

1-4 基本的算法结构

魏恒峰

hfwei@nju.edu.cn

2017 年 11 月 06 日

Longest Monotone Subsequence

ES 24.8: Longest Monotone Subsequence

Write a computer program that takes as its input a sequence of distinct integers and returns as its output the length of a longest monotone subsequence.

ES 24.8: Longest Monotone Subsequence

Write a computer program that takes as its input a sequence of distinct integers and returns as its output the length of a longest monotone subsequence.

Understanding this problem:

ES 24.8: Longest Monotone Subsequence

Write a computer program that takes as its input a sequence of distinct integers and returns as its output the length of a longest monotone subsequence.

Understanding this problem:

Subsequence vs. substring

ES 24.8: Longest Monotone Subsequence

Write a computer program that takes as its input a sequence of distinct integers and returns as its output the length of a longest monotone subsequence.

Understanding this problem:

Subsequence vs. substring

Monotone increasing vs. decreasing

ES 24.8: Longest Monotone Subsequence

Write a computer program that takes as its input a sequence of distinct integers and returns as its output the length of a longest monotone subsequence.

Understanding this problem:

Subsequence vs. substring

Monotone increasing vs. decreasing strictly vs. non-strictly

ES 24.8: Longest Monotone Subsequence

Write a computer program that takes as its input a sequence of distinct integers and returns as its output the length of a longest monotone subsequence.

Understanding this problem:

Subsequence vs. substring

Monotone increasing vs. decreasing strictly vs. non-strictly

Longest existence? uniqueness?

ES 24.8: Longest Monotone Subsequence

Write a computer program that takes as its input a sequence of distinct integers and returns as its output the length of a longest monotone subsequence.

Understanding this problem:

Subsequence vs. substring

Monotone increasing vs. decreasing strictly vs. non-strictly

Longest existence? uniqueness?

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

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



学生反馈： 这道题为什么放在 “Pigeonhole Principle” 这一章？

学生反馈： 这道题为什么放在“Pigeonhole Principle”这一章？



学生反馈： 这道题为什么放在 “Pigeonhole Principle” 这一章？



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 $n + 1$.

Q : 这道题与 (强) 数学归纳法有什么关系?

Q : 这道题与 (强) 数学归纳法有什么关系?

B.S. $P(0)$

I.H. $P(0) \cdots P(i-1)$

I.S. $P(0) \cdots P(i-1) \rightarrow P(i)$

Q : 这道题与 (强) 数学归纳法有什么关系?

B.S. $P(0)$

I.H. $P(0) \cdots P(i-1)$

I.S. $P(0) \cdots P(i-1) \rightarrow P(i)$

$P(i)$ 是什么?

$P(i)$: the length of an LIS in $A[0 \cdots i]$.

$P(i)$: the length of an LIS in $A[0 \cdots i]$.

$$L = P(n - 1)$$

$P(i)$: the length of an LIS in $A[0 \cdots i]$.

$$L = P(n - 1)$$

$$P(0) = 1$$

$P(i)$: the length of an LIS in $A[0 \cdots i]$.

$$L = P(n - 1)$$

$$P(0) = 1$$

$$P(0) \cdots P(i - 1) \rightarrow P(i)?$$

$P(i)$: the length of an LIS in $A[0 \cdots i]$.

$$L = P(n - 1)$$

$$P(0) = 1$$

$$P(0) \cdots P(i - 1) \rightarrow P(i)?$$

$$P(i) = \max\{P(i - 1), \max_{\substack{0 \leq j < i \\ A[j] < A[i]}} \{P(j) + 1\}\}$$

$P(i)$: the length of an LIS in $A[0 \cdots i]$.

$$L = P(n - 1)$$

$$P(0) = 1$$

$$P(0) \cdots P(i - 1) \rightarrow P(i)?$$

$$P(i) = \max\{P(i - 1), \max_{\substack{0 \leq j < i \\ A[j] < A[i]}} \{P(j) + 1\}\}$$

$P(i)$: the length of an LIS in $A[0 \cdots i]$.

$$L = P(n - 1)$$

$$P(0) = 1$$

$$P(0) \cdots P(i - 1) \rightarrow P(i)?$$

$$P(i) = \max\{P(i - 1), \max_{\substack{0 \leq j < i \\ A[j] < A[i]}} \{P(j) + 1\}\}$$



$P(i)$: the length of an LIS *ending at* $A[i]$.

$P(i)$: the length of an LIS *ending at* $A[i]$.

$$L = \max_{0 \leq i < n} P(i)$$

$P(i)$: the length of an LIS *ending at* $A[i]$.

$$L = \max_{0 \leq i < n} P(i)$$

$$P(0) = 1$$

$P(i)$: the length of an LIS *ending at* $A[i]$.

$$L = \max_{0 \leq i < n} P(i)$$

$$P(0) = 1$$

$$P(0) \cdots P(i-1) \rightarrow P(i)?$$

$P(i)$: the length of an LIS *ending at* $A[i]$.

$$L = \max_{0 \leq i < n} P(i)$$

$$P(0) = 1$$

$$P(0) \cdots P(i-1) \rightarrow P(i)?$$

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

$$P(0) = 1;$$

```
for (int i = 1; i < n; ++i)
```

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

```
return L = \max_{0 \leq i < n} P(i);
```

$$P(0) = 1;$$

```
for (int i = 1; i < n; ++i)    // How much time?
```

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

```
return L = \max_{0 \leq i < n} P(i);
```

$$P(0) = 1;$$

```
for (int i = 1; i < n; ++i)    // How much time?
```

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

```
return L = \max_{0 \leq i < n} P(i);    // How much space?
```


$P(0) = 1;$

```
for (int i = 1; i < n; ++i)    // How much time?
```

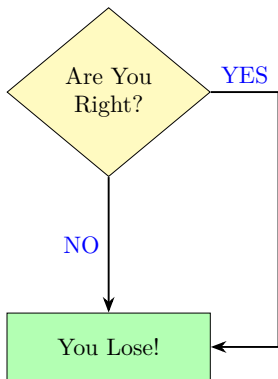
$$P(i) = \max_{\substack{0 \leq j < i \\ A[j] < A[i]}} \{P(j) + 1\}$$

```
return L = \max_{0 \leq i < n} P(i);    // How much space?
```



Flowcharts

How to Argue with Your Girlfriend?



Simulations

DH 2.5: Simulations

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

(a) “for-do” by “while-do”

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

DH 2.5: Simulations

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

(a) “for-do” by “while-do”

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

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


DH 2.5: Simulations

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

(a) “for-do” by “while-do”

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

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

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

— K&R C Bible

DH 2.5: Simulations

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

(b) “if-then & if-then-else” by “while-do”

DH 2.5: Simulations

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

(b) “if-then & if-then-else” by “while-do”

```
if (A)  
  B
```

DH 2.5: Simulations

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

(b) “if-then & if-then-else” by “while-do”

```
if (A)
  B
```

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

DH 2.5: Simulations

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

(b) “if-then & if-then-else” by “while-do”

```
if (A)
  B
```

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

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

DH 2.5: Simulations

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

(b) “if-then & if-then-else” by “while-do”

```
if (A)
  B
```

```
flag = 1
while (A && flag)
  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
```

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
```

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


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
```

```
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
- (2) if-then
- (3) if-then-else
- (4) for-do
- (5) while-do
- (6) repeat-until

- (1) A;B
- (2) if-then
- (3) if-then-else
- (4) for-do
- (5) while-do
- (6) repeat-until

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

- (1) A;B
- (2) if-then
- (3) if-then-else
- (4) for-do
- (5) while-do
- (6) repeat-until

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

```
B  
while (A)  
  B
```

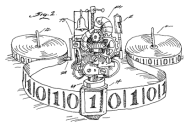
- (1) A;B
- (2) if-then
- (3) if-then-else
- (4) for-do
- (5) while-do
- (6) repeat-until

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

```
B  
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

DH 2.4: Bounded Iteration

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.

DH 2.4: Bounded Iteration

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.

```
int S = 0, P = 1;
for (int i = 0; i < N; ++i) {
    if (L(i) % 2 == 0)
        S += L(i);
    else
        P *= L(i);
}
```

DH 2.4: Bounded Iteration

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.

```
int S = 0, P = 1;
for (int i = 0; i < N; ++i) {
    if (L(i) % 2 == 0)
        S += L(i);
    else
        P *= L(i);
}
```

DH 2.1: Salary Summation

$N - 1$ vs. N iterations

DH 2.4: Bounded Iteration

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.

```
int S = 0, P = 1;
for (int i = 0; i < N; ++i) {
    if (L(i) % 2 == 0)
        S += L(i);
    else
        P *= L(i);
}
```

DH 2.1: Salary Summation

$N - 1$ vs. N iterations



DH 2.7: Compute $n!$

Write algorithms that compute $n!$, given a non-negative integer n .

- (a) Using iteration statements.
- (b) Using recursion.

DH 2.7: Compute $n!$

Write algorithms that compute $n!$, given a non-negative integer n .

- (a) Using iteration statements.
- (b) Using recursion.

```
int P = 1;
for (int i = 1; i <= n; ++i) {
    P *= i;
}
```

DH 2.7: Compute $n!$

Write algorithms that compute $n!$, given a non-negative integer n .

- (a) Using iteration statements.
- (b) Using recursion.

```
int P = 1;
for (int i = 1; i <= n; ++i) {
    P *= i;
}
```

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


Thank
You!