Solutions to Homework 7

22C:044 Algorithms, Fall 2000

1 The p'th slot to try after the initial position $h(k)$ is

$$h(k)+1+2+\ldots+p \equiv h(k)+p(p+1)/2 \equiv h(k)+p^2/2+p/2 \pmod{m}.$$

So the proposed scheme is quadratic probing with $c_1 = c_2 = 1/2$.

Let $m = 2^t$ be a power of two. The p'th and the q'th probe positions of key k are $h(k)+p^2/2+p/2$ and $h(k)+q^2/2+q/2$, respectively. Let us show that these two positions are distinct for any $p \neq q$, $0 \leq p, q < 2^t$. Namely, if

$$h(k)+p^2/2+p/2 \equiv h(k)+q^2/2+q/2 \pmod{2^t}$$

then

$$(p-q)(p+q+1)/2 \equiv 0 \pmod{2^t}.$$

This means that $(p-q)(p+q+1)$ is divisible by 2^{t+1}. Because $p-q$ or $p+q+1$ is odd, either $p-q$ or $p+q+1$ must be divisible by 2^{t+1}. Number $p+q+1$ can not be a multiple of 2^{t+1} because

$$p+q+1 \leq (2^t-1)+(2^t-1)+1 = 2^{t+1}-1.$$

But neither can $p-q$ be a multiple of 2^{t+1} because $p \neq q$.

We conclude that the probe positions with $p = 0, 1, 2, \ldots, 2^t-1$ are all distinct, so all 2^t positions are among them.

2

```
Knapsack(s[1...n], S)
1. allocate array c[0...S]
2. for i⟵ 1 to S do c[i]=nil
3. c[0]=0
4. for i⟵ 1 to n do
5.   for j⟵ s[i] to S do
6.     if (c[j]=nil) and (c[j-s[i]] ≠ nil) then c[j]=i
7. if c[S]=nil then return FALSE
8. j ⟵ S
9. while (j>0) do print c[j]; j ⟵ j-s[c[j]]
```

First we build an array $c[0\ldots S]$ whose element $c[j]$ is the smallest number i such that some subset of the first i rods has total length exactly j. If there is no subset whose sum is i then we set c[i]=`nil`. The array is built on lines 1–6 of the pseudo-code. On line 6 we test whether length j can be made of rod number i and some subset of the first $i-1$ rods.

If $c[S]$ remains `nil` then no subset has total length S and we return value `FALSE` (line 7). Otherwise, we print out the rods whose lengths sum up to S (lines 8–9).

The time complexity is dominated by the two nested `for` -loops on lines 4–5. The total time complexity is $\Theta(nS)$. The space complexity is $\Theta(S)$.

3 Assumptions about the input: A[0] and A[n] are the beginning and the end positions of the string, A[1...n-1] are the positions of the break points that need to be made, ordered from left to right.

```
Breaks(A[0...n])
allocate array c[0...n][0...n]
for k ⟵ 1 to n do
  for a⟵ 0 to n-k do
  begin
    b ⟵ a+k
    if (k=1) then c[a][b] ⟵ 0 else
    begin
      min ⟵ ∞
      for x ⟵ a+1 to b-1 do
      begin
        w ⟵ c[a][x]+c[x][b]
        if w<min then min⟵ w
      end
      c[a][b]⟵ min+(A[b]-A[a])
    end
  end
PrintBreaks(A[0...n])
```

```
PrintBreaks(A[a...b])
if (b-a < 2) then return else
for x ⟵ a+1 to b-1 do
  if c[a][b] = c[a][x]+c[x][b] +(A[b]-A[a]) then
    begin
      Print x
      PrintBreaks(a,x)
      PrintBreaks(x,b)
      return
    end
```

The algorithm resembles the optimal triangulation algorithm. Element c[a][b] will store the minimum cost of the cuts A[a+1...b-1] between positions A[a] and A[b], assuming that cuts has been made at positions A[a] and A[b]. We try all possible choices x for the next cut to be made between positions A[a] and A[b], and choose one that gives the smallest total cost. Value (A[b]-A[a]) is the cost of the cut x, and c[a][x] and c[x][b] are the costs of making the remaining cuts between positions A[a] and A[x], and A[x] and A[b], respectively.

In the end, a recursive `PrintBreaks` is used to print the cuts in the optimal order.

4 Let us assume the points are given in the order from left to right. In other words, point 1 is the leftmost point and point n is the rightmost point. Let $w_{i,j}$ be the distance between points i and j.

A bitonic tour through the points consists of a left-to-right path from point 1 to point n, followed by a right-to-left path from n back to 1. All points must be visited.

Clearly points n and $n-1$ are connected on every bitonic tour. Let us define a bitonic path from node i to node $i-1$ as follows: it is a path that starts with a right-to-left path from point i to point 1, followed by a left-to-right path from point 1 to point $i-1$. All points $1, 2, 3, \ldots i$ must be on the path.

Let P be such a bitonic path from node i to node $i-1$. Let j be the second node on the path, that is, the node connected to i. Then nodes $j+1, j+2, \ldots, i-1$ must be the last nodes of path P. This means that P consists of edge $i \longrightarrow j$, a bitonic path between points $j+1$ and j, and edges $j+1 \longrightarrow j+2 \longrightarrow \ldots \longrightarrow i-1$. If we know the lengths of the shortest bitonic paths between points $j+1$ and j for all $j < i-1$ then we can easily find the length of the shortest bitonic path between nodes i and $i-1$ by trying all choices of j and choosing the one that gives the shortest path.

We use an array $c[2 \ldots n]$ whose element $c[i]$ stores the length of the shortest bitonic path between nodes i and $i-1$. The shortest bitonic tour must then have length $c[n] + w_{n,n-1}$.

Here's the first part of the algorithm. Variable `sum` is used to accumulate the sum of the lengths of the path $j+1 \longrightarrow j+2 \longrightarrow \ldots \longrightarrow i-1$.

```
Bitonic
1. allocate array c[2...n]
2. c[2] ⟵ w_{1,2}
3. for i ⟵ 3 to n do
4. begin
5.   min ⟵ ∞
6.   sum ⟵ 0
7.   for j ⟵ i-2 downto 1 do
8.   begin
9.     w ⟵ c[j+1] + w_{j,i} + sum
10.    if w < min then min ⟵ w
11.    sum ⟵ sum + w_{j,j+1}
12.  end
13.  c[i] ⟵ min
14.end
```

Once the array c[2. . . n] is filled we can make a second pass to print out the actual line segments:

```
15.print line segment n ⟷ n-1
16.i ⟵ n
17.while (i>2) do
18.begin
19.  min ⟵ ∞
20.  sum ⟵ 0
21.  for j ⟵ i-2 downto 1 do
22.    if c[i] ≠ c[j+1] + w_{j,i} + sum thenum ⟵ sum + w_{j,j+1} else
23.    begin
24.      print line segment i <-> j
25.      for k ⟵ j+1 to i-2 do
26.        print line segment k <-> k+1
27.      i ⟵ j+1
28.      break (=goto 17)
29.    end
30.end
33.print line segment 1 ⟷ 2
```