

Dynamic Programming

- Characterize structure of optimal solution
- Recursively define value of optimal solution
- Compute value of optimal solution bottom-up
- Construct an optimal solution from this

Problems that need such solution:

- Matrix chain multiplication
- Optimal polygon triangulation
- Longest common subsequence

Key ingredients to look for:

- Optimal substructures
- Overlapping subproblems

Matrix multiplication problem

- Multiply $A_1 \times A_2 \times A_3$
- Dimensions: $(p \times q) \times (q \times r) \times (r \times s)$
- Count of Operations:
 - $(A_1 \times A_2) \times A_3 \rightarrow \text{option-1} = pqr + prs$
 - $A_1 \times (A_2 \times A_3) \rightarrow \text{option-2} = qrs + pqs$

The order of the matrices in a matrix chain is such that the multiplication is compatible.

Polygon triangulation Problem

- **Cost of triangulation** is considered to be the sum of side lengths of the triangles
- **Substructures** - The polygon can be split into two subpolygons by joining two vertices
- **Overlapping** - A pentagon can be split into triangle and quadrilateral and the resulting quadrilateral splits further into two triangles, which two can as well be the starting point

Matrix Chain Multiplication Problem

- Let no of alternative parenthesizations be denoted by $P(n)$
- A sequence of n matrices can be split between k -th and $(k+1)$ -th matrices for any $k=1,2,\dots,n-1$ and then parenthesize the two resulting subsequences independently.
- $P(n) = \sum P(k) P(n-k)$ if $n \geq 2$ with $P(1)=1$
- Solution is $C(n) = \frac{1}{n+1} {}^{2n}C_n = \frac{4^n}{n^{3/2}}$,
- This is called Catalan number and is exponential.
- Hence no of solutions is exponential and exhaustive search is a poor strategy

Catalan number

- Balanced parentheses
- Mountain ranges
- Diagonal avoiding paths
- Polygon triangulation
- Hands across a table
- Rooted Binary trees
- Planar trees
- Skewed polyominoes
- Multiplication ordering

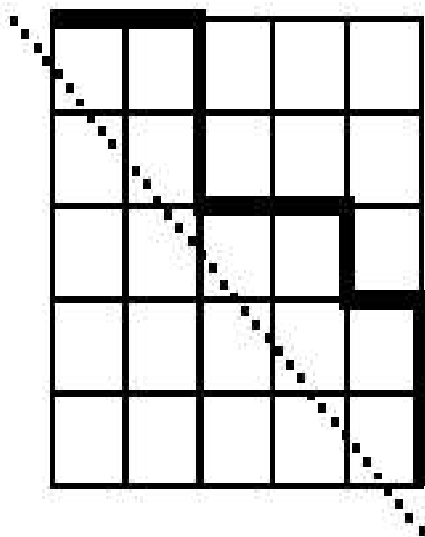
Balanced parentheses

$n = 0$:	*	1 way
$n = 1$:	()	1 way
$n = 2$:	()(), (())	2 ways
$n = 3$:	()()(), ()(()), (())(), (()), ((()))	5 ways
$n = 4$:	()()()(), ()()(), ()()()(), ()()(), ()((())), (())()(), (())(), (())()(), ((()))(), (())(), (()()), ((())()), ((())()), (((())))	14 ways
$n = 5$:	()()()()(), ()()()(), ()()()(), ()()()(), ()()((())), ()()()(), ()()()(), ()()()(), ()((()))(), ()()()(), ()()()(), ()()()(), ()()()(), ()((()))(), (())()()(), (())()()(), (())()()(), (())()()(), (())()(), (())()()(), (())()(), ((()))()(), ((()))(), (())()()(), (())()()(), ((()))()(), ((()))()(), (((()))()(), (())()()(), (())()(), (())()()(), (())()(), (())()(), ((()))()(), ((()))(), ((()))()(), ((()))()(), (())()()(), (())()(), ((()))(), (((()))()), (((()))())	42 ways

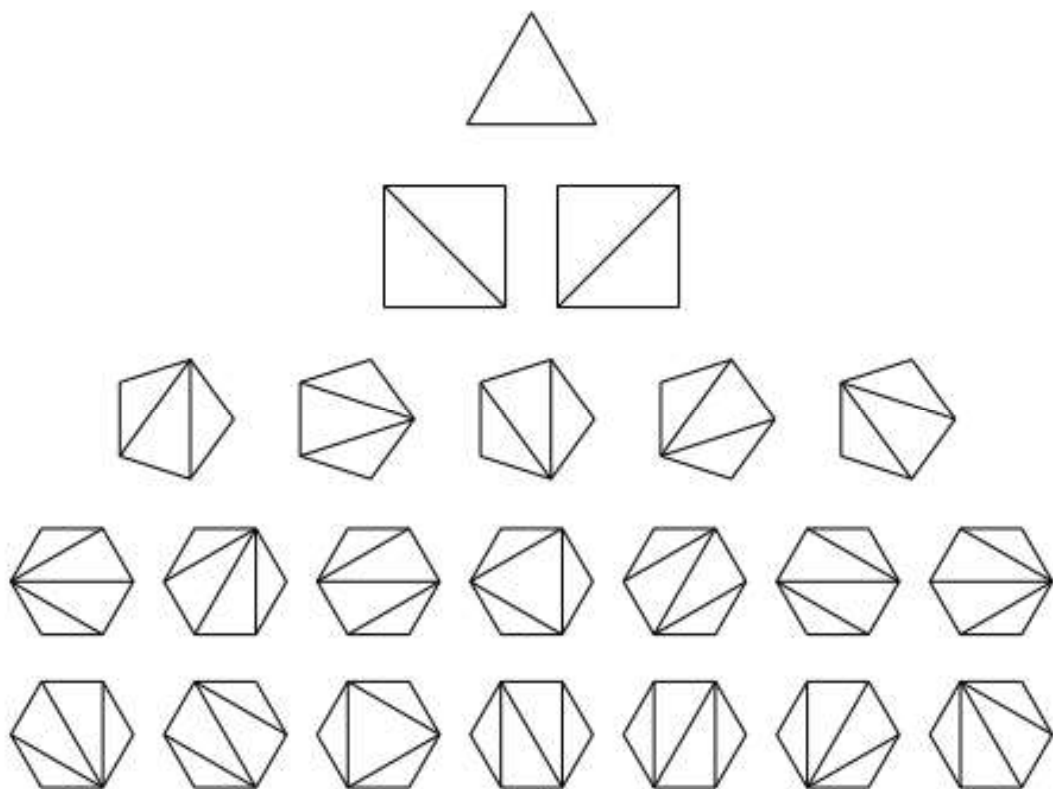
Mountain ranges

$n = 0$:	*	1 way
$n = 1$:	/\	1 way
$n = 2$:	<div> </div>	2 ways
$n = 3$:	<div> </div>	5 ways

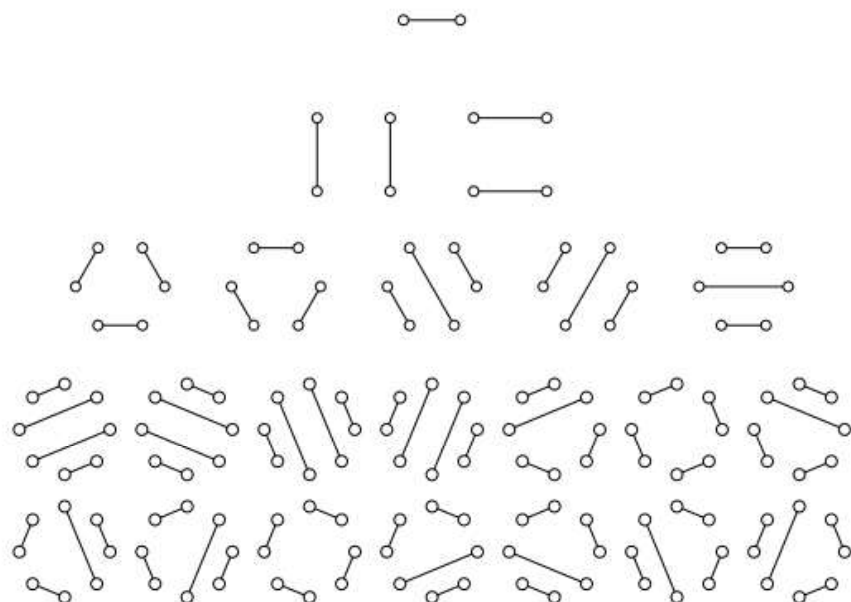
Diagonal avoiding paths



Polygon triangulation

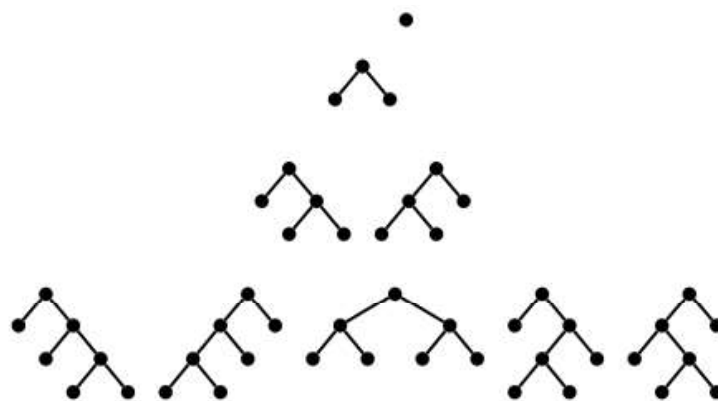


Hands across a table



Rooted binary trees

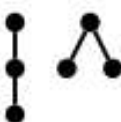
(internal nodes – those which connect to two nodes below)

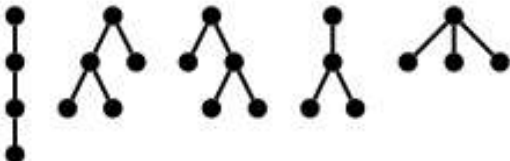


Plane rooted trees



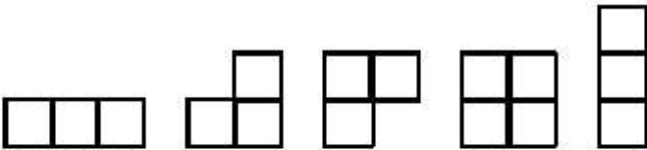
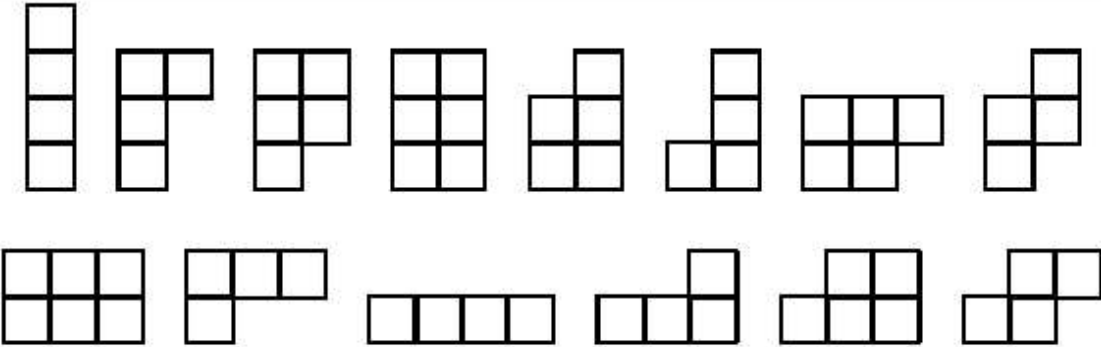
0 Edges: 

1 Edge: 

2 Edges: 

3 Edges: 

Skew polyominos (with perimeter $2n+2$)

$n = 1$	
$n = 2$	
$n = 3$	
$n = 4$	

Matrix chain multiplication

$n = 0$	(a)	1 way
$n = 1$	$(a \cdot b)$	1 way
$n = 2$	$((a \cdot b) \cdot c), (a \cdot (b \cdot c))$	2 ways
$n = 3$	$((((a \cdot b) \cdot c) \cdot d), ((a \cdot b) \cdot (c \cdot d)), ((a \cdot (b \cdot c)) \cdot d),$ $(a \cdot ((b \cdot c) \cdot d)), (a \cdot (b \cdot (c \cdot d))))$	5 ways
$n = 4$	$(((((a \cdot b) \cdot c) \cdot d) \cdot e), (((a \cdot b) \cdot c) \cdot (d \cdot e)), (((a \cdot b) \cdot (c \cdot d)) \cdot e),$ $((a \cdot b) \cdot ((c \cdot d) \cdot e)), ((a \cdot b) \cdot (c \cdot (d \cdot e))), (((a \cdot (b \cdot c)) \cdot d) \cdot e),$ $((a \cdot (b \cdot c)) \cdot (d \cdot e)), ((a \cdot ((b \cdot c) \cdot d)) \cdot e), ((a \cdot (b \cdot (c \cdot d))) \cdot e),$ $(a \cdot (((b \cdot c) \cdot d) \cdot e)), (a \cdot ((b \cdot c) \cdot (d \cdot e))), (a \cdot ((b \cdot (c \cdot d)) \cdot e)),$ $(a \cdot (b \cdot ((c \cdot d) \cdot e))), (a \cdot (b \cdot (c \cdot (d \cdot e))))$	14 ways

Generating function - Fibonacci

- Consider the generating function to be power series with Fibonacci numbers as coefficients
- $F(z) = \sum F_i z^i$ with $F_i = F_{i-1} + F_{i-2}$
- $F(z) = \sum (F_{i-1} + F_{i-2}) z^i$
- $= z + z \sum F_{i-1} z^{i-1} + z^2 \sum F_{i-2} z^{i-2}$
- $= z + z F(z) + z^2 F(z)$
- $= z / (1 - z - z^2)$

Generating function – Catalan number

- $C(n) = \sum C(k)C(n-k)$ summed over all $k=1$ to $n-1$
- $C(n) = C_{n-1}C_0 + C_{n-2}C_1 + \dots + C_1C_{n-2} + C_0C_{n-1}$
- Using generating function, $f(z) = \sum C(n) z^n$
- Next, $[f(z)]^2 = C_0C_0 + (C_1C_0 + C_0C_1)z + \dots = C_1 + C_2z + C_3z^2 + \dots$
- Multiplying by z on both sides, $f(z) = C_0 + z[f(z)]^2$
- This quadratic in $f(z)$ solves to $(1 - \sqrt{1-4z})/2z$

Solution for Catalan number

$$(1-4z)^{1/2} = 1 - \frac{\left(\frac{1}{2}\right)}{1}4z + \frac{\left(\frac{1}{2}\right)\left(-\frac{1}{2}\right)}{2 \cdot 1}(4z)^2 - \frac{\left(\frac{1}{2}\right)\left(-\frac{1}{2}\right)\left(-\frac{3}{2}\right)}{3 \cdot 2 \cdot 1}(4z)^3 + \\ \frac{\left(\frac{1}{2}\right)\left(-\frac{1}{2}\right)\left(-\frac{3}{2}\right)\left(-\frac{5}{2}\right)}{4 \cdot 3 \cdot 2 \cdot 1}(4z)^4 - \frac{\left(\frac{1}{2}\right)\left(-\frac{1}{2}\right)\left(-\frac{3}{2}\right)\left(-\frac{5}{2}\right)\left(-\frac{7}{2}\right)}{5 \cdot 4 \cdot 3 \cdot 2 \cdot 1}(4z)^5 + \dots$$

We can get rid of many powers of 2 and combine things to obtain:

$$(1-4z)^{1/2} = 1 - \frac{1}{1!}2z - \frac{1}{2!}4z^2 - \frac{3 \cdot 1}{3!}8z^3 - \frac{5 \cdot 3 \cdot 1}{4!}16z^4 - \frac{7 \cdot 5 \cdot 3 \cdot 1}{5!}32z^5 - \dots$$

$$f(z) = 1 + \frac{1}{2!}2z + \frac{3 \cdot 1}{3!}4z^2 + \frac{5 \cdot 3 \cdot 1}{4!}8z^3 + \frac{7 \cdot 5 \cdot 3 \cdot 1}{5!}16z^4 + \dots$$

Solution for Catalan number

The terms that look like $7 \cdot 5 \cdot 3 \cdot 1$ are a bit troublesome. They are like factorials, except they are missing the even numbers. But notice that $2^2 \cdot 2! = 4 \cdot 2$, that $2^3 \cdot 3! = 6 \cdot 4 \cdot 2$, that $2^4 \cdot 4! = 8 \cdot 6 \cdot 4 \cdot 2$, et cetera. Thus $(7 \cdot 5 \cdot 3 \cdot 1) \cdot 2^4 4! = 8!$. If we apply this idea to Equation we can obtain:

$$f(z) = 1 + \frac{1}{2} \left(\frac{2!}{1!1!} \right) z + \frac{1}{3} \left(\frac{4!}{2!2!} \right) z^2 + \frac{1}{4} \left(\frac{6!}{3!3!} \right) z^3 + \frac{1}{5} \left(\frac{8!}{4!4!} \right) z^4 + \dots = \sum_{i=0}^{\infty} \frac{1}{i+1} \binom{2i}{i} z^i.$$

From this we can conclude that the i^{th} Catalan number is given by the formula

$$C_i = \frac{1}{i+1} \binom{2i}{i}.$$

Solution for Catalan number –use Stirling approximation on factorials

- Numerator = $(2n/e)^{2n} \sqrt{2\pi 2n}$
- Denominator = $(n) [(n/e)^n \sqrt{2\pi n}]^2$
- Overall expression will become
 - $(1/\sqrt{\pi}) 4^n / n^{3/2}$
 - **This implies that Catalan number grows exponentially**

Matrix Chain Order

MATRIX-CHAIN-ORDER (p)

 n=length[p]-1

 for i=1 to n

 m[i,i]=0

 for l=2 to n

 for i=1 to n-l+1

 j=i+l-1

 m[i,j]=INF

 for k=i to j-1

 q=m[i,k]+m[k+1,j]+p_{i-1}p_kp_j

 if q < m[i,j]

 m[i,j]=q

 s[i,j]=k

Return m and s

Multiplication of the chain

Matrix-Chain-Multiply (A,s,i,j)

if $j > i$

$X = \text{M-C-M}(A, s, i, s[i, j])$

$Y = \text{M-C-M}(A, s, s[i, j] + 1, j)$

return MATRIX-MULTIPLY(X, Y)

else

return A_i

Memoized Matrix Chain

MMC(p)

 n=length[p]-1

 for i= 1 to n

 for j= i to n

 m[i,j]=INF

 return LOOK-UP-CHAIN(p,1,n)

LookUpChain(p,i,j)

 if m[i,j]<INF return m[i,j]

 if i==j

 m[i,j]=0

 else

 for k=i to j-1

 q=LUC(p,i,k)+ LUC(p,k+1,j)+ $p_{i-1}p_kp_j$

 if q < m[i,j]

 m[i,j]=q

Return m[i,j]

Example of Matrix Chain

$m[i,j] = \min\{m[i,k] + m[k+1,j] + p_{i-1}p_kp_j\}$ for all $i \leq k < j$

Suppose, the best parentheses of 2-5 is needed.

$$m[2,5] = m[2,2] + m[3,5] + p_1p_2p_5$$

$$m[2,5] = m[2,3] + m[4,5] + p_1p_3p_5$$

$$m[2,5] = m[2,4] + m[5,5] + p_1p_4p_5$$

Here, all smaller chain matrix results are stored.

The minimum among the three is stored in $m[][]$

The corresponding index k is stored in $s[][]$

Recursive Matrix Chain

RMC(p,i,j)

if $i=j$ then return zero

$m[i,j]=\text{INF}$

for $k=i$ to $j-1$

$q=\text{RMC}(p,i,k)+\text{RMC}(p,k+1,j)+p_{i-1}p_kp_j$

if $q < m[i,j]$

$m[i,j]=q$

Return $m[i,j]$

$$T(n) \geq 1 + \sum (T(k) + T(n-k) + 1) \geq 2 \sum T(i) + n \geq 2^{n-1}$$

Greedy Algorithm for Activity Selection

- Locally optimum choice leading to globally optimum solution
- Greedy choice property & Optimal substructure
- If A is optimal then $A' = A - \{1\}$ is also optimal solution for the set S' with $s_i \geq f_1$
- Induction at every step - top down approach iteratively solves a smaller subproblem

Greedy Activity Selector

- To accommodate maximum number of activities with set of start times and finish times
- Sort the activities first on finish times in order to maximize the amount of unscheduled time remaining

```
n=length[S]
A={1}
j=1
for i=2 to n
    if  $s_i \geq f_j$  //Compatibility check
        A=A U {i}
        j=i // most recent addition
return A
```

Knapsack problem

- Thief robs a store having n items with value v_i and weight w_i with total carrying capacity of W .
- Optimal substructure – if a portion or whole of the most valuable is taken out, the remaining load is to be selected from remaining items
- In Fractional knapsack, use top-down greedy strategy on unit price of items $u_i = v_i / w_i$
- In 0/1 knapsack, the strategy fails as there can be empty space left out – use dynamic programming to solve the resulting overlapping subproblems bottom-up

Data compression - Huffman coding

- Variable length encoding based on frequency of occurrence of the symbols
- Collapse two least occurring symbols into compound symbol
- Continue the process until two symbols are left
- Heap based construction yields the coding tree
- Minimum overhead on average code word length ensured by collapsing of least probable symbols
- No other code that uses any other strategy is capable of better compression

Greedy Algorithm on Matroids

- Matroid is an ordered pair $M = [S, I]$
- To find Maximal weight independent subset I of a set S having elements of weight w

Graphic Matroid theory

Generic Matroid

S is a finite non-empty set

Independent: \mathcal{I} is non-empty family of subsets of S

Hereditary: If $B \in \mathcal{I}$ and A is contained in B then $A \in \mathcal{I}$

Exchange: If $A, B \in \mathcal{I}$ and $|A| < |B|$ then some $x \in B - A$ exists such that $A \cup \{x\} \in \mathcal{I}$

Graphic Matroid

Set of edges E of a graph (V, E)

A is \mathcal{I} iff A is acyclic, Set of edges are independent iff it is forest

Deletion of an edge retains the independent property – subset of forest is a forest

Extension to $A \cup \{x\}$ possible till formation of cycle

Maximal Independent Subset

- When no more extensions are possible
- All maximal subsets are of same size
- Add the edge weights to get $w(A) = \sum w(x)$
- Find maximum weight independent subset A of weighted matroid

GREEDY(M,w)

 A = NULL

 sort S[M] into non-decreasing order by weight

 for each $x \in S[M]$ taken in order of w

 if $A \cup \{x\} \in I[M]$

 A = A \cup {x}

Return A

Exchange property of graphic matroid

- Suppose A and B are forests of G and that $|B| > |A|$, i.e. A, B are acyclic sets of edges and B contains more edges.
- Now, forest with k edges contains exactly $|V| - k$ trees. Begin with $|V|$ trees and no edges. As and when an edge is introduced, no of trees reduce by 1. So forest A contains $|V| - |A|$ trees and forest B has $|V| - |B|$ trees.
- Since forest B has fewer trees, it must be having some tree T whose vertices are in two different trees in forest A .

Exchange property of graphic matroid

- Now, T being connected, it must have an edge (u,v) connecting vertices in two different trees in forest A . Thus edge (u,v) can be added to A without creating a cycle. This satisfies exchange property.
- An edge e is an extension of A iff e is not in A and addition of e does not create a cycle. When no more extension is possible, A is maximal. For this A should not be contained in any larger independent subset of M .

Size of independent subsets

- **All maximal independent subsets in a matroid have the same size.**
- Suppose on the contrary, B is a maximal independent subset that is larger than another one A . In that case, exchange property implies that A is extendable to $A \cup \{x\}$ for some $x \in B - A$. which contradicts the assumption that A is maximal.

Correctness of greedy algorithm

- **Lemma 1:** Let x be the first element of S (sorted on weight) such that $\{x\}$ is independent. If such x exists, then there exists an optimal subset A of S that contains x . (greedy choice property)
- **Lemma 2:** If x is not an extension of NULL , it is not an extension of any independent subset A of S .
- **Lemma 3:** Let x be first element chosen. The remaining problem becomes $M'=(S',I')$ where $S'=\{y \in S: \{x,y\} \in I\}$ and $I'=\{B \text{ is subset of } S-\{x\}: B \cup \{x\} \in I\}$ i.e. M' is contraction of M by x .

Proof for Lemma 1

- If no x exists, we have empty set – independent.
- Otherwise, B is any non-empty optimal subset. Assume that x does not belong to B . otherwise $A=B$ and we are done. No element of B has weight $> w(x)$. Observe that $y \in B$ implies that $\{y\}$ is independent. Since $B \in I$ and I is hereditary.
- Our choice of x therefore ensures $w(x) \geq w(y)$ for any $y \in B$. Now construct set A as follows. Begin with $A=\{x\}$ which by choice of x makes A independent.
- Using exchange property repeatedly, find a new element of B that can be added to A until $|A|=|B|$ while preserving independence of A .
- Then $A= B-\{y\} \cup \{x\}$ for some $y \in B$ and so we have $w(A)=w(B) - w(y) + w(x) \geq w(B)$. Because B is optimal, A must also be optimal and since $x \in A$, lemma is proven.

Proof for Lemma 2 and 3

- **Proof:** Assume that x is an extension of A but not of NULL . Since x is extension of A , $A \cup \{x\} \in I$. Since I is hereditary, $\{x\} \in I$ which contradicts the assumption.
- **Proof:** If A is any maxwt independent subset of M containing x , then $A' = A - \{x\}$ is an independent subset of M' . Conversely, any independent subset A' of M' yields an independent subset $A = A' \cup \{x\}$ of M . Since in both cases we have $w(A) = w(A') + w(x)$, a maxwt solution in M containing x yields maxwt solution in M' and vice versa.

Proof for matroid greedy theorem

- By Lemma 2, any element that is not an initial extension of NULL, can be forgotten.
- Once first element x is selected, Lemma 1 implies that the greedy algorithm does not err by adding x to A , since there exists an optimal subset containing x .
- Finally Lemma 3 implies that the problem gets reduced to one of finding an optimal subset in M' that is a contraction of M by x .
- After setting $A = \{x\}$, the remaining steps act on $M'=(S',I')$ because B is independent in M' iff $B \cup \{x\}$ is independent in M , for all sets $B \in I'$.
- Thus subsequent operations of greedy algorithm finds maxwt independent subset for M' and overall operation finds a maxwt independent subset for M .

Task scheduling problem

- $S=\{1,2,\dots,n\}$ of n unit-time tasks with deadlines $\{d_1,d_2,\dots,d_n\}$ and penalty (non -ve) $\{w_1,w_2,\dots,w_n\}$ for missing the deadlines. To find a schedule for S that minimizes the total penalty.
- Early-deadline-first schedule is possible by swapping tasks while constructing a schedule starting from NULL set. Then we are left with a subset A of early tasks where tasks meet deadlines sorted in order of non-decreasing deadlines and another subset $\{S-A\}$ of late tasks where tasks miss deadlines and these may appear in any order.

Early and late task sets

- Set A of tasks is independent if there exists a schedule where none is late, the set of early tasks for a schedule forms an independent set of tasks.
- Let I denote the set of all independent sets. For $t=1,2,\dots,n$; let $N_t(A)$ denote no of tasks in A whose $d_i \leq t$ i.e. deadline is t or earlier.
- Clearly, if $N_t(A) > t$ for some t , then there is no way to make a schedule with no late tasks for set A , because there are more than t tasks to finish before time t .
- Hence set A is independent implies that $N_t(A) \leq t$ for $t=1,2,\dots,n$.

Minimizing penalty on early tasks

- Then there is no late task if those in A are scheduled in order of non-decreasing d_i . The i -th largest deadline is at most i . Given these properties it is easy to compute whether a given set of tasks is independent.
- Minimizing sum of penalties on late tasks is equivalent to maximizing the penalty on early tasks. So we can use greedy strategy to find an independent set A of tasks that maximizes the total penalty. Then this system must be shown to be a matroid.

Independent task sets

- Every subset of an independent set of tasks is certainly independent.
- Suppose B, A are independent with $|B| > |A|$.
- Let k be the largest t so that $N_t(B) \leq N_t(A)$.
- Since $N_n(B) = |B|$ and $N_n(A) = |A|$, but $|B| > |A|$,
- we must have $k < n$ and $N_j(B) > N_j(A)$ for all j in the range $k+1 \leq j \leq n$.
- Therefore B contains more tasks with deadline $k+1$ than A does.

Exchange property of tasks

- Let x be a task in $B-A$ with deadline $k+1$. Let $A' = A \cup \{x\}$.
- To show exchange property, we need to show that A' must be independent, using above property.
- For the range $1 \leq t \leq k$, $N_t(A') = N_t(A) \leq t$ since A is independent.
- For the range $k < t \leq n$ we have $N_t(A') \leq N_t(B) \leq t$ since B is independent. Thus A' is independent.

Task scheduling - example

Task	1	2	3	4	5	6	7
Deadline	4	2	4	3	1	4	6
Penalty	70	60	50	40	30	20	10

Augment A	Deadline	$N_1(A)$ ≤ 1	$N_2(A)$ ≤ 2	$N_3(A)$ ≤ 3	$N_4(A)$ ≤ 4	$N_5(A)$ ≤ 5	$N_6(A)$ ≤ 6	Remarks
{1}	4	0	0	0	1	-	-	Independent
{1,2}	4,2	0	1	1	2	-	-	-do-
{1,2,3}	4,2,4	0	1	1	3	-	-	-do-
{1,2,3,4}	4,2,4,3	0	1	2	4	-	-	-do-
{1,2,3,4,5}	4,2,4,3,1	1	2	3	5	-	-	$N_4(A) > 4$
{1,2,3,4,6}	4,2,4,3,4	0	1	2	5	-	-	$N_4(A) > 4$
{1,2,3,4,7}	4,2,4,3,6	0	1	2	4	4	5	Independent

Result of scheduling example

- The set $S=\{1,2,3,4,5,6,7\}$ of tasks is sorted on the penalty.
- Next, we sort A on deadlines so that schedule is early tasks $\langle 2,4,1,3,7 \rangle$ followed by late tasks $\langle 5,6 \rangle$
- Final schedule $\langle 2,4,1,3,7,5,6 \rangle$ with penalty=50