CS 3824 Homework Assignment 5

General directions. The point value of each problem is shown in []. Each solution must include all details and an explanation of why the given solution is correct. In particular, write complete sentences. A correct answer without an explanation is worth no credit. The completed assignment must be turned in during class on November 17, 2011. No late homework will be accepted.

Digital preparation of your solutions is mandatory. Use of LATEX is optional, but encouraged. No matter how you prepare your homework, please include your name.

Use of LATEX (optional, but encouraged).

- Retrieve this LATEX source file, named homework5.tex, from the course web site.
- Rename the file < Your VT PID>_solvehw5.tex, For example, for the instructor, the file name would be heath_solvehw5.tex.
- Use a **text editor** (such as vi, emacs, or pico) to accomplish the next three steps.
- Uncomment the line
 - % \setboolean{solutions}{True} in the document preamble by deleting the %.
- Find the line
 - \renewcommand{\author}{Lenwood S. Heath}
 and replace the instructor's name with your name.
- Enter your solutions where you find the LATEX comments
 % PUT YOUR SOLUTION HERE
- Print out and submit your solutions by 4:00 PM on November 17, 2011.

		0	1 G	2 G	3 A	4 C	5 G	6 T	7 A	8 C	9 G
0											
1	Т										
2	A										
3	С										
4	G										
5	G										
6	G										
7	Т										
8	A										
9	Т										

Figure 1: LATEX template for dynamic programming in second problem.

[20] 1. Jones and Pevzner problem 6.10.

Develop a dynamic programming algorithm to determine who will win. Each chess square has a binary value that indicates whether it is a win for the player who just moved or for the other player.

[40] 2. Jones and Pevzner problem 6.20.

Only do the first two bullets. Figure 1 contains a LATEX template to fill in twice, once for the first bullet and once for the second bullet.

[40] 3. Jones and Pevzner problem 6.32.

Follow the dynamic programming paradigm. Give pseudocode for the resulting algorithm.