

79

Name (last, first)

UCLA Computer Science Department

CS 180

Algorithms & Complexity

ID

Midterm

Total Time: 1.5 hours

October 31, 2017

Each problem has 20 points.

All algorithm should be described in English, bullet-by-bullet

5+10
-15

1. Consider a set of intervals I_1, \dots, I_n . **a.** Design a linear time algorithm (assume intervals are sorted in any manner you wish) that finds a maximum subset of mutually non-overlapping intervals. **b.** Prove the correctness of your algorithm.

a. Greedy Algorithm.

- How the intervals are sorted doesn't matter, X
- While there are intervals left in the set (S)
 - pick the one that ends first, I_i
 - add it to max subset
 - delete all intervals that overlap with I_i , (including I_i itself)
- We get the maximum subset of mutually non-overlapping intervals, M
- Since we go through the set only once, complexity is $O(n)$ - linear

b. - Assume the optimal set is different. We call it M_0

• We sort M_0 & M by time

• base case: $M_0[i]$ & $M[i]$ are different, and are only elements.

• $M[i]$ ends before $M_0[i]$

• Assume first $i-1$ interval are the same, $M_0[i] \neq M[i]$

• By our algorithm, $M[i]$ ends before $M_0[i]$

• So replace $M_0[i]$ by $M[i]$ still results in optimal solution.

- By induction, we prove M results in optimal solution.

7

Name (last, first, middle)

not too many edges.

2. a. Design an efficient algorithm better than $O(n^2)$ to be used in sparse graphs for finding the shortest path between two vertices S and T in a positive weighted graph. b. Justify the correctness of your runtime analysis.

a. • Set values for vertices as shortest distance from S .

• Initially, $S=0$, all other vertices $=\infty$

• while value has not assigned to T yet. **X**.

• Assign value to the node that has minimum value of ^{any} neighbor + connecting edge.

• the value assigned to T is shortest distance.

• From T , we traverse through vertices in decreasing value, and reach S .

We would get the shortest path from S to T .

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b. • We go through each vertex at most twice (one for shortest distance, one for actual path) - $O(n)$

• Sparse graph - Not too many edges, consider edge number as constant.

• Check the ^{so} min vertex + edge value sum is also $O(n)$.

• Thus Run time = $O(n)$ **X**

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20

3. Consider a sequence of positive and negative (including zero) integers. Find a consecutive subset of these numbers whose sum is maximized. Assume the weight of an empty subset is zero. **a.** Design a linear time algorithm. **b.** Prove the correctness of your algorithm.

Example: For the sequence ~~4~~⁴-3 5 -12 the maximum sum is ~~4~~⁶.

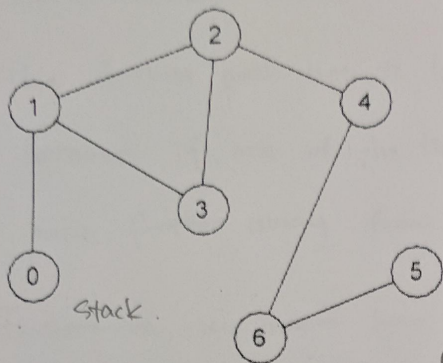
a. weight of empty subset is 0 \rightarrow so the sum should be ≥ 0 in order to have elements in the set.

- Set variables $\text{max_ending_here} = \text{max_sofar} = 0$
- let the sequence be called A , so we have $A[0] \dots A[n]$
- Iterate through the current sequence, with current element as i .
 - $\text{max_ending_here} = \text{max_ending_here} + A[i]$
 - if $\text{max_ending_here} < 0$
 - $\text{max_ending_here} = 0$
 - if $\text{max_ending_here} > \text{max_sofar}$
 - $\text{max_sofar} = \text{max_ending_here}$
- Finally, after this loop, max_sofar is the max sum (M)

- b. Assume there exists an optimal subset that is larger than M , we call it M_0 .
- Then the consecutive sequence's sum is larger than then one in M .
 - max_ending_here only resets itself to 0 when it is negative since empty set $>$ neg
 - Thus, some point in our algorithm, the max_ending_here would achieve max in M_0
 - Since we set $\text{max_sofar} = \text{max_ending_here}$ when $\text{max_ending_here} > \text{max_sofar}$.
 - Then, whenever we achieve the max in M_0 , we would set it as the max in M , $M = M_0$.
 - M is thus optimal.

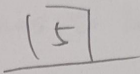
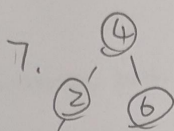
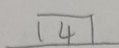
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4. Consider an unweighted graph G shown below. a. Starting from vertex 4, show every step of DFS along with the corresponding stack next to it. b. What is the run time of DFS if the graph is not connected (no proof is necessary)?

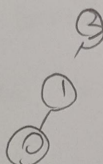
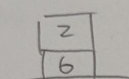


• Not connected
 b. • if there are n vertices & m edges.
 • run time is $O(m+n)$

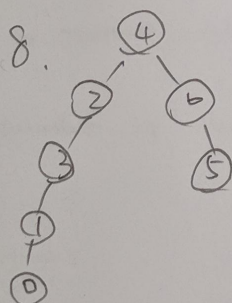
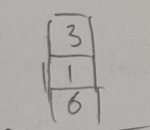
1. empty



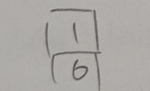
2. 4



3. 4, 2

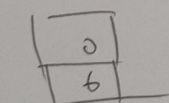


4. 4, 2, 3



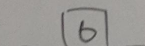
empty

5. 4, 2, 3, 1



The DFS order is not unique.

6. 4, 2, 3, 1, 0



17

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5. Consider a binary tree (it is not necessarily balanced). The tree is not rooted. Its diameter is the distance between two vertices that are furthest from each other (distance is measured by the number of edges in a simple path). Design a linear time algorithm that finds the diameter of a binary tree.

Observation

- The furthest path has to be between two leaves of the tree, because if one of the two ends belongs to parent, there exists node further away from the parent.
- Furthermore, no matter how we construct the binary tree, one end of the furthest path has to be one of the leaves in the bottom level, (any one of them, because their distance to source is the same).

Algorithm

- Pick any leaf from bottom level BFS? $O(m+n)$
- Use it as source to construct BFS tree. $O(m+n)$
- Then the level number is the diameter of this binary tree.
- Run time is $O(m+n)$.

