VE281

Data Structures and Algorithms

Dynamic Programming

Announcement

- Programming Assignment Five Posted
 - On graph algorithms
 - Due by 11:59 pm on Dec. 16th

Outline

- Dynamic Programming
 - Motivation
 - Example: Matrix-Chain Multiplication

Algorithm Design Methods

- We have learned two ways to design algorithms:
 - Greedy method.
 - Divide and conquer.
- Some more design methods:
 - Dynamic programming.
 - Backtracking.
 - Branch and bound.

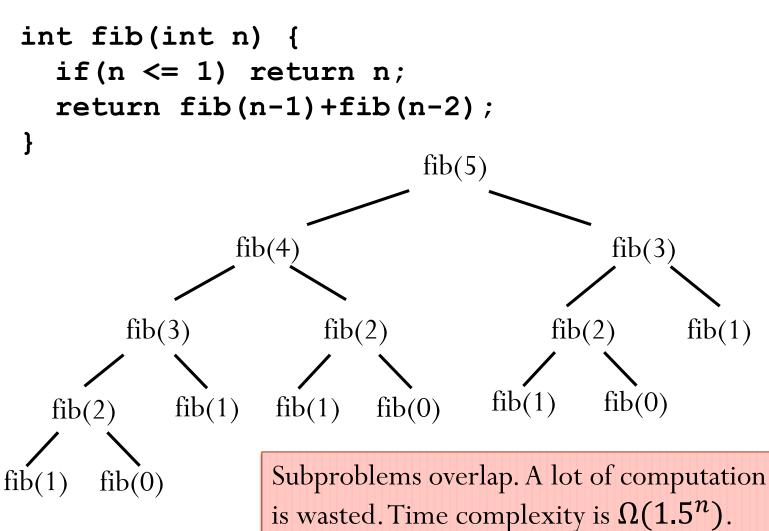
Limitation of Divide and Conquer

- Recursively solving subproblems can result in the same computations being repeated when the subproblems overlap.
- For example: computing the Fibonacci sequence $f_0 = 0$; $f_1 = 1$; $f_n = f_{n-1} + f_{n-2}, n \ge 2$
- Divide and conquer approach:

```
int fib(int n) {
  if(n <= 1) return n;
  return fib(n-1)+fib(n-2);
}</pre>
```

Fibonacci Sequence

Divide and Conquer Solution



Fibonacci Sequence

Iterative Solution

• We can also compute the Fibonacci sequence in iterative way:

```
int fib(int n) {
  f[0] = 0; f[1] = 1;
  for(i = 2 to n)
    f[i] = f[i-1]+f[i-2];
  return f[n];
}
```

• Time complexity is $\Theta(n)$.

Dynamic Programming

- Used when a problem can be divided into subproblems that overlap.
 - Solve each subproblem once and store the solution in a table.
 - If a subproblem is encountered **again**, simply look up its solution in the table.
 - Reconstruct the solution to the original problem from the solutions to the subproblems.
- The more overlap the better, as this reduces the number of subproblems.
- Dynamic programming can be applied to solve **optimization problem**.

Optimization Problem

- Many problems we encounter are optimization problems:
 - A problem in which some function (called the **objective function**) is to be optimized (usually minimized or maximized) subject to some **constraints**.
- The solutions that satisfy the constraints are called **feasible solutions**.
- The number of feasible solutions is typically very large.
- We obtain the optimal solution by **searching** the feasible solution space.

Optimization Problem

- Minimum spanning tree.
 - Objective function: the sum of all edge weights.
 - Constraints: the subgraph must be a spanning tree.

Outline

- Dynamic Programming
 - Motivation
 - Example: Matrix-Chain Multiplication

- What is the cost of multiplying two matrices A and B?
 - Suppose A is a $p \times q$ matrix and B is a $q \times r$ matrix.
 - Since the time to compute C = AB is dominated by the number of scalar multiplications, we use the number of scalar multiplications as the complexity measure.
- $\bullet \ C_{ij} = \sum_{k=1}^q A_{ik} B_{kj}.$
 - We need q scalar multiplications to calculate C_{ij} .
 - C is of size $p \times r$.
- The number of scalar multiplications is pqr.

- Now how would you compute the multiplication of three matrices $A \times B \times C$?
 - Suppose A is of size 100×1 , B is of size 1×100 , and C is of size 100×1 .
- If we multiply as $(A \times B) \times C$, the number of scalar multiplications is 20000.
- If we multiply as $A \times (B \times C)$, the number of scalar multiplications is 200.

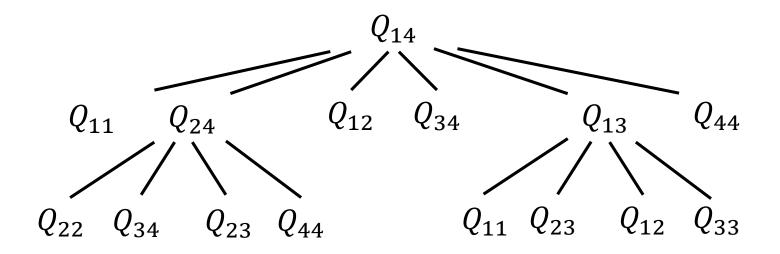
- If we want to multiply a chain of matrices $A_1 \times A_2 \times \cdots \times A_n$, where A_i is of size $p_{i-1} \times p_i$, what is the best order of multiplication to minimize the number of scalar multiplications?
- This is an optimization problem.
- It can be proved that number of different orders on n matrices is $\Omega(4^n/n^{1.5})$.
- Instead of <u>enumerating</u> all of the orders, can we do better to solve the optimization problem?

- For simplicity, define the problem of finding the optimal order to multiply $A_i \times A_{i+1} \times \cdots \times A_j$ as Q_{ij} . The minimal number of scalar multiplications is m_{ij} .
 - We ultimately want to solve Q_{1n} .

- Suppose in the optimal order for $A_i \times \cdots \times A_j$, the <u>last</u> multiplication is $(A_i \times \cdots \times A_k) \times (A_{k+1} \times \cdots \times A_j)$.
- Then the order of computing $A_i \times \cdots \times A_k$ in the **optimal** order of computing $A_i \times \cdots \times A_j$ must be an **optimal** order to compute $A_i \times \cdots \times A_k$.
 - Why?
 - If not, then we copy and paste the better order \rightarrow we have a better order for computing $A_i \times \cdots \times A_i$!
 - Similar conclusion for computing $A_{k+1} \times \cdots \times A_j$.
- If we know k, we can divide the problem Q_{ij} into two smaller instances: Q_{ik} and $Q_{(k+1)j}$.

- Assume we have known the minimum number of scalar multiplications for Q_{ik} and $Q_{(k+1)j}$ as m_{ik} and $m_{(k+1)j}$.
 - Then $m_{ij} = m_{ik} + m_{(k+1)j} + p_{i-1}p_kp_j$.
- However, we don't know k! We need to consider all possible divisions, i.e., all $i \le k \le j-1$.
- Thus, in order to solve Q_{ij} , we need to consider all subproblems Q_{ik} and $Q_{(k+1)j}$, for all $i \le k \le j-1$.
 - $m_{ij} = \min_{i \le k \le j-1} (m_{ik} + m_{(k+1)j} + p_{i-1}p_kp_j)$

• In summary, we can divide the problem into subproblems of the same form.



Many subproblems are overlapped.

- The straightforward recursive algorithm has exponential time complexity.
 - However, it will encounter each subproblem many times in different branches of the tree.
- The total number of different subproblems is not exponential.
 - They are Q_{ij} , for $1 \le i \le j \le n$.
 - The total number is n(n+1)/2.
- Instead, we use a **tabular**, **bottom-up** approach.

Bottom-up Approach

• Apply the recursive relation:

$$m_{ij} = \min_{i \le k \le j-1} (m_{ik} + m_{(k+1)j} + p_{i-1}p_k p_j)$$

- Initial situation $m_{11} = m_{22} = \dots = m_{nn} = 0$.
- In the first round, we compute m_{12} , m_{23} , ..., $m_{(n-1)n}$.
- In the second round, we compute m_{13} , m_{24} , ..., $m_{(n-2)n}$.
- So on and so forth. In the l-th round, we compute $m_{1(l+1)}, m_{2(l+2)}, \dots, m_{(n-l)n}$.
- Finally, we compute m_{1n} .
- To obtain the multiplication order, we also record the partition k which gives the minimal m_{ij} as s_{ij} .

- n = 4, $A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m_{ij}		j		
	Helj	1	2	3	4
	1	0			
i	2	_	0		
	3	_	_	0	
	4			_	0

	s_{ij}	1	<i>j</i> 2	3	4
	1	_			
i	2	_	_		
	3	_	_	_	
	4	_	_	_	_

- $\bullet \ n = 4, A_1 \times A_2 \times A_3 \times A_4.$
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m::	j				
	m_{ij}	1	2	3	4	
	1	0				
i	2	_	0			
	3	_	_	0		
	4	_	_	_	0	

s_{ij}	1	<i>j</i> 2	3	4
1	_			
2	_	_		
3	_	_	_	
4	_	_		

$$m_{i(i+1)} = m_{ii} + m_{(i+1)(i+1)} + p_{i-1}p_ip_{i+1}$$
$$= p_{i-1}p_ip_{i+1}$$

- $n = 4, A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m_{ij}	j				
		1	2	3	4	
	1	0	100			
i	2	_	0	10		
	3	_	_	0	200	
	4	_	_	_	0	

	s_{ij}	j			
		1	2	3	4
	1	_	1		
•	2	_	_	2	
	3	_	_	_	3
	4	_		_	_

$$m_{i(i+1)} = m_{ii} + m_{(i+1)(i+1)} + p_{i-1}p_ip_{i+1}$$
$$= p_{i-1}p_ip_{i+1}$$

- $n = 4, A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m::	j				
	m_{ij}	1	2	3	4	
	1	0	100			
i	2	_	0	10		
	3	_	_	0	200	
	4	_	_	_	0	

s_{ij}	j			
·ij	1	2	3	4
1	_	1		
2		_	2	
3		_		3
4	_	_	_	_

$$m_{i(i+2)} = \min\{m_{ii} + m_{(i+1)(i+2)} + p_{i-1}p_ip_{i+2},$$

$$m_{i(i+1)} + m_{(i+2)(i+2)} + p_{i-1}p_{i+1}p_{i+2}\}$$

- $n = 4, A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m_{ij}	j				
	""lj	1	2	3	4	
	1	0	100			
i	2	_	0	10		
	3	_	_	0	200	
	4	_	_	_	0	

S_{ij}	1	<i>j</i> 2	3	4
1	_	1		
2	_	_	2	
3	_	_	_	3
4	_	_	_	_

$$m_{13} = \min\{m_{11} + m_{23} + p_0 p_1 p_3,$$

$$m_{12} + m_{33} + p_0 p_2 p_3\} = \min\{20, 200\}$$

- $n = 4, A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m_{ij}	j				
	wij	1	2	3	4	
	1	0	100	20		
i	2	_	0	10		
	3	_	_	0	200	
	4	_	_	_	0	

s_{ij}	j				
vj	1	2	3	4	
1	_	1	1		
2	_	_	2		
3	_	_	_	3	
4	_	_	_	_	

$$m_{13} = \min\{m_{11} + m_{23} + p_0 p_1 p_3,$$

 $m_{12} + m_{33} + p_0 p_2 p_3\} = \min\{20, 200\}$

- $n = 4, A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m_{ij}		j					
	ne _{lj}	1	2	3	4			
i	1	0	100	20				
	2	_	0	10				
	3	_	_	0	200			
	4	_	_	_	0			

	See	j						
	s_{ij}	1	2	3	4			
	1	_	1	1				
•	2	_	_	2				
	3	_	_	_	3			
	4	_	_	_	_			

$$m_{24} = \min\{m_{22} + m_{34} + p_1 p_2 p_4,$$

 $m_{23} + m_{44} + p_1 p_3 p_4\} = \min\{400, 30\}$

- $n = 4, A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m_{ij}				
	ne _{lj}	1	2	3	4
i	1	0	100	20	
	2		0	10	30
	3	_	_	0	200
	4	_	_	_	0

s_{ij}	j					
Jij	1	2	3	4		
1	_	1	1			
2	_		2	3		
3	_			3		
4	_			_		

$$m_{24} = \min\{m_{22} + m_{34} + p_1 p_2 p_4,$$

 $m_{23} + m_{44} + p_1 p_3 p_4\} = \min\{400, 30\}$

- $n = 4, A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m_{ij}	j						
	ne _{lj}	1	2	3	4			
i	1	0	100	20				
	2	_	0	10	30			
	3	_	_	0	200			
	4	_	_	_	0			

s_{ij}	j					
Jij	1	2	3	4		
1	_	1	1			
2	_	_	2	3		
3	_	_	_	3		
4	_					

$$m_{i(i+3)} = \min_{i \le k \le i+2} (m_{ik} + m_{(k+1)(i+3)} + p_{i-1}p_k p_{(i+3)})$$

- $n = 4, A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m_{ij}		j		
		1	2	3	4
i	1	0	100	20	
	2		0	10	30
	3	_	_	0	200
	4				0

s_{ij}	j					
Jij	1	2	3	4		
1	_	1	1			
2	_		2	3		
3	_			3		
4	_			_		

$$m_{14} = \min_{1 \le k \le 3} (m_{1k} + m_{(k+1)4} + p_0 p_k p_4)$$

= \text{min}\{230, 2300, 220}\}

- $n = 4, A_1 \times A_2 \times A_3 \times A_4$.
- $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

	m_{ij}		j			s_{ii}		j		
	··· ij	1	2	3	4		1	2	3	4
	1	0	100	20 (220	Optimal Value	_	1	1	3
i.	2		0	10	30	i^{-2}			2	3
	3			0	200	3				3
	4	_	<u> </u>		0	4				

$$m_{14} = \min_{1 \le k \le 3} (m_{1k} + m_{(k+1)4} + p_0 p_k p_4)$$

= \text{min}\{230, 2300, 220}\}

Constructing an Optimal Order

• We can construct an optimal order based on the records S_{ij} .

```
Print Order(s, i, j) {
  if(i == j) cout << "A;";</pre>
  else {
     cout << "(";
     Print_Order(s, i, s<sub>ij</sub>);
     cout << "*";
     Print_Order(s, s<sub>ij</sub>+1, j);
     cout << ")";
```

• Initial call is Print Order(s, 1, n);

- Construct an optimal order
 - n = 4, $A_1 \times A_2 \times A_3 \times A_4$.
 - $p_0 = 10$, $p_1 = 1$, $p_2 = 10$, $p_3 = 1$, $p_4 = 20$.

$$s_{14} = 3$$
 $A_1 \times A_2 \times A_3 \times A_4 = (A_1 \times A_2 \times A_3) \times A_4$

$$s_{13} = 1$$
 $A_1 \times A_2 \times A_3 = A_1 \times (A_2 \times A_3)$

$$S_{23} = 2$$
 $A_2 \times A_3 = A_2 \times A_3$

$$A_1 \times A_2 \times A_3 \times A_4 = (A_1 \times (A_2 \times A_3)) \times A_4$$

Time Complexity

- Get the minimum number of scalar multiplications:
 - We need to obtain all m_{ij} and s_{ij} , for $1 \le i \le j \le n$.
 - $O(n^2)$ records
 - Each m_{ij} is the minimum of O(n) terms.
 - Total time complexity is $O(n^3)$.
- Obtain the optimal order:
 - \bullet O(n)

Summary

- Matrix-chain multiplication is an optimization problem.
- The solution is based on **dynamic programming**.
 - The original problem can be divided into same subproblems that **overlap**.
 - Each subproblem is solved once and stored in a table.
 - If a subproblem is encountered again, simply look up its solution in the table.
 - Reconstruct the solution to the original problem from the solutions to the subproblems.