CS4311 Design and Analysis of Algorithms

Tutorial: Assignment 3 Solution

1

- A stair has n steps
- Each time, Jack can walk up 1, 2, or 3 steps
- How many ways can Jack walk up the stair ?
- Dynamic Programming

Let F_k = #ways to walk k steps

• Recurrence:

$$F_1 = 1$$
, $F_2 = 2$, $F_3 = 4$
 $F_{k+3} = F_k + F_{k+1} + F_{k+2}$

• With DP, we can find each F_k in O(1) time \rightarrow total O(n) time to find F_n

Remark: Using matrix multiplication, we can find F_n in $O(\log n)$ time

- 2 piles of coins
- 2 players take turn to get coins
- Each turn, can either get
 (1) any #coins from one pile, or
 (2) same #coins from both piles
- Lose if does not get any coin in his turn



• Let

A(x,y) = Lif (x,y) is a losing combination, and

$$A(x,y) = W$$

otherwise

- Recurrence:
 - A(0,0) = L
 - A(i,j) = Wif A(s,j) = L for some $0 \le s < i$ or A(i,t) = L for some $0 \le t < j$ or A(i-k,j-k) = L for some $1 \le k \le \min(i,j)$
 - A(i,j) = L otherwise

Reason: A combination is losing if and only if every move yields a winning combination (for your opponent)

- With DP, we can find each A(i,j) in O(n) time (based on O(n) previously filled entries)
- To find A(x,y), there are $x \times y = O(n^2)$ entries
 - \rightarrow total $O(n^3)$ time

- John has a car, which can travel n km when gas tank is full
- k gas stations between SF and Seattle
- How to stop for fewest # of stations ?



Greedy Algorithm

- Let s = rightmost (farthest) gas station within the first n km from SF
- Greedy Choice Lemma:

There is an optimal solution (with fewest #stations) whose leftmost station is s

Proof: (By cut-and-paste)

- If $s \neq$ leftmost, we can replace leftmost one by $s \rightarrow$ a feasible solution
- #stations cannot be increased \rightarrow optimal

Let S(x,y) = optimal #stations to travel from x to y (starting with a full-tank at x)

Optimal Substructure Lemma:

If an optimal solution to travel from x to y uses station s, then 1 + S(x,s) + S(s,y)

Proof: (By contradiction)

- The lemmas imply this greedy algorithm :
 - 1. Choose s_1 = rightmost gas station from SF within first n km ;

3. while (distance(s_k , Seattle) > n) { Choose s_{k+1} = rightmost gas station from s_k within first n km ; k = k + 1 ;

- If a Min-Heap contains n elements
 - Extract-Min takes O(log n) time
 - Insert takes O(log n) time
- Design potential function so that:
 - Extract-Min : O(1) amortized time
 - Insert : O(log n) amortized time

Solution 1: For each node u, $\Phi(u) = size of subtree$ rooted at u

Potential of a heap H : $\Phi(H) = \text{sum of potentials}$



Solution 2: For each node u, $\Phi(u)$ = node-depth of u Potential of a heap H : $\Phi(H)$ = sum of potentials of all nodes



- A sorted array supports fast searching, but slow insertion
- Can we trade searching time for insertion time ?
- Our Scheme:

Partition n elements based on its binary representation of n

• Let $\mathbf{k} = \lceil \log(n+1) \rceil$, and

$$\langle b_{k-1}, b_{k-2}, ..., b_2, b_1, b_0 \rangle$$

be binary representation of n

- Partition n elements to k sorted arrays such that:
 - if $b_j = 1$, array A_j holds 2^j elements
 - if $b_j = 0$, array A_j is empty

• When binary representation is in the form:

$$(?,?,0,1,1,...,1)$$

r one's

 A further insertion will increase #elements by 1, so that the new binary representation becomes:

- In this case, we merge r sorted lists + new element (total 2^r elements) into one sorted list
- Total time : $O(1+2+4+...+2^r) = O(2^r)$ time
- For m inserts,
 #times we merge r sorted lists = O(m/2^r)

Since r ranges from 0 to log n, Total insertion: $\Sigma_r 2^r O(m/2^r) = O(m \log n)$ time

- An extension to Question 2
- We show a method to generate losing combinations:

Set L₀ = (0,0)
for k = 1,2, ... {
 Set v = smallest unseen positive # ;
 Set L_k = (v, v+k) ;
}

Interesting but unrelated fact: This function generates each positive # exactly once

Sample Run: $L_0 = (0,0)$ $L_1 = (1,2)$ $L_2 = (3,5)$ $L_3 = (4,7)$ $L_4 = (6,10)$ $L_5 = (8,13)$

. . .

- 6(a). At most one x with (x,x+k) losing : Proof:
 - If on contrary, there are distinct x and y with (x,x+k) and (y,y+k) both losing, we can transform one to another in one move (taking same # in both piles) \rightarrow contradiction
- 6(b). At most one r with (x,r) losing : Proof: Similar to 6(a)

6(c). Each $L_k = (v,v+k)$ generated is losing :

Proof: We show that each move yields a winning combination (for the opponent)

Case 1: Taking in first pile:

 \rightarrow By 6(b), (v', v+k) must be winning (why?)

Case 2: Taking from both piles:

 \rightarrow By 6(b), (v', v'+k) must be winning (why?)

Case 3: next slide

Question 6 (Bonus) 6(c). Each L_k = (v,v+k) generated is losing : Proof: ...

Case 3: Taking from second pile: (I) Taking at most k: By 6(a), (v,v+k') must be winning

(II) Taking more than k: By 6(b), (v,v') must be winning

- 6(d). After x iterations, L_i must contain x Proof:
 - The v value increases by at least one after each iteration \rightarrow v value of L_x is at least x
- 6(e). Total time for x iterations = O(n)
- The most time consuming step is to find the smallest unseen integer
- Use array of size $O(n) \rightarrow O(n)$ time

6(f). Decide (x,y) is losing takes O(n) time

Once all L₀ to Lx are computed, we can find the entry containing x
→ By 6(b), we can determine if (x,y) is losing in extra O(1) time