

Due Sep 20, at Beginning of class

1. (0 points). Write your name clearly. Staple your HW. READ Chap 4.1-4.4.
2. (25 points) Recall that an instance of the INTERVAL SCHEDULING problem is a set of ordered pairs of start times and finish times of a job. (NOTE- in an instance of INTERVAL SCHEDULING you cannot have the same interval twice. That is $\{[1, 2], [1, 2]\}$ would not be allowed.)
 - (a) Find an instance of INTERVAL SCHEDULING that has exactly TWO optimal solutions. The instance must have at least 10 intervals.
 - (b) Find an instance of INTERVAL SCHEDULING that has exactly THREE optimal solutions. The instance must have at least 10 intervals.
 - (c) Let $k \geq 3$. Find an instance of INTERVAL SCHEDULING that has exactly k optimal solutions. The instance must have at least 10 intervals.
3. (25 points) Find a function f such that the following theorem is true (and prove it).

If the maximum degree of a graph G is d then G is $f(d)$ -colorable.
4. (25 points) The version of Dijkstra's algorithm we presented in class took as input a graph G and output the numbers $d(v)$, the cost of going from s to v . Present an algorithm that also produces the PATH you would take going from s to v .
5. (25 points) Imagine that G is a weighted graph where we allow negative weights. In such a graph the very question of 'find the shortest path from s to v ' may not make sense since a negative cycle may make it possible to go from s to v with lower and lower cost (negative numbers). However, one can still RUN Dijkstra's algorithm on G . Where does the proof that Dijkstra's algorithm gives the optimal cost break down?