We solve the longest palindrome subsequence (LPS) problem in a manner similar to how we compute the longest common subsequence in Section 15.4.

#### Step 1: Characterizing a longest palindrome subsequence

The LPS problem has an optimal-substructure property, where the subproblems correspond to pairs of indices, starting and ending, of the input sequence.

For a sequence  $X = \langle x_1, x_2, \dots, x_n \rangle$ , we denote the subsequence starting at  $x_i$  and ending at  $x_i$  by  $X_{ij} = \langle x_i, x_{i+1}, \dots, x_j \rangle$ .

### Theorem (Optimal substructure of an LPS)

Let  $X = \langle x_1, x_2, \dots, x_n \rangle$  be the input sequence, and let  $Z = \langle z_1, z_2, \dots, z_m \rangle$  be any LPS of X.

- 1. If n = 1, then m = 1 and  $z_1 = x_1$ .
- 2. If n = 2 and  $x_1 = x_2$ , then m = 2 and  $z_1 = z_2 = x_1 = x_2$ .
- 3. If n=2 and  $x_1 \neq x_2$ , then m=1 and  $z_1$  is equal to either  $x_1$  or  $x_n$ .
- 4. If n > 2 and  $x_1 = x_n$ , then m > 2,  $z_1 = z_m = x_1 = x_n$ , and  $Z_{2,m-1}$  is an LPS of  $X_{2,n-1}$ .
- 5. If n > 2 and  $x_1 \neq x_n$ , then  $z_1 \neq x_1$  implies that  $Z_{1,m}$  is an LPS of  $X_{2,n}$ .
- 6. If n > 2 and  $x_1 \neq x_n$ , then  $z_m \neq x_n$  implies that  $Z_{1,m}$  is an LPS of  $X_{1,n-1}$ .

#### Proof Properties (1), (2), and (3) follow trivially from the definition of LPS.

- (4) If n > 2 and  $x_1 = x_n$ , then we can choose  $x_1$  and  $x_n$  as the ends of Z and at least one more element of X as part of Z. Thus, it follows that m > 2. If  $z_1 \neq x_1$ , then we could append  $x_1 = x_n$  to the ends of Z to obtain a palindrome subsequence of X with length m + 2, contradicting the supposition that Z is a longest palindrome subsequence of X. Thus, we must have  $z_1 = x_1$  (=  $x_n = z_m$ ). Now,  $Z_{2,m-1}$  is a length-(m-2) palindrome subsequence of  $X_{2,n-1}$ . We wish to show that it is an LPS. Suppose for the purpose of contradiction that there exists a palindrome subsequence W of  $X_{2,n-1}$  with length greater than m-2. Then, appending  $x_1 = x_n$  to the ends of W produces a palindrome subsequence of X whose length is greater than m, which is a contradiction.
- (5) If  $z_1 \neq x_1$ , then Z is a palindrome subsequence of  $X_{2,n}$ . If there were a palindrome subsequence W of  $X_{2,n}$  with length greater than m, then W would also be a palindrome subsequence of X, contradicting the assumption that Z is an LPS of X.
- (6) The proof is symmetric to (2).

The way that the theorem characterizes longest palindrome subsequences tells us that an LPS of a sequence contains within it an LPS of a subsequence of the sequence. Thus, the LPS problem has an optimal-substructure property.

### **Longest Palindrome Subsequence**

# Step 2: A recursive solution

The theorem implies that we should examine either one or two subproblems when finding an LPS of  $X = \langle x_1, x_2, \dots, x_n \rangle$ , depending on whether  $x_1 = x_n$ .

Let us define p[i, j] to be the length of an LPS of the subsequence  $X_{ij}$ . If i = j, the LPS has length 1. If j = i + 1, then the LPS has length either 1 or 2, depending on whether  $x_i = x_j$ . The optimal substructure of the LPS problem gives the following recursive formula:

$$p[i,j] = \begin{cases} 1 & \text{if } i = j \text{ ,} \\ 2 & \text{if } j = i+1 \text{ and } x_i = x_j \text{ ,} \\ 1 & \text{if } j = i+1 \text{ and } x_i \neq x_j \text{ ,} \\ p[i+1,j-1]+2 & \text{if } j > i+1 \text{ and } x_i \neq x_j \text{ ,} \\ \max(p[i,j-1], p[i+1,j]) & \text{if } j > i+1 \text{ and } x_i \neq x_j \text{ .} \end{cases}$$

### Step 3: Computing the length of an LPS

Procedure Longest-Palindrome takes a sequence  $X = \langle x_1, x_2, \ldots, x_n \rangle$  as input. The procedure fills cells p[i,i], where  $1 \le i \le n$ , and p[i,i+1], where  $1 \le i \le n-1$ , as the base cases. It then starts filling cells p[i,j], where j > i+1. The procedure fills the p table row by row, starting with row n-2 and moving toward row 1. (Rows n-1 and n are already filled as part of the base cases.) Within each row, the procedure fills the entries from left to right. The procedure also maintains the table  $b[1 \ldots n, 1 \ldots n]$  to help us construct an optimal solution. Intuitively, b[i,j] points to the table entry corresponding to the optimal subproblem solution chosen when computing p[i,j]. The procedure returns the b and b tables; b and b tables; b contains the length of an LPS of b. The running time of Longest-Palindrome is clearly b contains the length of an LPS of b. The running time of Longest-Palindrome

```
LONGEST-PALINDROME(X)
```

```
n = X.length
let b[1...n, 1...n] and p[0...n, 0...n] be new tables
for i = 1 to n - 1
    p[i, i] = 1
    j = i + 1
    if x_i == x_i
         p[i, j] = 2
         b[i, j] = " \swarrow "
     else p[i, j] = 1
         b[i, j] = "\downarrow"
p[n,n] = 1
for i = n - 2 downto 1
    for j = i + 2 to n
         if x_i == x_i
              p[i, j] = p[i + 1, j - 1] + 2
              b[i, j] = "/"
         elseif p[i + 1, j] \ge p[i, j - 1]
              p[i,j] = p[i+1,j]
              b[i,j] = "\downarrow"
         else p[i, j] = p[i, j - 1]
              b[i, j] = "\leftarrow"
return p and b
```

# Step 4: Constructing an LPS

The b table returned by LONGEST-PALINDROME enables us to quickly construct an LPS of  $X = \langle x_1, x_2, \ldots, x_m \rangle$ . We simply begin at b[1, n] and trace through the table by following the arrows. Whenever we encounter a " $\swarrow$ " in entry b[i, j], it implies that  $x_i = y_j$  are the first and last elements of the LPS that LONGEST-PALINDROME found. The following recursive procedure returns a sequence S that contains an LPS of X. The initial call is GENERATE-LPS  $(b, X, 1, X.length, \langle \rangle)$ , where  $\langle \rangle$  denotes an empty sequence. Within the procedure, the symbol || denotes concatenation of a symbol and a sequence.

```
GENERATE-LPS (b, X, i, j, S)

if i > j

return S

elseif i == j

return S || x_i

elseif b[i, j] == \checkmark

return x_i || GENERATE-LPS (b, X, i + 1, j - 1, S) || x_i

elseif b[i, j] == \checkmark

return GENERATE-LPS (b, X, i + 1, j, S)

else return GENERATE-LPS (b, X, i, j, S)
```