Problem 1 Using n as our base, there will be $\left\lceil\log _{n} k\right\rceil$ digits in the integers, and thus $\left\lceil\log _{n} k\right\rceil$ rounds of count sort are needed.

## Problem 2

(a)
(i) If $w^{\prime}(e) \leq w(e)$, do nothing. Otherwise, remove $e$ from $T$. This divides the graph into two trees, $T_{1}$ and $T_{2}$. Perform DFS starting at any vertex, following only edges in $T$ to find all vertices in $T_{1}$. Any unvisited vertices are in $T_{2}$. Find the lightest edge between a vertex in $T_{1}$ and a vertex in $T_{2}$, and add this edge to $T$ to make $T^{\prime}$.
(ii) If $w^{\prime}(e) \geq w(e)$, do nothing. Otherwise, add $e$ to $T$. This will create a cycle in the graph. Starting at $u$, one of the vertices incident to $e$, perform a DFS, following only edges in $T$. When you find the back edge to $u$, backtrace the path back to the root to find all the edges in the cycle. Remove the lightest of these edges from the $T$ to make $T^{\prime}$.
(b)
(i) If an edge in $T$ has its weight decreased, obviously it can remain in $T$, as no other edge will do better. If $e$ has its weight increased, we must remove it from $T$ because there may be a lighter edge which completes the MST. We search for the light edge which crosses the cut which respects the partition of $T$ into two trees, which will be safe to add to our MST according to theorem 23.1.
(ii) If an edge in $T$ has its weight increased, obviously it cannot be added to $T$, as it will not do better than existing edge in $T$. If $e$ has its weight decreased, we add it to $T$ because it may make another (heavier) edge redundant. By adding $e, T$ is no longer a tree but will have one cycle which includes $e$. Removing any edge in this cycle will make it a tree again, and by removing the heaviest edge, we make it a MST.
(c)
(i) $O(m+n)=O(m)$
(ii) $O(n)$

## Problem 3

(a) We search the graph for vertices with in-degree zero. We add all these vertices to a queue. Then we operate in rounds. In each round, we have two queues, one for vertices which have in-degree zero at the start of the round $\left(Q_{1}\right)$, and one for vertices which have in-degree zero by the end of the round $\left(Q_{2}\right)$. In each round, we remove all vertices from $Q_{1}$, and examine their outgoing edges to see if any successors now have in-degree zero. If so, we add the successor to $Q_{2}$. We report the number of rounds required to remove all vertices as our result. If at any point $Q_{1}$ is empty but vertices remain, then there is a cycle in the graph and the curriculum is invalid.
(b) By removing all in-degree zero vertices in every round, we take all possible classes in every semester. Therefore the number of rounds is the minimum number of semesters required.
(c) $O(m+n)$

## Problem 4

(a) Given a graph $G$ and an integer $k$, is there an independent set of $k$ or more vertices in $G$ ?
(b)

1. Prove $L \in \mathbf{N P}$ The verification token is the list of vertices in the clique $V^{\prime}$. Verify in $O\left(|V|^{2}\right)$ time that all the vertices in $V$ are connected by an edge.
2. Choose a known NP-complete language Independent set problem.
3. Describe reduction algorithm Take a graph $G$ that we want to show has at an independent of at least size $k$. Use for the input to the clique problem the graph's complement, $G^{\prime}$, and $k$.
4. Prove correctness of reduction algorithm If there is a clique $V^{\prime}$ of size $k$ in $G$, then $V^{\prime}$ will be an independent set in $G^{\prime}$, also of size $k$. Because they were all connected in $G$, they will not share any edges in $G^{\prime}$, and so each edge will be incident on at most one vertex in $V^{\prime}$. Likewise, if there is an independent set of size $k$ in $G^{\prime}$, then it will be clique in $G$ of the same size.
5. Prove reduction algorithm runs in polynomial time Creating the complementary graph will take $O\left(|V|^{2}\right)$ time, because you must consider each pair of vertices.

## Problem 5

(a) We replace every undirected edge $(u, v)$ in $G$ with a pair of directed edges $(u, v)$ and $(v, u)$. Now, we add a weight to every directed edge, such that:
$w(u, v)=\max \left\{\begin{array}{l}0 \\ w(v)-w(u)\end{array}\right.$
Then use Dijkstra's shortest path algorithm to calculate the path with the smallest total edge weight between $u$ and $v$.
(b) We give each edge a weight corresponding to the uphill altitude biked over that edge. Thus, by finding the shortest path between $u$ and $v$ over these weights, we find the path which minimizes total altitude gained.
(c) $O((m+n) \log n)$

## Problem 6

Chaining Maintain a linked list for each slot in the hash table. Add colliding entries to the linked list. An advantage of this is that expected lookup time will be $O(1+n / m)$ where $n$ is the number of entries and $m$ is the number of hash slots, whereas in open addressing expected lookup time tends toward infinity as $n$ approaches $m$. Related, chaining can store more than $m$ elements, whereas open addressing cannot.

Open Addressing Entries occupy the hash table slot itself. If there is a collision, a secondary probing function tells you which slots to use. An advantage is that it requires less memory if the entries are small, possibly allowing a larger table and therefore have few collisions.

