Homework #2

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Reference

Problem 1

0.0.1 b05902074

0.0.2 b05902038

Problem 2

0.0.3 b05902074

0.0.4 b05902041

Problem 3

0.0.5 助教周忠毅

0.0.6 b05902041

Problem 4

0.0.7 b05902012

Problem 5

0.0.8 b05902120

0.0.9 b05902031

0.0.10 b05902117

Problem 6

0.0.11 助教周忠毅

0.0.12 b05902007

Problem 5 - Dynamic Programming

(1)

```
Algorithm 1: the maximum sum of non-decreasing subsequence
```

```
Input: S_i
Output: max

1 dp[0] = S[0];
2 for i = 1; i < len; i + + do

3 | max = -1;
4 for j = 0; j < i; j + + do

5 | if (S[i] \ge S[j]) \land (dp[j] + S[i] > max) then

6 | max = dp[j] + S[i];
7 else if S[i] > max then

8 | max = S[i];
9 | dp[i] = max;

10 for i = 0; i < len; j + + do

11 | if dp[i] > max then

12 | max = dp[i];

13 return max;
```

Use dp[] to store the maximum sum of non-decreaing subsequence before S_i . Go through S and check which $dp[S_j]$ before S_i plus S_i is the biggest. Then record the biggest value in $dp[S_i]$. Seeing that every time we get the value of dp[], we need to go through every j before i. It takes

$$\sum_{i=0}^{n} i = 0 + 1 + 2 + \dots + n = \frac{n(n-1)}{2}$$

to get it.

And then we go through each dp[] to find the maximum. In the meantime, the

maximum is the answer. Therefore,

$$T(n) = \frac{n(n-1)}{2} + n$$

and the time complexity is $O(n^2)$.

(2)

Algorithm 3: valid ways to put objects into the n * m grid

```
Input: n, m

Output: DP[m+1][0]

1 memset(DP, 0, sizeof(DP));

2 DP[0][0] = 1;

3 for i = 1; i \le m+1; i++ do

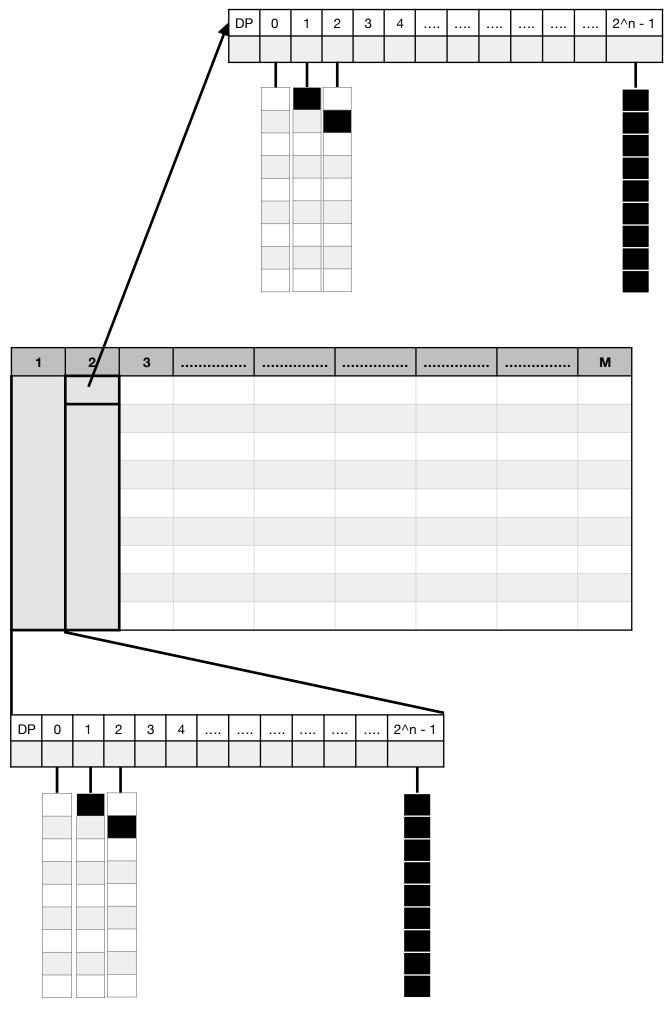
4 | for j = 0; j < 2^n; j++ do

5 | for k = 0; k < 2^n; k++ do

6 | if valid(j, k) then

7 | DP[i][j]+=DP[i-1][k];

8 return DP[m+1][0];
```



(a)

- 利用二進位來表示,0代表不放物品,1代表放置物品
- 輸入的 n * m grid, 確保 m 必大於 n, 若 n 大於 m 就 swap(n, m)
- 在高度為 n 的 grid 裡面,是否放置物品總共有 2ⁿ 種可能,用二進位表示也就是從 0 到 2ⁿ 1 ,舉例:0二進位表示為 0,也就是不放任何物品、2二進位表示為 1 0,也就是只在第二格放物品、2ⁿ 1二進位表示為1 1 1 1.....共 n 個 1,也就是 n 格裡面都放物品。(第四頁的示意圖,黑色區域代表放置物品)
- DP[][] 用來存放此格以前的有效方法數,在判斷下一行的時候(每行有 2^n 種情況),就從 0 開始假設,此行可能的情況為 0 到 2^n-1 ,若此行為 0 時,前一行為 0 到 2^n-1 時共有幾種是有效的,並將有效的DP值加到 此DP值裡(等同於 Algorithm 3 的第七行),若此行為 1 時,前一行為 0 到 2^n-1 時……以此類推。

(b)

- The third line of Algorithm 3 takes O(m).
- The fourth line of Algorithm 3 takes $O(2^n)$.
- The fifth line of Algorithm 3 takes $O(2^n)$.
- By looking into Algorithm 2, we can know that the *valid* function in sixth line of Algorithm 3 takes O(n).
- In Algorithm 3, each for loop contains another for loop or a function. Therefore, the time complexity of this solution is $O(2^n \times 2^n \times m \times n)$, that is $O(4^n \times n \times m)$.

Problem 6 - Greedy Algorithm

(1)

The minimum number of shots is 3, and they are 6 to 8, 11 to 12, and 14 to 16 respectively. We only need to choose one y to shoot in each range.

(2)

```
Algorithm 4: the minimum number of shots
```

```
Input: balloon[][2]
   Output: ans
 1 MergeSort(balloon);
 \mathbf{z} \ ceiling = balloon[0][1];
 3 for i = 1; i < len do
       ans + +;
       while balloon[i][0] \le ceiling do
 \mathbf{5}
           if balloon[i][1] < ceiling then
            ceiling = balloon[i][1];
 7
          i + +;
 8
       ceiling = balloon[i][1];
 9
       i + +;
10
       if i \ge len then
11
          ans + +;
13 return ans;
```

Use MergeSort() to sort balloon[][] by balloon[][0] from small one to big one. (balloon[][0] represents the lower position of a balloon, and balloon[][1] represents the upper position) Set the balloon[][1] of the remained balloons who has the smallest balloon[][0] as upper bound. Never stop reading balloon[][0] and start the following balloon until there is a balloon whose lower position exceed the upper bound. Besides, when we read balloon[][0], we need to update the upper bound if there is a balloon who is inside the range, and its upper position is lower than the upper bound. Do all the things above, and count the number of shots meanwhile.

MergeSort()'s time complexity is O(nlogn). Then go through the number of balloons. Therefore,

$$T(n) = nlogn + n$$

and the time complexity is O(nlog n).

(3)

以下證明以範例為例:

- Greedy Choice Property:
 - 先 MergeSort 完之後,從通過最低點的氣球開始找,找其他氣球跟他有交集的 y 軸範圍,此 y 軸範圍為 greedy choice (圖 Figure 1:4 到 5 是其中一個 greedy choice)
 - 利用反證法:假設不選擇 Greedy Choice,有更好的解。
 - 考慮不射 y=4,5 的情況,前三顆氣球一定要花兩次以上才能射完,而 Greedy Choice 可以花一次就射完三顆氣球(圖 $Figure\ 2$)
 - 沒有更佳解,出現矛盾!
- Optimal Substructure:
 - Optimal Solution = Greedy Choice + Optimal Solution to subproblem,
 每做完一個 Greedy Choice,被射掉的氣球就不用管他,剩下的氣球再繼續做 Greedy Choice,所以所有的最佳解的集合就是最後答案的最佳解。



Figure 1: 範例題



Figure 2: 範例題