

Q.1> Olympics 2020 problem. Given any vector  $X = (x_1, x_2, \dots, x_n)$ , is  $X$  a possible outcome of Olympics 2020? Design an efficient algorithm to determine if the answer is "yes" or "no", prove its correctness and analyze its time complexity.

Ans: Main Idea:

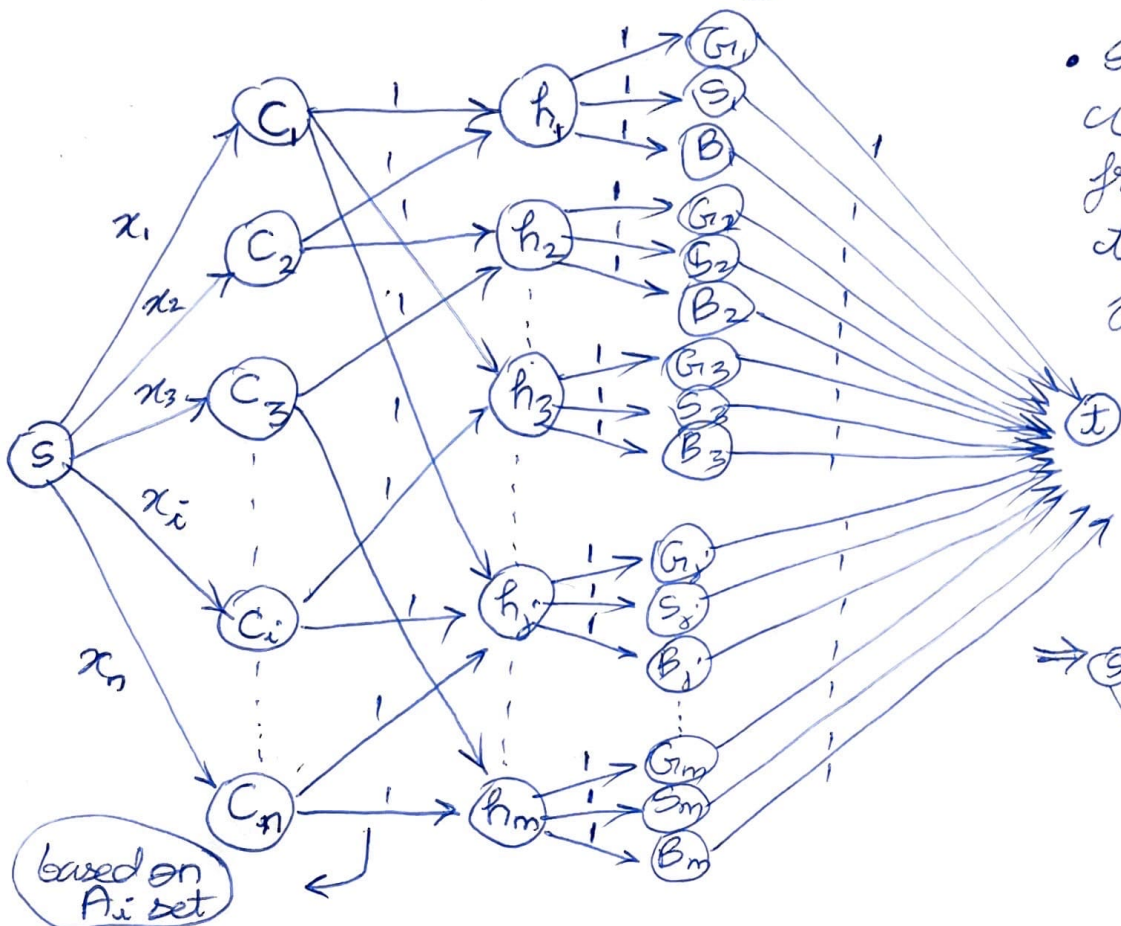
In the given problem number of medals are constant so we could think this problem as a network flow problem and maximum medal no. as max flow. Then we will use Edmonds-Karp algorithm to verify if the max flow of formed graph is equal to the maximum medals. If equal we will return "Yes" else "No".

Algorithm:

- The graph will contain a source 's', a sink 't' and nodes ' $C_i$ ' representing  $i^{th}$  country and node ' $h_j$ ' to represent  $j^{th}$  game.
- For each country ' $C_i$ ' and game ' $h_j$ ' such that  $C_i \in A_j$  (i.e. set of countries who sent athletes to participate in game  $h_j$ ), we add an edge from node ' $C_i$ ' to ' $h_j$ ' with capacity 1.
- For each game ' $h_j$ ', we add three nodes to represent the gold medal, silver medal and bronze medal, denoted as ' $G_j$ ', ' $S_j$ ' and ' $B_j$ ' respectively.
- We add edges from node ' $h_j$ ' to ' $G_j$ ', ' $S_j$ ' and ' $B_j$ ' with capacity 1.

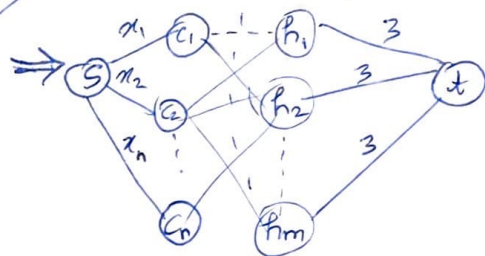


→ We ~~give~~ <sup>set</sup> the capacity of edges between a country and game as 1, since in question it is given that a country can ~~part~~ send atmost 1 player to any particular game.



• In this graph we want to send flow from the source node to sink node where flow represent the medals.

• We <sup>also</sup> could simplify this graph by removing  $G_i, S_i$  &  $B_i$

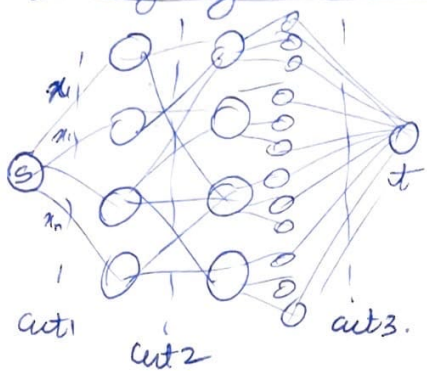


- Each edge from country  $\rightarrow$  game; represent medal that country could win in this game.
- Each edge from game  $\rightarrow$  medal node, represent what position is won by that country.
- If  $\text{maxflow} = \begin{cases} 3m & \Rightarrow X \text{ is valid possible outcome} \\ \neq 3m & \Rightarrow X \text{ is not a possible outcome} \end{cases}$ , where  $m$  is no. of games.

*Proof of it.*



## • Proof of correctness



In given graph we can see that the capacity of each cut is equal to the size of flow i.e  $3m$

If  $X$  vector will be a valid possible outcome ~~than~~ and ~~if~~ we receive  $3m$  flow at sink.

If we are getting  $3m$  flow at sink, we could say that at every cut the flow will be equal to the capacity of cut i.e  $3m$ . This is only possible if source is giving  $3m$  flow as <sup>sum of</sup> flow received by sink is equal to sum of flow sent by source. The above point proves that  $\sum (x_1, x_2, \dots, x_n) = 3m$ . And since we set the capacity of edge from country to game as 1, it will ensure that only one participant from a country participate in one game. The above two points proves the correctness of our algorithm.

## • Time Complexity:-

- Time to do flow augmentation in Edmonds-Karp algorithm  $= O(VE)$ .
- Time to search shortest path every time  $= O(V+E)$   
 $= O(E)$  ( $\because |E| \geq N-1$ )

$\therefore$  Total time complexity  $= O(VE) * (E) = O(VE^2)$   
 where,  $V = n + m + 2$   
 $E = n + mn + m$

$$\therefore TE = O((n+m+2)(n+mn+m)^2)$$

$$\cong O((m+n)(n+mn+m)^2)$$