# Question 1

The following is a counterexample to show that Alice’s claim is not true. Assume given the following undirected graph :

A picture containing timeline

Description automatically generated

Now, attempt to carry out her claim. The independent set of maximum size in for this graph, call it , is the set of vertices coloured in red, namely . Now, let represent the vertex labelled , making it . Then, construct the graph , where is with and the edges incident on removed:

A picture containing timeline

Description automatically generated

The claim states that for , is an independent set of maximum size. In this case, the independent set that is constructed is . However, this is **not an independent set of maximum size**. A larger independent set of is :

Chart

Description automatically generated with medium confidence

In this example, using Alice’s claim, the independent set generated for is of size , but there exists a larger independent set of size shown in blue. Therefore, since is not an independent set of maximum size in , then this proves that Alice’s claim is not true.

# Question 2

1. Yes, is correct. Proof by exhaustion (case analysis):

For every invocation of there exist only two cases: either or .

Case 1: .

This is the base case of the recursive algorithm, and this is correct because computing the square of two **equivalent** numbers is equal to multiplying them together, or , as shown on Line (1). Since every first invocation is , the base case of this outermost call is , namely , which is indeed . Consequently, it is also true in the general case, for any where .

Case 2: .

This is the recursive case of the algorithm: it utilizes a divide-and-conquer approach and summation method to compute . For each invocation where , computes the left half of on Line (4), computes the right half on Line (5), and then they are added together to get on Line (6). Now, just need to prove that and are correct invocations for the left and right halves, respectively. First, observe that calculates the midpoint between and , namely . Thus, the following relation holds:

This, together with the base case, does indeed **cover the entire range** between and inclusive, so all the values are accounted for. Thus, the following recurrence holds:

Lastly, notice that for the and invocations of , the difference between and decreases each time, so it **does not overlap** and correctly approaches its termination criteria (base case). More specifically, computes , and computes , covering the range of values without overlap.

Therefore, since it covers the entire range between and and avoids overlap, then is indeed correct to compute .

1. is a polynomial-time algorithm.

Although it seemingly performs a divide-and-conquer strategy to compute the recursive case, it still has to cover the entire range of values between and to calculate . To start, Line (1), Line (3), and Line (6) are constant-time operations. Line (4) performs invocations to until , and then it will return due to the base case, thus covering the range from to . Similarly, Line (5) invokes until , covering the range from to . Since ranges and are covered, then together is covered. Lastly, since it is invoked as , where is a positive integer input, and it is shown in (a) that there is no overlap, then the **time-efficiency is** , deeming it indeed as a polynomial-time algorithm.

1. The space-efficiency of is , where is the positive integer input.

Since this algorithm is recursive, its space is characterized by the use of the recursive call stack, so in this case, it is represented by the **depth of its recursion tree**. For example, the following is the recursion tree for the input , invoking :

Diagram

Description automatically generated

In this example, the depth of this recursion tree is , which is indeed upper bounded by . Consequently, this also holds in the general case, where the depth of any recursion tree is bounded by . In addition, the input of interest for is and , where . Thus, the number of splits in the tree is defined by , which can be simplified down to . Therefore, the space-efficiency of is indeed .

# Question 3

The following is a devised algorithm written in C++ for the given problem:

vector<int> performKruskal(vector<vector<int>>& G) {

vector<int> T(10, 0);

// Finds a minimum spanning tree for graph G

return T;

}

void augmentMST(vector<vector<int>>& H, vector<int>& U, int& weightT) {

for (int i = 0; i < H.size(); i++) {

for (int j = 0; j < H[i].size(); j++) {

for (int k = 0; k < U.size(); k++) {

if (H[i][j] == U[k]) {

H[i][j]++;

weightT += U[k];

U[k] = 0;

}

}

}

}

}

bool hasUniqueMST(vector<vector<int>>& G, vector<int>& T) {

vector<vector<int>> H = G;

vector<int> U = T;

int weightT = 0;

augmentMST(H, U, weightT);

vector<int> primeT = performKruskal(H);

if (T == primeT) {

return true;

}

int weightPrimeT = 0;

for (int i = 0; i < primeT.size(); i++) {

weightPrimeT += primeT[i] - 1;

}

if (weightT == weightPrimeT) {

return false;

}

return true;

}

The algorithm consists of three functions: , , and . It starts off at , where it is given an undirected graph , as well as a minimum spanning tree of , namely , where . In this method, it copies graph into a graph , copies into a variable , and calls the function. In this method, it iterates through all the vertices and edges of , and for each edge, compares it to every edge in the minimum spanning tree . If there is equivalence, then increment the weight of that edge by , count up the weight of that edge, and set that edge in the MST to visited, i.e., . Once that is done, it calls the function with this graph and stores it into . Note that the method presumably uses the Kruskal’s minimum spanning tree algorithm from Lecture 6(a) to determine an MST. If the MSTs are equal, then return true. If not, then get the weight of and compare it to the weight of : if they are equal, then return false, else return true.

The idea behind this algorithm is to introduce a heuristic that **prevents it from finding the same MST**. In this case, the proposed strategy is to increment the weight of all edges in the graph that are included in the original MST, namely , by . So, by the end of this procedure, graph will be a copy of , except that its edges included in the MST will have been incremented. Then, is invoked with this graph to determine an MST. If this function returns the same MST, then it is **guaranteed that this MST is unique**. If it returns a different MST, then the weights of these MSTs must be compared. If they are equal, then there exists an MST that is **different than the original**, and hence, is not unique. If they are not equal, then the MST of is **higher weighted** than the MST of , and hence, the graph indeed has a unique MST, namely . As a result, this algorithm is correct in finding MST uniqueness.

In terms of its time-efficiency, let be the size of the input graph , and consider the function. This method iterates through all the vertices and edges of a graph of the same size as , namely , hence this is a operation. And for each of these, it iterates through each edge in a set that is the same size as , namely , so this is also a operation. Thus, together, this results in a total of for . For the subsequent operations, runs in time , and then iteration through , which stores the MST of , would be a operation. Hence, the overall time-efficiency of this algorithm is , **which simplifies to the desired runtime of** .

# Question 4

1. To prove this problem is in **NP**, utilize Definition 1 from Lecture 9(c). In particular, it will be shown that the given primality checking problem can be reduced to this problem. First, let be the primality checking problem and let be the stated problem in (a). Note that since the primality checking is assumed to be computable in polynomial-time, then this problem is in **NP**. The “if and only if” property: an input integer is prime if and only if there is no integer, call it , that is divisible by some , where . As for the function, let a solution/witness/certificate for a **true** instance be such a that does divide . A verification algorithm: given as input the instance and a solution for it, would check:

In other words, it would iterate through the elements in , namely , and for each one, check if it divides . This problem is different from (b) in that it **terminates once it finds the first one**. The size of the solution above is at worst , where is the size of the range of values in **that it iterates up to**. This check can be carried out in time , hence it is polynomial-time computable. Thus, it can be said that , and since is in **NP**, then , or the given problem in (a), is also in **NP**.

1. This problem is similar to the one given in (a), except that it checks if no divides . The main difference here is that it **finds the first false occurrence** in the set of values in , namely , rather than finding the first true occurrence. This leads to a similar computationally complex decision problem. The “if and only if” property: an input integer is prime if and only if there is no integer in a set, call it , that can divide . A solution/witness/certificate for a **true** instance is such a set , where none of the values can divide . A verification algorithm: given as input the instance and a solution for it, would check:

In other words, it would iterate through all the elements in , and for each one, check if it divides . Let be the size of the entire range of values in , then this check can be carried out in time , hence it is polynomial-time computable. Thus, it can be said that the primality check problem can be reduced to this problem, hence this problem is also in **NP**.

# Question 5

The following is a devised algorithm written in C++ for the given problem:

const int fairCoinToss() {

int coinToss = rand() % 2;

return coinToss;

}

const int getRandInt(const int& a, const int& b) {

vector<int> v;

for (int i = a; i <= b; i++) {

v.push\_back(i);

}

auto it = v.begin();

while (v.size() > 1) {

if (fairCoinToss()) {

it++;

} else {

v.erase(it);

}

if (it == v.end()) {

it = v.begin();

}

}

const int i = v[0];

return i;

}

The main method for the function is , and the following is an explanation of how it works. First, it initializes a vector, , with values from the range to , inclusive. Next, it initializes an iterator starting at the beginning. Then, it performs the following procedure while the size of the vector is greater than : if returns *heads*, i.e., in this case, simply increment the iterator, else, remove that element from the vector. At the end of this procedure, there will be one element remaining, this element is assigned to an integer and is returned.

This method is correct because it utilizes the equal probability of to **either keep or erase an element** of the vector. This allows any of the values in the vector to be equally chosen, since **each element has a chance** of being kept or erased every iteration. As a result, the final remaining element assigned to is one that was equally likely to be chosen from the rest.

# Question 6