## Lecture 33

CSE 331
Nov 17, 2017

## Homework 9

## Homework 9 <br> Due by 11:00am, Fridas, December 1, 2017. <br> Make sure you follow all the homework policies.

All subrnissions should be done via Autolab.

## Question 1 (Programming Assignment) [40 points]

```
(i) Note
```



``` documentirion and fliea for the larguige of your ohoosing
```

The Problem
In this problem, we wal find closest poir of points on 2D plane.

## ! Note on Timeouts

For this problem the total timeout for Autolab is 480 s, which is higher the the usual timeout of 180 s in the earlier homeworks. So if your code takes a long time to run it'll take longer for you to get feedback on Autolab. Please start early to avoid getting deadlocked out before the feedback deadline.

Also for this problem, C++ and Java are way faster. The 480s timeout was chosen to accommodate the fact that Python is much slower than these two languages.

## Thanksgiving break

## note <br> Thanksgiving

Hope y'al have a great Thanksgiving break planned outl
As a logistic note: Since the 331 staff wil also be on Thanksgiving break, we cannot guarantee any resporse during the break Dec 22 (Wed) to Dec 28 (Sur).

```
Hoowwork) plarza loghica
```


## HW 8 solutions

## End of the lecture

# Graded HW 6 

## Done by today

Apologies for the delay!

## CS Ed week (Dec 8)

## celebrate <br> WEEK <br> with the Department of Computer <br> Science and Engineering at UB <br> Students K-12 are invited to <br>  <br> Davis Hall, UB North Campus

## FRI DEC 8

session 1
6-7PM
session 2
7-8PM
session 3
8-9 PM

# SEAS Senior Scholar Program 

Dhaternity at Buthelo<br>T⿶凵⿻丅⿵冂⿰入入一 School of Engineering<br>and Applied Sciences

## 2018 SEAS Senior Scholar Program

The School of Engineering and Applied Sciences（SEAS）Senior Scholar program is an opportunity for undergraduate students at the University at Buffalo to carry out research with a SEAS faculty member．This experience begins during the spring semester of a student＇s senior year（final year of undergraduate study）and can continue into their graduate program．

## Scholarship Information：

＊Master＇s Degree applicants：If awarded，students who have applied to a master＇s degree program will receive a stipend of $\$ 100$ in Spring 2018 ．Students will also be eligible to receive another $\$ 1,000$ if they are accepted and choose to enroll at UB＇s School of Engineering and Applied Sciences for graduate stadies in Fall 2018.
－PhD Degree applicants：If awarded，students who have applied to a PhD degree program will receive a stipend of $\$ 100$ in Spring 2018．Stadents will also be eligible to receive another $\$ 2,000$ if they are accepted and choose to enroll at UB＇s School of Engineering and Applied Sciences for graduate studies in Fall 2018.

## Eligibility：

## Ask Qs please!

## Feedback on Lectures

Continuing on from esor, this post is on the feedback on lectures.

Here are some comments on the feedback on lectures (again most of these were mentioned by more than one person:

1. More insight into how to come up with the proot/aigo in the first place. Again something that has been on my YODO list but this year, the programming staff has taken more time than I had anticipated. Will definithly think more on this for next year: I have some ideas (e.g. try to desion algos via examples) for next year. If you have any soecific suggestion on this, pleage let me know.
2. Sometimes get lost in the lecture. I try to do the best I can but if you do not ask then it is hard for me to gauge if people are lost, or simply do not care or have got everything I said. The more feedback I get, the better I can shape the lectures. I'm perfecty happy to repest things, go over stuff again, go slower- whatever it takes so that you understand more of the lecture maberial. But you have to ask questions; I cannct do this without any feecback, it the conly foks who give me feedback are those who understand the material, then I'm not getting the full picture. So please ask if something is not clearl As one comment said, I have done these algorithms and proofs mary times, so it is a bit hard for me to figure out which parts are not clear- so please let me knowt

# Weighted Interval Scheduling 

Input: n jobs $\left(\mathrm{s}_{\mathrm{i}}, \mathrm{f}_{\mathrm{i}}, \mathrm{v}_{\mathrm{i}}\right)$

Output: A schedule S s.t. no two jobs in S have a conflict

Goal: $\max \Sigma_{\mathrm{i} \text { in } \mathrm{s}} \mathrm{v}_{\mathrm{j}}$

Assume: jobs are sorted by their finish time

## Couple more definitions

$p(j)=\operatorname{largest~} \mathrm{i}$ < j s.t. i does not conflict with j
$=0$ if no such i exists

OPT(j) = optimal value on instance $1, . ., \mathrm{j}$

## Property of OPT




## A recursive algorithm



## Exponential Running Time




## Using Memory to be smarter



## How many distinct OPT values?

## A recursive algorithm

$$
\begin{aligned}
& \text { M-Compute-Opt }(j) \\
& \text { If } j=0 \text { then return } 0 \\
& \text { If } M[j] \text { is not null then return } M[j] \\
& \left.M[j]=\max \left\{v_{j}+M \text {-Compute-Opt( } p(j)\right), M \text {-Compute-Opt }(j-1)\right\} \\
& \text { return } M[j]
\end{aligned}
$$

M-Compute-Opt(j)
= OPT(j)

$$
\text { Run time }=0 \text { (\# recursive calls) }
$$

## Bounding \# recursions

M-Compute-Opt(j)

$$
\begin{aligned}
& \text { If } j=0 \text { then return } 0 \\
& \text { If } M[j] \text { is not null then return } M[j] \\
& \left.\left.M[j]=\max \left\{v_{j}+M \text {-Compute-Opt( } p(j)\right) \text {, M-Compute-Opt( } j-1\right)\right\} \\
& \text { return } M[j]
\end{aligned}
$$

Whenever a recursive call is made an M value is assigned

At most n values of M can be assigned


## Property of OPT

$$
\text { OPT }(\mathrm{j})=\max \left\{\mathrm{v}_{\mathrm{j}}+\mathrm{OPT}(\mathrm{p}(\mathrm{j})), \operatorname{OPT}(\mathrm{j}-1)\right\}
$$

## Given OPT(1), ..., OPT(j-1), one can compute OPT(j)

## Recursion+ memory = Iteration

## Iteratively compute the OPT(j) values

Iterative-Compute-Opt

$$
\begin{aligned}
& M[0]=0 \\
& \text { For } j=1, \ldots, n \\
& M[j]=\max \left\{v_{j}+M[p(j)], M[j-1]\right\}
\end{aligned}
$$



## Reading Assignment

Sec 6.1, 6.2 of [KT]


## When to use Dynamic Programming

There are polynomially many sub-problems


Richard Bellman
Optimal solution can be computed from solutions to sub-problems

There is an ordering among sub-problem that allows for iterative solution

