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Experiment No. 4

Aim – To implement dynamic algorithms

Details – Dynamic Programming is a technique in computer programming that helps to efficiently solve a class of problems that have overlapping sub-problems and optimal substructure property. If any problem can be divided into sub-problems, which in turn are divided into smaller sub-problems, and if there are overlapping among these sub-problems, then the solutions to these sub-problems can be saved for future reference. The approach of solving problems using dynamic programming algorithm has following steps:

1. Characterize the structure of an optimal solution.
2. Recursively define the value of an optimal solution.
3. Compute the value of an optimal solution, typically in a bottom-up fashion.
4. Construct an optimal solution from computed information.

Problem Definition & Assumptions – The aim of this experiment is two-fold. First, it finds the efficient way of multiplying a sequence of k matrices (called **Matrix Chain Multiplication**) using Dynamic Programming. The chain of multiplication $M_1 \times M_2 \times M_3 \times M_4 \times \dots \times M_k$ may be computed in $(2N)! / ((N+1)! N!) = \binom{2N}{N} / (N+1)$ ways due to associative property where $N = k - 1$ of matrix multiplication. Second, it compares regular matrix multiplication which has complexity of $O(n^3)$ and Strassen's Matrix Multiplication which has complexity of $O(n^{2.81})$ using Divide and Conquer.

Consider the optimization problem of efficiently multiplying a randomly generated sequence of 10 matrices ($M_1, M_2, M_3, M_4, \dots, M_{10}$) using Dynamic programming approach. The dimension of these matrices are stored in an array $p[i]$ for $i = 0$ to 9, where the dimension of the matrix M_i is $(p[i-1] \times p[i])$. All $p[i]$ are randomly generated and they are between 15 and 46. For example, $p[0..10] = (23, 20, 25, 45, 30, 35, 40, 22, 15, 29, 21)$. All ten matrices are generated randomly and each matrix value can be between 0 and 1. Determine following values of **Matrix Chain Multiplication (MCM)** using Dynamic Programming:

- 1) $m[1..10][1..10]$ = Two dimension matrix of optimal solutions (No. of multiplications) of all possible matrices $M_1 \dots M_{10}$
 - 2) $c[1..9][2..10]$ = Two dimension matrix of optimal solutions (parenthesizations) of all combinations of matrices $M_1 \dots M_{10}$
 - 3) the optimal solution (i.e.parenthesization) for the multiplication of all ten matrices $M_1 \times M_2 \times M_3 \times M_4 \times \dots \times M_{10}$
- Find the running time of 10 matrices using regular matrix multiplication and Strassen's Matrix Multiplication as a trivial sequence i.e. $(((((M_1 \times M_2) \times M_3) \times M_4) \times \dots \times M_{10}))$ and the sequence of matrix multiplication suggested by **Matrix Chain Multiplication** in Step No. 3

Links for Understanding basic concepts of MCM:

1. Youtube MCM video link - <https://www.youtube.com/watch?v=prx1psByp7U>
2. Reading resource link - <https://www.javatpoint.com/matrix-chain-multiplication-example>

Input –

- 1) All $p[i]$ for $i=0$ to 9 are randomly generated and they are between 15 and 46. 2) All ten matrices are generated randomly and each matrix value can be between 0 and 1.

Output –

- 1) $m[1..10][1..10]$ = Two dimension matrix of optimal solutions (No. of multiplications) of all possible matrices $M_1 \dots M_{10}$
- 2) $c[1..9][2..10]$ = Two dimension matrix of optimal solutions (parenthesizations) of all combinations of matrices $M_1 \dots M_{10}$
- 3) The optimal solution (i.e.parenthesization) for the multiplication of all ten matrices $M_1 \times M_2 \times M_3 \times M_4 \times \dots \times M_{10}$
- 4) Print the time required to multiply ten matrices using four combinations as discussed above.

Submission –

- 1) C/C++ source file of implementation
- 2) Verified output for the written source code with multiple inputs (four combinations)
- 3) One page report of Exp. 4 (PDF file)