

# CS200 - Problem Set 9

Due: Monday, April 30 to Canvas

1. Graph Search. In this problem we will use the graph described by the following adjacency list:

**A :**

vertex	adjacency list
<i>s</i>	<i>u, y</i>
<i>u</i>	<i>v, z, s</i>
<i>y</i>	<i>s, z</i>
<i>v</i>	<i>w, a, u</i>
<i>z</i>	<i>w, u, y</i>
<i>a</i>	<i>v, t</i>
<i>w</i>	<i>v, t, z</i>
<i>t</i>	<i>a, w</i>

We will also use the algorithm `DepthFirstSearch`, which is a version of the Graph Search algorithm we saw in class. It's pseudocode is:

**Algorithm 1:** `DepthFirstSearch(A, X, s, f)`

**Input :** Adjacency list *A* for a graph  $G = (V, E)$ , an array *X* of length  $|V|$  such that  $X[v] = 1$  if *v* has been explored and 0 otherwise, a starting vertex *s*, a goal vertex *f*

**Output:** String “*f* found!” or “*f* not found” depending on whether *f* can be found from *s*.

```
1 if s == f then
2   | Return “f found!”;
3 else
4   | X[s] = 1;
5   | d = A[s].length;
6   | for k = 1 to d do
7     | if X[A[s, k]] == 0 then
8       |   DepthFirstSearch(A, X, A[s, k], f);
9       | end
10  | end
11 end
12 Return “f not found”
```

- (a) [6 points] Please draw the graph the adjacency list corresponds to.
- (b) [6 points] Suppose you start at *s*, and want to find *t*. In what order are vertices explored if you use `DepthFirstSearch(A, X, s, t)`? (Where *X* is initially set to all zeros)
- (c) [6 points] Suppose you start at *s*, and want to find *y*. In what order are vertices explored if you use `DepthFirstSearch(A, X, s, y)`? (Where *X* is initially set to all zeros)?

(d) **[6 points]** In our generic Graph Search algorithm, we did not specify how to choose the next explored edge, in the case that there were multiple edges we could explore. How does `DepthFirstSearch` choose which edge to explore next?

2. (a) **[11 points]** Prove that for all  $n \in \mathbb{Z}$  and  $n \geq 0$ , and any  $r \in \mathbb{R}$  such that  $r \neq 1$

$$\sum_{i=0}^n r^i = \frac{r^{n+1} - 1}{r - 1}. \quad (1)$$

(b) **[2 points]** What does the sum evaluate to when  $r = 1$ ?

3. (a) Let  $T(n)$  be the number of bit strings of length  $n$  that have two consecutive zeros. (A bit string of length  $n$  is an element of  $\{0, 1\}^n$ .) Consider a recurrence relation for  $T(n)$ .

i. **[3 points]** What is the base case(s) for the recurrence relation?

ii. **[6 points]** What are the recursive conditions for the recurrence relation?

iii. **[6 points]** Use the recurrence relation to calculate  $T(5)$ .

(b) Consider the following variant to the Tower of Hanoi. We start with all disks on peg 1 and want to move them to peg 3, but we cannot move a disk directly between peg 1 and peg 3. Instead, we can only move disks from peg 1 to peg 2, or from peg 2 to peg 3. So in the case of  $n = 1$  disk, we have to first move the disk from 1 to 2, and then from 2 to 3. Let  $T(n)$  be the number of moves required to shift a stack of  $n$  disks from peg 1 to peg 3, if as usual, we can not put a larger disk on top of a smaller disk. Consider creating a recurrence relation for  $T(n)$ .

i. **[3 points]** What are the initial conditions for the recurrence relation?

ii. **[6 points]** What are the recursive conditions for the recurrence relation? (Explain)

iii. **[6 points]** Use the iterative method to solve for  $T(n)$  and give a big-O bound on  $T(n)$ .

**[11 points]** Prove Algorithm 2 correctly outputs a list of the prime factors of an integer. The prime factors of  $n$  are a list of primes whose product is  $n$ . For example for input 60, the algorithm outputs: “2,2,3,5”, since 2, 3, 5 are all prime, and  $2 \times 2 \times 3 \times 5 = 60$ . Hint: while proving the inductive step, you should have two cases for the if/else statement.

**Algorithm 2:** Factor( $n$ )

**Input** : An integer  $n$  such that  $n \geq 2$

**Output:** String of the prime factors of  $n$

```
/* Recursive Step */
1 d = 2;
2 while n%d ≠ 0 do
3   | d+ = 1;
4 end
5 if d == n then
6   | return "n";
7 else
8   | return Factor(d)+Factor(n/d). // "+" concatenates
   | strings
9 end
```

4. Suppose all possible directed graphs (with no self-loops) on the set of vertices  $\{1, 2, 3, 4, 5, 6\}$  are equally likely. What is the probability that you get a graph that is bipartite between the sets  $\{1, 2, 3\}$  and  $\{4, 5, 6\}$ ? (Hint: think about breaking the problem up into choosing what to put between each pair of vertices, and think about how many choices you have for each pair.)