

# CS 525: Theory of Computation

## Problem Set 7

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**7.9 Solution:** Assuming the graph has  $n$  vertices and  $e$  edges, TRIANGLE can be decided with the following algorithm:

- (a) For each set of three vertices:
  - i. If each pair of nodes in the set shares an edge, return *true*.
- (b) Return *false*.

Step (a) is run  $\binom{n}{3} = \frac{(n-2)(n-1)n}{6} = O(n^3)$  times, once for each set of three vertices. Assuming the worst, where testing for a shared edge takes  $O(e)$  time, the total running time of the algorithm is  $O(n^3 \cdot e)$ . This is in  $P$ .

**7.13 Solution:** Let  $Q$  be a permutation on set  $\mathcal{S}$ . For all  $e \in \mathcal{S}$ , let  $\tau(e)$  be the permuted value of  $e$  after  $Q$  is applied. For example, if  $(2, 1, 3) \xrightarrow{Q} (3, 2, 1)$  implies  $\tau(1) = 2$ ,  $\tau(2) = 3$ , and  $\tau(3) = 1$ . Further, let  $\tau^n(e)$  be the permuted value of  $e$  after  $n$  applications of  $Q$ .

Assuming  $q = (q_1, q_2, \dots, q_k)$  and  $p = (p_1, p_2, \dots, p_k)$ , PERM-POWER can be decided as follows:

- (a) For all  $e \in \mathcal{S}$ , calculate  $\tau^t(e)$ .
- (b) For  $i$  from 1 to  $k$ :
  - i. If  $q_i \neq \tau^t(p_i)$ , return *false*.
- (c) Return *true*.

The computation of  $\tau(e)$  clearly takes constant time as  $Q$  is simply a mapping over the set  $\mathcal{S}$ . Thus, computing  $\tau^n(e)$  takes  $O(n)$  time.

Step 1 takes  $O(k \cdot t)$  time to pre-compute all  $\tau^t$ . Step (a) is repeated  $k$  times (by Step 2), comparing  $q_i$  to  $\tau^t(p_i)$ . Since all  $\tau^t$ s are already computed, this entire loop takes  $O(k)$  time. Clearly Step 3 runs in constant time, so the entire algorithm takes  $O(k \cdot t)$  time, which is in  $P$ .

**7.14 Solution:** We will demonstrate by showing how to find substring  $A$  in polynomial time. Thus, if  $A$  can be decided in polynomial time, so can

$A^*$ . Build the following machine  $D$ :

On input  $w = w_1 \dots w_n$  Summary:  $table(i, j)$  will contain the smallest  $A$  such that  $w_i \dots w_j \in A^*$ . Note that the degenerate case where  $A = w_i \dots w_j$  always holds.

- (a) For each  $i = 1 \dots n$ : (examine each substring of length 1)
  - i. Place  $A = w_i$  into table entry  $(i, i)$ , this indicating that  $w_i$  is a member of  $A^*$  with multiplicity 1.
- (b) For each  $k = 2 \dots n$ : (examine each substring of length  $k$ )
  - i. For  $i = 1 \dots n - k + 1$  ( $i$  is the start position of the substring)
    - A.  $j = i + k - 1$  ( $j$  is the end position of the substring)
    - B. Let  $table(i, j) = w_i \dots w_j$ .
    - C. For  $m = i \dots j - 1$  ( $m$  is the split position), if  $table(i, m)$  and  $table(m+1, j)$  contain the same entry  $B$ , then set  $table(i, j) = B$ .

$D$  has three nested loops that are each proportional to the length of  $w$ , thus  $D$  runs in  $O(n^3)$  time. To decide  $w$ , first run machine  $D$  to build the table in  $O(n^3)$  time. The result  $table(1, n)$  is the smallest  $A$  such that  $w \in A^*$ . Next, we must decide  $A$ . Since we are assuming that  $A \in P$ , we can decide  $A$  in polynomial time. Thus, the overall time is in  $P$ .