Recitation 7 (HW6)

Online: Xinyi Zhao xz2833@nyu.edu

GCASL 475: Yifan Jin <u>yj2063@nyu.edu</u>

New York University

Basic Algorithms (CSCI-UA.0310-005)

Problem 1

Let T(n) denote the running time of Approach 1 to find the nth Fibonacci number discussed in the lecture. Use strong induction to show that $T(n) = \Omega(2^{n/2})$.

Hint: Use the inequality $T(n) \geq T(n-2)$ which holds for all $n \geq 3$.

Problem 1

Let T(n) denote the running time of Approach 1 to find the nth Fibonacci number discussed in the lecture. Use strong induction to show that $T(n) = \Omega(2^{n/2})$.

Hint: Use the inequality $T(n) \geq T(n-2)$ which holds for all $n \geq 3$.

$$T(n) = T(n-1) + T(n-2) + O(1)$$
 $n \ge 3$

$$T(n) = T(n-1) + T(n-2) + O(1)$$
 $n \ge 3$

In order to prove $T(n) = Omega(2^{n/2})$, we need to prove that

 $T(n) \ge c1 * 2^n(n/2)$ for some positive c1

$$T(n) = T(n-1) + T(n-2) + O(1)$$
 $n \ge 3$

In order to prove $T(n) = Omega(2^{n/2})$, we need to prove that

$$T(n) \ge c1 * 2^n(n/2)$$
 for some positive c1

Base Case:

$$n=1 -> T(1) = 1 >= c1 * 2^{(1/2)}$$

$$n=2 -> T(2) = 1 >= c1 * 2^1$$

Thus, when c1 <= (1/2), it holds for base case.

In order to prove $T(n) = Omega(2^{n/2})$, we need to prove that

$$T(n) \ge c1 * 2^n(n/2)$$
 for some positive c1

Induction Step:

Assume it holds for n=k-1, $k-2 \rightarrow T(k-1) >= c1 * 2^{((k-1)/2)}, T(k-2) >= c1 * 2^{((k-2)/2)}$

In order to prove $T(n) = Omega(2^{n/2})$, we need to prove that

$$T(n) \ge c1 * 2^n(n/2)$$
 for some positive c1

Induction Step:

Assume it holds for
$$n=k-1$$
, $k-2 \rightarrow T(k-1) >= c1 * 2^{((k-1)/2)}, T(k-2) >= c1 * 2^{((k-2)/2)}$

So,
$$T(k) = T(k-1) + T(k-2) + O(1) >= c1 * 2^{((k-1)/2)} + c1 * 2^{((k-2)/2)} + c2$$

Thus, it always holds that $T(k) >= c1 * 2^k$. Thus, it also holds for n = k.

Problem 2

Given two strings S[1...n] and T[1...m], let LCS(n,m) denote the length of the longest common substring of S[1...n] and T[1...m]. Note that unlike a subsequence, a substring is required to occupy consecutive positions within the original strings.

- (a) Find the recursion that LCS(n, m) satisfies. Fully justify your answer.
- (b) Identify the base cases for your recursion in part (a) and find their corresponding values. Justify your answer.
- (c) Write the pseudo-code for the bottom-up DP algorithm to compute LCS(n, m).
- (d) Find and justify the time complexity of your algorithm in the form of $\Theta(.)$.

(a)
$$[CS(n, m) = \max_{i \in I, m} ([CS(i, j))]$$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest common}]$
 $[CS(i, j) : \text{ the length of longest co$

(b)				
	Base	case:		i=0 or j=0
			غ	lcs(i,j)=0
				Les (1)

```
(2)
     pseudo-code (Bottom-up DP)
       LCS (S[1...n], T[1...m]):
             memo[0...n][0...m] = [0]
             longest = 0
            for i = 1 to n:
                  for j=1 to m:
                       if Sci) == Tcj):
                            memoli][j] = H memoli-1)[j-1)
                      longest = max (longest, memo [i][j])
             return
```

TC = O(nm) (d) LCS (S[1...n], T[1...m]): memo[0...n][0...m] = [0] \(= includes bace cases longest = 0 E result for i = 1 to n: nm iterations for j=1 to m: = case (i) SCi) == T(j): iterations memoli][j] = 1+ memoli-1)[j-1) 0(1) time € else o, case(ii) longest = max (longest, memo [i][j]) Longest return

Problem 3

Alice and Bob want to play the following game by alternating turns: They have access to a row of n coins of values v_1, \ldots, v_n , where n is even. In each turn, a player selects either the first or the last coin from the row, removes it from the row, and receives the value of the coin. Alice starts the game.

Devise a dynamic programming algorithm to determine the maximum possible amount of money Alice can definitely win (assume that Bob will play in such a way to maximize the amount he gets). State a $\Theta(.)$ expression for the running time of your algorithm.

Problem 3

Alice and Bob want to play the following game by alternating turns: They have access to a row of n coins of values v_1, \ldots, v_n , where n is even. In each turn, a player selects either the first or the last coin from the row, removes it from the row, and receives the value of the coin. Alice starts the game.

Devise a dynamic programming algorithm to determine the maximum possible amount of money Alice can definitely win (assume that Bob will play in such a way to maximize the amount he gets). State a $\Theta(.)$ expression for the running time of your algorithm.

Game problem:

Some players take turns to earn profits

All players take the global optimal strategy to maximize their profits

Problem 3

Alice and Bob want to play the following game by alternating turns: They have access to a row of n coins of values v_1, \ldots, v_n , where n is even. In each turn, a player selects either the first or the last coin from the row, removes it from the row, and receives the value of the coin. Alice starts the game.

Devise a dynamic programming algorithm to determine the maximum possible amount of money Alice can definitely win (assume that Bob will play in such a way to maximize the amount he gets). State a $\Theta(.)$ expression for the running time of your algorithm.

Game problem:

Usually the total sum of profits is certain,

so each player tries to minimize others' profits in order to maximize theirs.

Problem 3

Alice and Bob want to play the following game by alternating turns: They have access to a row of n coins of values v_1, \ldots, v_n , where n is even. In each turn, a player selects either the first or the last coin from the row, removes it from the row, and receives the value of the coin. Alice starts the game.

Devise a dynamic programming algorithm to determine the maximum possible amount of money Alice can definitely win (assume that Bob will play in such a way to maximize the amount he gets). State a $\Theta(.)$ expression for the running time of your algorithm.

Simple greedy strategy fails. E.g 4753

The optimal strategy takes 3 first and then take 7 (total = 10), while the greedy strategy takes 4 first and then take 5 (total = 9).

Problem 3

Alice and Bob want to play the following game by alternating turns: They have access to a row of n coins of values v_1, \ldots, v_n , where n is even. In each turn, a player selects either the first or the last coin from the row, removes it from the row, and receives the value of the coin. Alice starts the game.

Devise a dynamic programming algorithm to determine the maximum possible amount of money Alice can definitely win (assume that Bob will play in such a way to maximize the amount he gets). State a $\Theta(.)$ expression for the running time of your algorithm.

The most difficult and important question:

What is the DP problem? (decides the recursive formula).

Problem 3

Alice and Bob want to play the following game by alternating turns: They have access to a row of n coins of values v_1, \ldots, v_n , where n is even. In each turn, a player selects either the first or the last coin from the row, removes it from the row, and receives the value of the coin. Alice starts the game.

Devise a dynamic programming algorithm to determine the maximum possible amount of money Alice can definitely win (assume that Bob will play in such a way to maximize the amount he gets). State a $\Theta(.)$ expression for the running time of your algorithm.

The most difficult and important question:

Interval/Range DP

What is the DP problem? (decides the recursive formula).

Since players only pick the first or last, at any time the remaining coins are always **consecutive from v[i] to v[j]** where 1<=i<=j<=n.

Define DP[i,j] as the maximum money the current player can win **from v[i] to v[j]**.

DP[i,j] as the maximum money the current player can win **from v[i] to v[j]**.

What options/choice do we currently have?(under the condition **from v[i] to v[j]**)

What subproblem does each choice correspond to?

How to make a decision among all choices using the result of subproblems?

DP[i,j] as the maximum money the current player can win **from v[i] to v[j]**.

What options/choice do we currently have?(under the condition **from v[i] to v[j]**)

Since we can only select first or last, the choice is either v[i] or v[j].

What subproblem does each choice correspond to?

DP[i+1, j] for choosing v[i], **DP[i,j-1]** for choosing v[j]

How to make a decision among all choices using the result of subproblems?

Assume we already know **DP[i+1, j]** and **DP[i,j-1]** (See next slide)

How to make a decision among all choices using the result of subproblems?

Both **DP[i+1,j]** and **DP[i,j-1]** represent the maximum money the **opponent** can make.

Recall that each player tries to minimize others' profits in order to maximize theirs.

How to make a decision among all choices using the result of subproblems?

Both **DP[i+1,j]** and **DP[i,j-1]** represent the maximum money the **opponent** can make.

Recall that each player tries to minimize others' profits in order to maximize theirs.

```
Strategy: If DP[i+1,j] < DP[i,j-1], select v[i] else, select v[j]
```

How to compute DP[i,j]?

To simplify, assume we know how to compute the total sum of v[i], v[i+1],...,v[j-1],v[j].

Define as **SUM[i,j]**.

Both **DP[i+1,j]** and **DP[i,j-1]** represent the maximum money the **opponent** can make.

How to compute DP[i,j]?

To simplify, assume we know how to compute the total sum of v[i], v[i+1],...,v[j-1],v[j].

Define as **SUM[i,j**].

Both **DP[i+1,j]** and **DP[i,j-1]** represent the maximum money the **opponent** can make.

Thus, if we **select v[i]**, the total money we can get is **SUM[i,j] - DP[i+1,j]**,

Similarly, if we **select v[j]**, the total money we can get is **SUM[i,j] - DP[i,j-1]**,

What is the base case?

Remember usually in base case, we don't (and don't need to) make choice.

What is the base case?

Remember usually in base case, we don't (and don't need to) make choice.

Another point: How to write codes?

```
1 Initialization / Base Case
2
3 for i from 1 to n:
4    for j from i to n:
5    ....
```

Another point: How to write codes?

```
1 Initialization / Base Case
2
3 for i from 1 to n:
4    for j from i to n:
5    ....
```

WRONG!!!

In order to compute DP[i,j], we need to value **DP[i+1,j]** and **DP[i,j-1]**.

But in the above iteration order, **DP[i+1,j]** hasn't been computed.

Another point: How to write codes?

Recall that the length of range(i,j) is 1 larger than that of range(i+1,j) and range(i,j-1).

Thus, compute the result of range in increasing order.

```
1 Initialization / Base Case
2
3 for len from 2 to n:
4    for i from 1 to n:
5         define j = i + len - 1
6         if j>n:
7         break
8         .....
```

```
1 define DP[n,n]
 3 for i from 1 to n:
      DP[i,i] = v[i]
   for len from 2 to n:
       for i from 1 to n:
           define j = i + len - 1
           if j>n:
               break
10
           DP[i,j] = SUM[i,j] -
11
                       min(DP[i+1,j], DP[i,j-1])
12
13
14 return DP[1,n]
```

Running Time: theta(n^2)

Problem 4

A palindrome is a non-empty string that spells the same forward and backward. As an example, "civic" is a palindrome. Given the string $S[1 \dots n]$, we want to find the length of the longest palindromic subsequence of S. For example, for the string "character", the answer is 5 since the longest palindromic subsequence is "carac".

- (a) Let P(i,j) denote the length of the longest palindromic subsequence of the string S[i...j]. Find the recursion that P(i,j) satisfies. Justify your answer.
- (b) Identify the base case(s) for your recursion in part (a) and find their corresponding value(s). Justify your answer.
- (c) Write the pseudo-code for the bottom-up DP algorithm to compute P(1, n).
- (d) Find and justify the time complexity of your algorithm in the form of $\Theta(.)$.

(a) P(i,j)=	7 1	i==j base as	e
(4)	P Ci+1, j-1) +2	i cj., Sli]== Slj]	case(i)
	max(p(i,j-1),p(i+1,j))	i <j, s[i]="" sīj]<="" td="" ≠=""><td>case (ii)</td></j,>	case (ii)

(p)	Base	ase(s):
		i==j,
		P(i,j) = 1

(C)	pseudo-code (Bottom-uf	D DP)					
	L Palin S (SCIN):						
	memo[1n][1n] = [0]						
	for i = n to 1 :						
	memo[i][i]= l	€ base case					
	for $j = i + 1$ to n :						
	if S(i)== S(j):					
	memo[i][j]= mema[i+1][j-1]+2						
	else:	€ case (ii)					
	memo [i](j)) = max(memo(i+1][j], memo[i][j-1])					
	rotuin memo[1][n]						

 $TC = \Theta(N^2)$ (d) 1 Palin S (SCI...n)). memo[1...n](1...n] = [0] for i = n to 1: memo[i][i]= | \(\beta \) base (ase (n-i) for j = i+1 to n: iterations O(1) if S(i) == S(j): E caseli) memo[i][j]= memo[i+1][j-1]+2 € case (ii) else: memoti](j) = max(memoti+1](j), memoti)(j-1) return memo[1][n]

Problem 5

Recall the longest common subsequence problem discussed in the lecture. Directly solve Problem 4 by using the longest common subsequence problem.

Problem 5

Recall the longest common subsequence problem discussed in the lecture. Directly solve Problem 4 by using the longest common subsequence problem.

Recall the palindrome spells same forward and backward.

LCS always handles the forward common subsequence.

(a)
$$P(i,j) = \begin{cases} P(i+1,j-1) + 2 & i = j \\ P(i+1,j-1) + 2 & i = j \end{cases}$$
 S(i) = S(j) case(i)

$$max(P(i,j-1), P(i+1,j)) \quad i = j \end{cases} S(i) = S(j) \quad case(ii)$$

LCS (i,j) =
$$\begin{cases} C(i-1,j-1) + 1 & i \neq j \\ C(i-1,j-1) + 1 \end{cases}$$

$$case(ii) \quad case(iii)$$

$$(a) \quad (a) \quad (a$$

base are

Problem 5

Recall the longest common subsequence problem discussed in the lecture. Directly solve Problem 4 by using the longest common subsequence problem.

Thus, define T is the reverse of S.

e.g S = character, T = retcarahc

So the LCS of S and T is indeed the longest palindrome of S.

Problem 6

Consider the two-dimensional array $A[1 \dots m][1 \dots n]$, where each entry A[i][j] is filled with a positive integer-valued reward. We start from the bottom leftmost corner, i.e., A[0][0], and in each step, we are allowed to move to the right adjacent cell or to the top adjacent cell, until we reach to the top rightmost corner, i.e., A[m][n]. We collect the reward of each cell we step on. Let MAX REWARD(m,n) denote the maximum amount of reward we can collect by starting from A[0][0] and reaching A[m][n].

- (a) Find the recursion that MAX REWARD(m, n) satisfies. Fully justify your answer.
- (b) Identify the base cases for your recursion in part (a) and find their corresponding values. Justify your answer.
- (c) Write the pseudo-code for the bottom-up DP algorithm to compute Max Reward(m, n).
- (d) Find and justify the time complexity of your algorithm in the form of $\Theta(.)$.

MAX_REWARD(m,n) is the maximum reward from (0,0) to (m,n) (the current destination)

What is the possible previous position before we reach (m,n)? [The choice we have]

What subproblem(s) does each choice correspond to?

How to make a decision among these choices (considering the result of subproblems)?

MAX_REWARD(m,n) is the maximum reward from (0,0) to (m,n) (the current destination)

What is the possible previous position before we reach (m,n)? [The choice we have]

Since each step only moves to top or right, the previous position is either (m-1,n) or (m,n-1).

What subproblem(s) does each choice correspond to?

```
MAX_REWARD(m-1,n) if coming from (m-1,n)
```

MAX_REWARD(m,n-1) if coming from (m,n-1)

MAX_REWARD(m,n) is the maximum reward from (0,0) to (m,n) (the current destination)

How to make a decision among these choices (considering the result of subproblems)?

Assume we have known the max reward from (0,0) to (m-1,n) [MAX_REWARD(m-1,n)] as well as that from (0,0) to (m,n-1)[MAX_REWARD(m,n-1)].

How to compute the MAX_REWARD(m,n) [the max reward from (0,0) to (m,n)]?

MAX_REWARD(m,n) is the maximum reward from (0,0) to (m,n) (the current destination)

How to make a decision among these choices (considering the result of subproblems)?

Assume we have known the max reward from (0,0) to (m-1,n) [MAX_REWARD(m-1,n)] as well as that from (0,0) to (m,n-1)[MAX_REWARD(m,n-1)].

How to compute the MAX_REWARD(m,n) [the max reward from (0,0) to (m,n)]?

choose the larger one, and plus A[m,n].

DP[m,n] = max(DP[m-1,n], DP[m,n-1]) + A[m,n]

Base Case:

A[1..i][1..j] has the reward, and the DP problem is from (0,0) to (m,n)

Base Case:

A[1..i][1..j] has the reward, and the DP problem is from (0,0) to (m,n)

 $MAX_REWARD(0,j) = MAX_REWARD(i,0) = 0$ for $0 \le i \le m$, $0 \le j \le n$

```
1 define MAX_REWARD[m,n]
3 for i from 1 to m:
 4 \qquad MAX_REWARD[i,0] = 0
5 for j from 1 to n:
   MAX_REWARD[0,j] = 0
  for i from 1 to m:
       for j from 1 to n:
           MAX_REWARD[i,j] = A[i,j] +
10
           max(MAX_REWARD[i-1,j], MAX_REWARD[i,j-1]
12
13 return MAX_REWARD[m,n]
```

Running Time: theta(n^2)

Problem 7

Given the array A[1...n] consisting of n distinct integers, devise a dynamic programming algorithm to output the length of the longest increasing subsequence of A, i.e., a subsequence of A whose elements are sorted in an increasing order. Find the running time of your algorithm.

Example:
$$[3, 1, 4, 2, 8, 5, 10, 6]$$

output = 4

Lis(i): the Length of the Longest increasing

subsequence, ending with A[i].

$$i = 1$$

base case

$$lis(i) = \begin{cases} max & (lis(j)) \\ j < i, \\ Alj & (lis(j)) \end{cases}$$

LIS(n) = $max & (lis(i)) \\ i \in I, n$

```
Pseudo-code (Bottom-up DP)
LISCATI...n]):
                                 € result
            longest = 1
            memo[1...n]= [0]
            memo[1]=1 = base case
             for i = 2 to n :
                 for i= 1 to i-1:
                      if Alj) < Ali]:
                           memo(i) = max(memo[i], (nemo[j]+1)
                  [ongest = max(longest, memoli)]
```

```
Pseudo-code (Bottom-up DP)
LISCATI...n]):
                                         TC = O(n^2)
                                 € result
            longest = 1
            memo[1...n]= [0]
             memo[1]=1 = base case
            for i = 2 to n :
                      if Acjo < Aci):
                           memo[i] = max(memo[i], memo[j]+1)
                  [ongest = max((ongest, memoli))
             return longest
```

Q&A

