1. **Unique MST.** Prove that if an undirected connected graph \( G = (V, E) \) has distinct weights \( c(e) \geq 0 \) on its edges \( e \in E \), then it has exactly one Minimum Spanning Tree. For your proof, use the correctness analysis of Kruskal’s or Prim’s algorithm.

2. **Dijkstra vs. Prim.** As you may have noticed, Dijkstra’s and Prim’s algorithms are very similar. In this question, you will explore their similarities and differences.
   
   (a) Show that running Dijkstra’s algorithm on an undirected, connected graph \( G \) (with non-negative edge costs) will produce a spanning tree of \( G \).
   
   (b) Prove or give a counter-example to the following statement: A tree produced by Dijkstra’s algorithm on a given (undirected, connected, weighted) graph \( G \) is a Minimum Spanning Tree.

3. **Greedy hiker.** Consider the Knapsack Problem: Given positive integer weights \( w_1, w_2, \ldots, w_n \) and a positive integer \( W \) (all in binary), find a subset \( S \subseteq \{1, 2, \ldots, n\} \) such that \( \sum_{i \in S} w_i \) is maximized, subject to the constraint that \( \sum_{i \in S} w_i \leq W \).

   A greedy algorithm for this problem is: Sort all weights \( w_i \)’s from heaviest to lightest. Go through them one by one, adding \( w_i \) to the knapsack, if the resulting total weight of the knapsack is at most \( W \).

   (a) Show that this greedy algorithm is not correct in general. That is, given an example of an instance \((w_1, \ldots, w_n, W)\) where the greedy algorithm fails to finds an optimal solution.

   (b) Consider the special case of the problem, where the weights \( w_i \) are distinct powers of 2, i.e., each \( w_i = 2^{t_i} \), for some nonnegative integer \( t_i \). Prove that the greedy algorithm is correct in this special case. (Your proof of correctness should argue by induction that every partial solution produced by the algorithm can be extended to a global optimal solution.)
4. **Largest Independent Set in a Forest** Consider the following problem.

**Given:** A forest \( F = (V, E) \) (i.e., a collection of unconnected trees).

**Find:** A largest independent set for \( F \) (i.e., a largest subset \( S \subseteq V \) of vertices of \( F \) such that no two vertices in \( S \) are connected by an edge in \( F \)).

Consider the following greedy algorithm that attempts to solve this problem.

Algorithm \textsc{GreedyForest}(F = (V, E))

\[
S \leftarrow \emptyset; \quad % \text{initially our independent set is empty}
\]

\[\text{while } V \neq \emptyset\]

\[
\begin{align*}
&\text{find any leaf } v \in V \text{ in the forest } F; \quad % \text{i.e., find } v \in V \text{ of degree } \leq 1 \\
&S \leftarrow S \cup \{v\}; \\
&\text{remove } v \text{ and any neighbor } w \text{ of } v \text{ from } V;
\end{align*}
\]

\[\text{endwhile}\]

\[\text{return } S\]

(a) Assuming that a forest is given by the adjacency lists, analyze the running time of the algorithm \textsc{GreedyForest} using the order notation. (Try to find the fastest implementation for the algorithm, perhaps using an appropriate data structure to speed up finding a leaf in the body of the while-loop.)

(b) Decide if the algorithm \textsc{GreedyForest} is correct. That is, either construct an example of the forest where this algorithm fails to find a largest independent set, or give a proof that this algorithm always succeeds in finding a largest independent set in any given forest.

5. There are houses located along a road. (You can picture a road as a long line segment, with an eastern endpoint and a western endpoint.) You need to place cell phone base stations at certain points along the road, so that every house is within four miles of one of the base stations.

Give an efficient algorithm that achieves that goal, using as few base stations as possible. Argue correctness and analyze the runtime of your algorithm.

6. **Circular interval scheduling.** Consider the clock face, labeled by hours (from 0 to 24). You are given \( n \) circular segments (intervals on the circle), with \( i \)th segment having a start time \( s_i \) and finish time \( f_i \), and occupying the segment of the circle from time \( s_i \) to \( f_i \) going clockwise. For example, you may have a segment from 1 to 4 (on the clock face), or a segment from 22 to 2 (which you can think of as going from 10pm to 2am).

Given \( n \) circular intervals \((s_1, f_1), \ldots, (s_n, f_n)\), find a maximum size collection \( S \) of intervals (schedule) such that no two intervals in \( S \) overlap. (As for the problem of interval scheduling considered in class, we assume that the intervals are open, so two intervals sharing endpoints only are not overlapping; thus, e.g., it’s OK to put (1,17) and (17,1) into the same schedule.) Give a \( \text{poly}(n) \)-time algorithm for this problem.