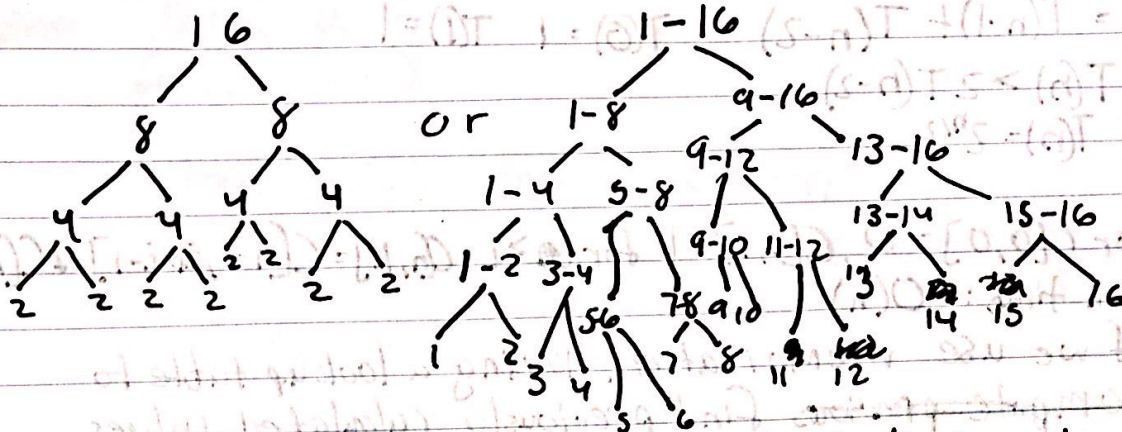


Jerome Schmidt 70497605

written HW#4

①



memoization is not for speeding up a good divide and conquer because there is no overlapping.

② 8.1.3

$$a.) T(n) = T(n-1) + T(n-2) + O(1)$$

$$T(n-1) = T(n-2) + T(n-3) + O(1)$$

$$T(n-2) = T(n-3) + T(n-4) + O(1)$$

$$T(n) = T(n-2) + T(n-3) + T(n-3) + T(n-4) + O(1) + O(1) + O(1)$$

$$T(n) = T(n-2) + 2(T(n-4) + T(n-5) + O(1)) + T(n-3) + T(n-4) + O(1) + O(1) + O(1) + \dots$$

$$\text{so } T(n) = 2^k T(n-k)$$

$$\text{so } O(2^n)$$

b.) Since for n coins, there are $\frac{(2n, n)}{n+1}$ combinations of possible flips, and since combinatorial functions grow exponentially, the efficiency is at least exponential.

③ $T(n) = T(n-1) + T(n-2)$ $T(0) = 1$ $T(1) = 1$
 $T(n) > 2T(n-2)$
 $T(n) = 2^{n/2}$

b.) for $C[0,0] = 0$, $C[1,1] = 1$ for $i > 1$, $C[n,k] = C[n-1, k-1] + C[n-1, k]$
 run time: $O(n)$
 if we use memorization, having a lookup table to ~~compute previous~~ find previously calculated values significantly improves compute time.

④ Input: array $X[]$, array char $Y[]$

```

int i = size of X[]
int j = size of Y[]
int k = 0 // placeholder for largest
for m = 0 → i {
  for n = 0 → j {
    if (m = 0 or n = 0) {
      temp[m][n] = 0
    }
    else if (X[m] == Y[n-1]) {
      temp[m][n] = temp[m-1][n-1] + 1
      k = largest of k and temp[m][n]
    }
    else {
      temp[m][n] = 0
    }
  }
}
Output k
  
```

```

⑤ error Array[0][0] = 0
  for (i = 1 → n)
  {
    Array[i][0] = Array[i-1, 0] (1 - pi)
    for (j = 1 → n)
    {
      for (k = 1 to n)
      {
        Array[j][k] = Array[j-1][k] (1 - pi) + Array[j-1][k-1] pi
      }
    }
  }
}

```