

# Dynamic Programming

Step 1 → Recursive Formulation of problem → count # of distinct subproblems

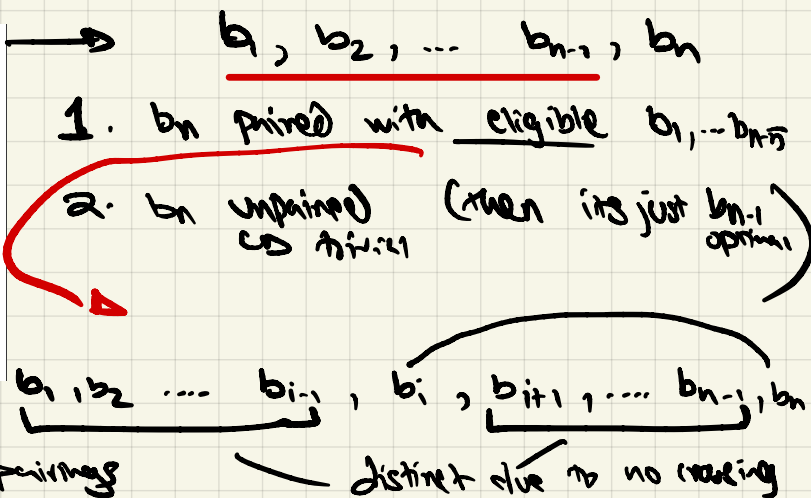
Step 2 → Create a table of subproblem → fill from bottom up

Running time → (size of table) · (time for each entry)

eg → RNA Seq

## RNA Secondary Structure

- What you're given:
  - RNA sequence  $B = b_1, b_2, \dots, b_n$  (a sequence of **bases**)
  - $b_i \in \{A, C, G, U\}$
- $S \subset [n]^2$  is a set of **pairings**;  $[n] = \{1, 2, \dots, n\}$ .
- The rules:
  - If  $(i, j) \in S$  then  $\{b_i, b_j\}$  is either  $\{A, U\}$  and  $\{C, G\}$ .
  - No base is in more than one pair.
  - If  $(i, j) \in S$  then  $i < j - 4$ . (the "no sharp turns" condition)
  - If  $(i, j), (k, l) \in S$  then we cannot have  $i < k < j < l$ . (the "non-crossing" condition)



$$OPT(i, j) = \max \# \text{ of base pairings from } b_i, \dots, b_j$$

$$OPT(i, j) = \max \{ OPT(i, j-1), \max_{i \leq k < j-4} \{ OPT(i, k-1) + OPT(k+1, j-1) \} \}$$

so  $b_k, b_j$  compatible

base case  $OPT(i, j) = 0$  if  $j \leq i + 4$

Complexity → # subproblems →  $O(n^2)$   
time per rec →  $O(n)$  ish for the max

$$\Rightarrow O(n^3)$$

## Multiple Matrix Mult

### Multiple Matrix Multiplication

- Matrix multiplication is **associative** but **not commutative**
  - $A(BC) = (AB)C$
  - $AB \neq BA$  (not necessarily equal)
- Cost of mult.  $m \times p$  and  $p \times n$  matrices is  $O(mnp)$ .

The Problem:

- Given matrices  $A_1, A_2, \dots, A_k$
- $A_i$  is an  $n_i \times n_{i+1}$  matrix where  $n_1, \dots, n_{k+1}$  are ints.
- Compute  $A_1 A_2 \dots A_k$  via a sequence of matrix mults
- $(A_1 A_2 \dots A_k)$  is an  $n_1 \times n_{k+1}$  matrix

$(n^3)$

$$OPT(i, j) = 0$$

$$OPT(i, j) = \min_{i \leq k \leq j-1} \{ OPT(i, k) + OPT(k+1, j) \} + n_i \cdot n_{k+1} \cdot n_{j+1}$$

eg  $\begin{bmatrix} \wedge \\ \vdots \\ \wedge \end{bmatrix} \cdot \begin{bmatrix} \wedge \\ \vdots \\ \wedge \end{bmatrix} \cdot \begin{bmatrix} \wedge \\ \vdots \\ \wedge \end{bmatrix}$

$$(AB)C \rightarrow n^2 \text{ then } n^3 \rightarrow O(n^3)$$

$$A(BC) \rightarrow n^2 \text{ then } n^2 \rightarrow O(n^2)$$

Strat → pick pivot

$$(A_1 \dots A_k) (A_{k+1} \dots A_j) \text{ min of this } \rightarrow \text{merge}$$

# Optimal BST Problem

## Optimal Binary Search Trees

- Input: Given sequence  $(k_j)_{1 \leq j \leq n}$ 
  - Keys in sorted order:  $k_1 < k_2 < \dots < k_n$
  - $p_j$  = probability of searching for key  $k_j$
  - "Dummy keys"  $d_0 < d_1 < \dots < d_n$   $\rightarrow$  interval?
  - $q_j$  = probability of searching for  $d_j$  (searching in  $(k_j, k_{j+1})$ )
  - $\sum_j p_j + \sum_j q_j = 1$ .
- Problem: design an **optimal binary search** tree that minimizes expected search time
  - $\text{depth}_T(k_j)$  = depth of  $k_j$  in tree  $T$
  - Search time for  $k_j$  =  $\text{depth}_T(k_j) + 1$
  - Expected search time in  $T$  is...?

## Example with 4 keys

- $p_1 = 0.2$      $q_0 = 0.3$
  - $p_2 = 0.1$      $q_1 = 0.1$
  - $p_3 = 0.05$      $q_2 = 0.1$
  - $p_4 = 0.05$      $q_3 = 0.05$
  - $q_4 = 0.05$
- $E[\text{search time in } T]$   
 $= \sum_j p_j (\text{depth}_T(k_j) + 1)$   
 $+ \sum_j q_j (\text{depth}_T(d_j) + 1)$
- 
- $E[\text{search time}] = 1 \cdot p_3 + 2 \cdot (p_1 + p_4) + 3 \cdot (q_0 + p_2 + q_3 + q_4) + 4 \cdot (q_1 + q_2)$   
 $= 0.05 + 2 \cdot (0.25) + 3 \cdot (0.5) + 4 \cdot (0.2)$   
 $= 2.85$

- $w(i, j)$  : the total probability mass in a subtree containing  $k_i, \dots, k_j$ , i.e.,  $q_{i-1} + p_i + \dots + p_j + q_j$ .
  - $w(i, i-1) = q_{i-1}$ .
  - $w(i, j) = w(i, j-1) + p_j + q_j$ .
- $e(i, j)$  : expected number of nodes  $\{k_i, \dots, k_j\}$  touched in a search, if  $\{k_i, \dots, k_j\}$  are arranged optimally in a subtree.
  - $e(i, i-1) = w(i, i-1) = q_{i-1}$ .
  - $e(i, j) = \min_{i \leq r \leq j} \{e(i, r-1) + e(r+1, j) + w(i, j)\}$
  - $\text{root}(i, j)$  = the "r" minimizing the eqn. above.

In this case. Each subtree is optimal if the entire tree is optimal!

