

Algorithmn HW9

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Problem 7.5

i\j	0	1	2	3	4	5	6	7
0	0	0	0	0	0	0	0	0
1	0	0	1	1	1	1	1	1
2	0	1	1	1	1	2	2	2
3	0	1	1	2	2	2	2	2
4	0	1	1	2	2	3	3	3
5	0	1	1	2	2	3	3	4
6	0	1	1	2	3	3	3	4
7	0	1	2	2	3	3	4	4

The figure on the left shows the result matrix of the DP.

So the length of longest common subsequence is 4, and the longest common subsequence of $xyzzyzx$ and $xyyzzxz$ is $zyzz$.

Problem 7.11

C[1,1]=0	C[1,2]=36	C[1,3]=84	C[1,4]=96	C[1,5]=124
	C[2,2]=0	C[2,3]=72	C[2,4]=84	C[2,5]=126
		C[3,3]=0	C[3,4]=48	C[3,5]=132
			C[4,4]=0	C[4,5]=56
				C[5,5]=0

(a).According to the figure above, we can conclude that the minimum number of scalar multiplications needed is $C[1,5] = 124$.

(b).To achieve optimal situation, the order should be $M_1 \times (M_2 \times (M_3 \times M_4)) \times M_5$

Problem 7.26

The running time will be $\Theta(n \lfloor C/K \rfloor)$
Counterexample: Suppose $C = 12$

s_i	1	11	10
v_i	1	1	1

when $K = 6$, it will be $C = 2$ and

$\lfloor s_i/K \rfloor$	0	1	1
v_i	1	1	1

Obviously, some s_i become 0 and meaningless.

Problem 7.30

(a)

Require: total value y and a sequence of coin value $\{v_1 = 1, v_2 \dots v_n\}$

Ensure: the pay plan $\{x_1, x_2 \dots x_n\}$

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1:  $dp[j \leftarrow 0 \text{ to } y] \leftarrow (j == 0 ? 0 : -1)$ 
2: for  $i \leftarrow 1$  to  $n$  do
3:   for  $j \leftarrow v_i$  to  $y$  do
4:      $dp[j] = \min\{dp[j], dp[j - v_i] + 1\}$ 
5:      $take[j] = i$  if  $dp[j] == dp[j - v_i] + 1$ 
6:   end for
7: end for
8:  $j \leftarrow y$ 
9: while  $dp[j] \neq -1$  do
10:   $x_{take[j]} \leftarrow x_{take[j]} + 1$ 
11:   $j \leftarrow j - v_{take[j]}$ 
12: end while

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▷ find the minimum volume
 ▷ store the adding coin
 ▷ recover the plan

- (b) Time complexity is $O(y \cdot n)$, space complexity is $O(y)$
- (c) Problem 7.27, the complete knapsack problem is to **maximize** *value* with *volume* constraint, while this problem is to **minimize** *volume* (which is 1 for each) with *value* constraint.

Problem 7.34

Require: a DAG $G = (V, E)$, start point s and end point t

Ensure: a longest path $P = \{s \dots t\}$

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1: TOPOSORT(V)
2:  $dp[s] \leftarrow 0$                                  $\triangleright dp[i]$  means the longest path end with  $i$ 
3: for each  $v \in V$  s.t.  $s < v \leq t$  do
4:    $dp[v] \leftarrow \max_{(u,v) \in E} \{dp[u] + w(u,v)\}$            $\triangleright$  check every edge connected
5:    $pred[v] \leftarrow u$  s.t.  $w(u,v)$  is maximum           $\triangleright$  store the predecessor of each vertex
6: end for
7: return  $dp[t]$ 

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SubsetSum

Require: a list of n positive integers $a_1, a_2 \dots a_n$, a positive integer t .

Ensure: whether there is some subset of a_i s add up to t

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1: for  $i \leftarrow 0$  to  $n$  do
2:    $T[i, 0] \leftarrow 0$                                  $\triangleright T[i, s]$  is the boolean value of 'does a subset  $\{a_1 \dots a_i\}$  add up to  $s$ ?'
3: end for
4: for  $i \leftarrow 1$  to  $n$  do
5:   for  $s \leftarrow 1$  to  $t$  do
6:      $T[i, s] \leftarrow T[i-1, s] \mid T[i-1, s-a_i]$ 
7:   end for
8: end for
9: return  $T(n, t)$ 

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PickCards

(a) Consider the sequence 2, 100, 1, 1, using *greedy* strategy, the first player will take the front 2, and the second player will take 100 and win the game.

(b)

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1:  $dp[i][0] \leftarrow 0$  for each  $i \in \text{range}(0, n+1)$ 
2:  $dp[0][j] \leftarrow 0$  for each  $j \in \text{range}(0, n+1)$ 
3:  $dp[i][i] \leftarrow s_i$  for each  $i \in \text{range}(1, n+1)$ 
4: for  $i \leftarrow 1$  to  $n$  do
5:   for  $j \leftarrow i+1$  to  $n$  do
6:      $first \leftarrow \min(dp[i+2][j], dp[i+1][j-1]) + s_i$      $\triangleright$  p1: take first, p2: min(take first, take last)
7:      $last \leftarrow \min(dp[i][j-2], dp[i+1][j-1]) + s_j$      $\triangleright$  p1: take last, p2: min(take last, take first)
8:      $pred[i][j] \leftarrow first > last ? s_i : s_j$ 
9:      $dp[i][j] \leftarrow \max(first, last)$ 
10:  end for
11: end for     $\triangleright$  Then player can refer to the pred matrix to make the optimal decision for each step

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