## CS 325 Project 3 Report

## Group 3

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## **Recursive Function**

We start with the following recursive function:

$$T[i,j] = \max \left\{ egin{array}{l} \mathrm{A[i,j]} \ \mathrm{T[i-1,\,j]} + \mathrm{A[i,\,j]} \ \mathrm{T[i,\,j-1]} + \mathrm{A[i,\,j]} \end{array} 
ight\}$$

The problem with this function is that it does not account for base cases. We can remedy this fairly simply:

$$T[i,j] = \max \left\{ \begin{array}{ll} A[i,j] \\ \begin{cases} T[i-1,j] + A[i,j] & i > 0 \\ 0 + A[i,j] & i = 0 \\ T[i,j-1] + A[i,j] & j > 0 \\ 0 + A[i,j] & j = 0 \end{array} \right\}$$

Now the formula will correctly find the best solution that ends at entry (i, j).

## Pseudocode

```
HVALUE(H, i, j):
  if i < 0 or j < 0 then
      return 0
  else
      return H[i][j]
  end if
Running time: \Theta(1)
HEURISTIC(grid, i, j):
  H \leftarrow \text{Array2D}()
  for y = 0 to j do
      for x = 0 to i do
          H[x][y] \leftarrow grid[x][y] + max\{ HVALUE(H, i-1, j), HVALUE(H, i, j-1), 0 \}
      end for
  end for
  return H
Running time: \Theta(i \times j)
```

```
\begin{aligned} & H \leftarrow \text{HEURISTIC}(\text{grid, grid.rows - 1, grid.columns - 1}) \\ & (x,y) \leftarrow \max\{\text{elements in bottom row of } H \text{ and last column of } H\} \\ & \text{Path} \leftarrow \text{Array}() \\ & \text{Path.append}((x,y)) \\ & \textbf{while } x \neq 0 \text{ and } y \neq 0 \text{ and not } (H[x-1][y] < 0 \text{ and } H[x][y-1] < 0) \textbf{ do} \\ & \textbf{if } H[x-1][y] > H[x][y-1] \text{ and } x > 0 \textbf{ then} \\ & x \leftarrow x - 1 \\ & \text{Path.append}((x,y)) \\ & \textbf{else} \\ & y \leftarrow y - 1 \\ & \text{Path.append}((x,y)) \\ & \textbf{end if} \\ & \textbf{end while} \\ & \textbf{return Path} \end{aligned}
```