13. Dynamic Programming for Longest Common Subsequence CPSC 535

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Big Idea: Alternative Kinds of Solutions

- So far
 - Step 2. Derive a recurrence for an optimal value.
 - Recall rod cutting:

$$r_i = \max_{1 \le i \le n} (p_i + r_{n-i})$$

Recall matrix chain multiplication:

$$r_{i,j} = \min_{1 \le k \le j} r_{i,k} + r_{k+1,j} + p_i p_k p_j$$

- Now: longest common subsequence (LCS)
 - not simply minimizing/maximizing one expression
 - instead, choose between three alternatives
 - 2D table, like matrix chain

Subsequences

- Let $X = \langle x_1, x_2, \dots, x_m \rangle$ and $Y = \langle y_1, y_2, \dots, y_n \rangle$ be two sequences
- ▶ Define **prefix** notation: $X_k = \langle x_1, \dots, x_k \rangle$; $X_0 = \langle \rangle$ ▶ if $X = \langle 2, 7, 8, 1, 7, 1, 2 \rangle$ then $X_3 = \langle 2, 7, 8 \rangle$
- Informally: a subsequence of Y is a copy of Y with some elements removed
- ▶ Formally: X is a **subsequence** of Y if there exists an increasing sequence of indices $\langle i_1, i_2, \ldots, i_k \rangle$ such that, for all $j \in [1, k], x_j = y_{i_j}$
- ► Example: for $X = \langle B, C, D, B \rangle$ and $Y = \langle A, B, C, B, D, A, B \rangle$, X is a subsequence of Y with index sequence $\langle 2, 3, 5, 7 \rangle$

Common Subsequence

- ▶ *Z* is a **common subsequence** of *X* and *Y* if *Z* is a subsequence of both *X* and *Y*
- a longest common subsequence is a common subsequence of maximum length
- Example: let $X = \langle A, B, C, B, D, A, B \rangle$ (same) and $Y = \langle B, D, C, A, B, A \rangle$ (different)
- $ightharpoonup Z = \langle B, C, A \rangle$ is a common subsequence
- $ightharpoonup Z = \langle B, C, B, A \rangle$ is a longest common subsequence

```
Longest Common Subsequence (LCS) value problem input: sequences X = \langle x_1, x_2, \dots, x_m \rangle and Y = \langle y_1, y_2, \dots, y_n \rangle output: the length of a longest common subsequence of X and Y
```

Longest Common Subsequence (LCS) solution problem input: (same)

output: a longest common subsequence of X and Y

Design Process

- 1. Identify the problem's **solution** and **value**, and note which is our **goal**.
- 2. Derive a recurrence for an optimal value.
- Design a divide-and-conquer algorithm that computes an optimal value.
- 4. Design a dynamic programming algorithm that computes an **optimal value**.
 - 4.1 top-down alternative: add table base case (memoization)
 - 4.2 **bottom-up** alternative: rewrite to use bottom-up loops instead of recursion
- 5. (if goal is a solution algo.) Design a dynamic programming algorithm that computes an **optimal solution**.

- 1. Identify the problem's **solution** and **value**, and note which is our **goal**.
 - **solution:** a sequence e.g. $\langle B, C, B, A \rangle$
 - value: integer length of a sequence e.g. 4
 - eventual goal is solution
 - start with value

- 2. Derive a recurrence for an optimal value.
 - ▶ Recall input: $X = \langle x_1, x_2, \dots, x_m \rangle$ and $Y = \langle y_1, y_2, \dots, y_n \rangle$
 - Recall prefix: X_i is first i elements of X
 - We want to compute sequence LCS(X, Y); need to define this recursively

- 2. Derive a recurrence for an optimal value.
 - ▶ **Idea:** If last symbols $x_m = y_n$ match, then extend a shorter common subsequence: $LCS(X, Y) = LCS(X_{m-1}, Y_{n-1}) + \langle x_m \rangle$
 - ▶ Else $(x_m \neq y_n)$, have to omit x_m or y_n (or both)
 - Omit x_m (or both): $LCS(X, Y) = LCS(X_{m-1}, Y)$
 - Omit y_n (or both): $LCS(X, Y) = LCS(X, Y_{n-1})$
 - Want longest so

$$LCS(X, Y) = \text{longer of } LCS(X_{m-1}, Y) \text{ and } LCS(X, Y_{n-1}))$$

Example

- ▶ Suppose $X = \langle A, B, A, D \rangle$ and $Y = \langle B, B, A, C, D \rangle$
- Last symbols match, $x_4 = y_5 = D$, so

$$LCS(X,Y) = LCS(X_{m-1}, Y_{n-1})$$

= $LCS(\langle A, B, A \rangle, \langle B, B, A, C \rangle) + \langle D \rangle$

- Now suppose $X = \langle A, B, A, C \rangle$ and $Y = \langle B, B, A, C, D \rangle$
- ▶ Last symbols differ, $x_4 = C$ but $y_5 = D$, so

$$LCS(X, Y) = \text{longer of } LCS(X_{m-1}, Y) \text{ and } LCS(X, Y_{n-1})$$

= longer of $LCS(\langle A, B, A \rangle, Y)$ and $LCS(X, \langle B, B, A, C \rangle)$

2. Derive a recurrence for an optimal value.

$$LCS(X_m, Y_n) = \begin{cases} 0 & m = 0 \\ 0 & n = 0 \\ LCS(X_{m-1}, Y_{n-1}) + 1 & x_m = x_n \\ \max(LCS(X_{m-1}, Y_n), LCS(X_m, Y_{n-1})) & \text{otherwise} \end{cases}$$

3. Design a divide-and-conquer algorithm that computes an **optimal value**.

```
1: function LCS-DC(X[1..m], Y[1..n])
2:
      if m == 0 or n == 0 then
3:
         return 0
4:
      else if X[m] == Y[n] then
5:
         return LCS-DC(X[1..m-1], Y[1..n-1]) + 1
6:
      else
7:
         return \max(LCS-DC(X[1..m-1], Y[1..n]), LCS-DC(X[1..m], Y[1..n-1])
8:
      end if
9: end function
```

Matrix Chain Multiplication Step 4.a

- 4. Design a dynamic programming algorithm that computes an **optimal value**.
 - 4.1 **top-down** alternative: add table base case (**memoization**)
 - Recall memoization: use a hash dictionary to make a "memo" of pre-calculated solutions
 - create hash table T
 - use pair (m, n) as key in table T, storing $LCS(X_m, Y_n)$

Matrix Chain Multiplication Step 4.a

```
1: function LCS-MEMOIZED(X[1..m], Y[1..n])
       HASH-TABLE-CREATE(T)
3:
       return LCS-M(T, X, Y)
4: end function
5: function LCS-M(T, X[1..m], Y[1..n])
6:
       q = \text{HASH-TABLE-SEARCH}(T, (m, n))
7:
      if a \neq NIL then
8:
          return q
9:
      end if
10:
       if m == 0 or n == 0 then
11:
          q = 0
12:
       else if X[m] == Y[n] then
13:
          q = LCS-M(T, X[1..m-1], Y[1..m-1]) + 1
14:
       else
15:
          q = \max(LCS-M(X[1..m-1], Y[1..n]), LCS-M(X[1..m], Y[1..n-1])
16:
       end if
17:
       q.key = (m, n)
18:
       HASH-TABLE-INSERT(q)
19:
       return q
20: end function
```

Memoized Algorithm Analysis

- ▶ T contains $\Theta(n^2)$ pairs (m, n)
- each entry is inserted exactly once
- in the general case, LCS-M takes $\Theta(1)$ expected time
- ▶ \Rightarrow LCS-MEMOIZED takes $\Theta(n^2)$ expected time

- 4. Design a dynamic programming algorithm that computes an **optimal value**.
 - 4.1 top-down alternative: add table base case (memoization)
 - 4.2 **bottom-up** alternative: rewrite to use bottom-up loops instead of recursion
 - create 2D array c where $c[i][j] = LCS(X_i, Y_j)$
 - bottom-up: write an explicit for loop that computes and stores every general case
 - need to order loops so we never use an uninitialized element
 - ∴ initialize all base cases before any general case

```
1: function LCS-BU(X[1..m], Y[1..n])
       Create array c[0..m][0..n]

    □ unusual index range

 3:
       for i from 0 to m do
           c[i][0] = 0
 4:
 5:
       end for
 6:
       for j from 1 to n do
                                                    \triangleright only initialize c[0][0] once
 7:
           c[0][j] = 0
 8:
       end for
 9.
       for i from 1 to m do
10:
            for j from 1 to n do
               if X[i] == Y[i] then
11:
                   c[i][i] = c[i-1][i-1] + 1
12:
13:
               else
                   c[i][j] = \max(c[i-1][j], c[i][j-1])
14:
               end if
15:
16:
           end for
        end for
17:
18:
        return c[m][n]
19: end function
```

Bottom-Up Analysis

- ▶ LCS-BU is clearly $\Theta(n^2)$ time
- ▶ (easy analysis)

- 5. (if goal is a solution algo.) Design a dynamic programming algorithm that computes an **optimal solution**.
 - ▶ idea: for each (i,j), record which alternative sub-solution defines c[i][j]:
 - $\triangleright \quad \forall \equiv c[i-1][j-1]$
 - $\uparrow \equiv c[i-1][j]$
 - $\leftarrow \equiv c[i][j-1]$
 - define

$$b[i][j] \in \{ \nwarrow, \uparrow, \leftarrow \}$$

rewrite $\max(c[i-1][j], c[i][j-1])$ as **if/else** so we can update b[i][j]

```
1: function LCS-SOLUTION(X[1..m], Y[1..n])
2:
3:
4:
5:
6:
7:
8:
9:0:
        Create arrays c[0..m][0..n] and b[1..m][1..n]
                                                                                              for i from 0 to m do
            c[i][0] = 0
        end for
        for j from 1 to n do
                                                                                        \triangleright only initialize c[0][0] once
            c[0][j] = 0
        end for
        for i from 1 to m do
              for j from 1 to n do
 11:
                 if X[i] == Y[i] then
 12:
                     c[i][j] = c[i-1][j-1] + 1
 13:
                     b[i][i] = 
 14:
                 else if c[i-1][j] \ge c[i][j-1] then
 15:
                     c[i][j] = c[i-1][j]
 16:
                     b[i][j] = \uparrow
 17:
                 else
 18:
                     c[i][j] = c[i][j-1]
19:
20:
21:
22:
23:
                     b[i][i] = \leftarrow
                 end if
              end for
          end for
          return LCS-BTRACK(b, X, i, j)
 24: end function
```

```
1: function LCS-BTRACK(b[1..m][1..n], X[1..m], i, j)
       if i == 0 or j == 0 then
 2:
3:
           return ()

    ▷ empty sequence

       end if
4:
       if b[i][j] == \nabla then
5:
            return LCS-BTRACK(b, X, i-1, j-1) + \langle x_i \rangle
6:

    □ append

       else if b[i][j] == \uparrow then
7:
           return LCS-BTRACK(b, X, i-1, j)
8.
       else
9.
           return LCS-BTRACK(b, X, i, j - 1)
10:
11:
```