

**Homework: Notes 5-7**

1. 9.21
2. 9.22
3. 9.28
4. 9.30
5. Give an optimal Huffman code tree for the provided symbols and probabilities. In addition, compute the expected number of bits per symbol.

A .15      B .2      C .15      D .13      E .2      F .07      G .1

6. Solve the following instance of the activity scheduling problem using the greedy method.

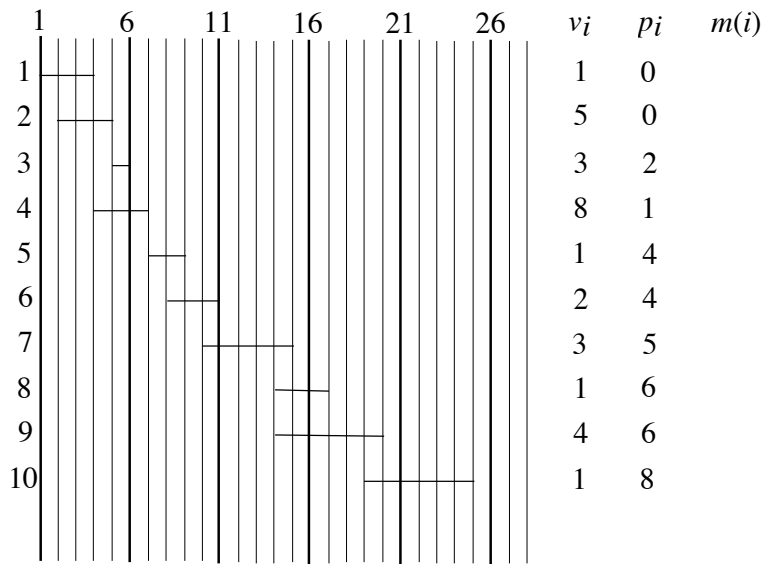
<u>Activity</u>	<u>Start</u>	<u>Finish</u>
A	1	4
B	3	8
C	7	12
D	11	16
E	5	10
F	6	9
G	2	15
H	13	14

7. Complete the following instance of the optimal matrix multiplication ordering problem, including the tree showing the optimal ordering.

	p[0]=4		p[1]=3		p[2]=4		p[3]=6		p[4]=3		p[5]=6	
	1	2	3	4	5							
1	0	0	48	1	144	1	144	1	???	?		
2	-----	0	0	72	2	108	2	162	4			
3	-----	-----	0	0	72	3	144	4				
4	-----	-----	-----	0	0	108	4					
5	-----	-----	-----	-----	0	0						

8. Find an LCS for 012012012 and 210210210.
9. Find an LIS for 1 3 2 5 4 1 3 4 5 2.
10. Find an LSIS for 1 3 2 5 4 1 3 4 5 2.
11. Find a subset sum of 16 for 3 4 7 8 9.

12. Use DP to solve the following instance of weighted interval scheduling.



13. Find the greedy solution to the 0/1 unbounded knapsack example in Notes 7.

14. Use DP to solve the 0/1 unbounded knapsack with a capacity of 47 and the following items:

$i$	0	1	2	3
<i>size</i>	10	14	16	20
<i>val</i>	11	13	17	19