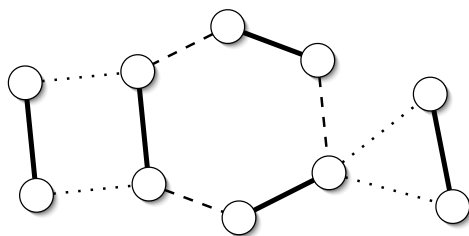


Spring 2005 Theory Comprehensive Exam
Answer all 6 questions.

1. EXAM SEATING is the following problem: I have a set S of students who are taking a final exam, and a symmetric function $\text{Cheat} : S \times S \rightarrow \{0, 1\}$ such that $\text{Cheat}(s_1, s_2) = \text{Cheat}(s_2, s_1) = 1$ if s_1 and s_2 will copy from each others' exams if they can and 0 if they won't. I am trying to design an order for the students to sit in a line; each student can see the exam of the students to their left and right. Question: is there an ordering of the students in a line so that no cheating can take place?

Prove that EXAM SEATING is NP-complete. Hint: think of Cheat as describing a graph.
2. Suppose you are flying from Albuquerque, NM to Bangkok, Thailand, and you are given the prices of flights between any two cities in the world.
 - (a) How do you schedule your trip if you want to spend the least amount of money on airplane tickets?
 - (b) Now suppose you don't want to have too many stops on your trip. How do you schedule your trip if you want to have at most k stops while also spending as little money as possible? Is this problem polynomial-time solvable, as a function of n (the number of cities) and/or k (the number of stops)? Why or why not?
 - (c) What if you want to visit exactly k cities during the trip while still wanting to spend as little money as possible? Is the problem still polynomial-time solvable? Why or why not?
3. Assume you are given a weighted undirected connected graph $G = (V, E)$, where all the edge weights are unique, and some edge $e \in E$. Give an $O(|E|)$ -time algorithm to determine if e is in the minimum-weight spanning tree for G . Prove that your algorithm is correct.
4. Suppose I store n items in a hash table of size n according to a good pseudorandom hash function, so that each item is hashed to a uniformly random location. Prove that with high probability, no location in the table receives $\log n$ or more items.

5. Given a graph $G = (V, E)$, a *perfect matching* is a subset of $M \subseteq E$ such that each vertex appears in exactly one $m \in M$. (In particular, $|M| = |V|/2$.) Given a graph G , let G' be the (much larger!) graph whose vertices are the perfect matchings of G , and where an edge exists between two perfect matchings if you can get from one to the other by the following kind of “flip” move: 1) find an even cycle C of G such that every vertex in C is matched with an adjacent vertex in C , and then 2) replace the edges of C in M with those in $C \setminus M$. For instance, in the figure below, the current matching consists of the bold edges. The hexagon forms such a cycle C , and we can replace the solid edges with the dashed edges:



and we could do the same with the square on the left.

Prove that G' is connected for any G ; in other words, we can get from any perfect matching to any other through a sequence of moves of this type.

6. The theory of NP-completeness addresses the worst-case complexity of problems. However, most real-world instances are not designed by an adversary. Does this mean the theory of NP-completeness has little practical value? Write a *short* comment (two paragraphs maximum) on the extent to which NP-completeness is or is not relevant to the real world, and what other ideas in computer science can help us understand and deal with real-world instances of NP-complete problems.