

## CS 170 Dis 02

Released on 2017-09-10

### 1 Cubed Fourier

- (a) Cubing the  $9^{\text{th}}$  roots of unity gives the  $3^{\text{rd}}$  roots of unity. Next to each of the third roots below, write down the corresponding  $9^{\text{th}}$  roots which cube to it. The first has been filled for you. *We will use  $\omega_9$  to represent the primitive  $9^{\text{th}}$  root of unity, and  $\omega_3$  to represent the primitive  $3^{\text{rd}}$  root.*

$$\omega_3^0 : \omega_9^0, \quad ,$$

$$\omega_3^1 : \quad , \quad ,$$

$$\omega_3^2 : \quad , \quad ,$$

- (b) You want to run FFT on a degree-8 polynomial, but you don't like having to pad it with 0s to make the (degree+1) a power of 2. Instead, you realize that 9 is a power of 3, and you decide to work directly with 9th roots of unity and use the fact proven in part (a). Say that your polynomial looks like  $P(x) = a_0 + a_1x + a_2x^2 + \dots + a_8x^8$ . **How do you split  $P(x)$  to use the fact proven in part (a) to your advantage?** Provide either the polynomial, or explain how the vector can be divided to recurse on. *Recall that for the FFT algorithm shown in the book, we split a given polynomial  $Q(x) = A_e(x^2) + xA_o(x^2)$ , and we define what  $A_e(x^2)$  and  $A_o(x^2)$  are. Correspondingly, in lecture you saw the  $\vec{a}$  split into  $\vec{a}_{\text{even}}$  and  $\vec{a}_{\text{odd}}$ .*

### 2 Vandermonde Matrices

Recall that a square Vandermonde matrix is of the following form:

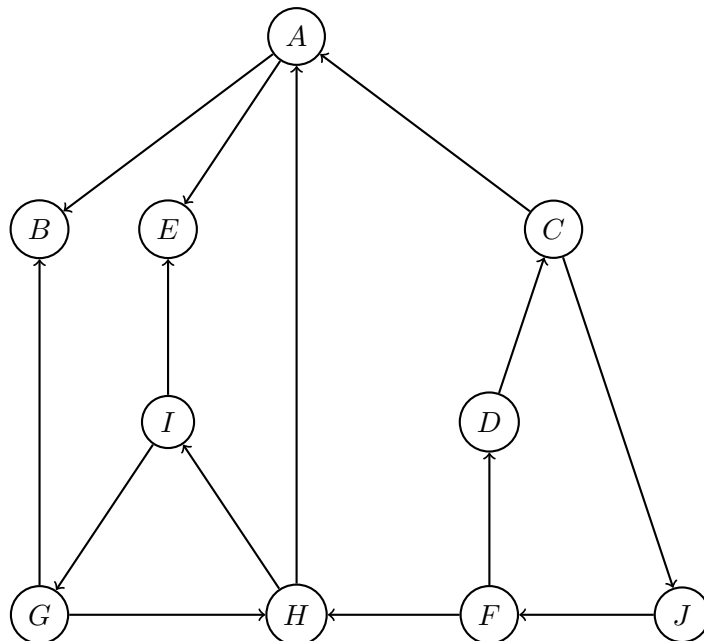
$$\begin{bmatrix} 1 & \alpha_1 & \alpha_1^2 & \dots & \alpha_1^{n-1} \\ 1 & \alpha_2 & \alpha_2^2 & \dots & \alpha_2^{n-1} \\ \dots & \dots & \dots & \dots & \dots \\ 1 & \alpha_n & \alpha_n^2 & \dots & \alpha_n^{n-1} \end{bmatrix}$$

Some real matrices have the nice property that  $M^{-1} = cM^T$  for some constant  $c$ , or even that  $M^{-1} = M$ . Show that if  $M$  is a real  $n$ -by- $n$  Vandermonde matrix and  $n > 2$ , then  $M^{-1}$  is not equal to  $cM^T$  for some constant  $c$ . (Hint: It suffices to show that  $MM^T$  is not a diagonal matrix, i.e. at least one of its off-diagonal entries is non-zero).

*(Why are we asking you to show this? As seen in the textbook, both evaluating a polynomial at  $n$  points and going from the value of a polynomial at  $n$  points to its coefficients were equivalent to solving for either  $x$  or  $b$  in the equality  $Mx = b$ , where  $M$  is a Vandermonde matrix,  $x$  is a vector of the polynomial's coefficients, and  $b$  is the value of the polynomial at the distinct points  $\alpha_1, \alpha_2 \dots \alpha_n$ , using the same  $\alpha_i$  that define the Vandermonde matrix. In particular, for FFT the matrix  $M$  used has the nice property that its conjugate  $M^*$  is*

proportional to its inverse  $M^{-1}$ . This exercise shows that if we want to use a matrix of only real values in FFT, we won't be able to achieve this nice property, which is what allows inverse-FFT to look so similar to FFT.)

### 3 Graph Traversal



- For the directed graph above, perform DFS starting from vertex A, breaking ties alphabetically. As you go, label each node with its pre- and post-number, and mark each edge as **T**ree, **B**ack, **F**orward or **C**ross.
- What are the strongly connected components of the above graph?
- Draw the DAG of the strongly connected components of the graph.

### 4 Short Answer

For each of the following, either prove the statement is true or give a counterexample to show it is false.

- If  $(u, v)$  is an edge in an undirected graph and during DFS,  $\text{post}(v) < \text{post}(u)$ , then  $u$  is an ancestor of  $v$  in the DFS tree.
- In a directed graph, if there is a path from  $u$  to  $v$  and  $\text{pre}(u) < \text{pre}(v)$  then  $u$  is an ancestor of  $v$  in the DFS tree.
- In any connected undirected graph  $G$  there is a vertex whose removal leaves  $G$  connected.

## 5 True Source

Design an efficient algorithm that given a directed graph  $G$  determines whether there is a vertex  $v$  from which every other vertex can be reached. (Hint: first solve this for directed acyclic graphs. Note that running DFS from every single vertex is not efficient.)

## 6 Path Problems on DAGs

Let  $G$  be a directed, acyclic graph.

- (a) Give an efficient algorithm to compute the number of edges in the longest path in  $G$ .
- (b) Give an efficient algorithm that takes  $G$  and two vertices  $s, t$  in its input and computes the number of paths from  $s$  to  $t$ .