

COMP 4190 Assignment 1 Answer

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Problem 1

For my first question, I have two functions with different purposes.

- **TransformWord**

- This function performs the BFS.
- Starting from the begin word, it performs BFS by comparing the current word with the words in the word list.
- If the current word differs by a single letter, the new word is inserted into the queue and the sequence counter is incremented by 1.
- The visited word is added to a set to prevent circular loops.
- The loop continues until the end word is reached or the queue is empty.

- **CheckAdjacentWords**

- This function will compare two strings and check whether those two strings differ by 1 letter or not

Problem 2

For the second question, I also have two different functions.

- **CountProvinces**

- This function will iterate through the isConnected array and check whether the current city has been visited or no
- If the city hasn't been visited, we will visit that city and find the connection through DFS, by calling the DFS function
- for unvisited city, we will increment the province count by 1

- **DFS**

- This function will iterate through one of the isConnected entry
- if indeed, the city is connected (==1) with another city and that city hasn't been visited previously
- we will recursively go into that city and repeat the same process (this is the DFS process)
- Otherwise, we will go into the next iteration of the isConnected

Problem 3

For the third question, I also have two different functions.

- **HikeDijkstra**

- This is where the Dijkstra's algorithm is being used.
- It will have two main data structures,
 - * `queue[(row, col, current effort)]`, where current effort is the min effort to reach the cell thus far
 - * `distance[][]`, to record each node effort thus far (this is how we use the Dijkstra algorithm, where we will always compare with the lower distance)

Two conditions for the loop to stop:

- * the queue is empty
- * or, we have reached the end of the grid
- Starting from the top left grid, for each node, it will find all the possible neighbors
- for each of those neighbors, we will calculate the height of the neighbor with the current node
- get the maximum absolute difference with the previous height
- and we would only append to the queue only if the new max difference is lower than the last recorded distance (this is where the Dijkstra's algorithm is happening)

- **FindNeighbors**

- Given a specific entry (row, col), this function will calculate the neighbors for that specific (row, col)

Problem 4

- **FindGoal**

- this is where the iterative deepening is being handled
- This function is using a while loop, it will keep calling the DepthGoalSearch until we found the result or until the maximum depth is reached
- first, it will start with `curr max depth = 0`, the loop will keep incrementing the current max depth until it reach the max depth
- if the current max depth has reached the max depth but result hasn't been found, it will return -1
- Otherwise, it will keep trying `curr max depth + 1`

- **DepthGoalSearch**

- This is where the DFS is happening
- if the current node is equal to the goal, we return the current depth
- if current depth is curr max depth, we return -1 (iterative deepening will be handled in the FindGoal function)
- if children doesn't exist, return -1
- else, it will use a depth first search, iterating through all its children first

Problem 5

- (a) The state $dp[i][j]$ represents the minimum number of edit operations to transform s into t . For each value in i and j , the table will save the previous minimum comparison between prefixes of $s[1..i]$ and $t[1..j]$, and $dp[m][n]$ will get the minimum value of the edit operations between the two strings.

For recurrence, where $i \geq 1, j \geq 1$:

- $dp[i-1][j] + 1 \rightarrow$ this specify the delete operation, where last character of s_i is deleted from $s[1..i]$, to transform $s[1..i-1]$ into $t[1..j]$
- $dp[i][j-1] + 1 \rightarrow$ this specify the insert operation, where we would like to insert character t_j into string s , transforming $s[1..i]$ into $t[1..j-1]$.
- $dp[i-1][j-1] + l \rightarrow$ this specify the substitution operation,
 - where if $s_i = t_j$ we won't add 1, so cost is 0
 - otherwise, if $s_i \neq t_j$, we will add 1 to substitute the value

- (b) The time complexity is $O(m \times n)$.

Since the two strings s and t have lengths m and n , i ranges from 0 to m , and j ranges from 0 to n the dp table has $(m+1)(n+1)$ cells.

Futhermore, the calculation of each dp entry using the three recurrences (insertion, deletion, substitution), all of those operations are just accessing the array, thus this can be considered to be $O(1)$ as the time complexity.

Thus, since each entry is filled using constant number of operations $O(1)$ and each result is being stored in an $(m+1)(n+1)$ array. Therefore, the time complexity is $O(m \times n)$.

- (c) The memory/ space complexity of this DP implementation is $O(m \times n)$.

Same reasoning as the previous part, since the two strings s and t have lengths m and n , i ranges from 0 to m , and j ranges from 0 to n the dp table has $(m+1)(n+1)$ cells. Thus, the memory complexity is $O(m \times n)$.

- (d) From the recurrence formula, to fill a row in the DP array, we require only one row from the previous calculation. For instance for $i=5$, we only need to access

- $dp[4][5] \rightarrow$ previous row, current column
- $dp[5][4] \rightarrow$ current row, previous column
- $dp[4][4] \rightarrow$ previous row, previous column

Knowing how these calculation work, we could just create two separate array `prev[]` and `curr[]`. Where `prev[]` stores the values of row-1 and `curr[]` stores the current row i . Thus, this approach reduces the space complexity to $O(n)$.

Problem 6

(a) $\nabla_x f(x) = \frac{1}{2}(A + A^T)x - b$

Since A is symmetric, thus, $A = A^T$

$$\nabla_x f(x) = Ax - b$$

(b) $x^* : \nabla f(x^*) = 0$

$$Ax^* - b = 0$$

$$Ax^* = b$$

$$A^{-1}(Ax^*) = A^{-1}b$$

$$Ix^* = A^{-1}b$$

$$x^* = A^{-1}b$$

(c)

Problem 7

$$(a) \nabla f(x) = 2(x - 2)$$

$$(b) x_{k+1} = x_k - \alpha \nabla f(X_k)$$

$$x_{k+1} = x_k - \alpha 2(x - 2)$$

$$(c) x^* : \nabla f(x^*) = 0$$

$$\text{So, } x^* = 2$$

(d) if step size α is too large: oscillations (no convergence)

if step size α is too small: slow convergence

$$(e) x_{k+1} = x_k - \alpha 2(x - 2)$$

$$= x_k - 2\alpha x_k + 4\alpha$$

$$= (1 - 2\alpha)x_k + 4\alpha$$

Example, let $(1 - 2\alpha) = b$

$$x_1 = x_0 b + 4\alpha$$

$$x_2 = x_1 b + 4\alpha$$

$$= (x_0 b + 4\alpha)b + 4\alpha$$

$$= x_0 b^2 + 4\alpha b + 4\alpha$$

$$= x_0 b^2 + 4\alpha(b + 1)$$

$$x_3 = x_2 b + 4\alpha$$

$$= (x_0 b^2 + 4\alpha(b + 1))b + 4\alpha$$

$$= (x_0 b^2 + 4\alpha b + 4\alpha)b + 4\alpha$$

$$= x_0 b^3 + 4\alpha b^2 + 4\alpha b + 4\alpha$$

$$= x_0 b^3 + 4\alpha(b^2 + b + 1)$$

So, in general for x_k

$$x_k = x_0 b^k + 4\alpha(b^k + b^{k-1} + \dots + 1)$$

$(b^k + b^{k-1} + \dots + 1)$ is a geometric sum

Thus,

$$x_k = x_0 b^k + 4\alpha \left(\frac{1 - b^k}{1 - b} \right)$$

$$= x_0 b^k + 4\alpha \left(\frac{1 - b^k}{2\alpha} \right)$$

$$\begin{aligned}
&= x_0 b^k + 2(1 - b^k) \\
&= x_0 b^k + 2 - 2b^k \\
&= (x_0 - 2)b^k + 2 \\
&= (1 - 2\alpha)^k (x_0 - 2) + 2 \quad \dots \text{ sub in } b = (1 - 2\alpha)
\end{aligned}$$

x_k converges to $x^* = 2$ $\implies x_k$ converges to 2, since $x^* = 2$

Thus, $x_k - 2$ converges to 0

In other word, $(1 - 2\alpha)^k (x_0 - 2) \rightarrow 0$

Furthermore, $x_0 \neq x^* \implies x_0 - 2 \neq 0$

Therefore, $(1 - 2\alpha)^k \rightarrow 0$