

# 作业反馈3-8

TC第24.1节练习2、3、4

TC第24.2节练习2

TC第24.3节练习2、4、7

TC第24.5节练习2、5

TC第24章问题2、3

## 24.1-4

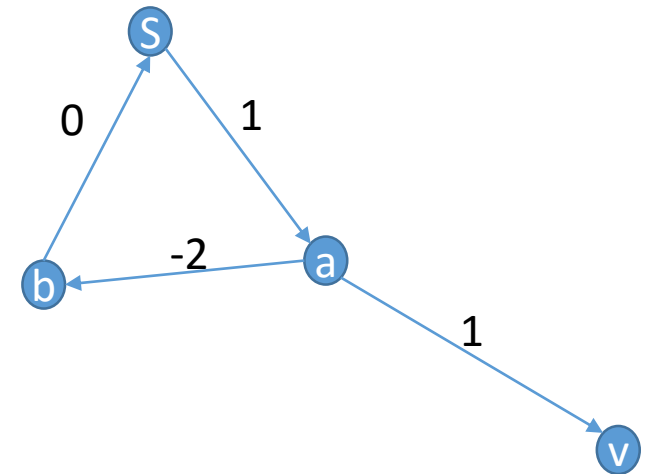
Modify the Bellman-Ford algorithm so that it sets  $v.d$  to  $-\infty$  for all vertices  $v$  for which there is a negative-weight cycle on some path from the source to  $v$ .

```
BELLMAN-FORD( $G, w, s$ )
1  INITIALIZE-SINGLE-SOURCE( $G, s$ )
2  for  $i = 1$  to  $|G.V| - 1$ 
3      for each edge  $(u, v) \in G.E$ 
4          RELAX( $u, v, w$ )
5  for each edge  $(u, v) \in G.E$ 
6      if  $v.d > u.d + w(u, v)$ 
7          return FALSE
8  return TRUE
```

Line 5-7:

```
for  $i = 1$  to  $|G.V| - 1$ 
  for each edge  $(u, v) \in G.E$ 
    if  $v.d > u.d + w(u, v)$ 
       $v.d = -\text{inf}$ 
```

$v.d = -\infty$

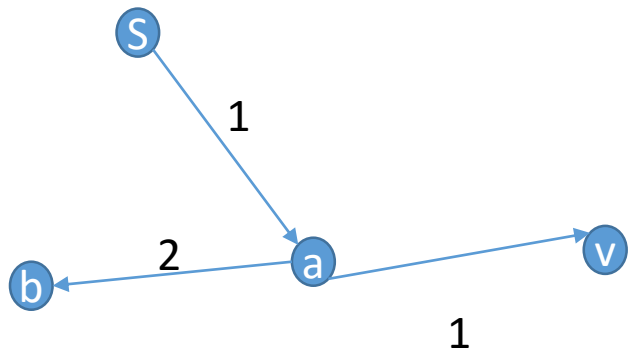


## 24.3-4

Professor Gaedel has written a program that he claims implements Dijkstra's algorithm. The program produces  $v.d$  and  $v.\pi$  for each vertex  $v \in V$ . Give an  $O(V + E)$ -time algorithm to check the output of the professor's program. It should determine whether the  $d$  and  $\pi$  attributes match those of some shortest-paths tree. You may assume that all edge weights are nonnegative.

```
for each vertex v in G
    assert(v.d == v.pi.d + w(v.pi, v))
for each edge (u, v) in G
    assert(v.d <= u.d + w(u, v))
```

是否有问题？



如果s.d=5

```
CHECK-DIJKSTRA(G, w)
```

```
    for every vertex u belongs to G
```

```
        for every (u, v) belongs to G.E
```

```
            if(v.pi != u && u.d + w(u, v) < v.d)
```

```
                return false
```

```
            if(v.pi == u && u.d + w(u, v) != v.d)
```

```
                return false
```

```
    return true
```

### 24.3-4

Professor Gaedel has written a program that he claims implements Dijkstra's algorithm. The program produces  $v.d$  and  $v.\pi$  for each vertex  $v \in V$ . Give an  $O(V + E)$ -time algorithm to check the output of the professor's program. It should determine whether the  $d$  and  $\pi$  attributes match those of some shortest-paths tree. You may assume that all edge weights are nonnegative.

- 具有唯一的节点  $s$ ,  $s.d = 0, s.\pi = Nil$

```
for each vertex  $v$  in  $G.V - \{s\}$ 
    assert( $v.d == v.\pi.d + w(v.\pi, v)$ )
for each edge  $(u, v)$  in  $G$ 
    assert( $v.d \leq u.d + w(u, v)$ )
```

## 24-2 Nesting boxes

A  $d$ -dimensional box with dimensions  $(x_1, x_2, \dots, x_d)$  *neests* within another box with dimensions  $(y_1, y_2, \dots, y_d)$  if there exists a permutation  $\pi$  on  $\{1, 2, \dots, d\}$  such that  $x_{\pi(1)} < y_1, x_{\pi(2)} < y_2, \dots, x_{\pi(d)} < y_d$ .

- a.* Argue that the nesting relation is transitive.
- b.* Describe an efficient method to determine whether or not one  $d$ -dimensional box nests inside another.
- c.* Suppose that you are given a set of  $n$   $d$ -dimensional boxes  $\{B_1, B_2, \dots, B_n\}$ . Give an efficient algorithm to find the longest sequence  $\langle B_{i_1}, B_{i_2}, \dots, B_{i_k} \rangle$  of boxes such that  $B_{i_j}$  nests within  $B_{i_{j+1}}$  for  $j = 1, 2, \dots, k - 1$ . Express the running time of your algorithm in terms of  $n$  and  $d$ .

a. 假设  $x = (x_1, x_2, \dots, x_d)$  nests within  $y = (y_1, y_2, \dots, y_d)$ ,  $y = (y_1, y_2, \dots, y_d)$  nests within  $z = (z_1, z_2, \dots, z_d)$ . 则,  $\exists \pi_1, \pi_2 \in S_d$  ( $d$  阶对称群)  $\ni x_{\pi_1(i)} < y_i, y_{\pi_2(i)} < z_i \forall i \in \{1, 2, \dots, d\}$ . 于是, 有  $x_{\pi_1(\pi_2(i))} < y_{\pi_2(i)} < z_i \forall i \in \{1, 2, \dots, d\}$ . 因此,  $x = (x_1, x_2, \dots, x_d)$  nests within  $z = (z_1, z_2, \dots, z_d)$ .

b. 现将两个数组中的元素从小到大排序, 然后逐个比较大小. 如果  $x$  的元素逐个比  $y$  小, 则  $x$  nests in  $y$ . 如果使用快速排序, 平均时间复杂度为  $\Theta(d \lg d)$ .

c. 可以先将所有的  $B_i$  两两比较, 确定其 nesting 关系, 此过程的时间复杂度为  $\Theta(n^2 d \lg d)$ . 在这个过程中可以构建一个图  $G = (V, E)$ , 其中  $V = \{B_1, B_2, \dots, B_n\} \cup \{S\}$ ,  $E = \{(B_u, B_v) | B_u \text{ nests within } B_v\} \cup \{(S, B_i) | i = 1, 2, \dots, n\}$ . 每条边的权都是 1. 于是, 问题转化为在  $G$  中求以  $S$  为源的关键路径. 求关键路径的时间复杂度为  $\Theta(|V| + |E|)$ , 即  $\Theta(n^2)$ . 综上, 算法的时间复杂度为  $\Theta(n^2 d \lg d)$ .

还有什么办法?

### 24-3 Arbitrage

*Arbitrage* is the use of discrepancies in currency exchange rates to transform one unit of a currency into more than one unit of the same currency. For example, suppose that 1 U.S. dollar buys 49 Indian rupees, 1 Indian rupee buys 2 Japanese yen, and 1 Japanese yen buys 0.0107 U.S. dollars. Then, by converting currencies, a trader can start with 1 U.S. dollar and buy  $49 \times 2 \times 0.0107 = 1.0486$  U.S. dollars, thus turning a profit of 4.86 percent.

Suppose that we are given  $n$  currencies  $c_1, c_2, \dots, c_n$  and an  $n \times n$  table  $R$  of exchange rates, such that one unit of currency  $c_i$  buys  $R[i, j]$  units of currency  $c_j$ .

- a.* Give an efficient algorithm to determine whether or not there exists a sequence of currencies  $\langle c_{i_1}, c_{i_2}, \dots, c_{i_k} \rangle$  such that

$$R[i_1, i_2] \cdot R[i_2, i_3] \cdots R[i_{k-1}, i_k] \cdot R[i_k, i_1] > 1 .$$

Analyze the running time of your algorithm.

- b.* Give an efficient algorithm to print out such a sequence if one exists. Analyze the running time of your algorithm.

observing that  $R[i_1, i_2] \cdot R[i_2, i_3] \dots R[i_{K-1}, i_K] \cdot R[i_K, i_1] > 1$ . if and only if

$$\frac{1}{R[i_1, i_2]} \cdot \frac{1}{R[i_2, i_3]} \dots \frac{1}{R[i_{K-1}, i_K]} \cdot \frac{1}{R[i_K, i_1]} < 1, \text{ Taking logs}$$

$$\lg \frac{1}{R[i_1, i_2]} + \lg \frac{1}{R[i_2, i_3]} + \lg \frac{1}{R[i_{K-1}, i_K]} + \dots + \lg \frac{1}{R[i_K, i_1]} < 0$$

负权cycle

Therefore if we define the weight of edge  $(v_i, v_j)$  as  $\omega(v_i, v_j) = \lg \frac{1}{R[i, j]}$   
 $= -\lg R[i, j]$ .

**Bellman Ford**



ARBITRAGE( $R$ )

1 **for** each pair  $(i,j)$

2      $R[i, j] = -\log(R[i, j])$

3      $R[j, i] = -\log(1/R[i, j])$

4 **return** not BELLMAN-FORD( $G, R, 0$ )