

# CS 374 HW 5 Problem 3

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TOTAL POINTS

**98 / 100**

QUESTION 1

- 40 pts Illegible/Unreadable

1 3A 50 / 50

✓ - 0 pts Correct

- 20 pts algorithm implementation incorrect
- 20 pts recursive idea incorrect
- 10 pts time analysis incorrect
- 37.5 pts IDK
- 50 pts Illegible/Unreadable
- 10 pts slight error in recursive idea
- 10 pts slight error in algorithm
- 5 pts base case of recursion not specified/incorrect
- 12.5 pts correctness of idea not argued/wrong argument

QUESTION 2

2 3B 8 / 10

- 0 pts Correct

✓ - 2 pts Minor error in algorithm

- 7.5 pts IDK
- 0 pts Click here to replace this description.
- 5 pts recursive step modification not specified/wrong
- 5 pts base case modification not specified/wrong
- 10 pts unreadable/illegible

💬 What if i is n or j is m

QUESTION 3

3 3C 40 / 40

✓ - 0 pts Correct

- 10 pts Small errors in algorithm/idea
- 10 pts Time analysis wrong/not specified
- 30 pts IDK
- 20 pts recursive idea wrong
- 20 pts Algorithm wrong

Q3)

a) Let  $\text{isPossible}(i, j)$  denote whether it is possible to move from  $(p_i, q_j)$  to  $(p_m, q_m)$  or not. This function obeys the following recurrence:

$$\text{isPossible}(i, j) = \begin{cases} \text{True} & , \text{ if } i = n \text{ and } j = m \\ \text{False} & , \text{ if } i > n \text{ or } j > m \\ \text{isPossible}(i, j+1) \wedge (d(i, j+1) \leq \ell) & , \text{ if } i = n \\ \text{isPossible}(i+1, j) \wedge (d(i+1, j) \leq \ell) & , \text{ if } j = m \\ (\text{isPossible}(i, j+1) \wedge d(i, j+1) \leq \ell) \vee (\text{isPossible}(i+1, j) \wedge d(i+1, j) \leq \ell) & , \text{ otherwise.} \end{cases}$$

- We need to compute  $\text{isPossible}(1, 1)$ .
- We can memoize the function  $\text{isPossible}$  into a 2-D array  $A[1 \dots n, 1 \dots m]$ . Each entry  $A[i, j]$  depends on entry in next column  $A[i, j+1]$ , and entry in next row  $A[i+1, j]$  (if they exist). So, we can fill the array from right to left in a row, and move to the row above when finish.

→  
code is on next page.



is Possible ( $d[1 \dots n, 1 \dots m], l, n, m$ ) {

$A[1 \dots n, 1 \dots m]$

For  $j \leftarrow m$  to  $1$  {

For  $i \leftarrow n$  to  $1$  {

if ( $i == n \ \&\& \ j == m$ ) { // Base case

$A[i, j] = \text{True};$

}

else {

temp = False

if ( $i+1 \leq n$ ) {

if ( $d[i+1, j] \leq l$ ) {

temp = temp  $\vee$   $A[i+1, j]$  ;

}

}

If ( $j+1 \leq m$ ) {

if ( $d[i, j+1] \leq l$ ) {

temp = temp  $\vee$   $A[i, j+1]$  ;

}

}

$A[i, j] = \text{temp};$

}

}

}

return  $A[1, 1]$  ;

}

Running Time Analysis: To fill 1 entry in the array, it takes  $O(1)$ . And we have  $m \cdot n$  entries

$\Rightarrow$  The total running time is  $O(m \cdot n)$

This  
block  
takes

$O(1)$



### Running Time Analysis:

To fill 1 entry in the table, it takes  $O(1)$ .

And we have  $m \cdot n$  entries

$\Rightarrow$  Total running time is  $O(m \cdot n)$ .

13A 50 / 50

✓ - 0 pts Correct

- 20 pts algorithm implementation incorrect
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b) After filling the array  $A[1..n, 1..m]$ , we check if  $A[1, 1]$  is True or False. If it's False, it's impossible to schedule. If it's true, we follow the following rules when we are at entry  $A[i, j]$ , if  $A[i+1, j] == \text{True}$ , output  $(i+1, j)$ , and move to entry  $A[i+1, j]$ . Else if  $A[i, j+1] == \text{True}$ , output  $(i, j+1)$  and move to entry  $A[i, j+1]$ . Stop when we reach  $(n, m)$ . We start at  $A[1, 1]$ . Note:  $A[i+1, j]$  doesn't exist, we go to  $A[i+1, j]$ .

```

Find-Schedule( $d[1..n, 1..m]$ ,  $l, n, m$ ) {
    // Repeat code in part (A) to fill table  $A[1..n, 1..m]$ .
    if ( $A[1, 1] == \text{False}$ ) {
        return: impossible to schedule.
    }
    else {
        result[1, ..., m+n-1]. // m+n-1 pair of (i, j)
        result.add(1, 1);
        i ← 1; j ← 1.
        while ( $i \neq n \ \&\& \ j \neq m$ ) {
            if ( $i < n \ \&\& \ A[i+1, j] == \text{True}$ ) {
                result.add(i+1, j);
                i++;
            }
            else {
                result.add(i, j+1);
                j++;
            }
        }
        return result;
    }
}

```



## Running time Analysis:

This algorithm takes  $O(n \cdot m)$  time. Because to fill the table, we need  $O(n \cdot m)$  time. To traverse through the table to get the schedule take less than  $O(nm)$ .

2 3B 8 / 10

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💬 What if i is n or j is m



Q3C)

For an entry  $A[i][j]$  in part (A), such that we modify the table  $A[1..n, 1..n]$  in part (A), such that the entry  $A[i][j]$  stores the minimum threshold such that it is possible to move from  $(p_i, q_j)$  to  $(p_n, q_m)$ . We have the following recurrence:

$$\text{MinL}(i, j) = \begin{cases} 0 & , \text{if } i = n \ \& \ j = m \\ \infty & , \text{if } i > n \text{ or } j > m \\ \max(d[i, j+1], \text{MinL}[i, j+1]) & \text{if } i = n \\ \max(d[i+1, j], \text{MinL}[i+1, j]) & \text{if } j = m \\ \min \left\{ \begin{array}{l} \max(d[i, j+1], \text{MinL}[i, j+1]) \\ \max(d[i+1, j], \text{MinL}[i+1, j]) \end{array} \right\} & , \text{otherwise.} \end{cases}$$

We need to compute  $\text{MinL}(1, 1)$ .

We can fill the table in the same way we did in part (A)

$\text{MinL}(d[1..n, 1..m], m, n)$

$A[1..n, 1..m];$

For  $j \leftarrow m$  to  $1$

For  $i \leftarrow n$  to  $1$

if  $(j == m \ \& \ i == n)$  // base case

$A[i, j] = 0$

else

$l1 \leftarrow \infty; l2 \leftarrow \infty;$

if  $(i+1 \leq n)$

$l1 = \max(d[i+1, j], A[i+1, j]);$

if  $(j+1 \leq m)$

$l2 = \max(d[i, j+1], A[i, j+1]);$

$A[i, j] = \min(l1, l2);$

}

}

return  $A[1][1];$

}

Thus  
block  
takes  
 $O(1)$   
time



### Running Time Analysis:

To fill 1 entry in the table, it takes  $O(1)$ .

And we have  $m \cdot n$  entries

$\Rightarrow$  Total running time is  $O(m \cdot n)$ .



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