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Datenstrukturen & Algorithmen

Blatt P11

HS 17

Solution for Exercise P11.1 *Flea Market.*

The problem can be solved by using a dynamic programming algorithm. For $i = 0, \dots, n$, $s = 0, \dots, S$, and $w = 0, \dots, W$ we define $\text{OPT}[i, s, w]$ as the maximum amount of Flops that can be earned from the sale when (i) the sold items must be chosen among the first i items, (ii) the total surface of the selected items is at least s , and (iii) the total weight of the selected items is at most w . If there is no way to satisfy the above constraints, then we let $\text{OPT}[i, s, w]$ be equal to a sufficiently small value that we denote by $-\infty$.

Clearly $\text{OPT}[0, 0, w] = 0 \forall w = 0, \dots, W$ and $\text{OPT}[0, s, w] = -\infty \forall s = 1, \dots, S \forall w = 0, \dots, W$ as the set of available items to choose from is empty.

Consider now on a generic $\text{OPT}[i, s, w]$ with $i > 0$. Notice that an optimal solution either includes item i or it does not. If it does, then $w_i \geq w$ and the number of earned flops is exactly p_i plus the maximum amount of flops that can be earned with the remaining $i - 1$ items provided that they free a surface of at least $\max\{0, s - s_i\}$ and have a total weight of at most $w - w_i$. If it does not, then the number of earned flops is exactly the same that can be earned by only considering the first $i - 1$ items. In formulas:

$$\text{OPT}[i, s, w] = \begin{cases} \text{OPT}[i - 1, s, w] & \text{if } w_i > w \\ \max\{\text{OPT}[i - 1, s, w], \text{OPT}[i - 1, \max\{0, s - s_i\}, w - w_i]\} & \text{if } w_i \leq w \end{cases}$$

Since each $\text{OPT}[i, s, w]$ can be computed in constant time (by considering the values $\text{OPT}[i, s, w]$ in increasing order of i), the overall time required to solve the problem is $O(n \cdot S \cdot W)$. The value of the optimal solution to the input instance is exactly $\text{OPT}[n, S, W]$.

Solution for Exercise P11.2 *Tree Rotations.*

The following is one possible pseudocode for right tree rotations (left rotations are symmetric).

Algorithm: RightRotation(v)

```
u ← v.leftChild
u.parent ← v.parent
if v.parent ≠ null then
    if v.parent.leftChild = v then u.parent.leftChild ← u      // v was a left child
    else u.parent.rightChild ← u                                // v was a right child
else
    root ← u                                                    // v was the root of the tree
v.leftChild ← u.rightChild
if v.leftChild ≠ null then v.leftChild.parent ← v              // u had a right child
u.rightChild ← v
v.parent ← u
```
