



# Algorithms and Datastructures

## Winter Term 2022

### Grading Guidelines Exercise Sheet 9

Due: Wednesday, January 11th, 2pm

#### Exercise 1: Dijkstra's Algorithm

(10 Points)

Consider a maze which is given as a subgraph of an  $n \times n$  grid, i.e., each node in the grid has at most four incident edges; at most two in horizontal and at most two in vertical direction. We assume that walking through the maze in horizontal direction takes longer than in vertical direction, so we assign each horizontal edge weight 2 and each vertical edge weight 1.

We number the  $n^2$  nodes line by line. The maze is given by an adjacency list  $A$ . Entry  $A[i]$  contains tuples of the form  $(j, w(i, j))$ , where  $j$  is a neighbor of node  $i$  and  $w(i, j) \in \{1, 2\}$  the weight of edge  $\{i, j\}$ .

- Implement an algorithm that computes for such an adjacency list and two grid nodes  $s, t \in \{0, \dots, n^2 - 1\}$  the shortest path from  $s$  to  $t$  as a sequence of visited grid nodes in time  $\mathcal{O}(n^2 \log n)$ . You may use the template `Maze.py` as well as any data structures used on former exercise sheets.<sup>1</sup> Shortly explain the runtime of your algorithm in `erfahrungen.txt`.
- Run your algorithm on the maze given in `maze.txt` for  $s = 0$  and  $t = 899$ . In `Maze.py` you can find a function to convert the data from `maze.txt` into an adjacency list. Use the function `visualize_path` on your result and store the output into a file `solution.txt`.

#### 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  $a \cdot b > 1 \iff -\log a - \log b < 0$*

<sup>1</sup>E.g., `heapq` and `networkx.utils.union_find`. In `heapq` the function `heappush` corresponds to the `insert` operation and `heappop` to the `delete-min` operation from the lecture. You can use `heappush` and `heappop` on Python-lists (more details [here](#)).