# CS 1510 Algorithm Design

Dynamic Programming
Problems 4 and 5

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### Problem 4

Input: Two strings,  $A = a_1 a_2 ... a_m$  and  $B = b_1 b_2 ... b_n$ 

Output: The minimum cost steps to convert A to B according (where the cost of deletion is 3, the cost of insertion is 4, and the cost of replacement is 5.

## Algorithm:

//set boundries (ie, base cases from recursion) DIFF[m+1][n+1] for  $0 \le a \le m$  do DIFF[a][0] = 3\*a //if we get here, the "recersion" is done and we have no option but deletion end for for  $0 \le b \le n$  do DIFF[0][b] = 4\*a //if we get here, the "recursion" is done and we have no option but insertion end for

Meed to explain algorithm

//iterate in place of recursive call for  $1 \le a \le m$  do

for  $1 \le b \le n$  do if A[a] == B[b] then

DIFF[a|b] = DIFF[a-1][b-1] + 0 //characters match, do nothing

else

DIFF[a][b] = min(DIFF[a-1][b] + 3, DIFF[a][b-1] + 4, DIFF[a-1][b-1] + 5)

end if

end for

Differed for

			a	b	c	a.	b	C
		0	1	2	3	4	5	6
	0	0	3	6	9	12	15	18
a	1	4	0 .	3	6	9	12	15
b	2	8	4	0	3	6	9	12
a	3	12	8	4 '1	5	3	6	9
C	4	16	12	8	4 .	7	10	6
a	5	20	16	12	8	4	7	10
b	6	24	20	16	12	8	4+	- 7
		***************************************	***************************************					

Start at (m, n).

Take min valve from (m-1, n), (m, n-1), and (m-1, n-1).

If m-1; delete & from A

If n-1; insert on into A at m+1

If (m-1, n-1): replace am with an if nut equal

Continue by moving to the index chosen above.

Example: move left:

A= a back => A= aback

A= a back => A= aback

### Problem 5

Here are the generated tables for the given problem. Scratch-work for the non-trivial calculations are attached. A hand-drawn picture of the sample trace (explained below) for the optimal solution is also included with the scratch-work.

Table 1: Optimal Access Times

9								
		1	2	3	4	5		
ે વ - -	1	0.5	0.6	0.85	1.4	2.15		
	2	-	0.05	0.2	0.55	1.05		
	3	-	-	0.1	0.4	0.9		
	4	-	-	-	0.2	0.65		
	5	-	-	-		0.25		
4	3	-		0.2	0.55	1.05 0.9 0.65		

Table 2: Optimal Roots

	v								
		1	2	3	4	5			
	1	$K_1$	$K_1$	$K_1$	$K_1$	$\overline{K_1}$			
	2	-	$K_2$	$K_3$	$K_4$	$K_4$			
2	3	-		$K_3$	$K_4$	$K_4$			
	4	-	-		$K_4$	$K_5$			
	5	-	-		1	$K_5$			

## Example reconstruction of optimal tree:

- 1) You want to find the optimal root for all nodes  $K_1 ext{ ... } K_5$ , so check the Roots Table at a=1 and b=5. The optimal root is  $K_1$  from the table. Add  $K_1$ . At this point, the left-hand side of node  $K_1$  is null (because this is nothing less-than  $K_1$  in the given problem) and the right-hand side is the optimal subtree for nodes  $K_2 ext{ ... } K_5$ .
- 2) Continue in this manner. You want the optimal root for  $K_2$  to  $K_5$ , so check the Roots Table at a=2 and b=5. The optimal root is  $K_4$ . Add  $K_4$ . The left-hand side of the node  $K_4$  is the optimal subtree of nodes  $K_2$  ...  $K_3$  and the right-hand side is from  $K_5$  ...  $K_5$ .
- 3) Check the table for (2, 3), get the node  $K_3$ . Add  $K_3$  to the left-hand side of  $K_4$ . The left-hand side of our new  $K_3$  node is the optimal subtree of  $K_2$  ...  $K_2$ . Check the table for (5,5) obviously it is node  $K_5$ . Add  $K_5$  to the right-hand side of  $K_4$ . There are no subtrees for node  $K_5$ .
- 4) Add  $K_2$ . Verify that your answer is optimal by adding up the access times \* depth and checking Table 1 at a=1 and b=5.

From these instructions, we have the optimal subtree.

Please check the attached sheet for a drawn picture representing the above process.

non-trival Computations for the Copyrithmal Acress Time's Table

$$a=2$$
 $b=4$ 
 $(.05+.2)$ 
 $cot=4*(.2+8)]+\sum_{k=0}^{8}w_{k}$ 
 $=.2+.05+.1+.2=(.55)$ 

$$a=1$$
 $b=3$ 
 $(.5+.1),$ 
 $(.6+8)]+&w_{k}$ 
 $w_{k}$ 
 $w_{k}$ 
 $w_{k}$ 
 $w_{k}$ 
 $w_{k}$ 
 $w_{k}$ 

$$a=2$$
 $b=5$ 
 $(.05+.65)$ 
 $(.2+.25)$ 
 $(.55+8)$ 
 $(.55+8)$ 
 $(.55+1+.2+.25)$ 
 $(.05+.05+.1+.2+.25)$ 

4×.05

2.15 /