

# MATH 333 Discrete Mathematics

## Chapter 7 Recursion and Sum

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# Recursion

We can define a number sequence in different ways.

Method 1: Write the formula

$$a_n = n^3 + n^2 + n + 1$$

Method 2: Write the base case and recursion

$$a_n = \begin{cases} 1, & n = 1 \\ 2 \cdot a_{n-1}, & n > 1 \end{cases}$$

We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ 2, & n = 2 \\ f(n - 2) + 2, & n > 2 \end{cases}$$

We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ 2, & n = 2 \\ f(n - 2) + 2, & n > 2 \end{cases}$$

Answer:  $f(n) = n$

We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ 10 \cdot f(n-1) + 1, & n > 1 \end{cases}$$

# Recursion

We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ 10 \cdot f(n-1) + 9, & n > 1 \end{cases}$$

Answer: We have

$$\begin{aligned} f(n) + 1 &= 10 \cdot (f(n-1) + 1) \\ &= 100 \cdot (f(n-2) + 1) \\ &= \dots \\ &= 10^{n-1} \cdot (f(1) + 1) \\ &= 2 \cdot 10^{n-1} \end{aligned}$$

Therefore

$$f(n) = 2 \cdot 10^{n-1} - 1$$

We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ -f(n-1) + 1, & n > 1 \end{cases}$$

We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ -f(n-1) + 1, & n > 1 \end{cases}$$

Answer:  $f(n) = 0.5 - 0.5 \cdot (-1)^n$



We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ \frac{n}{n-1}f(n-1) + n, & n > 1 \end{cases}$$

# Recursion

We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ \frac{n}{n-1}f(n-1) + n, & n > 1 \end{cases}$$

Answer: We have

$$\begin{aligned} \frac{f(n)}{n} &= \frac{f(n-1)}{n-1} + 1 = \frac{f(n-2)}{n-2} + 2 \\ &= \frac{f(1)}{1} + n - 1 = n \end{aligned}$$

Therefore

$$f(n) = n^2$$

We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ \frac{10n}{n-1}f(n-1) + n, & n > 1 \end{cases}$$

# Recursion

We write  $f(n)$  as follows and what is the formula of  $f(n)$ ?

$$f(n) = \begin{cases} 1, & n = 1 \\ \frac{10n}{n-1}f(n-1) + n, & n > 1 \end{cases}$$

Answer: Let  $g(n) = f(n)/n$ , we have

$$\frac{f(n)}{n} = 10 \cdot \frac{f(n-1)}{n-1} + 1 \implies g(n) = 10g(n-1) + 1$$

So we have

$$g(n) + \frac{1}{9} = 10 \left( g(n-1) + \frac{1}{9} \right) = \dots = 10^{n-1} \left( g(1) + \frac{1}{9} \right) = \frac{10^n}{9}$$

Let  $x_1 = 1$  and  $x_{n+1} = \sqrt{1 + 2x_n}$  for any  $n \geq 1$ . Prove  $x_n \leq 4$ .

Hint: Induction proof

Let  $x_1 = 1$  and  $x_{n+1} = \sqrt{1 + 2x_n}$  for any  $n \geq 1$ . Prove  $x_n \leq 4$ .

*Proof.*

Base Case:  $x_1 = 1 \leq 4$ .

Suppose  $x_k \leq 4$ , then  $x_{n+1} = \sqrt{1 + 2x_n} \leq \sqrt{9} = 3 \leq 4$ .

Given  $T_{n+2} = 3 \cdot T_{n+1} - 2 \cdot T_n$ , calculate  $T_n$ .

# Recursion

Given  $T_{n+2} = 3 \cdot T_{n+1} - 2 \cdot T_n$  and  $T_1 = 1, T_2 = 2$ , calculate  $T_n$ .

Answer. We have

$$\begin{aligned} T_{n+2} - T_{n+1} &= 2 \cdot (T_{n+1} - T_n) = \dots \\ &= 2^n \cdot (T_2 - T_1) = 2^n \end{aligned}$$

We can write the sequence: 1, 2, 4, 8... and guess  $T_n = 2^{n-1}$ .

This is easy to prove.



# Recursion

Fibonacci Sequence: 0, 1, 1, 2, 3, 5, .... We have  $F_n = F_{n-1} + F_{n-2}$ .  
What is the formula?

This is very hard to get, so we introduce the method in linear algebra.

First we assume matrix is  $2 \times 2$  so that

$$\begin{bmatrix} F_n \\ F_{n+1} \end{bmatrix} = M \cdot \begin{bmatrix} F_{n-1} \\ F_n \end{bmatrix} = \begin{bmatrix} A & B \\ C & D \end{bmatrix} \cdot \begin{bmatrix} F_{n-1} \\ F_n \end{bmatrix}$$

So we have

$$\begin{bmatrix} F_n \\ F_{n+1} \end{bmatrix} = \begin{bmatrix} AF_{n-1} + CF_n \\ BF_{n-1} + DF_n \end{bmatrix}$$

According to the definition of Fibonacci sequence, we should let  $A = 0, B = C = D = 1$ .

Therefore we have

$$\begin{bmatrix} F_n \\ F_{n+1} \end{bmatrix} = M \cdot \begin{bmatrix} F_{n-1} \\ F_n \end{bmatrix} = \dots = M^n \cdot \begin{bmatrix} F_0 \\ F_1 \end{bmatrix}$$

We use eigen-decomposition. And write it as

$$\begin{bmatrix} F_n \\ F_{n+1} \end{bmatrix} = P \cdot D^n \cdot P^{-1} \begin{bmatrix} F_0 \\ F_1 \end{bmatrix}$$

Next we calculate the eigen value of  $M$ :

$$|M - \lambda I| = \begin{vmatrix} -\lambda & 1 \\ 1 & 1 - \lambda \end{vmatrix} = \lambda^2 - \lambda - 1 = 0$$

# Recursion

Solve it and we have

$$\lambda = \frac{1 \pm \sqrt{5}}{2}$$

The corresponding vectors are

$$\vec{v} = \begin{bmatrix} 1 \\ \frac{1 \pm \sqrt{5}}{2} \end{bmatrix}$$

Therefore we have

$$P = \begin{bmatrix} 1 & 1 \\ \frac{1+\sqrt{5}}{2} & \frac{1-\sqrt{5}}{2} \end{bmatrix}^{-1} \cdot \begin{bmatrix} \frac{1-\sqrt{5}}{2} & -\frac{1+\sqrt{5}}{2} \\ -1 & 1 \end{bmatrix}^{\top} = \begin{bmatrix} \frac{\sqrt{5}-1}{2\sqrt{5}} & \frac{1}{\sqrt{5}} \\ \frac{\sqrt{5}+1}{2\sqrt{5}} & -\frac{1}{\sqrt{5}} \end{bmatrix}^{\top}$$

Last we have

$$\begin{aligned} F_n &= (1, 0) \cdot \begin{bmatrix} 1 & 1 \\ \frac{1+\sqrt{5}}{2} & \frac{1-\sqrt{5}}{2} \end{bmatrix} \cdot \begin{bmatrix} \left(\frac{1+\sqrt{5}}{2}\right)^n & 0 \\ 0 & \left(\frac{1-\sqrt{5}}{2}\right)^n \end{bmatrix} \cdot \begin{bmatrix} 0 \\ 1 \end{bmatrix} \\ &= \frac{\left(\frac{1+\sqrt{5}}{2}\right)^n - \left(\frac{1-\sqrt{5}}{2}\right)^n}{\sqrt{5}} \end{aligned}$$

But this is too hard. Do we have some easier way? The answer is yes!

# Recursion

Suppose  $T_n = AT_{n-1} + BT_{n-2}$ , then we have the equation (without proof):

$$r^n = Ar^{n-1} + Br^{n-2} \implies r^2 - Ar - B = 0$$

Solve it, we have

$$r = \frac{A \pm \sqrt{A^2 + 4B}}{2}$$

If  $A^2 + 4B > 0$ , then assuming the solution is  $\lambda_1, \lambda_2$ , we have

$$T_n = C \cdot \lambda_1^n + D \cdot \lambda_2^n$$

Here,  $C$  and  $D$  can be solved by considering  $n = 1, n = 2$ .

If  $A^2 + 4B = 0$ , then assuming the solution is  $\lambda$ , then

$$T_n = (C + Dn) \cdot \lambda^n$$

Let  $T_n = T_{n-1} + 2T_{n-2}$  and  $T_1 = 0, T_2 = 1$ . What is  $T_n$ ?

# Recursion

Let  $T_n = T_{n-1} + 2T_{n-2}$  and  $T_1 = 0, T_2 = 1$ . What is  $T_n$ ?

According to the theorem, we have

$$r = \frac{A \pm \sqrt{A^2 + 4B}}{2} = \frac{1 \pm 3}{2} = 2 \text{ or } -1$$

Therefore  $T_n = C \cdot 2^n + D \cdot (-1)^n$ .

Consider  $T_0 = C + D = 0$  and  $T_1 = 2C - D = 1$ , we have  $C = 1/3, D = -1/3$ . Therefore

$$T_n = \frac{1}{3} \cdot 2^n - \frac{1}{3} \cdot (-1)^n$$

Let  $T_n = 2T_{n-1} - T_{n-2}$  and  $T_1 = 0, T_2 = 1$ . What is  $T_n$ ?



# Recursion

Let  $T_n = 2T_{n-1} - T_{n-2}$  and  $T_1 = 0, T_2 = 1$ . What is  $T_n$ ?

According to the theorem, we have

$$r = \frac{A \pm \sqrt{A^2 + 4B}}{2} = \frac{2}{2} = 1$$

Therefore  $T_n = (C + Dn) \cdot 1^n = C + Dn$ .

Consider  $T_0 = C + D = 0$  and  $T_1 = C + 2D = 1$ , we have  $C = -1, D = 1$ . Therefore

$$T_n = n - 1$$

Compute

$$\sum_{i=0}^n (2^i)^2$$

Compute

$$\sum_{i=0}^n (2^i)^2$$

Answer:

$$\begin{aligned}\sum_{i=0}^n (2^i)^2 &= \sum_{i=0}^n 4^i \\ &= 1 + 4 + 4^2 + 4^3 + \dots + 4^n \\ &= \frac{4^{n+1} - 1}{4 - 1} \\ &= \frac{4^{n+1} - 1}{3}\end{aligned}$$

Compute

$$\sum_{i=0}^n i \cdot 2^i$$

Compute

$$\sum_{i=0}^n i \cdot 2^i$$

Answer:

$$\sum_{i=0}^n i \cdot 2^i = 0 + 1 \cdot 2^1 + 2 \cdot 2^2 + 3 \cdot 2^3 + \dots + n \cdot 2^n$$

$$2 \sum_{i=0}^n i \cdot 2^i = 0 \cdot 2^1 + 1 \cdot 2^2 + 2 \cdot 2^3 + 3 \cdot 2^4 + \dots + n \cdot 2^{n+1}$$

Therefore

$$\begin{aligned}\sum_{i=0}^n i \cdot 2^i &= 2 \sum_{i=0}^n i \cdot 2^i - \sum_{i=0}^n i \cdot 2^i \\ &= n \cdot 2^{n+1} - (2 + 4 + \dots + 2^n) \\ &= n \cdot 2^{n+1} - 2^{n+1} + 2 \\ &= (n - 1) \cdot 2^{n+1} + 2\end{aligned}$$

Compute

$$\sum_{i=0}^n i^2 \cdot 2^i$$

Compute

$$\sum_{i=0}^n i \cdot 2^i$$

Answer:

$$\sum_{i=0}^n i^2 \cdot 2^i = 0 + 1^2 \cdot 2^1 + 2^2 \cdot 2^2 + 3^2 \cdot 2^3 + \dots + n^2 \cdot 2^n$$

$$2 \sum_{i=0}^n i^2 \cdot 2^i = 0 \cdot 2^1 + 1^2 \cdot 2^2 + 2^2 \cdot 2^3 + 3^2 \cdot 2^4 + \dots + n^2 \cdot 2^{n+1}$$



Therefore

$$\begin{aligned}\sum_{i=0}^n i^2 \cdot 2^i &= 2 \sum_{i=0}^n i^2 \cdot 2^i - \sum_{i=0}^n i^2 \cdot 2^i \\&= n^2 \cdot 2^{n+1} - \sum_{i=1}^n (i^2 - (i-1)^2) \cdot 2^i \\&= n^2 \cdot 2^{n+1} - \sum_{i=1}^n (2i-1) \cdot 2^i \\&= n^2 \cdot 2^{n+1} - 2 \sum_{i=1}^n i \cdot 2^i + \sum_{i=1}^n 2^i \\&= n^2 \cdot 2^{n+1} - 2 \cdot ((n-1) \cdot 2^{n+1} + 2) + (2^{n+1} - 2) \\&= (n^2 - 2n + 3) \cdot 2^{n+1} - 6\end{aligned}$$

In fact, we can have the following formula:

$$\begin{aligned} & \sum_{i=0}^n (A + Bi + Ci^2 + Di^3 + \dots) k^i \\ &= (A' + B'n + C'n^2 + D'n^3 + \dots) k^{n+1} + c \end{aligned}$$

We can calculate  $A', B' \dots$  according to  $A, B \dots$

Compute

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

Compute

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

Answer: we have

$$\begin{aligned} \sum_{i=1}^n \sum_{j=1}^m (i + j) &= \sum_{i=1}^n \sum_{j=1}^m i + \sum_{i=1}^n \sum_{j=1}^m j \\ &= m \cdot \sum_{i=1}^n i + n \cdot \sum_{j=1}^m j \\ &= \frac{mn(n+1)}{2} + \frac{nm(m+1)}{2} \\ &= \frac{mn(m+n+2)}{2} \end{aligned}$$

Compute

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

# Sum

Compute

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

Answer: we have

$$\begin{aligned} \sum_{i=1}^n \sum_{j=1}^i (i + j) &= \sum_{i=1}^n \sum_{j=1}^i i + \sum_{i=1}^n \sum_{j=1}^i j \\ &= \sum_{i=1}^n i^2 + \sum_{i=1}^n \frac{i(i+1)}{2} \\ &= \frac{3}{2} \cdot \frac{n(n+1)(2n+1)}{6} + \frac{n(n+1)}{4} \\ &= \frac{n(n+1)^2}{2} \end{aligned}$$

Compute

$$\sum_{i=0}^n \sum_{j=0}^i 2^{i+j}$$

Compute

$$\sum_{i=0}^n \sum_{j=0}^i 2^{i+j}$$

Answer:

$$\begin{aligned} \sum_{i=0}^n \sum_{j=0}^i 2^{i+j} &= \sum_{i=0}^n \sum_{j=0}^i 2^i \cdot 2^j \\ &= \sum_{i=0}^n \left( 2^i \cdot \sum_{j=0}^i 2^j \right) \\ &= \sum_{i=0}^n (2^i \cdot (2^{i+1} - 1)) \end{aligned}$$



$$\begin{aligned}\sum_{i=0}^n \sum_{j=0}^i 2^{i+j} &= \sum_{i=0}^n (2^i \cdot (2^{i+1} - 1)) \\&= 2 \cdot \sum_{i=0}^n 4^i - \sum_{i=0}^n 2^i \\&= \frac{2(4^{n+1} - 1)}{4 - 1} - 2^{n+1} + 1 \\&= \frac{2}{3} \cdot 4^{n+1} - 2^{n+1} + \frac{1}{3}\end{aligned}$$

# Dynamic Programming

Dynamic Programming is similar to recursion and it is used in algorithm design.

In dynamic programming, we have known some value, and we use these values to get new values.

The simplest example: Fibonacci sequence. What is the  $n$ -th number?

We can calculate one by one: 0, 1, 1, 2, 3, 5, 8, .....

What if we design the algorithm in recursion? Let  $F(n) = F(n - 1) + F(n - 2)$  and until  $n = 1$ ?

We will meet a huge time complexity because  $F(i)$  will be calculated many times!

# Dynamic Programming

Consider this problem: I can choose city  $A$  or  $B$  to work each week. For week  $i$ , I will earn  $A_i$ ,  $B_i$  in these two cities respectively. But if I choose another city some week, I have to pay for the transportation fee  $c$  which is fixed. How much money can I have for the first  $n > 1$  weeks?

Can we use the simple idea: Choose the city with higher salary each week?

The answer is no! Try to give a counter-example.

# Dynamic Programming

Problem: I can choose city  $A$  or  $B$  to work each week. For week  $i$ , I will earn  $A_i$ ,  $B_i$  in these two cities respectively. But if I choose another city some week, I have to pay for the transportation fee  $c$  which is fixed. How much money can I have for the first  $n > 1$  weeks?

Answer. Use  $x_i$  to denote if I work in city  $A$  in week  $i$ , the most money I can have. And use  $y_i$  to denote if I work in city  $B$  in week  $i$ , the most money I can have.

Obviously we have  $X_1 = A_1, Y_1 = B_1$ . Here we suppose we do not pay the transportation for the first week (it does not matter). And we have the relation as follows:

$$X_i = A_i + \max(X_{i-1}, Y_{i-1} - c)$$

$$Y_i = B_i + \max(Y_{i-1}, X_{i-1} - c)$$

For the last week supposed  $n$ , we return  $\max(X_n, Y_n)$ .

# Dynamic Programming

Problem: We have some vertices in order:  $v_1 \rightarrow v_2 \rightarrow \dots \rightarrow v_n$ . Each vertex is worth  $c_i$  money. We want to pick the vertices with the most money. However, we cannot pick the adjacent vertices. This means that: if we pick  $v_i$ , then we cannot pick  $v_{i-1}$  and  $v_{i+1}$  anymore. Write an algorithm to calculate the largest money we can get.

Hint: Dynamic Programming

# Dynamic Programming

Problem: We have some vertices in order:  $v_1 \rightarrow v_2 \rightarrow \dots \rightarrow v_n$ . Each vertex is worth  $c_i$  money. We want to pick the vertices with the most money. However, we cannot pick the adjacent vertices. This means that: if we pick  $v_i$ , then we cannot pick  $v_{i-1}$  and  $v_{i+1}$  anymore. Write an algorithm to calculate the largest money we can get.

Answer: Let  $X_i$  denote the largest amount of money if I pick vertex  $v_i$  as the last vertex in the sequence.

Obviously,  $X_1 = c_1$  because we can only pick one. In the same way, we have  $X_2 = \max(c_1, c_2)$  and  $X_3 = \max(c_1 + c_3, c_2)$ . For  $X_i$  with  $i \geq 4$ , we have

$$X_i = c_i + \max(X_{i-2}, X_{i-3})$$

We only need to return  $\max(X_n, X_{n-1})$  at last.

We have finite coins worth 1, 2, 4, 5. Given an arbitrary number (positive integer), what is the minimum number of coins we need to denote it? Write an algorithm.

Can we use the following idea? First use 5, then 4, then 2, last 1.

# Dynamic Programming

We have finite coins worth 1, 2, 4, 5. Given an arbitrary number (positive integer), what is the minimum number of coins we need to denote it? Write an  $O(n)$  algorithm.

Answer: Use  $X_i$  to denote the least number of coins we need to denote number  $i$ .

Obviously, we have  $X_1 = 1, X_2 = 1, X_3 = 2, X_4 = 1, X_5 = 1$ . Then

$$X_i = 1 + \min(X_{i-1}, X_{i-2}, X_{i-4}, X_{i-5})$$

In this way we only need to return  $X_n$  for a given  $n$ .



We have a sequence of number  $a_1, \dots, a_n$ . All the numbers are real number and it can be positive, negative or 0. We want find a consecutive sequence  $a_i, a_{i+1}, \dots, a_{i+j}$  so that it has the largest sum. Design an  $O(n)$  algorithm.

# Dynamic Programming

We have a sequence of number  $a_1, \dots, a_n$ . All the numbers are real number and it can be positive, negative or 0. We want find a consecutive sequence  $a_i, a_{i+1}, \dots, a_{i+j}$  so that it has the largest sum. Design an  $O(n)$  algorithm.

Answer: Let  $X_i$  be the largest sum of consecutive sequences ending in  $a_i$ . Obviously,  $X_1 = a_1$ . Then we have

$$X_i = \max(X_{i-1}, 0) + a_i$$

Finally, we only need to return

$$\max_{i \in [1, n]} (X_i)$$

We have a sequence of number  $a_1, \dots, a_n$ . All the numbers are real number and it can be positive, negative or 0. We want find the longest sequence (not necessarily consecutive)  $a_i, a_j, \dots, a_k$  so that it is increasing. Design an  $O(n^2)$  algorithm.

# Dynamic Programming

We have a sequence of number  $a_1, \dots, a_n$ . All the numbers are real number and it can be positive, negative or 0. We want find the longest sequence (not necessarily consecutive)  $a_i, a_j, \dots, a_k$  so that it is increasing. Design an  $O(n^2)$  algorithm.

Answer: Let  $X_i$  be the longest length of sequence ending with  $a_i$ . Obviously we have  $X_1 = 1$ . Then we have

$$X_i = 1 + \max_{1 \leq j < i, a_i > a_j} (X_j)$$

Finally we only need to return

$$\max_{i \in [1, n]} (X_i)$$

We want to move  $n$  steps. Each time we can either move 1 or 2 steps.  
How many different ways we can choose to move  $n$  steps?

We want to move  $n$  steps. Each time we can either move 1 or 2 steps. How many different ways we can choose to move  $n$  steps?

Answer: Let  $X_i$  be the number of different ways to move to  $i$ . Obviously  $X_1 = 1, X_2 = 2$ . Then we have

$$X_i = X_{i-1} + X_{i-2}$$

In fact, this is Fibonacci sequence. Finally we only need to return  $X_n$ .

We have a matrix with coordinate  $(0, 0)$ ,  $(0, n)$ ,  $(m, 0)$ ,  $(m, n)$ . Here  $m, n \geq 1$ . A robot start from  $(0, 0)$  and wants to move to  $(m, n)$ . It can only stays in integer point (e.g.  $(1, 2)$ ), and it can only move towards right or top. How many different ways are there? Design an  $O(mn)$  algorithm.

# Dynamic Programming

We have a matrix with coordinate  $(0, 0)$ ,  $(0, n)$ ,  $(m, 0)$ ,  $(m, n)$ . Here  $m, n \geq 1$ . A robot start from  $(0, 0)$  and wants to move to  $(m, n)$ . It can only stays in integer point (e.g.  $(1, 2)$ ), and it can only move towards right or top. How many different ways are there? Design an  $O(mn)$  algorithm.

Answer: Let  $X_{i,j}$  be the number of ways from  $(0, 0)$  to  $(i, j)$ . Obviously we have  $X_{0,j} = X_{i,0} = 1$  for any  $i, j$ . Then we have

$$X_{i,j} = X_{i-1,j} + X_{i,j-1}$$

Finally we return  $X_{m,n}$



# Dynamic Programming

We have a matrix with coordinate  $(0, 0)$ ,  $(0, n)$ ,  $(n, 0)$ ,  $(n, n)$ . Here  $m, n \geq 1$ . A robot start from  $(0, 0)$  and wants to move to  $(m, n)$ . It can only stays in integer point  $(i, j)$  \*\* with  $i \leq j$  \*\* (e.g.  $(1, 2)$ ), and it can only move towards right or top. How many different ways are there? Design an  $O(n^2)$  algorithm.

# Dynamic Programming

We have a matrix with coordinate  $(0, 0), (0, n), (n, 0), (n, n)$ . Here  $m, n \geq 1$ . A robot start from  $(0, 0)$  and wants to move to  $(m, n)$ . It can only stays in integer point  $(i, j)$  \*\* with  $i \leq j$  \*\* (e.g.  $(1, 2)$ ), and it can only move towards right or top. How many different ways are there? Design an  $O(n^2)$  algorithm.

Answer: Let  $X_{i,j}$  be the number of ways from  $(0, 0)$  to  $(i, j)$ . Obviously we have  $X_{0,j} = 1$  for any  $j$  and  $X_{i,0} = 0$  for any  $i$ . Then we have

$$X_{i,j} = \begin{cases} 0, & \text{if } i > j \\ X_{i-1,j} + X_{i,j-1} & \text{if } i \leq j \end{cases}$$

Finally we return  $X_{n,n}$

I can watch TV drama or go to play basketball per evening in  $n$  days. I will have  $c$  fun (fixed) while playing basketball. TV drama is different per day, so it will give me  $a_i$  fun for day  $i$ . But if I play basketball, I will be tired tomorrow and can only watch TV. What is the largest fun I can get after day  $n$ ? Write an  $O(n)$  algorithm.

# Dynamic Programming

I can watch TV drama or go to play basketball per evening in  $n$  days. I will have  $c$  fun (fixed) while playing basketball. TV drama is different per day, so it will give me  $a_i$  fun for day  $i$ . But if I play basketball, I will be tired tomorrow and can only watch TV. What is the largest fun I can get after day  $n$ ? Write an  $O(n)$  algorithm.

Answer: Let  $A_i$  denote the largest fun from day 1 to  $i$  and I watch TV in day  $i$ . Let  $B_i$  denote the largest fun from day 1 to  $i$  and I play basketball in day  $i$ . Obviously,  $A_1 = a_1$  and  $B_1 = c$ . Then we have

$$A_i = a_i + \max(A_{i-1}, B_{i-1})$$

$$B_i = b_i + A_{i-1}$$

Finally we only need to return  $\max(A_n, B_n)$ .