

# Algorithms

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Lesson #4: Dynamic programming



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## Fibonacci Series

- $F(0) = 0$
- $F(1) = 1$
- $F(n) = F(n-1) + F(n-2)$

- Write a Divide and Conquer Algorithm!
- What is its running time?



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## Binomial Coefficients

$$\frac{n!}{k!(n-k)!} = \binom{n}{k}$$

- Recursive equation:

$$\binom{n}{k} = \binom{n-1}{k} + \binom{n-1}{k-1}$$

- Write a Divide and Conquer Algorithm!
- What is its running time?



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## Dynamic Programming Approach to Optimization Problems

1. Characterize structure of an optimal solution.
2. Recursively define value of an optimal solution.
3. Compute value of an optimal solution in bottom-up fashion.
4. Construct an optimal solution from computed information.



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## World Series Odds



- Two teams A and B play to see who is the first to win  $n$  games. In world series games  $n=4$ .
- Assumption: A and B are equally competent, each has a 50% chance to win any particular game.
- $P(i, j)$  - the probability that A needs  $i$  extra games to win and B needs  $j$  extra games to win.

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## World Series Odds



$$P(0, j) = 1 \quad j > 0$$

$$P(i, 0) = 0 \quad i > 0$$

$$P(i, j) = \frac{1}{2}P(i-1, j) + \frac{1}{2}P(i, j-1) \quad i > 0 \text{ and } j > 0$$

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## Recursive Solution



```
P(i, j) {
    if i=0 return 1
    elseif j=0 return 0
    else return 1/2 P(i-1, j) + 1/2 P(i, j-1)
}
```

- What is its running time?

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## Dynamic Programming



```
P(n, m) {
    for(i=0; i<=n; i++)
        T[0, i] = 1
    for(j=1; j<=m; j++)
        T[j, 0] = 0
    for(i=1; i<=n; i++)
        for(j=1; j<=m; j++)
            T[i, j] = 1/2 T[i-1, j] + 1/2 T[i, j-1];
    return T[n, m]
}
```

	0	1	2	3	4
0	1	1	1	1	1
1	0	1/2	3/4	7/8	15/16
2	0	1/4	1/2		
3	0	1/8			
4	0	1/16			

- What is its running time?

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## Matrix Chain Multiplication

### -Problem:

Given  $n$  matrices  $M_1, M_2, \dots, M_n$ , compute the product  $M_1 M_2 M_3 \dots M_n$ , where  $M_i$  has dimension  $d_{i-1} \times d_i$ , for  $i = 1, \dots, n$ .

### -objective

compute  $M_1, M_2, \dots, M_n$  with the minimum number of scalar multiplications.

-Given matrices  $A$  with dimension  $p \times q$  and  $B$  with dimension  $q \times r$ , multiplication  $AB$  takes  $pqr$  scalar multiplications

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## Matrix Chain Multiplication

-**Problem:** Parenthesize the product  $M_1 M_2 \dots M_n$  in a way to minimize the number of scalar multiplications.

-**Example:**  $M_1 \text{ --- } 2 \times 5$

$M_2 \text{ --- } 5 \times 3$

$M_3 \text{ --- } 3 \times 4$

$M_1(M_2 M_3) \text{ --- } 60 + 40 = 100$  multiplications

$(M_1 M_2)M_3 \text{ --- } 30 + 24 = 54$  multiplications

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## Matrix Chain Multiplication

- Let  $m(i, j)$  be the number of multiplications performed using optimal parenthesis of  $M_i M_{i+1} \dots M_{j-1} M_j$ .

$$m(i, j) = \begin{cases} 0 & i = j \\ \min_{i \leq k < j} \{m(i, k) + m(k+1, j) + d_{i-1} d_k d_j\} & i < j \end{cases}$$

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## Matrix Chain Multiplication

```
MUL(i, j) {
    if (i == j) return 0;
    else {
        x ← ∞
        for k = i to j-1
            y ← MUL(i, k) + MUL(k+1, j) + di-1 dk dj
            if y < x {
                x ← y
                S(i, j) ← k
            }
        }
    }
}
```

- What is its running time?

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## Recursive Running Time



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

$$T(n) = 2 \sum_{k=1}^{n-1} T(k) + (n-1)$$

$$T(n-1) = 2 \sum_{k=1}^{n-2} T(k) + (n-2)$$

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

$$T(n) = 3T(n-1) + 1 > 3T(n-1) > \dots > 3^k T(n-k)$$

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## Dynamic Programming



-Example:  $M_1 \text{ --- } 2 \times 5$

$M_2 \text{ --- } 5 \times 3$

$M_3 \text{ --- } 3 \times 4$

m	1	2	3
1	0	30	54
2		0	60
3			0

$$m(i, j) = \begin{cases} 0 & i = j \\ \min_{i \leq k < j} \{m(i, k) + m(k+1, j) + d_{i-1}d_kd_j\} & i < j \end{cases}$$

S	1	2	3
1		1	2
2			2
3			

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## Matrix Chain Multiplication



```

MUL(n) {
  for (i=1; i<=n; i++) m[i, i]=0;
  for (diff=1; diff<=n-1; diff++) {
    for (i=1; i<=n-diff; i++) {
      j<-i+diff
      x<-∞
      for (k=i; k<=j-1; k++)
        y<-m[i, k]+m[k+1, j]+di-1dkdj
        if y<x {
          x<-y
          S(i, j)←k
        }
      m[i, j]=x;
    }
  }
}
    
```

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## Longest Common Subsequence



- Let  $x = x_1 \cdot x_2 \cdots x_n$   
 $y = y_1 \cdot y_2 \cdots y_m$
- A common subsequence of X and Y of length k exists if there are indices  $i_1 \leq i_2 \leq \dots \leq i_k$  and  $j_1 \leq j_2 \leq \dots \leq j_k$  such that for every  $1 \leq \ell \leq k$   $x_{i_\ell} = y_{j_\ell}$

- objective

Find the longest Common Subsequence of x and y (LCS)

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## LCS



```

LCS (X, Y) {
  for (i=1; i≤m; i++) C[i, 0]=0;
  for (j=0; j≤n; i++) C[0, j]=0;
  for (i=1; i≤m; i++) {
    for (j=1; j≤n; i++) {
      if (xi=yj)
        C[i, j]←C[i-1, j-1]+1
      else C[i, j]← max(C[i, j-1], C[i-1, j])
    }
  }
  return C[m, n]
}

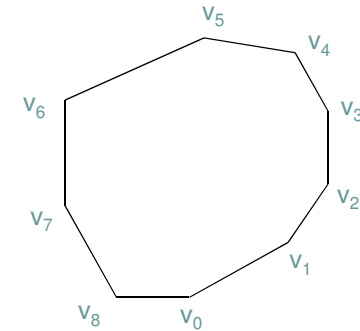
```

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## Optimal Polygon Triangulation



Given a convex polygon  $P = \langle v_0, v_1, \dots, v_{n-1} \rangle$ , a chord  $v_i v_j$  divides  $P$  into two polygons  $\langle v_i, v_{i+1}, \dots, v_j \rangle$  and  $\langle v_j, v_{j+1}, \dots, v_i \rangle$  (assume  $v_n = v_0$  or more generally,  $v_k = v_k \pmod n$ ).



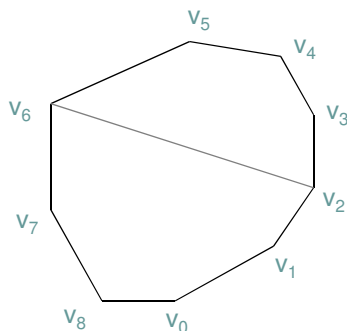
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$v_k = v_k$

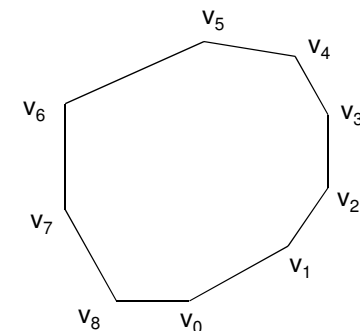


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## Example 3. Optimal Polygon Triangulation



Given a convex polygon  $P = \langle v_0, v_1, \dots, v_{n-1} \rangle$ , it can always be divided into  $n-2$  non-overlapping triangles using  $n-3$  chords.

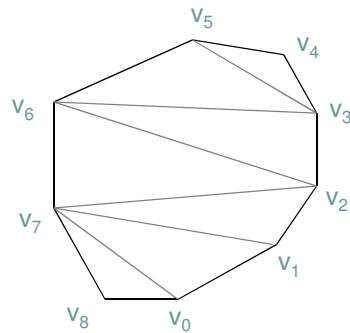


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## Example 3. Optimal Polygon Triangulation



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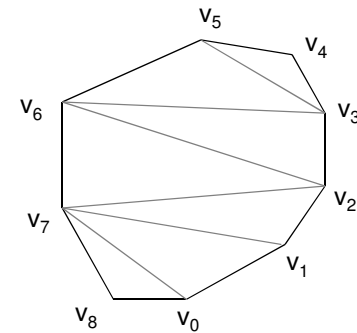


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## Example 3. Optimal Polygon Triangulation



Given a convex polygon  $P = \langle v_0, v_1, \dots, v_{n-1} \rangle$ , there could be a lot of triangulations (in fact, an exponential number of them).

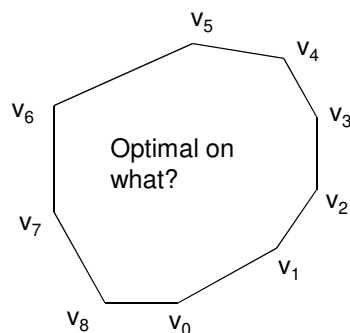


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## Example 3. Optimal Polygon Triangulation



Given a convex polygon  $P = \langle v_0, v_1, \dots, v_{n-1} \rangle$ , we want to compute an optimal triangulation.



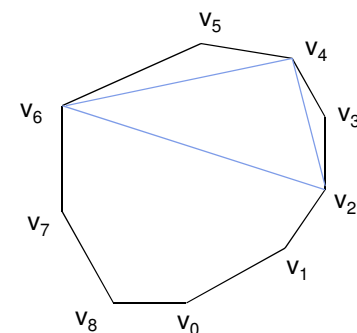
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## Example 3. Optimal Polygon Triangulation



Given a convex polygon  $P = \langle v_0, v_1, \dots, v_{n-1} \rangle$ , we want to compute an optimal triangulation whose weight is minimized.

The weight of a triangulation is the weight of all its triangles and the weight of a triangle is the sum of its 3 edge lengths.



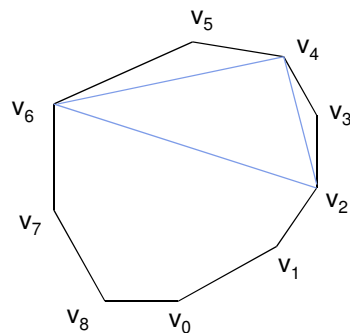
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### Example 3. Optimal Polygon Triangulation



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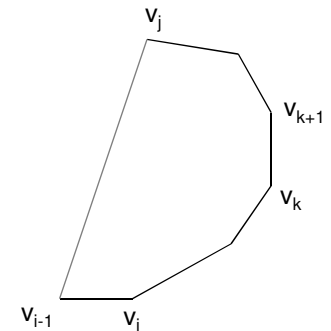
The weight of  $\Delta v_2 v_4 v_6$  is  
 $|v_2 v_4| + |v_4 v_6| + |v_2 v_6|$

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### Example 3. Optimal Polygon Triangulation



Dynamic Solution: Let  $t[i, j]$  be the weight of an optimal triangulation of polygon  $\langle v_{i-1}, v_i, \dots, v_j \rangle$ .



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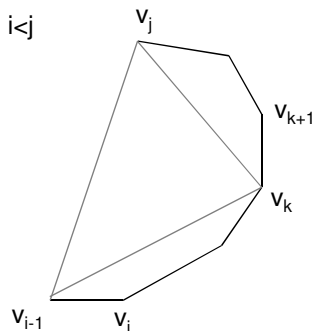
### Example 3. Optimal Polygon Triangulation



Dynamic Solution: Let  $t[i, j]$  be the weight of an optimal triangulation of polygon  $\langle v_{i-1}, v_i, \dots, v_j \rangle$ .

$$t[i, j] = \min_k \{ t[i, k] + t[k+1, j] + w(\Delta v_{i-1} v_k v_j) \}, i < j$$

$$t[i, i] = 0$$



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### Example 3. Optimal Polygon Triangulation

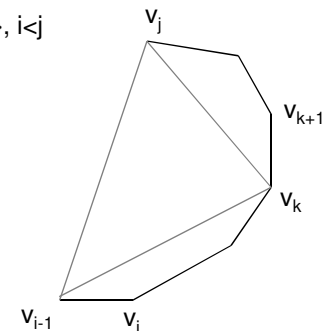


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$$t[i, j] = \min_k \{ t[i, k] + t[k+1, j] + w(\Delta v_{i-1} v_k v_j) \}, i < j$$

$$t[i, i] = 0$$

Almost identical to the matrix chain multiplication problem!



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