

MA/CSSE 473 – Design and Analysis of Algorithms

Homework 11 (72 points total)

When a problem is given by number, it is from the textbook. 1.1.2 means “problem 2 from section 1.1” .

Problems for enlightenment/practice/review (not to turn in, but you should think about them):

How many of them you need to do serious work on depends on you and your background. I do not want to make everyone do one of them for the sake of the (possibly) few who need it. You can hopefully figure out which ones you need to do.

- 7.2.2 [7.2.2] (Horspool for patterns in DNA)
- 7.2.5 [7.2.5] (is there a case where Horspool does more comparisons than brute force?)
- 7.2.9 [7.2.9] (left-to-right checking OK after a single character match in Horspool, Boyer-Moore?)
- 7.3.1 [7.3.1] (insert specific keys into hash table with specific hash function and separate chaining)
- 8.1.1 [8.1.1] (Compare and contrast dynamic programming with divide-and-conquer)
- 8.1.4 [8.1.9] (Space efficiency of dynamic programming for Binomial coefficients)

Problems to write up and turn in:

1. (6) 7.2.3 [7.2.3] (Horspool for binary strings)
2. (9) 7.2.7 [7.2.7] (Boyer-Moore for binary strings)
3. (4) 7.2.8 [7.2.8] (does Boyer-Moore still work with just one table?)
4. (8) 7.2.11 [not in 2nd ed] (right cyclic shift) 3 points for part a, 5 for part b.

You are given two strings S and T, each n characters long. You have to establish whether one of them is a right cyclic shift of the other. For example, PLEA is a right cyclic shift of LEAP, and vice versa. (Formally, T is a right cyclic shift of S if T can be obtained by concatenating the (n - i)-character suffix of S and the i-character prefix of S for some $1 \leq i \leq n$).

- a. Design a space-efficient algorithm for the task. Indicate the space and time efficiencies of your algorithm.
- b. Design a time-efficient algorithm for the task. Indicate the time and space efficiencies of your algorithm.

5. (5) 7.3.4 [7.3.4] (probability that n keys all hash to the same table location)
6. (6) 7.4.3 [7.4.3] (minimum order of a B tree with no more than 3 disk accesses in a tree with 10^8 elements)

Problems continue on next page

7. (12) 8.1.10 [not in 2nd ed] longest path in a DAG.
10. *Longest path in a dag* a. Design an efficient algorithm for finding the length of a longest path in a dag. (This problem is important both as a prototype of many other dynamic programming applications and in its own right because it determines the minimal time needed for completing a project comprising precedence-constrained tasks.)
- ▷ b. Show how to reduce the coin-row problem discussed in this section to the problem of finding a longest path in a dag.
11. ► *Maximum square submatrix* Given an $m \times n$ boolean matrix B , find its largest square submatrix whose elements are all zeros. Design a dynamic programming algorithm and indicate its time efficiency. (The algorithm may be useful for, say, finding the largest free square area on a computer screen or for selecting a construction site.)
8. (12) 8.1.11 [not in 2nd ed] Maximum square submatrix. See description above
9. (10) 8.1.12 [8.1.10] (World Series odds) Note: In a 7-game series (such as the real American baseball World Series), the first team to win 4 games wins the series. 7 is the maximum number of games that can be played before one of the teams must win four games. But if one team wins 4 games sooner, the series ends immediately.