Design and Analysis of Algorithms

Presented by Dr. Li Ning

Shenzhen Institutes of Advanced Technology, Chinese Academy of Science Shenzhen, China



Dynamic Programming

- 1 Solving Subproblems
- 2 Revisit: MergeSort
- 3 Revisit: Fibonacci Numbers
- 4 The Knapsack Problem
- 5 Algorithms with Sequences
- 6 Matrix Chain Multiplication
- 7 Optimal Binary Search Tree

Solving Subproblems

Subproblems: Disjoint or Overlap

Recall with Divide-and-Conquer

- partition the problem into subproblems
- 2 solve subproblems recursively
- 3 combine to get the solution for the original problem

Subproblems: Disjoint or Overlap

- if the subproblems are disjoint, e.g.
 - in MergeSort, a sequence is divided into two disjoint parts
 - in Maximum-Subarray, an array is divided into two disjoint arrays

not much recalculation by recursively solving subproblems

Subproblems: Disjoint or Overlap

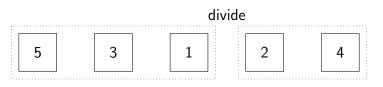
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 - in Maximum-Subarray, an array is divided into two disjoint arrays

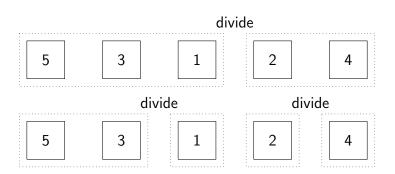
not much recalculation by recursively solving subproblems

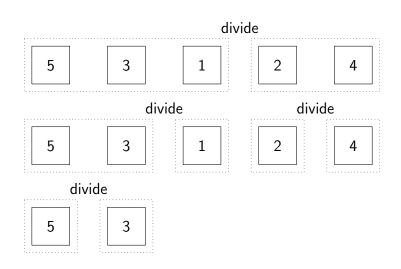
- if the subproblems overlap, e.g.
 - in Fibonacci Numbers, then calculation of F(n-1) overlaps a lot with the calculation of F(n-2)

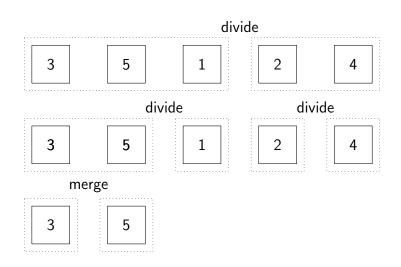
how to avoid the recalculations?

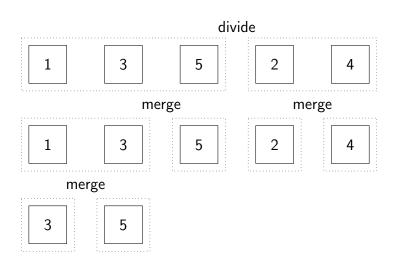
Revisit: MergeSort

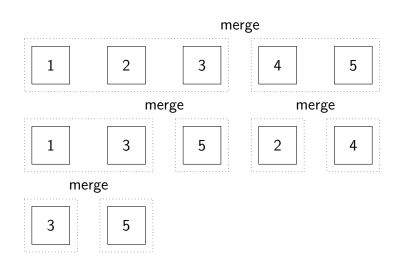




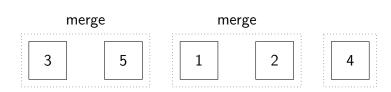


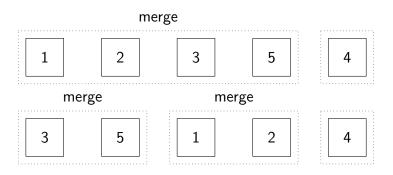


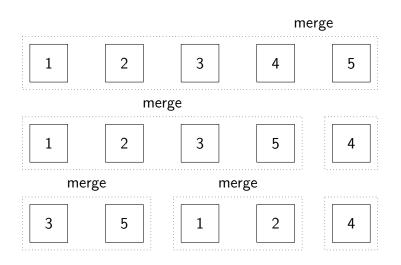










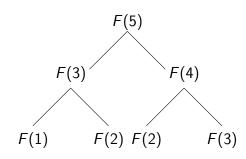


```
void mergesort(int A[], int a, int b) {
 int n = b - a + 1;
 int m = (int) floor(log2(n));
 for (int p = 0; p \le m; p++) {
   int k = (int) pow(2, p), r = 2 * k;
   for (int a1 = a; a1 <= (n / r) * r; a1 += r) {
     int b1 = a1 + k - 1;
     if (b1 < b) {
       int a2 = b1 + 1, b2 = a2 + k - 1;
       if (b2 > b) b2 = b;
       merge(A, a1, b1, a2, b2);
```

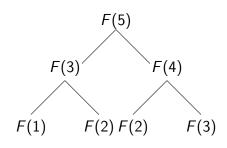
Revisit: Fibonacci Numbers

The *n*-th Fibonacci number is defined by

$$F_n = \begin{cases} F_{n-1} + F_{n-2}, & n \ge 2 \\ 1, & n = 1 \\ 0, & n = 0 \end{cases}$$

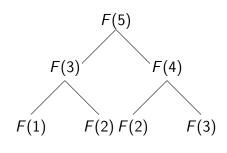


Following the definition



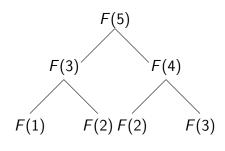
F(5)

- **6** ** F(4)
- o F(5)

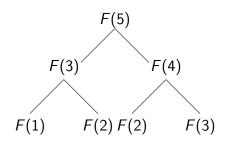


- **** F(2)
- **2** ** F(3)

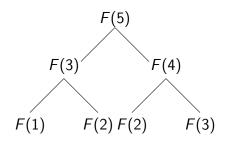
- **6** ** F(4)
- o F(5)



- ① **** F(2)
- 2 ** F(3)
- **3** ***** F(2)
- **5** ***** F(3)
- **6** ** F(4)
- **6**F(5)

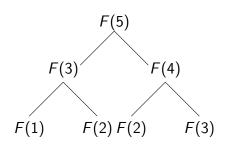


- ① **** F(2)
- 2 ** F(3)
- **3** ***** F(2)
- 4 ****** F(2)
- **6** ***** *F*(3)
- **o** ** F(4)
- o F(5)



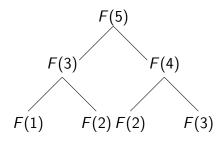
Bottom up.

1 F(2): F(0), F(1) by query



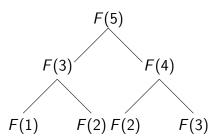
Bottom up.

- **1** F(2): F(0), F(1) by query
- **2** F(3): F(1), F(2) by query



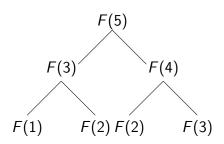
Bottom up.

- **1** F(2): F(0), F(1) by query
- **2** F(3): F(1), F(2) by query
- **3** F(4) : F(2), F(3) by query

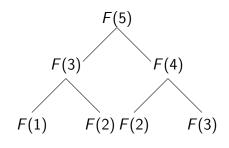


Bottom up.

- **1** F(2): F(0), F(1) by query
- **2** F(3): F(1), F(2) by query
- **6** F(4): F(2), F(3) by query
- **4** F(5): F(3), F(4) by query

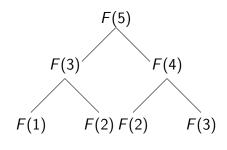


Following the definition, and using memory



Following the definition, and using memory

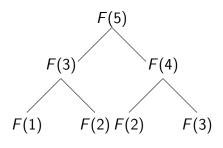
2
$$F(3)$$
: add $F(1)$, $F(2)$



Following the definition, and using memory

1 F(2): add F(0), F(1)

2 F(3): add F(1), F(2)

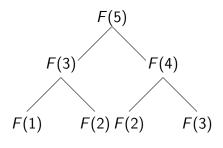


Following the definition, and using memory

1 F(2): add F(0), F(1)

2 F(3): add F(1), F(2)

3 F(4): add F(2), F(3)



Which one is better?

• BottomUp: 4 additions

• Using Memory: 4 additions

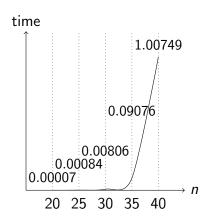
Fibonacci: Following Definition

Listing 1: fib_def.c

```
int fib_def(int n) {
 if (n == 0) return 0;
 if (n == 1) return 1;
 return fib_def(n - 2) + fib_def(n - 1);
int main(int argc, char ** argv) {
 clock_t start, end;
 start = clock();
 int f = fib_def(atoi(argv[1]));
 end = clock();
 printf("%d [%lf]\n", f, (double) (end - start) /
     CLOCKS_PER_SEC);
 return 0;
```

Fibonacci: Following Definition

```
>> ./fib_def 20
6765 [0.000070]
>> ./fib_def 25
75025 [0.000835]
>> ./fib_def 30
832040 [0.008057]
>> ./fib_def 35
9227465 [0.090762]
>> ./fib_def 40
102334155 [1.007486]
```



Fibonacci: Bottom Up v.s. Using Memory

Listing 2: fib_bu.c

```
int f[10000];
void fib_bu(int n) {
  for (int i = 2; i <= n; i ++) {
   f[i] = f[i - 2] + f[i - 1];
int main(int argc, char ** argv) {
  f[0] = 0;
  f[1] = 1:
  fib_bu(atoi(argv[1]));
```

Fibonacci: Bottom Up v.s. Using Memory

Listing 3: fib_mem.c

```
int f[10000];
void fib_mem(int n) {
 if (f[n] == -1) {
   if (f[n-2] == -1) fib_mem(n-2);
   if (f[n-1] == -1) fib mem(n-1):
   f[n] = f[n - 2] + f[n - 1]:
int main(int argc, char ** argv) {
  for (int i = 0; i < 10000; i ++) f[i] = -1;
  f[0] = 0;
  f[1] = 1;
  fib_mem(atoi(argv[1]));
```

Fibonacci: Following Definition

```
>> ./fib_mem 1000
>> ./fib_bu 1000
[0.000010]
                             [0.000019]
>> ./fib_bu 2000
                             >> ./fib_mem 2000
[0.000019]
                             [0.000036]
>> ./fib_bu 3000
                             >> ./fib_mem 3000
[0.000030]
                             [0.000061]
>> ./fib_bu 4000
                             >> ./fib_mem 4000
[0.000056]
                             [0.000083]
>> ./fib_bu 5000
                             >> ./fib_mem 5000
[0.000045]
                             [0.000128]
```

Dynamic Programming

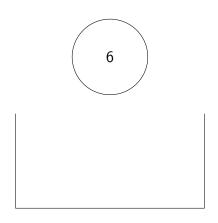
Consider the optimization problems

- Define the optimal solution by recursion.
 - e.g. F(n) = F(n-2) + F(n-1)
- 2 Compute the values in the recursions
 - bottom up, or
 - using memory
- Finish when the original problem is solved

A container \mathcal{K}

• capacity W > 0

An item x of weight w_x

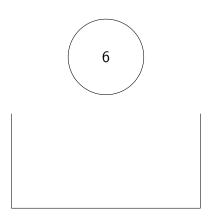


A container K

• capacity W > 0

An item x of weight w_x

• x can be put into K iff. $w_x < W$

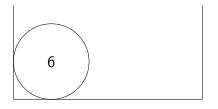


A container \mathcal{K}

• capacity W > 0

An item x of weight w_x

- x can be put into \mathcal{K} iff. $w_x < W$
- the capacity is updated to $W w_x$.



A container K

• **capacity** *W* > 0

An item x of weight w_x

- x can be put into K iff. $w_x < W$
- the capacity is updated to $W w_{\star}$.





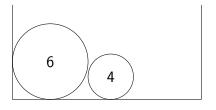
cap: 9

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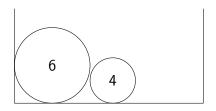
A container K

• capacity W > 0

An item x of weight w_x

- x can be put into K iff. $w_x < W$
- the capacity is updated to $W w_x$.





The Knapsack Problem: 0/1 Version

Given

- ullet a container ${\mathcal K}$ of capacity W
- n items $\{x_0, x_1, \dots, x_{n-1}\}$
 - integral weight $w_i > 0$
 - value $v_i > 0$

Fill the knapsack so as to maximize the total value.

\mathcal{K} of capacity W=11

- x_0 : $w_0 = 1$, $v_0 = 1$
- x_1 : $w_1 = 2$, $v_1 = 6$
- x_2 : $w_2 = 5$, $v_2 = 18$
- x_3 : $w_3 = 6$, $v_3 = 22$
- x_4 : $w_4 = 7$, $v_4 = 28$

Greedy: maximum v_i/w_i

•
$$v_0/w_0 = 1/1 = 1$$

•
$$v_1/w_1 = 6/2 = 3$$

•
$$v_2/w_2 = 18/5 = 3.6$$

•
$$v_3/w_3 = 22/6 = 3.666$$

•
$$v_4/w_4 = 28/7 = 4$$

 $\{x_4, x_1, x_0\}$, total value is 35.

Opt: $\{x_3, x_2\}$, 40.

 $\mathcal K$ of capacity W=11

•
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 : $w_0 = 1$, $v_0 = 1$

•
$$x_1$$
: $w_1 = 2$, $v_1 = 6$

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$$x_2$$
: $w_2 = 5$, $v_2 = 18$

•
$$x_3$$
: $w_3 = 6$, $v_3 = 22$

•
$$x_4$$
: $w_4 = 7$, $v_4 = 28$

- **1** Define the optimal solution by recursion.
- 2 Compute the values in the recursions
- 3 Finish when the original problem is solved

- ① Define OPT(i) = max-subset-total-value of items $\{x_0, \dots, x_{i-1}\}$, with the given capacity.
- Cases

- **1** Define the optimal solution by recursion.
- 2 Compute the values in the recursions
- Finish when the original problem is solved

- ① Define OPT(i) = max-subset-total-value of items $\{x_0, \dots, x_{i-1}\}$, with the given capacity.
- Cases
 - if OPT(i) does not select x_{i-1} , then OPT(i) = OPT(i-1).

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- Cases
 - if OPT(i) does not select x_{i-1} , then OPT(i) = OPT(i-1).
 - if OPT(i) selects x_{i-1} , then $OPT(i)?OPT(i-1) + v_{i-1}$.

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 - W(i) = total weight of items in OPT(i).

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 - if OPT(i) does not select x_{i-1} , then OPT(i) = OPT(i-1).
 - if OPT(i) selects x_{i-1} , then $OPT(i)?OPT(i-1) + v_{i-1}$.
 - W(i) = total weight of items in OPT(i).
 - what about $W(i-1) + w_{i-1} > W$?

The Knapsack Problem

① Define OPT(i, w) = max-subset-total-value of items $\{x_0, \dots, x_{i-1}\}$, with weight limit w.

- ① Define OPT(i, w) = max-subset-total-value of items $\{x_0, \dots, x_{i-1}\}$, with weight limit w.
- ② Cases for OPT(i, w)
 - if OPT(i, w) does not select x_{i-1} , then

$$OPT(i, w) = OPT(i - 1, w).$$

The Knapsack Problem

- ① Define OPT(i, w) = max-subset-total-value of items $\{x_0, \dots, x_{i-1}\}$, with weight limit w.
- Cases for OPT(i, w)
 - if OPT(i, w) does not select x_{i-1} , then

$$OPT(i, w) = OPT(i - 1, w).$$

• if OPT(i, w) selects x_{i-1} , then

$$OPT(i, w) = OPT(i - 1, w - w_{i-1}) + v_{i-1}.$$

The Knapsack Problem

- ① Define OPT(i, w) = max-subset-total-value of items $\{x_0, \dots, x_{i-1}\}$, with weight limit w.
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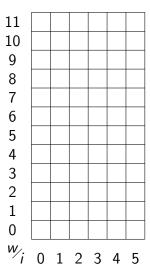
• if OPT(i, w) selects x_{i-1} , then

$$OPT(i, w) = OPT(i - 1, w - w_{i-1}) + v_{i-1}.$$

- **3** Solution: OPT(n, W), where
 - *n* is the number of items
 - W is the capacity

Knapsack: Dynamic Programming

```
Algorithm: Knapsack_DP(W, v, w)
n := |v|;
for w = 0 to W do OPT[0, w] = 0;
for i = 1 to n do OPT[i, 0] = 0;
for i = 1 to n do
    for w = 1 to W do
         if w_{i-1} > w then OPT(i, w) = OPT(i-1, w);
         else OPT(i, w) = max{OPT}(i-1, w), OPT(i-1, w)
         w - w_{i-1} + v_{i-1}:
    end
end
return OPT(n, W);
```



 \mathcal{K} of capacity W=11

•
$$x_0$$
: $w_0 = 1$, $v_0 = 1$

•
$$x_1$$
: $w_1 = 2$, $v_1 = 6$

•
$$x_2$$
: $w_2 = 5$, $v_2 = 18$

•
$$x_3$$
: $w_3 = 6$, $v_3 = 22$

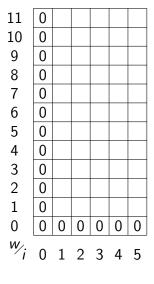
•
$$x_4$$
: $w_4 = 7$, $v_4 = 28$

• if
$$w_{i-1} > w$$
,
 $OPT(i, w) = OPT(i-1, w)$

• if
$$w_{i-1} \leq w$$
, $OPT(i, w) = \max$ of

•
$$OPT(i-1, w)$$
, and

•
$$OPT(i-1, w-w_{i-1}) + v_{i-1}$$



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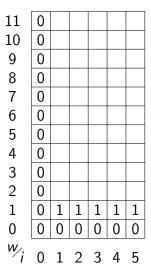
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$$OPT(i-1, w-w_{i-1}) + v_{i-1}$$



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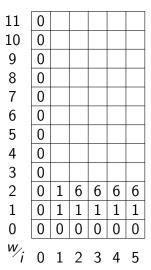
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$$x_3$$
: $w_3 = 6$, $v_3 = 22$

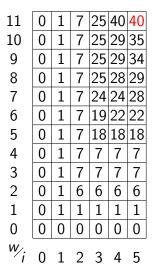
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,
 $OPT(i, w) = OPT(i-1, w)$

• if
$$w_{i-1} \leq w$$
, $OPT(i, w) = \max$ of

•
$$OPT(i-1, w)$$
, and

•
$$OPT(i-1, w-w_{i-1}) + v_{i-1}$$



 \mathcal{K} of capacity W=11

•
$$x_0$$
: $w_0 = 1$, $v_0 = 1$

•
$$x_1 : w_1 = 2, v_1 = 6$$

•
$$x_2$$
: $w_2 = 5$, $v_2 = 18$

•
$$x_3$$
: $w_3 = 6$, $v_3 = 22$

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$$x_4$$
: $w_4 = 7$, $v_4 = 28$

• if
$$w_{i-1} > w$$
,
 $OPT(i, w) = OPT(i-1, w)$

• if
$$w_{i-1} \leq w$$
, $OPT(i, w) = \max$ of

•
$$OPT(i-1, w)$$
, and

•
$$OPT(i-1, w-w_{i-1}) + v_{i-1}$$

Knapsack: Dynamic Programming

Listing 4: knapsack_dp(...)

```
int knapsack_dp(int W, int * va, int * wa, int n) {
 int OPT[n + 1][W + 1]:
 for (int w = 0; w \le W; w + +) OPT[0][w] = 0;
 for (int i = 1; i <= n; i ++) OPT[i][0] = 0;
 for (int i = 1; i <= n; i ++) {
   for (int w = 1; w <= W; w ++) {
       if (wa[i - 1] > w) OPT[i][w] = OPT[i - 1][w];
       else {
            i\hat{f} (OPT[i - 1][w] > OPT[i - 1][w - wa[i - 1]] + va[i - 1])
             OPT[i][w] = OPT[i-1][w];
           else
             OPT[i][w] = OPT[i-1][w-wa[i-1]] + va[i-1];
 return OPT[n][W];
```

Knapsack: Dynamic Programming

Listing 5: knapsack_dp.c

```
int main(int argc, char ** argv) {
  int W = 11;
  int n = 5;
  int va[5] = {1, 6, 18, 22, 28};
  int wa[5] = {1, 2, 5, 6, 7};
  int opt = knapsack_dp(W, va, wa, n);
  printf("OPT: %d\n", opt);
  return 0;
}
```

11	0	1	7	25	40	40
10	0	1	7	25	29	35
9	0	1	7	25	29	34
8	0	1	7	25	28	29
7	0	1	7	24	24	28
6	0	1	7	19	22	22
5	0	1	7	18	18	18
4	0	1	7	7	7	7
3	0	1	7	7	7	7
2	0	1	6	6	6	6
1	0	1	1	1	1	1
0	0	0	0	0	0	0
w_i	0	1	2	3	4	5

```
>> ./knapsack_dp
0 1 7 25 40 40
 1 7 25 29 35
 1 7 25 29 34
 1 7 25 28 29
 1 7 24 24 28
0 1 7 19 22 22
0 1 7 18 18 18
 17777
 17777
0 1 6 6 6 6
000000
OPT: 40
```

- Dynamic programming: O(nW)
 - OPT has $(n+1) \times (W+1)$ entries.
- Pseudo-polynomial: input size $\Theta(n) + \log W$
- Polynomial: if W is polynomial of n.

Special Case: When $v_i = w_i$

Will the problem be easier, if $v_i = w_i$?

It is still hard.

Subset-Sum Problem: Given a set of numbers, find the maximum(-size) subset of size k.

Algorithms with Sequences

Increasing Subsequence

Given a sequence of numbers

$$a_0, a_1, \ldots, a_{n-1}$$

an increasing subsequence is any subset of these numbers

$$a_{i_1}, a_{i_2}, \ldots, a_{i_k}$$

such that

- taken in order: $0 \le i_1 < i_2 < \cdots < i_k \le n-1$
- increasing: $a_{i_1} < a_{i_2} < \cdots < a_{i_k}$

Longest Increasing Subsequence

Problem: Given a sequence of numbers

$$a_0, a_1, \ldots, a_{n-1}$$

find the increasing subsequence of greatest length.

Example:

5 2 8 6 3 6 9 7

Problem: Given a sequence of numbers

$$a_0, a_1, \ldots, a_{n-1}$$

find the increasing subsequence of greatest length.

 $L[i] = \text{len of the longest increasing subsequence ending at } a_{i-1}$

Solution: $\max_i L[i]$

5 2 8 6 3 6 9 7

Problem: Given a sequence of numbers

$$a_0, a_1, \ldots, a_{n-1}$$

find the increasing subsequence of greatest length.

 $L[i] = \text{len of the longest increasing subsequence ending at } a_{i-1}$

Problem: Given a sequence of numbers

$$a_0, a_1, \ldots, a_{n-1}$$

find the increasing subsequence of greatest length.

 $L[i] = \text{len of the longest increasing subsequence ending at } a_{i-1}$

Problem: Given a sequence of numbers

$$a_0, a_1, \ldots, a_{n-1}$$

find the increasing subsequence of greatest length.

 $L[i] = \text{len of the longest increasing subsequence ending at } a_{i-1}$

5 2 **8** 6 3 6 9 7
$$L[3]$$

Problem: Given a sequence of numbers

$$a_0, a_1, \ldots, a_{n-1}$$

find the increasing subsequence of greatest length.

 $L[i] = \text{len of the longest increasing subsequence ending at } a_{i-1}$

5 **2** 8 6 **3 6 9** 7
$$L[7]$$

Calculate L[i]

Assuming we have the values L[j] for all j < i, what is the value of L[i]?

Calculate L[i]

Assuming we have the values L[j] for all j < i, what is the value of L[i]?

Calculate L[i]

Assuming we have the values L[j] for all j < i, what is the value of L[i]?

$$L[i] = 1 + \max_k \{L[k] \mid k < i \text{ and } a_{k-1} < a_{i-1}\}$$

LIS: Dynamic Prgoramming

Listing 6: lis_dp(...)

```
int lis_dp(int * a, int n) {
 int m = 0;
 int L[n + 1];
 L[0] = 0:
 for (int i = 2; i <= n; i ++) {
   L[i] = 1:
   for (int j = 1; j < i; j ++) {
     if (a[j-1] < a[i-1] && L[j] + 1 > L[i])
      L[i] = L[i] + 1;
   if (L[i] > m) m = L[i];
 return m;
```

LIS: Dynamic Prgoramming

Listing 7: lis_dp.c

```
int main(int argc, char ** argv) {
  int n = 8;
  int a[8] = {5, 2, 8, 6, 3, 6, 9, 7};
  int l = lis_dp(a, n);
  printf("LIS: %d\n", l);
  return 0;
}
```

```
>> gcc lis_dp.c -o lis_dp
>> ./lis_dp
0 0 1 2 2 2 3 4 4
LIS: 4
```

LIS: Dynamic Prgoramming

Time Cost: $O(n^2)$

• first **for**-loop: *n*

• second **for**-loop: i for $2 \le i \le n$

Common Subsequence

Given two sequences

$$X_0, X_1, \ldots, X_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

a common subsequence is a subset of numbers

$$x_{i_0} = y_{j_0}, x_{i_1} = y_{j_1}, \dots, x_{i_k} = y_{j_k}$$

such that

- $0 \le i_0 < i_1 < \cdots < i_k \le n-1$
- $0 \le j_0 < j_1 < \cdots < j_k \le m-1$

Problem: Given two sequences

$$x_0, x_1, \ldots, x_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the common subsequence of the greatest length.

Problem: Given two sequences

$$X_0, X_1, \ldots, X_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the common subsequence of the greatest length.

Problem: Given two sequences

$$X_0, X_1, \ldots, X_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the common subsequence of the greatest length.

Problem: Given two sequences

$$X_0, X_1, \ldots, X_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the common subsequence of the greatest length.

Problem: Given two sequences

$$X_0, X_1, \ldots, X_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the common subsequence of the greatest length.

Problem: Given two sequences

$$X_0, X_1, \ldots, X_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the common subsequence of the greatest length.

Problem: Given two sequences

$$x_0, x_1, \ldots, x_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the common subsequence of the greatest length.

LCS: Brute Force

ln

$$X_0, X_1, \ldots, X_{n-1}$$

for each subsequence

$$X_{i_0}, X_{i_1}, \ldots, X_{i_k}$$

check if it is also a subsequence of

$$y_0, y_1, \ldots, y_{m-1}$$

Time cost: $O(m2^n)$

- there are 2ⁿ subsequences to check
- O(m) for one check

LCS: Dynamic Programming

Problem: Given two sequences

$$X_0, X_1, \ldots, X_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the common subsequence of the greatest length.

C[i,j] = len of the longest common subsequence of

$$x_0, x_1, \ldots, x_{i-1}$$

$$y_0, y_1, \ldots, y_{j-1}$$

Solution: C[n, m]

$$x_{i}$$
 x_{i} x_{i} x_{i} x_{i} x_{i-1} x_{i-1}

$$x_{?}$$
 $x_{?}$ $x_{?}$ $x_{?}$ x_{i-1}
 $y_{?}$ $y_{?}$ $y_{?}$ $y_{?}$ y_{j-1}

$$C[i,j] = \begin{cases} C[i-1,j-1] + 1 & \text{if } x_{i-1} = y_{j-1} \\ \max\{C[i-1,j], C[i,j-1]\} & \text{otherwise} \end{cases}$$

LCS: Dynamic Programming

Time Cost: O(nm)

- $C: (n+1) \times (m+1)$ entries
- constant time to calculate the value for one entry

Sequence Alignment

Given two sequences

$$x_0, x_1, \ldots, x_{n-1}$$

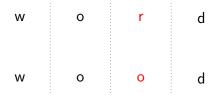
$$y_0, y_1, \ldots, y_{m-1}$$

an alignment is just a way to write the letters column by column

In the alignment, it is allowed to have mismatches and gaps.

Similarity between Two Sequences

Mismatch



Gap (or Unmatched)



Edit Distance

Penalty

- \bullet mismatch: α
- \bullet gap: δ

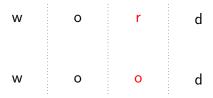
Problem: Given two sequences

$$X_0, X_1, \ldots, X_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the alignment of the minimum total penalty.

Edit Distance: Example



edit distance: α (1 mismatch)

Edit Distance: Example



edit distance: 2δ (2 gaps)

Sequence Alignment

Problem: Given two sequences

$$X_0, X_1, \ldots, X_{n-1}$$

$$y_0, y_1, \ldots, y_{m-1}$$

find the alignment of the minimum total penalty.

 $P[i,j] = \min \text{ penalty of the aligning}$

$$x_0, x_1, \ldots, x_{i-1}$$

$$y_0, y_1, \ldots, y_{j-1}$$

Solution: P[n, m]

$$x_{?}$$
 $x_{?}$ $x_{?}$ $x_{?}$ $x_{?}$ x_{i-1} $y_{?}$ $y_{?}$ $y_{?}$ y_{j-1}

Calculate P[i, j]

Assuming we have the values P[i', j'] for all i' + j' < i + j, what is the value of P[i, j]?

Calculate P[i, j]

Assuming we have the values P[i', j'] for all i' + j' < i + j, what is the value of P[i, j]?

Calculate P[i, j]

Assuming we have the values P[i', j'] for all i' + j' < i + j, what is the value of P[i, j]?

$$x_{?}$$
 $x_{?}$ $x_{?}$ $x_{?}$ $x_{?}$ x_{i-1} $y_{?}$ $y_{?}$ $y_{?}$ y_{j-1}

$$P[i,j] = \min of$$

- align x_{i-1} with y_{i-1} : c + P[i-1, j-1]
 - if $x_{i-1} = y_{i-1}$, c = 0
 - if $x_{i-1} \neq y_{j-1}$, $c = \alpha$
- x_{i-1} is unmatched: $\delta + P[i-1,j]$
- y_{j-1} is unmatched: $\delta + P[i, j-1]$

Sequence Alignment: Dynamic Programming

Time Cost: O(nm)

- $P: (n+1) \times (m+1)$ entries
- constant time to calculate the value for one entry

Matrix Multiplication

Consider a matrix A of size $n_1 \times m$, and a matrix B of size $m \times n_2$, the multiplication $C = A \times B$ is a matrix of size $n_1 \times n_2$, and

$$c_{i,j}=\sum_{k=0}^{m-1}a_{i,k}b_{k,j}$$

It requires $n_1 \times m \times n_2$ operations in total.

Multiply three matrices $A \times B \times C$

- A: 50 × 20
- B: 20 × 1
- C: 1 × 10

Number of the operations

- $(A \times B) \times C$ requires 1500 operations
 - $50 \times 20 \times 1 = 1000$
 - $50 \times 1 \times 10 = 500$
- $A \times (B \times C)$ requires 10200 operations
 - $20 \times 1 \times 10 = 200$
 - $50 \times 20 \times 10 = 10000$

Problem: Given a chain of matrix multiplications, determine the optimal calculation order, i.e. the order that requires the minimum number of operations.

$$M_0 \times M_1 \times \cdots \times M_{n-1}$$

• M_i is of size $m_i \times m_{i+1}$

$$M_0 \times M_1 \times \cdots \times M_{n-1}$$

 $C[i,j] = \min$ number of operations of

$$M_i \times M_1 \times \cdots \times M_j$$

Solution: C[0, n-1]

$$C[i,j] = \min_{k} (C[i,k-1] + C[k,j] + m_i \times m_k \times m_{j+1})$$

Time Cost: $O(n^3)$

- C has n^2 entries
- O(n) cases to check for each entry

Matrix Chain Multiplication: Recursion

$$M_0 \times M_1 \times \cdots \times M_{n-1}$$

Define function $COST([M_0, \ldots, M_{n-1}])$, to return the minimum number of operations.

$$COST([M_0, \ldots, M_{n-1}]) = \min \text{ of the sum of}$$

- $COST([M_0, ..., M_{k-1}])$, and
- $COST([M_k, ..., M_{n-1}])$, and
- $m_0 \times m_k \times m_n$

over all possible k.

Matrix Chain Multiplication: Recursion

```
Algorithm: COST([M_0, M_1, \ldots, M_{n-1}])
if n=0 then return 0:
if n=1 then return m_0 \times m_{n-1} \times m_n;
max = 0;
for k = 1 to n - 1 do
     cost = COST([M_0, \ldots, M_{k-1}]) +
     COST([M_k, \ldots, M_{n-1}]) + m_0 \times m_k \times m_n;
     if cost > max then max = cost;
end
return max;
```

Matrix Chain Multiplication: Recursion

Listing 8: cost(...)

```
int cost(int * ma, int n) {
 int m = 0, c = 0:
 if (n == 2) return 0:
 if (n == 3) return ma[0] * ma[1] * ma[2];
 m = ma[0] * ma[n - 1] * ma[n]:
 for (int k = 1; k < n; k ++) {
   c = cost(\& ma[0], k) + cost(\& ma[k], n - k) +
       ma[0] * ma[k] * ma[n]:
   if (c < m) m = c;
 return m;
```

Matrix Chain Multiplication: Using Memory

Listing 9: cost_mem(...)

```
int C[4][4]; // C[i][j] is initialized to -1
if (j == i) C[i][i] = 0;
else {
 C[i][j] = ma[i] * ma[j] * ma[j + 1];
 for (int k = i + 1; k \le j; k ++) {
   if (C[i][k-1] == -1) cost_mem(i, k-1);
   if (C[k][j] == -1) cost_mem(k, j);
   c = C[i][k - 1] + C[k][j] + ma[i] * ma[k] * ma[j]
       + 1];
   if (c < C[i][j]) C[i][j] = c;</pre>
```

Matrix Chain Multiplication: Using Memory

Listing 10: cost_mem.c

3: -1 -1 0

Matrix Chain Multiplication: Dynamic Programming

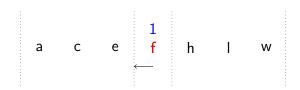
Time Cost: $O(n^3)$ for the calculation of C

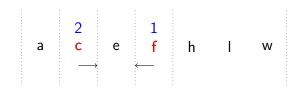
- C has $n \times n$ entries
- O(n) to calculate the value for one entry

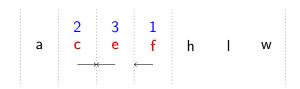
How many times have cost_mem been called?

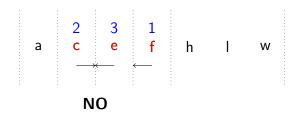
Optimal Binary Search Tree

ace fhlw









Keys:

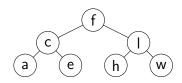
$$k_0, k_1, \ldots, k_{n-1}$$

Query: is k in the list?

Expected:

- if $\exists k_i$, s.t. $k = k_i$, then answer YES.
- if $\forall k_i$, s.t. $k \neq k_i$, then answer NO.

Assumption: k_0, k_1, \dots, k_{n-1} are sorted in ascending order.



Keys:

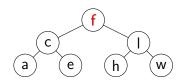
$$k_0, k_1, \ldots, k_{n-1}$$

Query: is k in the list?

Expected:

- if $\exists k_i$, s.t. $k = k_i$, then answer YES.
- if $\forall k_i$, s.t. $k \neq k_i$, then answer NO.

Assumption: k_0, k_1, \dots, k_{n-1} are sorted in ascending order.



Keys:

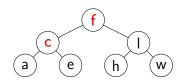
$$k_0, k_1, \ldots, k_{n-1}$$

Query: is k in the list?

Expected:

- if $\exists k_i$, s.t. $k = k_i$, then answer YES.
- if $\forall k_i$, s.t. $k \neq k_i$, then answer NO.

Assumption: k_0, k_1, \dots, k_{n-1} are sorted in ascending order.



Keys:

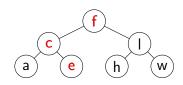
$$k_0, k_1, \ldots, k_{n-1}$$

Query: is k in the list?

Expected:

- if $\exists k_i$, s.t. $k = k_i$, then answer YES.
- if $\forall k_i$, s.t. $k \neq k_i$, then answer NO.

Assumption: k_0, k_1, \dots, k_{n-1} are sorted in ascending order.



Keys:

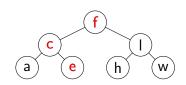
$$k_0, k_1, \ldots, k_{n-1}$$

Query: is k in the list?

Expected:

- if $\exists k_i$, s.t. $k = k_i$, then answer YES.
- if $\forall k_i$, s.t. $k \neq k_i$, then answer NO.

Assumption: k_0, k_1, \dots, k_{n-1} are sorted in ascending order.



is 'd' in the list?

Cost:

- YES: # visited nodes
- NO: 1+ # visited nodes

Keys:

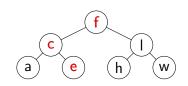
$$k_0, k_1, \ldots, k_{n-1}$$

Query: is k in the list?

Expected:

- if $\exists k_i$, s.t. $k = k_i$, then answer YES.
- if $\forall k_i$, s.t. $k \neq k_i$, then answer NO.

Assumption: k_0, k_1, \dots, k_{n-1} are sorted in ascending order.

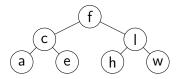


'd': cost 4

Cost:

- YES: # visited nodes
- NO: 1+ # visited nodes

Search Cost



 $\textbf{Costs} \text{ for } \{\text{`b', `e', `a', `c', `l'}\}$

'b' : 4

'e': 3

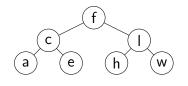
'a': 3

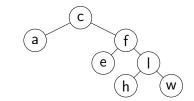
'c': 2

'l': 2

Total: 14

Search Cost





Costs for {'b', 'e', 'a', 'c', 'l'} **Costs** for {'b', 'e', 'a', 'c', 'l'}

'b': 4 'e': 3 'a': 3

'c': 2

'1':2

'b': 3 'e': 3

'a': 2

'c': 1

'l': 3

Total: 14 Total: 12

Query Frequency

Given *n* keys

$$k_0$$
 k_1 \cdots k_{n-1}
 q_0 p_0 q_1 p_1 q_2 \cdots q_{n-1} p_{n-1} q_n

There are totally 100 queries, in which

- $100 \times p_i$ queries for k_i
- $100 \times q_i$ queries for keys between k_{i-1} and k_i
- $100 \times q_0$ queries for keys smaller than k_0
- $100 \times q_n$ queries for keys larger than k_{n-1}

Thus

$$\sum_{i=0}^{n-1} p_i + \sum_{j=0}^n q_j = 1$$

Optimal Binary Search Tree

Problem: Given keys

$$k_0 \qquad k_1 \qquad \cdots \qquad k_{n-1}$$

and the frequencies

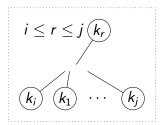
$$q_0$$
 q_1 q_2 \cdots q_{n-1} q_n

construct the binary search tree that minimizes the search cost.

Sum of Queries

$$w[i,j] = \sum_{l=i}^{j} p_l + \sum_{l=i}^{j+1} q_l.$$

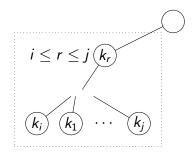
$$k_i$$
 k_{i+1} \cdots k_j q_i p_i q_{i+1} p_{i+1} q_{i+2} \cdots q_j p_j q_{j+1}



Sum of Queries

$$w[i,j] = \sum_{l=i}^{j} p_l + \sum_{l=i}^{j+1} q_l.$$

$$k_i$$
 k_{i+1} \cdots k_j q_i p_i q_{i+1} p_{i+1} q_{i+2} \cdots q_j p_j q_{j+1}

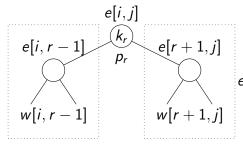


layer:
$$+1$$

$$cost: +w[i,j]$$

Cost in The Subtree

$$\begin{split} e[i,j] &= p_r \\ &+ e[i,r-1] + w[i,r-1] \\ &+ e[r+1,j] + w[r+1,j] \\ &= e[i,r-1] + e[r+1,j] + w[i,r-1] + p_r + w[r+1,j] \\ &= e[i,r-1] + e[r+1,j] + w[i,j] \end{split}$$



$$e[i, i] = p_i + 2q_i + 2q_{i+1}$$
 k_i
 p_i
 $e[i, i-1] = q_i \ e[i+1, i] = q_{i+1}$

$$w[i,i] = p_i + q_i + q_{i+1}$$

Calculation of e[i, j]

Assuming we have the values e[i', j'] for all j' - i' < j - i, what is the value of e[i, j]?

$$e[i,j] = \begin{cases} q_i & \text{if } j = i-1 \\ \min_{i \le r \le j} (e[i,r-1] + e[r+1,j] + w[i,j]) & \text{if } i \le j \end{cases}$$

$$O(n^3)$$

THANK YOU

