1. Let KANP(k, j, Y) represent the problem:

maximize
$$\sum_{k \le i \le j} p_i x_i$$

subject to
$$\sum_{k \le i \le j} w_i x_i \le Y$$

$$x_i = 0 \text{ or } 1, \ k \le j$$

Then the 0/1 knapsack problem is KNAP(1, n, M). Let $g_j(c)$ be the value of an optimal solution to KNAP(j+1, n, c). Clearly, $g_0(M)$ is the value of an optimal solution to KNAP(1, n, M) and $g_n(c)=0$ for all c.

- (a). Please find the recurrence relation of $g_j(c)$ and $g_{j+1}(c)$. (10%)
- (b). Given n=3, M=10, and P_i and W_i as follows:

i	W_i	P_i
1	10	40
2	3	20
3	5	30

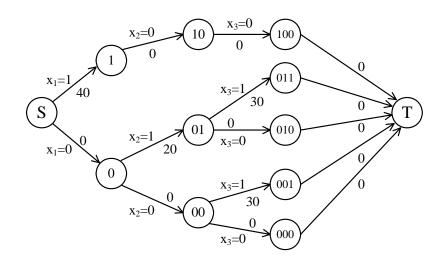
Please represent the above 0/1 knapsack problem KNAP(1, 3, 10) as a multistage graph. (10%)

Ans :

```
(a)
```

```
g_j(c)=\max\{g_{j+1}(c), g_{j+1}(c-w_{j+1})+p_{j+1}\}
```

(b)



2. A string is a sequence of symbols; for example, $X = \langle x_1, x_2, ..., x_m \rangle$ is a string of *m* symbols $x_1, x_2, ..., x_m$. When we delete 0 or more symbols (not necessarily consecutive) from *X*, we get a subsequence of *X*. Write an algorithm using principle of optimality (dynamic programming) to calculate the length of the longest common subsequence of $X = \langle x_1, x_2, ..., x_m \rangle$ and $Y = \langle y_1, y_2, ..., y_n \rangle$. (15%) What is principle of optimality? (5%)

```
Ans:

(1)

\Rightarrow Let L[i, j] be the length of an LCS of the prefixes

Xi = \langle x1, x2, ..., xi \rangle and Yj = \langle y1, y2, ..., yj \rangle,

for 1 \leq i \leq m and 1 \leq j \leq n.

\begin{bmatrix} L[i, j] = 0 \text{ if } i = 0, \text{ or } j = 0 \\ = L[i-1, j-1] + 1 \text{ if } i, j > 0 \text{ and } xi = yj \\ = \max(L[i, j-1], L[i-1, j]) \text{ if } i, j > 0 \text{ and } xi \neq yj \end{bmatrix}
```

(2)

Principle of Optimality : In an optimal sequence of decisions or choices, each subsequence must also be optimal.

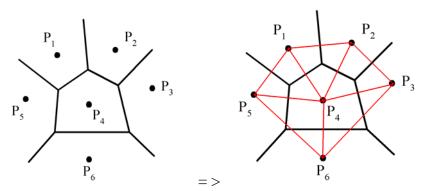
Write the Dijkstra's single-source shortest path algorithm (10%) and show that it is optimal in the worst case. (10%)
 Ans :

```
(a)
```

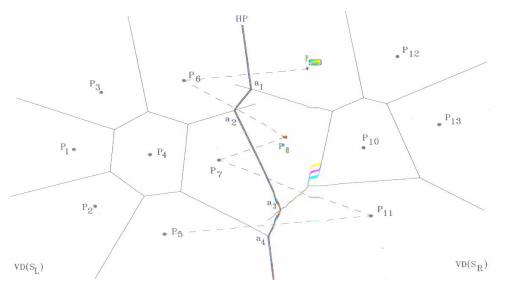
```
Dijkstra (G, w, s) {
                                        //G=(V,E)
     for each vertex v \in V[G] // Initialization
           do d[v] \leftarrow \infty
                                        //將所有的 s 到 v 的距離設為∞
               \pi[v] \leftarrow \mathsf{NIL}
     d[s] \leftarrow 0
                                        //將s到s的距離設為0
     \mathsf{S} \leftarrow \varnothing
                                        // S 爲已確定最短路徑之 vertex 的集合
     Q \leftarrow V[G]
     while Q \neq \emptyset
           do u \leftarrow Extract-Min(Q)
                                                  //從Q中找出路徑為最短之
     vertex
                 S \leftarrow S \cup \{u\}
                                                   //將 u 加入 S 中
                 for each vertex v \in Adj[u]
                 //對於每一個與 u 相鄰的 v, 若 s 到 v 的距離比 s 經由 u 到 v 的
                  距離長,則將最短路徑設為此
                       if d[v] > d[u]+w(u,v)
                             then d[v] \leftarrow d[u]+w(u,v)
                                  \pi[v] \leftarrow u
                                                    //將 u 設為 v 的 predecessor
     }
```

- (b) It can be easily seen that the worst-cast time complexity of Dijkstra's algorithm is $O(n^2)$ due to the repeated operations to calculate L(w). From another view of point, the minimum number of steps to solve the single-source shortest path problem is $\Omega(e)$ where e is the number of edges in the graph because every edge has to be examined. In the worst case, $\Omega(e) = \Omega(n^2)$. Therefore, in this sense, Dijkstra's algorithm is optimal.
- 4. Let T(n) be the time complexity of an algorithm and T(n)=2T(n/2)+n. Please represent T(n) in the Big O notation. (10%)
 Ans :
 O(nlogn)
- 5. Given a Voronoi diagram for the 6 points below, please find the Delaunay

triangulation for the 6 points. (10%)



6. Please merge the following left and right Voronoi diagrams into one Voronoi diagram (10%)



 A triomino is an L shaped object that can cover three squares of a chessboard. Please tile the following 8×8 defective chessboard with 21 triominos. (10%)

