CSE 331: Algorithm and Complexity

Summer 2020

## Homework 2

Instructor: Xiangyu Guo

Deadline: 7/01/2020

Your Name: \_

| Your | Student | IL | ): |
|------|---------|----|----|
|------|---------|----|----|

| Problems   | 1  | 2  | 3  | 4  | Total |
|------------|----|----|----|----|-------|
| Max. Score | 10 | 20 | 20 | 20 | 70    |
| Your Score |    |    |    |    |       |

**Problem 1 (10 points).** Consider the following graph G with non-negative edge weights. Use Dijkstra's algorithm to compute the shortest paths from s to all other



vertices in G. Fill the following table to describe the execution of the algorithm. The algorithm maintains a set  $\Gamma$  of vertices, of which vertices have their  $d(\cdot)$  value equals the shortest path length. The d value of a vertex  $v \notin \Gamma$  is  $\min_{u \in S:(u,v) \in E} (d(u) + w(u,v))$ . The  $\pi$  value of a vertex v is the vertex  $u \in \Gamma$  such that d(v) = d(u) + w(u,v); if  $d(v) = \infty$ , then  $\pi(v) = "/"$ .

| iteration | vertex added | a        | a |   | b |    | c 0   |   | $d \mid e$ |          | 2     |          | :<br> | <i>g</i> |   |
|-----------|--------------|----------|---|---|---|----|-------|---|------------|----------|-------|----------|-------|----------|---|
|           | to Γ         | d        | π | d | π | d  | $\pi$ | d | π          | d        | $\pi$ | d        | $\pi$ | d        | π |
| 1         | s            | $\infty$ | / | 9 | s | 17 | s     | 2 | s          | $\infty$ | /     | $\infty$ | /     | $\infty$ | / |
| 2         |              |          |   |   |   |    |       |   |            |          |       |          |       |          |   |
| 3         |              |          |   |   |   |    |       |   |            |          |       |          |       |          |   |
| 4         |              |          |   |   |   |    |       |   |            |          |       |          |       |          |   |
| 5         |              |          |   |   |   |    |       |   |            |          |       |          |       |          |   |
| 6         |              |          |   |   |   |    |       |   |            |          |       |          |       |          |   |
| 7         |              |          |   |   |   |    |       |   |            |          |       |          |       |          |   |
| 8         |              |          |   |   |   |    |       |   |            |          |       |          |       |          |   |

Table 1: Dijkstra's algorithm for Shortest Path

**Problem 2 (20 points).** Assume we are given an undirected graph G = (V, E) with non-negative edge weights  $(w_e)_{e \in E}$ , and two vertices s and t in V.

- (2a) (10 points) Let T be the unique minimum spanning tree of G. Is the following statement true or false? If we change the weight of every edge e from  $w_e$  to  $w_e^2$ , then T is still the unique minimum spanning tree of G. Justify your answer.
- (2b) (10 points) Let P be the unique shortest path from s to t. Is the following statement true or false? If we change the weight of every edge e from  $w_e$  to  $w_e^2$ , then P is still the unique shortest path from s to t. Justify your answer.

**Problem 3 (20 points).** Balanced strings are those who have equal quantity of "L" and "R" characters. Given a balanced string s, the goal is to split it into the *maximum amount* of balanced strings. For example, if s = "RLRRLLRLRL", the optimal split is splitting into "RL", "RRL", "RL", "RL", each substring contains same number of "L" and "R". Another example is s = "LRRLLRLR", where there're multiple ways to split s, but the only optimal way is "LR"+"RL"+"LR"+"LR".

- (5 points) Suppose your greedy strategy is to pick the first few characters from s. Which characters are you going to choose?
- (15 points) Prove the safety property of your greedy strategy. (Hint: note that s itself is already balanced.)

**Problem (20 points).** Consider a long country road with houses scattered very sparsely along it. You may picture the road as a long straight line segment, with the starting point (mile stone 0) and the endpoint (mile stone L). Each house is identified by its distance to the western endpoint. A cell phone company wants to set up cell phone services along the road. The company can place a base station at any house. (The monthly charge will be waived if a base station is located in a house, so the house owners are eager to accommodate base stations). The power of base stations are limited that can only cover a distance of 5 miles. The goal for the company is to select a minimum number of base stations so that every house on the road is within 5 miles of a base station. (The bases stations are connected by other means, say by Satellite. So the distance between them can be more than 5 miles). See Figure 1 for a example.



Figure 1: Using 5 base stations to cover all houses in A (denoted by the solid circles on the line).

A formal description of the problems: The input is an array A of n points:  $A = a_1 < a_2 < \ldots < a_n$ , where each  $a_i$   $(1 \le i \le n)$  represents a house. We need to select a subset  $B \subseteq A$  such that: (1) for every point  $a_i \in A$ , there is a point  $a_i \in B$  with

 $|a_i - a_j| \leq 5$ , and (2) the size of B is minimum, subject to condition (1). Describe a greedy algorithm for solving this problem. You need to prove the correctness of the algorithm.

- (5 points) Suppose your greedy strategy picks base station locations from left to right. Where would you set up your first base station?
- (15 points) Prove the safety property of your greedy strategy.