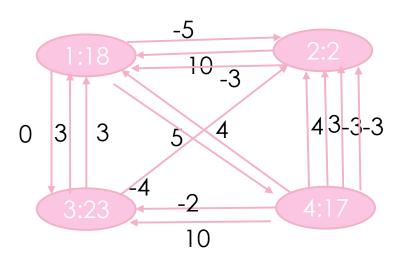
# Lab9 Solution

YAO ZHAO

## Lab9.A: Voidwalker

- Once there was a voidwalker in the VOID who was eager for power.
- The VOID consists of N spots and M one-way tunnels. The voidwalker can walk through tunnel i by spending  $w_i$  energy (a positive  $w_i$  means lossing  $w_i$  energy, a negative  $w_i$  means gaining |  $w_i$  | energy, while  $w_i$  = 0 means no effect).
- The characteristic of energy differs in different spots. In spot i, the voidwalker can compose an energy core using  $a_i$  energy or decompose an energy core into  $a_i$  energy. The voidwalker can carry at most one energy core with him while walking through a tunnel, since there will be a disaster otherwise.
- The voidwalker begins its journey at spot S with initial power 0. It wonders the maximum energy it can reach with no more than 2K operations (an operation is either a compose or a decompose). It is valid for the energy to fall to negative.
- ▶ If the voidwalker can gain infinite energy, output **INVINCIBLE**.

#### Sample 2 Input



start from S=1 initial energy E = 0 Easy find there are some cycles which total w\_i < 0:

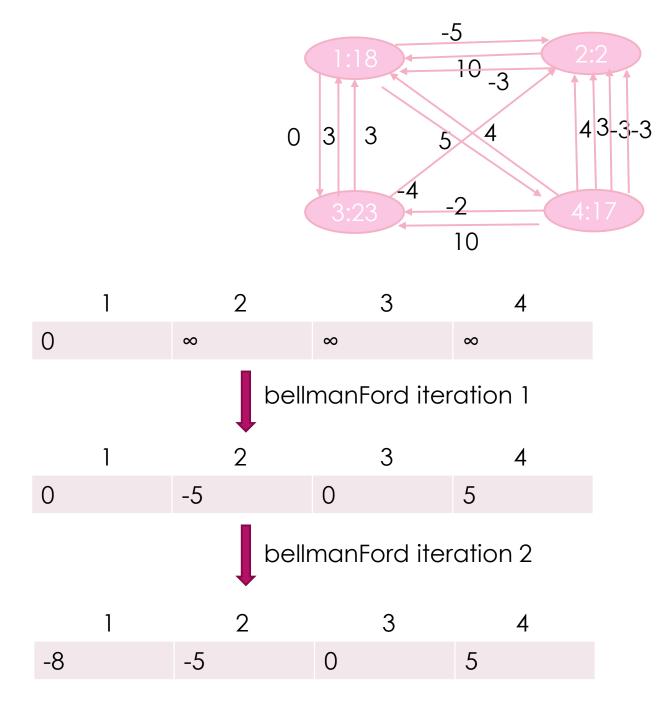
$$1 \rightarrow 2 \rightarrow 1:-8$$

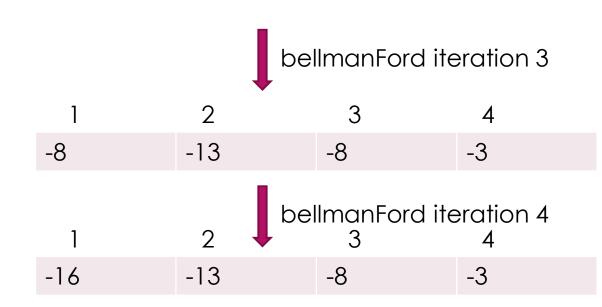
$$4 \rightarrow 2 \rightarrow 1 \rightarrow 4:-1$$

$$3 \rightarrow 2 \rightarrow 1 \rightarrow 3:-7$$



**INVINCIBLE** 



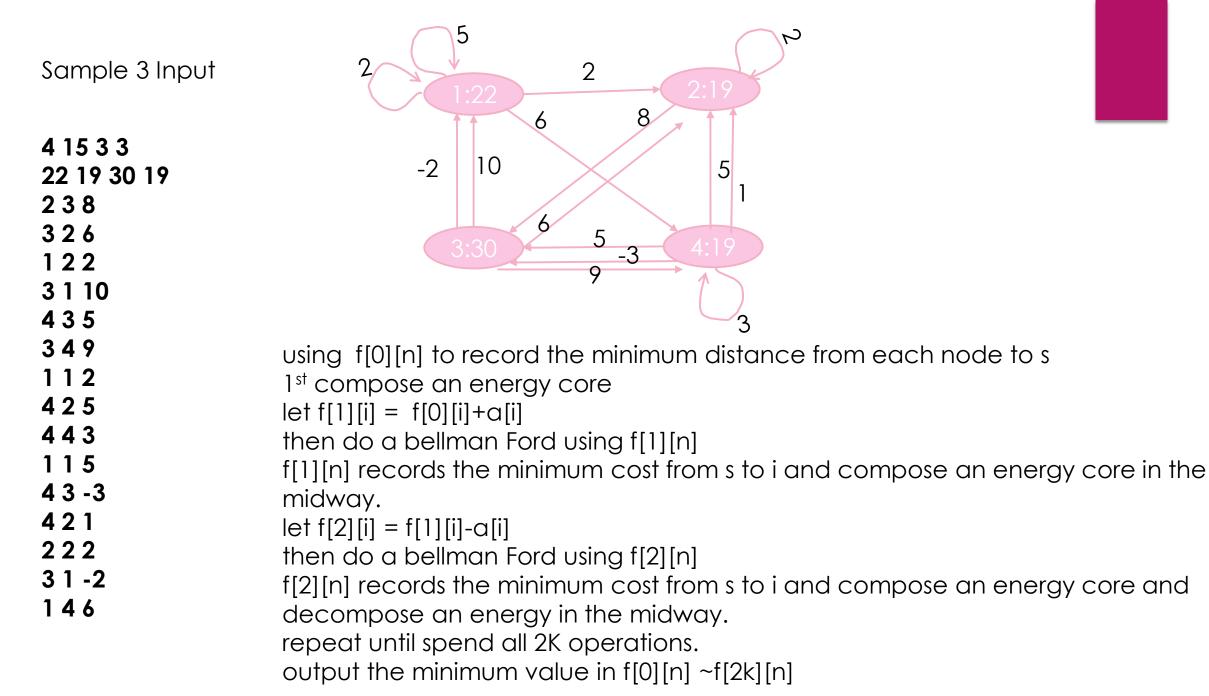


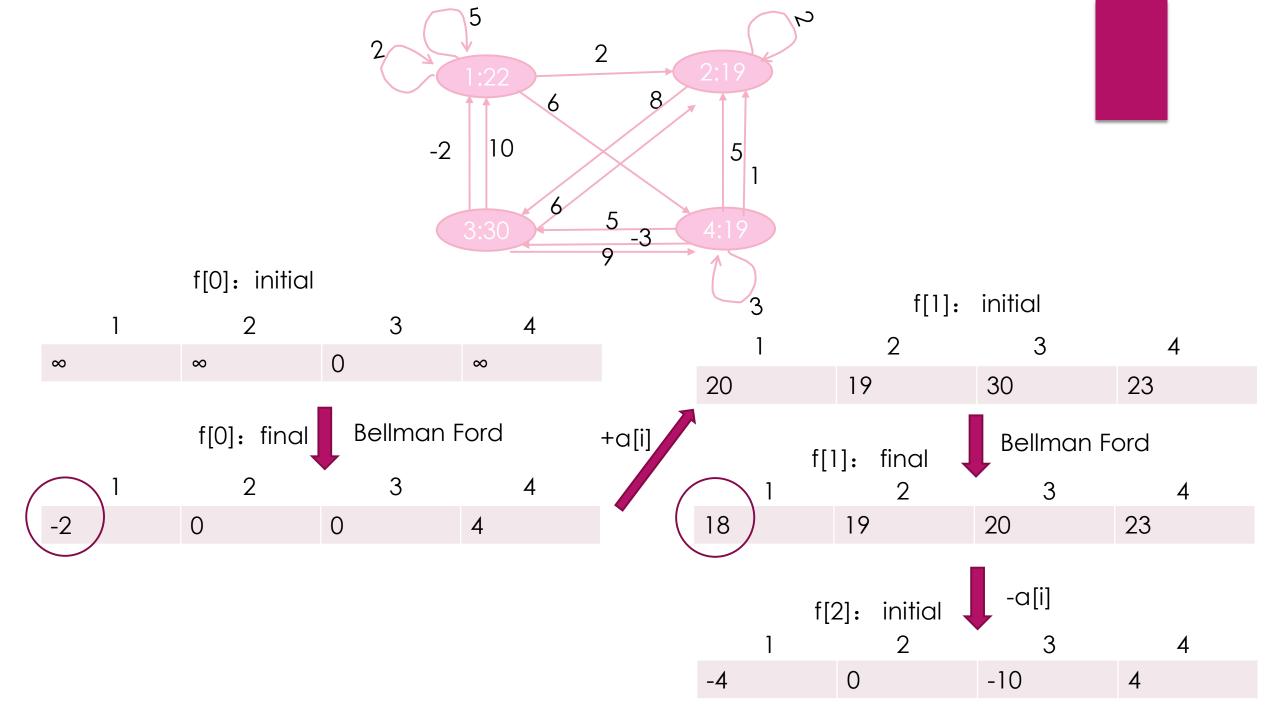
### repeat n iterations

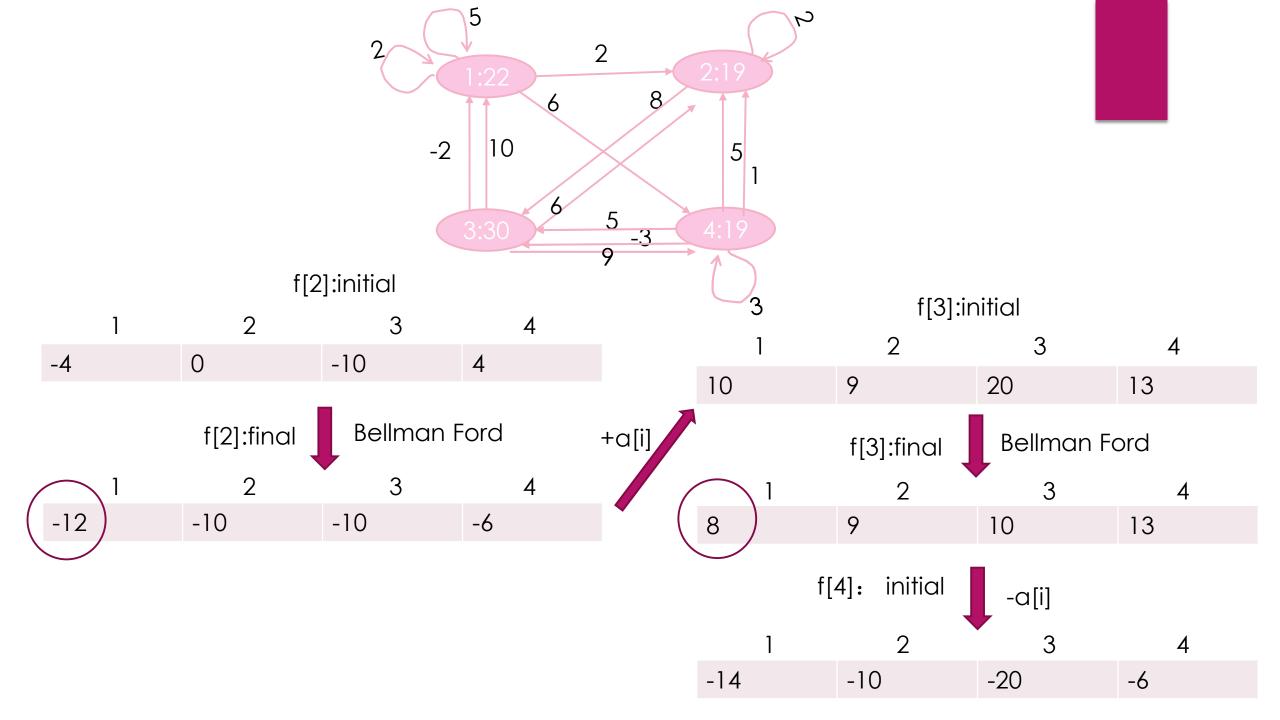
If some values are still updated in the n<sup>th</sup> iteration, output "invincible", stop.
If no values are updated in iteration i≤n,
You can return.

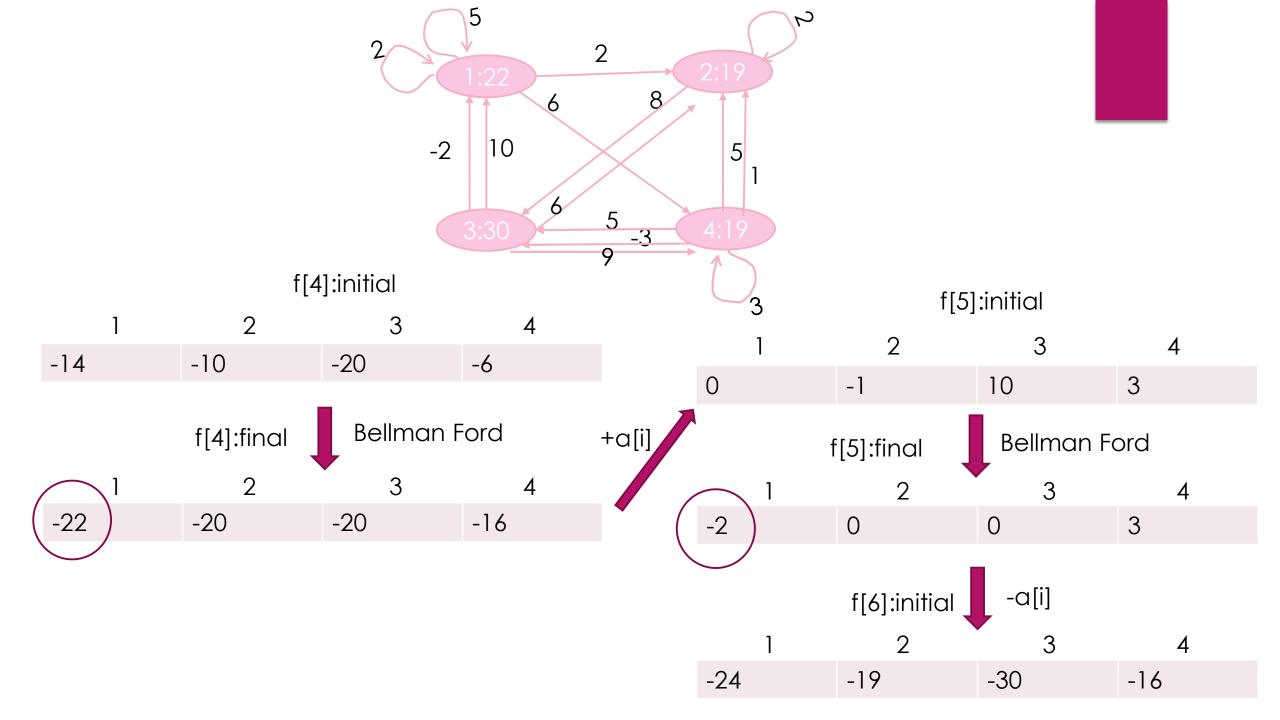
```
Push-Based-Shortest-Path(G, s, t) {
   foreach node v ∈ V {
      M[v] \leftarrow \infty
      successor[v] \leftarrow \phi
   M[t] = 0
   for i = 1 to n  {
      foreach node w ∈ V {
      if (M[w] has been updated in previous iteration) {
          foreach node v such that (v, w) \in E \{
             if (M[v] > M[w] + c_{vw}) {
                 M[v] \leftarrow M[w] + c_{vw}
                 successor[v] \leftarrow w
      If no M[w] value changed in iteration i, stop.
      If i == n and still have M[w] value changed, output "INVINCIBLE"
```

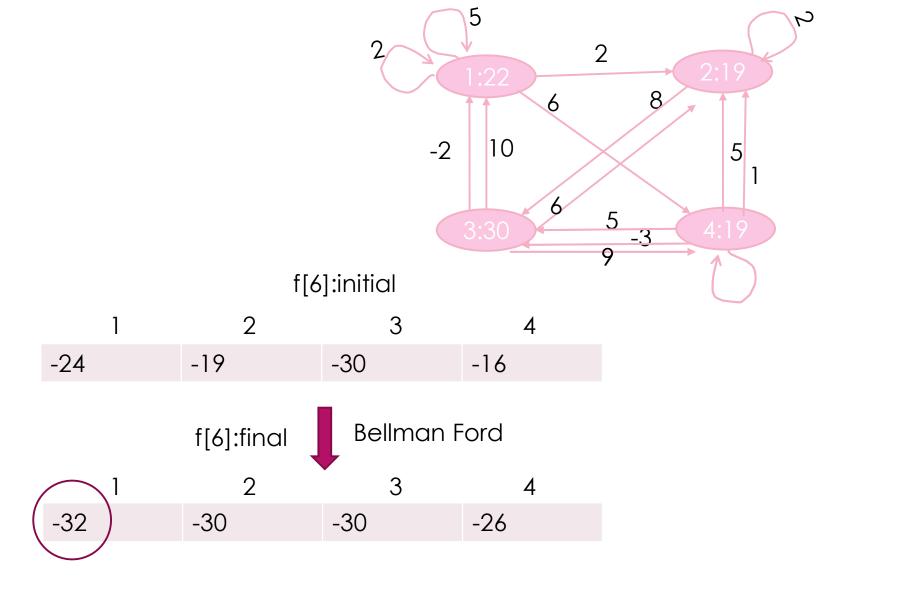
Prof. Shiqi Yu, Lecture 10-dynamic-programming-sequencealignment-shortestpath-dvp.pptx, page 19











Sample 3 Output

**32** 

## Lab9.B: Scream Out Loud

- ▶ Lida Pu has long suffered from a compulsion to obtain symmetric things, for example, palindrome strings.
- ▶ One day, Lida Pu received a secret mail, in which he saw a string template. The template contains lowercase letters, symbol '?' corresponding to an arbitrary letter and symbol '\*' corresponding to a zero or more arbitrary letters.
- ▶ Please tell Lida Pu the minimum length of the palindrome string which can be obtained from the given template. If he cannot get a palindrome string anyhow, just tell him to face the reality.
- Note that in Lida Pu's mind, an empty string is also a palindrome string.

#### symbol '?' corresponding to an arbitrary letter

symbol '\*' corresponding to a zero or more arbitrary letters

Sample 1 Input

\*ac?ba

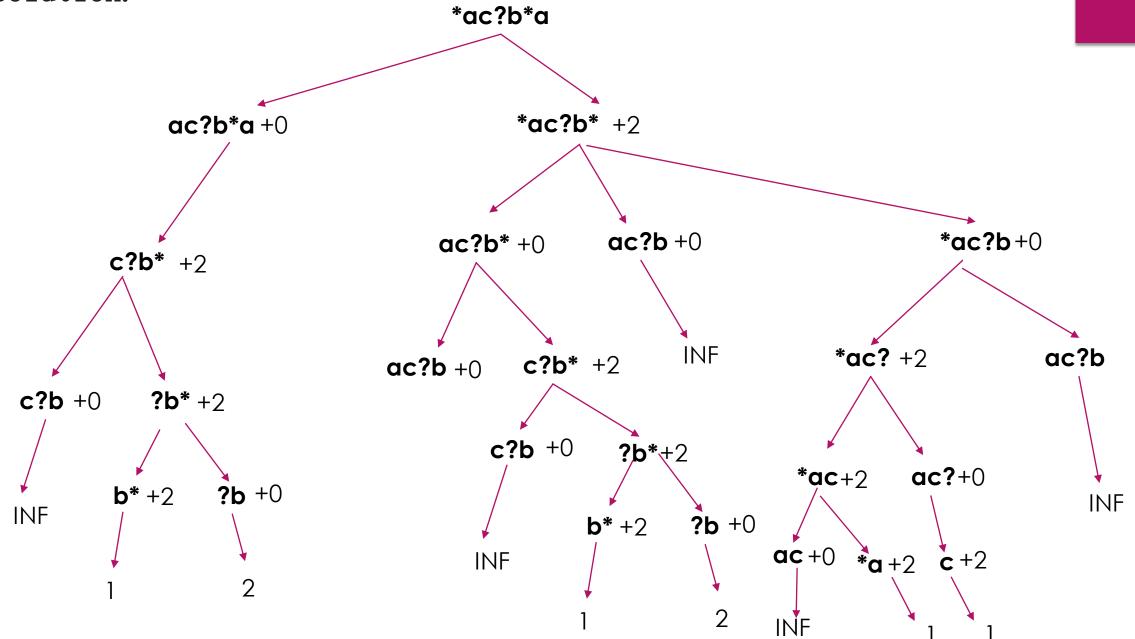
try length = 
$$5 \rightarrow ac?ba$$
 fail

try length = 
$$6 \xrightarrow{\text{let * = a}} \text{aac?ba} \quad \text{fail}$$

try length = 7 
$$\xrightarrow{\text{let * = ab}}$$
  $\xrightarrow{\text{let ? = a}}$   $\xrightarrow{\text{abacaba}}$   $\xrightarrow{\text{success!}}$ 



1. Characterize the structure of an optimal solution.



2. Recursively define the value of an optimal solution.

```
let |s| = n

Input String: c[1]c[2]...c[n]

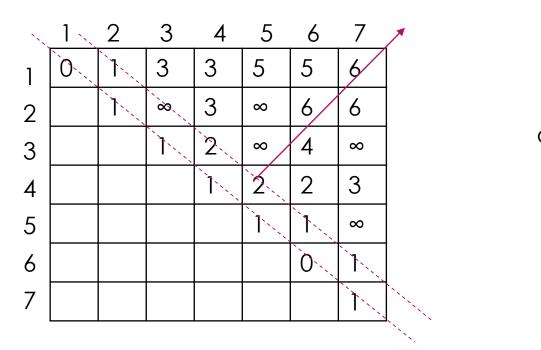
Let opt[i][j] is the minimum length of the palindrome string c[i]c[i+1]...c[j], then: if c[i] == '*' opt[i][j] = min{opt[i+1][k]+0, opt[i][j-1]+2} if c[j] == '*'
```

if 
$$C[i] == '*' \&\&C[j] == '*'$$

if c[i] can match c[j]
opt[i][j] = min{opt[i+1][j-1]}

3. Compute the value of an optimal solution, typically in a bottom-up fashion.

#### \*ac?b\*a



acbbca