

**FINAL EXAM SOLUTIONS**  
**AMTH 377/COEN 279**  
**DESIGN AND ANALYSIS OF ALGORITHMS**  
**SPRING 2012**

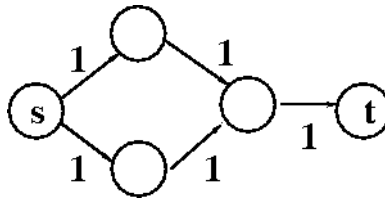
1. (10 points) True or false:

If all edge capacities in a flow network are the same, then the maximum flow value is  $\text{outdegree}(s)$ , the number of edges starting at the source.

If true, give a general proof; if false, give one counter-example.

**Answer:**

False. The maximum flow value of the network below is 1, while the outdegree of the source is 2.



2. (10 points) A town consists of  $n$  houses built along a highway at positions  $p_1, p_2, \dots, p_n$ . We want to install wireless routers to service these houses, assuming that a router placed at position  $x$  can service houses located in the interval  $[x - 1, x + 1]$ .

Write a *greedy* algorithm `router_placement(p[1..n])` that takes an array of house positions and outputs a *shortest* list of positions where wireless routers should be placed in order to service all of the houses.

Prove that your algorithm is correct.

**Answer:**

In the following, assume that the locations are in sorted order:  $p_1 \leq p_2 \leq \dots \leq p_n$ .

**Proposition 1.** *There is an optimal solution with a router positioned at  $p_1 + 1$ .*

*Proof.* Suppose  $r_1 < r_2 < \dots < r_k$  is a shortest list of locations of wireless routers that can service all the houses. Since this is an optimal list, the router at  $r_1$  must service house  $p_1$ , and hence  $r_1 \in [p_1 - 1, p_1 + 1]$ . Since there are no houses in  $[p_1 - 1, p_1)$ , relocating the router at  $r_1$  to  $p_1 + 1$  does not affect coverage.  $\square$

The above observation leads to the greedy strategy of always placing a router at one unit to the right of the location of the leftmost house:

```
router_placement(p[1..n])
{
    sort(p);
    L = empty list;
    covered_right_edge = -infinity;
    for (i = 1; i <= n; ++i)
    {
        if (p[i] > covered_right_edge)
        {
            L += {p[i] + 1};
            covered_right_edge = p[i]+2;
        }
    }
    return L;
}
```

3. (10 points) Modify the dynamic-programming algorithm `coin_change(n, d[1..m])` for the coin change problem to output an optimal set of coins instead of just its size. The running time of your algorithm should remain  $\Theta(mn)$ .

**Answer:**

Again, we use an array of size  $n$  to store the optimal answers for amount  $1, 2, \dots, n$ . Each array element has two fields: `s`, which is the *size* of the optimal answers as before, and `d`, which is the denomination of the first coin in an optimal answer.

```

coin_change(n, d[1..m])
{
    a[0].s = 0;

    for (i = 1; i <= n; ++i)
    {
        a[i].s = infinity;
        for (j = 1; j <= m; ++j)
        {
            remainder = i - d[j];
            if (remainder >= 0)
            {
                if (1 + a[remainder].s < a[i].s)
                {
                    a[i].s = 1 + a[remainder].s;
                    a[i].d = d[j];
                }
            }
        }
    }

    x = n;
    while (x > 0)
    {
        output a[x].d;
        x -= a[x].d;
    }
}

```

4. (10 points) Give a polynomial-time algorithm for HAMILTONIAN PATH *when the input graph is a tree*:

INPUT: a tree  $T = (V, E)$ ;

OUTPUT: yes iff there is a path going through each vertex of  $T$  exactly once.

**Answer:** A Hamiltonian path itself is a tree, so if a tree has a Hamiltonian path, the two must be identical. Hence it suffices to check that the input graph is a tree, and that there are 2 vertices of degree 1 and  $n - 2$  vertices of degree 2.

```
tree_hp(V, E)
{
    if (!is_tree(V, E))
        return false;

    c1 = c2 = 0;
    for each vertex v in V
    {
        if (deg(v) == 1)
            ++c1;
        else if (degree(v) == 2)
            ++c2;
        else
            return false;
    }
    return (c1 == 2 && c2 == n-2);
}
```

The algorithm runs in time  $\Theta(n + m)$ .

5. (10 points) Show that the following problem P5 is NP-complete using PARTITION:

INPUT: a set of  $n$  positive integers  $S = \{a_1, a_2, \dots, a_n\}$ ;

OUTPUT: yes iff there are subsets  $S_1, S_2$  of  $S$  such that  $S_1 \cup S_2 = S$ ,  $S_1 \cap S_2 = \emptyset$ , and  $|\sum_{x \in S_1} x - \sum_{x \in S_2} x| = 1$ .

**Answer:**

**Proposition 2.** P5 is in NP.

*Proof.*

```
verify-p5(S[1..n], C[1..n])
{
    s1 = s2 = 0;
    for (i = 1; i <= n; ++i)
    {
        if (C[i] == 1)
            s1 += S[i];
        else
            s2 += S[i];
    }
    return (abs(s1 - s2) == 1);
}
```

The algorithm runs in time  $\Theta(n)$ . □

**Proposition 3.** PARTITION  $\leq$  P5.

*Proof.* We use the following reduction, which runs in time  $\Theta(n)$ :

```
f(S[1..n])
{
    for (i = 1; i <= n; ++i)
        T[i] = 3*S[i];

    T[n+1] = 1;

    return T[1..n+1];
}
```

In the following, we say that  $X$  and  $Y$  is a  $c$ -partition of  $Z$  if  $X \cup Y = Z$ ,  $X \cap Y = \emptyset$ , and  $|\sum_{x \in X} x - \sum_{y \in Y} y| = c$ . Also, if  $X$  is a set, then let  $\text{sum}(X) = \sum_{x \in X} x$ , and  $k * X$  be the set  $\{kx : x \in X\}$ .

First, if  $S_1$  and  $S_2$  is a 0-partition of  $S$ , then  $3 * S_1 \cup \{1\}$  and  $3 * S_2$  is a 1-partition of  $T$ . Conversely, suppose  $T_1$  and  $T_2$  is a 1-partition of  $T$ , such that  $\text{sum}(T_1) = 1 + \text{sum}(T_2)$ . Then the element 1 must be in  $T_1$ , or else  $\text{sum}(T_1) - \text{sum}(T_2) = 2$ , which is impossible, since each element in  $T$  is a multiple of 3. Hence  $\text{sum}(T_1 - \{1\}) = \text{sum}(T_2)$ , and hence  $(T_1 - \{1\})/3$  and  $T_2/3$  is a 0-partition of  $S$ . □