

**CS 577 - Homework 7**  
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# 1 Graded written problem

**Input:** Given a sheet  $AXB$ , there are  $(a_i, b_i)$ , where  $i$  is a positive integer, sculptures that can be formed.

**Output:** Maximize the number of sculptures that can be made from the starting sheet of paper while minimizing frayed edges that must be visible

## 1.1 Algorithm

Basically, we are using a top-down Dynamic programming approach to solve this problem. The algorithm in pseudocode looks as follows:

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**Algorithm 1** Maximize the number of sculptures and minimize frayed edges that must be visible.

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1: procedure FIND-MAX-SCULPTURES( $A, B, S[1..n]$ )
2:    $MaxSculpture[A][B] \leftarrow 0$ 
3:    $FrEdges[A][B] \leftarrow 0$ 
4:   for  $i = 1..A$  do
5:     for  $j = 1..B$  do
6:       for  $s = S[1]..S[n]$  do
7:         if  $s_{length} < i$  AND  $s_{breadth} < j$  then ▷ checking if the length and breadth are less than A and B
8:            $Max1 \leftarrow 1 + MaxSculpture[i - s_{length}][s_{breadth}] + MaxSculpture[i][j - s_{breadth}]$ 
9:            $FrEdges1 \leftarrow CalFrayedEdges()$ 
10:           $Max2 \leftarrow 1 + MaxSculpture[i - s_{length}][j] + MaxSculpture[s_{length}][j - s_{breadth}]$ 
11:           $FrEdges2 \leftarrow CalFrayedEdges()$ 
12:          if  $s_{length} < B - 1$  AND  $s_{breadth} < A - 2$  then
13:             $Max3 \leftarrow 1 + MaxSculpture[s_{breadth}][j - s_{length}] + MaxSculpture[i - s_{breadth}][j]$ 
14:             $FrEdges3 \leftarrow CalFrayedEdges()$ 
15:             $Max4 \leftarrow 1 + MaxSculpture[i - s_{breadth}][s_{length}] + MaxSculpture[i][j - s_{length}]$ 
16:             $FrEdges4 \leftarrow CalFrayedEdges()$ 
17:           $MaxSculpture[i][j] \leftarrow \max(Max1, Max2, Max3, Max4)$ 
18:           $FrEdge[i][j] \leftarrow \max(FrEdges1, FrEdges2, FrEdges3, FrEdges4)$ 
19:   return  $\max(MaxSculpture[][])$ 

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As we can see, we are using 3 loops in our procedure, first one is used to iterate over the edge with length  $A$ . The second one will go over all the permutations of length  $B$ . While considering each permutation we also check if the frayed edges of the total sculptures that are made. So the performance of our algorithm will be  $O(n^3)$ .