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CLASS :- B TECH 3RD YEAR,

COMPUTER ENGINEERING.

DAA

Tutorial 8

Ans 1: Given, dimensions sequence of matrices =
 $\{5, 10, 3, 12, 5, 50, 6\}$

The required dp table can be formed as:
 $dp[i][j]$ where matrix i to j are already multiplied.

	1	2	3	4	5	6
1	0	150	330	405	1655	2010
2	-	0	360	330	2430	2070
3	-	-	0	180	930	1770
4	-	-	-	0	3000	1860
5	-	-	-	-	0	1500
6	-	-	-	-	-	0

Hence, the required parenthesization is,

$$\begin{aligned}
 & \left(\left(\left(\left(\left(5, 10, 3 \right) 12, 5 \right) \right) \right) \right) \left(5, 50, 6 \right) \\
 & \left((5 \times 10)(10 \times 3) \right) \left(((3 \times 12)(12 \times 5)) ((5 \times 50)(50 \times 6)) \right)
 \end{aligned}$$

Ans 2: The vertices of the subproblem are ordered pair $V_{i,j}$ where $i \leq j$.

- If $i = j$, then vertex $V_{i,j}$ has no output edge.
- If $i < j$, for each k , s.t. $i \leq k < j$, the subproblem graph contains edges $(V_{i,j}, V_{i,k})$ and $(V_{i,j}, V_{k+1,j})$ and these edges indicate that to solve the subproblem of optimally parenthesizing the product A_i, \dots, A_j , we need to solve subproblems of optimally parenthesizing the product A_i, \dots, A_k and A_{k+1}, \dots, A_j .

The number of vertices is:-

$$\sum_{i=1}^n \sum_{j=i+1}^n 1 = \frac{n(n+1)}{2}$$

The number of edges is:-

$$\sum_{i=1}^n \sum_{j=i+1}^n (j-i) = \frac{(n-1)(n)(n+1)}{6}$$

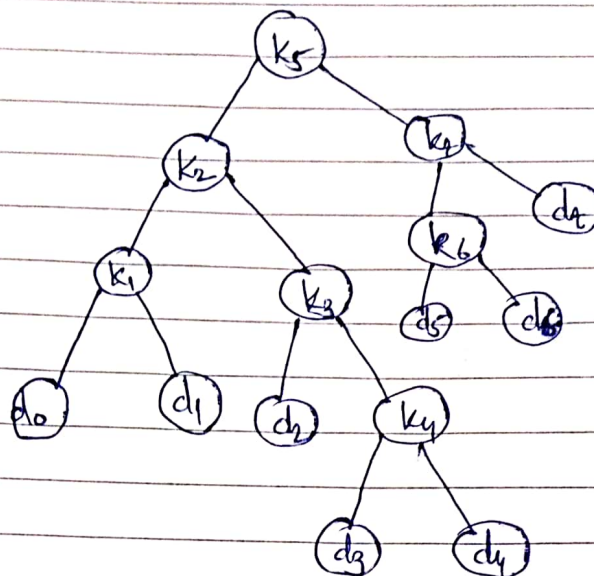
Ans 3: Given $P = \{1, 0, 0, 1, 0, 1, 0, 1\}$
 $Q = \{0, 1, 0, 1, 1, 0, 1, 1, 0\}$

dp	1	2	3	4	5	6	7	8
1	0	1	1	1	1	1	1	1
2	0	1	1	2	2	2	2	2
3	0	1	1	2	3	3	3	3
4	0	1	1	2	3	4	4	4
5	0	1	1	2	3	4	4	5
6	0	2	2	3	3	4	5	5
7	1	2	3	4	4	4	5	6
8	1	2	3	4	4	5	5	6
9	1	2	3	4	5	5	6	6

Hence, the LCS is:-

0101101

Ans 4:



Here, the cost is 3.12.

Ans 5:

Greedy Algorithm

Dynamic Algorithm

- The best option available is chosen in the hope that it will lead to optimal solution.
- No guarantee of reaching the optimal solution.
- It is more memory efficient.

- At each step, we make a decision based on previously solved subproblems to reach the optimal solution.
- Always gives optimal solution.
- It is less memory efficient.

For example, Dijkstra's shortest path solution is a greedy approach to ~~reach~~ find minimum distance between two ~~nodes~~ nodes in a graph that doesn't have negative edges.

We make a choice which ^{has} the minimum cost and stop when we reach the final node.

On the other hand, Least Common Subsequence is a DP problem with

$$LCS[i][j] = \begin{cases} LCS[i-1][j-1] + 1 & ; \text{if } P[i] = Q[j] \\ \max(LCS[i-1][j], LCS[i][j-1]) & ; P[i] \neq Q[j] \end{cases}$$