

# HW 7 (due Tuesday, at 11am, March 31, 2015)

OLD CS 473: Fundamental Algorithms, Spring 2015

Version: 1.07

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**Collaboration Policy:** For this homework, Problems 1–3 can be worked in groups of up to three students.

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## 1. (50 PTS.) Disjoint paths.

Let  $G = (V, E)$  be a directed graph, with  $n$  vertices and  $m$  edges. Let  $s$  and  $t$  be two vertices in  $G$ . For the sake of simplicity, assume that there are no  $u, v$  such that  $(u, v)$  and  $(v, u)$  are in  $G$ .

A set of paths  $\mathcal{P}$  in  $G$  is *edge disjoint* if no two paths in  $\mathcal{P}$  share an edge.

(A) (10 PTS.) Let  $\mathcal{P}$  be a set of  $k$  edge disjoint paths from  $s$  to  $t$ . Let  $\pi$  be a path from  $s$  to  $t$  (which is not in  $\mathcal{P}$ ). Prove or disprove: There is a set  $\mathcal{P}'$  of  $k$  edge disjoint paths from  $s$  to  $t$  in  $G$  that contains  $\pi$  as one of the paths.

(B) (10 PTS.) Let  $\mathcal{P}$  be a given set of edge disjoint paths from  $s$  to  $t$ . Let  $E(\mathcal{P})$  be the set of edges used by the paths of  $\mathcal{P}$ . The *leftover graph*  $G_{\mathcal{P}}$  is the graph where  $(u, v) \in E(G_{\mathcal{P}})$  if  $(u, v) \in E(G) \setminus E(\mathcal{P})$  or  $(v, u) \in E(\mathcal{P})$  (note that the edge  $(u, v)$  is the reverse edge of  $(v, u)$ ).

Describe how to compute the leftover graph in  $O(m)$  time (no hashing please).

(C) (5 PTS.) Let  $\mathcal{P}$  be a set of  $k$  edge disjoint paths from  $s$  to  $t$ . Let  $\pi$  be a path in  $G_{\mathcal{P}}$  from  $s$  to  $t$ . Prove that there is a set of  $\mathcal{P}'$  of  $k + 1$  edge disjoint paths from  $s$  to  $t$  in  $G$ . In particular, show how to compute  $\mathcal{P}'$  given  $\mathcal{P}$  and  $\pi$  in  $O(m)$  time. (For credit, your solution should be self contained and not use min-cut max-flow theorem or network flow algorithms.)

(D) (5 PTS.) The natural greedy algorithm for computing the maximum number of edge disjoint paths in  $G$ , works by starting from an empty set of paths  $\mathcal{P}_0$ , then in the  $i$ th iteration, it finds a path  $\pi_i$  in the leftover graph  $G_{\mathcal{P}_{i-1}}$  from  $s$  to  $t$ , and then compute a set of  $i$  edge-disjoint paths  $\mathcal{P}_i$ , by using the algorithm of (C) on  $\mathcal{P}_{i-1}$  and  $\pi_i$ .

Assume the algorithm stops in the  $(k + 1)$ th iteration, because there is not path from  $s$  to  $t$  in  $G_{\mathcal{P}_k}$ . We want to prove that the  $k$  edge-disjoint paths computed (i.e.,  $\mathcal{P}_k$ ) is optimal, in the sense that there is no larger set of edge-disjoint paths from  $s$  to  $t$  in  $G$ .

To this end, let  $S$  be the set of vertices that are reachable from  $s$  in  $G_{\mathcal{P}_k}$ . Let  $T = V(G) \setminus S$  (observe that  $t \in T$ ). Prove, that every path in  $\mathcal{P}_k$  contains exactly one edge of

$$(S, T) = \{(u, v) \in E(G) \mid u \in S, v \in T\}.$$

(Hint: Prove first that no path of  $\mathcal{P}_k$  can use an edge of the “reverse” set  $(T, S)$ .)

(E) (5 PTS.) Consider the setting of (D). Prove that  $k = |\mathcal{P}_k| = |(S, T)|$ .

(F) (5 PTS.) Consider any set  $X$  of edge-disjoint paths in  $G$  from  $s$  to  $t$ . Prove that any path  $\pi$  of  $X$  must contain at least one edge of  $(S, T)$ .

(G) (5 PTS.) Prove that the greedy algorithm described in (D) indeed computes the largest possible set of edge-disjoint paths from  $s$  to  $t$  in  $G$ .

(H) (5 PTS.) What is the running time of the algorithm in (D), if there are at most  $k$  edge-disjoint path in  $G$ ?

**2.** (50 PTS.) Great Hashing.

Here, we investigate the construction of hash table for a given set  $W$ , provided in advance. We care only but the time to do lookup in the resulting hash table.

Let  $U = \{1, \dots, m\}$ , and  $p = m + 1$  is a prime number (potentially large).

Let  $W \subseteq U$ , such that  $n = |W|$ , and  $s$  is an arbitrary number  $\geq n$  (but smaller than  $p$ ). Consider the hash function

$$h(x) = h_k(x) = (kx \bmod p) \bmod s.$$

We have two parameters  $k \in U$  and  $s$ , and our purpose is to prove that one can always choose these parameters such that one can build a good hash table.

(A) (5 PTS.) Consider two distinct numbers  $x, y \in W$ , such that  $h(x) = h(y)$ . Prove that then

$$k(x - y) \bmod p \in \{\pm s, \pm 2s, \pm 3s, \dots, \pm \lfloor (p-1)/s \rfloor s\}.$$

(B) (5 PTS.) Prove that for fixed  $x$  and  $y$ , there are at most  $2(p-1)/s$  choices of  $k$ , such that  $h(x) = h(y)$ .

(You can use here without proof that for any  $\alpha, \beta \in U$  there is a unique  $z \in U$  such that  $\alpha z = \beta \bmod p$ .)

(C) (5 PTS.) Consider the set of elements of  $W$  that get mapped to the value  $j$ , for a specific value of  $k$ .

That is, the set

$$B_k(j) = \left\{ x \in W \mid h_k(x) = j \right\}$$

of all the elements that get mapped to value  $j$  by the hash function  $h$ . In particular, let  $V_k =$

$\left\{ \{x, y\} \mid x, y \in W, x \neq y, h_k(x) = h_k(y) \right\}$  be all the pairs that collide under  $h_k$ . Prove that  $\sum_{k=1}^{p-1} |V_k| \leq$

$$\frac{2(p-1)}{s} \binom{n}{2}.$$

(D) (5 PTS.) Let  $\beta_k(j) = \beta_{k,s}(j) = |B_k(j)|$ . Prove using (C) that  $\sum_{k=1}^{p-1} \sum_{j=1}^s \binom{\beta_k(j)}{2} < \frac{(p-1)n^2}{s}$ .

(E) (5 PTS.) Prove that there exists  $k \in U$ , such that  $\sum_{j=1}^s \binom{\beta_k(j)}{2} < \frac{n^2}{s}$ .

(F) (5 PTS.) Prove that  $\sum_{j=1}^s \beta_k(j) = |W| = n$ .

(G) (5 PTS.) Here, let set  $s = n$ . Prove that there exists a  $k \in U$  such that  $\sum_{j=1}^s \left( \beta_k(j) \right)^2 < 3n$

(H) (5 PTS.) Prove that there exists a  $k' \in U$ , such that the function  $h_{k'}(x) = (k'x \bmod p) \bmod n^2$  is one-to-one when restricted to  $W$ .

(I) (5 PTS.) Conclude, that one can construct a hash-table for  $W$ , of size  $O(n^2)$ , such that there are no collisions, and a search operation can be performed in  $O(1)$  time (note that the time here is worst case, also note that the construction time here is quite bad - ignore it).

(J) (5 PTS.) Using the above describe how to build a two-level hash-table that uses  $O(n)$  space, stores the set  $W$ , and perform a lookup operation in  $O(1)$  time (worst case).

(Hint: Use (G) for the top level hash table, and use (I) for the hash-table inside each bucket.)