

Assignment 2: Dynamic Programming project

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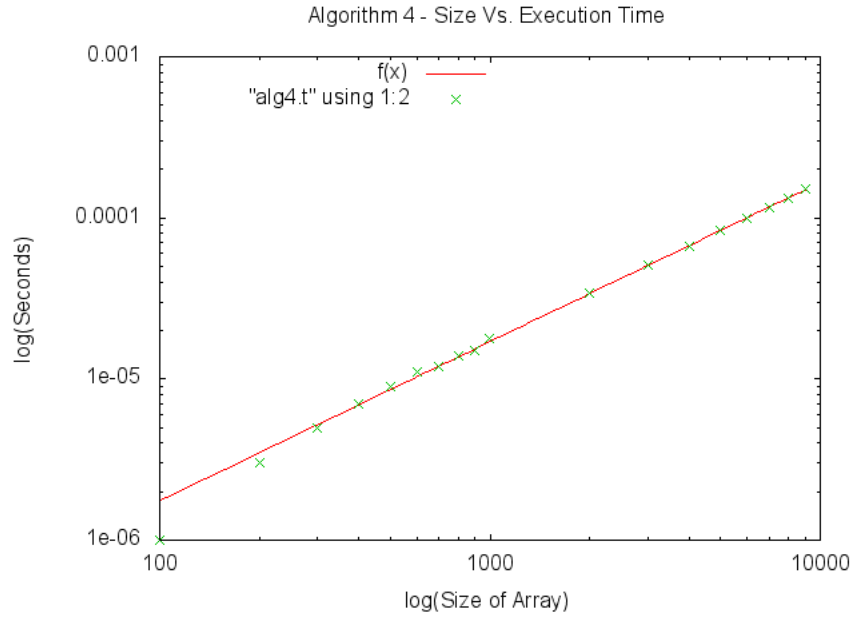
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1 Recursive function

```
1 struct maxS {
2     int current;    // Current sum
3     int max;        // Overall max
4 }
5
6 struct maxS MaxSubarray(int array, int size) {
7     struct maxS ms;
8
9     if (size == 1) {    // Base case
10        ms.current = 0;
11        ms.max = array[0];
12    } else {    // Recurse on array excluding last element.
13        ms = MaxSubarray(array, size-1);
14    }
15
16    // Find maximum.
17    ms.current += array[size-1];
18    ms.current = (ms.current > 0) ? ms.current : 0;
19    ms.max = (ms.current > ms.max) ? ms.current : 0;
20
21    return ms;
22 }
```

rec.cpp

Where `maxS` is a struct holding the running sum and the overall maximum sum and `MaxSubarray` is the recursive function. For an array A of size n , we find the maximum subarray with `MaxSubarray(A, n)`.



2 Pseudocode

3 Running time

Using the Log-Log plot will give us a good hint for the asymptotic run times. The slope for the graph is 0.987956, meaning that the asymptotic run times is around $\Omega(n)$. Then looking at the code, it only looks at each element once, making it $\Omega(n)$

4 Theoretical correctness

Induction Proof. $MS(k)$ will return the maximum subarray sum for the array $A[0 : k]$

Base case: If $n = -1$ then $max = current = 0$

Inductive Step: $maxSubarray(n - 1).current + A[n]$ or 0 is the current largest sum starting from the left

Proof:

Case if $A[n] > 0$ then $current = MS(n - 1).current + A[n] > MS(n - 1).current$.

This number might also be the max value. So $max = Greater(max, current)$

Case if $A[n] > -maxSubarray(n - 1)$ then $maxSubarray(n - 1) + A[n] < 0$ making the Null set greater.

$max = MS(n - 1).max$ and $current = 0$

Case else making $A[n]$ negative but $maxSubarray(n - 1) + A[n] \geq 0$

so it is still good to use for the next current: $current + A[n + 1] > A[n + 1]$

$max = MS(n - 1).max$ and $current = maxSubarray(n - 1) + A[n]$

$MS(n).max = max$ and $MS(n).current = current$

□

5 Implement

5.1 Algorithm 4

```

1  /*
2  * Enumeration
3  * Loop over each pair of indices i; j and compute the sum from k=i to j of a[k].
4  * Keep the best sum you have found so far.
5  */
6
7  using namespace std;
8
9
10 int MaxSubarray(int a[] , int n){
11     int current = 0;
12     int max = 0;
13     int i;
14     for(i = 0; i < n; i++){
15         current += a[i];
16         if(current <= 0){
17             current = 0;
18         } else if(current > max){
19             max = current;
20         }
21     }
22     return max;
23 }

```

alg4.cpp

6 Test

Test were run on the ms_test.txt file given last project and large arrays given by student ids.

7 Compare

Well, there is a huge difference as seen on the Compare Plot. Algorithm 4, Dynamic Programming, is great because doesn't use any recursive calls and doesn't need to hold much data. Algorithm 4 only needs to hold onto 2 integers (max and current) and the input integer array. Whereas algorithm 3, divide & conquer, needs to use memory on the stack for each recursive call and needs to pass 4 integers back to the parent function.

WHAT THE HELL IS GOOD ABOUT D&C???

