

1-4 基本的算法结构

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Longest Monotone Subsequence

ES 24.8: Longest Monotone Subsequence

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The Length vs. the subsequence itself

ES 24.8: Longest (Strictly) Increasing Subsequence (LIS)

- ▶ Given an integer array $A[0 \dots n - 1]$
- ▶ To find the length L of an LIS

0, 8, 4, 12, 2, 10, 6, 14, 1, 9, 5, 13, 3, 11, 7, 15 \implies 0, 2, 6, 9, 11, 15

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Theorem (Erdős-Szekeres Theorem)

Let n be a positive integer. Every sequence of $n^2 + 1$ distinct integers must contain a monotone subsequence of length $n + 1$.

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$$P(0) = 1;$$

```
for (int i = 1; i < n; ++i)
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$$P(i) = \max_{\substack{0 \leq j < i \\ A[j] < A[i]}} \{P(j) + 1\}$$

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return L = \max_{0 \leq i < n} P(i);
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for (int i = 1; i < n; ++i)    // How much time?
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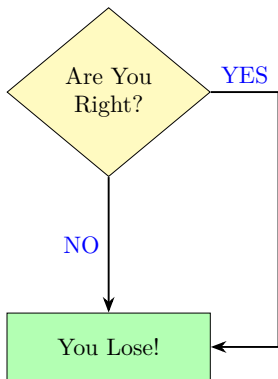
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```



Flowcharts

How to Argue with Your Girlfriend?



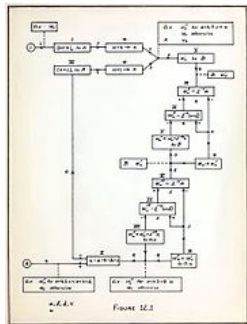
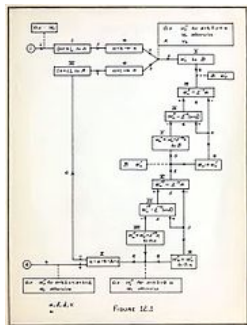


Figure 12.3



We feel certain that a moderate amount of experience with this stage of **coding** suffices to remove from it all difficulties, and to make it a perfectly **routine operation**.

— John von Neumann and Herman Goldstine, late 1940s

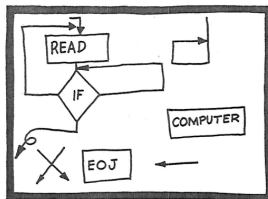


**我的内心几
乎是崩溃的**



我的内心几乎是崩溃的

Here is a Flowchart.
It is usually wrong.

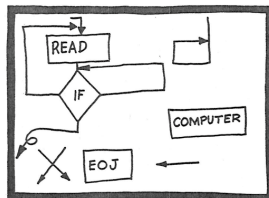


Fill in the missing lines.



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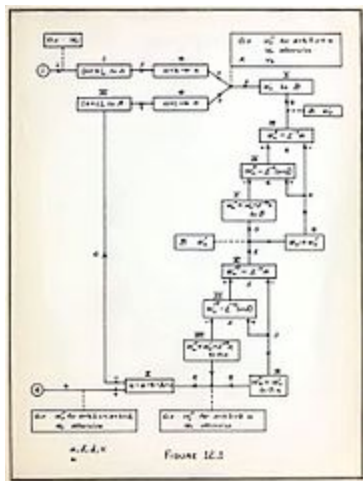
Here is a Flowchart.
It is usually wrong.



Fill in the missing lines.

Any resemblance between our flow charts and the present program is purely coincidental.

— Donald Knuth, 1963



Flowcharts Considered Harmful.

Just my opinion...

Just my opinion...

Draw it when it does help

Just my opinion...

Draw it when it does help
OR you have to.

Simulations

DH 2.5: Simulations

Show how to perform the following simulations of some control constructs by others.

(a) “for-do” by “while-do”

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for (init; cond; inc)
    statement
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```

Whether to use “while” or “for” is largely a matter of personal preference.

— K&R C Bible

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flag = 1
while (A && flag)
  B
  flag = 0
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if (A)
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```
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  B
  flag = 0
```

```
if (A)
  B
else
  C
```

```
flag = 1
while (A && flag)
  B
  flag = 0
while ( $\neg$  A && flag)
  B
  flag = 0
```

DH 2.5: Simulations

Simulate the following control constructs by others.

(c) “while-do” by “if-then & goto”

(d) “while-do” by “repeat-until & if-then”

```
while (A)
    B
```

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Simulate the following control constructs by others.

(c) “while-do” by “if-then & goto”

(d) “while-do” by “repeat-until & if-then”

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while (A)  
    B
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```
L: if (A)  
    B  
    goto loop
```

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```
while (A)
  B
```

```
L: if (A)
    B
    goto loop
```

```
if (A)
  repeat
    B
  until ( $\neg$  A)
```

DH 2.8: Simulations

Simulate “while-do” by “if-then-else & recursive”.

```
while (A)  
  B
```


DH 2.8: Simulations

Simulate “while-do” by “if-then-else & recursive”.

```
while (A)  
  B
```

```
simulateWhile() {  
  if (A)  
    B  
    simulateWhile();  
  
  return;  
}
```

- (1) A;B
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- (3) if-then-else
- (4) for-do
- (5) while-do
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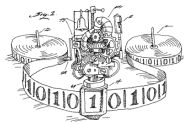
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```
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while (A)  
  B
```

Theorem (“On Folk Theorems” (David Harel, 1980))

Any *computable function* can be computed by a “while-do” (and “;”) program (with additional Boolean variables).



Simulations

Bounded iteration vs. Unbounded iteration

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Given a list L of N integers, to produce in S and P the sum of the even numbers in L and the product of the odd ones, respectively.

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int S = 0, P = 1;
for (int i = 0; i < N; ++i) {
    if (L(i) % 2 == 0)
        S += L(i);
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        P *= L(i);
}
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DH 2.1: Salary Summation

$N - 1$ vs. N iterations

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DH 2.1: Salary Summation

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    P *= i;
}
```

```
int recursive-factorial(int n) {
    if (n == 1)
        return 1;
    else n * recursive-factorial(n-1);
}
```

Thank
You!