### Algorithm 1 Lovasz

**Input:** Graph  $G = (V, E)$  and its matrix  $A$

**Output:** a boolean that indicates whether there is a perfect match

```
1: for each  $X_{i,j}$  in  $A$  do
2:    $X_{i,j} = \text{uniformly random from } 1 \text{ to } n^2$ 
3: end for
4: if  $\det(A) == 0$  then
5:   return False
6: else
7:   return True
8: end if
```

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3. Time complexity would be  $|V|^2$  since we need to set the random number for the whole matrix. Error probability would be  $1 - \frac{1}{n}$  according to Schwartz-Zippel Lemma.

4. This strategy can be faster than the deterministic algorithm, because it is easier to calculate a determinant with value than a determinant with variables(it can be an expensive  $n^2$ -variate polynomial of degree  $n$ ). And the correct probability is quite high.

- **Exercise 2.** 1.

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### Algorithm 2 middle node

**Input:** HeadNode

**Output:** MiddleNode

```
1: MiddleNode = HeadNode
2: EndNode = HeadNode
3: while EndNode.next != NULL do
4:   MiddleNode = MiddleNode.next
5:   EndNode = EndNode.next.next
6: end while return MiddleNode
```

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2.

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### Algorithm 3 cycle

**Input:** HeadNode

**Output:** A boolean indicate whether there is a cycle

```
1: slow = HeadNode
2: fast = HeadNode.next
3: while fast.next != NULL do
4:   if slow == fast then
5:     return True
6:   end if
7:   slow = slow.next
8:   fast = fast.next.next
9: end while
10: return False
```

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Since we need to traverse the list,  $\mathcal{O}(n)$  time complexity, and no extra space needed, so  $\mathcal{O}(1)$  space complexity.

- **Exercise 3.** 1. Since  $n$  kinds of coupons, we need at least  $n$  boxes.  
2. The probability of getting a new couple given that we have already get  $j - 1$  couples is  $\frac{n-j+1}{n}$ . Then we calculate the reciprocal and get  $E[X_j] = \frac{n}{n-j+1}$ .  
3. It is super interesting that some clever genius can finish question 3 easily by skipping question 2.  
To calculate  $E[X]$ , we need to add up  $E[X_j]$ .  $E[X] = p = \sum_{j=1}^n \frac{n}{n-j+1} = n \times \sum_{j=1}^n \frac{1}{j} = n(\log n + \gamma)$ , where  $\gamma$  is the Euler constant and  $n$  goes to infinity. So we get  $E[X] = \Theta(n \log n)$ .  
4. The formula above shows that the number of boxes grows a little bit faster than the growth of coupon, which is linear. If the couples are identical and we only need to collect  $n$  pieces of coupons, that will be linear. So we can make more profit by introducing  $n$  different kinds of coupons.