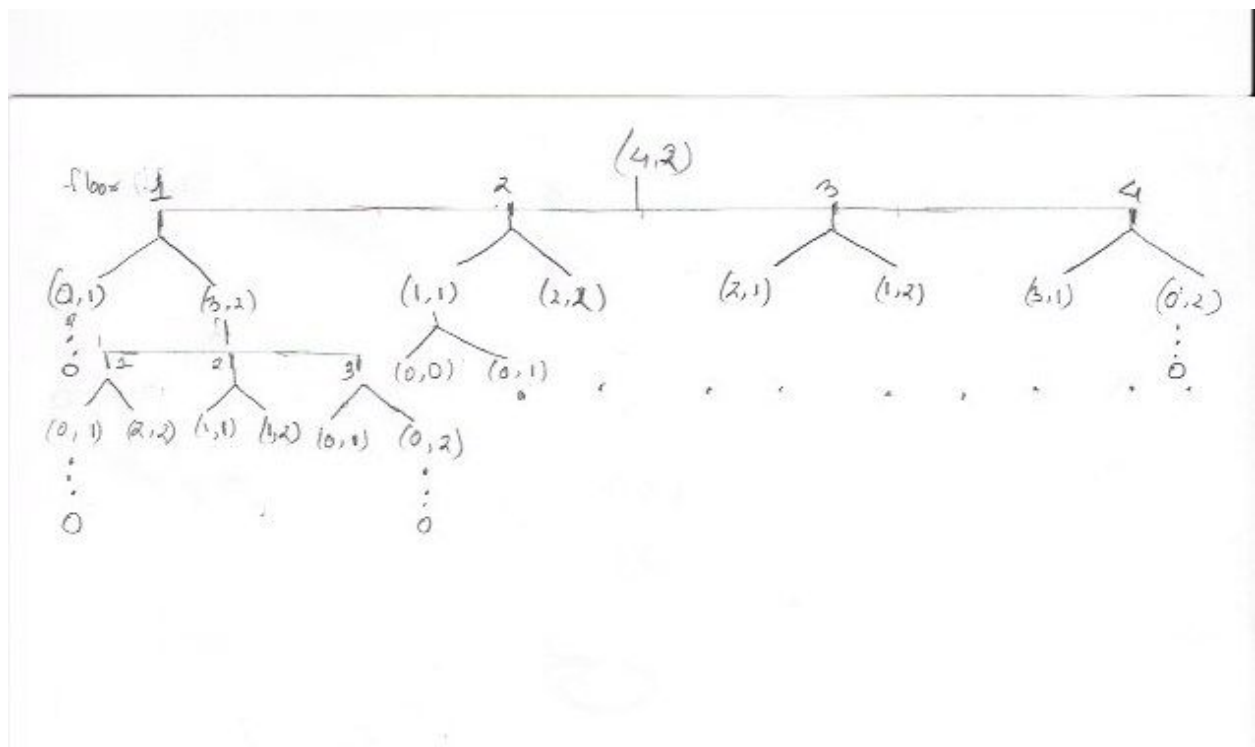


**(a) Describe the optimal substructure/recurrence that would lead to a recursive solution**

**(b) Draw recurrence tree for given (floors = 4, sheets = 2)**



**(d) How many distinct subproblems do you end up with given 4 floors and 2 sheets?**

$$2 \cdot 4^2 = 32$$

**(e) How many distinct subproblems for n floors and m sheets?**

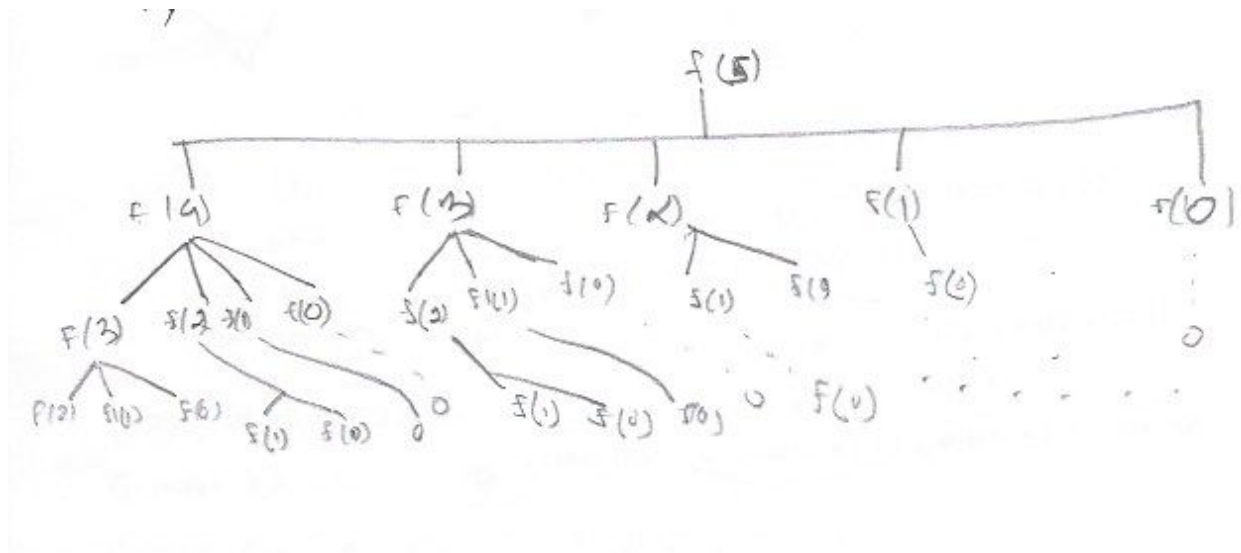
$$m \cdot n^2$$

**(f) Describe how you would memoize GlassFallingRecur**

At first i would initialize a 2 table of size  $m \times n$ . Then for each cell i would assign a large integer number. Then for each floor and each number of eggs we iterate thru the possibilities and populate the cells with the minimum possible trial yielded by the algorithm.

**Rod Cutting problem**

**(a) Draw the recursion tree for a rod of length 5**



(b) On page 370: answer 15.1-2 by coming up with a counterexample, meaning come up with a situation / some input that shows we can only try all the options via dynamic programming instead of using a greedy choice.

Counter example:

Let length be 4

And Price: (1,20,33,36) respectively.

So, depending on the data above we get 3 inch of rod to be the most profitable.

So if we apply greedy algorithm the first choice of greedy will be the most price per length which happens to be 3 inch with profit of 33. If our total rod length is 4 inches, we will have only one inch left which is priced at 1. So total profit would be 34. But according to the assumed data if a 4 inch rod is cut into half and is sold then it yields the

most profit as each 2 inch rod is worth 20 so it would in total yield 40. So clearly greedy algorithm does not work in this particular case.