

Lecture 13: Dynamic Programming 3

CS 341: Algorithms

Thursday, Feb 28th 2019

Outline For Today

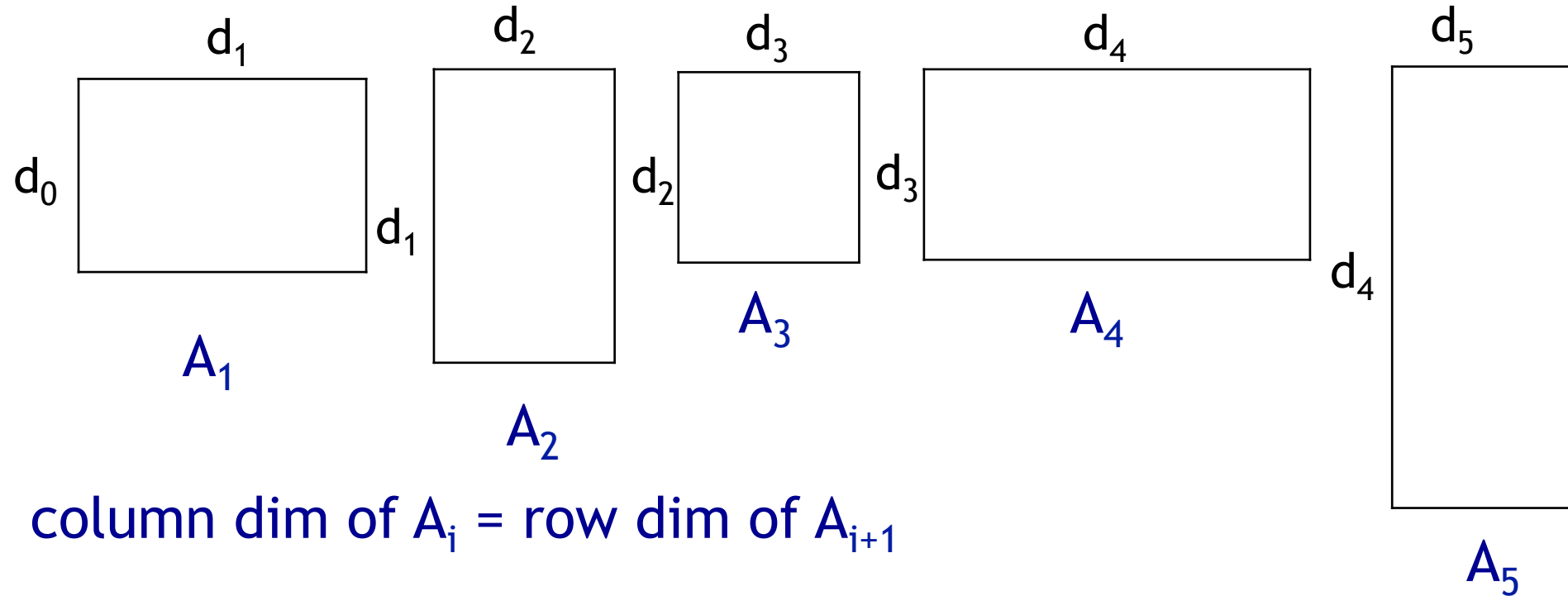
1. Matrix Multiplication Order
2. 0/1 Integer Weight Knapsack

Outline For Today

1. Matrix Multiplication Order
2. 0/1 Integer Weight Knapsack

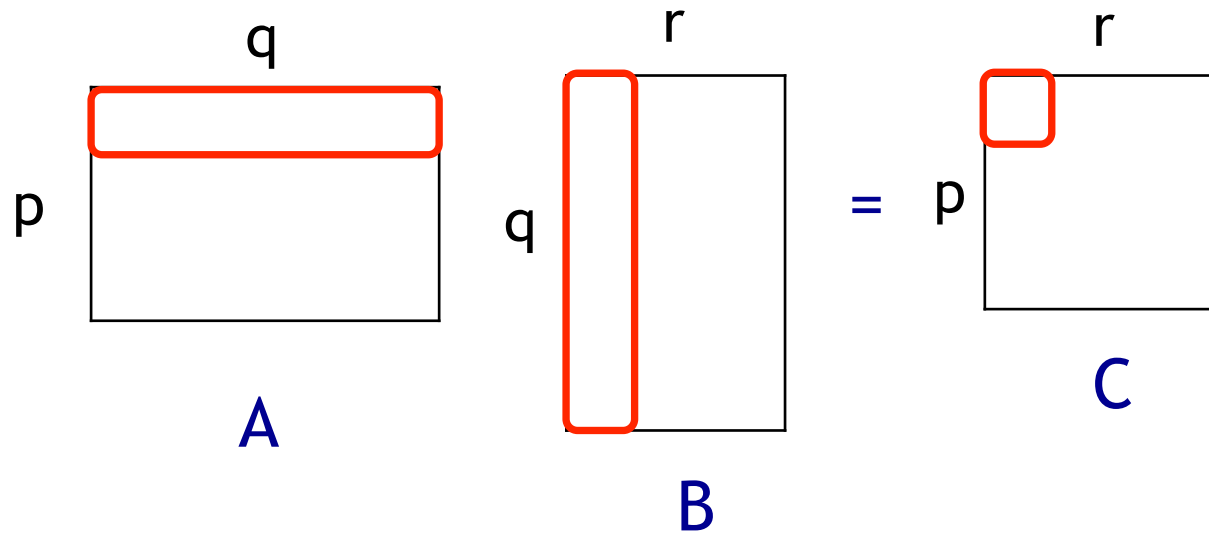
Matrix-chain Multiplication (Ch 15.2)

- ◆ Input: dimensions of n rectangular matrices



- ◆ Output: Find order of multiplying matrices with min cost
using standard matrix multiplication

Cost of $A \times B$ By Standard MM Algorithm



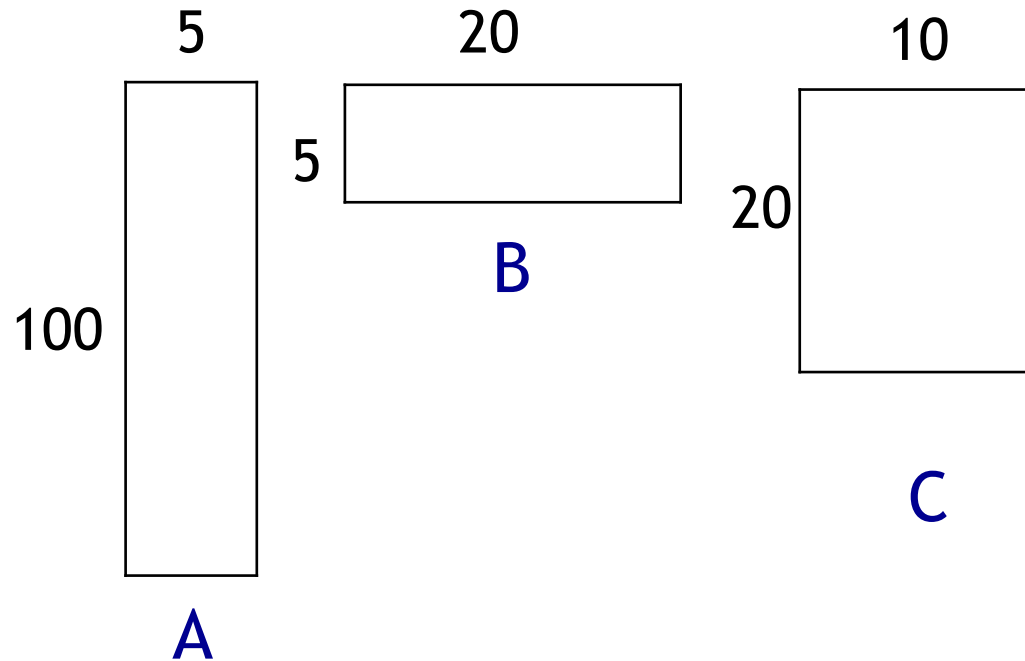
Q: How many operations will be done for each cell of C ?

A: q

Q: How many operations in total?

A: pqr

Example of 2 Different Orders (1)

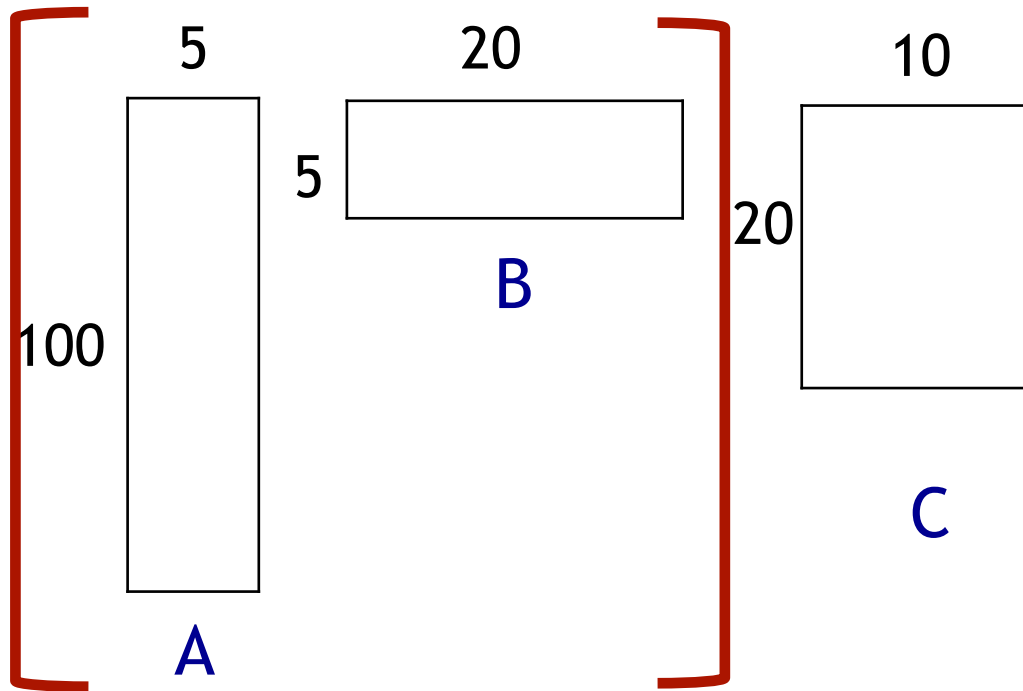


2 Different Orders you can multiply

(1)
 $(A \times B) \times C$

(2)
 $A \times (B \times C)$

Example of 2 Different Orders (2)

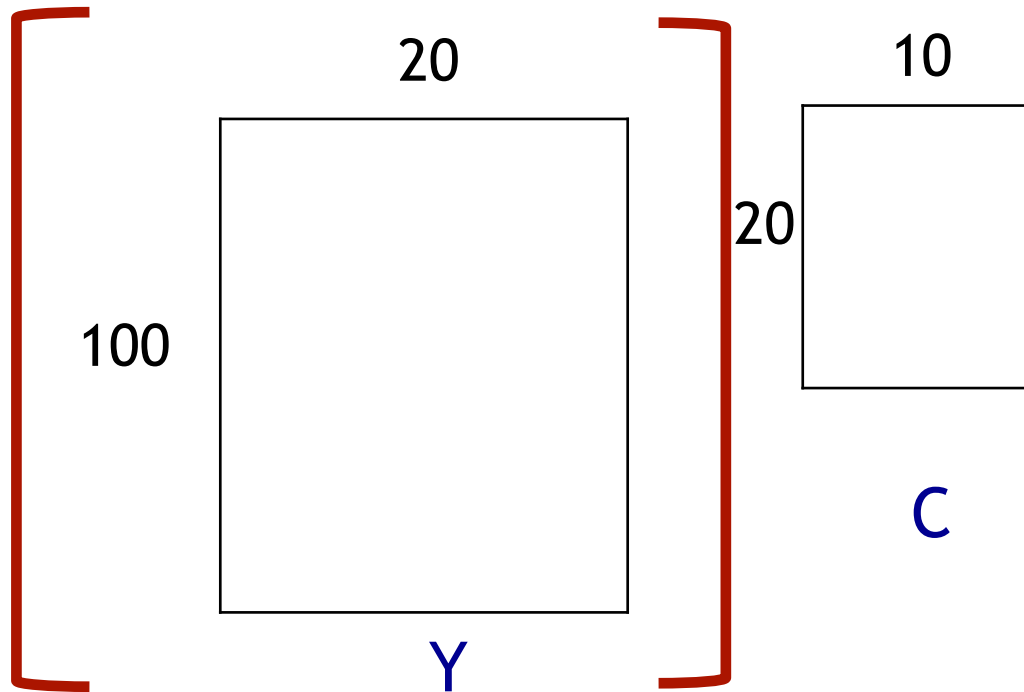


(1)

Cost of $(A \times B) = 100 \times 5 \times 20 = 10000$

$(A \times B) \times C$

Example of 2 Different Orders (2)



(1) Cost of $(A \times B) = 100 \times 5 \times 20 = 10000$

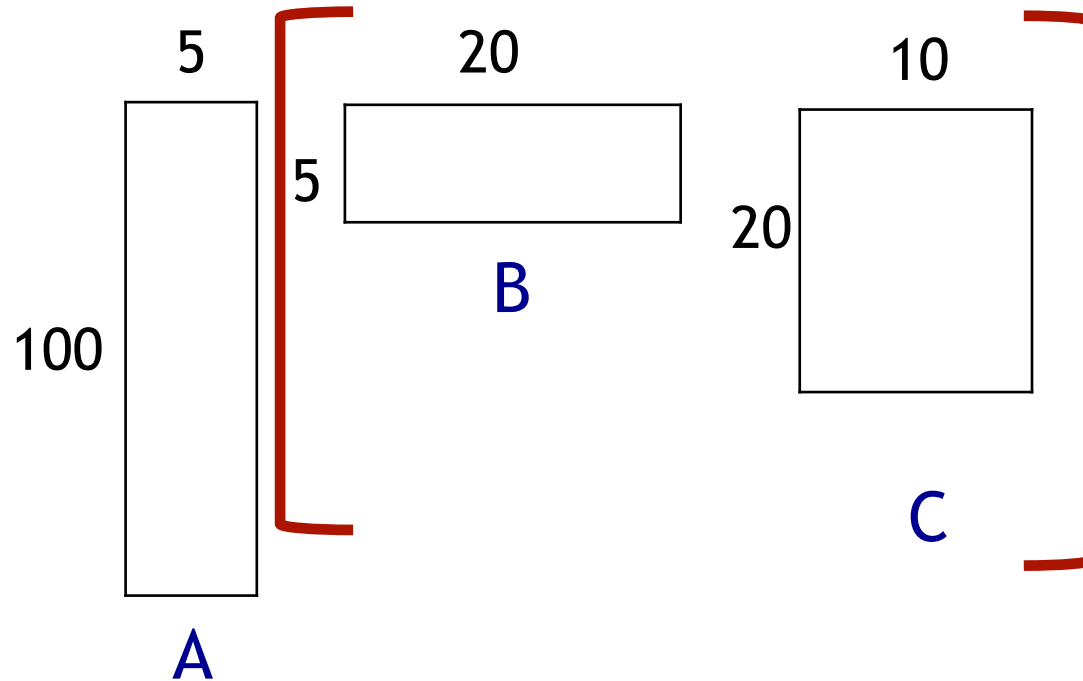
$(A \times B) \times C$

Let $Y = A \times B$ (of dims 100×20)

Cost of $Y \times C = 100 \times 20 \times 10 = 20000$

Total Cost: $10000 + 20000 = 30000$

Example of 2 Different Orders (3)

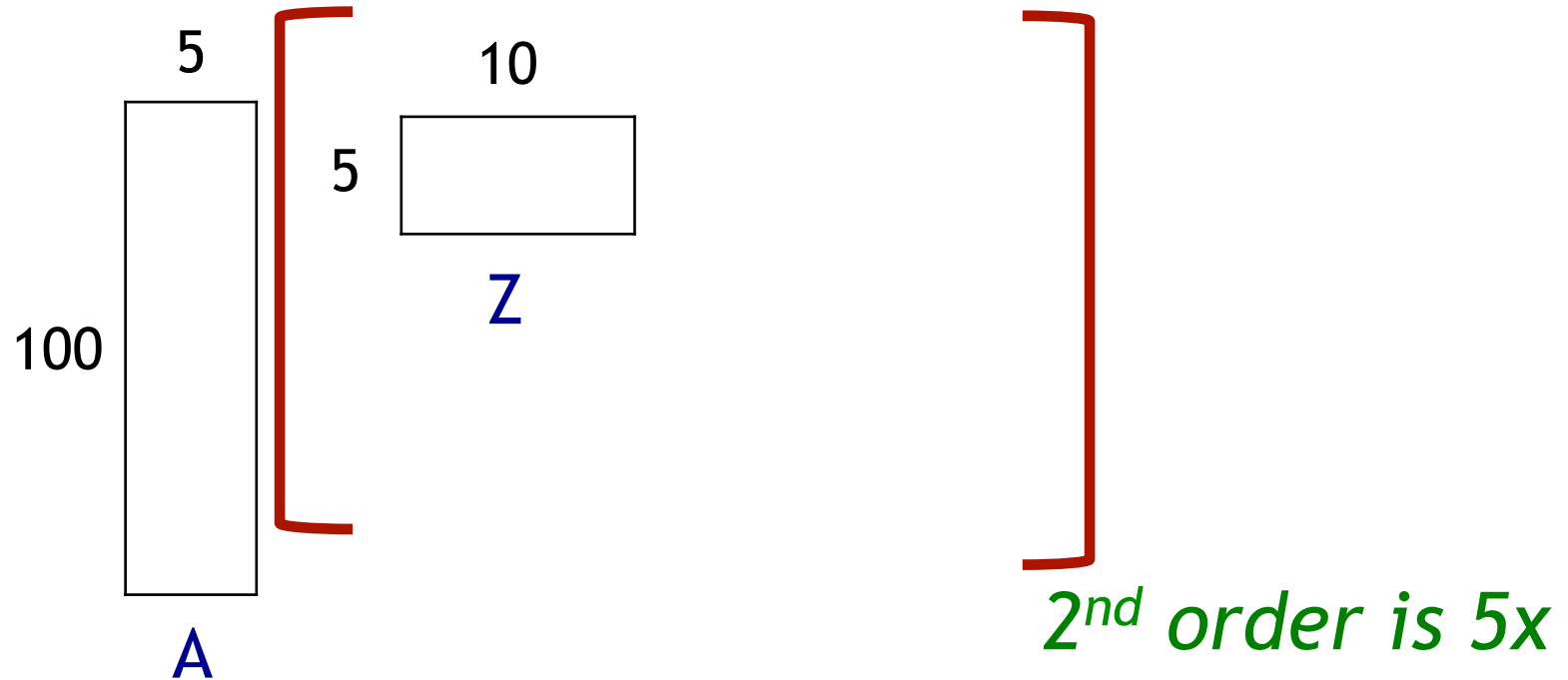


(2)

Cost of $(B \times C) = 5 \times 20 \times 10 = 1000$

$A \times (B \times C)$

Example of 2 Different Orders (3)



(2)

$A \times (B \times C)$

Cost of $(B \times C) = 5 \times 20 \times 10 = 1000$ *faster!*

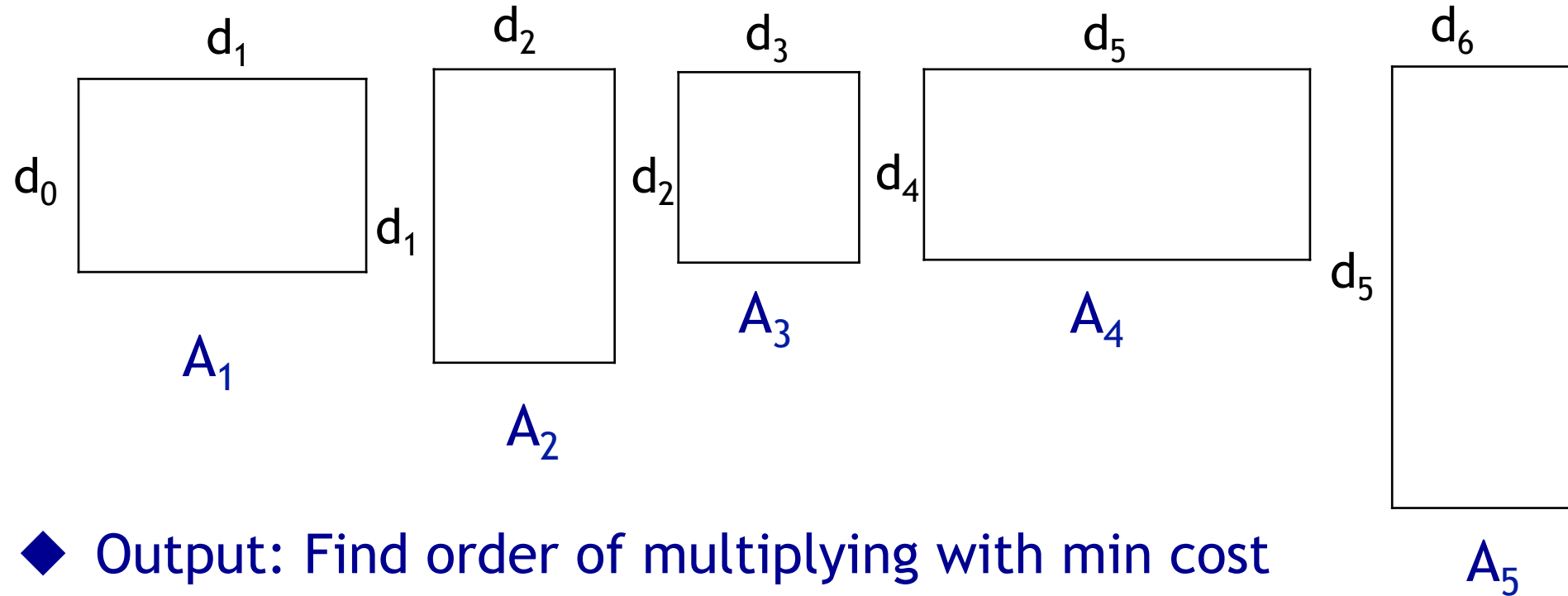
Let $Z = B \times C$ (of dims 5x10)

Cost of $A \times Z = 100 \times 5 \times 10 = 5000$

Total Cost: $1000 + 5000 = 6000$

Recall Our Input & Output

- ◆ Input: dimensions of n rectangular matrices



- ◆ Output: Find order of multiplying with min cost

Our input are **NOT the matrices**, just **their dimensions**.

Our goal is **NOT to multiply the n matrices**

Our goal is to find the **min cost order** of multiplications

Different Ways of Multiplying n Matrices?

Let's think about the final multiplication of an order $M_1 \times M_2$

$$\begin{array}{c} M_1 \qquad \qquad M_2 \\ \downarrow \qquad \downarrow \\ A_1 \times (A_2 \times A_3 \times \dots \times A_n) \end{array}$$

→ Recursively: M_2 can be computed in many different ways as well.

$$\begin{array}{c} M_1 \qquad \qquad M_2 \\ \downarrow \qquad \downarrow \\ (A_1 \times A_2) \times (A_3 \times \dots \times A_n) \end{array}$$

Let $T(i)$: # ways i matrices can be multiplied

Then:

$$T(n) = T(1)T(n-1) + T(2)T(n-2) +$$

...

...

$$T(n-1)T(1)$$

$$\begin{array}{c} M_1 \qquad \qquad M_2 \\ \downarrow \qquad \downarrow \\ (A_1 \times A_2 \times A_3 \times \dots \times A_{n-1}) \times A_n \end{array}$$

$$T(n) = \sum_{k=1}^{n-1} T(k)T(n-k)$$

Different Ways of Multiplying n Matrices?

$$T(n) = \sum_{k=1}^{n-1} T(k)T(n-k)$$

This is the recurrence for the Catalan number $n = \Theta(4^n/n^{3/2})$

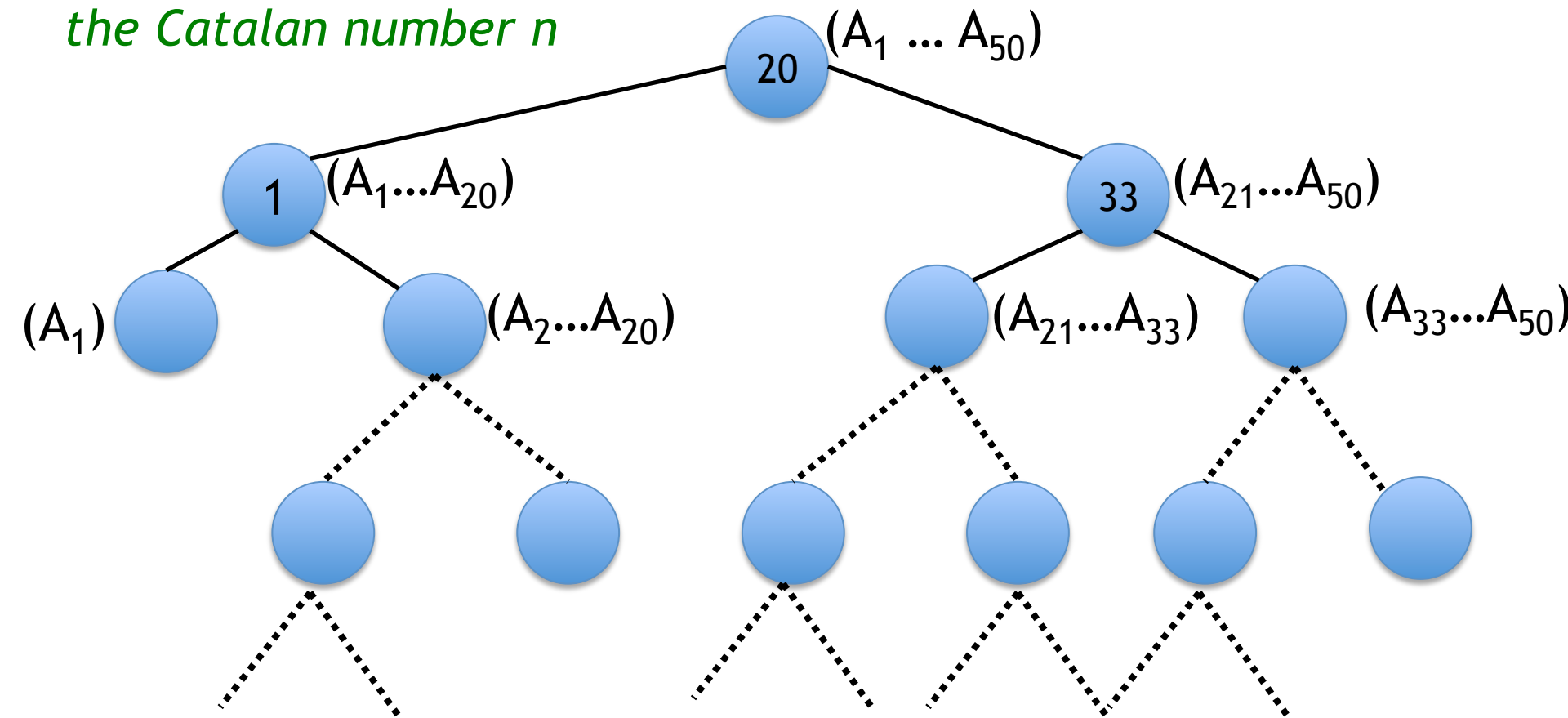
Exercise: Using the substitution method, show it's $\Omega(2^n)$

So there are actually exponential # orderings of n matrices.

Binary Tree Interpretation of Orders

◆ Any ordering can be thought as a binary tree of numbers $1, \dots, n$

*Fact: # of dif. binary trees (and vice versa)
of $1 \dots n$ is
the Catalan number n*



Recall Recipe of a DP Algorithm

1: Identify small # of subproblems

2: quickly + correctly solve “larger” subproblems given
solutions to smaller ones

3: After solving all subproblems, can quickly compute
final solution

*Question: What subproblems should we be
thinking of?*

Subproblems

Let OPT be the opt. ordering for multiplying $A_1 \times A_2 \times \dots \times A_n$.

Let $A_{i\dots j}$ be the result of multiplying $A_i \times A_{i+1} \times \dots \times A_j$

Claim that doesn't require a proof:

OPT multiplies (or splits):

Case 1: $A_1 \times A_{2\dots n}$

Case 2: $A_{1\dots 2} \times A_{3\dots n}$

...

Case k: $A_{1\dots k} \times A_{k+1\dots n}$

...

Case n-1: $A_{1\dots n-1} \times A_n$

subproblems



Case k

Suppose we are in Case k

I.e. OPT's final multiplication is $A_{1\dots k} \times A_{k+1\dots n}$

Claim: Then OPT's ordering for $A_{1\dots k}$, call OPT_{1k} , is the min cost ordering for multiplying $A_1 \times A_2 \times \dots \times A_k$

Proof: Break OPT into OPT_{1k} and $\text{OPT}_{k+1,n}$

Suppose $\exists O_{1k}^*$ for multiplying $A_1 \times A_2 \times \dots \times A_k$ s.t

$$\text{cost}(O_{1k}^*) < \text{cost}(\text{OPT}_{1k})$$

$$\text{then } \text{cost}(O_{1k}^* \cup \text{OPT}_{k+1,n}) + d_0 d_k d_n < \text{cost}(\text{OPT})$$

contradicting OPT's optimality.

Q.E.D.

OPT In terms of Solutions to Subproblems

Let $\text{OPT}_{i,j}$ be the optimal ordering to $A_i \times A_{i+1} \times \dots \times A_j$

$\text{OPT}_{i,i}$ is simply A_i

$$\text{OPT}_{1,n} = \min \left\{ \begin{array}{l} \text{OPT}_{1,1} + \text{OPT}_{2,n} + d_0 d_1 d_n \\ \text{OPT}_{1,2} + \text{OPT}_{3,n} + d_0 d_2 d_n \\ \dots \\ \text{OPT}_{1,k} + \text{OPT}_{k+1,n} + d_0 d_k d_n \\ \dots \\ \text{OPT}_{1,n-1} + \text{OPT}_{n,n} + d_0 d_{n-1} d_n \end{array} \right.$$

More Generally

$$\text{OPT}_{i,j} = \min \left\{ \begin{array}{l} \text{OPT}_{i,i} + \text{OPT}_{i+1,j} + d_{i-1}d_id_j \\ \text{OPT}_{i,i+1} + \text{OPT}_{i+2,j} + d_{i-1}d_{i+1}d_j \\ \dots \\ \text{OPT}_{i,k} + \text{OPT}_{k+1,j} + d_{i-1}d_kd_j \\ \dots \\ \text{OPT}_{i,j-1} + \text{OPT}_{j,j} + d_{i-1}d_{j-1}d_j \end{array} \right.$$

A Possible Recursive Algorithm

Recurse on all cases and return the best solution.

Recursive-Matrix-Ordering: (dim of A_i, \dots, A_j)

$$O_1 = \text{RMO}(A_i) + \text{RMO}(A_{i+1} \dots A_j) + d_{i-1}d_id_j$$

$$O_2 = \text{RMO}(A_i A_{i+1}) + \text{RMO}(A_{i+2} \dots A_j) + d_{i-1}d_{i+1}d_j$$

...

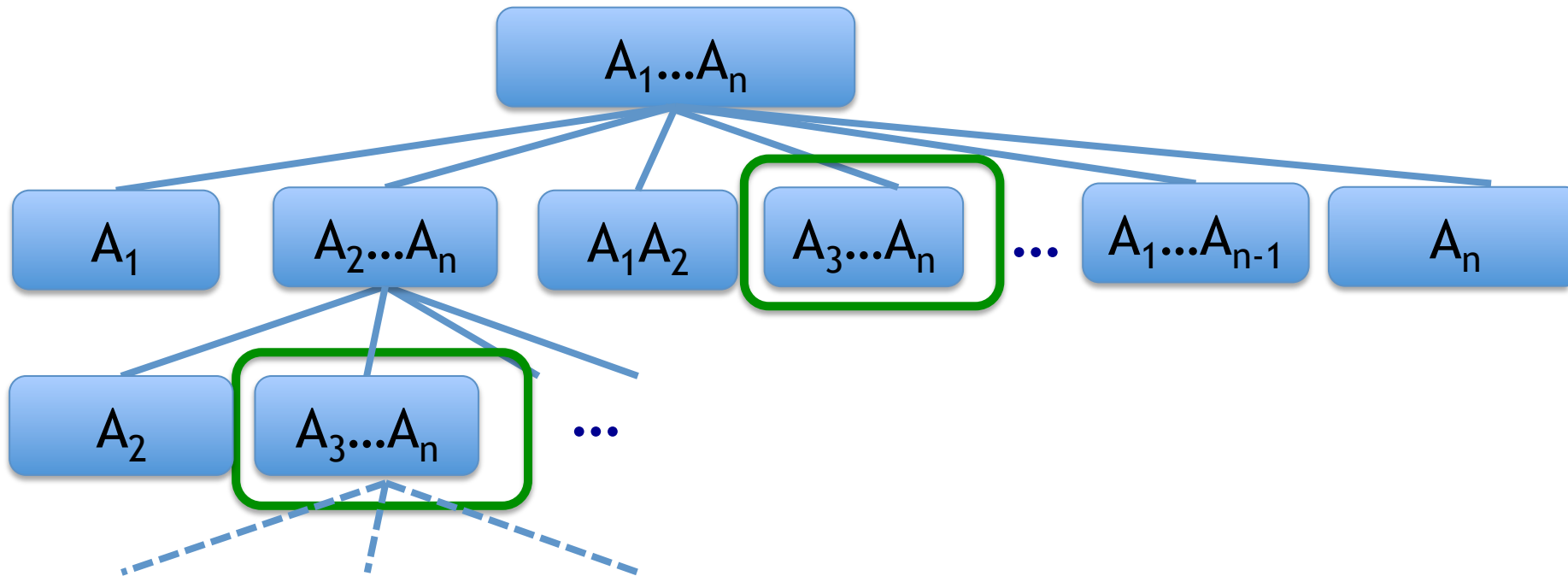
$$O_{j-i-1} = \text{RMO}(A_i \dots A_{j-1}) + \text{RMO}(A_j) + d_{i-1}d_{j-1}d_j$$

return $\min O_1, O_2, \dots, O_{j-i-1}$

*Good news: The
algorithm is correct!*

Problem: This is brute-force search!

Q: How many distinct recursive calls?



$n \text{ choose } 2 = O(n^2)$

for each i, j s.t $i < j$, there is one recursive call

Dynamic Programming Solution

Let $S[][]$ be an n by n matrix,

$S[i][j]$ is min cost ordering for multiplying A_i, \dots, A_j

procedure DP-Matrix-Ordering(d_0, d_1, \dots, d_n):

Base Cases: $S[i][i] = 0; S[i][i+1] = d_{i-1}d_id_{i+1}$

for $i = 1 \dots n$

for $j = 1 \dots n$

$\min_{i,j} = +\infty$

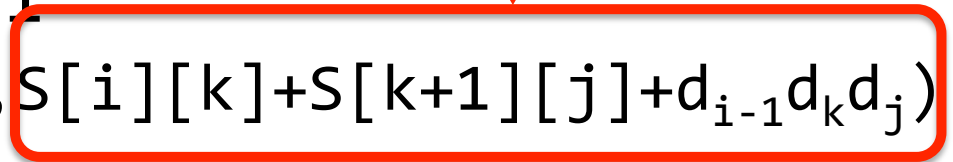
for $k = i, \dots, j-1$

$\min_{i,j} = \min(\min_{i,j}, S[i][k] + S[k+1][j] + d_{i-1}d_kd_j)$

$S[i][j] = \min_{i,j}$

return $S[1][n]$

Looks wrong!



Ex: $i=1, j=n, k=2$

We access $S[2][n] \Rightarrow$ not yet computed

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[2, 6] = \left\{ \begin{array}{l} S[2, 2] + S[3, 6] + d_1 d_2 d_6 \end{array} \right.$$

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[2, 6] = \begin{cases} S[2, 2] + S[3, 6] + d_1 d_2 d_6 \\ S[2, 3] + S[4, 6] + d_1 d_3 d_6 \end{cases}$$

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[2, 6] = \begin{cases} S[2, 2] + S[3, 6] + d_1 d_2 d_6 \\ S[2, 3] + S[4, 6] + d_1 d_3 d_6 \\ S[2, 4] + S[5, 6] + d_1 d_4 d_6 \end{cases}$$

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[2, 6] = \begin{cases} S[2, 2] + S[3, 6] + d_1 d_2 d_6 \\ S[2, 3] + S[4, 6] + d_1 d_3 d_6 \\ S[2, 4] + S[5, 6] + d_1 d_4 d_6 \\ S[2, 5] + S[6, 6] + d_1 d_5 d_6 \end{cases}$$

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[2, 6] = \begin{cases} S[2, 2] + S[3, 6] + d_1 d_2 d_6 \\ S[2, 3] + S[4, 6] + d_1 d_3 d_6 \\ S[2, 4] + S[5, 6] + d_1 d_4 d_6 \\ S[2, 5] + S[6, 6] + d_1 d_5 d_6 \end{cases}$$

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[3, 7] = \left\{ \begin{array}{l} S[3, 3] + S[4, 7] + d_2 d_3 d_7 \end{array} \right.$$

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[3, 7] = \begin{cases} S[3, 3] + S[4, 7] + d_2 d_3 d_7 \\ S[3, 4] + S[5, 7] + d_2 d_4 d_7 \end{cases}$$

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[3, 7] = \begin{cases} S[3, 3] + S[4, 7] + d_2 d_3 d_7 \\ S[3, 4] + S[5, 7] + d_2 d_4 d_7 \\ S[3, 5] + S[6, 7] + d_2 d_5 d_7 \end{cases}$$

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[3, 7] = \begin{cases} S[3, 3] + S[4, 7] + d_2 d_3 d_7 \\ S[3, 4] + S[5, 7] + d_2 d_4 d_7 \\ S[3, 5] + S[6, 7] + d_2 d_5 d_7 \\ S[3, 6] + S[7, 7] + d_2 d_6 d_7 \end{cases}$$

Which Cells Do We Need to Access?

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

$$S[3, 7] = \begin{cases} S[3, 3] + S[4, 7] + d_2 d_3 d_7 \\ S[3, 4] + S[5, 7] + d_2 d_4 d_7 \\ S[3, 5] + S[6, 7] + d_2 d_5 d_7 \\ S[3, 6] + S[7, 7] + d_2 d_6 d_7 \end{cases}$$

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80	150	
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80	150	
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80	150	
5					0	120	
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400				
2		0	200	220			
3			0	40	100		
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600			
2		0	200	220			
3			0	40	100		
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600			
2		0	200	220	310		
3			0	40	100		
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600			
2		0	200	220	310		
3			0	40	100	205	
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600			
2		0	200	220	310		
3			0	40	100	205	
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540		
2		0	200	220	310		
3			0	40	100	205	
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540		
2		0	200	220	310	380	
3			0	40	100	205	
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540		
2		0	200	220	310	380	
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540	660	
2		0	200	220	310	380	
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540	660	
2		0	200	220	310	380	700
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540	660	
2		0	200	220	310	380	700
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540	660	
2		0	200	220	310	380	700
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540	660	
2		0	200	220	310	380	700
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540	660	
2		0	200	220	310	380	700
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

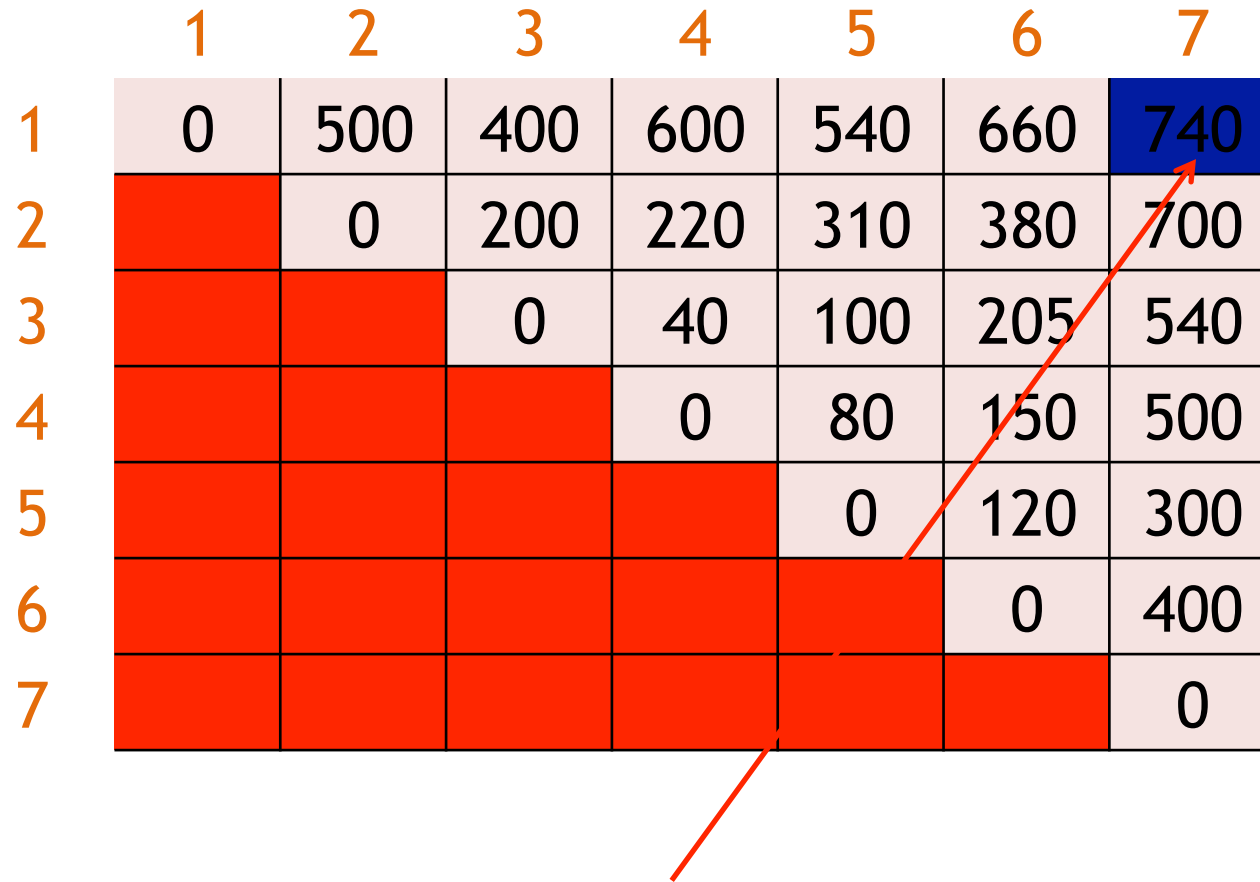
The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540	660	
2		0	200	220	310	380	700
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)

	1	2	3	4	5	6	7
1	0	500	400	600	540	660	
2		0	200	220	310	380	700
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (1)



A 7x7 cost matrix representing a dynamic programming table. The columns are indexed 1 to 7 and the rows are indexed 1 to 7. The diagonal elements (top-left to bottom-right) are all 0. The cell at row 1, column 7 is highlighted in blue and contains the value 740. A red arrow starts at the bottom-left cell (row 7, column 1) and points diagonally up and to the right, ending at the blue cell (row 1, column 7). The arrow passes through the cells (6,2), (5,3), (4,4), (3,5), and (2,6), which are all white.

	1	2	3	4	5	6	7
1	0	500	400	600	540	660	740
2		0	200	220	310	380	700
3			0	40	100	205	540
4				0	80	150	500
5					0	120	300
6						0	400
7							0

Note, this is the final solution
(not the ordering but the cost)

Dynamic Programming Solution

Let $S[][]$ be an n by n matrix,

$S[i][j]$ is min cost ordering for multiplying A_i, \dots, A_j

procedure DP-Matrix-Ordering(d_0, d_1, \dots, d_n):

Base Cases: $S[i][i] = 0$; $S[i][i+1] = d_{i-1}d_id_{i+1}$

for $len = 3 \dots n$

for $r = 1 \dots n-len$

$c = r + len - 1$;

$\min_{c,r} = +\infty$

for $k = 1, \dots, len$

$j = r+k-1$;

$\min_{c,r} = \min(\min_{c,r}, S[r][j] + S[j+1][c] + d_{r-1}d_kd_c)$

$S[c][r] = \min_{c,r}$

$c++$;

return $S[1][n]$

Runtime: $O(n^3)$
(check as an exercise)

Note: Text book has
another fix.

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80		
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80	150	
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40			
4				0	80	150	500
5					0	120	300
6						0	400
7							0

The Way We Should Traverse (2)

	1	2	3	4	5	6	7
1	0	500					
2		0	200				
3			0	40	100		
4				0	80	150	500
5					0	120	300
6						0	400
7							0

so and so forth...

Exercise: Write the code for the 2nd traversal.

Reconstructing The Optimal Ordering

Store with each cell, the split k that
minimized the cost

Reconstructing The Optimal Solution

	1	2	3	4	5	6	7
1	1	1	2	2	2	3	5
2		2	2	3	4	4	3
3			3	3	4	3	5
4				4	4	4	4
5					5	5	5
6						6	6
7							7

Reconstructing The Optimal Solution

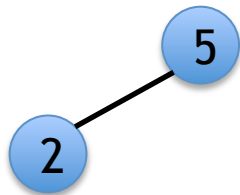
	1	2	3	4	5	6	7
1	1	1	2	2	2	3	5
2		2	2	3	4	4	3
3			3	3	4	3	5
4				4	4	4	4
5					5	5	5
6						6	6
7							7

5

$$(A_1 A_2 A_3 A_4 A_5) \times (A_6 A_7)$$

Reconstructing The Optimal Solution

	1	2	3	4	5	6	7
1	1	1	2	2	2	3	5
2		2	2	3	4	4	3
3			3	3	4	3	5
4				4	4	4	4
5					5	5	5
6						6	6
7							7

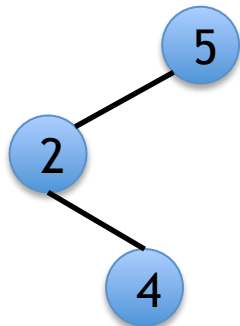


$$(A_1 A_2 A_3 A_4 A_5) \times (A_6 A_7)$$

$$(A_1 A_2) \times (A_3 A_4 A_5)$$

Reconstructing The Optimal Solution

	1	2	3	4	5	6	7
1	1	1	2	2	2	3	5
2		2	2	3	4	4	3
3			3	3	4	3	5
4				4	4	4	4
5					5	5	5
6						6	6
7							7



$$(A_1 A_2 A_3 A_4 A_5) \times (A_6 A_7)$$

$$(A_1 A_2) \times (A_3 A_4 A_5)$$

$$(A_3 A_4) \times A_5$$

Final Order: $((A_1 \times A_2) \times ((A_3 \times A_4) \times A_5)) \times (A_6 \times A_7)$

Outline For Today

1. Matrix Multiplication Order
2. 0/1 Integer Weight Knapsack

0-1 Integer Weight Knapsack

◆ Input:

- n items
- values for items $v_1, \dots, v_n \geq 0$ (not necessarily integer)
- sizes for items $w_1, \dots, w_n \geq 0$ (integers)
- knapsack capacity $W \geq 0$ (integer)

◆ Output: subset $S \subseteq \{1, 2, \dots, n\}$ items s.t.

$$\max \sum_{i \in S} v_i$$

$$\text{s.t.} \sum_{i \in S} w_i \leq W$$

Knapsack Example

$$v_1 = 2.2$$
$$w_1 = 2$$

$$v_2 = 4.0$$
$$w_2 = 3$$

$$v_3 = 2.0$$
$$w_3 = 3$$

$$v_4 = 3.0$$
$$w_4 = 5$$

$$W=9$$

Knapsack Example

$$v_1 = 2.2$$
$$w_1 = 2$$

$$v_2 = 4.0$$
$$w_2 = 3$$

$$v_3 = 2.0$$
$$w_3 = 3$$

$$v_4 = 3.0$$
$$w_4 = 5$$

$$v_1 = 2.2$$
$$w_1 = 2$$

$$v_3 = 2.0$$
$$w_3 = 3$$

$$v_2 = 4.0$$
$$w_2 = 3$$

$$W=9$$

$$\text{OPT} = 4 + 2 + 2.2 = 8.2$$

Greedy Algorithm 1 (Most valuable)

$$v_1 = 2.2$$
$$w_1 = 2$$

$$v_2 = 4.0$$
$$w_2 = 3$$

$$v_3 = 2.0$$
$$w_3 = 3$$

$$v_4 = 3.0$$
$$w_4 = 5$$

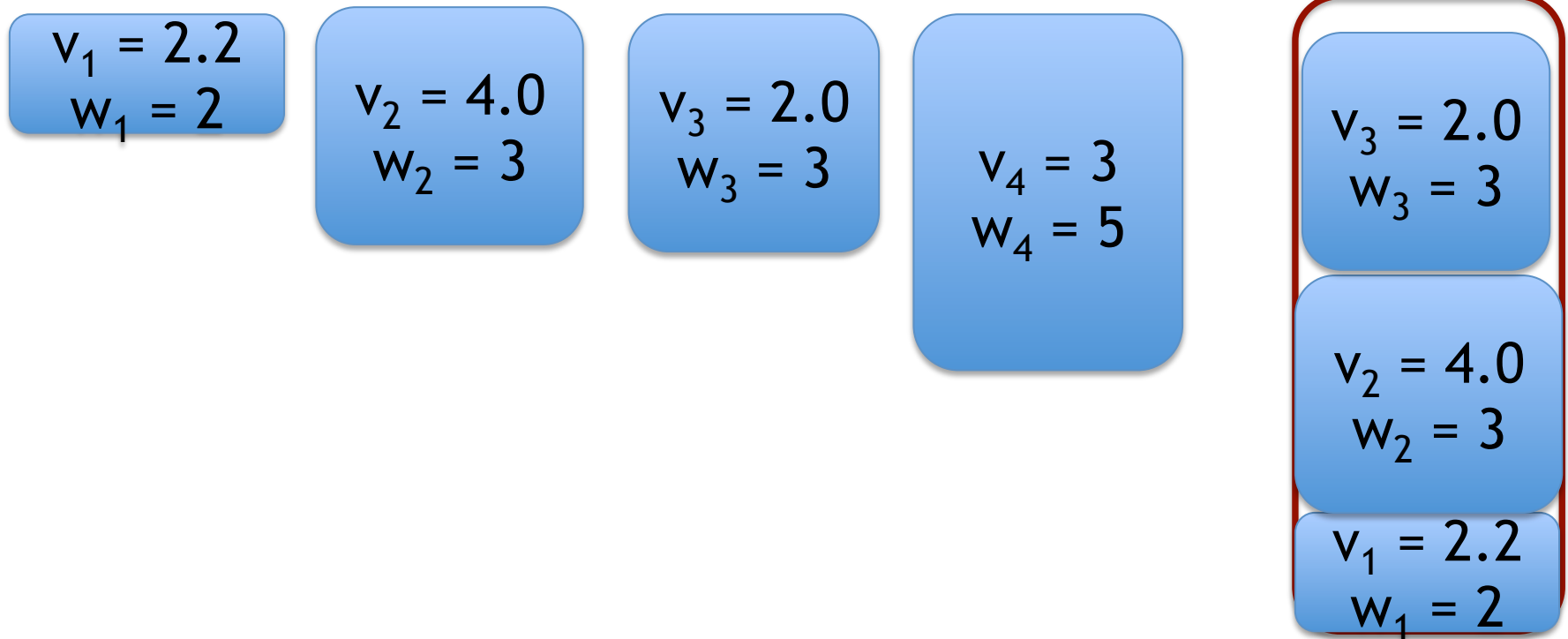
$$v_4 = 3.0$$
$$w_4 = 5$$
$$v_2 = 4.0$$
$$w_2 = 3$$

$$4+3=7$$

$$W=9$$

Clearly, not optimal

Greedy Algorithm 2 (Lightest first)



$$2.2 + 4 + 2 = 8.2$$

Looks optimal for this example

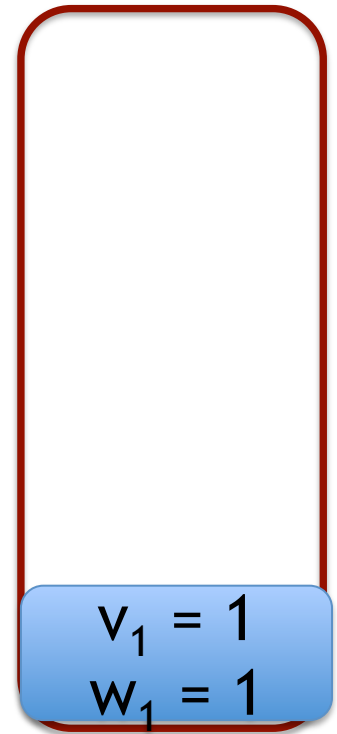
But what can go wrong?

$$W=9$$

Counter Example: Greedy Lightest First

$$v_1 = 1$$
$$w_1 = 1$$

$$v_2 = 10$$
$$w_2 = 10$$



Optimal is 10. (put 2nd item)

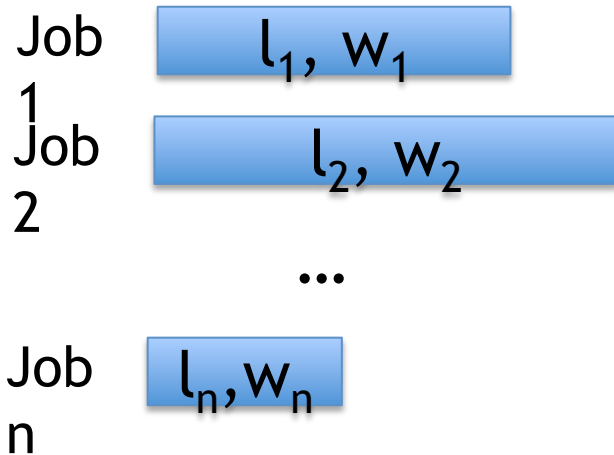
$W=10$

Greedy-Lightest: 1

Clearly not optimal.

Recall Scheduling Problem

◆ **Input:** Each job_{*i*} has length l_i AND weight w_i



◆ **Output:** A schedule of the jobs on a processor

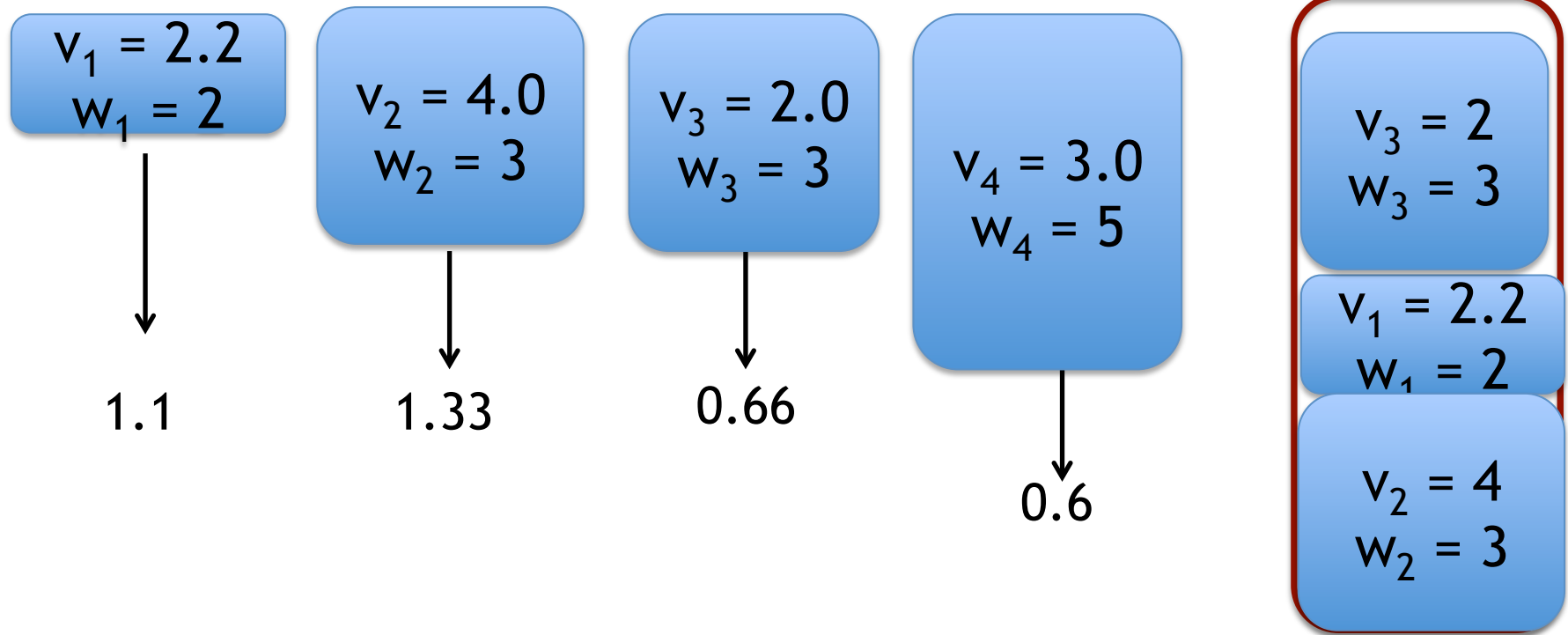
$$\text{s.t: } \sum_{i=1}^n w_i C_i \leftarrow \text{weighted completion time of job } i$$

is minimum over all possible $n!$ schedules.

Greedy 3: Largest (Value/Weight)

- ◆ Similar to Greedy Weighted Scheduling
- ◆ If **weights** are the same, put **higher value** items first
- ◆ If **values** are the same, put **lighter** items first
- ◆ Greedy Algorithm:
 1. Combine v_i and w_i into a single score v_i / w_i :
 2. Sort items in increasing combined score
Assume w.l.o.g.: $v_1/w_1 \geq v_2/w_2 \geq \dots \geq v_n/w_n$
 3. Pack until can't pack anymore

Greedy 3: Largest (Value/Weight)



$$2.2 + 4 + 2 = 8.2$$

Looks optimal for this example

But what can go wrong?

$$W=9$$

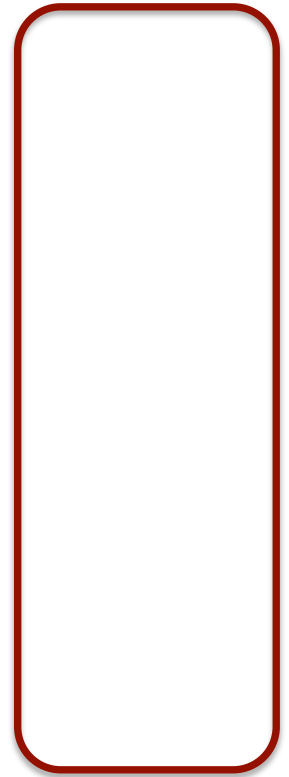
Counter Example: Greedy Largest V/W

$v_1 = 2$
 $w_1 = 1$



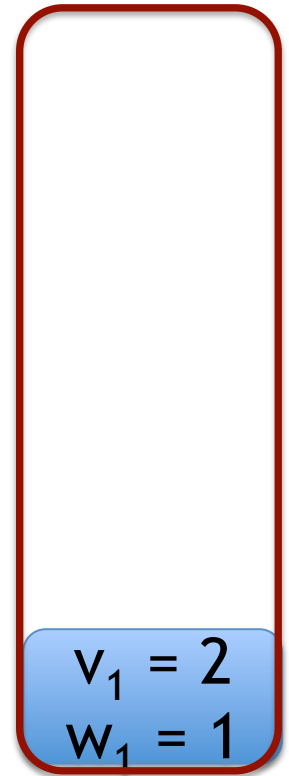
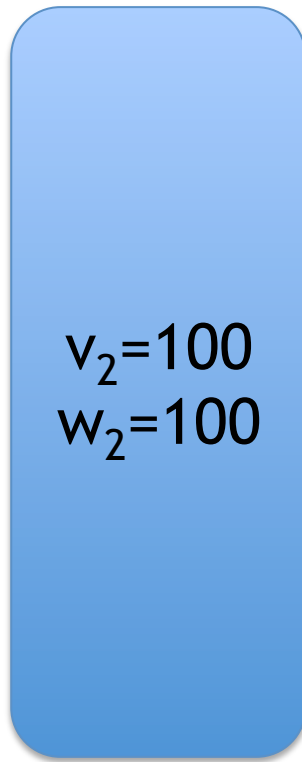
$v_2 = 100$
 $w_2 = 100$

Optimal is 100. (put 2nd item)



$W = 100$

Counter Example: Greedy Largest V/W



$W=100$

Optimal is 100. (put 2nd item)

Greedy Largest V/W has a value of 2.

Can be arbitrarily bad.

Not Surprising That Greedy Algs Don't Work!

0-1 Knapsack is Intractable!

At a high-level, you can think of 0-1 Knapsack as the *hardest* (no exaggeration) computational problem to solve *exactly* in the “real world”.

More specifically: It is *as hard as every other computational problem* among problems that generally appear in practice.

(Other “harder” problems can be constructed but they don't appear often in the real world.)

Will make formal by NP-Completeness in 5 weeks.

Recap: Recipe of a DP Algorithms

1. Identify small # of subproblems
2. Quickly + correctly solve “larger” subproblems given solutions to smaller ones
3. After solving all subproblems, can quickly compute final solution

0-1 Knapsack DP Algorithm 1

- ◆ Order the n items in arbitrary order: $\{1, 2, \dots, n\}$.
- ◆ Consider the optimal solution S^*

A Claim that Doesn't Require A Proof:

(1) $n \notin S^*$ or (2) $n \in S^*$

Case 1: $n \notin S^*$

Q: What can we assert about S^* for items $\{1, \dots, n-1\}$?

A: S^* is opt. for items $\{1, \dots, n-1\}$ and capacity W .

Proof: Assume \exists better S^{**} w/ cap. W for $\{1, \dots, n-1\}$

$\Rightarrow S^{**}$ is feasible for $\{1, \dots, n\}$ and better than S^*

\Rightarrow Which would contradict S^* 's optimality

Q.E.D.

Case 2: $n \in S^*$

Q: What can we assert about $S^* - \{n\}$ for items $\{1, \dots, n-1\}$?

A: $S^* - \{n\}$ is opt. for items $\{1, \dots, n-1\}$ and cap. $W - w_n$.

Pf: Assume \exists better S^{**} w/ $\text{cap} \leq W - w_n$ for $\{1, \dots, n-1\}$

$\Rightarrow S^{**} \cup \{n\}$ has capacity $\leq W$

$\Rightarrow S^{**} \cup \{n\}$ is feasible for $\{1, \dots, n\}$ and better than S^*

\Rightarrow Which would contradict S^* 's optimality

Q.E.D.

What Are The Subproblems?

$K_{(i, c)}$: opt. knapsack for the first i items and cap c .

Q: How many subproblems are there?

A: $n * W$

$$K_{(i, c)} = \max \left\{ \begin{array}{l} K_{(i-1, c)} \\ K_{(i-1, c - w_i)} + v_i \end{array} \right.$$

0-1 Knapsack DP Algorithm 1 Pseudocode

$$K_{(i, c)} = \max \left\{ \begin{array}{l} K_{(i-1, c)} \\ K_{(i-1, c - w_i)} \end{array} \right.$$

procedure DP-Knapsack-1(n, W):

Base Cases: $A[0][i] = 0$

for $i = 1, 2, \dots, n$:

for $c = 1, \dots, W$:

$A[i][c] = \max\{A[i-1][c], A[i-1][c-w_i]+v_i\}$

return $A[n][W]$

Run-time

Runtime: $O(nW)$

Brute-Force Search: $\Omega(2^n)$

Observation: This is polynomial in n and W .

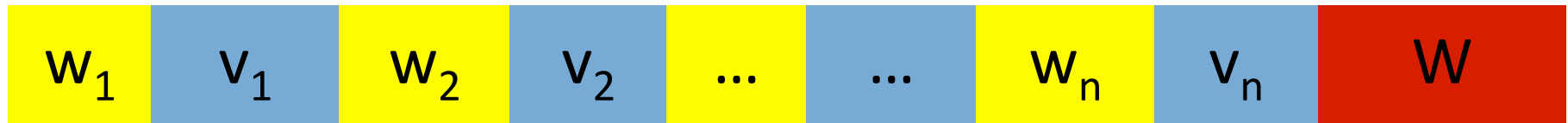
Q: Is Knapsack then tractable?!

A: No! B/c we're still exponential in input size.

Input

Input size: # bits (key strokes) to represent the problem
n weights, values ($n * (\log \text{ of max weight and value})$)
capacity $\Rightarrow \log(W)$ bits.

Note: W is exponential in $\log(W)$



Pseudo-polynomial Time Algorithm

An algorithm that's polynomial in the numeric values of the inputs but not the # bits to represent it.

Ex: $O(nW)$ is pseudo-polynomial

Interpretation: If we fix W to a (constant) integer value

=> Knapsack is tractable

Called “Fixed-Parameter Tractable” Problem¹¹¹