

4. Homework

Due **10/11/16** at the beginning of class

1. Christmas (8 points)

For Christmas, I only had so much money to spend on gifts for n people, and I did not allocate my resources very well. Now, I want to be ready for next Christmas. Naturally, I want a dynamic programming solution for my problem.

For each person, I can choose either a good, expensive gift or a bad, cheap gift. I want to maximize the happiness of the people I am giving the gifts to. I have four arrays of size n containing positive integers between 1 and n : C_{good} , C_{bad} , H_{good} , H_{bad} .

- $C_{\text{good}}[i]$ indicates the cost of a good gift for person i .
- $C_{\text{bad}}[i]$ indicates the cost of a bad gift for person i .
- $H_{\text{good}}[i]$ indicates the happiness of person i getting a good gift.
- $H_{\text{bad}}[i]$ indicates the happiness of person i getting a bad gift.

You can assume $C_{\text{good}}[i] > C_{\text{bad}}[i]$ and $H_{\text{good}}[i] > H_{\text{bad}}[i]$. I want to maximize the sum of the happiness over all n people, but I only have a total of C money to spend.

- (a) (2 points) Suppose the following are the arrays for $n = 4$ and $C = 10$:

C_{good} : [2, 3, 4, 3]
 C_{bad} : [1, 2, 2, 2]
 H_{good} : [4, 3, 3, 4]
 H_{bad} : [2, 2, 2, 2]

What gift selection maximizes happiness while not exceeding cost? What is the solution for $C = 9$?

- (b) (3 points) Let $h(i, c)$ be the maximum happiness for the first i people with a cost equal or less than c . For example, $h(2, 4) = 6$ in the previous example by choosing a good gift for person 1 (cost 2, happiness 4) and a bad gift for person 2 (cost 2, happiness 2). Provide a recursive definition for $h(i, c)$. That is, show how to calculate h for i people from the values for $i - 1$ people.
- (c) (2 points) Write a dynamic programming algorithm to compute h .
- (d) (1 point) What are the runtime and the space complexity of your algorithm? Explain your answer.

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2. Matrix Chain Multiplication (3 points)

The dynamic programming approach for the matrix chain multiplication problem makes many recursive calls by trying out all possible k with $i \leq k \leq j$ in order to split $A_{ij} = A_i A_{i+1}, \dots, A_j$. Now, consider the greedy approach which selects the k that simply minimizes the quantity $p_{i-1} p_k p_j$, and then simply recursive for this one choice of k only. Give a counter-example which shows that this greedy approach yields a suboptimal solution.

3. Intervals (7 points)

Let $A[1..n]$ be an array of n integers (which can be positive, negative, or zero). An *interval* with start-point i and end-point j , $i \leq j$, consists of the numbers $A[i], \dots, A[j]$ and the *weight* of this interval is the sum of all elements $A[i] + \dots + A[j]$.

The problem is: Find the interval in A with maximum weight.

Describe a dynamic programming algorithm for this problem. Proceed in the following steps:

- (a) (2 points) Develop a recurrence for the following entity: $S(j)$ = maximum of the weights of all intervals with end-point j .
- (b) (2 point) Based on this recurrence describe an algorithm that computes all $S(j)$ in a dynamic programming fashion, and afterwards determines the end-point j^* of an optimal interval.
- (c) (2 points) Given the end-point j^* describe how to find the start-point i^* of an optimal interval by backtracking.
- (d) (1 point) What are the runtime and the space complexity of your algorithm? Explain your answer.