CS 170 Midterm 2

Write in the following boxes clearly and then double check.

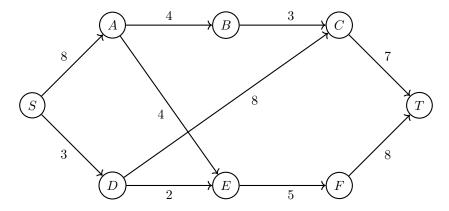
Name:	
SID:	
Exam Room:	O Dwinelle 145 O Hearst Field Annex A1 VLSB 2050 VLSB 2040 O Evans 10 Other (Specify):
Name of student to your left:	
Name of student to your right:	

- The exam will last 110 minutes.
- The exam has 8 questions with a total of 100 points. You may be eligible to receive partial credit for your proof even if your algorithm is only partially correct or inefficient.
- Only your writings inside the answer boxes will be graded. **Anything outside the boxes will not be graded.** The last page is provided to you as a blank scratch page.
- Answer all questions. Read them carefully first. Not all parts of a problem are weighted equally.
- Be precise and concise.
- The problems may **not** necessarily follow the order of increasing difficulty.
- The points assigned to each problem are by no means an indication of the problem's difficulty.
- The boxes assigned to each problem are by no means an indication of the problem's difficulty.
- Unless the problem states otherwise, you should assume constant time arithmetic on real numbers. Unless the problem states otherwise, you should assume that graphs are simple.
- If you use any algorithm from lecture and textbook as a blackbox, you can rely on the correctness and time/space complexity of the quoted algorithm. If you modify an algorithm from textbook or lecture, you must explain the modifications precisely and clearly, and if asked for a proof of correctness, give one from scratch or give a modified version of the textbook proof of correctness.
- Unless the problem states otherwise, assume the subparts of each question are **independent**.
- Please write your SID on the top of each page.
- Good luck!

2 Maximize the Flow (8 points)

SID:

We wish to compute the maximum flow of the below graph from S to T using the Ford Fulkerson algorithm.



- 1. (4 points) Let's say that the first path from S to T that we find is $S \to A \to B \to C \to T$.
 - (a) What is the maximum flow we can send along this path?



(b) List the following capacities of edges in the residual graph after sending the maximum possible flow along this path.

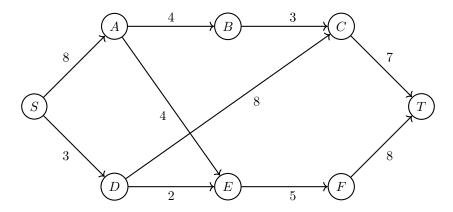








The graph has been redrawn below for your convenience.



 $2. \ (2 \ \mathrm{points})$ Compute the value of the maximum flow of the graph.



3. (2 points) In the minimum S-T cut of the graph, which vertices are in S's side of the cut? (List them in alphabetical order).



SID: Liam's Linear Program (8 points) 3

Consider the following LP.

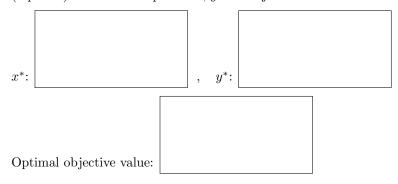
$$\max 2x + y$$
 subject to $x - y \ge -4$
$$6 - x \ge y$$

$$x - 4y \le 1$$

$$x, y \ge 0$$

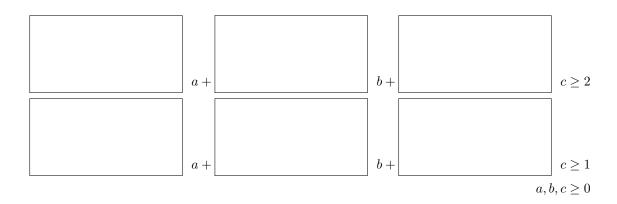
We have provided a blank graph on the next page if you need it, but we will not grade anything written on the graph.

1. (4 points) What is the optimal x, y and objective? Answer in the boxes below.



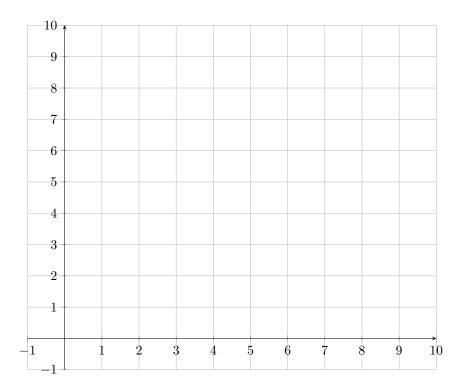
2. (4 points) Now complete the dual of this LP in its canonical form.

 \bigcirc max \bigcirc min 4a + 6b + csubject to



Optimal objective value of the dual:

As a reminder, you may use this graph for scratch work, but it will not be graded.



Ajit:

4 Pokemon Battle 0 (10 points)

SID:

Jonathan has 3 pokemon and Ajit has 2 pokemon. They will each choose just 1 of their pokemon. If Jonathan chooses his i-th pokemon and Ajit chooses his j-th pokemon, then Jonathan gets a score of s_{ij} (could be negative). Jonathan would like to maximize his score and Ajit would like to minimize Jonathan's score. Given all of the values of s_{ij} , please write out the LP formulation for both Ajit and Jonathan. Use a and b for the probabilities for Ajit's strategy and x, y, and z for the probabilities for Jonathan's strategy. You do not have to solve the LPs. In the table below, Jonathan is the row player while Ajit is the column player.

$$S_{ij} = \begin{bmatrix} 3 & -3 \\ 0 & 3 \\ -2 & 7 \end{bmatrix}$$

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5 Pokemon Battle	1 (16 points)	
they each choose 1 of their rem chooses his i -th pokemon and (could be negative). However, Jopokemon 1 in round 1, pokemon programming algorithm to help total score. Your algorithm shows	pokemon. They are playing a game that naining pokemon (one that hasn't been Ajit chooses his j -th pokemon, then conathan knows that Ajit will just play h 2 in round 2, etc.). Given this informati Jonathan determine the order to play ald run in time $O(n2^n)$.	a chosen before). If Jonathan Jonathan gets a score of s_{ij} his pokemon in order (i.e. play ion, please describe a dynamic his pokemon to maximize his
(a) Define a function $f(\cdot)$ in v	words, including how many parameters and into f to get the answer to your probability.	

(b) Write the "base cases" along with a recurrence relation for f.

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(c) Analyze the runtime and sp	pace complexity of your final DP algorith	am.

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6 Migration (16 points)

A group of k PNPenguins are currently in Guinland but have decided to move to Hawaii, using m self-driving sailboats that travel between n islands (Guinland and Hawaii are both islands).

Each island can host unlimited number of penguins, but sailboat i can only have c_i penguins onboard. Each sailboat has a list of destinations d_i which it will travel through each of them repeatedly: for example, $d_3 = [1, 5, 6]$ means sailboat 3 will stop at island 1 on day 0, island 5 on day 1, island 6 on day 2, island 1 on day 3, island 5 on day 4, island 6 on day 5, and so forth. Each sailboat takes 1 day to travel from any island to any other island. Penguins can only embark and disemembark when the sailboat is at an island.

Given m, n, c_i and d_i , your job determine whether or not it is possible to transport all of the penguins from Guinland to Hawaii within 170 days.

Model this problem as a flow network. Specify the vertices, edges, and capacities; show that a maximum flow in your network can be transformed into an optimal solution for the original problem. You do not need to explain how to solve the max-flow instance itself.

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CS 17	70, Fall 2022 SID:		J. Demmel and J. Nelson
7	Alarming Knaps	ack (17 points)	
take. items burgh an al and	His bag (or knapsack) will set to pick from, of positive we lar takes 4 items in a row (i. larm will trigger and the butthen decide which ones to the	s much more loot than he had expected hold a total weight of at most W pouright w_1, \ldots, w_n , and positive dollar value, the burglar takes items $k, k+1, k+2$, reglar will get caught. The burglar can have. What is the dollar value of the mout taking 4 items in a row?	ands $(W > 0)$. There are n e v_1, \ldots, v_n . However, if the and $k+3$ for some k), then first look at all of the items
For t	his problem, write your ans	wer in the following 4 part format:	
(a)		ords, including how many parameters are f into f to get the answer to your problem.	
(h)	Write the "base cases" along	ag with a recurrence relation for f .	
(b)	write the "base cases" alor	f.	

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	ecurrence corre	ctly solves the problem.	
(1) A 1 (1		1 1 C C 1 DD	1 11
(d) Analyze the run	time and space	complexity of your final DP a	algorithm.

8 Param's Paper (13 points)

SID:

1. (3 points) Suppose we run Multiplicative Weight Updates with 3 experts and $\epsilon = \frac{1}{2}$. The losses are

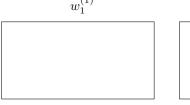
$$\ell^{(1)} = \begin{bmatrix} \frac{1}{2} & \frac{2}{3} & 0 \end{bmatrix}$$

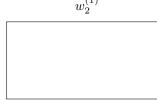
$$\ell^{(2)} = \begin{bmatrix} \frac{1}{2} & \frac{1}{3} & 1 \end{bmatrix}$$

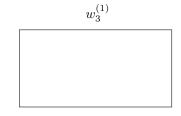
Here, the *i*-th element of $\ell^{(1)}$ denotes the loss of the *i*-th expert in the first iteration, and the *i*-th element of $\ell^{(2)}$ denotes the loss of the *i*-th expert in the second iteration. As a reminder, we initialize the weights of each expert to 1 and our update rule is

$$w_i^{(t+1)} = w_i^{(t)} \cdot (1 - \epsilon)^{\ell_i^{(t)}}$$

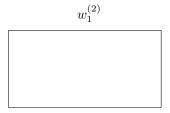
(a) Compute $w_i^{(1)}$ for i = 1, 2, 3.

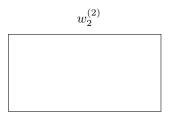


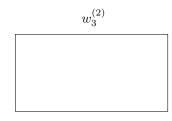




(b) Compute $w_i^{(2)}$ for i = 1, 2, 3.







(c) Compute the probability that the 1st expert is chosen on the <u>3rd iteration</u>.

2. (10 points) Param is playing k games of Rock Paper Scissors. Each game, Param must decide whether to play a rock, paper, or scissors. Thankfully, Param can listen to the advice of N experts, each of whom will tell Param which action to take for each game (it is up to Param to decide which one(s) to listen to).

Param decides that that he will use a modified version of the MWU algorithm. He initializes all of the weights of each expert to 1. Every turn he chooses the action that maximizes the sum of the weights of the experts voting for that action. After each game, Param will multiply the weights of the experts that got the action wrong by half. Param would like to do as well as the best expert. If the best expert was wrong M times, show that the number of times Param is wrong at most $c \cdot (M + \log_2 N)$ for some constant c, and compute c.

(a) First, show that if Param is wrong, then the sum of the weights of the experts is reduced from W to at most $\frac{3}{4}W$.



(b) Second, show that if the best expert makes M mistakes, then the sum of the weights of the experts at the end is at least $\left(\frac{1}{2}\right)^M$.



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(c) Finally, show that the number of times Param is wrong is at most $c \cdot (M + \log_2 N)$ for some constant c, and compute c. You may use the fact that

$$\log_a b = \frac{\log_x b}{\log_x a}$$



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