

## Solutions to Problem 2 of Homework 7 (8 points)

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Assume that you have an  $n$  by  $n$  checkerboard. You must move a checker from the bottom left corner (position  $(1, 1)$ ) square the board to the top right corner (position  $(n, n)$ ) square. In each step you may either

- move the checker up one square, or
- move the checker diagonally one square up and to the right, or
- move the checker right one square.

If you move a checker from square  $x = (i, j)$  to square  $y = (i', j')$  you get  $p(x, y)$  dollars. You are told all of the  $p(x, y)$  a priori. The  $p(x, y)$  may be negative, zero or positive. You want to get as much money as possible.

- (a) (4 pts) Let  $M[i, j]$  be the highest profit you can collect from position  $(1, 1)$  to  $(i, j)$ . Write a dynamic programming recurrence relation for  $M[i, j]$  (do not forget the initial condition). Based on this recurrence relation, analyze the running time of the dynamic programming algorithm to compute  $M[n, n]$ .

**Solution:**

The best way to get to any square  $(i, j)$  is the best way to get from the square to its left or the from the square to its bottom or the from the diagonal square. Therefore,

$$M[i, j] = \max\{M[i, j-1] + p((i, j-1), (i, j)), \\ M[i-1, j-1] + p((i-1, j-1), (i, j)), \\ M[i-1, j] + p((i-1, j), (i, j))\}$$

Note that the base case is  $M[1, 1] = 0$  and in the above equation, there will be no diagonal and bottom square for all the squares in the first row and there will be no diagonal and left squares for all the squares in the first column.

To fill an entry in the matrix  $M$  we look the adjacent three entries and appropriately fill the corresponding entry. Therefore, the total time taken to build this matrix is  $\leq 3n^2 = O(n^2)$

□

- (a) (4 pts) Give the “bottom-up” pseudocode for an efficient procedure `CHECKERBOARD( $n$ )` for computing  $M[n, n]$ .

**Solution:**

```

1 Algorithm: CHECKERBOARD( $n$ )
2  $M \leftarrow \text{NEWARRAY}(n \times n)$ 
3  $M[1, 1] \leftarrow 0$ 
4 for  $i \leftarrow 2$  to  $n$  do
5    $M[i, 1] \leftarrow M[i - 1, 1] + p((i - 1, 1), (i, 1))$ 
6 end
7 for  $j \leftarrow 2$  to  $n$  do
8    $M[1, j] \leftarrow M[1, j - 1] + p((1, j - 1), (1, j))$ 
9 end
10 for  $i \leftarrow 2$  to  $n$  do
11   for  $j \leftarrow 2$  to  $n$  do
12      $max \leftarrow M[i, j - 1] + p((i, j - 1), (i, j))$ 
13     if  $M[i - 1, j - 1] + p((i - 1, j - 1), (i, j)) > max$  then
14        $max \leftarrow M[i - 1, j - 1] + p((i - 1, j - 1), (i, j))$ 
15     else if  $M[i - 1, j] + p((i - 1, j), (i, j)) > max$  then
16        $max \leftarrow M[i - 1, j] + p((i - 1, j), (i, j))$ 
17      $max \leftarrow M[i, j]$ 
18   end
19 end
20 Return  $M[n, n]$ 

```

**Algorithm 4:** Dynamic Programming Algorithm to calculate maximum profit in checkerboard in  $O(n^2)$  time

From the above pseudocode, it is clear that the dynamic programming algorithm runs in  $O(n^2)$  time □