

Introduction to Algorithms HW4

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Pseudo Code

MEMOIZED-CUT-ROD(p, n)

1. let $r[0 \dots n]$ be a new array
2. for $i=0$ to n
3. $r[i] = -\infty$
4. return MEMOIZED-CUT-ROD-AUX(p, n, r)

MEMOIZED-CUT-ROD_AUX(p, n, r)

1. if $r[n] \geq 0$
2. return $r[n]$
3. if $n==0$
4. $q = 0$
5. else $q = -\infty$
6. for $i = 1$ to n
7. $q = \max(q, p[i] + \text{MEMOIZED-CUT-ROD-AUX}(p, n-i, r))$
8. $r[n] = q$
9. return q

EXTENDED-BOTTOM-UP-CUT-ROD(p, n)

1. let $r[0 \dots n]$ and $s[0 \dots n]$ be new arrays
2. $r[0] = 0$
3. for $j = 1$ to n
4. $q = -\infty$
5. for $i = 1$ to j
6. if $q < p[i] + r[j-i]$
7. $q = p[i] + r[j-i]$
8. $s[j] = i$
9. $r[j] = q$
10. return r and s

PRINT-CUT-ROD-SOLUTION(p, n)

1. $(r, s) = \text{EXTENDED-BOTTOM-UP-CUT-ROD}(p, n)$
2. while $n > 0$
3. print $s[n]$
4. $n = n - s[n]$

Introduction of Code

```
void top_down(const int *p, int n)
{
    cout << "\nTop Down:\n";
    cout << "total length: " << n << '\n';
    max_top_down_cut_rod(p,n);
    cout << '\n';
    min_top_down_cut_rod(p,n);
}
```

top_down 做為一個 interface 來分別執行 max_top_down_cut_rod 和 min_top_down_cut_rod 得出最高與最低的價格與其解

```
void max_top_down_cut_rod(const int *p, int n)
{
    int *r = new int[n+1];
    int *s = new int[n+1];
    for(int i=0;i<=n;i++)
        r[i] = -1;
    cout << "maximum price: " << max_top_down_cut_rod_aux(p,n,r,s) << '\n';
    int count = 0;
    while(n > 0)
    {
        cout << s[n] << ' ';
        n = n - s[n];
        count++;
    }
    cout << '\n';
    cout << "number of pieces: " << count << '\n';
}
```

max_top_down_cut_rod 參考了課本的 pseudo code。另外將 PRINT-CUT-ROD-SOLUTION 結合進了 function，在 function 內得出其解並輸出結果。

```

int max_top_down_cut_rod_aux(const int *p, int n, int *r, int *s)
{
    int q;
    if(r[n] >= 0)
        return r[n];
    if(n == 0)
        q = 0;
    else
    {
        q = -1;
        int size = (n > 10) ? 10 : n;
        for(int i=1; i<=size; i++)
        {
            if(q <= (p[i] + max_top_down_cut_rod_aux(p, n-i, r, s)))
            {
                q = p[i] + max_top_down_cut_rod_aux(p, n-i, r, s);
                s[n] = i;
            }
        }
    }
    r[n] = q;
    return q;
}

```

max_top_down_cut_rod_aux 參考了課本的 pseudo code，並結合了 EXTENDED-BOTTOM-UP-CUT-ROD 存解的方式，用 s[0...n] 記錄過程。另外因為 price 僅有長度 1~10 的，所以可能會發生 overflow，因此我也用了一個變數 size 來讓 n > 10 時，切的最大長度被限制於 10。

```

void min_top_down_cut_rod(const int *p, int n)
{
    int *r = new int[n+1];
    int *s = new int[n+1];
    for(int i=0; i<=n; i++)
        r[i] = -1;
    cout << "minimum price: " << min_top_down_cut_rod_aux(p, n, r, s) << '\n';
    int count = 0;
    while(n > 0)
    {
        cout << s[n] << ' ';
        n = n - s[n];
        count++;
    }
    cout << '\n';
    cout << "number of pieces: " << count << '\n';
}

```

min_top_down_cut_rod 參考了課本的 pseudo code。一樣將 PRINT-CUT-ROD-SOLUTION 結合進了 function，在 function 內得出其解並輸出結果。

```

int min_top_down_cut_rod_aux(const int *p, int n, int *r, int *s)
{
    int q;
    if(r[n] >= 0)
        return r[n];
    if(n == 0)
        q = 0;
    else
    {
        q = INT_MAX;
        int size = (n > 10) ? 10 : n;
        for(int i=1; i<=size; i++)
        {
            if(q >= (p[i] + min_top_down_cut_rod_aux(p, n-i, r, s)))
            {
                q = p[i] + min_top_down_cut_rod_aux(p, n-i, r, s);
                s[n] = i;
            }
        }
        r[n] = q;
        return q;
    }
}

```

min_top_down_cut_rod_aux 參考了課本的 pseudo code，因為要求的東西變成最低價格，所以與 max_top_down_cut_rod_aux 不同的是， $q = \min(q, p[i] + \text{min_top_down_cut_rod_aux}(p, n-i, r, s))$ ，且要將 q 的初值改為 INT_MAX。

```

void bot_up(const int *p, int n)
{
    cout << "\nBottom Up:\n";
    cout << "total length: " << n << '\n';
    max_bot_up_cut_rod(p, n);
    cout << '\n';
    min_bot_up_cut_rod(p, n);
}

```

bot_up 做為一個 interface 來分別執行 max_bot_up_cut_rod 和 min_bot_up_cut_rod 得出最高與最低的價格與其解

```

void max_bot_up_cut_rod(const int *p, int n)
{
    int *r = new int[n+1];
    int *s = new int[n+1];
    r[0] = 0;
    int q;
    for(int j=1;j<=n;j++)
    {
        q = -1;
        int size = (j > 10) ? 10 : j;
        for(int i=1;i<=size;i++)
        {
            if(q <= p[i] + r[j-i])
            {
                q = p[i] + r[j-i];
                s[j] = i;
            }
        }
        r[j] = q;
    }
    cout << "maximum price: " << r[n] << '\n';
    int count = 0;
    while(n > 0)
    {
        cout << s[n] << ' ';
        n = n - s[n];
        count++;
    }
    cout << '\n';
    cout << "number of pieces: " << count << '\n';
}

```

max_bot_up_cut_rod 參考了課本的 pseudo code。另外一樣將 PRINT-CUT-ROD-SOLUTION 結合進了 function，在 function 內得出其解並輸出結果。且因為 price 僅有長度 1~10 的，所以可能會發生 overflow，因此也用了一個變數 size 來讓 $n > 10$ 時，切的長度被限制於 10。

```

void min_bot_up_cut_rod(const int *p, int n)
{
    int *r = new int[n+1];
    int *s = new int[n+1];
    r[0] = 0;
    int q;
    for(int j=1;j<=n;j++)
    {
        q = INT_MAX;
        int size = (j > 10) ? 10 : j;
        for(int i=1;i<=size;i++)
        {
            if(q >= p[i] + r[j-i])
            {
                q = p[i] + r[j-i];
                s[j] = i;
            }
        }
        r[j] = q;
    }
    cout << "minimum price: " << r[n] << '\n';
    int count = 0;
    while(n > 0)
    {
        cout << s[n] << ' ';
        n = n - s[n];
        count++;
    }
    cout << '\n';
    cout << "number of pieces: " << count << '\n';
}

```

min_bot_up_cut_rod_aux 參考了課本的 pseudo code，一樣因為要求的東西變成最低價格，所以與 max_bot_up_cut_rod_aux 不同的是， $q = \min(q, p[i] + \text{min_bot_up_cut_rod_aux}(p, n-i, r, s))$ ，且要將 q 的初值改為 INT_MAX 。

執行結果(for the table in HW5.pdf)

Top Down: total length: 1 maximum price: 1 1 number of pieces: 1 minimum price: 1 1 number of pieces: 1 Bottom Up: total length: 1 maximum price: 1 1 number of pieces: 1 minimum price: 1 1 number of pieces: 1	Top Down: total length: 2 maximum price: 5 2 number of pieces: 1 minimum price: 2 1 1 number of pieces: 2 Bottom Up: total length: 2 maximum price: 5 2 number of pieces: 1 minimum price: 2 1 1 number of pieces: 2	Top Down: total length: 3 maximum price: 8 3 number of pieces: 1 minimum price: 3 1 1 1 number of pieces: 3 Bottom Up: total length: 3 maximum price: 8 3 number of pieces: 1 minimum price: 3 1 1 1 number of pieces: 3
Top Down: total length: 4 maximum price: 10 2 2 number of pieces: 2 minimum price: 4 1 1 1 1 number of pieces: 4 Bottom Up: total length: 4 maximum price: 10 2 2 number of pieces: 2 minimum price: 4 1 1 1 1 number of pieces: 4	Top Down: total length: 5 maximum price: 13 3 2 number of pieces: 2 minimum price: 5 1 1 1 1 1 number of pieces: 5 Bottom Up: total length: 5 maximum price: 13 3 2 number of pieces: 2 minimum price: 5 1 1 1 1 1 number of pieces: 5	Top Down: total length: 6 maximum price: 17 6 number of pieces: 1 minimum price: 6 1 1 1 1 1 1 number of pieces: 6 Bottom Up: total length: 6 maximum price: 17 6 number of pieces: 1 minimum price: 6 1 1 1 1 1 1 number of pieces: 6
Top Down: total length: 7 maximum price: 18 6 1 number of pieces: 2 minimum price: 7 1 1 1 1 1 1 1 number of pieces: 7 Bottom Up: total length: 7 maximum price: 18 6 1 number of pieces: 2 minimum price: 7 1 1 1 1 1 1 1 number of pieces: 7	Top Down: total length: 8 maximum price: 22 6 2 number of pieces: 2 minimum price: 8 1 1 1 1 1 1 1 1 number of pieces: 8 Bottom Up: total length: 8 maximum price: 22 6 2 number of pieces: 2 minimum price: 8 1 1 1 1 1 1 1 1 number of pieces: 8	Top Down: total length: 9 maximum price: 25 6 3 number of pieces: 2 minimum price: 9 1 1 1 1 1 1 1 1 1 number of pieces: 9 Bottom Up: total length: 9 maximum price: 25 6 3 number of pieces: 2 minimum price: 9 1 1 1 1 1 1 1 1 1 number of pieces: 9

Top Down: total length: 10 maximum price: 30 10 number of pieces: 1 minimum price: 10 1 1 1 1 1 1 1 1 1 1 number of pieces: 10 Bottom Up: total length: 10 maximum price: 30 10 number of pieces: 1 minimum price: 10 1 1 1 1 1 1 1 1 1 1 number of pieces: 10	Top Down: total length: 11 maximum price: 31 10 1 number of pieces: 2 minimum price: 11 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 11 Bottom Up: total length: 11 maximum price: 31 10 1 number of pieces: 2 minimum price: 11 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 11	Top Down: total length: 12 maximum price: 35 10 2 number of pieces: 2 minimum price: 12 1 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 12 Bottom Up: total length: 12 maximum price: 35 10 2 number of pieces: 2 minimum price: 12 1 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 12
Top Down: total length: 13 maximum price: 38 10 3 number of pieces: 2 minimum price: 13 1 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 13 Bottom Up: total length: 13 maximum price: 38 10 3 number of pieces: 2 minimum price: 13 1 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 13	Top Down: total length: 14 maximum price: 40 10 2 2 number of pieces: 3 minimum price: 14 1 1 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 14 Bottom Up: total length: 14 maximum price: 40 10 2 2 number of pieces: 3 minimum price: 14 1 1 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 14	Top Down: total length: 15 maximum price: 43 10 3 2 number of pieces: 3 minimum price: 15 1 1 1 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 15 Bottom Up: total length: 15 maximum price: 43 10 3 2 number of pieces: 3 minimum price: 15 1 1 1 1 1 1 1 1 1 1 1 1 1 1 number of pieces: 15

Analysis

Top-Down 是利用 recursive 的方式去將大問題拆解成小問題，好理解也好實踐，但是一直重複地將大問題拆解成一樣的小問題非常沒有效率，會重複做一樣的事，所以 Dynamic Programming 的方式會利用一個 $r[0...n]$ 的 array 紀錄 optimal 的 result，這樣當執行時會先檢查這個小問題是否解過了，如果解過了就可以直接把解拿來用，也就可以避免一直解一樣參數的小問題。

Bottom-Up 則是先從最小問題開始解，再一層一層往上解，解的過程中一樣利用一個 $r[0...n]$ 的 array 紀錄 optimal 的 result，這樣無論解到多大的問題，我們都有所有比這個問題還要小的問題的解了，如此一來一樣每個小問題最多只會解一次而已，並不會重複解小問題。

而雖然兩者的 running time 都是 $\Theta(n^2)$ ，但因為 Bottom-Up 不用 recursively call function，所以 Bottom-Up 通常有較好一點的效率。