# طراحی الگوریتم ها

مبحث دوازدهم: برنامه نویسی پویا

سجاد شیرعلی شهرضا بهار 1401 یک شنبه، 15 فروردین 1402

# اطلاع رساني

- بخش مرتبط کتاب برای این جلسه: 15
  یادآوری امتحانک دوم: یکشنبه دو هفته دیگر، یکشنبه 27 فروردین 1402

# مقدمه ای بر برنامه نویسی پویا

یک روش طراحی الگوریتم

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We'll see an example of DP today:
Longest Common Subsequence (LCS)
We will see two more examples of DP next week for shortest path
problems: Bellman-Ford and Floyd-Warshall algorithms

But first, an overview of DP!

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e.g. Lots of different entries in the row  $d^{(k)}$  may ask for  $d^{(k-1)}[v]$ 

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We will see a way later to implement **Bellman-Ford** using a top-down approach.

#### Why "dynamic programming"?

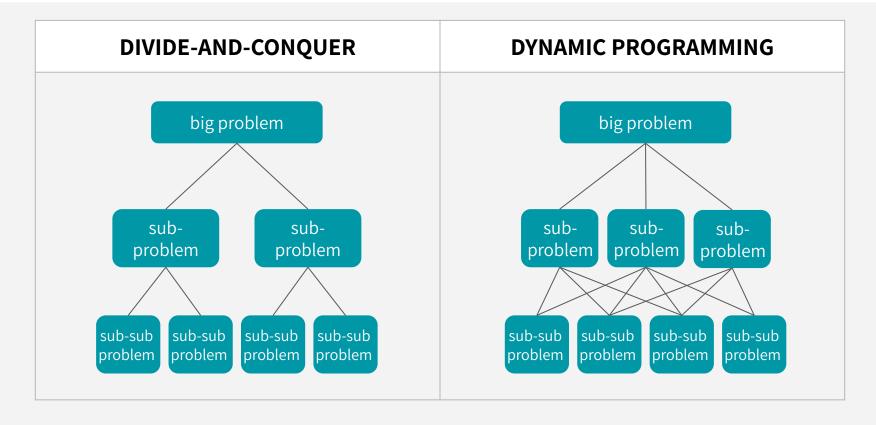
Richard Bellman invented the term in the 1950's. He was working for the RAND corporation at the time, which was employed by the Air Force, and government projects needed flashy non-mathematical non-researchy names to get funded and approved.

"It's impossible to use the word dynamic in a pejorative sense...

I thought dynamic programming was a good name.

It was something not even a Congressman could object to."

# DIVIDE & CONQUER vs DP





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پیداکردن بزرگ ترین زیر رشته مشترک

# LONGEST COMMON SUBSEQUENCE

A sequence **Z** is a **SUBSEQUENCE** of **X** if **Z** can be obtained from **X** by deleting symbols

BDFH is a subsequence of ABCDEFGH

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A sequence **Z** is a **LONGEST COMMON SUBSEQUENCE** (**LCS**) of **X** and **Y** if **Z** is a subsequence of both **X** and **Y** and any sequence longer than **Z** is not a subsequence of at least one of **X** or **Y**.

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A se

**TASK**: Given sequences X and Y, find the length of their LCS, Z.

nd Y

and ar

(Later, we'll also output Z, but we'll start off with the length)

X or Y.

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# APPLICATIONS OF LCS

#### **Bioinformatics!**

Detect similarities between DNA or protein sequences

# Computational linguistics!

Extract similarities in words/word-forms and determine how words are related

# the diff unix command!

Identify differences between the contents of two files

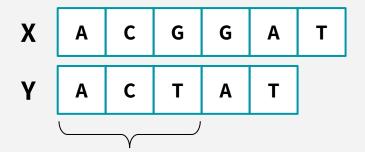
and so much more...



# LCS: RECIPE FOR APPLYING DP

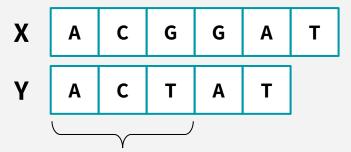
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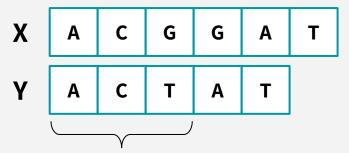


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#### **Examples:**

**C[2,3] = 2** (LCS of 
$$X_2$$
 and  $Y_3$  is AC)  
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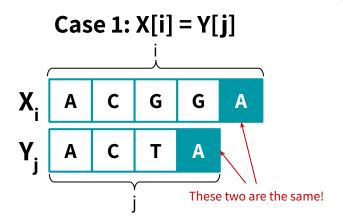
Why is this a good choice?

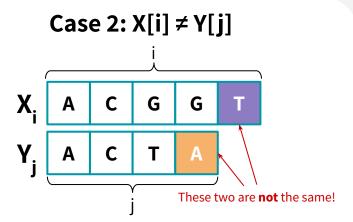
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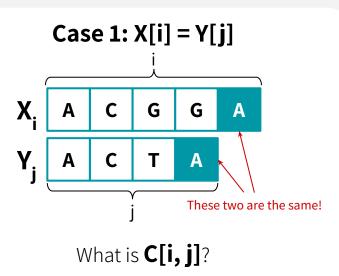


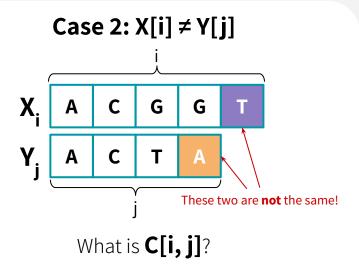


#### STEP 1: OPTIMAL SUBSTRUCTURE

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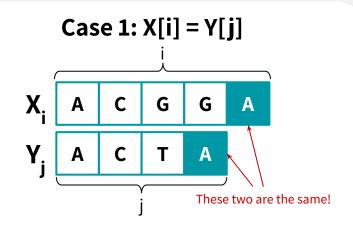
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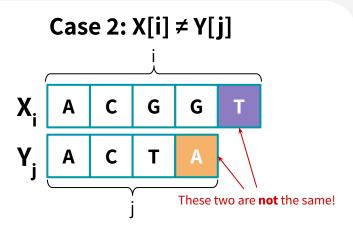
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Then, C[i, j] = 1 + C[i-1, j-1]

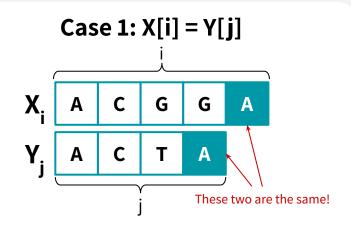
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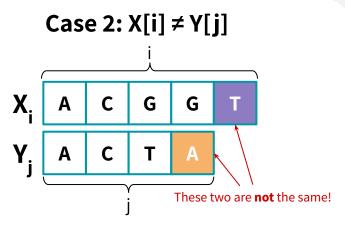
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Give A a chance to "match": 
$$LCS(X_i, Y_i) = LCS(X_{i-1}, Y)$$

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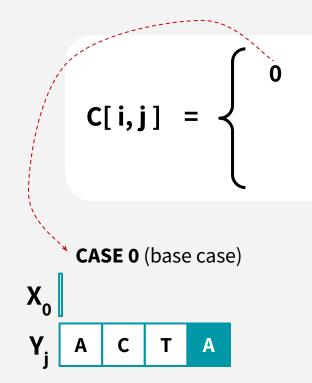


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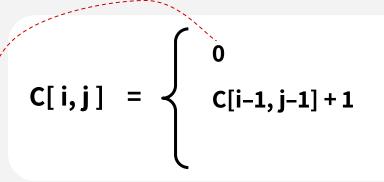
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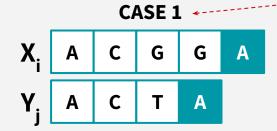


if 
$$i = 0$$
 or  $j = 0$ 

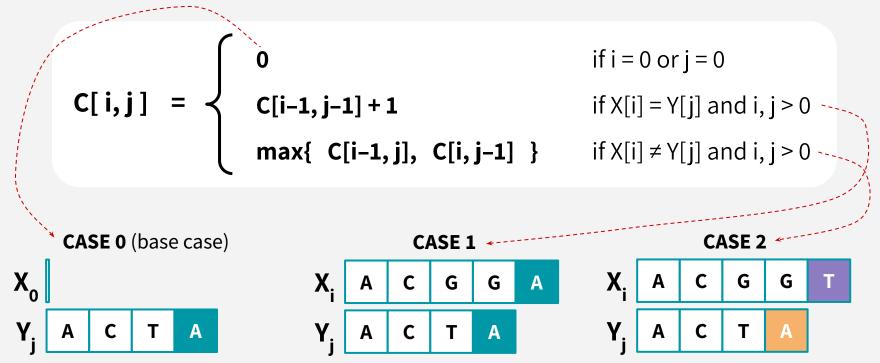
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Y<sub>i</sub> A C T A



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We'll store answers to our subproblems C[i, j] in a table (this is our cache)!

Now that we've defined our recursive formulation, translating to appropriate pseudocode is straightforward: establish your base cases & define your cases!

#### We'll do this in a bottom-up fashion. Why?

We know we need answers to shorter prefixes first, and it's pretty easy to iterate in order and fill out answers to smaller prefixes before building up to longer prefixes (ultimately getting our final answer C[m, n] where |X| = m, and |Y| = n)

```
C[i,j] = \begin{cases} 0 & \text{if } i = 0 \text{ or } j = 0 \\ C[i-1,j-1]+1 & \text{if } X[i] = Y[j] \text{ and } i,j > 0 \\ max{ } C[i-1,j], C[i,j-1] \end{cases}
if X[i] \neq Y[j] and X[i] \neq Y[j]
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```
LCS(X,Y): len(X) = m \& len(Y) = n
Initialize an (m+1) x (n+1) 0-indexed array C
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  are set up
                           if X[i] = Y[j]:
                                                                                     Case 1
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                          else:
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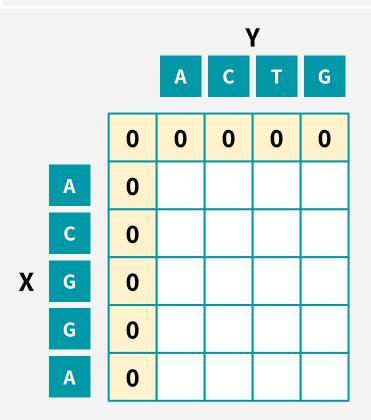
#### **Runtime: ?**

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Constant amount of work to fill **Runtime: O(mn)** out each of the mn entries in C

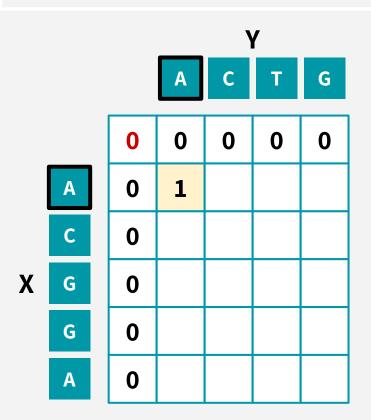
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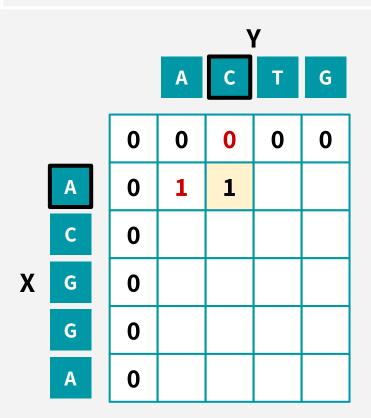
Initialize an (m+1) x (n+1) 0-indexed array C  $C[i,0] = C[0,j] = 0 \text{ for all } i=0,\ldots,m \text{ and } j=0,\ldots,n$ 

# Fill in our base cases first



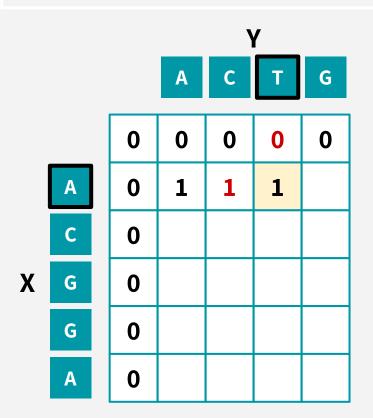
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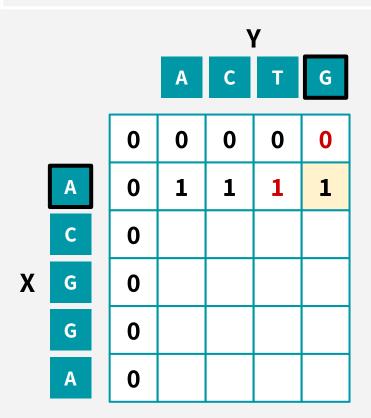
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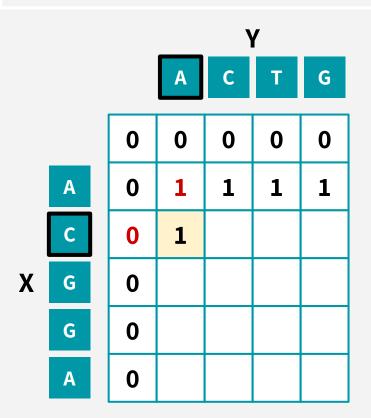
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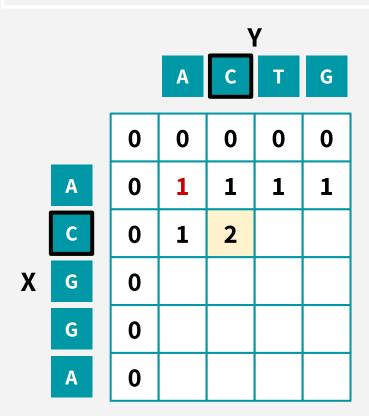
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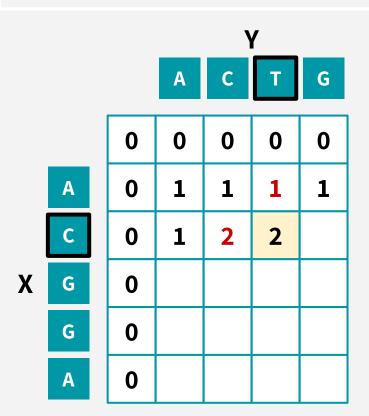
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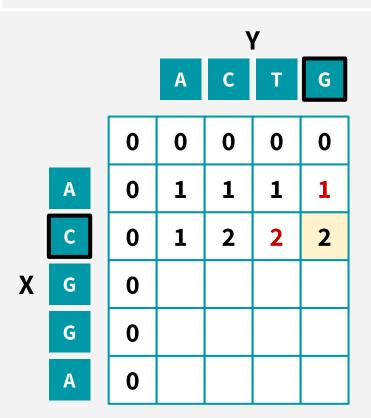
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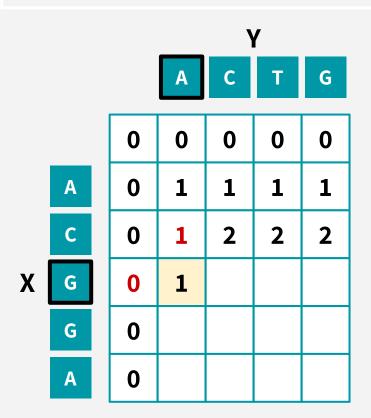
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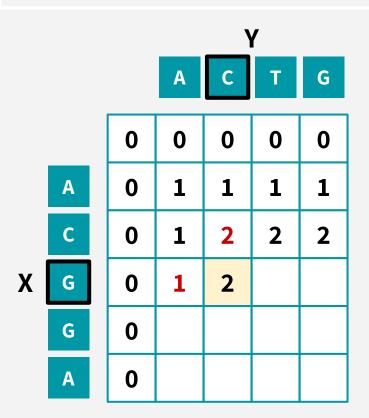
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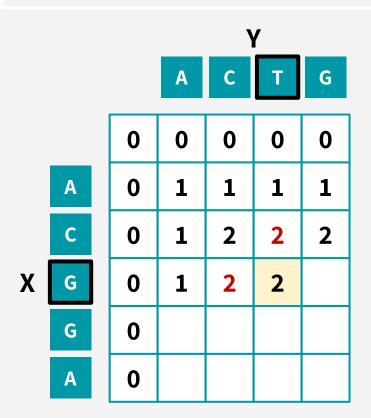
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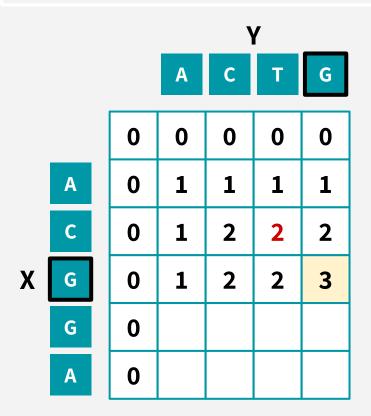
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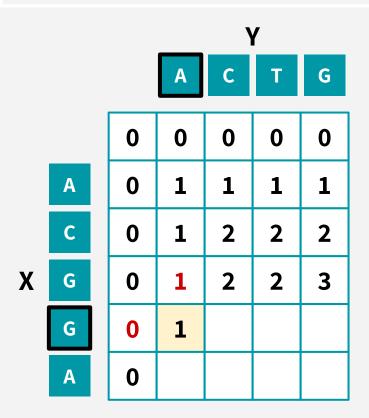
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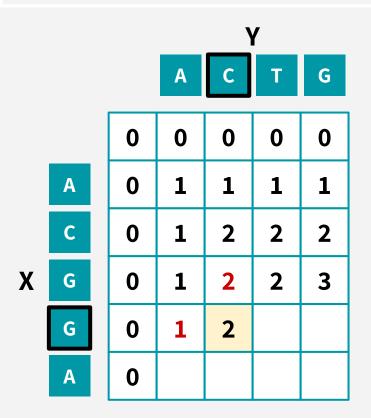
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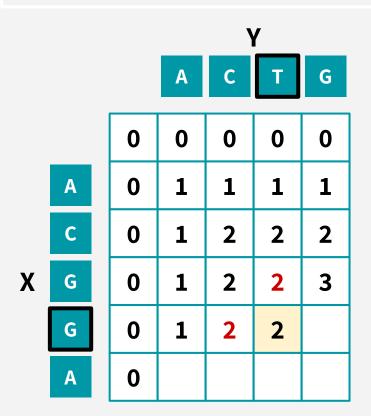
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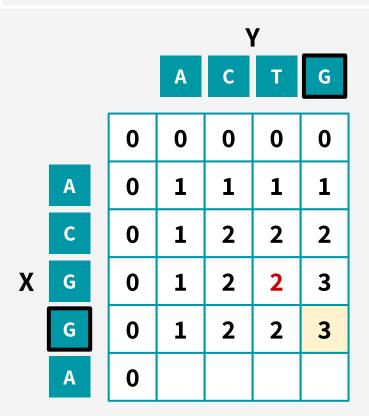
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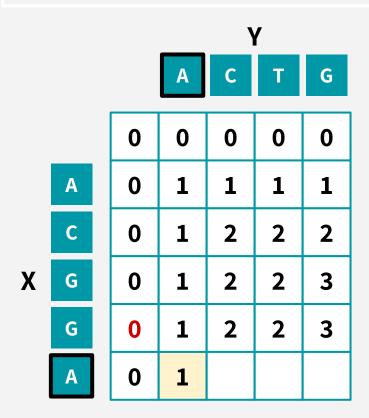
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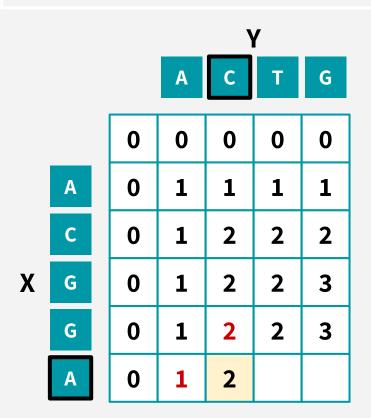
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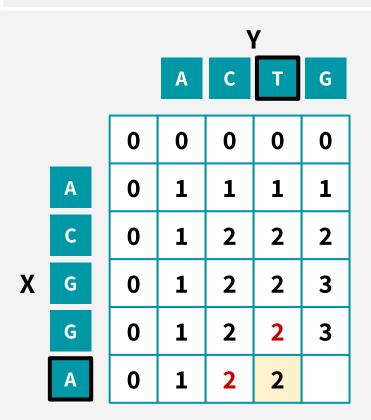
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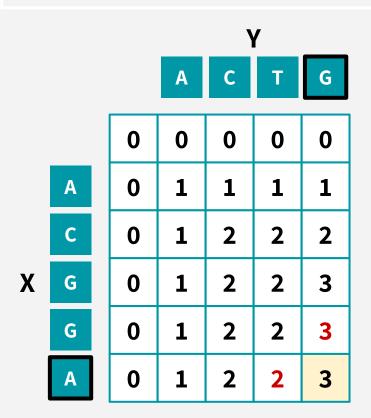
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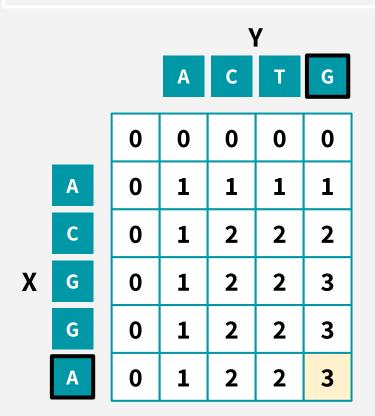
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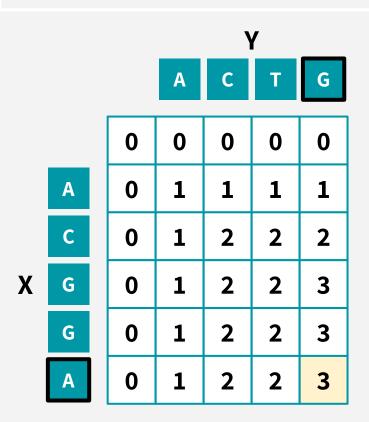
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# So the LCM of X and Y has length 3.



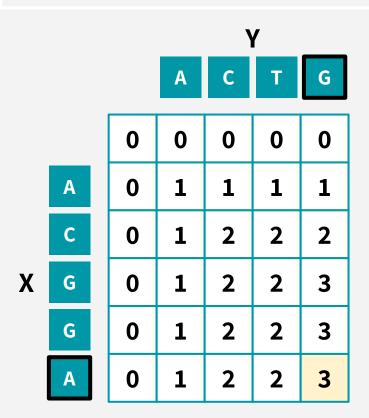
# LCS: RECIPE FOR APPLYING DP

- 1. Identify optimal substructure. What are your overlapping subproblems?
- **2. Define a recursive formulation.** Recursively define your optimal solution in terms of sub-solutions. *Always write down this formulation.*
- 3. Use dynamic programming. Turn the recursive formulation into a DP algorithm.
- **4. If needed, track additional information.** You may need to solve a related problem, e.g. step 3 finds you an optimal *value/cost*, but you need to recover the actual optimal *solution/path/subset/substring/etc*. Go back and modify your algorithm in step 3 to make this happen.



# Suppose we want to recover the actual LCS.

How can we construct the actual LCS given this table C that we just filled out?



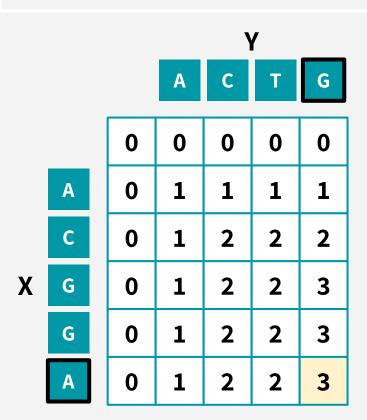
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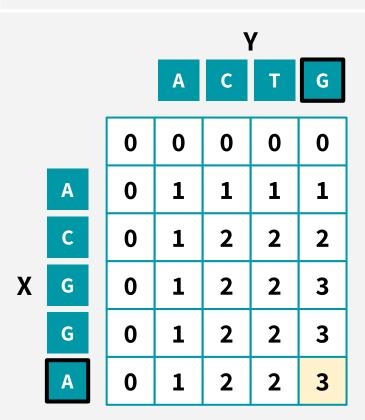
# We'll start at C[m,n] and work backwards to trace out how we ended up with a 3 as our answer!

If we see that the last character in X matches the character in Y, then we mark that character as part of our LCS and take a *diagonal step* backwards.

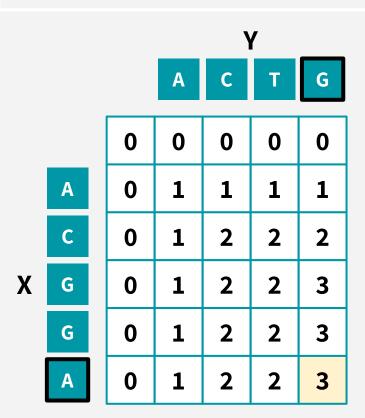
Otherwise, if the characters don't match, we just simply take a step towards the larger adjacent entry



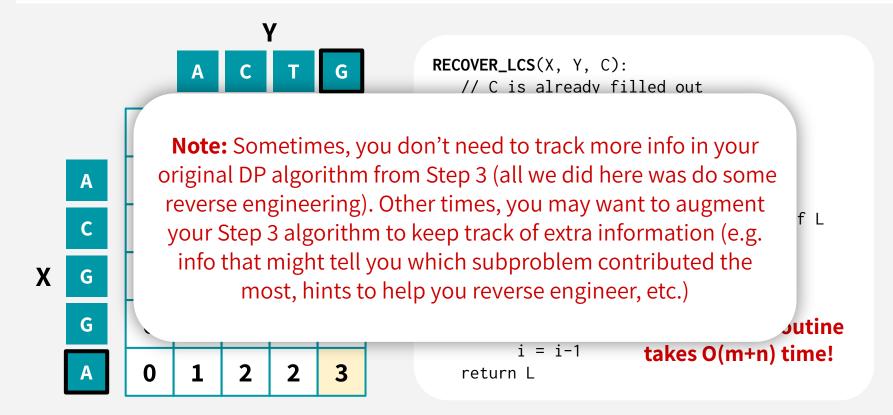
```
RECOVER_LCS(X, Y, C):
   // C is already filled out
   L = \lceil \rceil
   i = m
   j = n
   while i > 0 and j > 0:
      if X[i] = Y[j]:
         append X[i] to the beginning of L
         i = i-1
         j = j-1
      else if C[i,j] = C[i,j-1]:
         j = j-1
      else:
         i = i-1
   return L
```

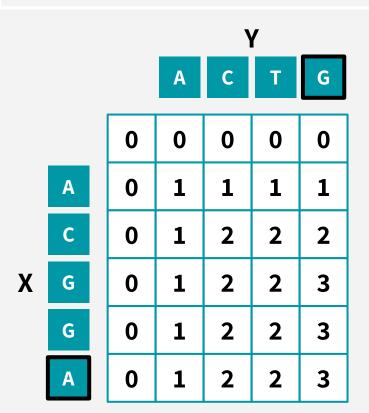


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         j = j-1
                             Runtime?
      else:
         i = i-1
   return L
```

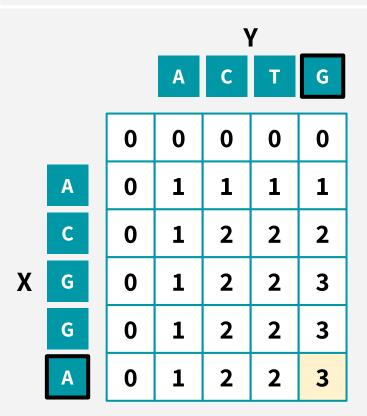


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      else if C[i,j] = C[i,j-1]:
         j = j-1
     else: This extra subroutine
        i = i-1
                      takes O(m+n) time!
   return L
```



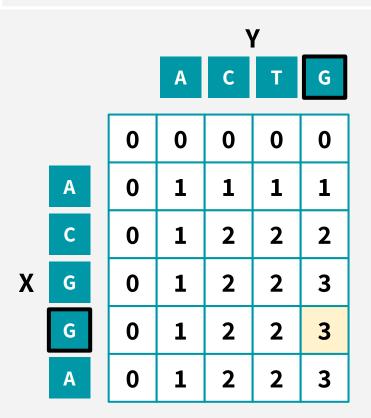






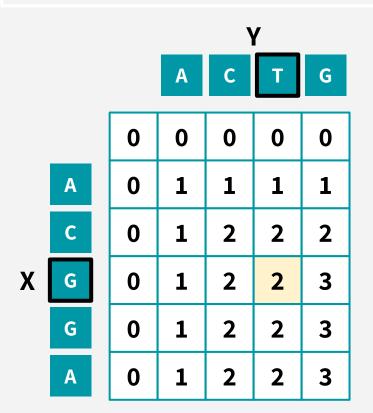


We don't add anything to our LCS. But we can go up  $\rightarrow$  C[4,4]



$$X[4] = Y[4]$$

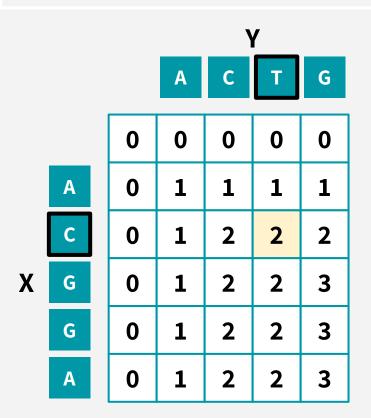
We can add "G" to our LCS We go diagonally back → C[3,3]



#### $X[3] \neq Y[3]$

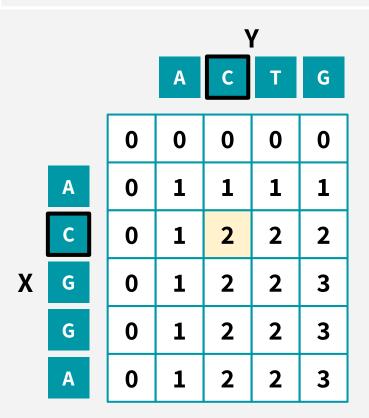
We don't add anything to our LCS. But we can go up  $\rightarrow$  C[2,3]

(Going left is okay too since it's a tie. How you choose to break ties might result in different LCS's when there are multiple. In this example, there's actually only one LCS so we we'll end up with the same LCS either way)



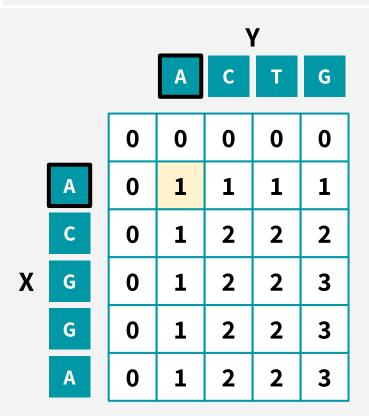


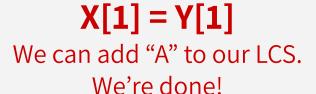
We don't add anything to our LCS. But we can go left  $\rightarrow$  C[2,2]





We can add "C" to our LCS. We go diagonally back  $\rightarrow$  C[1,1]





LCS of X and Y: A C G



# LCS: RECIPE FOR APPLYING DP

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- **5. Can we do better?** Any wasted space? Other things to optimize? (We won't focus on this step too much in lecture/assignments/exams, but in practice, this is definitely a very important step to always consider)!

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  - o If you have a bounded alphabet size, you can reduce the running time of the DP algorithm by a logarithmic factor (using the Method of Four Russians).
  - The general LCS problem is *NP-hard*, so performing much better is an open problem!

