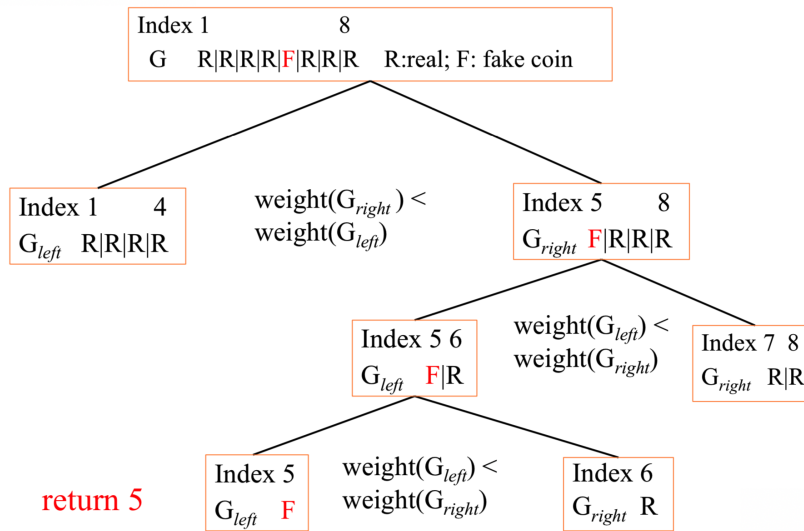


# Solution 2: Divide and Conquer (Continue) and Greedy Algorithm

## 1 Answer 1

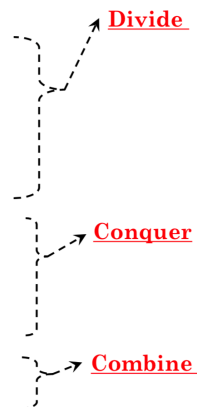


To find a fake coin within  $n$  coins,  
we call  $FindFakeCoin(G, 1, n)$

$FindFakeCoin(G, n_L, n_R)$

**Input:** an array of coins  $G[n_L..n_R]$ ; **Output:** the index of the fake coin

1.  $n_G = n_R - n_L + 1$
2. **if** ( $n_G == 1$ ) **Base case**
3. return  $n_L$
4. **if** ( $n_G$  is even)
5. let  $mid = (n_L + n_R - 1) / 2$ ;  $last = n_R$
6. **else**
7. let  $mid = (n_L + n_R - 2) / 2$ ;  $last = n_R - 1$
8. let  $A = G[n_L..mid]$ ;  $B = G[mid+1..last]$
9. Compare the weights of  $A$  and  $B$
10. **if** ( $A$  is lighter than  $B$ )
11. return  $FindFakeCoin(G, n_L, mid)$
12. **else if** ( $B$  is lighter than  $A$ )
13. return  $FindFakeCoin(G, mid+1, last)$
14. **else**
15. return  $n_R$



- Another algorithm

- Divide the coins into **three** groups ( $A, B, C$ ) such that the first two groups ( $A, B$ ) have the same number of coins
- Compare the weights of  $A$  and  $B$
- 3 cases to consider
  - If  $A$  is lighter than  $B$ , then  $A \dots$
  - If  $B$  is lighter than  $A$ , then  $B \dots$
  - If  $A$  and  $B$  have the same weight, then  $C \dots$

- This algorithm has the same time complexity with  $\text{FindFakeCoin}(G, n_L, n_R)$  :

$$T(n) = O(\log n)$$

*$\log_2 n$  vs  $\log_3 n$*

## 2 Answer 2

- a) The main difference is: the question in tutorial contains one assumption which is  $v_{i+1} = 2v_i$ . However, this question does not contain this assumption.
- b) No. We provide one counter example. Given  $k=3$ ,  $v_1 = 1$ ,  $v_2 = 6$ ,  $v_3 = 10$  and  $n=12$ , using the greedy choice in the tutorial, we choose  $v_3$  one time and  $v_1$  two times. **Totally, it requires three times ( $10+1+1=12$ ).** However, **the optimal solution is to choose  $v_2$  two times ( $6+6=12$ ).**

### 3 Answer 3

- a)  $[0,2]$  and  $[0,3]$  can both cover the integer 0,  $[0,3]$  is the best.
- b) Each time our greedy choice is the interval  $ls_j$  which can cover the current position  $x$ . and it contains the largest  $R_j$ .

The algorithm is specified as follows:

o **Minimum\_Coverage** ( $S, M$ )

1. create an empty set  $C$
2. **for**  $x \leftarrow 0$  to  $M$  **do**
3.     **for each** line segment  $ls_j \in S$  **do**
4.         **if**  $L_j \leq x \leq R_j$  and  $R_j$  is largest
5.              $ls_g \leftarrow ls_j$
6.      $S \leftarrow S - \{ls_g\}$
7.      $C \leftarrow C \cup \{ls_g\}$
8.      $x \leftarrow R_g + 1$
9. **return**  $C$

What if  $x$  cannot be covered during searching?  
When to return NIL?

- c) Let the greedy choice be  $ls_g$  which covers  $x$

Let the optimal set be  $C^*$  and it covers  $x$  by interval  $l_o$   
Two possible cases are shown as follows.

Case 1:  $ls_g = l_o$

$C^*$  contains the greedy choice  $ls_g$ .

Case 2:  $ls_g \neq l_o$

By the greedy choice property,  $l_o.R_o < ls_g.R_g$

The optimal set  $C^*$  must fill in the gap between  $l_o.R_o + 1$  and  $ls_g.R_g$  in order to fulfill the coverage requirement.

If this new interval cannot cover  $ls_g.R_g + 1$ , we can eliminate  $l_o$  and this new interval in  $C^*$  and replace it by  $ls_g$ . Thus, the size of the set is reduced. Therefore, it leads to contradiction. (Not optimal)

( $R_o + \text{new\_interval} \leq R_g$ )

If this new interval can cover  $ls_g.R_g + 1$ , the proof goes back to Case 1 and Case 2 directly. ( $l_o$  and  $l_g$  are both feasible and optimal solutions)

Thus, it shows that the optimal solution set  $C^*$  **either contains the greedy choice or leads to contradiction**. Therefore, this greedy strategy guarantees the optimal solution.