Suggested Solutions to HW #2

5.6 Modify algorithm Maximum_Consecutive_Subsequence (Fig. 5.9) such that it finds the actual subsequence and not only the sum.

Solution. (Ming-Hsien Tsai, and modified by Yi-Wen Chang)

```
Algorithm Max_Conseq_Subseq(X, n);
begin
    Global_Max := 0;
    Suffix_Max := 0;
    Suffix_Start_Index := 1;
    Global_Start_Index := 0;
    Global_End_Index := 0;
    for i := 1 to n do
        if x[i] + Suffix_Max > Global_Max then
            Suffix_Max := Suffix_Max + x[i];
            Global_Max := Suffix_Max;
            Global_Start_Index := Suffix_Start_Index;
            Global_End_Index := i;
        else if x[i] + Suffix_Max > 0 then
            Suffix_Max := Suffix_Max + x[i];
        else
            Suffix_Max := 0;
            Suffix_Start_Index := i + 1;
end
```

□

5.12 Let $x_1, x_2, \cdots, x_n$ be a sequence of real numbers (not necessarily positive). Design an $O(n)$ algorithm to find the subsequence $x_i, x_{i+1}, \cdots, x_j$ (of consecutive elements) such that the product of the numbers in it is maximum over all consecutive subsequences. The product of the empty subsequence is defined as 1.

Solution. (Wen-Chin Chan, and modified by Jinn-Shu Chang)

```
Algorithm Maximum_Consecutive_Subsequence(X,n);
begin
    Global_Max := 1;
    Suffix_Pos := 1;
    Suffix_Neg := 1;
    for i := 1 to n do
      if X[i] > 0 then
          if Suffix_Pos × X[i] > Global_Max then
              Global_Max := Suffix_Pos × X[i];
          Suffix_Pos := Suffix_Pos × X[i];
          Suffix_Neg := Suffix_Neg × X[i];
          if Suffix_Pos < 1 then
              Suffix_Pos := 1;
          if Suffix_Neg ≥ 0 then
              Suffix_Neg := 1;
      else if X[i] < 0 then
          if Suffix_Neg × X[i] > Global_Max then
              Global_Max := Suffix_Neg × X[i];
          Suffix_Pos := Suffix_Pos × X[i];
          Suffix_Neg := Suffix_Neg × X[i];
          swap(Suffix_Pos, Suffix_Neg);
          if Suffix_Pos < 1 then
              Suffix_Pos := 1;
      else /* X[i] = 0 */
          Suffix_Pos := 1;
          Suffix_Neg := 1;
end
```

□