Problem Set #2

Back to Week 2



5/5 points earned (100%)

Quiz passed!



1/1 points

1.

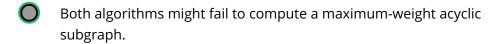
Suppose we are given a directed graph G=(V,E) in which every edge has a distinct positive edge weight. A directed graph is acyclic if it has no directed cycle. Suppose that we want to compute the maximum-weight acyclic subgraph of G (where the weight of a subgraph is the sum of its edges' weights). Assume that G is weakly connected, meaning that there is no cut with no edges crossing it in either direction.

Here is an analog of Prim's algorithm for directed graphs. Start from an arbitrary vertex s, initialize $S=\{s\}$ and $F=\emptyset$. While $S\neq V$, find the maximum-weight edge (u,v) with one endpoint in S and one endpoint in V-S. Add this edge to F, and add the appropriate endpoint to S.

Here is an analog of Kruskal's algorithm. Sort the edges from highest to lowest weight. Initialize $F=\emptyset$. Scan through the edges; at each iteration, add the current edge i to F if and only if it does not create a directed cycle.

Which of the following is true?

\bigcirc	Only the modification of Kruskal's algorithm always computes a
	maximum-weight acyclic subgraph.



Correct Response

Indeed. Any ideas for a correct algorithm?

O	Both algorithms always compute a maximum-weight acyclic
	subgraph.

~	1 / 1 points
<i>necess</i> new gr tree al _{	er a connected undirected graph G with edge costs that are $\it not$ sarily distinct. Suppose we replace each edge cost c_e by $-c_e$; call to aph G' . Consider running either Kruskal's or Prim's minimum spagorithm on G' , with ties between edge costs broken arbitrarily, and c_e differently, in each algorithm. Which of the following is true?
0	Both algorithms compute a maximum-cost spanning tree of G , by they might compute different ones.
	ect Response erent tie-breaking rules generally yield different spanning trees.
0	Kruskal's algorithm computes a maximum-cost spanning tree of but Prim's algorithm might not.
0	Both algorithms compute the same maximum-cost spanning tre $\it G$.
0	Prim's algorithm computes a maximum-cost spanning tree of ${\cal G}$ Kruskal's algorithm might not.
~	1/1 points
3.	er the following algorithm that attempts to compute a minimum $lpha$ graph $lpha$ with distinct edge cost
spanni First, so algoritl	ort the edges in decreasing cost order (i.e., the opposite of Kruskahm). Initialize T to be all edges of G . Scan through the edges (in thorder), and remove the current edge from T if and only if it lies of T .
spanni First, so algoritl sorted cycle o	hm). Initialize T to be all edges of $G.$ Scan through the edges (in the order), and remove the current edge from T if and only if it lies o

The output of the algorithm will never have a cycle, but it might not be connected.



The algorithm always outputs a minimum spanning tree.

Correct Response

During the iteration in which an edge is removed, it was on a cycle ${\cal C}$ of ${\cal T}$. By the sorted ordering, it must be the maximum-cost edge of ${\cal C}$. By an exchange argument, it cannot be a member of any minimum spanning tree. Since every edge deleted by the algorithm belongs to no MST, and its output is a spanning tree (no cycles by construction, connected by the Lonely Cut Corollary), its output must be the (unique) MST.

The algorithm always outputs a spanning tree, but it might not be a minimum cost spanning tree.



1/1 points

4.

Consider an alphabet with five letters, $\{a,b,c,d,e\}$, and suppose we know the frequencies $f_a=0.32$, $f_b=0.25$, $f_c=0.2$, $f_d=0.18$, and $f_e=0.05$. What is the expected number of bits used by Huffman's coding scheme to encode a 1000-letter document?

- 2400
- 3450
- 2230

Correct Response

For example, a=00, b=01, c=10, d=110, e=111.

3000



points

5.

Which of the following statements holds for Huffman's coding scheme?

O If the anot for an art letter has for an art letter of them of

	letters will be coded with more than one bit.
0	If a letter's frequency is at least 0.4 , then the letter will certainly be coded with only one bit.
0	A letter with frequency at least $0.5\mathrm{might}$ get encoded with two or more bits.
0	If the most frequent letter has frequency less than 0.33 , then all letters will be coded with at least two bits.

It the most frequent letter has frequency less than $\upsilon.\eth$, then all

Correct Response

Such a letter will endure a merge in at least two iterations: the last one (which involves all letters), and at least one previous iteration. In the penultimate iteration, if the letter has not yet endured a merge, at least one of the two other remaining subtrees has cumulative frequency at least (1-.33)/2>.33, so the letter will get merged in this iteration.

