Longest Increasing Subsequence

Globally defined array A[1...n], augmented s.t. $A[0] = -\infty$. Assumes $0 \le prev < start$.

```
1: procedure LIS(prev, start)
2:
      if start > n then
          return 0
3:
4:
       end if
      ignore = LIS(prev, start + 1)
5:
      best = ignore
6:
      if A[start] > A[prev] then
7:
8:
          include = 1 + LIS(start, start + 1)
          if include > ignore then
9:
             best=include
10:
          end if
11:
       end if
12:
       return best
13:
14: end procedure
```

Claim: LIS(prev, start), for prev < start, returns the longest increasing subsequence in A[start...n] s.t. all elements are greater than A[prev].

Proof: If start > n, there are no elements left in the remaining part of A, and so the algorithm correctly returns 0. Otherwise LIS(prev, start) either includes A[start] or not.

- if not, then LIS(prev, start) = LIS(prev, start + 1).
- if so, then it must be that A[start] > A[prev], and all remaining element of the LIS that come after A[start] must be great than A[start]. Therefore, LIS(prev, start) = LIS(start, start + 1) + 1, where the +1 counts A[start].

So if $A[start] \leq A[prev]$ the solution must be LIS(prev, start+1), which is what the algorithm returns, i.e. in this case the if statement is not executed. If A[start] > A[prev] the solution is either LIS(prev, start+1) or LIS(start, start+1), whichever is bigger. Since we don't know which is bigger, our algorithm tries both and takes the max. Note in both case the problem is reduced to a subproblem on a strictly smaller array (i.e. A[start+1...n]), and so can be assumed to be correctly handled by induction (where the base case is handled by the initial start > n conditional). \square

To compute the LIS of A[1...n] we call LIS(0,1) as this is the LIS in A[1...n] s.t. all elements $> -\infty$, which is the same as the LIS of A[1...n].

Applying DP: LIS(prev, start) depends on two parameters, each ranging over O(n) values, as they are both indices into A[0...n]. Hence the above recursive algorithm can be turned into a DP algorithm using a 2D array, of total size $O(n^2)$. Note that LIS(prev, start) only depends on LIS(prev, start+1) and LIS(start, start+1), both of which have a strictly large value of the second parameter. Therefore this table can be filled in any order such that all $LIS(\cdot, start+1)$ values are computed before any $LIS(\cdot, start)$ value. Namely with a decreasing for loop for the second parameter, and a second inner loop going over all values of the first parameter (in any order). Ignoring the time for computing recursive calls, the above algorithm runs in O(1) time. Therefore, if processed in the right order, each table entry takes O(1) time to compute and so the total running time is $O(n^2)$.

Longest Common Subsequence

Input: Character arrays A[1...n] and B[1...m]. Goal: Find the length of the longest common subsequence. Specifically, find the length k of the longest strings of indices $1 \le i_1 \le ... i_k \le n$ and $1 \le j_1 \le ... j_k \le m$ such that for all $1 \le l \le k$, $A[i_l] = B[j_l]$

If A is [C, G, C, A, A, T, C, C, A, G, G] and B is [G, A, T, T, A, C, G, A] an LCS is G, A, T, C, A as witnessed by the index strings 2, 4, 6, 8, 9 and 1, 2, 3, 6, 8.

As this is a subsequence problem, similar to LCS, the focus is to figure out how to handle the very first element of A and B. We have the following.

- If A or B is empty, return 0.
- If $A[1] \neq B[1]$ then A[1] and B[1] cannot both be used, so it should be the best of either throwing out A[1] or B[1], i.e. $LCS(A[1...n], B[1...m]) = \max\{LCS(A[2...n], B[1...m]), LCS(A[1...n], B[2...m])\}.$
- If A[1] = B[1] then we can either match or throw out so $LCS(A[1...n], B[1...m]) = \max\{1 + LCS(A[2...n], B[2...m]), LCS(A[2...n], B[1...m]), LCS(A[1...n], B[2...m])\}.$

Note that if A[1] = B[1] then one can prove LCS(A[1 ... n], B[1 ... m]) = 1 + LCS(A[2 ... n], B[2 ... m]). While this may seem obvious, unless it is proven you cannot assume it, so we won't.

Now to turn this into a recursive algorithm, define LCS(curA, curB) to be the longest common subsequence of A[curA...n] and B[curB...m] (i.e. LCS(A[curA...n], B[curB...m])) Based on the above observations we have the following.

Again assume A[1...n] and B[1...m] defined globally, and curA, curB > 0

```
1: procedure LCS(curA, curB)
      if curA > n or curB > m then
2:
          return 0
3:
      end if
4:
      ignore = \max\{LCS(curA + 1, curB), LCS(curA, curB + 1)\}
5:
      best = ignore
6:
7:
      if A[curA] = A[curB] then
          include = 1 + LIS(curA + 1, curB + 1)
8:
          if include > ignore then
9:
             best = include
10:
          end if
11:
      end if
12:
      return best
13:
14: end procedure
```

To find the longest common subsequence of A[1 ... n] and B[1 ... m] we then call LCS(1, 1). The correctness follows immediately from the above (arguing the same way as for LIS).

Applying DP. LCS(curA, curB) depends on two parameters, the first ranging over O(n) values and the second over O(m) values, since they are indices into $A[1 \dots n]$ and $B[1 \dots m]$, respectively. Hence the above recursive algorithm can be turned into a DP algorithm using a 2D array, of total size O(mn). LCS(curA, curB) makes at most three recursive call to LCS(curA+1, curB), LCS(curA, curB+1), and LCS(curA+1, curB+1). In each case at least one of the two parameters increases and the other does not decrease. Therefore, the 2D array can be filled in using a pair of nested for the loops, the outer one ranging over the first parameter and starting at n and going to down 1, and the inner one ranging over the second parameter and starting at m and going down to 1. Ignoring the time for computing recursive calls, the above algorithm runs in O(1) time. Therefore, if processed in the right order, each table entry takes O(1) time to compute and so the total running time is $O(n^2)$.

```
1: procedure LCSDP(A[1...n], B[1...m])
      Define C[1...n+1][1...m+1]
      for i = 1 to n + 1 do
3:
          C[i][m+1] = 0
4:
      end for
5:
6:
      for i = 1 to m + 1 do
7:
          C[n+1][i] = 0
      end for
8:
9:
      for curA = n to 1 do
          for curB = m to 1 do
10:
             ignore = \max\{C[curA + 1][curB], C[curA][curB + 1]\}
11:
12:
             best = ignore
             if A[curA] = A[curB] then
13:
                 include = 1 + C[curA + 1][curB + 1]
14:
                 if include > ignore then
15:
                    best = include
16:
                 end if
17:
             end if
18:
             C[curA][curB] = best
19:
          end for
20:
      end for
21:
      return C[1][1]
22:
23: end procedure
```