

Algorithms Homework Assignment 5

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Basic Introduction

- 執行環境 : Windows 10
- 使用語言 : C++ 11
- Online Judger for Testing:
 - Codeforces <https://codeforces.com/gym/101205/submit>
(<https://codeforces.com/gym/101205/submit>).
 - Kattis <https://icpc.kattis.com/problems/fibonacci> (<https://icpc.kattis.com/problems/fibonacci>).

Problem Description

Given a function

$$F(n) = \begin{cases} 0 & \text{if } n = 0 \\ 1 & \text{if } n = 1 \\ F(n-1) + F(n+1) & \text{if } n \geq 2 \end{cases}$$

while $+$ denotes the concatenation of string. With input an integer n ($0 \leq n \leq 100$) and a pattern p (has a length of at most 100,000 characters) find out the occurrences of p in $F(n)$.

First Glimpse

To solve this problem, if there are no time and memory limits, we can use the following way for sure

```

1 void main(int argc, char* argv[]){
2     int n = 0;
3     string p = "";
4     int currentcase = 0;
5     while(cin >> n >> p){
6         currentcase++;
7         vector<string> Ftable;
8         Ftable.push_back("0"); \\F(0)
9         Ftable.push_back("1"); \\F(1)
10        for(int i = 2 ; i < n ; i++){
11            Ftable.push_back(F(i - 1) + F(n - 2));
12        } \\construct the Fibonacci table
13
14        size_t found = Ftable[n].find(pattern, 0);
15        int count = 0;
16        while(found != std::string::npos){
17            count++;
18            found = Ftable[n].find(pattern , found + 1);
19        }
20        cout << "Case " << currentcase << ": " << count;
21    }
22 }

```

Using this way, we just construct the whole table of $F(n)$ to the given input n and search the occurrences of p in $F(n)$ directly. However, the following problems will occur:

1. Memory Limit Exceeds: The construction of `Ftable` will cost a lot of memory space when n is large. (i.e. The length of $F(28) = 514229$)
2. Time Limit Exceeds: The search of occurrence in $F(n)$ takes a lot of time, the using of `find` to count the occurrences of p has an average time of $O(n)$ while the worst case is $O(m \times n)$ where m is the length of p . As 1. mentioned, the length of $F(n)$ may be long so if we search for p in a longer $F(n)$ will have a huge cost of time.

Hypothesis

To use the way “**Divide and Conquer**”, we’d like to search for the patterns occur in $F(i)$ for different $0 \leq i \leq n$. Let $Count(n)$ stands for the occurrences of p in $F(n)$ will there be any relationship with $Count(n)$ and the equation $F(n) = F(n - 1) + F(n - 2)$?

It seems that $Count(n) = Count(n - 1) + Count(n - 2) + Intersection(n)$ while $Intersection$ is the number of occurrences of p in the concatenation of $F(n - 1) + F(n - 2)$ (which means the p in this section will be constructed by part of $F(n - 1)$ and another part of $F(n - 2)$).

Observation

The Head(Begin) of $F(n)$

By observation, we can find that the head(begin) of $F(n)$ will be the same of different length from $F(1)$ since $F(n) = F(n-1) + F(n-2)$. We can say that $F(n)$ and $F(n-1)$ will have the same head of length equal to the length of $F(n-1)$ for $n \geq 2$ because $F(n)$ is a concatenation of $F(n-1)$ and $F(n-2)$ as the parts highlighted on the following image.

n	$F(n)$
0	0
1	1
2	10
3	101
4	10110
5	10110101
6	1011010110110
7	101101011011010110101
8	10110101101101011010110110110110
9	1011010110110101101011011010110110110101101101101011011010110110101

The Tail(End) of $F(n)$

$F(n) = F(n-1) + F(n-2)$, we can figure out that as what we found in the relationship of the head, the tail of $F(n)$ might have a same tail as $F(n-2)$ of the length of $F(n-2)$. Which means that every $F(n)$ and $F(n-2)$ will have the same tails, and there will be two types of the

patterns of tails as the pink- and blue- highlighted parts on the following image.

[illegible]

Intersection and Heads & Tails

Intersection(n) we've just be defined we'll be the occurrences of pattern p in $Tail(n - 1) + Head(n - 2)$ while each length of the two parts might be at most the length of $p - 1$ ¹.

¹ If the *Head* or *Tail* is longer than the length of p it'll be calculated in $Count(n - 1)$ or $Count(n - 2)$.

Thinking

Can I find k that the $Intersection(k)$ will be two constants(as there are two types of tails) after $n > k$?

If I find the k where I can find *Intersection* will be two kinds of constants, $Count(n) = Count(n - 1) + Count(n - 2) + c$ where c will be either c_1 or c_2 since there'll only be two types of $Intersection(n)$.

Solution

Definition

- For the following description, I use i to represent the index of $F(i)$ to prevent from the misunderstanding between input n and $F(n)$.
- m is the length of input p .

Function searchPattern

```
1  int searchPattern(string target, string pattern){
2      size_t found = target.find(pattern, 0);
3
4      int count = 0;
5      while(found != std::string::npos){
6          count++;
7          found = target.find(pattern , found + 1);
8      }
9      return count;
10 }
```

I use this function to count for the occurrences of pattern in target.

Input

```
1  int n = 0;
2  string p = "";
3  while(cin >> n >> p)
4  ...
```

I use an `int` to store n and a `string` to get p . The using of `while` is for the case that'll have several inputs.

Step 1 Build the Fibonacci Table

```
1  vector<string> Ftable;
2  Ftable.push_back("0"); \\F(0)
3  Ftable.push_back("1"); \\F(1)
4  while(Ftable.size() < 28){
5      int cur = Ftable.size();
6      Ftable.push_back(Ftable[cur - 1] + Ftable[cur - 2]);
7  }
```

To begin with, I use a `vector<string>` to store the $F(i)$ I need. I use a `while` loop to construct the Fibonacci table before any inputs.

Why only construct the table to $F(27)$ while the input n satisfied $1 \leq n \leq 100$?

As we calculate the length of $F(n)$, we can know $F(27)$ will have 317,811 characters, which we can get $F(26)$ and $F(25)$ might also have more than 100,000 characters. Thus, even the longest pattern p can be given as the input(Max length = 100,000), the k we want to find will

still be smaller than or equal to 27. Therefore, we can get all the *Heads* and *Tails* we want from the `Ftable` we constructed.

Step 2 Basic Search of $Count(i)$

Basic Search stands for getting $Count(i)$ through rough search of the occurrences of p instead of using the formula $Count(i) = Count(i - 1) + Count(i - 2) + Intersection$.

```
1  vector<long long int> count;
2  if(p == "0")
3      count.push_back(1);
4  else
5      count.push_back(0);
6  if(p == "1")
7      count.push_back(1);
8  else
9      count.push_back(0);
10 for(int i = 2 ; Ftable[i - 2].length() < m && i <= n ; i++){
11     if(m > Ftable[i].length())
12         count.push_back(0);
13     else
14         count.push_back(searchPattern(Ftable[i] , p));
15 }
```

I use `vector<>` to memorize $Count(i)$. And for $Count(0)$ and $Count(1)$ we use direct `if-else` to determine whether the pattern exists in $F(0)$ and $F(1)$. For $i \geq 2$, I'll first determine whether $F(i)$ is longer than the pattern p : if the length of $F(i)$ is shorter than p , then $Count(i) = 0$; else I'll use `searchPattern` to search for the occurrences of p .

When to End Basic Search

To determine whether the basic search should stop, I use `Ftable[i - 2].length() < m && i <= m` (m is the length of p) to judge. Since if the length of $F(i - 2)$ is longer than p then I will be able to get the two *Intersection* constants I want.

Step 3 Get the *Intersection*

```

int p1, p2;
if(count.size() <= n){
    string s1 = Ftable[count.size() - 1].substr(Ftable[count.size() - 1].length() - m + 1)
        + Ftable[count.size() - 2].substr(0, m - 1);
    p1 = searchPattern(s1, p);
    string s2 = Ftable[count.size() - 2].substr(Ftable[count.size() - 2].length() - m + 1)
        + Ftable[count.size() - 1].substr(0, m - 1);
    p2 = searchPattern(s2, p);
}

```

First, I'll determine whether the `count` is filled up with $n + 1$ or not to prevent from Runtime Error. Then I'll use `substr` to get the heads and tails I want and `+` to connect head and tail. Therefore, I use `searchPattern` again to finally get the two constant *Intersections* which are label as `p1` and `p2` in the program.

Step 4 Complete all $Count(n)$

```

1  int a = count.size();
2  for(int i = count.size() ; i <= n ; i++){
3      if((i - a) % 2 == 0)
4          count.push_back(count[i - 1] + count[i - 2] + p1);
5      else
6          count.push_back(count[i - 1] + count[i - 2] + p2);
7  }

```

I use a `for` loop to get the rest of $Count(i)$. `a` is for memorizing where we start to use the equation $Count(i) = Count(i - 1) + Count(i - 2) + Intersection$ to solve the problem. `if((i - a) % 2 == 0)` is used for know $p1$ or $p2$ to use.

Output

```

1  cout << "Case " << cnt << ": " << count[n] << endl;

```

`cnt` is the variable I use to count for the number of cases, it'll be add up every time the input loop starts. Finally, we'll have `count[n]` which is the number of occurrences of p in $F(n)$.

Difficulty

1. Wrote Programs less lately ->

At first, I want to use pointer and write another function to construct the current `Ftable` ;

however, I found out that perhaps is because that I've not written c++ programs lots lately, I kept making wrong and couldn't get any output I'd like to get. Therefore, I gave up those thoughts and just put the rest function into the main function.

It also reminds me to spend some time reviewing programming design.

2. The bug I got stucked ->

```
string s2 = Ftable[count.size() - 2].substr(Ftable[count.size() - 2].length() - m + 1)
+ Ftable[count.size() - 1].substr(0, m - 1);
```

I spent a lot of time debugging and find out that at first I typed wrong for the *head* to add. I use `Ftable[count.size() - 3]` to cut for the substring to be the *head*, but it'll be wrong if $F(count.size() - 3)$ is not long enough. As mentioned in the Step 2, we can make sure `Ftable[count.size() - 2]` must be longer than `m`; however, we cannot know if `Ftable[count.size() - 3]` is long enough to get a substring of length `m - 1`. Hence, after correcting this tiny small wrong, my code finally got accepted on online judger.

Special Thanks

- My high school classmate Yi Hung who's currently studying at Dept. of CSIE in NTU provided some hints to me and stayed up late with me when I'm debugging.
- My classmates in IM discussed and shared their observations in this problem made me have more ideas towards this problem.