

**COMP 3711 Design and Analysis of Algorithms**  
**Solutions to Assignment 3**

1. Define  $c[i]$  to be the length of the longest increasing subsequence that ends at  $x_i$ . Note that the length of the longest increasing subsequence in  $X$  is  $\max_{1 \leq i \leq n} c[i]$ . The longest increasing subsequence that ends with  $x_i$  has the form  $\langle Z, x_i \rangle$  where  $Z$  is the longest increasing subsequence that ends with  $x_r$  for some  $r < i$  and  $x_r \leq x_i$ . Thus, we have the following recurrence relation:

$$c[i] = \begin{cases} 1 & \text{if } i = 1 \\ 1 & \text{if } x_r > x_i \text{ for all } 1 \leq r < i \\ \max_{\substack{1 \leq r < i \\ x_r \leq x_i}} c[r] + 1 & \text{if } i > 1 \end{cases}$$

We compute all the  $c[i]$ 's from  $i = 1$  to  $n$ . Evaluating the recurrence takes  $O(n)$  time, so the total running time is  $O(n^2)$ .

In order to report the optimal subsequence we need to store for each  $i$ , not only  $c[i]$  but also the value of  $r$  which achieves the maximum in the recurrence relation. Denote this by  $r[i]$ . If  $c[i]$  is a base case, we set  $r[i] = 0$ . Then we can trace the solution as follows. Let  $c[k] = \max_{1 \leq i \leq n} c[i]$ . Then  $x_k$  is the last number in the optimal subsequence. Then we update  $k \leftarrow r[k]$ . Now  $x_k$  is the second to last number. Then update  $k \leftarrow r[k]$  again and repeat the process until  $k = 0$ .

2. This problem is similar to the 0-1 Knapsack problem, except that there is no "value" that we want to optimize. We just want to check if it possible to fully pack the knapsack. Thus we use a Boolean array, and define  $B[i, w] = \text{true}$  if there is a subset of integers in  $\{a_1, \dots, a_i\}$  that adds up to  $w$ . The recurrence is thus

$$B[i, w] = B[i - 1, w] \text{ or } B[i - 1, w - a_i].$$

The base case is  $B[0, w] = \text{false}$  for any  $w$ ,  $B[i, w] = \text{false}$  for any  $w < 0$ , and  $B[i, 0] = \text{true}$  for any  $i$ . We can compute all the  $B[i, w]$ 's from  $i = 1$  to  $n$ , and for each  $i$ , we compute each  $B[i, w]$  from  $w = 1$  to  $W$ . The total running time is thus  $O(nW)$ . Finally, we return  $B[n, W]$ .

3. Define  $L[i, j]$  to be the length of the longest palindromic subsequence for the substring  $x[i, \dots, j]$ . If we look at  $x[i, \dots, j]$ , then we can find a palindrom of length at least 2 if  $x[i] = x[j]$ . If they are not same then we seek the longest palindromic subsequence in  $x[i + 1, \dots, j]$  or  $x[i, \dots, j - 1]$ . Also every character  $x[i]$  is a palindrom in itself of length 1. Therefore, we have the following recurrence:

$$L[i, j] = \begin{cases} L[i + 1, j - 1] + 2 & \text{if } x[i] = x[j] \\ \max\{L[i + 1, j], L[i, j - 1]\} & \text{otherwise} \end{cases}$$

$$L[i, i] = 1 \quad \forall i \in (1, \dots, n)$$

$$L[i, i - 1] = 0 \quad \forall i \in (2, \dots, n)$$

We compute all  $L[i, j]$  from shorter strings to longer strings, similar to the optimal BST problem. More precisely, we first compute all  $L[i, j]$  such that  $j - i = 1$ , then all  $L[i, j]$

such that  $j - i = 2, \dots$ , until we have  $A[1, n]$ . It takes  $O(1)$  time to compute each  $L[i, j]$ , so the total running time is  $O(n^2)$ .

To find the actual longest palindromic subsequence, we keep all the choices for each  $L[i, j]$  in an array  $r[i, j]$ . Note that each  $L[i, j]$  has been computed from one of 3 choices. Then we start from  $r[1, n]$  and print out the palindrom using the following algorithm:

```
PRINT( $L, r, i, j$ ):
if  $L[i, j] = 1$ 
    print  $x[i]$ 
    return
if  $r[i, j] = 1$ 
    print  $x[i]$ 
    PRINT( $L, r, i + 1, j - 1$ )
    print  $x[j]$ 
if  $r[i, j] = 2$ 
    PRINT( $L, r, i + 1, j$ )
if  $r[i, j] = 3$ 
    PRINT( $L, r, i, j - 1$ )
```

4. The algorithm will be similar to BFS or DFS, except that we only visit vertices that are active. And whenever we visit a vertex, we spread its influence to its neighbors. The following code shows the BFS way of doing this by using a queue to store all the active vertices. You can also use a stack, which will make the algorithm more similar to DFS.

```
Q = empty
Q.enqueue(r)
count = 1
for each vertex v
    d(v) = 0 // d stores the total amount of influence received by v
    color(v) = WHITE
color(r) = BLACK
while (Q is not empty)
    v = Q.dequeue()
    for each u in Adj[v]
        if color(u) = WHITE then
            d(u) = d(u) + w(v, u)
            if d(u) >= t(u) then
                color(u) = BLACK
                Q.enqueue(u)
                count = count + 1
return count
```

Since the algorithm does no more work than BFS, the running time is  $O(V + E)$ .