

Ques) Input : set of 3-D boxes with dimensions  $b_i, w_i, d_i$   
Output : max. height of stack.

### Operations allowed

- 1) We can rotate any box to get base.
- 2) Allow to use multiple instances of a box.

### Constraints

We can only stack a box on top of another box if dimensions of the 2-D base of lower base are each strictly larger than upper box.

### Algo)

- 1) There will be  $3^h$  combination of  $b, w, d$  possible by rotating each box. Store all these in array.
- 2) Sort the array in order of base area. i.e  $(w; d)$ .
- 3) Now we have to remove such boxes which violates the above constraint.
- 4) Now let max. possible height of stack with  $i^{th}$  box at top be  $mpsc(i)$ . Then  

$$mpsc(i) = \max [mpsc(j), mpsc(j) + h_{ij}] \text{st } j < i \text{ & } w_j > w_i \text{ & } d_j > d_i$$
- 5) return  $\max [mpsc(i)]$  for  $0 \leq i < 3^h$ .

Rubbing Time Analysis) Sorting will take  $O(h \log h)$ , then for removing conflicts we have two iterate through two for loops which takes at worst  $O(h^2)$

$$\text{Total time} = O(h \log h) + O(h^2) \sim O(h^2) \text{ Ans}$$

Proof of correctness) By Induction

Base Case) When  $i=1$

Then  $\text{MPS}[1] = h[1]$  which is trivial because if box has largest dimensions so it will act as base box and it can't be kept on any other box.

IH)

$\text{MPS}[j] = \text{max. possible height of stack with } j^{\text{th}} \text{ box at top.}$

IS) Let for some  $k$  such that it satisfies the constraints mentioned above and  $\text{MPS}[\del{k}]$  is maximum. — (1)

If for some  $j$  st  $j < i$  and  $w_j > w_i$  and  $d_j > d_i$   $i^{\text{th}}$  box is stack over  $j^{\text{th}}$  box.

$\Rightarrow$  Then height of stack ( $H$ ) =  $h[i] + \text{height of } \del{\text{stack with box } j}$  at top.

$\Rightarrow$  But we know by IH

$\text{MPS}[j] = \text{max. possible height of stack with } j^{\text{th}} \text{ at top.}$

$$\text{so } H = h[i] + \text{MPS}[j]$$

by Eq (1)

$$H = h[i] + \text{MPS}[j] \leq h[i] + \text{MPS}[k]$$

$$\text{so } \text{MPS}[i] = h[i] + \text{MPS}[k]$$

Hence  $\text{MPS}[i] = \text{max. possible height of stack with box } i^{\text{th}} \text{ at top.}$

Hence proved

Ques 2) Problem : partition given integers into 2 subsets  $S_1, S_2$ .  
 Input : set of  $m$ -integers in range  $[0, K]$ .  
 Output : To minimize  $|S_1, S_2|$

Where  $S_1, S_2$  = sum of elements in each subset.

Algo:

1) find minimum no. among given integers.  
 Let it be  $v_1$ .

2) Then  $S_1 = \{v_1\}$ ,  $S_2 = \{\text{remaining elements}\}$

3) return  $S_1, S_2$ . 4) find  $\sum$  of all the integers  
 Then subtract  $v_1$ . Let sum =  $X$

5) return  $|v_1, X|$

Running Time analysis

In step-1, we have to find min. element among  $n$ -integers for which we have to iterate the array ones which takes  $O(n)$  time. Summing also takes  $O(n)$  Time.

$$\text{Total Time} = \boxed{O(n)} \text{ Ans}$$

Proof of correctness)

We have to partition  $n$ -numbers in such a way that minimizes  $|S_1, S_2|$ .  $S_1, S_2$  = sum of elements in a partition.

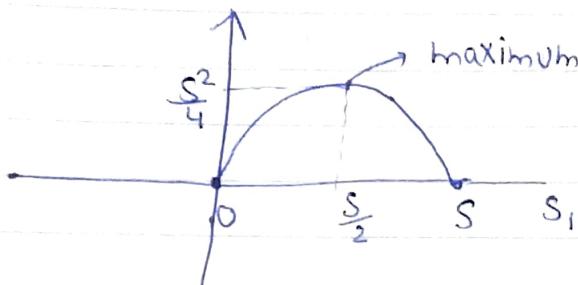
Let numbers by  $a_1, a_2, \dots, a_n$

$$\text{let Total sum be } S = \sum_{i=1}^n a_i$$

Then problem reduces to minimizing

$$\Rightarrow |S_1(S-S_1)| \quad \text{as } S_1+S_2=S$$

$|S_1(S-S_1)| = |S_1S - S_1^2|$  This will depend on  $S_1$  as  $S$  is fixed. This is downward parabola.



At  $\frac{S}{2}$  we get maxima, By above graph we can see that  $|S_1(S-S_1)|$  is minimum when  $S_1=0$  or. But  $S_1 \neq 0$  as  $a_i \neq 0$  and  $S_1 \neq S$  otherwise  $S_2=0$  which is also not possible.

→ ~~By~~ By graph we can observe that  $S_1$  must be taken close to zero or  $S$  to get minima.

→ given  $a_i \neq 0$  The minima  $S_1$  we can choose is having only one element in  $S_1$  which is minimum among all the elements of given h-integers.

$$\rightarrow \text{so } S_1 = \left\{ \min_{i=1 \dots h} a_i \right\}$$

$$S_2 = \{ \text{remaining elements} \} = S - S_1$$

Thus by choosing  $S_1, S_2$  in such a way we minimizes the product  $|S_1S_2|$ .

Hence proved

Ques 3)

Input: given two strings  $a, b$  st  $\text{len}(a) = m$ ,  $\text{len}(b) = n$ ,  
both contain wildcard characters.

Output: whether the string matches.

Problem: wild card characters are  $'*'$ ,  $'?'$ .

Suppose we have analysed string  $a$  till  $i^{\text{th}}$  length and string  $b$  till  $j^{\text{th}}$  length  
then at  $(i+1)^{\text{th}}$  and  $(j+1)^{\text{th}}$  any pos. we can have  
Total 9 cases.

String a ch	String b ch
*	*
?	?
*	ch
*	ch
*	?
*	*

Let  $\text{Lookup}[m][n]$  be  
DP Table which stores  
T/F.

We have to explore all 9 cases,

Case I)  $a[i-1] = 'ch'$  &  $b[j-1] = '*'$

$$\text{Then } \boxed{\text{Lookup}[i][j] = \text{Lookup}[i][j-1]}$$

Because  $*$  can be matched with any character

Case II)  $a[i-1] = 'ch'$  &  $b[j-1] = '?'$

$$\text{Then } \boxed{\text{Lookup}[i][j] = \text{Lookup}[i-1][j-1]}$$

Because  $?$  matches any character so we check  
at  $i-1, j-1$ .

Case III)  $a[i-1] = 'ch'$  &  $b[j-1] = 'ch'$

Then If  $a[j-1] \neq b[j-1]$

$$\text{Lookup}[i][j] = \text{false}$$

Else

$$\boxed{\text{Lookup}[i][j] = \text{Lookup}[i-1][j-1]}$$

Case IV) If  $a[i-1] = '?'$  &  $b[j-1] = 'ch'$   
 Then  $\boxed{\text{Lookup}[i][j] = \text{Lookup}[i-1][j-1]}$   
 By same logic as in case II.

Case V) If  $a[i-1] = '?'$  &  $b[j-1] = '?'$   
 Then  $\boxed{\text{Lookup}[i][j] = \text{Lookup}[i-1][j-1]}$   
 By same logic as case II.

Case VI) If  $a[i-1] = '?'$  &  $b[j-1] = '*'$   
 Then  $\boxed{\text{Lookup}[i][j] = \text{Lookup}[i-1][j]}$

Case VII) If  $a[i-1] = '*'$  &  $b[j-1] = *, ?, ch$   
 Now if \* matches with none.  
 Then  $\boxed{\text{if } \text{Lookup}[i-1][j] = T}$   
 $\boxed{\text{Lookup}[i][j] = \text{Lookup}[i-1][j]}$   
 Else  $\boxed{\text{Lookup}[i][j] = \text{Lookup}[i][j-1]}$

Given \* can be matched with any character of other string.

Now we have derived all the recurrences, it is easy now.

1) Create a Table  $\text{Lookup}[m][h]$

2) Use two loops

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for (i=0 ; i<m ; i++)
  for (j=0 ; j<h ; j++)
    calculate  $\text{Lookup}[i][j]$  using
    recurrence derived.
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3) Return  $\text{Lookup}[m][h]$ .

Proof of correctness) By Induction

$\text{Lookup}[0][0] = \text{True}$  If we consider len up to zero of both string then they will match, so  $\text{Lookup}[0][0] = \text{True}$  is trivial Base case.

Now If  $a[i-1] = '*'$

Then using above recurrence we have derived we got,

$$\text{Look}[i][p] = \text{Lookup}[i-1][0]$$

Similarly If  $b[j-1] = '*'$

Then using above recurrence we have derived we got,

$$\text{Lookup}[0][j] = \text{Lookup}[0][j-1]$$

Now) The algorithm has already computed all the subproblems which are correctly so smaller are computed correctly  $\text{Lookup}[i][j]$  is computed correctly using recursion.

Hence proved

Rubbing - Time Analysis)

~~Time complexity~~

for fixed  $i, j$   $\text{Lookup}[i][j]$  takes  $O(1)$  time we have total  $m \cdot n$  queries so

$$\text{Total-time} = \boxed{O(mn)} \text{ Ans}$$

Ques 4) Input : A coins with values let say  $c_1, c_2, \dots, c_n$ .  
Output : max. amount of money you can win.

Algo

- 1) By using DP we have to pick a coin in such a way that maximizes the amount.
- 2) Let  $\text{OPT}(i, j) =$  maximum amount which can be won when coins  $i^{\text{th}} - j^{\text{th}}$  are remaining.  
 $c_i, c_{i+1}, \dots, c_j$ .
- 3) At any stage we have 2 choices, we can pick  $c_i$  or  $c_j$  from either end.
- 4) Case I) If I pick  $c_j$ , second player will choose  $c_i$  or  $c_{j-1}$  which ever is max. Then  
 $\text{OPT}_1(i, j) = c_j + \min [\text{OPT}(i+1, j-1), \text{OPT}(i, j-2)]$ .
- 5) Case II) If I pick  $c_i$ , second player will choose  $c_j$  or  $c_{i+1}$  which ever is max. Then  
 $\text{OPT}_2(i, j) = c_i + \min [\text{OPT}(i+2, j), \text{OPT}(i+1, j-1)]$ .
- 6) Thus, we will get

$$\text{OPT}(i, j) = \max(\text{OPT}_1(i, j), \text{OPT}_2(i, j))$$

i.e

$$\text{OPT}(i, j) = \max \left[ c_i + \min(\text{OPT}_2(i+2, j), \text{OPT}_2(i+1, j-1)), c_j + \min(\text{OPT}_1(i+1, j-1), \text{OPT}_1(i, j-2)) \right]$$

$0 \leq i, j \leq n$

- 7) Return  $\text{OPT}(0, n-1)$ .

Running Time Analysis →

for fixed  $i, j$   $\text{OPT}(i, j)$  takes  $O(1)$  time.

Total Time → proportional to the size of table which is  $O(n^2)$  at worst.

proof of correctness)

By Induction we will prove.

Base case : when there are only 2 coins.

$$\text{Then } j-i = 1$$

$$\text{Then } \text{OPT}(i, j) = \max(c_1, c_2)$$

Now for computing  $\text{OPT}(i, j)$  it uses computing  $\text{OPT}_1(i, j)$  and  $\text{OPT}_2(i, j)$ .

Where  $\text{OPT}_1(i, j)$  uses computing at  $\text{OPT}(i+1, j-1)$  and  $\text{OPT}(i, j-2)$

By induction on  $|j-i|$  it is correct.

Similarly for  $\text{OPT}_2(i, j)$  uses computing at  $\text{OPT}(i+2, j)$  and  $\text{OPT}(i+1, j-1)$ .

By induction on  $|j-i|$  it is correct.

Thus computing  $(i, j) = \text{OPT}(i, j)$ .

Also at each step no. of coins decreases by 2 so algo is bound to terminate.

Optimal strategy which guarantees a win)

Consider coins  $c_1, c_2, \dots, c_A$   $A = \text{even}$ . Let

$S_{\text{Even}} = \text{sum of coins at even pos.}$

$S_{\text{Odd}} = \text{sum of coins at odd pos.}$

If  $(S_{\text{Even}} > S_{\text{Odd}})$

pick coins at even pos. only.

Else

pick coins at odd pos. only.

Proof of correctness)

The above strategy is optimal to win and always possible to follow.  
Since Total no. of coins is even. That means no. of coins at even pos = no. of coins at odd pos.

(WLOG) Let  $S_{\text{even}} \geq S_{\text{odd}}$  so pick coin at last pos which is even, Now second player has choice B<sub>w</sub> first pos [which is odd] and (A-1) pos which is also odd, so it picks any coin it doesn't matter, now again we have coins at even and odd pos. pick coin at even pos. now second player has to choose B<sub>w</sub> odd pos. and this way goes continues at end you have all coins at even pos. and you win.

Similarly we can argue for  $S_{\text{even}} < S_{\text{odd}}$ .

Run-Time Analysis) : we have to iterate through array of coins which will take  $O(n)$  Time.

Ques 5) Input: Given an  $p \times q$  chessboard with some squares removed.

Output: find max. no. of rooks on board such that none of them can attack each other.

Algo)

- 1) construct graph with rows and columns as vertices.
- 2) Now we will have edges from rows to every columns if corresponding square is not removed, else no edge.
- 3) Run maximum bipartite matching on this graph.
- 4) Output maximum matching.

Proof of correctness)

→ If no square is removed then we can easily say that maximum no. of rooks =  $\min(p, q)$ . as we can place rook in each row such that they don't attack each other.

→ Also we can place at max. one rook at each block. i.e. each row corresponds at max one column where rook can be placed.

→ Now we have consider our given problem as graph.

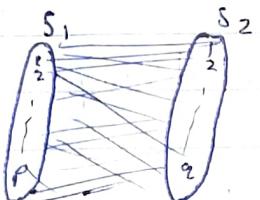
→ The rows and col. are taken as vertices.

→ There will be edges from every row to every columns if corresponding square is not removed. If square is removed then there will be no edge between that row and col.

Now we can observe that we will get two sets.

$S_1$  = set of all rows.

$S_2$  = set of all columns.



Each row is having edge to every col. if square is not removed.

which is nothing but bipartite graph as  $S_1$  and  $S_2$  are disjoint also, and there are no edges within  $S_1$ ,  $S_2$ .

→ Now if we run maximum-bipartite matching on this graph we will get max. no. of rooks placed.

→ As matching in max.-bipartite matching algo, gives set of edges such that no vertex is touched by more than one edge.

### Erasing The Analogy

lemma) The maximum number of rooks that can be placed is atmost the no. equal to maximum - matching in the above bipartite graph.

- Proof.) As max.-matching gives set of edges st no vertex is touched by more than one edge.
- Now that edge will be disconnected from all other rows, cols thus rook can placed on that edge  $\Rightarrow$  rook can be placed at the block formed by intersection of that row, col.
  - And this edge is not connected with any other vertex so rook will not be in attacking pos at this edge.
  - No of rooks = atleast no of edges.

Now we will show if no of rooks  $>$  no of edges they will attack each other.

- Suppose given statement is true Then there is rook placed at edge e st  $e \in$  graph and  $e \notin$  max.-matching. This implies ~~that~~ that there exists a vertex( $v_i$ ) which appears in two edges
- But then rook placed corresponding to vertex ( $v_i$ ) and rook placed at edge e will attack each other. which is contradiction.

Thus we have max. no of rooks = no of edges = no. of max.-matching.

### Rubbing Time Analysis)

We know maximum - bipartite matching is done in  $O(nc)$  Time

In our case  $b = p \quad c = p_2$

$$\text{so Total Time} = \boxed{O(p^2q)} \text{ Ans}$$

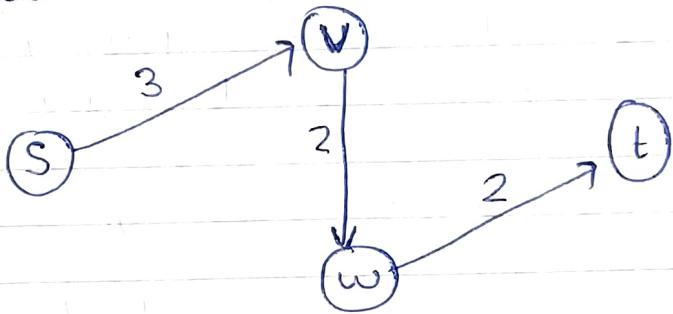
Ques 6)

- a) Let  $\vec{G} = (V, \vec{E})$  be a flow network with source  $s$  and sink  $t$ , and a +ve integer capacity  $c_e$  on every edge  $e$ . If  $f$  is maximum s-t flow in  $\vec{G}$ , then  $f$  saturates every edge out of  $s$  with flow [i.e. for all edges  $e$  out of  $s$ , we have  $f(e) = c_e$ ].

Ans) The given statement is false.

We will show by counterexample.

Consider

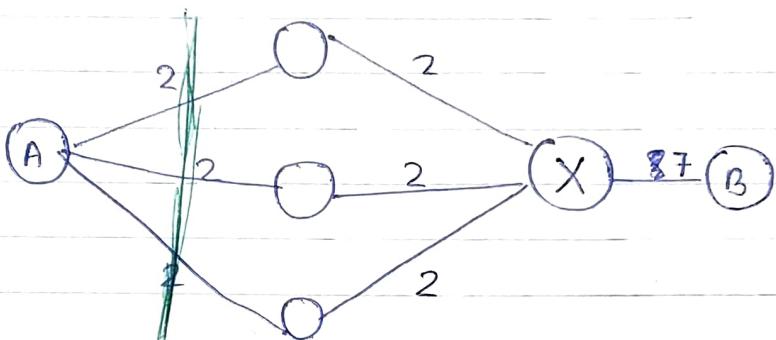


In the above example If we consider maximum-flow from  $(S-v-w-t)$  s-t path then it will be 2 due to 2 capacity in edge  $(v-w)$ .  
 But Then  $(S-v)$  has 2 as max-capacity so  $f$  does not saturates every edge out of  $s$  with flow.  
 Hence given statement is false.

b) Let  $\vec{G} = (V, \vec{E})$  be a flow network with source  $s$  and sink  $t$ , and a positive integer capacity  $\{c_e | e \in \vec{E}\}$ . Now suppose we add 1 to every capacity; then  $(A, B)$  is still a minimum s-t cut with respect to these new capacities  $\{c_e + 1 | e \in \vec{E}\}$ .

Ans) The given statement is false.

We will show by counterexample.



The min cut will be shown in green.

Now If we increase each capacity by 1  
 Then new capacity will be 3, 3, 3, 3, 3, 3, 8  
 Then Total capacity of green cut will becomes 9. while cut from X-B has capacity 8 so it will become new s-t cut.

Thus minimum s-t cut changes. Hence given statement is false.