

Programming Exercise 2

Implement an algorithm which computes a rectangular chip image of minimum area in which a feasible placement exists for a given set of n rectangles (without rotations). The theoretical running time must be $\mathcal{O}((n!)^2 \cdot n \log n)$. You should achieve this by using sequence pairs.

The source code must be written in C or C++ and compile with GCC on Linux. It should be well documented¹. You are allowed to use standard headers including the STL, but no other external libraries. The program call must be

PROGRAM <INPUTFILE> <OUTPUTFILE>

Input: The first line contains a number $n \in \mathbb{N}$ specifying the number of rectangles to be placed. The remaining n lines contain two numbers specifying the widths and heights of the rectangles, which will be integers contained in the interval $[1, 2^{31} - 1]$.

Example:

An instance with two squares with edge length 1 and 2
 would be encoded as follows:

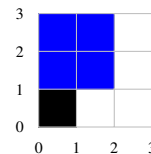
2
 1 1
 2 2

Output: The output must consist of $n + 1$ lines, where the first line consists of two integers specifying width and height of the computed chip area. The remaining n lines must encode integral positions of the lower left corners of the rectangles, i.e. the $i + 1$ st line consists of two integers specifying x - and y - coordinate of the lower left corner of the rectangle corresponding to the $i + 1$ st line of the input file ($i = 1, \dots, n$). The lower left corner of the chip image is always assumed to be 0.

Example:

The plotted solution for the example instance can be encoded as follows:

2 3
 0 0
 0 1



¹This can be achieved by using comments and – much more importantly – [self-documenting code](#).

Test instances will be provided on the website of the exercise class

http://www.or.uni-bonn.de/lectures/ss14/chipss14_ex.html.

The complete source code must be sent to *scheifele@or.uni-bonn.de* until

Tuesday, June 24, 00:00h.

(32 points)

In case of any questions feel free to contact me at *scheifele@or.uni-bonn.de* .