CS 180 Homework 4

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1. Exercise 13 on page 194

The algorithm goes as follows:

Compute wi/ti for each task

Sort in non-increasing order to get schedule

The logic behind this algorithm is simple – assuming all tasks are equal weight, do the fastest jobs first; assuming all tasks are equal time, do the most important tasks first.

We prove this is the optimal algorithm by inversion. Our algorithm produces a solution of . Assume there is an alternate solution with a pair out of order, such that , meaning the solution is . For all jobs that are not the inverted pair, the completion time does not change, so we only need to consider the change in job and job . In the greedy algorithm, job and job have the following contribution to the weighted sum, assuming job starts at time , . In the alternate algorithm, the contribution to the weighted sum is . The contribution to the weighted sum of the alternate algorithm is greater than the greedy algorithm, therefore we must swap job and job to arrive at the optimal solution (minimize weighted sum). Performing these swaps for each inversion will produce the same solution as the greedy algorithm, hence the optimal solution is the greedy algorithm.

The runtime of this algorithm is . It takes to perform the initial computation of the ratio of weight to time, and then to sort in non-increasing order using a divide and conquer sorting algorithm such as merge sort.

2. Exercise 17 on page 197

The following algorithm computes the best scheduling:

Keep track of the best so far

For each interval n

Pick an arbitrary point in n called p

Remove all other intervals that overlap with p

“Unwrap” the 24 hour timeline at p

Run standard interval scheduling algorithm

Update best so far if this interval schedule is better

The runtime of this algorithm is . This algorithm will take constant time to pick an arbitrary point, to remove overlapping intervals, constant time to unwrap, and to run standard interval scheduling. This process is repeated for each interval, so the total runtime is .

The proof is as follows. Consider the optimal solution to the full problem. Suppose this produces a set of intervals. This solution must take one of the intervals in the problem and use it as the “unwrapping point”. Since our algorithm goes through all possible unwrapping points, our algorithm would find it.

3. Exercise 3 on Page 246

The divide and conquer algorithm is as follows:

If the number of cards is 1, return the card

If the number of cards is 2

Compare cards and return either card if equal

Partition cards into c1 and c2

If recursive call on c1 returns a card

Check against all other cards

Else

If recursive call on c2 returns a card

Check against all other cards

Return card from majority

For there to be a majority equivalence class, then at least one of the sides of the partition must contain a card of that equivalence class. This algorithm will check both halves and look for a majority equivalence class.

We can define the runtime of the algorithm with the recurrence relation , which we can simplify to .

4. Exercise 7 on page 248

5. Suppose you are given an array of sorted integers that has been circularly shifted k positions to the right. For example taking ( 1 3 4 5 7) and circularly shifting it 2 position to the right you get ( 5 7 1 3 4 ). Design an efficient algorithm for finding K. Note that a linear time algorithm is obvious.

6. Consider a (balanced) heap on n nodes. Show details of how you extract the minimum, insert a new number, and change a number (along with the corresponding post heapify process). Analyze the time complexity of your three algorithms.