

1. (15%) Given  $a_0, a_1, \dots, a_{n-1}$ , the Fast Fourier Transform (FFT) algorithm can compute  $A_0, A_1, \dots, A_{n-1}$  in  $O(n \log n)$  time complexity by the divide-and-conquer strategy, where

$$\begin{aligned} A_j &= \sum_{k=0}^{n-1} a_k e^{i2\pi jk/n}, \quad 0 \leq j \leq n-1 \\ &= \sum_{k=0}^{n-1} a_k \omega^{kj}, \text{ where } \omega = e^{i2\pi/n} \end{aligned} . \text{ Show the basic concept of the FFT algorithm.}$$

2. (15%) Given a set of  $n$  planar points  $P_1, P_2, \dots, P_n$ , the Euclidean All Nearest Neighbor problem is to find the nearest neighbor of every  $P_i$ ,  $1 \leq i \leq n$ . Show that the problem can be solved in linear time if the Voronoi diagram of the  $n$  points is given.

3. (20%) We have the following definitions and theorem related to NP-completeness.

**Definition 1.** Let  $A_1$  and  $A_2$  be two problems.  $A_1$  reduces to  $A_2$  (written as  $A_1 \leq A_2$ ) if and only if  $A_1$  can be solved in polynomial time, by using a polynomial time algorithm which solves  $A_2$ .

**Definition 2.** A problem  $A$  is NP-complete if  $A \in \text{NP}$  and every NP problem reduces to  $A$ .

**Cook's Theorem.**  $\text{NP} = \text{P}$  if and only if the satisfiability (SAT) problem is a P problem.

Let  $\text{SAT} \leq B$ ,  $B \leq C$ ,  $C \leq D$ , and  $D \in \text{NP}$  for a given problem  $D$ . By the above definitions and theorem, show that  $D$  is NP-complete.

(Hint: You can first derive the reduction relationship of the SAT problem and every NP problem to complete the proof.)

4. Consider the problem to determine whether a given undirected graph with  $n$  vertices contains a cycle of length  $k$  as a subgraph. (a) (5%) Show that if  $k$  is a part of the input instance, then this problem is NP-complete. (b) (15%) However, if  $k$  is a constant, there is a naïve  $O(n^k)$  time algorithm that solves this problem by checking all possible  $k$  vertices of the graph. Design a more efficient algorithm for this problem.

5. Let  $G$  be an undirected graph. Each edge  $e$  in  $G$  is assigned a probability  $p_e$ ,  $0 \leq p_e \leq 1$ . The **reliability** of a path is the product of the probabilities of edges of the path. Design an efficient algorithm to find a path with maximal possible reliability. (15%)
6. Given a positive integer  $m$ , and an array  $p[1..n]$  of  $n$  ( $n \leq m$ ) positive numbers, find a way to partition  $m$  into one or more positive integers  $j_1, j_2, \dots, j_k$  (i.e.  $j_1 + j_2 + \dots + j_k = m$ ) such that the sum  $p[j_1] + p[j_2] + \dots + p[j_k]$  is maximized over all possible partitions of  $m$ . (15%)