Write your answers in the separate answer booklet.

You have 120 minutes (after you get the answer booklet) to answer five questions.

Please return this question sheet and your cheat sheet with your answers.

1. Short answers:

   (a) Solve the following recurrences:

   - $A(n) = 3A(n/2) + O(n^2)$
   - $B(n) = 7B(n/2) + O(n^2)$
   - $C(n) = 4C(n/2) + O(n^2)$

   (b) Draw a directed acyclic graph with at most ten vertices, exactly one source, exactly one sink, and more than one topological order.

   (c) Draw a directed graph with at most ten vertices, with distinct positive edge weights, that has more than one shortest path from some vertex s to some other vertex t.

   (d) Describe an appropriate memoization structure and evaluation order for the following (meaningless) recurrence, and give the running time of the resulting iterative algorithm to compute $Huh(1, n)$.

$$Huh(i,k) = \begin{cases} 0 & \text{if } i > n \text{ or } k < 0 \\ \min \begin{Bmatrix} Huh(i+1, k-2) \\ Huh(i+2, k-1) \end{Bmatrix} + A[i,k] & \text{if } A[i,k] \text{ is even} \\ \max \begin{Bmatrix} Huh(i+1, k-2) \\ Huh(i+2, k-1) \end{Bmatrix} - A[i,k] & \text{if } A[i,k] \text{ is odd} \end{cases}$$

2. You and your eight-year-old nephew Elmo decide to play a simple card game. At the beginning of the game, the cards are dealt face up in a long row. Each card is worth a different number of points, which could be positive, negative, or zero. After all the cards are dealt, you and Elmo take turns removing either the leftmost or rightmost card from the row, until all the cards are gone. At each turn, you can decide which of the two cards to take. The winner of the game is the player that has collected the most points when the game ends.

   Having never taken an algorithms class, Elmo follows the obvious greedy strategy—when it's his turn, Elmo *always* takes the card with the higher point value. Your task is to find a strategy that will beat Elmo whenever possible. (It might seem mean to beat up on a little kid like this, but Elmo absolutely *hates* it when grown-ups let him win.)

   (a) ***Prove*** that you should not also use the greedy strategy. That is, show that there is a game that you can win, but only if you do *not* follow the same greedy strategy as Elmo. Assume Elmo plays first.

   (b) Describe and analyze an algorithm to determine, given the initial sequence of cards, the maximum number of points that you can collect playing against Elmo.

3. Suppose you are given a directed graph $G = (V, E)$, whose vertices are either red, green, or blue. Edges in G do not have weights, and G is not necessarily a dag. The ***remoteness*** of a vertex v is the *maximum* of three shortest-path lengths:

   - The length of a shortest path to v from the closest red vertex
   - The length of a shortest path to v from the closest blue vertex
   - The length of a shortest path to v from the closest green vertex

   In particular, if v is not reachable from vertices of all three colors, then v is infinitely remote. Describe and analyze an algorithm to find a vertex of G with *minimum* remoteness.

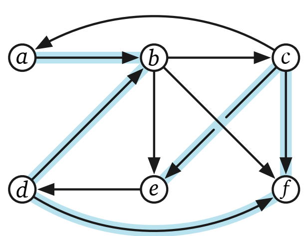
4. Suppose you are given an array $A[1..n]$ of integers such that $A[i] + A[i+1]$ is even for *exactly one* index i. In other words, the elements of A alternate between even and odd, except for exactly one adjacent pair that are either both even or both odd.

   Describe and analyze an efficient algorithm to find the unique index i such that $A[i] + A[i+1]$ is even. For example, given the following array as input, your algorithm should return the integer 6, because $A[6] + A[7] = 88 + 62$ is even. (Cells containing even integers are shaded blue.)

17	40	23	72	39	88	62	13	40	53	92	21	10	73	68

5. A *zigzag walk* in in a directed graph G is a sequence of vertices connected by edges in G, but the edges alternately point forward and backward along the sequence. Specifically, the first edge points forward, the second edge points backward, and so on. The *length* of a zigzag walk is the sum of the weights of its edges, both forward and backward.

   For example, the following graph contains the zigzag walk $a \rightarrow b \leftarrow d \rightarrow f \leftarrow c \rightarrow e$. Assuming every edge in the graph has weight 1, this zigzag walk has length 5.



   Suppose you are given a directed graph G with non-negatively weighted edges, along with two vertices s and t. Describe and analyze an algorithm to find the shortest zigzag walk from s to t in G.