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A. Ski

Submission#: 192560785

In this program, I start off with allocating 2 *int* to get row and column size, two 2D *vector* for input values(heights) "Resort Matrix" and for path to solve at each point "Matrix to Solve". I start by taking input heights for "Resort Matrix", then I go and compute longest path at each point save path value to "Matrix to Solve". I implemented a function that computes all possible paths at each point, checking 4 possible paths using *if* $[i, j] > [(i-1, j)(i-1, j)], [(i+1, j)(i+1, j)], [(i, j-1)(i, j-1)], [(i, j+1)]$ then go and compute path. This is done recursively till all points in "Resort Matrix" are computed. Display longest path at the end. Time complexity is $O(n * n) = O(n^2)$.

B. Maximum Tree Path

Submission#: 192804162

In this program, firstly I declared an *int* that would hold node count n , a *vector* to hold node *weight*, a *vector* to hold node *parent* and a *vector* of *vectors* to hold my *AdjacencyList* tree representation. After taking all inputs I pass all my all vectors and int n to a helper function to calculate max path sum *findMaxSum*, inside that function I declare an int *maxSum* that would hold root *weight* in case tree size is 1. *findMaxSum* passes all previous input with new declared int to compute max path sum *findMaxSumPath*, this function uses recursion below:

$$Weight[i] = \max \begin{cases} w_i \\ w_i + f_i \\ w_i + f_j + f_k \end{cases}$$

Where:

w_i = weight of the node

$w_i + f_i$ = weight of the node + weight of max child path

$w_i + f_j + f_k$ = weight of the node + weight of 1st max child path+weight of 2nd max child path

maxSum would be updated when calculating every weight node and checks if theres a higher weight node and updates it. For returning a single path to parent node, this state equation is used:

$$Single Path = \max \begin{cases} w_i \\ w_i + f_j \end{cases}$$

Where:

w_i = weight of the node

$w_i + f_i$ = weight of the node + weight of max child path

Finally I return *maxSum* which points to the max weighted path in the tree. Visiting all node once would result in a total time complexity = $O(n)$.

C. Symmetry Makes Perfect

Submission#: 192561690

In this program, firstly I declared an *int* that would hold candy string size *stringsize*, an *int* to hold *k* flavors array size, a list *map* that would take a pair if *chars* and *ints* to order letters and their cost and an *array* of *chars* to store our input string.

After inputting all the above, I declare a function *compute_Cost* that would take our candies string *array*, string *size* and the *list* of letters and their cost. In this function, a 2D Matrix is allocated to compute our *DP* solutions. Iterating through 2 nested *for* loops, starting with 1 – *size* insertion (called it gap) up to *n – size*, each possibility is computed and stored in *DP* matrix using recursion below:

Recurrence Relation:

$$dp[i][j] = \begin{cases} 0 & (\text{when } i == j) \\ dp[i+1][j-1] & (\text{when } s[i] == s[j]) \\ \min \begin{cases} dp[i][j-1] + c[s[j]] \\ dp[i+1][j] + c[s[i]] \end{cases} & (\text{when } s[i] \neq s[j]) \end{cases}$$

Where:

$s[i]$ = letter at index *i*
 $s[j]$ = letter at index *j*
 $c[s[i]]$ = letter cost at index *i*
 $c[s[j]]$ = letter cost at index *j*

Lastly, element in 2D Matrix at $dp[0][n-1]$ is displayed. Total time complexity = $O(n^2)$.

D. Longest Unimodal Subsequence

Submission#: 192568801

In this program, firstly I declared an *int* that would hold array size, then I declare an *array* with *int* *size*. I move on to input all values and store them inside my *array*. Then I declare a function called *compute_LUS* that takes my *array* and it's *size* as parameters. Inside *compute_LUS* I compute *LIS* on all my array elements from LEFT → RIGHT iteratively, saving each index *LIS* value inside a *vector* called *lis_Index_Val* using Recurrence Relation below:

$$l_i = \max \begin{cases} 1 \\ \max_{0 < j < i, a_j < a_i} \{ (l_j + 1) \} \end{cases}$$

Then I compute *LDS* on all my array elements from RIGHT → LEFT iteratively, saving each index *LDS* value inside a *vector* called *lds_Index_Val* using Recurrence Relation below:

$$l_i = \max \begin{cases} 1 \\ \max_{0 < j < i, a_j > a_i} \{ (l_j + 1) \} \end{cases}$$

Lastly I compute *LUS* max value using Longest Bitonic Subsequence logic, declare an *array* called *lus_Index_Val* of *size* identical to my original *array*. Iterate through all indices using Recurrence Relation below:

$$lus_Index_Val[i] = (lis_Index_Val[i] + lds_Index_Val[i]) - 1$$

(where we subtract 1 to remove index double counted in LIS and LDS)

Lastly, I display max value in my *array* *lus_Index_Val* which refers to max *LUS* value. Total time complexity $= O(n^2) + O(n^2) + O(n) = O(n^2)$.