CMPS 102 — Winter 2019 – Homework 4

Three problems, 28 points, due 11:50 pm Wednesday March 6th, read the Homework Guidelines

- 1. (10 pts) Let B(n) be the number of different binary search trees containing the n keys 1, 2, . . . , n. For this problem you will develop a dynamic programming algorithm that, given n, calculates B(n). Note that B(1) = 1 since there is only one one-node binary tree. For two nodes B(2) = 2 (either node can be root, and there is only one binary search tree consistent with each choice).
 - (a) (1 pt) Calculate by hand B(3).
 - (b) (1 pt) How many n = 6 key binary trees are there with keys $\{1, 2, 3, 4, 5, 6\}$ and key 3 at root (so the left subtree has two nodes, and the right one has 3 nodes) are there?
 - (c) (3 pts) Construct a recurrence for B(n), I expect something with a sum. Include boundary conditions in your recurrence; what is a convenient boundary value for B(0)? Briefly justify (formal proof not required) that your recurrence computes the correct value.
 - (d) (4 pts) Give an iterative (bottom up) algorithm based on the recurrence that computes B(n) by filling in a table.
 - (e) (1 pt) What is the running time of your iterative algorithm as a function of n (use asymptotic notation)?
- 2. (8 pts) Assume that you have a list of n home maintenance/repair tasks (numbered from 1 to n) that must be done in list order on your house. You can either do each task i yourself at a positive cost (that includes your time and effort) of c[i]. Alternatively, you could hire a handyman who will do the next 4 tasks on your list for the fixed cost h (regardless of how much time and effort those 4 tasks would cost you). You are to create a dynamic programming algorithm that finds a minimum cost way of completing the tasks. The inputs to the problem are h and the array of costs $c[1], \ldots, c[n]$.
 - (3 pts) First, find a justify a recurrence (with boundary conditions) giving the optimal cost for completing the tasks.
 - (1 pts) Give an O(n)-time recursive algorithm with memoization for calculating the value of the recurrence.
 - (1 pt) Give an O(n)-time bottom-up algorithm for filling in the array
 - (2 pts) Describe how to determine which tasks to do yourself, and which tasks to hire the handyman for in an optimal solution.
- 3. (10 pts) Assume you are planning a canoe trip down a river. The river has n trading posts numbered 1 to n going downstream. You will start your trip at trading post number 1 and end at trading post number n. Let R(i,j) be the cost of renting a canoe at trading post i and returning it at trading post j, where j > i. Assume that you always want to go down river, so the costs if $j \le i$ are irrelevant. Find the cheapest sequence of rentals that allow you to complete your trip. Aim for an algorithm running in $O(n^2)$ time.

For example, if n = 4 and the costs are:

R(i,j)	j		
i	2	3	4
1	15	25	35
2		12	16
3			5

then the cheapest sequence of canoe rentals to travel the river would be to rent from 1 to 3, and then from 3 to 4 for a cost of 25 + 5 = 30.

On the other hand, if the costs were:

then taking one canoe all the way from 1 to 4 and renting 1 to 2 and then 2 to 4 are the cheapest solutions (both cost 30). (Note that renting from 1 to 3 is cheaper than going 1 to 2, but the 1 to 3 rental is not in any of the cheapest 1 to 4 solutions.)

Let C(k) be the cost of the cheapest sequence of canoe rentals starting from trading post 1 and returning the last canoe rented at trading post k.

- (a) (3 pts) Assume an optimal sequence of rentals changes canoes at some trading post j. What subproblems are also solved optimally by (parts of) this rental sequence? Prove your answer (probably using a proof by contradiction)
- (b) (2 pts) Derive a recurrence for C(k) in terms of C(j) values where j < k.
- (c) (4 pts) Give a bottom-up iterative algorithm for computing the C(j) values.
- (d) (1 pt) Finally, show how keeping a little (i.e. O(n)) additional information allows the a cheapest sequence of canoe rentals to be printed out in O(n) time.

For part (c), it may be helpful to first construct a recursive algorithm for computing the C(k) values.