CS60003 Algorithm Design and Analysis, Autumn 2010–11

Class test 1

Maximum marks: 40	Time: 07–08–09–10	Duration: $1 + \epsilon$ hour
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Roll no:	Name:	

[Write your answers in the question paper itself. Be brief and precise. Answer <u>all</u> questions.]

In both the following exercises, you solve the same computational problem which goes like this. You are given n probabilities p_1, p_2, \ldots, p_n (so each $p_i \in [0, 1]$). You are also given an integer k in the range $0 \leq k \leq n$ (so k = O(n)). Assume that p_i is the probability of obtaining a head in a random toss of a coin C_i . One toss is made of each of the coins C_1, C_2, \ldots, C_n in that order. Your task is to propose efficient algorithms to compute the probability P(n, k) of obtaining exactly k heads in these n tosses. Of course, in addition to n and k, the value of P(n, k) depends also on the probabilities p_1, p_2, \ldots, p_n . For simplicity, we use the simplified notation P(n, k) to actually stand for $P(n, k, p_1, p_2, \ldots, p_n)$.

Example: Let n = 3, $p_1 = \frac{1}{3}$, $p_2 = \frac{1}{2}$, $p_3 = \frac{3}{4}$, and k = 2. Denote a head by H and a tail by T. All possible outcomes of three tosses with exactly two heads are HHT, HTH and THH. The probability to be calculated is, therefore, $P(3,2) = \frac{1}{3} \times \frac{1}{2} \times (1-\frac{3}{4}) + \frac{1}{3} \times (1-\frac{1}{2}) \times \frac{3}{4} + (1-\frac{1}{3}) \times \frac{1}{2} \times \frac{3}{4} = \frac{1}{24} + \frac{3}{24} + \frac{6}{24} = \frac{10}{24} = \frac{5}{12}$. Suppose that we do arithmetic on floating-point numbers of a fixed size (like **double** in C), so the cost of

adding, subtracting or multiplying two floating-point values is always $\Theta(1)$. In particular, the probabilities p_1, p_2, \ldots, p_n are supplied as floating-point values (not as rational numbers as in the above example).

If k = n/2, there are $\binom{n}{n/2} \ge 2^{n/2} = (\sqrt{2})^n$ outcomes with exactly k heads. Enumerating all possibilities leads to fully exponential running time. Better algorithms are needed to achieve polynomial running times.

1. First, design an $O(n^2)$ -time dynamic-programming algorithm to compute P(n, k). Use the values P(i, j) to stand for the probability of obtaining exactly j heads in the tosses of C_1, C_2, \ldots, C_i .

(a) For $i \ge 1$, express P(i, j) in terms of P(i - 1, j - 1) and P(i - 1, j). Give brief justification. (5)

(b) Supply conditions to terminate the recursive definition of P(i, j). Give brief justification. (5)

(c) Convert the above formulas to an $O(n^2)$ -time dynamic-programming algorithm to calculate P(n,k). (5)

(d) Justify that your algorithm runs in $O(n^2)$ time.

(5)

2. Now, design an $O(n \log^2 n)$ -time divide-and-conquer (top-down) algorithm for computing P(n, k). Denote by Q(i, j, k) the probability of obtaining exactly k heads in tosses of $C_i, C_{i+1}, \ldots, C_j$. (We have P(n, k) = Q(1, n, k).) Also, denote by $F_{i,j}(x)$ the polynomial

$$F_{i,j}(x) = \sum_{k \ge 0} Q(i,j,k) x^k.$$

Q(i, j, k) = 0 for k > j - i + 1, so $F_{i,j}(x)$ is indeed a polynomial (not a non-terminating power series). If we can compute the polynomial $F_{i,j}(x)$, we output its coefficient of x^k as Q(i, j, k). In particular, P(n, k)is the coefficient of x^k in $F_{1,n}(x)$. So it suffices to compute $F_{1,n}(x)$.

(a) Basis case: Let $i \in \{1, 2, ..., n\}$. Write the expression for $F_{i,i}(x)$ with justification.

(5)

(b) Induction: Let $1 \leq i \leq m < j \leq n$. Prove that $F_{i,j}(x) = F_{i,m}(x)F_{m+1,j}(x)$. (5)

(d) Prove that your algorithm in Part 2(c) runs in $O(n \log^2 n)$ time. (You may use without proof the result that the solution of the recurrence $T(n) = 2T(n/2) + O(n \log n)$ is $T(n) = O(n \log^2 n)$. For a proof, look at the solution of Exercise 1 in the Mid-Semester Test of Autumn 2008.) (5)

(Remark: Never ever underestimate the power of top-down programming.)

[You may also use this space for continuation of answers. Give pointers from Pages 1–4.]

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