

# CS 180: Introduction to Algorithms and Complexity

## Midterm Exam

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<b>Name</b>	James Youn
<b>UID</b>	505399332
<b>Section</b>	Lec 1 Dis 1I

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1	2	3	4	5	Total

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- ★ Print your name, UID and section number in the boxes above, and print your name at the top of every page.
- ★ Your Exams need to be uploaded in Gradescope. Use Dark pen or pencil. Handwriting should be clear and legible.
  - There are 5 problems.
  - Do not write code using C or some programming language. Use English or clear and simple pseudo-code. Explain the idea of your algorithm and why it works.
  - Your answers are supposed to be in a simple and understandable manner. Sloppy answers are expected to receive fewer points.
  - Don't spend too much time on any single problem. If you get stuck, move on to something else and come back later.

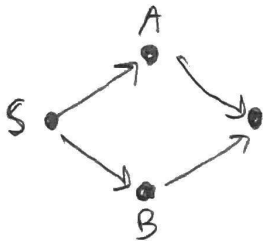
1. For each of the following problems answer True or False and briefly justify your answer.

- (a) (5pt) For a connected and undirected graph  $G$ , if removing edge  $e$  disconnects the graph, then  $e$  is a tree edge in DFS of  $G$ .
- (b) (5pt) For a DAG  $G$ , if there is only one node with no incoming edge, then there exists only one topological ordering.
- (c) (5pt) For the stable matching problem, if there is a man  $m_1$  and woman  $w_1$  such that  $w_1$  has the lowest ranking in  $m_1$ 's preference list and  $m_1$  has the lowest ranking in  $w_1$ 's preference list, then any stable matching will not contain the pair  $(m_1, w_1)$ .
- (d) (5pt) If we run DFS on a DAG and node  $u$  is the first leaf node in the DFS tree, then  $u$  has no outgoing edge.

the DFS tree

1a) Suppose, by contradiction, that  $e$  is not an edge of  $\Lambda$ . Then, removing it does not disconnect  $G$  because the nodes are still connected by the DFS tree.  $\therefore e$  must be a tree edge. **True**

1b)



The graph is a DAG, and  $s$  is only node with no incoming edge, but there is more than one ordering because either  $A$  or  $B$  can come before the other, due to symmetry. **False**

People	Preference (high to low)
$m_1$	$w_2, w_1$
$m_2$	$w_2, w_1$
$w_1$	$m_2, m_1$
$w_2$	$m_2, m_1$

In this case  $m_1$  &  $w_1$  end up together. If  $m_1$  proposes to  $w_2$  before  $m_2$ , then once  $m_2$  proposes to  $w_2$ ,  $w_2$  will choose  $m_2$ . If  $m_2$  proposes first, then  $w_2$  will not change to  $m_1$ . **False**

1d) Suppose that DFS was run on node  $s$  and it eventually reached  $u$ . Suppose, by contradiction, that  $u$  has an outgoing edge to  $v$ .



$v$  can be either visited already or not. If not, then  $u$  is obviously not the leaf node because  $u$  is not the end of the path that contains  $s$  &  $u$ . If  $v$  is visited, then there must be a path  $p$  that contains  $s$  &  $v$ , and the node that finishes  $p$  (node  $l$ ) is the first leaf node.  $\therefore u$  must have no outgoing edges. **True**

2. (10pt) Take the following list of functions and arrange them in ascending order of growth rate. That is, if function  $g(n)$  immediately follows function  $f(n)$  in your list, then it should be the case that  $f(n)$  is  $O(g(n))$ .

log in base 2

• $f_1(n) = 3n^3$	$g_3(n) = \log(f_3(n)) = n \log n$	$g_1(n) = C + 3 \log n$ , C is a constant (log 3)
• $f_2(n) = n(\log n)^{100}$	$g_4(n) = \sqrt{n}$	
• $f_3(n) = 2^{n \log n}$	$g_5(n) = 0.8 \log n$	
• $f_4(n) = 2^{\sqrt{n}}$		
• $f_5(n) = 2^{0.8 \log n}$		

$$\log n = O(n^p), p > 0. (\log n)^{100} = O(n^{100p}) = O(n^r), r > 0 \therefore (\log n)^{100} = O(n^2) \therefore$$

$$\underline{f_2(n) = O(f_1(n))}$$

$$\log n = O(\sqrt{n}) \text{ \& } \sqrt{n} = O(n) = O(n \log n) \therefore \underline{f_5(n) = O(f_4(n)) \text{ \& } f_4(n) = O(f_3(n))}$$

↪ The above reasoning only works because the function types are different.

If  $g_3(n) = n$  &  $g_4(n) = 2n$ , then although  $g_4(n) = O(g_3(n))$ ,  $2^{g_4(n)} \neq O(2^{g_3(n)})$

$$f_5(n) = n^{0.8} \therefore \underline{f_5(n) = O(f_2(n))}$$

$$g_1(n) = O(g_4(n)) \therefore \underline{f_1(n) = O(f_4(n))}$$

$$\boxed{f_5, f_2, f_1, f_4, f_3}$$

3. (20pt) For a DAG with  $n$  nodes and  $m$  edges (and assume  $m \geq n$ ), design an algorithm to test if there is a path that visits every node exactly once. The algorithm should run in  $O(m)$  time.

Idea: Because graph is a DAG, there is a topological ordering. Topologically sort the graph. If for every nodes  $u$  &  $v$  such that  $u$  directly precedes  $v$  in the ordering,  $(u, v) \in E$ , then there exists such a path. If not, then there is no such path.

( $u$  directly precedes  $v$ )

Proof: The first part of claim is obvious. However, if there is  $u$  &  $v \wedge$  such that  $(u, v) \notin E$ , then there is no such path. By contradiction, if there were such a path, then  $u$  must precede  $v$ . But, since  $u$  can't go directly to  $v$ , it must first go to a node that is after  $v$  in the ordering. However, it is impossible that there is an edge from that node to  $v$  as this violates definition of topological order.  $\therefore$  no such path

Algo:

$G$  is DAG

$G' \leftarrow G$  (make copy of  $G$ )

while there are unordered nodes:

Find  $v$  with no incoming edges and append to ordering

If  $u$  is preceding node in ordering &  $(u, v) \notin E$ :

there is no such path

Delete  $v$  and its outgoing edges from  $G'$

There exists such a path

Topological ordering takes  $O(n+m)$ , but  $m \geq n$ , so  $O(m)$

Assumed that index starts from 0 & up to  $n-1$

4. (20pt) Given an array  $A$  of  $n$  distinct integers and assume they are sorted in increasing order. Design an algorithm to find whether there is an index  $i$  with  $A[i] = i$ . The algorithm should run in  $O(\log n)$  time.

Idea: If  $A[u] < u$ , then  $A[i] \neq i$  such that  $i < u$ . If  $A[i] = i$ ,  $i < u$ , then minimum possible value for  $A[u]$  is  $A[i] + u - i = u$  ( $A[u] \geq u$ ), which contradicts  $A[u] < u$ . By similar reasoning, if  $A[u] > u$ , then  $A[i] \neq i$  for  $i > u$ . This allows us to restrict our search to either the portion less than or greater than  $u$ .

Algo:  $u$  got replaced with  $m$ .

$l$ : denotes left most index of search portion

$r$ : denotes right most index

while  $l \leq r$ :

$$m \leftarrow \left\lfloor \frac{r+l}{2} \right\rfloor + l$$

if  $A[m] = m$ :

there is index  $i$  such that  $A[i] = i$

if  $A[m] < m$ :

$$l \leftarrow m + 1$$

if  $A[m] > m$ :

$$r \leftarrow m - 1$$

there is no such index

Because algo halves the search portion on every iteration, time complexity is  $O(\log n)$

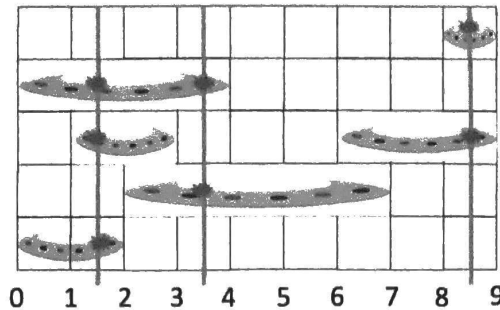


Figure 1: In this example, there are 6 flying saucers with  $(L_1, R_1) = (0, 2)$ ,  $(L_2, R_2) = (2, 7)$ ,  $(L_3, R_3) = (1, 3)$ ,  $(L_4, R_4) = (6, 9)$ ,  $(L_5, R_5) = (0, 4)$ ,  $(L_6, R_6) = (8, 9)$ . We need at least 3 laser canons to destroy all of them, and 1.5, 3.5, 8.5 is a set of valid positions of these laser canons.

Assumption:  $(0, 2)$  &  $(2, 7)$  are noninclusive i.e. don't include 0, 2, or 7.

$\epsilon$ : Really small #

5. (30pt) There are several flying saucers on the sky to attack the Earth. For simplicity, we assume Earth surface is 1-D and the flying saucers are on the sky, as shown in Figure 1. We know there are  $n$  flying saucers and each of them occupies the open interval  $(L_i, R_i)$  (assume  $L_i, R_i$  are integers). To destroy those flying saucers, we are going to fire the laser canon at some locations. If the laser canon is fired at position  $x$  to the sky, it will destroy all the saucers that intersects with this vertical line, i.e., all the flying saucers with  $x \in (L_i, R_i)$  will be destroyed, as illustrated in Figure 1. However, firing the laser canon is expensive so we want to find a way to destroy all the flying saucers using as few laser canons as possible.

Mathematically, given  $n$  intervals  $\{(L_i, R_i) \mid i = 1, \dots, n\}$ , our goal is to find a minimum set of numbers  $X = \{x_1, \dots, x_k\}$  such that for every interval  $i$ , there is at least one  $x_j$  in  $X$  contained in the interval  $(L_i < x_j < R_i)$ . Give a ~~linear time~~ algorithm to solve this problem, and prove the correctness of your algorithm.

$O(n \log n)$

Algo

Proof

$S$ : set of all saucers

Sort  $S$  by increasing  $R_i$

while  $S$  isn't empty:

choose saucer that has smallest  $R_i$

add  $R_i - \epsilon$  to  $X$  with  $R_i - \epsilon$

delete all saucers that intersect from  $S$

$X$  is the solution set

Suppose  $Y$  is optimal solution set.

$y_1 \leq x_1$ , because shooting greater than  $x_1$  means missing  $(L_1, R_1)$

first one in sorted order. Given that

$x_{i-1} \geq y_{i-1}$ ,  $x_i \geq y_i$  because the algo

doesn't have to choose any  $x_i$

less than  $y_i$  (in the worst case it

can just choose  $y_i$ ).  $\therefore$  Always,  $x_i \geq y_i$ .

$k := |X|$ ,  $m := |Y|$ . If  $k > m$ , then  $x_m \geq y_m$ , so,  $x_k > y_m$ . Because of  $x_m \geq y_m$

$S$  should be empty after  $x_m$ . The algo stops when  $S$  is empty so  $x_k \notin X$  -

a contradiction.  $\therefore k = m$ .