MIT OpenCourseWare <u>http://ocw.mit.edu</u>

6.006 Introduction to Algorithms Spring 2008

For information about citing these materials or our Terms of Use, visit: <u>http://ocw.mit.edu/terms</u>.

6.006 Recitation

Build 2008.last

6.006 Proudly Presents

- Life After 6.006: Options
 - Daydream: Theory
 - Pick Skillz: Competitions
 - Go Pro: Master the Art [of Programming]



After 6.006: Daydream

This is the best time to do it

- Web 2.0 → a lot of data sources to play with: Google, eBay, Facebook, Flickr, ...
- Algorithms in 6.006 can be do cool stuff
 - Web 2.0 → you can build an app that makes a real impact quickly

After 6.006: Pick Skillz

- Warm up with HS competitions
 - www.usaco.org USA training site
 - google "IOI" International Olympiad
- College: the ACM ICPC
 - google "acm problems"
- Top Coder www.topcoder.com

After 6.006: Pick Skillz

• Pros

- (almost) Instant gratification
- Learn to pwn exams
- Free trips, prizes, rep (ask recruiters)

• Cons

- Lower level coding: C, maybe Java
- Luck matters a lot

After 6.006: Go Pro

- Read: "Hackers and Painters Big Ideas from the Computer Age" by Paul Graham
- Get in the habit of writing beautiful code
 - Take communication classes: code that is hard to understand can't be beautiful
- Learn from the masters: agile programming, pragmatic programmers

After 6.006: Go Pro

- Have a weapon at every level: n00bs (Java), low (C / C++), high (Python, Ruby, Erlang)
- General knowledge in all aspects of coding: architecture and OSes, networks, security, parallel processing, databases, web
 - MIT classes covering all of the above
- Learn a new language a year
- CODE

After 6.006: Go Pro

• Pros

- Every interviewer will love you
- Can do contract work to make quick \$\$
- Build cool stuff
- Cons
 - Results take more time to show
 - Lots of competition

After 6.006: Wrap-up

• The options above are not disjoint



Warm-up: Sort Strings

- N strings, O(I) alphabet size, want to sort them
- Easy: each string has M characters, sort in O(MN)
- Hard: string i has C_i characters, sort in $O(\Sigma C_i)$

blend		acids
arums		acidy
acids		acing
blent		acini
acing	\rightarrow	ackee
acini		acold
ackee		arums
acold		blend
acidy		blent

Warm-up: Solutions

• Easy

- Radix sort, strings are M-digit numbers
- Hard
 - let $M = max(CI, C2 \dots Cn)$
 - use radix sort w/M rounds, 0...M-I
 - add string i at round M Ci, its smaller than all existing strings

PI: String Suffixes

- Given a string s of N characters, O(I) alphabet size
- The string's suffixes are suff_i=s[1...i]
- Want an array so that

 a[j] = i means that suff_i is
 the jth in the sorted
 order

<u>aardvark</u>						
	<u>Suffixes</u>		<u>Sorted</u>			
	aardvark		aardvark			
2	ardvark	2	ardvark			
3	rdvark	6	ark			
4	dvark	4	dvark			
5	vark	8	k			
6	ark	3	rdvark			
7	rk	7	rk			
8	k	5	vark			
a = [1, 2, 6, 4, 8, 3, 7, 5]						

PI: Solution

- Radix sort, log(N) rounds 0...log(N)-1
- Round k sorts a[i...i+2^k] (suffixes truncated to up to 2^k characters)
 - Round 0: simple sorting letters = digits
 - Round i: use the results of round i- I

- Notice a[i...i+2^k] = a[i...i+2^{k-1}] + a[i+2^{k-1}+1...i+2^k]
- So can use ranks computed in round i to represent a[i...i+2^k] as 2 base-N digits
- O(N) per round, for a total running time of O(Nlog(N))

P2: Longest Palindrome

- Given a string of N characters, find the longest palindrome substring
- Substring: s[i...j] (continuous)
- Palindrome: if you read it backwards it's the same

fun**abccba**fun

No straw warts here

GATTACA

3**|4|**5926**5358979**0

want atoyota

P2: Solution

P3: Feed the Drones

- drones produce widgets when given food
- 3 types of food: (Fish, Meat, Bread)
- drones like variety: remember the last 3 crates they were fed and produce widgets according to variety

# of types in last 3 items	Widgets
2	2
3	3

Sample production given food									
F	B	Μ	В	В	В	Μ	F	F	F
W	1	2	2	2	I	2	3	2	I

P3: Feed the Drones

- Given: 2 work sites , a sequence of N crates of food (of specific types)
- Have to assign each crate to one of the two sites, want to maximize production
- Cannot throw away or reorder the crates

Sample input and answer

- B M F F M B F F
- **A** | 2 | 2 | 2 | 2

Production achieved

- B F M F M F B F
- + | +2 +3 +2 + | +2 +3 +2

Widgets at both sites: 16

P3: Solution

- Dynamic Programming
- State
 - the current crate
 - the types of the last 2 crates delivered at each of the 2 work sites
 - adding N as the 4th type, means Nothing

- DP[i][(u₁,u₂)][(v₁, v₂)] = max. production for the first i crates, so that the last 2 crates at site I were of types u₁, u₂, and the last 2 crates at site 2 were of types v₁, v₂
- Recursion: exercise
- Running time: O(N)

P4: Light up the House

- House of rooms, and paths between rooms; unique path between any two rooms
- Light switch in room R toggles the light in R and its neighbors
- Start with all lights off, end with all lights on, min. number of switches

P4: Solutions

- Structural DP (missed it?)
- Strategy: solve subtrees before parents
 - State: light on or off; used switch at node
- DP[node][l][s] = min. number of switches to light up everything under "node"; node is light up if l = true, and the switch at "node" is used is on if s = true

P5: Partial Sums v2

- Start out with array of numbers a[1...N]
- Want to answer M operations, an op can be:
 - Update: a[i] = v
 - Query: Σa[i...j]