Chain Matrix Multiplication (矩阵链相乘)

Motivation. Suppose we want to multiply several matrices. This will involve iteratively multiplying two matrices at a time.

• Matrix multiplication is not *commutative* (in general $A \times B \neq B \times A$), but it is *associative*:

$$A \times (B \times C) = (A \times B) \times C$$

 We can compute product of matrices in many different ways, depending on how we parenthesize it.

Are some of these better than others?

Complexity of $C_{ik} = A_{ij} \times B_{jk}$

• Each element in C requires j multiplications, totally ik elements \Rightarrow overall complexity $\Theta(ijk)$

Suppose we want to multiply four matrices, $A\times B\times C\times D$, of dimensions $50\times 20,\ 20\times 1,\ 1\times 10,\ {\rm and}\ 10\times 100,\ {\rm respectively}.$

Parenthesize	Computation	Cost
$A \times ((B \times C) \times D)$	$20 \cdot 1 \cdot 10 + 20 \cdot 10 \cdot 100 + 50 \cdot 20 \cdot 100$	120,200
$(A \times (B \times C)) \times D$	$20 \cdot 1 \cdot 10 + 50 \cdot 20 \cdot 10 + 50 \cdot 10 \cdot 100$	60,200
$(A \times B) \times (C \times D)$	$50 \cdot 20 \cdot 1 + 1 \cdot 10 \cdot 100 + 50 \cdot 1 \cdot 100$	7,000

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Natural greedy approach of always perform the cheapest matrix multiplication available may not always yield optimal solution

see second parenthesization as a counterexample

Brute Force Algorithm

Q. How many different parenthesization methods (add brackets) for $A_1A_2 \dots A_n$?

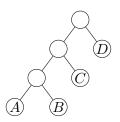
Brute Force Algorithm

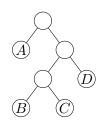
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Observation. A particular parenthesiation can be represented naturally by a *full* binary tree

- leaves nodes: individual matrices
- the root node: final product
- interior nodes: intermediate products

$$((A \times B) \times C) \times D$$
 $A \times ((B \times C) \times D)$





Estimate the Number of Possible Orders

The number of possible orders correspond to various full binary trees with n leaves.

Let C(n) be the number of full binary tree with n+1 leaves, or, equivalently, with total n internal nodes:

$$C(0) = 1, C(1) = 1, C(2) = C(0)C(1) + C(1)C(0)$$

$$C(3) = C(0)C(2) + C(1)C(1) + C(2)C(0)$$

$$C_n = \sum_{i=0}^{n-1} C_i C_{n-1-i} = \frac{1}{n+1} {2n \choose n}$$

The above formula is of convolution form, can be calculated via generating function.

ullet The result is known as Catalan number, which is exponential in n

Brute Force Algorithm

Catalan number Occur in various counting problems (often involving recursively-defined objects)

- number of parenthesis methods
- number of full binary trees
- number of monotonic lattice paths

Since Catalan number is exponential in $n \leadsto$ we certainly cannot try each tree, with brute force thus ruled out.

We turn to dynamic programming.

Dynamic Programming

The correspondence to binary tree is suggestive: for a tree to be optimal, its subtrees must be also be optimal \Rightarrow satisfy optimal substructure (has somewhat locality) \rightsquigarrow do not have to try each tree from scratch

• subproblems corresponding to the subtrees: products of the form $A_i \times A_{i+1} \times \cdots A_j$

Optimized function:

$$C(i,j) = \text{minimum cost of multiplying } A_i \times A_{i+1} \times \cdots A_j$$
 the corresponding dimension is $m_{i-1}, m_i, \ldots, m_j$

Iteration relation:

$$\underline{C(i,j)} = \begin{cases} 0 & i = j \\ \min_{i \le k < j} \{\underline{C(i,k)} + \underline{C(k+1,j)} + m_{i-1}m_k m_j\} & i < j \end{cases}$$

$$\underline{A_i \quad \dots \quad A_k \quad A_{k+1} \quad \dots \quad A_j}$$

$$\underline{m_{i-1} \times m_k \quad m_k \times m_j}$$

Some Remarks

Key points of DP

- Define subproblems
- Find iterative optimal substructure among subproblems
- Compute the subproblems in the right order

Sometimes the relation among subproblems may misleading. One should interpret and compute it in the right way, i.e., iterative.

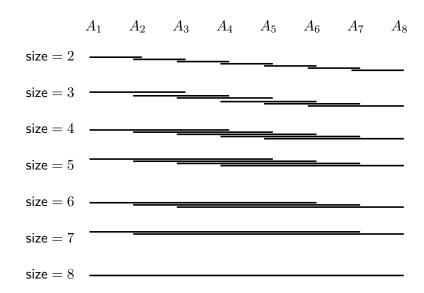
Recursive Approach (inefficient)

```
Algorithm 1: MatrixChain(C, i, j)
                                                    subproblem [i, j]
1: C(i,i) = 0, C(i,j) \leftarrow \infty:
2: s(i, j) \leftarrow \bot //record split position;
3: for k \leftarrow i to i-1 do
4: t \leftarrow \mathsf{MatrixChain}(C, i, k) + \mathsf{MatrixChain}(C, k+1, j) +
         m_{i-1}m_km_i;
 5: if t < C(i, j) then
                                                 //find better solution
   C(i,j) \leftarrow t;
           s(i, j) \leftarrow k:
       end
8:
9: end
10: return C(i,j);
```

Iterative Approach (efficient)

```
size = 1: n different subproblems
  • C(i,i) = 0 for i \in [n] (no computation cost)
size = 2: n-1 different subproblems
  \bullet C(1,2), C(2,3), C(3,4), \ldots, C(n-1,n)
. . .
size = i: n - i + 1 different subproblems
. . .
size = n - 1: 2 different subproblems
  • C(1, n-1), C(2, n)
size = n: original problem
  • C(1,n)
```

Demo of n = 8



Algorithm 2: $\mathsf{MatrixChain}(C,n)$

```
1: C(i,i) \leftarrow 0, C(i,j)_{i\neq j} \leftarrow +\infty;
2: for \ell \leftarrow 2 to n do
                                                    //size of subproblem
        for i = 1 to n - \ell + 1 do
                                                        //left boundary i
3:
            i \leftarrow i + \ell - 1 //right boundary j;
4:
            for k \leftarrow i to j-1 do //try all split position
 5:
                 t \leftarrow C(i, k) + C(k + 1, j) + m_{i-1} m_k m_i;
6.
                if t < C(i, j) then
7.
                     C(i,j) \leftarrow t, \ s(i,j) = k
                                                                  //update
8.
                 end
g.
            end
10:
11.
        end
12: end
```

```
Algorithm 3: Trace(s, i, j) //initially i = 1, j = n
```

```
1: if i=j then return;
2: output k \leftarrow s(i,j), Trace(s,i,k), Trace(s,k+1,j);
```

Matrix chain. $A_1A_2A_3A_4A_5$, $A_1:30\times35$, $A_2:35\times15$, $A_3:15\times5$, $A_4:5\times10$, $A_5:10\times20$

$\ell = 2$	C(1,2) = 15750	C(2,3) = 2625	C(3,4) = 750	C(4,5) = 1000
$\ell = 3$	C(1,3) = 7875	C(2,4) = 4375	C(3,5) = 2500	
$\ell = 4$	C(1,4) = 9375	C(2,5) = 7125		
$\ell = 5$	C(1,5) = 11875			

$\ell = 2$	s(1,2) = 1	s(2,3) = 2	s(3,4) = 3	s(4,5) = 4
$\ell = 3$	s(1,3) = 1	s(2,4) = 3	s(3,5) = 3	
$\ell = 4$	s(1,4) = 3	s(2,5) = 3		
$\ell = 5$	s(1,5) = 3			

$$s(1,5) \Rightarrow (A_1 A_2 A_3)(A_4 A_5)$$

 $s(1,3) \Rightarrow A_1(A_2 A_3)$

- optimal computation order: $(A_1(A_2A_3))(A_4A_5)$
- minimum multiplication: C(1,5) = 11875