

Lecture 7 Dynamic Programming Part III

Algorithm Design

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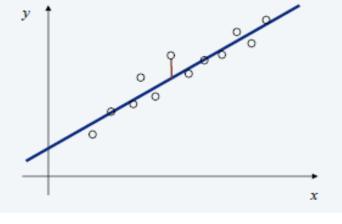
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- Least squares. Foundational problem in statistics.
- Given n points in the plane: (x1, y1), (x2, y2), ..., (xn, yn).

• Find a line y = ax + b that minimizes the sum of the

squared error:

$$SSE = \sum_{i=1}^{n} (y_i - ax_i - b)^2$$



Solution. Calculus ⇒ min error is achieved when

$$a = \frac{n \sum_{i} x_{i} y_{i} - (\sum_{i} x_{i}) (\sum_{i} y_{i})}{n \sum_{i} x_{i}^{2} - (\sum_{i} x_{i})^{2}}, \quad b = \frac{\sum_{i} y_{i} - a \sum_{i} x_{i}}{n}$$

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- Segmented least squares: Points lie roughly on a sequence of several line segments.
- Given n points in the plane: (x_1, y_1) , (x_2, y_2) , ..., (x_n, y_n) with $x_1 < x_2 < ... < x_n$, find a sequence of lines that minimizes f(x).



- Given n points in the plane: (x_1, y_1) , (x_2, y_2) , ..., (x_n, y_n) with $x_1 < x_2 < ... < x_n$, and a constant c > 0, find a sequence of lines that minimizes f(x) = E + c L:
- E = the sum of the sums of the squared errors in each segment.
- L = the number of lines.

- Notation:
 - OPT(j) = minimum cost for points $p_1, p_2, ..., p_j$.
 - e(i, j) = minimum sum of squares for points $p_i, p_{i+1}, ..., p_j$
- To compute OPT(j):
 - Last segment uses points p_i, p_{i+1}, ..., p_i for some i.
 - Cost = e(i, j) + c + OPT(i 1).

$$OPT(j) = \begin{cases} 0 & \text{if } j = 0\\ \min_{1 \le i \le j} \left\{ e(i,j) + c + OPT(i-1) \right\} & \text{otherwise} \end{cases}$$

SEGMENTED-LEAST-SQUARES $(n, p_1, ..., p_n, c)$

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FOR j = 1 TO n
FOR i = 1 TO j
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Compute the least squares e(i, j) for the segment $p_i, p_{i+1}, ..., p_j$.

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M[0] \leftarrow 0.

FOR j = 1 TO n

M[j] \leftarrow \min_{1 \le i \le j} \{ e_{ij} + c + M[i-1] \}.
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RETURN M[n].

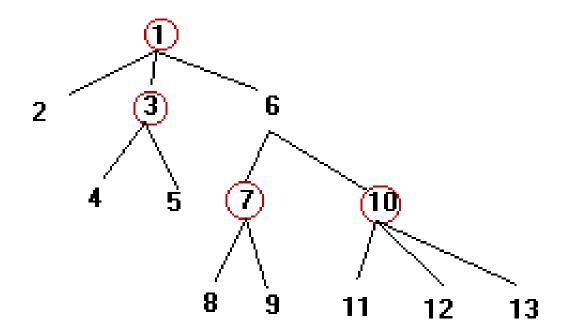
- The dynamic programming algorithm solves the segmented least squares problem in O(n³) time and O(n²) space.
- Bottleneck: computing e(i, j) for $O(n^2)$ pairs.
- O(n) per pair using formula.

$$a = \frac{n \sum_{i} x_{i} y_{i} - (\sum_{i} x_{i}) (\sum_{i} y_{i})}{n \sum_{i} x_{i}^{2} - (\sum_{i} x_{i})^{2}}, \quad b = \frac{\sum_{i} y_{i} - a \sum_{i} x_{i}}{n}$$

• Can be improved to $O(n^2)$ time and O(n) space by precomputing various statistics.

Minimum vertex cover of a tree

· 问题描述:给出一个n个结点的树,要求选出其中的一些顶点,使得对于树中的每条边(u, v), u和v 至少有一个被选中.请给出选中顶点数最少的方案.



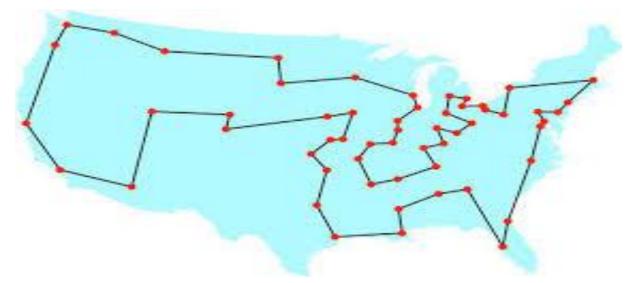
Minimum vertex cover of a tree

- 在树结构中,每个结点都是某棵子树的根
- · 把n个结点分别用0~n-1编号
- 用ans[i][0]表示:在不选择结点i的情况下,以i为根的子树,最少需要选择的点数;
- 用ans[i][1]表示:在选择结点i的情况下,以i为根的子树, 最少需要选择的点数.

Minimum vertex cover of a tree

- ans[i][0]表示:在不选择结点i的情况下,以i为根的子树, 最少需要选择的点数;
- ans[i][1]表示:在选择结点i的情况下,以i为根的子树,最少需要选择的点数.
- 当i是叶子时,ans[i][0] = 0, ans[i][1] = 1;
- 否则,
 - ans[i][0] = Σans[j][1] (对于i的所有子结点j)
 - ans[i][1] = 1+Σmin(ans[j][0], ans[j][1]) (对于i的所有子结点j)

• Given n cities and the distances d_{ij} between any two of them, we wish to find the shortest tour going through all cities and back to the starting city. Generally, the TSP is given as a graph G=(V,D) where $V=\{1,2,\ldots,n\}$ is the set of cities, and D is the adjacency distance matrix, with $\forall i,j \in V$, $i \neq j$, $d_{ij} > 0$, the problem is to find the tour with minimal distance weight, that starting at city 1 goes through all n cities and returns to city 1.



- The TSP is a well known NP-hard problem.
- There are n! feasible solutions. Enumerate them may take O(n!) time.
- What is the appropriate subproblem for the TSP?
 - Suppose we have started at city 1 as required, have visited a few cities, and are now in city j. What information do we need in order to extend this partial tour?
 - We need to know j, since this will determine which cities are most convenient to visit next.
 - We also need to know all the cities visited so far, so that we don't repeat any of them.

- For a subset of cities $S \subseteq \{1,2,...,n\}$ that includes 1, and $j \in S$, let C(S,j) be the length of the shortest path visiting each node in S exactly once, starting at 1 and ending at j.
- How to express C(S,j) in terms of smaller sub-problems.
- We need to start at 1 and end at j; what should we pick as the second-to-last city? It has to be some i∈ S, so the overall path length is the distance from 1 to i, namely, C(S-{j}, i), plus the length of the final edge, d_{ij}.
- We pick the best i, then

$$C(S, j) = \min_{i \in S: i \neq j} C(S - \{j\}, i) + d_{ij}$$

- There are at most $2^n n$ subproblems.
- Each one takes linear time to solve.
- The total time complexity is $O(2^n * n^2)$.
- The sub-problems are ordered by |S|. (Use a queue to extend S)

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C(\{1\},1) = 0 for s = 2 to n: for all subsets S \subseteq \{1,2,...,n\} of size s and containing 1: C(S,1) = \infty for all j \in S, j \neq 1: C(S,j) = min\{C(S-\{j\},i) + d_{ij} : i \in S, i \neq j\} return min_jC(\{1,...,n\},j) + d_{j1}
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- How to represent the set S?
- Usually, we can Represent a set of n elements as an n bit numbers.
- Example: (*n*=5)

$$S=\Phi \rightarrow (000000)_2 \rightarrow 0$$

 $S=\{0\} \rightarrow (000001)_2 \rightarrow 1$
 $S=\{1,3\} \rightarrow (01010)_2 \rightarrow 10$
 $S=\{0,1,2,3,4\} \rightarrow (111111)_2 \rightarrow 15$

- Check if element i is present in set S
- Find the resulting set when we add i to set S
- Iterating through all the subsets of size <= n

Thank you!

