

## 1. Binary String Transition:

First, create list  $c$  and list  $d$ , iterate through binary string  $a$  and  $b$ , if  $a_i$  equals to  $b_i$ , go next; if  $a_i$  is not equal to  $b_i$ , add  $a_i$  into  $c$  and  $b_i$  into  $d$  until the iteration process is finished. Time Complexity:  $O(\text{len}(a)) = O(n)$

Now we get list  $c$  and list  $d$ , they consist of different element in string  $a$  and string  $b$ .

Consider the swap and negate process, based on the condition that  $c_i$  is not equal to  $d_i$ , given pointer  $i$  and pointer  $j$ , we can easily conclude that if  $|i - j| = 1$ , the cost of swap is smaller than the cost of negate, otherwise, it is cheaper to do negate.

Back to the algorithm, set a pointer iterate in list  $c$ , and the iterative process is shown below:

```
cost = 0
i = 0
if  $c_i = c_{i+1}$ :
    cost += 2          // negate both  $c_i$  and  $c_{i+1}$ 
     $c_i = 1 - c_i$ 
     $c_{i+1} = 1 - c_{i+1}$ 
    i += 2            // pointer points to  $c_{i+2}$ 
else:
    cost += 1          // swap  $c_i$  and  $c_{i+1}$ 
    temp =  $c_i$ 
     $c_i = c_{i+1}$ 
     $c_{i+1} = temp$ 
    i += 2            // pointer points to  $c_{i+2}$ 
```

Because we iterate from head to tail of list  $c$  in order to calculate the cost, so the time complexity is  $O(\text{length}(c))$

Pseudo-Code:

```
def BST(a, b):
    c, d = get_different(a, b)
    cost = calculate_cost(c, d)
    return cost
```

```
def get_different(a, b):
    c = [], d = [], j = 0
    for i in range(len(a)):
        if not a[i] == b[i]:
            c[j] = a[i]
            d[j] = b[i]
            j += 1
    return c, d
```

```

def calculate_cost(c, d):
    cost = 0
    for i in range(len(c)):
        if c_i = c_{i+1}:
            cost += 2      // negate both c_i and c_{i+1}
            i += 2          // pointer points to c_{i+2}
        else:
            cost += 1      // swap c_i and c_{i+1}
            i += 2          // pointer points to c_{i+2}
    return cost

```

Total Time Complexity:  $O(n)$

## 2. Longest Valid Parenthesis:

Construct  $dp[n][n]$ ,  $dp[i][j]$  means the longest valid parenthesis in the substring which starts at position  $i$  and ends at position  $j$ .

Recursive Formula:

$$dp[i][j] = \begin{cases} 2, & \text{if } i+1 = j \text{ and } ((s[i] = '(' \text{ and } s[j] = ')') \text{ or } (s[i] = '[' \text{ and } s[j] = ']')) \\ dp[i+1][j-1] + 2, & \text{if } dp[i+1][j-1] > 0 \text{ and } ((s[i] = '(' \text{ and } s[j] = ')') \text{ or } (s[i] = '[' \text{ and } s[j] = ']')) \\ dp[i][k] + dp[k+1][j], & \text{if } dp[i][k] > 0 \text{ and } dp[k+1][j] > 0, \quad k \in (i, j) \end{cases}$$

when doing recursion,  $i$  ranges from  $\text{len}(S)-1$  to  $0$ ,  $j$  ranges from  $i+1$  to  $\text{len}(S) - 1$ .  
then,  $dp[0][\text{len}(S)-1]$  is the result of the longest valid parenthesis of the string  $S$ .

## 3. Data Change Problem

Every change-function is denoted as  $CHG_i(l, r, x)$  and  $CS(i, \dots, j)$  is the set of some change-functions. That is,  $CS(i, \dots, j)$  consists of  $CHG_i(l, r, x)$  to  $CHG_j(l, r, x)$

This is a dynamic programming problem, cause it has the optimal sub-structure, the bigger problem can be solved by solving the smaller problems, and the sub-problems overlap. For example, if we want to calculate the optimal answer when  $Q = 4$ , we need to calculate  $CS[1,2,3]$ ,  $CS[1,2,4]$ ,  $CS[1,3,4]$ ,  $CS[2,3,4]$ ,

Then, it can be confirmed that  $CS[1,2]$ ,  $CS[1,3]$ ,  $CS[1,4]$ ,  $CS[2,3]$ ,  $CS[2,4]$  and  $CS[3,4]$  are calculated twice in order to calculate the four subproblems above.

If we can calculate all the sub-problems and save the answer down-up, we can solve the original problem in a time-consuming way.

The solving formula is shown below:

$$\min(n) = \min\{CS[2,3, \dots, n], CS[1,3, \dots, n], \dots, CS[1, \dots, n-3, n-1], CS[1, \dots, n-3, n-2]\}$$

In order to solve the origin problem  $\min(n)$ , we need to establish a space to store all the answer to solve  $CS[i, \dots, j]$ , the space-complexity is  $O(n^2)$ .

First, we calculate  $CS[i, i+1]$ , after all two-item CSs solved, we turn to solve all the three-item CSs based on all the two-item CSs, that is,  $CS[i, i+1, i+2]$ .

Iteratively, num of items rise from two to  $n-1$ , after number- $n$  of  $n-1$ \_CSs solved, the origin problem is the minimum of these  $n$  subproblems.

$$CS[i, \dots, j] = \begin{cases} CS[i, \dots, j-1], & \text{if max\_interval of } CS[i, \dots, j-1] \text{ do not overlap with } (l_j, r_j) \\ CS[i, \dots, j-1] + x_j, & \text{if max\_interval of } CS[i, \dots, j-1] \text{ overlap with } (l_j, r_j) \end{cases}$$

$$CS[i, i+1] = \begin{cases} \max(l_i, l_{i+1}), & \text{if } (l_i, r_i) \text{ and } (l_{i+1}, r_{i+1}) \text{ do not overlap} \\ l_i + l_{i+1}, & \text{if } (l_i, r_i) \text{ and } (l_{i+1}, r_{i+1}) \text{ overlap} \end{cases}$$

#### 4. Max Matrix Problem

Max-Matrix( $M$ )                      // Greedy Algorithm

**Input:** Matrix  $M$

**Output:** Max-value of changed matrix  $M$

zero\_item = 0

for  $i$  in range(row( $M$ )):

    if  $M_{i0} = 0$ :

        zero\_item += 1

if zero\_item >= row( $M$ )/2:

$M$  = Reverse-Column( $M$ , 0)

for  $i$  in range(row( $M$ )):

    if  $M_{i0} = 0$ :

$M$  = Reverse-Row( $M$ ,  $i$ )

// above operations make every element in first column of  $M$  equals to 1

zero\_item = 0

for  $j$  in range(1, column( $M$ )):   // Change other columns 1 more than half

    for  $i$  in range(row( $M$ )):   // Calculate zero in other columns

        if  $M_{ij} = 0$ :

            zero\_item += 1

    if zero\_item >= row( $M$ )/2:

$M$  = Reverse-Column( $M$ ,  $j$ )

    zero\_item = 0

// above operations greedy change  $M$  into new Max-Matrix  $M'$

total = 0

for  $i$  in range(row( $M$ )):

    for  $j$  in range(column( $M$ )):

        if  $M_{ij} = 1$ :

            exp = column( $M$ ) - 1 -  $j$

            total +=  $2^{\text{exp}}$

return total