How to tackle the problem

- Step 1: Understand the problem. Come up with a couple of examples and try to solve them.
- · Step 2: Try brute force. How many possible solutions are there?
- Step 3: Define a natural subproblem.
- Step 4: find a recursive formula for OPT(i)
 - Could you quickly find a solution to the problem if you magically had solutions to all the smaller subproblems? Can you capture this in a formula, like we did for rod-cutting?
 - Imagine that magically, you have all the values for OPT(j), for all j < i.
- Step 5: How would you turn the formula into an algorithm? What
 are the two techniques you can use? Write down the pseudocode
 and analyze its running time.
- Step 6: Modify your algorithm to return the optimal solution witself, not just its value.

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

```
LCS-LENGTH (X, Y)

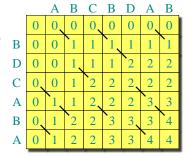
1  m = X.length
2  n = Y.length
3  let <math>b[1..m.1..n] and c[0..m,0..n] be new tables

4  for i = 1 to m
5  c[i,0] = 0
6  for j = 0 to n
7  c[0,j] = 0
8  for i = 1 to m
9  for j = 1 to n
10  fix_i = y_j
11  c[i,j] = c[i-1,j-1] + 1
12  b[i,j] = \cdots
13  esketi c[i-1,j] \geq c[i,j-1]
14  c[i,j] = c[i-1,j]
15  b[i,j] = c[i-1,j]
16  eskec c[i,j] = c[i-1,j]
17  b[i,j] = \cdots
18  return c and b
18  return c and b
19  return c cind b
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20  r
```

Dynamic-programming algorithm

IDEA:

Compute the table bottom-up.



9/30/2015

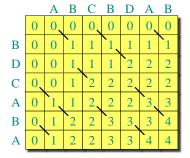
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Dynamic-programming algorithm

IDEA:

Compute the table bottom-up.

Time = $\Theta(mn)$.



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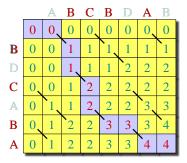
based on slides by S. Raskhodnikova, A. Smith, K. Wayne, E. Demaine and C. Leiserson

Dynamic-programming algorithm

IDEA:

Compute the table bottom-up.

Time = $\Theta(mn)$. Reconstruct LCS by tracing backwards.



9/30/2015

Dynamic-programming algorithm

IDEA: Compute the table bottom-up. Time = $\Theta(mn)$. Reconstruct LCS by tracing backwards.

		Α	В	C	В	D	A	В
	0	0	0	0	0	0	0	0
В	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

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Multiple solutions are possible.

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Dynamic-programming algorithm

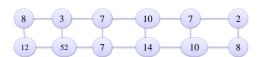
IDEA: Compute the 0 0. 0 0 0 0 0. 0 table bottom-up. В 0 0 Time = $\Theta(mn)$. 0 0 Reconstruct \mathbf{C} 0 LCS by tracing backwards. 4 В Space = $\Theta(mn)$. With tweaks: 0 4 Space $O(\min\{m, n\})$

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Weighted IS on a 2 x n grid

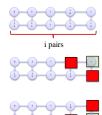
- Weighted independent set on the 2 by n grid.
 - Input: a grid graph of size 2 by n, with values $t_1,...,t_n$ and $b_1,...,b_n$
 - Goal: find a heaviest independent set



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First attempt

- Let grid(i) be the solution to a grid of size 2 by i
- Problem: subproblems that arise are not of the type grid(i).



based on slides by S. Raskhodnikova, A. Smith, K. Wayne, E. Demaine and C. Leiserson

Second attempt

- Solution: further break down the type of subproblems
- Three types of subproblems:

- grid(i)

 $- \ gridTop(i) \\$

gridBottom(i)

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Exercise

 grid(i): maximum independent set in the subgraph consisting of only the first i pairs of nodes

i pair

gridTop(i): maximum independent set in the subgraph
 consisting of the first i pairs of nodes plus the top node of the
 (i+1)-st pair

 gridBottom(i): maximum independent set in the subgraph consisting of the first i pairs of nodes plus the bottom node of the (i+1)-st pair

Recursive formulas for subproblems

- Lets solve gridTop(i) first
 - We can either not include the top (i + 1) node
 - Then gridTop(i) = grid(i)



- Or, we can include it.
 - Then gridTop(i) = gridBottom(i 1) + t_i



- gridBottom(i) is symmetric to gridTop

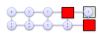
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Recursive formulas for subproblems

- grid(*i*)
 - We can either include top i node





- Or, include bottom i node
 - grid(i) = gridTop(i 2) + b_i



- Or, include neither
 - grid(i) = grid(i-1)



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Recursive formulas for subproblems

- t_i , b_i are the weights of the nodes in the ith pair
- $\operatorname{grid}(i) = \max(b_1, t_i)$ if i = 1 $\max(t_i + \operatorname{gridBottom}(i-2),$ otherwise $\operatorname{gridTop}(i-2) + b_i,$ $\operatorname{grid}(i-1))$
- gridTop(i) = t_1 if i = 0 max(grid(i), otherwise gridBottom(i-1) + t_1)
- gridBottom(i) = b_1 if i = 0 max(grid(i), otherwise gridTop(i-1) + b_i)
- Bottom-up algorithm takes O(n) time.