

## CS 124 Homework 2: Spring 2024

**Collaborators:**

**No. of late days used on previous psets:** 0

**No. of late days used after including this pset:** 0

Homework is due [Wednesday Feb 14 at 11:59pm ET](#). Note that although this is *two* weeks from the date on which this is assigned, your first programming assignment will also be released on Feb 7, so you should budget your time appropriately. You are allowed up to **twelve** late days, but the number of late days you take on each assignment must be a nonnegative integer at most **two**.

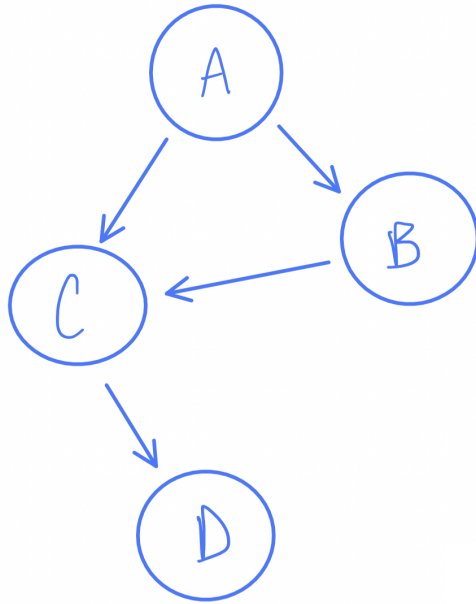
Try to make your answers as clear and concise as possible; style may count in your grades. Assignments must be submitted in pdf format on Gradescope. If you do assignments by hand, you will need to scan your papers to turn them in.

**Collaboration Policy:** You may collaborate on this (and all problem sets) only with other students currently enrolled in the class, and of course you may talk to the Teaching Staff or use Ed. You may also consult the recommended books for the course and course notes linked from the timetable. You may not use Generative AI or large language models, or search the web for solutions, or post the questions on chat forums. Furthermore, you must follow the "one-hour rule" on collaboration. You may not write anything that you will submit within one hour of collaborating with other students or using notes from such sources. That is, whatever you submit must first have been in your head alone, or notes produced by you alone, for an hour. Subject to that, you can collaborate with other students, e.g. in brainstorming and thinking through approaches to problem-solving.

For all homework problems where you are asked to give an algorithm, you must prove the correctness of your algorithm and establish the best upper bound that you can give for the running time. Generally better running times will get better credit; generally exponential-time algorithms (unless specifically asked for) will receive no or little credit. You should always write a clear informal description of your algorithm in English. You may also write pseudocode if you feel your informal explanation requires more precision and detail, but keep in mind pseudocode does NOT substitute for an explanation. Answers that consist solely of pseudocode will receive little or no credit. Again, try to make your answers clear and concise.

### Problems

1. (a) **(7 points)** We saw in lecture that we can find a topological sort of a directed acyclic graph by running DFS and ordering according to the postorder time (that is, we add a vertex to the sorted list *after* we visit its out-neighbors). Suppose we try to build a topological sort by ordering in increasing order according to the preorder, and not the postorder, time. Give a counterexample to show this doesn't work, and explain why it's a counterexample.



Let the graph above represent precedence relations where  $A$  has no restrictions,  $B$  must come after  $A$ ,  $C$  must come after  $A$  and  $B$ , and  $D$  must come after  $C$ .

Consider a possible depth-first traversal of this graph starting at  $A$ . In the preorder list,  $(X, X)$  indicates a vertex and the time it is visited beginning at zero:  $(A, 0), (C, 1), (D, 2), (B, 3)$ .

Sorting this by increasing preorder time yields an invalid topological sort of  $A \rightarrow C \rightarrow D \rightarrow B$ . This is not a valid topological sorting because  $B$  must come before  $C$  and here it is not.

(b) **(7 points)** Same as above, but we try to sort by decreasing preorder time.

Consider the same graph as above and the same search path as above:  $(A, 0), (C, 1), (D, 2), (B, 3)$ .

Sorting this by decreasing preorder time yields an invalid topological sort of  $B \rightarrow D \rightarrow C \rightarrow A$ . This is not a valid topological sorting because  $A$  must come before  $B$  and  $C$  but here it does not.

2. **(15 points)** The *risk-free currency exchange problem* offers a risk-free way to make money. Suppose we have currencies  $c_1, \dots, c_n$ . (For example,  $c_1$  might be dollars,  $c_2$  rubles,  $c_3$  yen, etc.) For various pairs of distinct currencies  $c_i$  and  $c_j$  (but not necessarily every pair!) there is an exchange rate  $r_{i,j}$  such that you can exchange one unit of  $c_i$  for  $r_{i,j}$  units of  $c_j$ . (Note that even if there is an exchange rate  $r_{i,j}$ , so it is possible to turn currency  $i$  into currency  $j$  by an exchange, the reverse might not be true—that is, there might not be an exchange rate  $r_{j,i}$ .) Now if, because of exchange rate strangeness,  $r_{i,j} \cdot r_{j,i} > 1$ , then you can make money simply by trading units of currency  $i$  into units of currency  $j$  and back again. (At least, if there are no exchange costs.) This almost never happens, but occasionally (because the updates for exchange rates do not happen quickly enough) for very short periods of time exchange traders can find a sequence of trades that can make risk-free money. That is, if there is a sequence of currencies  $c_{i_1}, c_{i_2}, \dots, c_{i_k}$  such that  $r_{i_1, i_2} \cdot r_{i_2, i_3} \cdot \dots \cdot r_{i_{k-1}, i_k} \cdot r_{i_k, i_1} > 1$ , then trading one unit of  $c_{i_1}$  into  $c_{i_2}$  and trading that into  $c_{i_3}$  and so on back to  $c_{i_1}$  will yield a profit.

Design an efficient algorithm to detect if a risk-free currency exchange exists. (You need not actually find it.)

(Note: You may find the question above more accessible after the Monday (Feb. 5) lecture.)

3. In this problem we consider two versions of “Pebbling Games”, a class of “solitaire” games (played by one player). In both versions, the input to the game includes an undirected graph  $G$  with  $n$  vertices and  $m$  edges, and positive integer parameters  $c$  and  $k \leq n$ . At the beginning of the game, the player is given  $k$  pebbles which are placed on vertices  $0, 1, \dots, k-1$ . At any given moment of time, the  $k$  pebbles are located at some  $k$  (not necessarily distinct) vertices of the graph. In each move, the player can move any pebble to a vertex  $v$ , provided that prior to this move, at least  $c$  vertices adjacent to  $v$  have a pebble. (The pebble moved does not have to be one of those that start out adjacent to  $v$ .)
  - (a) **(20 points)** In version 1 of the game, we have  $c = k = 1$  and so the unique pebble effectively moves across an edge of the graph. In this version, the player wins if there is a strategy that traverses every edge (in both directions) in exactly  $2m$  moves, where  $m$  is the number of edges of  $G$ . Give a winning strategy (i.e., an algorithm that outputs an order in which the edges are traversed) for the player for every connected graph  $G$ .
  - (b) **(20 points)** In version 2 of the game,  $c$  and  $k$  are arbitrary and there is a special designated target vertex  $t$  such that the player wins if they can place a pebble on  $t$  in any finite number of moves. Give an algorithm to determine if a given graph  $G$  has a winning strategy. For full credit, your algorithm should run in time at most  $O(n^{2k})$ .
  - (c) **(0 points, optional)**<sup>1</sup> Find an algorithm for version 2 of the game which runs in time  $o(n^{2k})$ —the faster, the better!
4. It sometimes happens that a patient who requires a kidney transplant has someone (e.g. a friend or family member) willing to donate a kidney, but the donor’s kidney is incompatible with the patient for medical reasons. In such cases, pairs of a patient and donor can enter a *kidney exchange*. In this exchange, patient-donor pairs  $(p_i, d_i)$  may be able to donate to each other: there’s a given function  $c$  such that for each pair  $(i, j)$  of patient-donor pairs, either  $c(i, j) = 1$ , meaning that  $d_i$  can donate a kidney to  $p_j$ , or  $c(i, j) = 0$ , meaning that  $d_i$  can’t donate a kidney to  $p_j$ . As an example, suppose that we have five patient-donor pairs:

$$(p_1, d_1), (p_2, d_2), (p_3, d_3), (p_4, d_4), (p_5, d_5).$$

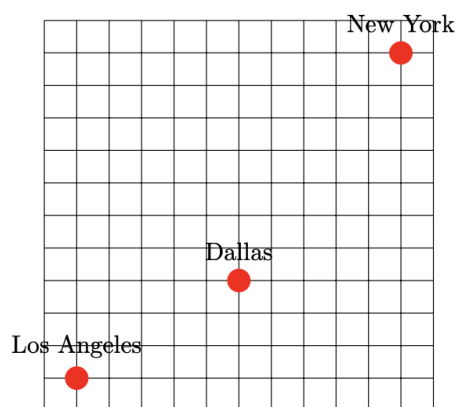
Suppose also that  $c(3, 2) = c(3, 1) = c(2, 1) = c(1, 3) = 1$ , and that for all other inputs  $c$  is 0. That is, in this example,  $d_3$  can donate to  $p_2$  or  $p_1$ ,  $d_2$  can donate to  $p_1$ , and  $d_1$  can then donate to  $p_3$  in the original  $(p_3, d_3)$  pair. Then a set of these donations can simultaneously occur: e.g.  $d_3$  gives a kidney to  $p_2$ ,  $d_2$  gives a kidney to  $p_1$ , and  $d_1$  gives a kidney to  $p_3$ . (In this example,  $(p_4, d_4)$  and  $(p_5, d_5)$  don’t participate). For every donor that donates a kidney, their respective patient must also receive a kidney, so if instead  $c(1, 3) = 0$ , no donations could occur:  $d_3$  will refuse to donate a kidney to  $p_2$  because  $p_3$  won’t get a kidney.

- (a) **(5 points)** Give an algorithm that determines whether or not a set of donations can occur.

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<sup>1</sup>This question will not be used for grades, but try it if you’re interested. It may be used for recommendations or TF hiring.

- (b) **(20 points)** Suppose that no set of donations can occur in the previous part, but we add an altruistic donor,  $d_0$ . This altruistic donor is not bound to a patient, and is unconditionally willing to donate a kidney. Additionally, for each donation from  $d_i$  to  $p_j$ , consider that there is some value  $v_{ij}$  associated with that donation. Give an algorithm that returns the highest value donation sequence. For partial credit, you can consider the cases where 1) every donation has the same value or 2) donations have possibly-distinct but only positive values.
5. Tony Stark has been thinking about how he can be more effective as Iron-Man and he's finally figured it out: two Iron-Men! He has two Iron-Man suits and he can control each remotely. Unfortunately, he's been having trouble getting the technology exactly right, so every time he makes a move in one suit, the other suit follows with a different move. Precisely, if Iron-Man 1 moves right, Iron-Man 2 moves up; if IM1 moves left, IM2 moves down; if IM1 moves up, IM2 moves left; and if IM1 moves down, then IM2 moves right. To slow him down, Thanos dropped one suit in Los Angeles and the other in Dallas. Tony needs your help getting both his suits back to Stark Industries in New York. Assume that the United States can be modeled as an  $n$  by  $n$  grid, as below.



If an Iron-Man tries to move off the grid or into an obstacle, it merely stays in place. Additionally, each step has a cost that depends on the robot's location. For example, moving left from  $(0, 1)$  might cost 1 fuel but moving left from  $(10, 15)$  might require jumping over someone's backyard pool and thus might cost 3 fuels. Once a robot reaches Stark Industries, it powers down and costs 0 fuels even as its counterpart continues to move. You are given the positions of Los Angeles  $(x_\ell, y_\ell)$ , Dallas  $(x_d, y_d)$ , and New York  $(x_{ny}, y_{ny})$ , the positions of all obstacles  $(x_{o_i}, y_{o_i})$ , and the cost of every possible move from every possible location.

- (a) **(10 points)** Give and explain an asymptotic upper bound on how many possible positions there are for the pair of Iron-Men, and explain why no better asymptotic upper bound is possible.
- (b) **(20 points)** Give an algorithm to find the cheapest sequence of  $\{L, R, U, D\}$  moves (that is, the one that requires you to buy the smallest amount of robot fuel) that will bring both Iron-Men home to New York. Hint: Try to represent the position of the two Iron-Men as a single vertex in some graph. For full credit, it suffices to find an  $O(n^8)$  algorithm, but an  $O(n^4 \log n)$  algorithm may be eligible for an exceptional score.

(Note: You may find the question above more accessible after the Monday (Feb. 5) lecture.)

6. **(0 points, optional)** This problem is based on the 2SAT problem. The input to 2SAT is a logical expression of a specific form: it is the conjunction (AND) of a set of clauses, where each clause is the disjunction (OR) of two literals. (A literal is either a Boolean variable or the negation of a Boolean variable.) For example, the following expression is an instance of 2SAT:

$$(x_1 \vee \overline{x_2}) \wedge (\overline{x_1} \vee \overline{x_3}) \wedge (x_1 \vee x_2) \wedge (x_4 \vee \overline{x_3}) \wedge (x_4 \vee \overline{x_1})$$

A satisfying assignment to an instance of a 2SAT formula is an assignment of the variables to the values T (true) and F (false) so that all the clauses are satisfied- that is, there is at least one true literal in each clause. For example, the assignment  $x_1 = T, x_2 = F, x_3 = F, x_4 = T$  satisfies the 2SAT formula above.

Derive an algorithm that either finds a satisfying assignment to a 2SAT formula, or returns that no satisfying assignment exists. Carefully give a complete description of the entire algorithm and the running time.

(Hint: Reduce to an appropriate problem. It may help to consider the following directed graph, given a formula  $I$  in 2SAT: the nodes of the graph are all the variables appearing in  $I$ , and their negations. For each clause  $(\alpha \vee \beta)$  in  $I$ , we add a directed edge from  $\bar{\alpha}$  to  $\beta$  and a second directed edge from  $\bar{\beta}$  to  $\alpha$ . How can this be interpreted?)