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Write the first 2 characters of your lastname
in large format in the boxes above.

CS 341 Assignment #3

1	
2	
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4	
5	Programming See LEARN
Total	

Lastname	LIU
Given Names	YINWU
Student #	20529186
Return in Section # (Circle One)	8:30am or 10:00am

1

(a)

 M_1 w_1 M_2 prefers w_1 over w_2

①

 M_2 w_2 w_1 prefers M_2 over M_1 M_3 M_3 then (M_2, w_1) causes instability

②

 M_1 w_1 w_1 prefers M_2 over M_1 M_2 w_3 M_2 prefers w_1 over w_3 M_3 w_2 then (M_2, w_1) causes instability

③

 M_1 w_2 M_2 w_1

Stable marriage.

 M_3 w_3

④

 M_1 w_2 w_1 prefers M_2 over M_3 M_2 w_3 M_2 prefers w_1 over w_3

then

 (M_2, w_1) causes instability M_3 w_1 M_3 prefers w_2 over w_1 and w_2 prefers M_3 over M_1 then (M_3, w_2) also causes instability

5) M_1 W_3 M_2 prefers W_1 over W_2
 M_2 W_2 W_1 prefers M_2 over M_3
 M_3 W_1 then (M_2, W_1) causes instability
 M_1 prefers W_3 over W_2
 W_3 prefers M_1 over M_3
then (M_1, W_3) also causes instability

6) M_1 W_3
 M_2 W_1 Stable marriage
 M_3 W_2

initialize $Match \leftarrow \emptyset$

b) W_1 proposes to M_2 , M_2 accepts
 $Match \leftarrow \emptyset \cup \{M_2, W_1\}$

W_2 proposes to M_2 , M_2 rejects

W_2 proposes to M_3 , M_3 accepts

$Match \leftarrow \{M_2, W_1\} \cup \{M_3, W_2\}$

W_3 proposes to M_1 , M_1 accepts

$Match \leftarrow \{M_2, W_1\}, \{M_3, W_2\} \cup \{M_1, W_3\}$

final $Match = \{(M_2, W_1), \{M_3, W_2\}, \{M_1, W_3\}\}$

idea: Yoshi needs to leap to the farthest pad he can reach.

2. a) initialize $S \leftarrow \emptyset$ $B \leftarrow \emptyset$

~~while (true)~~

for i from 1 to $n+1$:

if $S + d[i] \leq L$

$S \leftarrow S + d[i]$

else:

$B \leftarrow B \cup \{p_{i-1}\} \quad (i \geq 2)$

$S \leftarrow d[i]$

~~$i \leftarrow i + 1$~~ ~~$i \leftarrow i$~~

~~break for loop~~

~~break~~ return B

b) proof: greedy selects p_j after j steps, greedy selects pad p_j , and "optimal" selects

greedy p_j before that they select the same set of pad p_j . Because at each step, greedy selects the farthest as possible, then $\text{distance}(p_j, Y) > \text{distance}(l_{p_j}, Y)$.

"Optimal"

l_{p_j}

Therefore, in order to reach Y within

less steps compare to greedy, the "optimal" has to

choose to leap farther than greedy could within ^{one} later step, which is not possible because greedy already

chooses the farthest pad Yoshi can reach, therefore "Optimal" is not really optimal solution

3 a) Sort ^{all} the items by the constant factor so that $C_1 \geq C_2 \geq \dots \geq C_n$

then deliver items by this order

b) Sorting takes time $O(n \log n)$

So the run time of this algorithm is $O(n \log n)$

c) proof: let $C_1 \geq C_2 \geq \dots \geq C_n$

consider any ordering, there must be two deliveries that are consecutive but differ from the greedy ordering. ~~Let $C_j >$~~

Suppose $C_i > C_j$. Consider swapping the delivery of item i and j which means ~~to~~ deliver item j on day k , and item i on day $k+1$, instead of delivering item i on day k and ~~item~~ j on day $k+1$

total cost increase from scenario one to ~~the~~ ~~total~~ ~~cost~~ ~~scenario one~~ is C to scenario two is

$$(C_j^k + C_i^{k+1}) - (C_i^k + C_j^{k+1}) = C_i^k(C_i - 1) - C_j^k(C_j - 1)$$

because $C_i > C_j \geq 1$ then $C_i - 1 > C_j - 1$, and $C_i^k > C_j^k > 0$

therefor $C_i^k(C_i - 1) \geq C_j^k(C_j - 1)$

$$C_i^k(C_i - 1) - C_j^k(C_j - 1) > 0$$

therefore the swapping causes the increase of storage cost, so we can keep swapping consecutive deliveries that are out of ~~ordering~~ order until we get the greedy ordering

4. a) Sort children by their foot size such that $f_1 < f_2 < \dots < f_n$

Sort shoes by shoe size such that

$$s_1 < s_2 < \dots < s_n$$


Assign shoes to children according to this rule, the child with the largest foot size ~~with~~ will have the largest shoes, the child with the second largest foot size will have the second largest shoes, etc, so the final assignment will be $(f_1, s_1), (f_2, s_2), \dots, (f_n, s_n)$

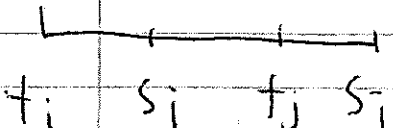
b) Suppose we have two children with foot size f_i and f_j , respectively. Let $f_i < f_j$ and $s_i < s_j$. Under the greedy algorithm, shoes s_i are assigned to child i and shoes s_j are assigned to child j . Now, let other assignments stay the same, swapping the shoes assigned to child i and child j .

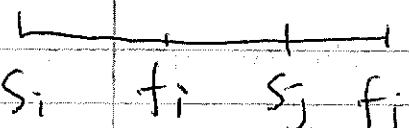
Now, the ~~different~~ increase X in total shoe & foot absolute difference will be

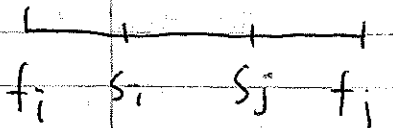
$$X = (|f_i - s_j| + |f_j - s_i|) - (|f_i - s_i| + |f_j - s_j|)$$

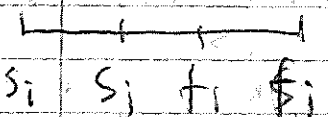
we need to consider different scenarios

①  $X = 0$

②  $X = 2(s_j - s_i) > 0 \quad (\because s_j > s_i)$

③  $X = 2(s_j - f_i) > 0 \quad (\because s_j > f_i)$

④  $X = 2(s_j - s_i) > 0 \quad (\because s_j > s_i)$

⑤  $X = 0$

therefore, the increase X will be non-negative, no matter what the relationship between s_i, s_j, f_i, f_j is. Therefore the greedy assignment will have the smallest total shoe & foot absolute difference. Any swap made to the greedy assignment will possibly cause the total difference to increase.