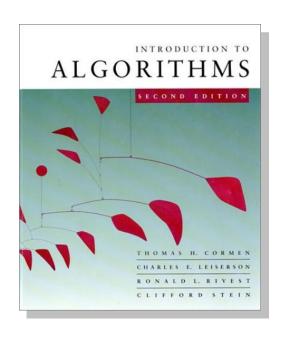
# Introduction to Algorithms 6.046J/18.401J



#### LECTURE 15

### **Dynamic Programming**

- Longest common subsequence
- Optimal substructure
- Overlapping subproblems

#### Prof. Charles E. Leiserson



Design technique, like divide-and-conquer.

### Example: Longest Common Subsequence (LCS)

• Given two sequences x[1 ...m] and y[1 ...n], find a longest subsequence common to them both.



Design technique, like divide-and-conquer.

### Example: Longest Common Subsequence (LCS)

• Given two sequences x[1 ...m] and y[1 ...n], find a longest subsequence common to them both.

- "a" *not* "the"



Design technique, like divide-and-conquer.

### Example: Longest Common Subsequence (LCS)

• Given two sequences x[1 ...m] and y[1 ...n], find a longest subsequence common to them both.

"a" *not* "the"

x: A B C B D A B

y: B D C A B A

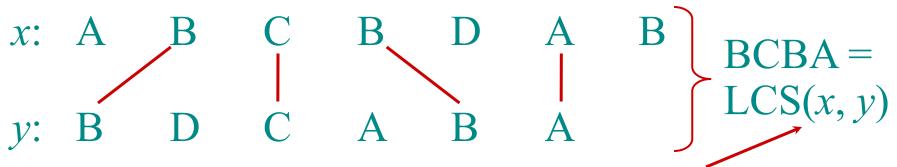


Design technique, like divide-and-conquer.

### Example: Longest Common Subsequence (LCS)

• Given two sequences x[1 ...m] and y[1 ...n], find a longest subsequence common to them both.

"a" not "the"



functional notation, but not a function



# Brute-force LCS algorithm

Check every subsequence of x[1 ...m] to see if it is also a subsequence of y[1 ...m].



# **Brute-force LCS algorithm**

Check every subsequence of x[1 ...m] to see if it is also a subsequence of y[1 ...m].

### **Analysis**

- Checking = O(n) time per subsequence.
- $2^m$  subsequences of x (each bit-vector of length m determines a distinct subsequence of x).

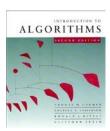
```
Worst-case running time = O(n2^m)
= exponential time.
```



# Towards a better algorithm

### **Simplification:**

- 1. Look at the *length* of a longest-common subsequence.
- 2. Extend the algorithm to find the LCS itself.

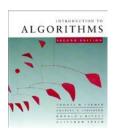


# Towards a better algorithm

### **Simplification:**

- 1. Look at the *length* of a longest-common subsequence.
- 2. Extend the algorithm to find the LCS itself.

**Notation:** Denote the length of a sequence s by |s|.



# Towards a better algorithm

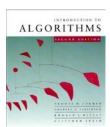
### **Simplification:**

- 1. Look at the *length* of a longest-common subsequence.
- 2. Extend the algorithm to find the LCS itself.

**Notation:** Denote the length of a sequence s by |s|.

**Strategy:** Consider *prefixes* of *x* and *y*.

- Define c[i, j] = |LCS(x[1 ... i], y[1 ... j])|.
- Then, c[m, n] = |LCS(x, y)|.



# Recursive formulation

#### Theorem.

$$c[i,j] = \begin{cases} c[i-1,j-1] + 1 & \text{if } x[i] = y[j], \\ \max\{c[i-1,j], c[i,j-1]\} & \text{otherwise.} \end{cases}$$

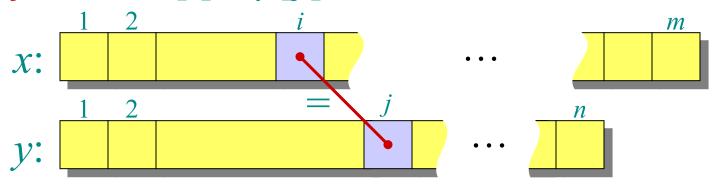


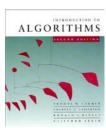
## Recursive formulation

#### Theorem.

$$c[i,j] = \begin{cases} c[i-1,j-1] + 1 & \text{if } x[i] = y[j], \\ \max\{c[i-1,j], c[i,j-1]\} & \text{otherwise.} \end{cases}$$

*Proof.* Case x[i] = y[j]:



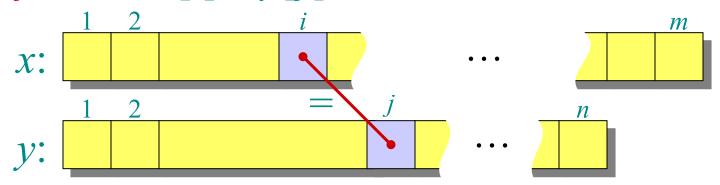


# Recursive formulation

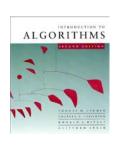
#### Theorem.

$$c[i,j] = \begin{cases} c[i-1,j-1] + 1 & \text{if } x[i] = y[j], \\ \max\{c[i-1,j], c[i,j-1]\} & \text{otherwise.} \end{cases}$$

*Proof.* Case x[i] = y[j]:



Let z[1 ... k] = LCS(x[1 ... i], y[1 ... j]), where c[i, j] = k. Then, z[k] = x[i], or else z could be extended. Thus, z[1 ... k-1] is CS of x[1 ... i-1] and y[1 ... j-1].



## **Proof (continued)**

Claim: z[1 ... k-1] = LCS(x[1 ... i-1], y[1 ... j-1]). Suppose w is a longer CS of x[1 ... i-1] and y[1 ... j-1], that is, |w| > k-1. Then, *cut and paste*:  $w \mid\mid z[k]$  (w concatenated with z[k]) is a common subsequence of x[1 ... i] and y[1 ... j] with  $|w| \mid z[k] \mid > k$ . Contradiction, proving the claim.



## **Proof (continued)**

Claim: z[1 ... k-1] = LCS(x[1 ... i-1], y[1 ... j-1]). Suppose w is a longer CS of x[1 ... i-1] and y[1 ... j-1], that is, |w| > k-1. Then, cut and paste:  $w \mid\mid z[k]$  (w concatenated with z[k]) is a common subsequence of x[1 ... i] and y[1 ... j] with  $|w| \mid z[k] \mid > k$ . Contradiction, proving the claim.

Thus, c[i-1, j-1] = k-1, which implies that c[i, j] = c[i-1, j-1] + 1.

Other cases are similar.





# Dynamic-programming hallmark #1

### Optimal substructure

An optimal solution to a problem (instance) contains optimal solutions to subproblems.



# Dynamic-programming hallmark #1

### Optimal substructure

An optimal solution to a problem (instance) contains optimal solutions to subproblems.

If z = LCS(x, y), then any prefix of z is an LCS of a prefix of x and a prefix of y.



## Recursive algorithm for LCS

```
LCS(x, y, i, j) // ignoring base cases

if x[i] = y[j]

then c[i, j] \leftarrow LCS(x, y, i-1, j-1) + 1

else c[i, j] \leftarrow \max \{LCS(x, y, i-1, j), LCS(x, y, i, j-1)\}

return c[i, j]
```



## Recursive algorithm for LCS

```
LCS(x, y, i, j) // ignoring base cases

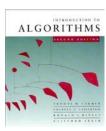
if x[i] = y[j]

then c[i, j] \leftarrow LCS(x, y, i-1, j-1) + 1

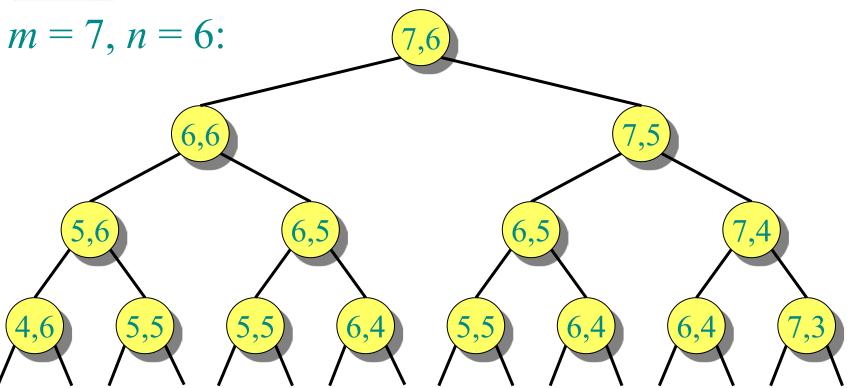
else c[i, j] \leftarrow \max\{LCS(x, y, i-1, j), LCS(x, y, i, j-1)\}

return c[i, j]
```

Worse case:  $x[i] \neq y[j]$ , in which case the algorithm evaluates two subproblems, each with only one parameter decremented.

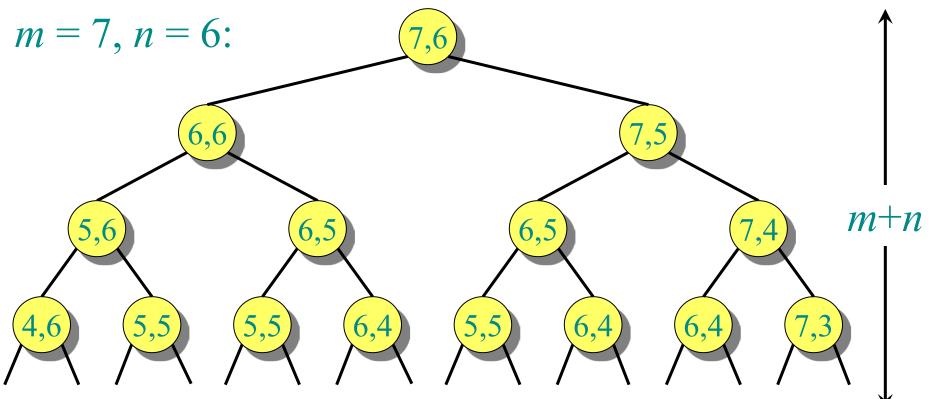


## **Recursion tree**

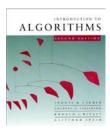




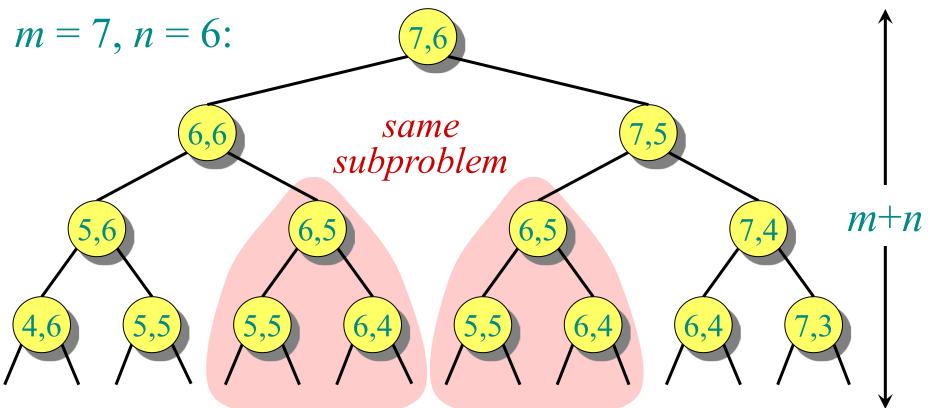
### Recursion tree



Height =  $m + n \Rightarrow$  work potentially exponential.



## Recursion tree



Height =  $m + n \Rightarrow$  work potentially exponential, but we're solving subproblems already solved!



# Dynamic-programming hallmark #2

### Overlapping subproblems

A recursive solution contains a "small" number of distinct subproblems repeated many times.

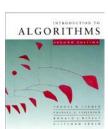


# Dynamic-programming hallmark #2

### Overlapping subproblems

A recursive solution contains a "small" number of distinct subproblems repeated many times.

The number of distinct LCS subproblems for two strings of lengths m and n is only mn.



## Memoization algorithm

*Memoization:* After computing a solution to a subproblem, store it in a table. Subsequent calls check the table to avoid redoing work.



# Memoization algorithm

*Memoization:* After computing a solution to a subproblem, store it in a table. Subsequent calls check the table to avoid redoing work.

```
 \begin{aligned} \mathbf{LCS}(x,y,i,j) \\ \mathbf{if} \ c[i,j] &= \mathbf{NIL} \\ \mathbf{then} \ \mathbf{if} \ x[i] &= y[j] \\ \mathbf{then} \ c[i,j] &\leftarrow \mathbf{LCS}(x,y,i-1,j-1) + 1 \\ \mathbf{else} \ c[i,j] &\leftarrow \max \left\{ \mathbf{LCS}(x,y,i-1,j), \\ \mathbf{LCS}(x,y,i,j-1) \right\} \end{aligned}
```

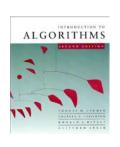


# Memoization algorithm

*Memoization:* After computing a solution to a subproblem, store it in a table. Subsequent calls check the table to avoid redoing work.

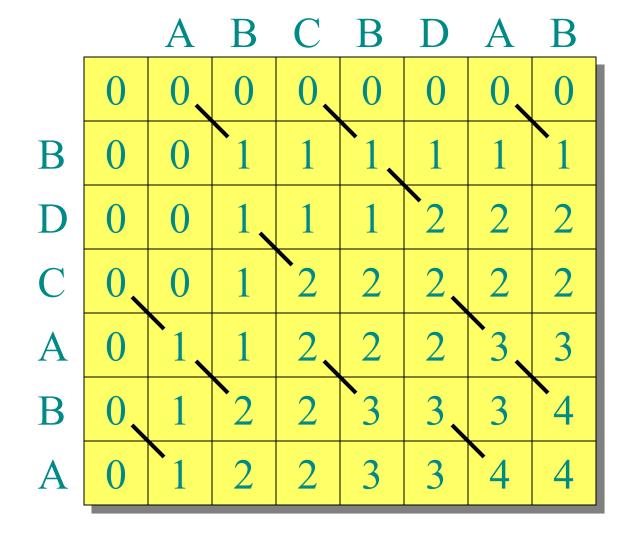
```
 LCS(x, y, i, j) 
 if c[i, j] = NIL 
 then if x[i] = y[j] 
 then c[i, j] \leftarrow LCS(x, y, i-1, j-1) + 1 
 else c[i, j] \leftarrow max \{LCS(x, y, i-1, j), LCS(x, y, i, j-1)\} 
 before
```

Time =  $\Theta(mn)$  = constant work per table entry. Space =  $\Theta(mn)$ .



#### **IDEA:**

Compute the table bottom-up.





#### **IDEA:**

Compute the table bottom-up.

Time =  $\Theta(mn)$ .

|   |   | A | В | C | В  | D | A | В |
|---|---|---|---|---|----|---|---|---|
|   | 0 | 0 | 0 | 0 | 0  | 0 | 0 | 0 |
| 3 | 0 | 0 | 1 | 1 | 1, | 1 | 1 | 1 |
| ) | 0 | 0 | 1 | 1 | 1  | 2 | 2 | 2 |
|   | 0 | 0 | 1 | 2 | 2  | 2 | 2 | 2 |
| 4 | 0 | 1 | 1 | 2 | 2  | 2 | 3 | 3 |
| 3 | 0 | 1 | 2 | 2 | 3  | 3 | 3 | 4 |
| 4 | 0 | 1 | 2 | 2 | 3  | 3 | 4 | 4 |



#### **IDEA:**

Compute the table bottom-up.

Time =  $\Theta(mn)$ .

Reconstruct LCS by tracing backwards.

|   |   | A | В | C | В | D | A | B |
|---|---|---|---|---|---|---|---|---|
|   | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| B | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| D | 0 | 0 | 1 | 1 | 1 | 2 | 2 | 2 |
| C | 0 | 0 | 1 | 2 | 2 | 2 | 2 | 2 |
| A | 0 | 1 | 1 | 2 | 2 | 2 | 3 | 3 |
| В | 0 | 1 | 2 | 2 | 3 | 3 | 3 | 4 |
| A | 0 | 1 | 2 | 2 | 3 | 3 | 4 | 4 |



B

B

#### **IDEA:**

Compute the table bottom-up.

Time =  $\Theta(mn)$ .

Reconstruct LCS by tracing backwards.

Space =  $\Theta(mn)$ .

**Exercise:** 

 $O(\min\{m, n\}).$ 

|   | A | В | C | В | D | A | В |
|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| 0 | 0 | 1 | 1 | 1 | 2 | 2 | 2 |
| 0 | 0 | 1 | 2 | 2 | 2 | 2 | 2 |
| 0 | 1 | 1 | 2 | 2 | 2 | 3 | 3 |
| 0 | 1 | 2 | 2 | 3 | 3 | 3 | 4 |
| 0 | 1 | 2 | 2 | 3 | 3 | 4 | 4 |