



Algorithms and Datastructures

Winter Term 2022

Exercise Sheet 10

Due: Wednesday, January 22nd, 2pm

Exercise 1: Dijkstra's Algorithm

(10 Points)

In the lecture we saw that the runtime of Dijkstra using Fibonacci heaps is $O(m + n \log n)$. Is this the actual runtime of the algorithm? Maybe our analysis is just not good enough! We will show that the analysis is indeed tight.

- Argue that any algorithm solving SSSP (Single Source Shortest Paths) must spend at least $\Omega(m)$ time. An intuitive explanation is sufficient. (1 Point)
- Proof that the Dijkstra algorithm determines shortest paths in a sorted order. For a source node v and any other two nodes $u \neq w$ then u will be marked before w if $d(v, u) < d(v, w)$. Give a formal proof. (4 Points)
- Proof that Dijkstras Algorithm needs $\Omega(n \log n)$ time if the algorithm is implemented using a comparison based heap. The idea is the following: reduce the problem of sorting n numbers to the SSSP problem. (Given n numbers in an array A create an instance of SSSP.) Give a precise description and a formal proof. (5 Points)

Exercise 2: Currency Exchange

(10 Points)

Consider n currencies w_1, \dots, w_n . The exchange rates are given in an $n \times n$ -matrix A with entries a_{ij} ($i, j \in \{1, \dots, n\}$). Entry a_{ij} is the exchange rate from w_i to w_j , i.e., for one unit of w_i one gets a_{ij} units of w_j .

Given a currency w_{i_0} , we want to find out whether there is a sequence i_0, i_1, \dots, i_k such that we make profit if we exchange one unit of w_{i_0} to w_{i_1} , then to w_{i_2} etc. until w_{i_k} and then back to w_{i_0} .

- Translate this problem to a graph problem. That is, define a graph and a property which the graph fulfills if and only if there is a sequence of currencies as described above. (4 Points)
- Give an algorithm that decides in $\mathcal{O}(n^3)$ time steps whether there is a sequence of currencies as described above. Explain the correctness and runtime. (6 Points)

Hint: It is $a \cdot b > 1 \iff -\log a - \log b < 0$