

SHANGHAI TECH UNIVERSITY

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# CS240 Algorithm Design and Analysis

## Spring 2024

### Problem Set 2

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Due: 23:59, April 11, 2024

1. Submit your solutions to the course Gradescope.
2. If you want to submit a handwritten version, scan it clearly.
3. Late homeworks submitted within 24 hours of the due date will be marked down 25%. Homeworks submitted more than 24 hours after the due date will not be accepted unless there is a valid reason, such as a medical or family emergency.
4. You are required to follow ShanghaiTech's academic honesty policies. You are allowed to discuss problems with other students, but you must write up your solutions by yourselves. You are not allowed to copy materials from other students or from online or published resources. Violating academic honesty can result in serious penalties.

### Problem 1:

Suppose you are given a set of intervals  $I_1 = [s_1, t_1], \dots, I_n = [s_n, t_n]$ , which can possibly overlap. Your task is to select a set of points  $p_1, \dots, p_m$  so that each interval intersects at least one of the points. Give an algorithm to minimize the number of selected points  $m$ , and prove that your algorithm is optimal.

**Solution:**

## Problem 2:

Suppose you need to perform  $n$  tasks, and you can only perform one task at a time. It takes  $t_i$  time to perform the  $i$ 'th task, and the task has an importance of  $w_i > 0$ . Let  $C_i$  be the completion time of the  $i$ 'th task, i.e. the time when you finish performing the task. Find an ordering of the tasks to minimize their weighted completion time, defined as  $\sum_{i=1}^n w_i C_i$ . Your algorithm should work in  $O(n \log n)$  time, and you need to analyze the algorithm's time complexity and prove its correctness.

**Solution:**

### Problem 3:

A thief is planning to rob houses along a street. Each house has a certain amount of money stashed, and the thief can rob any set of houses, as long as he does not rob any adjacent houses. Determine the maximum amount of money the thief can steal.

#### Solution:

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**Algorithm 1** Contests

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1: Input:  $n$  contestants.
2: Output: A set of contests  $G$ .
3:  $l \leftarrow \text{BITLENGTH}(n)$ 
4: for CurrentBit  $\leftarrow 0$  to  $l$  do
5:    $Team_1 \leftarrow \{\}, Team_2 \leftarrow \{\}$ 
6:   for  $c \leftarrow 0$  to  $n$  do
7:     if  $\text{GETBIT}(c, \text{CurrentBit}) = 0$  then
8:        $Team_1.\text{ADD}(c)$ 
9:     else
10:       $Team_2.\text{ADD}(c)$ 
11:    end if
12:  end for
13:   $G.\text{ADD}(Team_1, Team_2)$ 
14: end for
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### Problem 4:

Given three sequences  $L_1$ ,  $L_2$  and  $L$ , design an efficient algorithm to check if  $L_1$  and  $L_2$  can be interleaved to produce  $L$ . For example, the sequences  $L_1 = \mathbf{aabb}$  and  $L_2 = \mathbf{cba}$  can be interleaved into sequence  $L = \mathbf{acabbab}$ , but  $L_1$  and  $L_2$  cannot be interleaved into sequence  $L = \mathbf{aaabbbc}$ . Analyze the time and space complexity of your algorithm as a function of the lengths of  $L_1$  and  $L_2$ .

**Solution:**

## Problem 5:

Suppose you are given a propositional logic formula containing only the terms  $\wedge$ ,  $\vee$ , T and F, without any parentheses. You want to find out how many different ways there are to correctly parenthesize the formula so that the resulting formula evaluates to true. For example, the formula  $T \vee F \vee T \vee F$  can be correctly parenthesized in 5 ways:

$$(T \vee (F \vee (T \vee F)))$$

$$(T \vee ((F \vee T) \vee F))$$

$$((T \vee F) \vee (T \vee F))$$

$$(((T \vee F) \vee T) \vee F)$$

$$((T \vee (F \vee T)) \vee F)$$

Of these, 3 evaluate to true:  $((T \vee F) \vee (T \vee F))$ ,  $(T \vee ((F \vee T) \vee F))$  and  $(T \vee (F \vee (T \vee F)))$ .

Give a dynamic programming algorithm to solve this problem. Describe your algorithm, including a clear statement of your dynamic programming equation, show that it is correct, and prove its running time.

**Solution:**

### Problem 6:

Consider a weighted directed graph  $G$  with  $n$  vertices and  $m$  edges, where each edge  $(i, j)$  has a positive integer weight  $w_{i,j}$ . A walk is a sequence of not necessarily distinct vertices  $v_1, v_2, \dots, v_k$ , such that any two consecutive vertices  $v_i, v_{i+1}$  are connected by an edge. The length of the walk is the sum of the weights of the edges in the walk. Design an algorithm to find the number of different walks from a vertex  $s$  to another vertex  $t$  which have length exactly  $L$ , and analyze the time complexity of your algorithm.

**Solution:**