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**ADA Homework 2 Hand-written****5. Trick-or-Treating**

(1)

The best solution of the given case is to visit the first, second, third and forth professor in order in order to maximize the candies we got. In this case, we can receive  $8 + 5 + 1 + 9 = 23$  candies. To prove it's the optimal solution, I used contradiction method. If this isn't the optimal solution, then the fifth professor must be included, however, if he/she is included, then we must visit him/her first (he/she rest at 10) and take 10 units of time. Therefore, we won't be able to visit the first and second professor, as a result, 23 candies is the optimal solution.

(2)

I start from the first professor whose rest time and chat time are the shortest, and go through all professors in increasing order. If the current time + the professor's chat time  $\leq$  the professor's rest time, then I chat with that professor and get the candies. Current time  $+=$  the professor's chat time. As a go through all professors one time and do  $O(1)$  calculation, it has a  $O(n)$  time complexity.

I define the optimal substructure first. Let  $N_i$  means the OPT having  $i$  professors. If  $i$  is in OPT, then we have  $N_{(i-1)} = N_i - 1$ , else, we have  $N_{(i-1)} = N_i$ . My goal is to find  $N_n$ .

To prove the greedy choice won't be worse than the optimal solution. I use contradiction method. Define the greedy choice as if we found  $N_{i-1}$ , and the  $i_{th}$  professor is still legal, then we put  $i$  into the optimal solution set and  $N_i = N_{i-1} + 1$ . If we don't choose  $i_{th}$  professor, and I choose any  $j$  greater than  $i$  to visit. We can see that for all  $j$ , the ending time of choosing  $j$  must be later than visiting  $i_{th}$  and the  $j_{th}$  professor rest later than  $i_{th}$  as  $j > i$ . In this case, choosing  $i$  is always the best choice. We can see that as long as we choose the current legal professor, we reach an solution that is not worse than the optimal solution. QED

(3)

Step 1:

Use quick sort algorithm to sort the professor by  $r_i$  in increasing order. It takes  $O(n \cdot \log(n))$  time.

Step 2:

Maintain an answer priority queue that keep the one that has biggest  $t_i$  on the top. For  $i$  from 0 to  $n$ , if current time +  $t_i \leq r_i$ , put it into the priority queue. Else if current time +  $t_i > r_i$ , compare  $t_i$  and  $\text{answer.top().}t_i$ . If  $t_i > \text{answer.top().}t_i$ , continue, else pop the top element and push the  $i_{\text{th}}$  professor into the answer queue.

For each professor, we need to do at most one push and one pop, which take  $O(1)$  and  $O(\log(n))$  time, and there are  $n$  professors, so we need  $O(n \cdot \log(n))$  time to complete this operation.

Time Complexity:

Sum up two steps, it takes  $O(n \cdot \log(n)) + O(n \cdot \log(n)) = O(n \cdot \log(n))$  time.

Proof of Correctness:

For each professor, if the time is still legal, just go and chat with the professor and you will maximize the candies you can get till now! Else, I compare him/her with the top of the priority queue, who has the biggest  $t_i$  on the top. So if you have lower time cost than the biggest one, replace it in the queue must be the best choice you can do. While I start from the base case and do the best choice in every step, I will reach the best answer.

(4)

Step 1:

Use quick sort algorithm to sort the professor by  $R_i$  in increasing order. It takes  $O(n \cdot \log(n))$  time.

Step 2:

Build a  $N * M$  dp\_table. In each coordinate dp\_table[i][j], save the value of the least time to get j candies with first i professors. I go through the whole table once to fill in the value and find the maximum possible answer. For every coordinate I go through, I consider three conditions.

First, if  $j > \text{sum}(C_0 : C_i)$ , set the value to INT\_MAX which indicates it's impossible to reach.  $\Rightarrow O(1)$  time

Second, if  $j < C_i$ , set the value to dp\_table[i - 1][j], which means the current professor will give me too more candies that exceed the number this level should have.  $\Rightarrow O(1)$  time

Third, general cases, compute  $\min(\text{dp\_table}[i - 1][j], \text{dp\_table}[i - 1][j - C_j] + T_i)$ , which means visit the  $i_{\text{th}}$  professor or not. However, if both  $> R_i$ , set the value to INT\_MAX which means it's impossible.  $\Rightarrow O(1)$  time

While I'm computing through the table, I check the value of each coordinate, if  $j > m\_max$  and  $\text{dp\_table}[i][j] \leq R_i$ , replace  $m\_max$  with  $j$ . After I find the maximum coordinate, back trace the whole dp\_table and find which professor sequence to go.

It take  $O(N * M)$  time to build the table as the table has size of  $N * M$  and I've to do  $O(1)$  operations in each coordinate.

Time Complexity:

It takes  $O(N * \log(N)) + O(N * M)$  time to implement this algorithm. As  $M \geq N$ ,  $O(N * \log(N)) < O(N * M)$ , it's an  $O(N * M)$  algorithm.

Proof of Correctness:

Optimal substructure:

$$\text{dp\_table}[i][j] = \begin{cases} \text{if } (j > \text{sum}(C_0 : C_i)) & \Rightarrow \text{INT\_MAX} \\ \text{if } (j < C_i) & \Rightarrow \text{dp\_table}[i - 1][j] \\ \text{else} & \Rightarrow \min(\text{dp\_table}[i - 1][j], \text{dp\_table}[i - 1][j - C_j] + T_i) \end{cases}$$

In the base case, it does have the optimal choice, in every cases, I consider all possible condition and find out that it's a local optimal choice. As a result, I can reach the optimal solution through this algorithm.

(5)

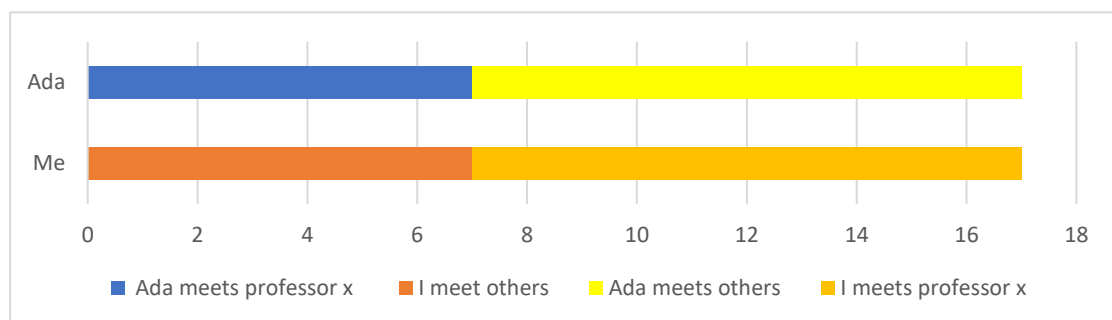
$A = \{0, 17, 1, 4, 9\}$ ,  $B = \{21, 0, 34, 35, 37\}$  The minimum ending time is 40.

It's trivial that this is the optimal solution, as the sum of  $f$  is 40. Ada needs to visit all five professors, which cause he/she needs to spend at least 40 units of time to visit all. Or maybe Ada can try just leave some professor along. : ) : )

(6)

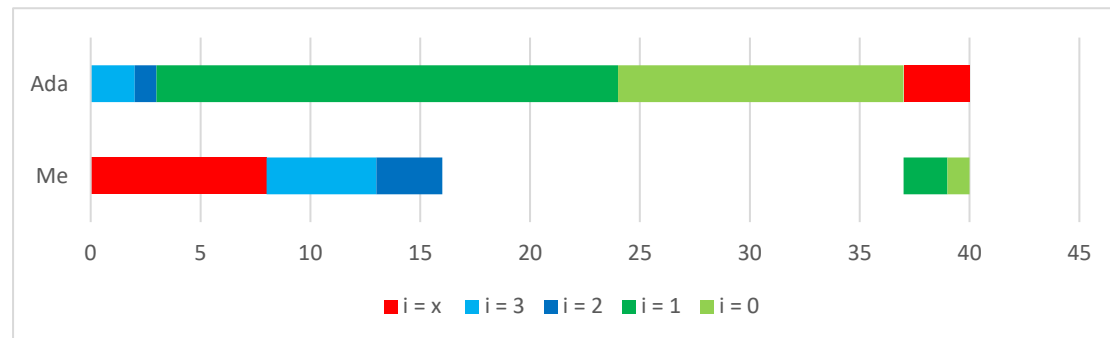
First, I prove  $f_x + g_x$  is the minimum ending time and can't be earlier. As both of Ada and me need to visit that professor and we can't go simultaneously, it takes us at least  $f_x + g_x$  time to visit that professor.

Second, I prove that we can always find a solution of  $f_x + g_x$  ending time. As  $f_x + g_x \geq \max(\sum(f_1 : f_n), \sum(g_1 : g_n)) \geq \sum(f_1 : f_n)$ ,  $g_x \geq \sum(f_1 : f_n) - f_x$ . This states that the time Ada chats with professor  $x$  must be sufficient enough for me to chat with all other professors except  $x$ . As a result, we can arrange our schedule as I illustrate in the chart below. QED



(7)

As the hint says, pick the max (from 0 to n,  $\min(f_i, g_i)$ ) and set the index of it to x. Put  $f_x$  on the most left of the chart and  $g_x$  on the most right of the chart, split all other professors into two part. One is those  $f_i > g_i$ , another one is others. Arrange those  $f_i > g_i$  in the left of the chart and the others start from the opposite site of the chart. Let's take (5) for example, we can see that  $x = 4$  and split data into  $[0, 1]$  and  $[2, 3]$  two set. Put these two set in the left (blue) and right (green), respectively. At the end, push two part together as the chart below.



Time complexity:

For all data I just go through only once and do  $O(1)$  operation, therefore, it's an  $O(N)$  time complexity algorithm.

Proof of Correctness:

As we choose  $x$  from  $\max(\text{from } 0 \text{ to } n, \min(f_i, g_i))$ ,  $f_x$  and  $g_x$  are greater than every  $\min(f_i, g_i)$  for all other  $i$ . Accordingly, overlap can't occur in any case as there is put a time period with  $x$  on either side first. Moreover, it's also the optimal solution as it always takes at least  $\max(\sum(f_0 : f_n), \sum(g_0 : g_n))$  time to finish meeting all professors. Therefore, it's a possible way to find optimal solution.

## 6. String Problems

(1)

First, compare the length of two string, it takes  $O(1)$  time.

If the difference of their length  $\geq 2$ , break and return false.  $\Rightarrow O(1)$  time

If the difference is 1, set two pointers for both string and a dif\_count, start from the first char and go through them one by one, compare the pair of chars pointers point at, respectively ( $S_1[\text{ptr1}]$  and  $S_2[\text{ptr2}]$ ). If they're different, hold the pointer of shorter string and add the dif\_count by one, otherwise, add both pointers by 1. If dif\_count  $\geq 2$  at any time, break the loop and return false, however, if both pointer reach the end of string and dif\_count is still 1, return true.  $\Rightarrow O(n)$  time.

If the difference is 0, set a dif\_count, traverse through both string at the same time and compare the pair of char at the same position (e.g.  $S_1[i]$  and  $S_2[i]$ ). If they aren't same, add dif\_count by one. If dif\_count  $\geq 2$  at any time, break the loop and return false, however, if it reach the end of string and dif\_count is still 1, return true.  $\Rightarrow O(n)$  time.

We can see that it takes  $O(1) * \max(O(n), O(n), O(1))$  time which equals to  $O(n)$  time.

Prove of correctness:

1. Difference  $\geq 2$ , trivial,  $k == 1$ , it's possible only if  $1 \geq 2$ . : (
2. Difference  $= 1$ , if dif\_count  $= 1$  at the end, then we can just add the one missing char into the shortest string. However, if dif  $= 2$ , it means there must be more than one action to do. Then it's false.
3. Difference  $= 0$ , if dif\_count  $= 1$  || dif\_count  $= 0$ , just replace the char that is different or do nothing, however, if dif\_count  $\geq 2$ , then we need to do more than one actions. Then it's false.

(3)

I will implement the method of edit distance. However, in order to save time, I'll just implement the diagonal stripe of width  $2k - 1$  in the  $n * n$  array. Take  $s1 = \text{"UNILION"}$ ,  $s2 = \text{"CHAMPIO"}$ , and  $k = 2$  for example. I only need to maintain the orange part of the dynamic programming table. To implement this method, I used two pointers, one goes from the upper-left corner to the bottom-right corner, like the green arrow. Another one goes in the vertical direction, like the black arrow. For each coordinate  $dp\_table[i][j]$  reached, if  $S_1[i] == S_2[j]$ , its value equals to  $dp\_table[i - 1][j - 1]$ . Else, check its left, or upper coordinate is in the stripe, if not, just ignore it in the following comparison, its value equals to  $\min(dp\_table[i - 1][j], dp\_table[i - 1][j - 1], dp\_table[i][j - 1]) + 1$ . In the end, we take the value of  $dp\_table[s1.length() - 1][s2.length() - 1]$  and compare it with  $k$ , if  $dp\_table[s1.length() - 1][s2.length() - 1] \leq k$ , return true, else, return false.

	U	N	I	L	I	O	N
C	1	2	3	4	5	6	7
H	2	2	3	4	5	6	7
A	3	3	2	4	5	6	7
M	4	4	4	4	5	6	7
P	5	5	5	5	5	6	7
I	6	6	5	5	5	5	6
O	7	7	6	5	6	5	5

Time complexity:

This algorithm calculates  $n$  rows that not wider than  $(2k - 1)$  columns. Moreover, it takes  $O(1)$  time calculate each coordinate in the stripe. Therefore, it takes  $O(n * (2k - 1)) * O(1) = O(n * k)$  time.

Prove of correctness:

The prove of correctness is same as the one in normal edit distance problem. The only difference is that I ignore some coordinates that  $|i - j| > k$ , it obvious that if  $|i - j| > k$ , it takes at least  $k + 1$  operations (add or delete) to reach the length, as a result, it won't affect the correct answer though we don't consider it.

(4)

$S = \text{"accdefdc"} , D(s) = 2 + 0 + 1 + 1 + 1 + 2 + 1 = 8$

(6)

Consider merging two string together. Build two  $N * N$  dp\_tables, the first one saves the minimum cost of all strings that end with char from  $S_1$ , the second table save the minimum cost that all strings that end with char from  $S_2$ . For every coordinate in both dp\_table[i][j], it indicates the cost of combination of  $S_1.\text{substr}(0, i)$  and  $S_2.\text{substr}(0, j)$ . I go through both dp\_table. For each coordinate dp\_table1[i][j], assign the value to  $\min(\text{dp\_table1}[i - 1][j] + \text{Dis}(S_1[i], S_1[i - 1]), \text{dp\_table2}[i - 1][j] + \text{Dis}(S_1[i], S_2[j]))$ . In other hand, dp\_table2[i][j], assign the value to  $\min(\text{dp\_table2}[i][j - 1] + \text{Dis}(S_2[j], S_2[j - 1]), \text{dp\_table2}[i][j - 1] + \text{Dis}(S_2[j], S_1[i]))$ , just like the two tables below, set  $S_1 = \text{"AC"} , S_2 = \text{"AD"}$ , the left one is dp\_table1 and dp\_table2.

In the end, compare the value of right-bottom corner, choose the smaller one and do backtrack with the same method I build the table.

	A	D
A	AA 0	AAD 3
C	ACA 4	AADC 4

	A	D
A	AA 0	ADA 6
C	AAC 2	AACD 3

Time complexity:

Build each table takes  $N * N$  time, for each coordinate, it takes  $O(1)$  time to assign the value. As a result, it is an  $2 * O(n * n) = O(n * n)$  algorithm.

Proof Correctness:

Optimal Substructure:

The base case is trivial. We can see that  $\text{dp\_table1}[i][j] = \min(\text{dp\_table1}[i - 1][j] + \text{Dis}(S_1[i], S_1[i - 1]), \text{dp\_table2}[i - 1][j] + \text{Dis}(S_1[i], S_2[j]))$  and  $\text{dp\_table2}[i][j] = \min(\text{dp\_table2}[i][j - 1] + \text{Dis}(S_2[j], S_2[j - 1]), \text{dp\_table2}[i][j - 1] + \text{Dis}(S_2[j], S_1[i]))$ , We can see that either if any dp\_table1[i][j] is an optimal solution, dp\_table1[i - 1][j] will also be an optimal solution, it's same as the dp\_table2.