

## CSCI3160: Regular Exercise Set 6

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**Problem 1\***. Let  $A$  be an array of  $n$  integers. Define a function  $f(x)$  — where  $x \geq 0$  is an integer — as follows:

$$f(x) = \begin{cases} 0 & \text{if } x = 0 \\ \max_{i=1}^x (A[i] + f(x-i)) & \text{otherwise} \end{cases}$$

Consider the following algorithm for calculating  $f(x)$ :

**algorithm**  $f(x)$

1. **if**  $x = 0$  **then return** 0
2.  $max = -\infty$
3. **for**  $i = 1$  **to**  $x$
4.      $v = A[i] + f(x-i)$
5.     **if**  $v > max$  **then**  $max = v$
6. **return**  $max$

Prove: the above algorithm takes  $\Omega(2^n)$  time to calculate  $f(n)$ .

**Problem 2.** Let  $A$  be an array of  $n$  integers. Define function  $f(a, b)$  — where  $a \in [1, n]$  and  $b \in [1, n]$  — as follows:

$$f(a, b) = \begin{cases} 0 & \text{if } a \geq b \\ (\sum_{c=a}^b A[c]) + \min_{c=a+1}^{b-1} \{f(a, c) + f(c, b)\} & \text{otherwise} \end{cases}$$

Design an algorithm to calculate  $f(1, n)$  in  $O(n^3)$  time.

**Problem 3.** In Lecture Notes 8, our algorithm for computing  $f(n, m)$  has space complexity  $O(nm)$ , i.e., it uses  $O(nm)$  memory cells. Reduce the space complexity to  $O(n + m)$ .

**Problem 4\***. Let  $G = (V, E)$  be a directed acyclic graph (DAG). For each vertex  $u \in V$ , let  $\text{IN}(u)$  be the set of in-neighbors of  $u$  (recall that a vertex  $v$  is an in-neighbor of  $u$  if  $E$  has an edge from  $v$  to  $u$ ). Define function  $f : V \rightarrow \mathbb{N}$  as follows:

$$f(u) = \begin{cases} 0 & \text{if } \text{IN}(u) = \emptyset \\ 1 + \min_{v \in \text{IN}(u)} f(v) & \text{otherwise} \end{cases}$$

Design an algorithm to calculate  $f(u)$  of every  $u \in V$ . Your algorithm should run in  $O(|V| + |E|)$  time. You can assume that the vertices in  $V$  are represented as integers  $1, 2, \dots, |V|$ .

**Problem 5\*\*.** Let  $G = (V, E)$  be a directed acyclic graph (DAG). Design an algorithm to find the length of the longest path in  $G$  (recall that the length of a path is the number of edges in the path). Your algorithm should run in  $O(|V| + |E|)$  time. You can assume that the vertices in  $V$  are represented as integers  $1, 2, \dots, |V|$ .