University of Waterloo CS341 - Winter 2016 Assignment 3

Due Date: Thursday Mar 3 at 11:59pm

Problem 1 Snake and Ladder

Ans:

code in a3q1.cpp

Problem 2 Huffman coding

Ans:

(a)

Assume that the frequencies do not add to 1.

As we know, "If some character occurs with frequency more than 2/5, then there is guaranteed to be a codeword of length 1." can be implied to "If a codeword is guaranteed to be 1 bit, then there is no frequency can be greater than 2/5".

Without loss of generality (WLOG), the Huffman tree should be like:

Now, we should prove that a, b, c and d are no larger than 2/5.

WLOG $a = b \le c \le d$, we can get:

.
$$2a+c+d$$

. $/$ \
. $a+a$ $c+d$
. $/$ \ $/$ \

Then, we can find the maximal d that is consistent with the Huffman tree. we can get:

- a ≤ c
- a ≤ d
- $c \leq 2a$
- $d \leq 2a$

Then make d = 1 - c - 2a:

- a < c
- $a \leq \frac{1-c}{3}$
- $c/2 \le a$
- \bullet $\frac{1-c}{4} \leq a$

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Finally, we can get \frac{c}{2} \leq a \leq \frac{1-c}{3}, so \frac{c}{2} \leq \frac{1-c}{3}, implies to, c \leq \frac{2}{5}. and a = b \leq c \leq \frac{2}{5}, d = 1 - c - 2a \leq 1 - \frac{2}{5} - \frac{4}{5} \leq \frac{2}{5}. So, If a codeword is guaranteed to be 1 bit, then there is no frequency can be greater than
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2/5.

We can get: If some character occurs with frequency more than 2/5, then there is guaranteed to be a codeword of length 1.

(b)

As we know, at least 4 symbols in the alphabet. Assume by contradiction that there is a codeword of length 1. The codeword of length 1 will branch from the root of the tree. WLOG, it has frequency f. It has to be merged with a subtree, that results 2 subtrees (it may be leaves) by the construction of Huffman tree. Because this last element was pulled from the priority queue, both 2 subtrees have to have cumulative weight less than f. Then, because $f < \frac{1}{3}$ by assumption all characters occur with frequency less than $\frac{1}{3}$, (weight of 2 subtrees) + f < 1.

Since the sum of all weights in the subtree has to be 1, this is a contradiction. So, there is guaranteed to be no codeword of length 1.

Problem 3 Thickest Paths

Ans:

Use Dijkstra's Algorithm to solve the problem: pseudocode:

- $dist(t) = \infty$ for every $t \in V$.
- dist(s) = 0
- max-count[V-1]=0 for all t vertices, count the maximum of minimum thickness
- 4. Q=make-priority-queue(V), all vertices are put in the priority queue, using dist[t] as the key (priority) value of t.
- while Q is not empty do
- 6. u=delete-min(Q), dequeue the vertex with minimum dist-value
- 7. for each out-neighbour t of u
- 8. if $dist[u] + l_{ut} < dist[t]$
- $dist[t] = dist[u] + l_{ut}$ 9.

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10. if dist[t] > \max\text{-count}[t]

11. \max\text{-count}[t] = \text{dist}[t]

12. decrease-key(Q,t) and parent[t] = u

13. output all paths with max-count.
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Proof of Correctness:

Let $\delta(t)$ denote the true thickest path distance of vertex t from the source s. Observe that Dijkstras algorithm works by estimating an initial thickest path distance of ∞ from the source and gradually lowering this estimate.

- If $dist[t] = \delta(t)$ for any vertex t, at any stage of Dijkstras algorithm, then $d[t] = \delta(t)$ for the rest of the algorithm.
 - Proof: clearly, d[t] cannot be smaller than $\delta(t)$; likewise, the path of s,t cannot be constructed.
- Let $\{t_1 = s, t_2, ..., t_{|V|}\}$ denote the sequence of vertices dequeued from the heap Q, by Dijkstras algorithm, when vertex t_i is dequeued from Q, $d[t_i] = \delta(t_i)$.

Proof: WLOG, we assume that each vertex is reachable from the s through a finite length path or an arc of length infinity.

Obviously, the claim is true for $t_1 = s$, since $d[s] = \delta(s) = 0$ and all edge weights are positive.

Assume that the claim is true for the first k-1 vertices, i.e., assume that for each i=2,3,...,k-1, when vertex t_i is dequeued from Q, $d[t_i]=\delta(t_i)$.

Use induction, we can get that if the thickest path from $t_1 = s$ to t_k consisted of vertices from the set $S = \{t_1, ..., t_{k-1}\}$, then $d[t_k] = \delta(t_k)$

Time complexity: All the enqueue, dequeue and update operations can be implemented in $O(\log |V|)$ time using heap, and thus the total time is $O((|V| + \sum_t outdeg(t)) \log |V|) = O((|V| + |E|) \log |V|)$.

Problem 4 Maximum Interval Coloring

Ans:

Use Greedy's Algorithm to solve the problem: pseudocode:

- 1. Let earliest starting time is $min_i s_i$
- 2. Let earliest finishing time is min_i f_i
- 3. sort the intervals by the finishing time so that $f_1 < f_2 < ... < f_n$
- 4. color-count = 0
- 5. for $1 \le i \le n$ do
- 6. if interval i's s_i , $s_i \leq f_{i-1}$ (there is a conflict), then
- 7. $\operatorname{color-count} += 1$
- 8. if color-count > k, then
- 9. mark this interval color "X"

- 10. else if color-count $\leq k$
- 11. mark this interval a new color inside k colors
- 12. else if interval i's s_i , $s_i > f_{i-1}$ (there is no conflict)
- 13. find the color of interval whose finishing time is most close to the s_i , and mark this color for interval i
- 14. color-count = 0

Proof of Correctness:

Claim: There are colors less than or equal to k.

Proof: For line 8 in the algorithm, we can get any intervals which wants to use k+1 color will be marked as "X", so there is no k+1 color. So there is no extra colors exceeding k.

Claim: There exists an optimal solution with interval i.

And $\{s_{i_1}, f_{i_1}\}, \{s_{i_2}, f_{i_2}\}, \{s_{i_k}, f_{i_k}\}, \{s_{j_{k+1}}, f_{j_{k+1}}\}, ..., \{s_{j_l}, f_{j_l}\}$ is an optimal solution with $f_{i_k} \leq f_{j_k}$

Proof: The base case holds. Assume the claim is true for $c \geq 1$, and then we can prove it out by induction.

Time Complexity: Because the for loop in my algorithm runs for n times. And for the inner part, the comparison recurs between current intervals and the previous intervals. Clearly, n intervals can be looked as n nodes in a heap, so the inner operation time should be $\log n$. Therefore, the total time is $O(n \log n)$.