

# Assignment 2: CS21003 Algorithms 1

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1. Suppose we have  $n$  jobs with positive lengths  $\ell_1, \dots, \ell_n$  and positive deadlines  $d_1, \dots, d_n$ . In a schedule  $\sigma$  (which is a permutation of  $\{1, \dots, n\}$ ), let  $C_j(\sigma)$  be the finish time of job  $j$  in the schedule  $\sigma$ . The lateness  $\lambda_j(\sigma)$  of a job  $j$  in the schedule  $\sigma$  is defined as  $\max\{0, C_j(\sigma) - d_j\}$ . Which of the following greedy algorithms outputs a schedule which minimizes total lateness  $\sum_{i=1}^n \lambda_j(\sigma)$ .
  - (a) Schedule the jobs in non-decreasing order of deadline  $d_j$ .
  - (b) Schedule the jobs in non-decreasing order of lengths  $\ell_j$ .
  - (c) Schedule the jobs in non-decreasing order of  $d_j \ell_j$ .
  - (d) None of the above.

[10 Marks]

2. There are  $n$  people. A parent-child relationship is stored pairwise in an  $n \times n$  matrix  $A$  where the  $A[i, j]$  is marked 1 if person  $i$  is a parent of person  $j$ , otherwise it is 0.  $A[i, i] = 0$  and there are no directed cycles formed through the sequence of parent-child dependencies. We are interested to efficiently find the following connections between all people:
  - (a) [Ancestor] Whether person  $i$  is an ancestor of a person  $j$ , that is, connected through a sequence of parent-child relationships. A parent is also an ancestor of the child. We wish to produce a matrix  $B$  as an answer where  $B[i, j]$  is marked 1 if person  $i$  is an ancestor of person  $j$ , otherwise it is 0.
  - (b) [Relative] A person is a relative if they have either a common ancestor or a common descendant or both. A person is her / his own relative by definition. We are interested to find this connection between all persons. We wish to produce a matrix  $C$  as an answer where  $C[i, j]$  is marked 1 if person  $i$  is a relative of person  $j$ , otherwise it is 0.

You are to do the following for each part (a) and (b)

- i. Develop a recursive definition for the problem.
- ii. Show its working on an example of 7 persons.
- iii. Prove its correctness.
- iv. Analyze its time complexity at this initial stage.
- v. Identify scope identical sub-problems, memoization, pruning.
- vi. Define the Data Structures.
- vii. Develop the final algorithm .
- viii. Analyze the time and space complexity of the final algorithm.
- ix. Show its working on the final algorithm using the same example of 7 persons.

[10 Marks]