CS 180 Homework 2

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1. Exercise 3 Page 107

The following algorithm finds a topological order of G if G is a DAG or indicates that G has a cycle if G is not a DAG.

To compute a topological ordering of G (not necessarily a DAG):

Find a node v with no incoming edges and order it first

Delete v from G

Recursively compute a topological ordering of G−{v} and append this order after v

If there are no nodes with no incoming edges

G has a cycle

2. Exercise 4 on Page 107

Construct a graph showing the relationship of specimens. If is marked as “different”, we say there is an edge between node and node . Now we traverse the graph using a [BFS or DFS] to see if the graph is bipartite. If the graph can be split into two sets, and , then we can confirm that the judgements were consistent.

Consider the case of 3 arbitrary specimens: nodes . If judgements are , , , then this would result in a graph that looks like a triangle between the three nodes, also known as. is not a bipartite graph because there is no way to partition the nodes into two sets where there are no edges within a set.

3. Exercise 9 on page 110

We use BFS to produce a spanning tree of starting with the root node . The spanning tree will have levels, which will represent the length of the shortest path from s to the nodes in that level of the spanning free. We are given that the length of is strictly greater than so the node must be past the level . Now we look at the levels between s and t. The total number of nodes in levels 1 through is at most (since nodes s and t don’t appear in any of these levels). If each of these levels has 2 or more nodes, then total number of nodes in will exceed . Therefore, there must be at least one level in the range 1 through containing just one node, say . If we remove the only node in that level, , then we break the path from to .

Construct a BFS spanning tree of G

Construct a list of the nodes at each level of the tree

For any level i where 1 ≤ j ≤ n/2 and there is only 1 node in level 1 (called v)

return v

4. Exercise 11 on page 111

We constructed a directed graph. For a triple , we add nodes and with directed edges in both directions. Simultaneously, we maintain a list for and . If the nodes are not the first in the list, add a directed edge from the previous element in the list to the current node.

Initialize G and an array of linked lists representing each computer

Loop through all of the given triples

Add nodes (C\_i,t\_k) and (C\_j,t\_k) to G

Add dir edge from (C\_i,t\_k)->(C\_j,t\_k) and (C\_j,t\_k)->(C\_i,t\_k)

If C\_i's list not empty

Add edge from last element in list (C\_i,tj) to (C\_i,t\_k)

Add node (C\_i,t\_k) to C\_i's list

If C\_j's list not empty

Add edge from last element in list (C\_j,tj) to (C\_j,t\_k)

Add node (C\_j,t\_k) to C\_j's list

Start at ’s list. Go through the list until you find the last node for . Now run BFS with as the root node. If a node for is part of the traversal, then we say that could be infected by time .

Go through C\_a's linked list and find last node (C\_a,x') for x'≤x

Run BFS algorithm starting at (C\_a,x')

If (C\_b,y') for y'≤y is visited

C\_b can be infected by time y

5. Exercise 12 on page 112

We construct a directed graph using the relations. For each add nodes birth and death, and . Since every person was born and died at some point, we add the edge (.For all relations where we know died before , we can construct a directed edge from. For relations where we know the overlapped with , we add edges and . The algorithm looks like the following:

Loop through all of the relations

For P\_i and P\_j in the relations

Add 2 nodes: b\_i and d\_i

Add dir edge from b\_i to d\_i

If the relation is P\_i died before P\_j

Add dir edge from d\_i to b\_j

If the relation is P\_i overlapped with P\_j

Add dir edge from b\_i to d\_j

Add dir edge from b\_j to d\_i

Now we run a topological sort algorithm on the directed graph. If the DG is a DAG, then we call the relations consistent, and the topological sort is our ordering of the people’s lives. If the DG has a cycle, then the topological sort algorithm will fail, and our inputs were inconsistent. The algorithm for the topological sort looks like this:

Find a node v with no incoming edges and order it first

Delete v from G

Recursively compute a topological ordering of G−{v} and append this order after v

If there are no nodes with no incoming edges

G has a cycle and therefore finding are inconsistent

6. An array of n elements contains all but one of the integers from 1 to n+1.

(a) Give the best algorithm you can for determining which number is missing if the array is sorted, and analyze its asymptotic worst-case running time.

Create two pointers: one for start and one for end

While the end is greater than the start

Middle is (start+end)/2

If the difference between the middle element and the start index is 1

Set end to middle

If the difference between the middle element and the start index is 2

Set start to middle

Return one more than the middle element

This algorithm will run in time. This is because for each iteration of the while loop, we are halving the domain. In the worst case, the missing number is at the start or the end, which would require comparisons.

(b) Give the best algorithm you can for determining which number is missing if the array is not sorted, and analyze its asymptotic worst-case running time.

Calculate the total sum of all numbers from 1 to n+1 which is (n+1)\*(n+2)/2

For all n numbers in the array

Subtract the number from sum

Return sum

This algorithm will run in time. This is because we need to consider all the elements in the array at least once. This algorithm does not have a worst-case and will take steps every time.