

**Problem Solving**

# **Group Project #2: Maximum Profit**

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# Maximum Profit

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- You are going to lease a piece of land
- For each unit:
  - You need to pay  $F$  dollars (single price for all units)
  - You will earn  $A(i, j)$  dollars (depending on the location)
  - Your profit by the lease:  $A(i, j) - F$
- Goal: Find a rectangular area that maximizes your profit.

# Example

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- Given a matrix  $A$  and  $F = 100$ ,

	$j = 0$	$j = 1$	$j = 2$	$j = 3$	$j = 4$
$i = 0$	110	130	80	170	160
$i = 1$	150	120	170	160	90
$i = 2$	110	190	180	120	30
$i = 3$	10	80	110	130	140
$i = 4$	120	130	30	120	90
$i = 5$	60	120	80	100	50

- If you lease from  $(1,0)$  to  $(4,2)$ 
  - Your profit is:  $150 + 120 + 170 + 110 + 190 + 180 + 10 + 80 + 110 + 120 + 130 + 30 - 12 \times 100 = 200$
  - Note that, **the index is row major [i.e.  $(i, j)$ ] and begins with 0** like C/C++ programming languages.

# Example

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$i = 2$	110	190	180	120	30
$i = 3$	10	80	110	130	140
$i = 4$	120	130	30	120	90
$i = 5$	60	120	80	100	50

- If you lease from  $(0,0)$  to  $(2,3)$ 
  - Your profit is:  $110 + 130 + 80 + 170 + 150 + 120 + 170 + 160 + 110 + 190 + 180 + 120 - 12 \times 100 = 490$
  - It is the maximum case.

# Input & Output

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- Input

- $N \times M$  matrix  $A$ , where  $5 \leq N, M \leq 40$
- Each  $A(i, j)$  is a multiple of 10, ranging from 10 to 990
- $F$  is also a multiple of 10, ranging from 10 to 990

- Output

- The indices of the left upper and right lower corner
- Example: (3,2), (10,9)
- Note that, we use the **indexing rule of C/C++ language**.

# Rules

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- You can only use white papers and pens
- We will perform 3 or 4 plays
  - For each play, you will have  $T$  minutes ( $2 \leq T \leq 15$ )
  - You may need different algorithms depending on  $T$

# Presentation

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- Present the strategy of your team
  - Prepare slides (Powerpoint)
  - 3 – 5 minutes for each team
    - Penalty for exceeding time
- Play: 70%
- Presentation: 30%

# Schedule

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- May/20: in-class practice, Q&A  
(OpenSW Room, 6<sup>th</sup> floor, Semiconductor Bd.)
- May/27: play  
(OpenSW Room, 6<sup>th</sup> floor, Semiconductor Bd.)
- May/29: presentation