

Week 10 (Q1-Q3):

1. Find the length of the longest common subsequence and a longest common subsequence of CAGAG and ACTGG by the dynamic programming algorithm in the lecture notes.

2. The H-number $H(n)$ is defined as follows:

$H(0) = 1$, and for $n > 0$:

$H(n) = H(n-1) + H(n-3) + H(n-5) + \dots + H(0)$ when n is odd

$H(n) = H(n-2) + H(n-4) + H(n-6) + \dots + H(0)$ when n is even.

- a) Give a recursive algorithm to compute $H(n)$ for an arbitrary n as suggested by the recurrence equation given for $H(n)$. Draw the tree that represents the recursive calls made when $H(8)$ is computed.
- b) Draw the subproblem graph for $H(8)$ and $H(9)$.
- c) Write an iterative algorithm using the dynamic programming approach (bottom-up). What are the time and space required?

3. The binomial coefficients can be defined by the recurrence equation:

$$\begin{array}{ll} C(n, k) = C(n-1, k-1) + C(n-1, k) & \text{for } n > 0 \text{ and } k > 0 \\ C(n, 0) = 1 & \text{for } n \geq 0 \\ C(0, k) = 0 & \text{for } k > 0 \end{array}$$

$C(n, k)$ is also called “ n choose k ”. This is the number of ways to choose k distinct objects from a set of n objects.

- (a) Give a recursive algorithm as suggested by the recurrence equation given for $C(n, k)$.
- (b) Draw the subproblem graph for $C(5, 3)$.
- (c) Write a recursive algorithm using the dynamic programming approach (top-down) stating the data structure used for the dictionary. What is the space and time complexity respectively?
- (d) Write an iterative algorithm using the dynamic programming approach (bottom-up). What is the space and time complexity respectively?

Week 11 (Q4-Q6):

4. Suppose the dimensions of the matrices A , B , C , and D are 20×2 , 2×15 , 15×40 , and 40×4 , respectively, and we want to know how best to compute $A \times B \times C \times D$.

Week 10

- Find the length of the longest common subsequence and a longest common subsequence of CAGAG and ACTGG by the dynamic programming algorithm in the lecture notes.

c:

	A	C	T	G	G
C	0	0	0	0	0
A	0	1	1	1	1
G	0	1	1	2	2
A	0	1	1	2	2
G	0	1	1	2	3

h:

	A	C	T	G	G
C	-	-	-	-	-
A	1	1	1	1	1
G	1	1	1	1	1
A	1	1	1	1	1
G	1	1	1	1	1

∴ Ans: CGG

- The H-number $H(n)$ is defined as follows:

$H(0) = 1$, and for $n > 0$:

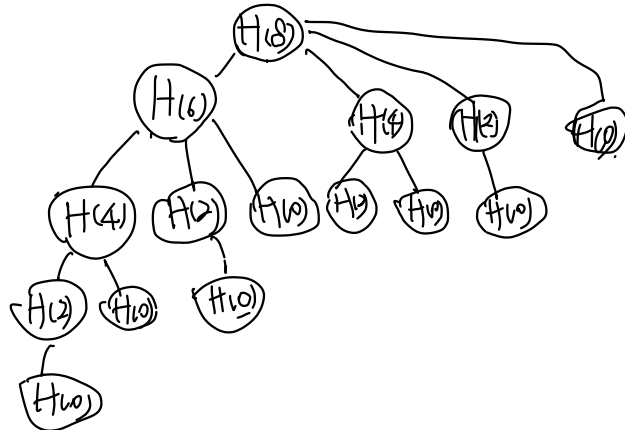
$H(n) = H(n-1) + H(n-3) + H(n-5) + \dots + H(0)$ when n is odd

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- Give a recursive algorithm to compute $H(n)$ for an arbitrary n as suggested by the recurrence equation given for $H(n)$. Draw the tree that represents the recursive calls made when $H(8)$ is computed.

```

a) int H(int n){
    if (n == 0) //return base value 1
        return 1;
    int result = 0;
    while (n > 0){
        if (n % 2 == 1){
            result += H(n-1);
            n--;
        }
        else{
            result += H(n-2);
            n -= 2;
        }
    }
    return result;
}
    
```



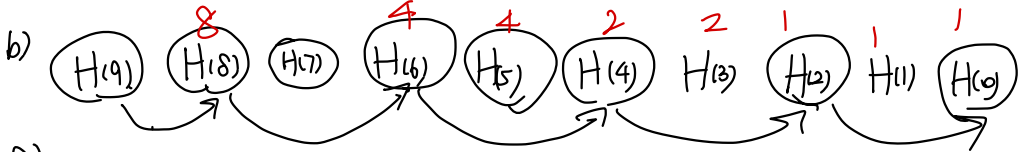
2. The H-number $H(n)$ is defined as follows:

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- Give a recursive algorithm to compute $H(n)$ for an arbitrary n as suggested by the recurrence equation given for $H(n)$. Draw the tree that represents the recursive calls made when $H(8)$ is computed.
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c)

```

int H (int n) {
    int* sum = new int [n+1];
    if (n <= 2)
        return 1;
    H[0] = H[1] = H[2] = 1;
    int st = n%2 == 0? n-1; n;
    for (int i=3; i <= st; i+=2)
        sum[i] = sum[i-2] * 2;
    return sum[st];
}

```

Time & Space: $O(n)$

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(a)

Show the arrays **cost**, **last**, and **multOrder** computed by Algorithms `matrixOrder()` in the lecture notes.

5. Construct an example with only three or four matrices where the worst multiplication order does at least 100 times as many element-wise multiplications as the best order.
6. We have a knapsack of size 10 and 4 objects. The sizes and the profits of the objects are given by the table below. Find a subset of the objects that fits in the knapsack that maximizes the total profit by the dynamic programming algorithm in the lecture notes.

p	10	40	30	50
s	5	4	6	3