# Codility\_

## Chapter 9

# Maximum slice problem

Let's define a problem relating to maximum slices. You are given a sequence of n integers  $a_0, a_1, \ldots, a_{n-1}$  and the task is to find the slice with the largest sum. More precisely, we are looking for two indices p, q such that the total  $a_p + a_{p+1} + \ldots + a_q$  is maximal. We assume that the slice can be empty and its sum equals 0.

In the picture, the slice with the largest sum is highlighted in gray. The sum of this slice equals 10 and there is no slice with a larger sum. Notice that the slice we are looking for may contain negative integers, as shown above.

#### 9.1. Solution with $O(n^3)$ time complexity

The simplest approach is to analyze all the slices and choose the one with the largest sum.

```
9.1: Maximal slice — O(n³).

def slow_max_slice(A):
    n = len(A)
    result = 0

for p in xrange(n):
    for q in xrange(p, n):
        sum = 0
    for i in xrange(p, q + 1):
        sum += A[i]
    result = max(result, sum)
return result
```

Analyzing all possible slices requires  $O(n^2)$  time complexity, and for each of them we compute the total in O(n) time complexity. It is the most straightforward solution, however it is far from optimal.

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### 9.2. Solution with $O(n^2)$ time complexity

We can easily improve our last solution. Notice that the prefix sum allows the sum of any slice to be computed in a constant time. With this approach, the time complexity of the whole algorithm reduces to  $O(n^2)$ . We assume that pref is an array of prefix sums (pref<sub>i</sub> =  $a_0 + a_1 + \ldots + a_{i-1}$ ).

#### 9.2: Maximal slice — $O(n^2)$ .

```
def quadratic_max_slice(A, pref):
2
      n = len(A), result = 0
      for p in xrange(n):
3
           for q in xrange(p, n):
               sum = pref[q + 1] - pref[p]
               result = max(result, sum)
6
      return result
```

We can also solve this problem without using prefix sums, within the same time complexity. Assume that we know the sum of slice (p,q), so  $s=a_p+a_{p+1}+\ldots+a_q$ . The sum of the slice with one more element (p, q+1) equals  $s+a_{q+1}$ . Following this observation, there is no need to compute the sum each time from the beginning; we can use the previously calculated sum.

```
9.3: Maximal slice — O(n^2).
```

```
def quadratic_max_slice(A):
                                                                    golden_max_slice ở dưới:
         n = len(A), result = 0
2
                                                                    Sai! maximum slice ending in position i+1 nhe ra phải bằng:
         for p in xrange(n):
3
                                                                    max(a[i+1], max\_ending + a[i+1])
               sum = 0
                                                                    Có phải vậy ko???
                                                                    Thuật toán này là Kadane's algorithm, số 0 ở đây ý nghĩa là tạo
               for q in xrange(p, n):
                                                                    dãy con mới cho vòng lặp tiếp theo. Code này chỉ đúng với dãy
                    sum += A[q]
                                                                    KHÔNG âm, nếu dãy âm thì đúng là sai ở chỗ 0 kia thật, cần
                    result = max(result, sum)
                                                                    sửa lai như sau (sau khi hỏi chatgot):
         return result.
                                                                    def golden_max_slice(A):
                                                                      max_ending = max_slice = A[0]
                                                                      for a in A:
```

max\_ending = max(a, max\_ending + a) max\_slice = max(max\_slice, max\_ending)

return max\_slice

Still these solutions are not optimal.

## 9.3. Solution with O(n) time complexity

This problem can be solved even faster. For each position, we compute the largest sum that ends in that position. If we assume that the maximum sum of a slice ending in position i equals  $max\_ending$ , then the maximum slice ending in position i+1 equals  $max(0, max\_ending + a_{i+1})$ .

#### 9.4: Maximal slice — O(n).

```
def golden_max_slice(A):
1
      max\_ending = max\_slice = 0
2
      for a in A:
3
           max\_ending = max(0, max\_ending + a)
           max_slice = max(max_slice, max_ending)
5
      return max slice
```

This time, the fastest algorithm is the one with the simplest implementation, however it is conceptually more difficult. We have used here a very popular and important technique. Based on the solution for shorter sequences we can find the solution for longer sequences.

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