

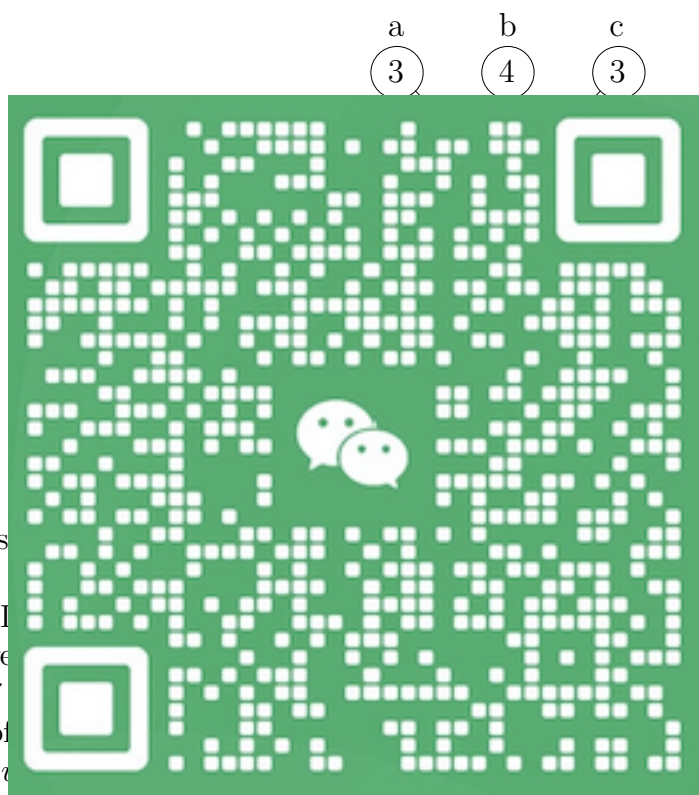
# CSCI 3110 Final Exam

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1. Describe a polynomial-time divide-and-conquer algorithm that, given a tree  $T$  with a weight assigned to each vertex, returns a vertex cover with minimum total weight. For example, in the tree shown below, the vertex cover with the minimum total weight is  $d, f, g, h, i, k$  — even though the smallest vertex cover is  $e, g, i$ . You need not prove your algorithm correct.



(Hint: Because  $T$  includes either  $e$  or  $f$  or both. If  $T$  includes  $f$ , then  $T$  includes  $e$  and  $T_f$  is the lightest vertex cover of  $T$  that includes  $e$ , and the weight of  $T_f$  is  $w_1 + w_4 = 10$  of the lightest vertex cover of  $T$  is  $\min(w_1 + w_4, w_2 + w_3) = 7$ . More interestingly, how do you work out  $w_2$  and  $w_4$ ?)

**Idea:** If  $T$  is a single vertex, return the empty set. Otherwise, pick an edge  $(u, v)$  and remove it. Let  $T_u$  be the remaining component containing  $u$ , let  $T_v$  be the remaining component containing  $v$ , let  $F_u$  be the forest that results from deleting  $u$  and all its incident edges from  $T_u$ , and let  $F_v$  be the forest that results from deleting  $v$  and all its incident edges from  $T_v$ .

Recursively find the lightest vertex covers  $C(T_u)$ ,  $C(T_v)$ ,  $C(F_u)$  and  $C(F_v)$  of  $T_u$ ,  $T_v$ ,  $F_u$  and  $F_v$ , respectively. (To find  $C(F_u)$  and  $C(F_v)$ , recurse on all the trees in  $F_u$  and union the results and on all the trees in  $F_v$  and union the results.) Return whichever of  $C(T_u) \cup \{v\} \cup C(F_v)$  and  $C(F_u) \cup \{u\} \cup C(T_v)$  is lighter.

2. Recall that for the NP-complete problem KNAPSACK we are given a sequence  $S = (w_1, p_1), \dots, (w_n, p_n)$  of weight-profit pairs, a target  $T$  and a capacity  $C$ , and asked if there exists a subsequence  $S' = (w'_1, p'_1), \dots, (w'_{|S'|}, p'_{|S'|})$  of  $S$  such that

$$\sum_{1 \leq i \leq |S'|} w'_i \leq C$$

$$\sum_{1 \leq i \leq |S'|} p'_i \geq T.$$

For the problem POCKETS we are again given a sequence  $S = (w_1, p_1), \dots, (w_n, p_n)$  of weight-profit pairs and a target  $T$  but now, instead of a single capacity  $C$ , we are given a sequence  $C = c_1, \dots, c_m$  of capacities. Assume  $w_1 \geq \dots \geq w_n$  and  $c_1 \geq \dots \geq c_m$ . We are asked if there exists a subsequence  $S' = (w'_1, p'_1), \dots, (w'_{|S'|}, p'_{|S'|})$  of  $S$  with  $|S'| \leq m$  such that

In other words, we want to put a subset of items in the pockets without overfilling.

Describe a polynomial-time algorithm to solve POCKETS. For example, if

then your algorithm would return (5, 6), (4, 4) we obtain profit 5 + 6 + 4 = 15, 5 ≤ 5 and 4 ≤ 5). You need not provide a proof (a proof is a good way to catch mistakes anyway).

(Hint: Assuming the pockets are sorted in decreasing order by capacity made it easier to state the problem, but it's not the best order for solving it. What should you put in the smallest pocket?)

**Idea:** We consider the pockets in increasing order by capacity and, in each pocket, put the most profitable remaining item that fits. This is all the students have to say but it's pretty easy to see why it's correct, so some of them may give a proof anyway.

Before we fill any pocket, our empty subsolution can be extended to an optimal solution. Assume our subsolution after  $i$  steps — i.e., after we've filled  $i$  pockets — can be extended to an optimal solution  $S$ . If  $S$  also puts in the  $(i + 1)$ st pocket the most

profitable remaining item  $x$  that fits, then our subsolution after  $i + 1$  steps can also be extended to  $S$ . Suppose  $S$  doesn't put  $x$  in the  $(i + 1)$ st pocket. If  $S$  puts  $x$  in a later pocket then we can change  $S$  by swapping the contents of the  $(i + 1)$ st pocket and of that later pocket (i.e.,  $x$ ), to obtain an optimal solution  $S'$  that extends our subsolution after  $i + 1$  steps. If  $S$  doesn't put  $x$  in a later pocket then we can change  $S$  by replacing the contents of the  $(i + 1)$ st pocket, to obtain a solution  $S'$  that extends our subsolution after  $i + 1$  steps; since  $x$  is the most profitable remaining item that fits in the  $(i + 1)$ st pocket, the total profit of  $S'$  is at least that of  $S$ , so  $S'$  is also optimal. By induction, we find an optimal solution.

3. A *semi-wildcard* in a string is special character representing a non-empty subset of the normal alphabet, and a string containing a mix of normal characters and semi-wildcards represents the set of all normal strings that can be obtained by replacing each semi-wildcard by a character from the subset it represents. For example, if the normal alphabet is  $\{A, B, C, D\}$ , then  $BA?C!AD$  represents the set of strings containing  $\{B, D\}$  and  $\{A, C\}$ , namely  $\{BADCAAD, BADCDAD\}$ . Describe a polynomial time algorithm that, given a string  $S[1..n]$  containing a mix of normal characters and semi-wildcards, and a normal string  $T[1..m]$ , computes

where  $ED(S, T)$  is the edit distance between  $S$  and  $T$ . For example, given  $S = BA?C!AD$  as described above and  $T = BADCAAD$ , return 1, since the edit distance from  $S$  to  $T$  is 1. Notice that in general there may be many strings, so trying them one by one is not correct. (Hint: This question can be solved by drawing a “grid with diagonal arrows” in some rows.)

**Idea:** Following the idea of the previous question, draw an  $(m+1) \times (n+1)$  grid with rows indexed  $0..m$  and columns indexed  $0..n$ . Draw an arrow from cell  $(i, j)$  to cell  $(i+1, j)$  if  $T[j] = S[i]$  or if  $S[i]$  is a semi-wildcard representing a set that contains  $T[j]$ . We then compute the distance from the top left corner to the bottom right corner when moving down or right costs 1, and moving diagonally down and right costs 1 if there is no arrow or 0 if there is. Formally, we fill in a matrix  $A[0..m][0..n]$  by setting  $A[0][0] = 0$ ,  $A[i][0] = i$  for  $i > 0$  and  $A[0][j] = j$  for  $j > 0$ , and then using the recurrence

$$A[i][j] = \begin{cases} \min(A[i-1][j] + 1, A[i-1][j-1], A[i][j-1] + 1) & \text{if } T[j] = S[i] \text{ or } T[j] \in \mathcal{S}[i], \\ \min(A[i-1][j] + 1, A[i-1][j-1] + 1, A[i][j-1] + 1) & \text{otherwise.} \end{cases}$$

4. For the problem FAIR 3-COLOURABILITY we are given a graph  $G$  on  $n$  vertices and asked if it is possible to colour exactly  $n/3$  vertices red, exactly  $n/3$  vertices green and exactly  $n/3$  vertices yellow such that no vertex shares an edge with a vertex of the same colour. Show that FAIR 3-COLOURABILITY is NP-complete by both showing it is in NP and reducing a known NP-complete problem to it.

(Hint: Don't reduce from 3-SAT again; it's easier than that.)

**Idea:** FAIR 3-COLOURABILITY is in NP because, given a colouring of  $G$  we can check in polynomial time that exactly  $n/3$  vertices are red, exactly  $n/3$  vertices are green, exactly  $n/3$  vertices are yellow and no vertex shares an edge with a vertex of the same colour.

We reduce 3-COLOURABILITY to FAIR 3-COLOURABILITY. Suppose we are given a graph  $G$  on  $n$  vertices as an instance of 3-COLOURABILITY. We make a graph  $G'$  on  $n' = 3n$  vertices as an instance of FAIR 3-COLOURABILITY.

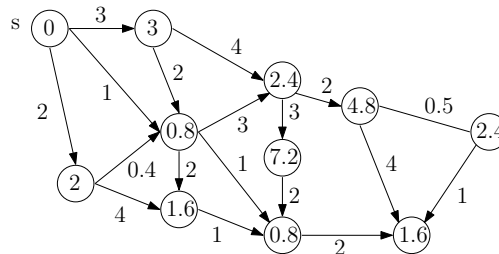
Suppose there is a 3-colouring of  $G'$  if

- (a) we colour exactly  $n$  vertices red,
- (b) in the second set of  $n$  vertices we colour all the green vertices yellow and all the other vertices red,
- (c) in the third set of  $n$  vertices we colour all the green vertices yellow in the third, all the red vertices red, and all the other vertices yellow.

Since each vertex in  $G$  has exactly two neighbours in  $G'$ , there are exactly  $2n$  edges in  $G'$ .

Now suppose that  $G$  is 3-coloured by  $C'$ .

5. Describe a polynomial time algorithm for finding the shortest path from  $s$  to each other vertex when the length of a path is defined to be the *product* of the weights along that path, instead of their sum. Can you find a faster algorithm if all the edge weights are at least 1? For example, the distances from  $s$  to the other vertices are shown in the graph below. You need not prove your algorithm(s) correct.





(Hint: You can solve this either by modifying algorithms you already know or by reducing to the problems they solve.)

**Idea:** The two ways to do this with positive weights are either to change the Bellman-Ford algorithm to use products instead of sums, which isn't hard but is a mess, or to replace each edge weight by its logarithm, run Bellman-Ford, and then replace each distance by  $c$  to that distance, where  $c$  is the base of the logarithm (which the students can choose however they like). Similarly, to get a faster algorithm when all the weights are at least 1, they can either modify Dijkstra's algorithm to use products instead of sums, or do the same reduction but using Dijkstra's algorithm instead of Bellman-Ford.

6. Suppose that due to various catastrophes, next semester your professor ends up teaching both 3110 and 3136 with exactly the same  $n$  students in each one; the 2-hour final exams are scheduled back-to-back, but the professor's lecture hall is a room with exactly  $n$  immovable, arranged in a grid seats. The pandemic is still a thing, so he has to worry about social distancing, but he can't have all the students in the same room together, so he can't have all the students in the same room together. He decides to have some students in the 3110 exam room, and some in the 3136 exam, and then switch half the students. For example, there's a triangle of three students in the 3110 exam room, and another two. Describe a polynomial-time algorithm to decide if this idea works with the room's seating arrangement.

**Bonus (1 mark):** Suppose the professor is in the same situation but with three exams in eight hours (perish the thought).

(Hint: You should be able to solve this by yourself, but for three or more exams, it's NP-complete. Give this problem a standard name for this problem.)

**Idea:** This is just graph colouring, where the number of colours is the number of exams. For two exams it's easy, via BFS, but for three or more colours it's NP-complete, according to <https://doi.org/10.1007/PL00009196>.