

INTRO TO ALGORITHMS FINAL SOLUTION

1 True or False, and *Justify*.

- a) The problem of computing Fibonacci numbers is polynomial-time solvable.
(6%)
- b) The LONGEST-SIMPLE-PATH problem can be solved by dynamic programming.
(4%)

Solution:

- a) True

LEMMA

$$\begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}^n = \begin{bmatrix} F_{n-1} & F_n \\ F_n & F_{n+1} \end{bmatrix} \quad n \geq 1, \text{ where } F_n \text{ is the } n\text{th Fibonacci number}$$

According to this lemma, F_n may be computed by the fast exponentiation algorithm, i.e.

$$M^1 = M$$

$$M^n = M \cdot M^{n-1} \quad \text{if } n > 1 \text{ is odd}$$

$$= (M^2)^{\frac{n}{2}} \quad \text{if } n > 1 \text{ is even}$$

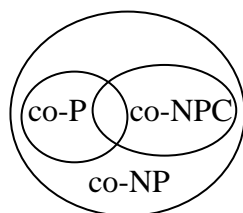
The computation takes a time in $O(\lg n)$, which is polynomial in terms of the input size $\lg n$.

- b) False

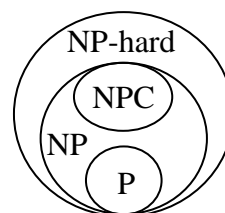
See Chap15, p55.

- 2 Each diagram below contradicts the current state of our knowledge about the complexity classes. Explain and draw a correct diagram. (12%)

a)



b)



Solution:

- a) **LEMMA** If $L \in \text{co-NPC}$ and $L \in \text{co-P}$, then $\text{co-P} = \text{co-NP}$

Proof

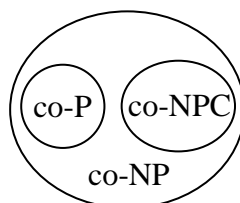
Need only show that $\text{co-NP} \subseteq \text{co-P}$

Let $L' \in \text{co-NP}$

Then, L is co-NPC $\Rightarrow L' \leq_p L$

Thus, $L' \leq_p L$ and $L \in \text{co-P} (= \text{P}) \Rightarrow L' \in \text{co-P} (= \text{P})$ ■

Corrected diagram



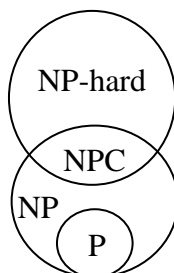
- b) **LEMMA** If $L \in \text{NP}$ and $L \in \text{NP-hard}$, then $L \in \text{NPC}$

Proof

$L \in \text{NP-hard} \Rightarrow \forall L' \in \text{NP}, L' \leq_p L$

Since $L \in \text{NP}$, it follows that $L \in \text{NPC}$ ■

Corrected diagram



3 Consider the MATRIX-CHAIN MULTIPLICATION problem

The dynamic programming recurrence for $m[i, j]$, i.e. the minimal number of multiplications needed to compute the matrix $A_i A_{i+1} \dots A_j$ is defined by

$$m[i, j] = 0, \quad \text{if } i = j$$

$$= \min_{i \leq k < j} \{m[i, k] + m[k + 1, j] + p_{i-1} p_k p_j\}, \quad \text{if } i < j$$

- Write pseudocode for the *memorized* recursive algorithm that solves the recurrence. (6%)
- Show that the *memorized* recursive algorithm of part a) runs in $\Theta(n^3)$ time (6%)

Solution:

- See Chap15, p26
- See Chap15, pp27~28

4 Consider the knapsack optimization problem

$$\text{Maximize } \sum_{i=1}^n v_i x_i \quad \text{subject to } \sum_{i=1}^n w_i x_i \leq W, \quad \text{where } x_i = 0 \text{ or } 1$$

Let $c[i, w]$ be the value of the solution for items $1, 2, \dots, i$ and knapsack weight w

- Write down the recurrence for $c[i, w]$. (4%)
- Show how to compute $c[n, W]$ by bottom-up tabulation. (DON'T write any pseudocode, just explain how.) (6%)

What is the time complexity of your method?

Solution:

- See Exercise 16.2-2. *The solution is posted [publicly](#).*
- Same

5 Prove that the problem of determining an optimal prefix code satisfies the greedy-choice property stated below.

Let x and y be two characters having the lowest frequencies. Then, there is an optimal prefix code tree in which x and y are siblings.

(Note: You may use the fact that an optimal prefix code tree is a full binary tree i.e. every internal node has two children.) (8%)

Solution:

See Chap16, pp36~38

- 6 Consider a sequence of insertion or deletion operations on a dynamic table T discussed in class.

Let $\alpha_i = \text{num}_i / \text{size}_i = \text{load factor after the } i^{\text{th}} \text{ operation}$

- a) Use the accounting method to determine the amortized cost of each operation below. (6%)
1. Insertion, $\alpha_{i-1} \geq 1/2$
 2. Deletion, $\alpha_i \geq 1/2$
- b) Use the potential method to determine the amortized cost of each operation below. (6%)
- 1 Insertion, $\alpha_{i-1} < 1/2$
 - 2 Deletion, $\alpha_{i-1} \leq 1/2$

Solution:

- a) 1 See Chap17, pp27,37
 2 See Chap17, p37
 Charge \$ -1 per deletion of x
 – Cost of deleting x is paid by credit.
 – Withdraw \$1 credit of some other item
- b) 1 See Chap17, p42
 2 See Chap 17, pp43~44

- 7 Let KANPSACK-OPT be the knapsack optimization problem and KANPSACK be the language of the corresponding knapsack decision problem.

- a) Define the language KANPSACK. (4%)
- b) Prove that if KANPSACK \in P, then KANPSACK-OPT can be solved in polynomial time. (8%)

Solution:

- a) $\text{KANPSACK} = \left\{ \langle W, v_i, w_i, B \rangle \mid \text{There exists } x_i = 0 \text{ or } 1 \text{ such that } \sum_{i=1}^n w_i x_i \leq W \text{ and } \sum_{i=1}^n v_i x_i \geq B \right\}$
- b) See Chap34, pp.98~102

- 8 Let HAM-PATH = $\{ \langle G \rangle \mid G \text{ has a Hamiltonian path} \}$

Show that HAM-PATH is NPC. (8%)

Solution: See Ex. 34.5-6

- 9 Prove the following theorem.

THEOREM

If $P \neq NP$, then for any constant $\rho \geq 1$, \nexists polynomial-time ρ -approximation algorithm for the general TSP. (8%)

Solution: Chap35, pp13~16

- 10 Consider the following approximation algorithm for the set covering problem.

GREEDY-SET-COVER(X, \mathcal{F}) // $X = \bigcup_{S \in \mathcal{F}} S$

$U = X$

$\mathcal{C} = \emptyset$

while $U \neq \emptyset$ **do**

select an $S \in \mathcal{F}$ that maximizes $|S \cap U|$

$U = U - S$

$\mathcal{C} = \mathcal{C} \cup \{S\}$

return \mathcal{C}

Show that this is a polynomial-time $\rho(n)$ -approximation algorithm, where $\rho(n) = H(\max\{|S| : S \in \mathcal{F}\})$. (8%)

Hint: You may use the fact that for any $S \in \mathcal{F}$, $\sum_{x \in S} c_x \leq H(|S|)$.

N.B. $H(d) = \sum_{i=1}^d 1/i$ is the d^{th} harmonic number.

Solution: Chap35, pp21~23