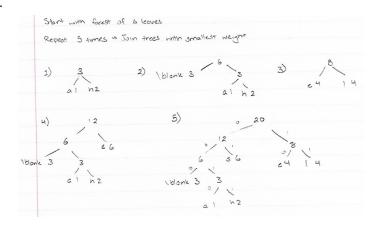
1.

a.

Frequency
6
2
4
3
4
1
20

b.



c.

Character	Code
S	01
h	0011
e	10
\blank	000
1	11
a	0010

she sells sea shells \rightarrow

2.

- a. $n > m \rightarrow$ The number of jobs is more than the number of machines. If there are m machines, and m is strictly less than n, then there must be at least one machine with 2 jobs (pigeonhole principle). If we order in descending order, then the first job to be assigned to a machine with a pre-existing job is the m+1 job. Since the ordering is descending, we know that the time of the m+1 job (t_{m+1}) is at least as great as all of the jobs that came before it $(t_1 \ge t_2 \ge ... \ge t_{m+1})$. Because there are now at least 2 jobs assigned to this machine, and the first job was at least as long as the second, we can say that $T^* \ge 2t_{m+1}$.
- b. Let l be the last job scheduled on machine k. Right before I was scheduled: the load on machine k was $T_k t_l$ and the load on k was minimal.

From class, we derived that $T_k \le t_l + \frac{1}{m} \sum_j t_j$. We also know that $2t_{m+1} \le T^* \to 1$

 $t_{m+1} \le T^*/2$. Since I was the last job, we can say that $t_l \le t_{m+1}$. Combining: $t_l \le t_{m+1} \le T^*/2$, showing that t_l is bounded ($t_l \le T^*/2$).

By Lemma 2, $\frac{1}{m} \sum_{j} t_{j}$ is also bounded $\frac{1}{m} \sum_{j} t_{j} \leq T^{*}$.

Substituting: $T_k \le T^*/2 + T^* \rightarrow T \le 3T^*/2$

```
3.
         a. Opt(i):
             if i = 0 then
                       result \leftarrow 0
             else
                       result \leftarrow \infty
                       for k in [0 ... i) do
                               penaltyForLastDay \leftarrow (200 - (a_i - a_k))^2
                               penaltyForPreviousDays \leftarrow Opt(k)
                                result \leftarrow min(result, penaltyForLastDay + penaltyForPreviousDays)
             return result
         b. Opt(i):
             if T[i] = \bot then
                       if i = 0 then
                                T[i] \leftarrow 0
                       else
                                T[i] \leftarrow \infty
                                for k in [0..i) do
                                         penaltyForLastDay \leftarrow (200 - (a_i - a_k))^2
                                         penaltyForPreviousDays \leftarrow Opt(k)
                                         T[i] \leftarrow \min(result, penaltyForLastDay +
                                                  penaltyForPreviousDays)
             return T[i]
             This algorithm will execute operations up to n for each n, making run time without
             memoization n(n+1)/2 or just O(n^2).
         c. Opt(n):
             for i in [0 ... n)
                       T[i] \leftarrow 0
                                      // default value
             for i in [0 ... n)
                      result \leftarrow \infty
                       for k in [0..i) do
                               penaltyForLastDay \leftarrow (200 - (a_i - a_k))^2
                               penaltyForPreviousDays \leftarrow T[i]
                                if penaltyForLastDay + penaltyForPreviousDays < result
                                         result = penaltyForLastDay + penaltyForPreviousDays
                       T[i] = result
             return T[i]
             For the same reason as in (b), we can see that this is also O(n^2)
         d. Sol(i):
             if i = 0 then
                       return emptyList()
```

else

for
$$k$$
 in $[0..i)$ do
if $T[i-k] + (200 - (a_i - a_k))^2 = T[i]$ then
return $concat(Sol(i-k), k)$

This algorithm can be implemented in linear time (O(n)), if the concat operation is also linear. This can be achieved with a linked list data structure storing out answer.

```
4. Opt(t):

if T[t] = \bot

if |t| = 0

T[t] \leftarrow \text{true}
else

for i in [0..k)

if t.\text{substring}(0, |s_i|) = s_i and Opt(t.\text{substring}(|s_i|, t))

T[t] \leftarrow \text{true}
else

T[t] \leftarrow \text{false}
```

return T[t]

Invoke Opt(t) and have the set of s tiles as a global variable

The running time would be $O(|t| * \sum_{j} |s_{j}|)$, as for the length of t, we consider subproblems where we compare all tiles. This would optimized for runtime if we can implement substring in a contant time.

5. First, we create an m by n matrix where we create an extra row and column for gaps. Fill each of the entries in that column and row with the score of the gap (0, 1, 2, 3) and continue to increment down for all n and m.

6.
$$Opt(t_0...t_j)$$
:
$$T[0] = t_0$$
for j in $[1..n]$

$$T[j] \leftarrow \max(t_j)$$

```
\begin{aligned} Opt(n): \\ incr &= 0 \\ optPenalty &= 0 \\ \text{for } i \text{ in } [0 \dots n) \text{ incrementing } i \text{ by } incr \text{ do} \\ & \min Penalty &= \infty \\ & \text{for } k \text{ in } [0 \dots n) \text{ do} \\ & \text{ if } 200 - (a_k - a_i))^2 < \min Penalty \\ & incr &= k - i \\ & \min Penalty &= \min (\min Penalty \ , \ (200 - (a_k - a_i))^2 \ ) \\ & optPenalty &= \min Penalty \\ & \text{return } optPenalty \end{aligned}
```