Midterm 2

Name:

SID:

Name and SID of student to your left:

Name and SID of student to your right:

Exam Room:

Rules and Guidelines

- **The exam will last 110 minutes.**
- The exam has 115 points in total.
- Answer all questions. Read them carefully first. Not all parts of a problem are weighted equally.
- Write your student ID number in the indicated area on each page.
- Be precise and concise. **Write in the solution box provided.** You may use the blank page on the back for scratch work, but it will not be graded. Box numerical final answers.
- The problems may **not** necessarily follow the order of increasing difficulty. ***Avoid getting stuck on a problem.***
- Any algorithm covered in lecture can be used as a blackbox. Algorithms from homework need to be accompanied by a proof or justification as specified in the problem.
- Throughout this exam (both in the questions and in your answers), we will use ω_n to denote the first n^{th} root of unity, i.e., $\omega_n = e^{2\pi i/n}$.
- You may assume that comparison of integers or real numbers, and addition, subtraction, multiplication and division of integers or real or complex numbers, require $O(1)$ time.
- Good luck!

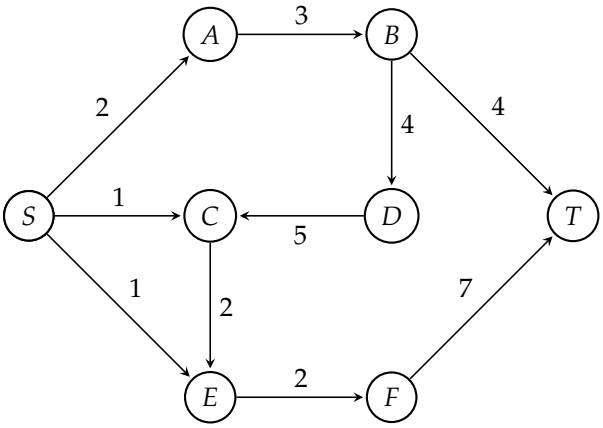
Discussion Section

Which section(s) do you attend? Feel free to choose multiple, or to select the last option if you do not attend a section. **Please color the checkbox completely. Do not just tick or cross the boxes.**

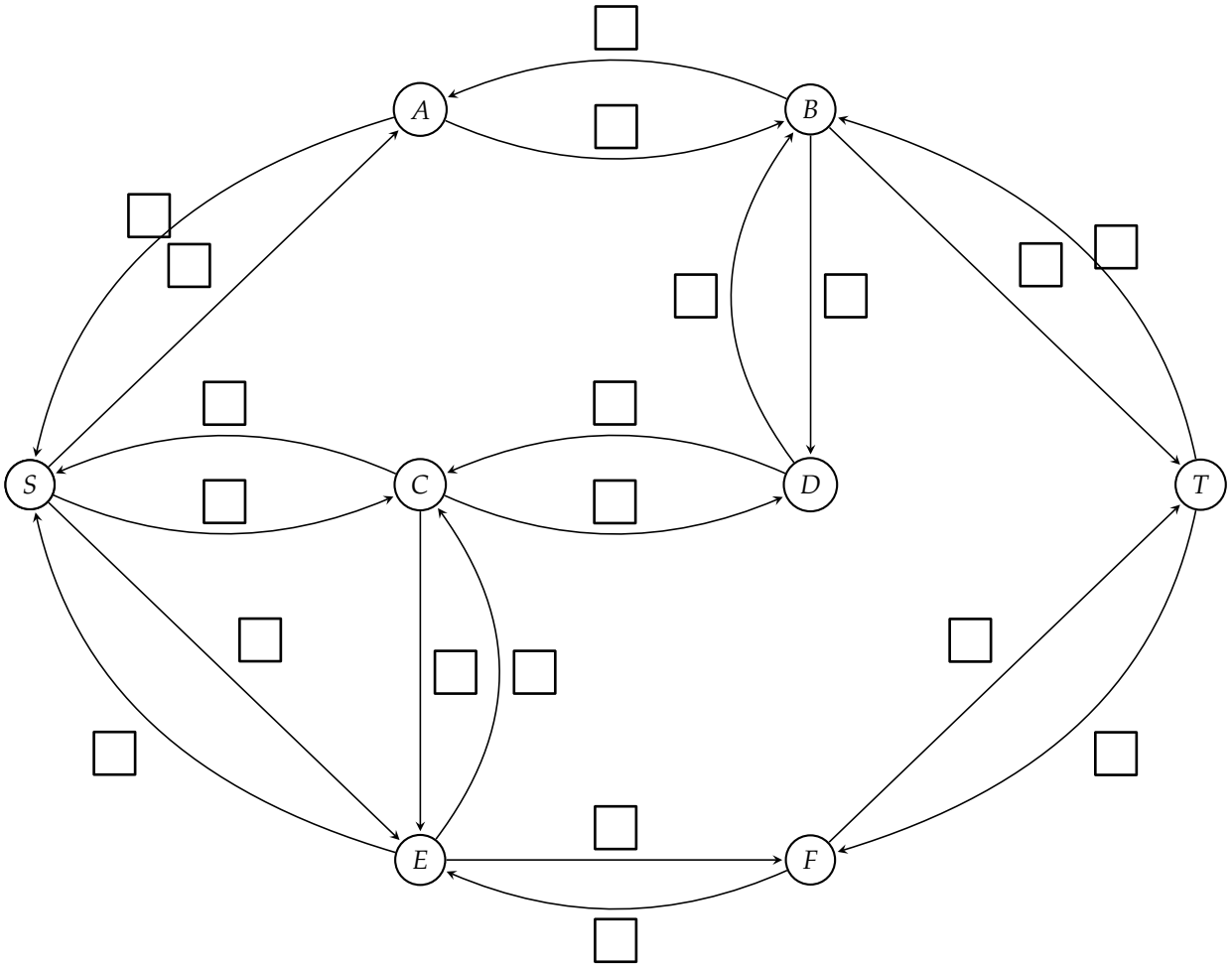
- ☐ Kevin Zhu, Wednesday 12 - 1 pm, Wheeler 200
- ☐ Andrew Che, Wednesday 1-2 pm, Dwinelle 79
- ☐ Kevin Li and Param (Exam Prep), Wednesday 1-2 pm, Wheeler 224
- ☐ Adnaan Sachidanandan, Wednesday 2-3 pm, Wheeler 108
- ☐ Wilson Wu, Wednesday 2-3 pm, Hearst Memorial Gym 242
- ☐ Cindy Zhang, Wednesday 3-4 pm, Cory 289
- ☐ Tyler Hou (Leetcode), Wednesday 4-5 pm, Etcheverry 3109
- ☐ Elicia Ye, Thursday 11-12 pm, Wheeler 130
- ☐ Cindy Zhang, Thursday 12-1pm, Remote
- ☐ Reena Yuan, Thursday 1-2pm, Etcheverry 3113
- ☐ Tynan Sigg, Thursday 4-5 pm, Soda 310
- ☐ Adnaan Sachidanandan (LOST), Thursday 5-7, Cory 258
- ☐ Video walkthroughs
- ☐ Don't attend Section

1 Max Flow (10 points)

Consider the execution of Ford-Fulkerson algorithm for Maximum Flow on the following network:



(i) In the first iteration of the Ford-Fulkerson algorithm, suppose it chooses the path $S \to A \to B \to D \to C \to E \to F \to T$. Write down the residual capacities of the edges after this iteration.



(ii) In the final flow output by the algorithm, what is the flow along these edges?

Edge	Flow Value
$A \to B$	
$D \to C$	
$E \to F$	
$C \to E$	

(iii) What is the value of the maximum flow on this network? | |

(iv) List all $s - t$ minimum cuts in the graph

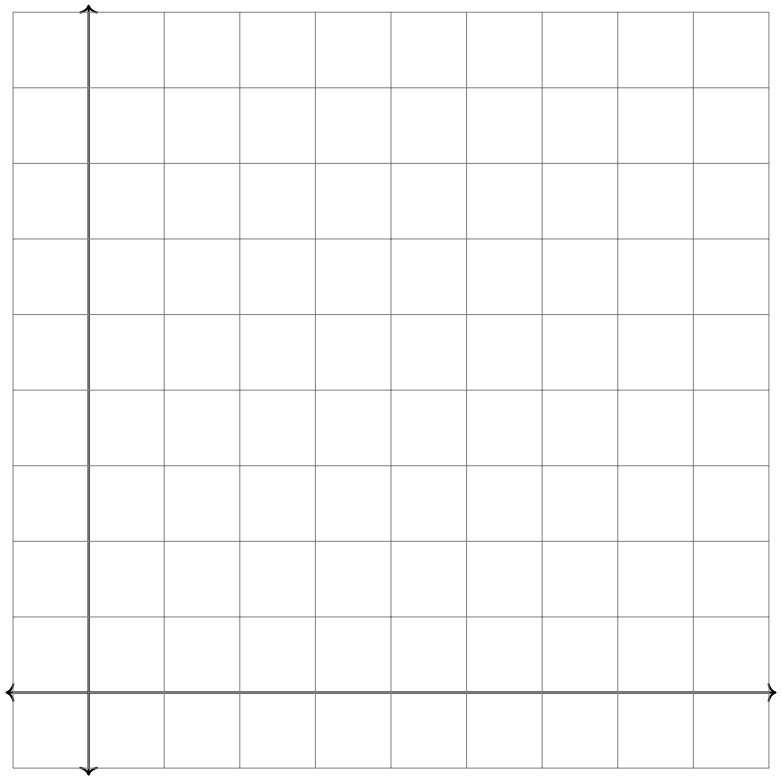
Vertices on s side of the cut	Vertices on t side of the cut

2 Linear Programming (11 points)

Consider the following linear program.

$$\begin{aligned} \text{Maximize} \quad & x \\ \text{Subject to} \quad & -x - y \leq -3 \\ & x - y \leq 3 \\ & x + y \leq 6 \\ & x, y \geq 0 \end{aligned}$$

(i) (**6 points**) Draw out the feasible region for the LP.



(ii) (**3 points**) Write the dual linear program (use variables a, b, c).

(iii) (**2 points**) Guess the optimal solution to the dual linear program. (Hint: recall that feasible solutions to the dual program correspond to the "proofs" of bounds on primal)

3 Zero Sum (3 points)

Consider the zero-sum game given by the following 3×3 matrix (one of the payoffs is denoted by X).

X	10	20
40	30	10
20	40	10

Suppose the row player goes first and plays a mixed strategy given by,

$$\Pr[\text{ row } 1] = 0.5$$
$$\Pr[\text{ row } 2] = 0.2$$
$$\Pr[\text{ row } 3] = 0.3$$

If the column player's optimal response is not unique, what is the value of X?

(You can show your work in the box below for partial credit)

4 Cops and Robbers (6 points)

There are three banks called bank A, bank B and bank C. The total cash stored in these banks is 2 billion, 1 billion, and 1 billion dollars, respectively.

There is a robber who is planning to steal from one of these three banks, and there is a cop who can guard one of these three banks.

If the robber decides to steal from bank A and the cop is NOT guarding bank A, then the robber gets all of the cash in bank A. Alternatively, if the robber decides to steal from bank A, but the cop is guarding bank A, then the robber fails and gets none of the cash (and similarly for banks B and C).

1. Modelling the situation as a zero-sum game between the robber (as row player) and cop (as column player), what is the payoff matrix?

2. Write the linear program for the optimal strategy for the robber.

5 Set Cover (5 points)

Alice executes the greedy algorithm for set cover on an instance for which the size of the universe is 1000. The optimal solution to the instance consists of 6 sets.

The greedy algorithm produces a set cover consisting of 20 sets. Let S_i denote the i^{th} set chosen by the greedy algorithm.

Let us suppose $|S_1 \cup S_2| = 400$.

State and prove a lower bound for $|S_3|$. (Full points for the best possible lower bound)

Claim: $|S_3| \geq$ [ ]

Proof of claim:

by a similar argument with the collection of sets taken by greedy.

6 Multiplicative Weights Update (6 points)

Alice and Bob are playing the rock-paper-scissors game. Here is the payoff matrix for the game.

	Rock	Paper	Scissor
Rock	0	-1	1
Paper	1	0	-1
Scissor	-1	1	0

Table 1: Payoff matrix of rock-paper-scissors

Alice and Bob play the game 10^{20} times with each other.

In these games, Bob ends up playing Rock 5×10^{19} times, Paper 2×10^{19} and Scissors 3×10^{19} times (in some unknown order).

1. What is the best fixed move that Alice could have played, in hindsight, given how Bob played?

   ☐ Rock
   ☐ Paper
   ☐ Scissors

2. Suppose Alice had used the multiplicative weights update algorithm to decide on her move each round. What would the best possible choice for the parameter ϵ in the multiplicative weights algorithm be? (Estimate the value of ϵ approximately, within factor of 10. You may estimate $\log 3 = 1$)

   [ ]

3. Suppose Alice uses the multiplicative weights algorithm with the best value of ϵ, what is the minimum possible value of her total score? (Estimate total score approximately, within a 1% error)

   [ ]

(You can show your work in the box below for partial credit)

7 Running a Gym (12 points)

You are running a gym and need to hire trainers for it. Here are the constraints:

- There are D days in total.
- There are n instructors for hire. The i^{th} instructor is available for hire from day a_i to day b_i. The numbers $\{a_i, b_i\}$ for $i = 1 \ldots n$ are given as input.
- Each instructor can be hired for their entire period of availability, i.e. if we hire the i^{th} instructor, then they would be at the gym every day from day a_i to day b_i.
- There should be **exactly** k instructors at the gym every day.

Your goal is to determine which instructors to hire so that the above constraints are met.

Devise an efficient algorithm that solves the problem by constructing a directed graph G with a source s and sink t, and computing the maximum flow from s to t.

1. How many nodes does G have?
2. Describe the nodes of the graph G.
3. Describe the edges of the graph G (draw a picture if needed).

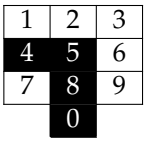
8 Phone number (15 points)

Your friend recently gave you their phone number, which you promptly forgot. While trying to remember what it was, you were able to recall two properties it satisfied:

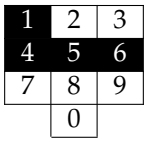
1. Its first digit was the number 0.
2. Your friend is a big fan of the game chess, and their favorite piece is the knight. As a result, each digit in their phone number can be reached from the previous digit by the move of a knight on a numpad of the following shape:

1	2	3
4	5	6
7	8	9
	0	

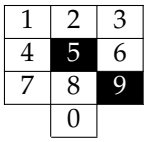
Recall that a knight is able to move in one of two ways: (i) it can move two spaces in one direction and then one space in a different direction (which is not backwards), or (ii) it can move one space in one direction and then two spaces in a different direction (which is not backwards). For example, the following three figures show three potential moves.



(a) The phone number can include the digits 40 (in that order) because 0 is reachable from 4 by a knight's move.



(b) The phone number can include the digits 61 (in that order) because 1 is reachable from 6 by a knight's move.



(c) The phone number *cannot* include the digits 59 (in that order) because 9 is *not* reachable from 5 by a knight's move.

A phone number is said to be *valid* if it satisfies these two properties. For example, 049267 is a valid phone number, but 06721 is not a valid phone number because 1 is not allowed to follow 2.

Devise a dynamic programming based algorithm for the problem of computing the number of all possible valid n-digit phone numbers.

Assume that arithmetic operations take $O(1)$ time and integers take $O(1)$ space to store.

1. What are the subproblems? (a very precise and succinct definition is needed to receive any credit)
2. Describe the recurrence relation. (You don't need to write out all the cases, but try to succinctly explain the general idea)
3. Describe how the algorithm can be implemented so as to use only $O(1)$-space.

9 Shattering a tree

Consider the following computational problem.

Input: A tree T with $n+1$ nodes and a weight $W[a,b]$ for each edge (a,b) in the tree.

Definition (k-shattering set): *A subset of edges E^* of the tree T is called a "k-shattering set" if deleting E^* breaks the tree into connected components each of which has at most k nodes.*

Output: Find the k-shattering set of lowest total weight.

We will devise dynamic programming based algorithms for special cases of this problem.

9.1 Shattering a path (15 points)

Assume that the tree T is just a path on $n+1$ nodes, and let W_i denote the weight of the i^{th} edge on the path. Devise a dynamic programming based algorithm for finding the lowest weight of a k-shattering set. (the runtime of the algorithm should be a polynomial in n, k)

1. What are the subproblems? (precise and succinct definition needed)

2. What is the recurrence relation?

3. What is the runtime of the algorithm?

9.2 Shattering a binary tree (20 points)

Assume that the tree T is a binary tree, where each non-leaf node has exactly two children. Let $W[a, b]$ denote the weight of an edge (a, b) in the tree. Devise a dynamic programming based algorithm for finding the lowest weight of a k-shattering set. (the runtime of the algorithm should be a polynomial in n, k)

1. What are the subproblems? (precise and succinct definition needed)

2. What is the recurrence relation?

9.3 Shattering an arbitrary tree

(5 points only, attempt after everything else)

Suppose T is an arbitrary tree and $W[a, b]$ denotes the weight of edge (a, b) in the tree. Devise a dynamic programming based algorithm for finding the lowest weight of a k-shattering set. (the runtime of the algorithm should be a polynomial in n, k)

1. What are the subproblems?

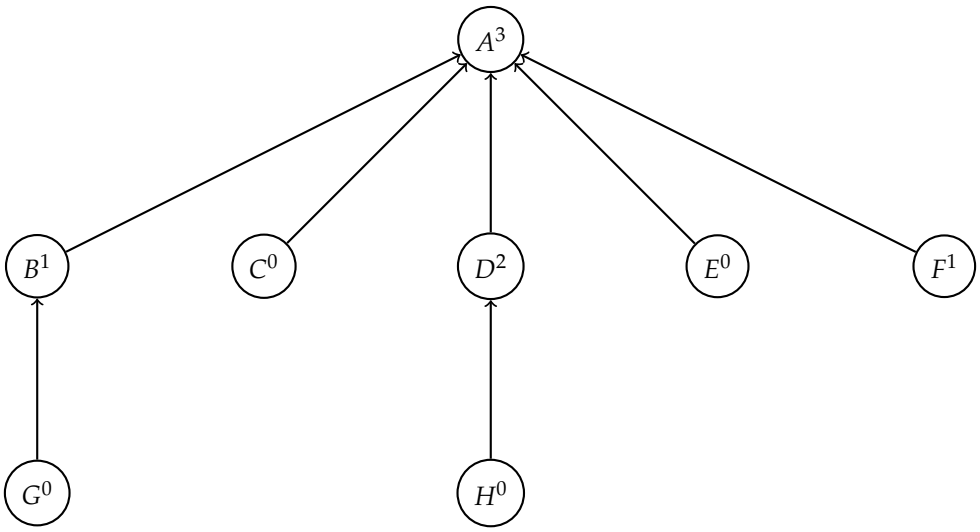
2. What is the recurrence relation?

10 Union find with path compression (7 points)

Recall the union find data structure which we implemented via a disjoint-set forest using path compression. Consider the following sequence of operations.

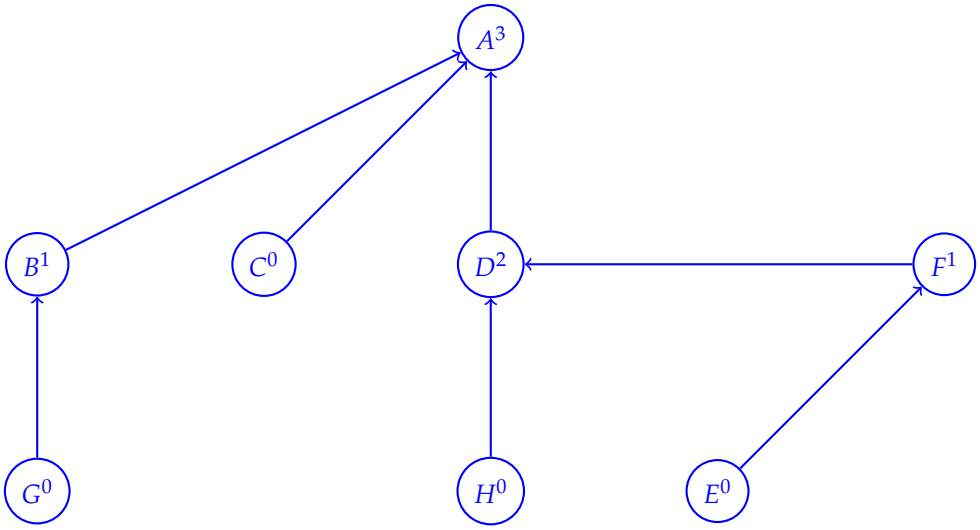
1. First, we call makeset(x) once on each letter in $\mathcal{L} = \{A, B, C, D, E, F, G, H\}$.
2. Next, we perform a sequence of union(x, y)'s, where at each step both x and y are the roots of their respective sets.
3. Finally, we perform a single find(x), on a letter $x \in \mathcal{L}$ which may or may not be the root of its set.

Suppose after these operations are complete, the data structure looks as follows:



In this diagram, x^i means that the node contains the letter x and has rank i.

1. Draw what the directed tree looked like before the find(x) in step 3.



2. For which letter $x \in \mathcal{L}$ was find(x) called in step 3?

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