CS16 Section 2

Monday, February 10th - Wednesday, February 12th
1. Icebreaker
2. Mini Assignment/Inductive proofs
3. Dynamic Programming
4. Recurrence relations
Icebreaker

Go around the room and give your name, class year, and if you could choose to be an Olympic athlete for any sport (Winter or Summer), which would it be?
What are the steps of an Inductive Proof?

- Base Case
- Inductive Hypothesis
- Inductive Step
- Conclusion
Use mathematical induction to prove that $1 + 2 + 3 + \ldots + n = \frac{n(n+1)}{2}$ for all positive integers $n$.

**Solution:**

$P(n) = 1 + 2 + 3 + \ldots + n = \frac{n(n+1)}{2}$

**Base Case:** Show $p(1)$ is true.

Left Side = 1

Right Side = $1 \frac{(1 + 1)}{2} = 1$

Both sides of the statement are equal hence $p(1)$ is true.

**Inductive Step:** We now assume that $p(k)$ is true

$1 + 2 + 3 + \ldots + k = \frac{k(k + 1)}{2}$

and show that $p(k + 1)$ is true by adding $k + 1$ to both sides of the above statement

$1 + 2 + 3 + \ldots + k + (k + 1) = \frac{k(k + 1)}{2} + (k + 1)$

$= \frac{(k + 1)(k + 2)}{2}$

The last statement may be written as

$1 + 2 + 3 + \ldots + k + (k + 1) = \frac{(k + 1)(k + 2)}{2}$

Which is the statement $p(k + 1)$. 
Mini Assignment: Recurrence Relations

Give recurrence relations for the following problems:

a) The Fibonacci Sequence

\[
\text{fib}(\text{number}): \\
\quad \text{if number is } \leq 2:\ \\
\quad \quad \text{return 1} \\
\quad \text{else:} \\
\quad \quad \text{return } \text{fib}(\text{number}-1) + \text{fib}(\text{number}-2)
\]

b) Factorial

\[
\text{factorial}(\text{number}): \\
\quad \text{if number is 1:} \\
\quad \quad \text{return number} \\
\quad \text{else:} \\
\quad \quad \text{return number } \ast \text{factorial}(\text{number - 1})
\]

\[
a_n = 1 + a_{n-1} + a_{n-2}
\]

b) \( a_n = 1 + a_{n-1} \)
Dynamic Programming
What is dynamic programming?

- Core idea:
  - solve each sub-problem once and store the solution (usually in a look up table)
  - use stored solution when you need to solve sub-problem again
General Steps

● Don’t be afraid to begin with the greedy solution
● Think of what repetitive calculations can be “saved” so the problem could be solved faster
● Think about how the problem can be broken down into subproblems
  ○ Oftentimes this involves coming up with some kind of equation to relate the current step to earlier ones.
● Design Iterative Solution
Practice Problem 1

Given a cost matrix and a position in the matrix, return the cost of the minimum cost path to reach the position from (0, 0). Each cell of the matrix has the cost of that cell. You can only traverse down, right and diagonally lower cells from a given cell.

What are the sub-problems?
Discuss different approaches.
Practice Problem 1

General logic for minimum cost path:
1. Create a `total` array which is the same size as the `cost` array
2. Base case: Initialise `total[0][0] = cost[0][0]`
3. General case:
   
   ```
   total[row][col] = min(total[row-1][col-1],
   total[row-1][col],
   total[row][col-1]) + cost[row][col]
   ```
Practice Problem 2

Convert some amount of money $M$ into a given list of denominations (decreasing order), using the smallest possible number of coins. Return the smallest number of coins (not the denominations used).

*Group discussion: Greedy Solution*
**Greedy Solution Pseudocode**

```python
greedy_change(amt, denoms):
    remainder = amt  # remaining amount to make change for
    pieces = []  # output array of denominations (number of each denomination)
    for k = 0 to denom.length:  # for each denomination (starting with largest)
        pieces[k] = remainder/denoms[k]
        remainder = remainder % denoms[k]  # practice mod!
    return sum(pieces)
```
However...

Let’s say the coin denominations were 4, 3, 1. If you were trying to make 6, the algorithm would produce one 4 piece, and 2 one pieces, where in reality you would want 2 three pieces. How can we change our solution to solve this issue?
Dynamic Programming Brainstorm (in pairs) (5 mins)

Convert some amount of money $M$ into a given a list of denominations (decreasing order), using the smallest possible number of coins. Return the smallest number of coins (not the denominations used).

*Hand simulate! Come up with a strategy, then write pseudocode if you have time.*
```python
def get_best_num_coins(amt, denoms):
    // get_best_num_coins: int, list[int] → int
    // purpose:
    // consumes:
    // produces:

    best_num_coins = []
    //number of coins needed for subproblem for amount 0
    best_num_coins[0] = 0
    // for each subproblem (each amount to make change for)
    for curr_amt = 1 to amt:
        // O(amt)
        // min stores the current best min no. coins to make ‘curr_amt’ amount
        min_num_coins = infinity
        // for each denomination
        for coin_val in denoms:
            // O(denoms.length)
            if curr_amt >= coin_val:
                // if 1 + subproblem is better than current best
                if best_num_coins[curr_amt - coin_val] + 1 <
                    min_num_coins:
                    // update the min_num_coins tracker
                    min_num_coins = best_num_coins[curr_amt - coin_val] + 1
                // store min no. of coins to make ‘curr_amt’ in the array
                best_num_coins[curr_amt] = min_num_coins
    return best_num_coins[amt]
```

Recurrence Relations
What is a recurrence relation?

- Functions that express runtime recursively
- For example, the runtime for $n = 2$ depends on the runtime of $n = 1$
Practice problem (as a section): Towers of Hanoi
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RECURRENCE

The game of Hanoi Tower is to play with a set of disks of graduated size with holes in their centers and a playing board having three spokes for holding the disks.

The object of the game is to transfer all the disks from spoke A to spoke C by moving one disk at a time without placing a larger disk on top of a smaller one. The minimal number of moves required to solve the problem with $n$ disks can be modeled by the following recurrence relation:

$$a_n = 2a_{n-1} + 1, \quad n \geq 1$$

$$a_1 = 1$$