

Running example

$x = ACGTA$ and $y = ATCTG$

Running example

$x = \text{ACGTA}$ and $y = \text{ATCTG}$

A T C T G

A

C

G

T

A

Running example

$x = \text{ACGTA}$

and

$y = \text{ATCTG}$

A

T

C

T

G

0

1

2

3

4

5

A

1

0

1

2

3

4

C

2

1

1

1

2

3

G

3

2

2

2

2

2

T

4

3

2

3

2

3

A

5

4

3

3

3

3

ATCTG
ACGTA
cost: 3

ATCTG
ACGTA
cost: 3

```
def EDIT_DISTANCE( $x, y$ ):
```


Pseudocode

```
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    for  $i = 0, \dots, m$ :
```

```
        |
```

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def EDIT_DISTANCE( $x, y$ ):
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```
    for  $i = 0, \dots, m$ :
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```
         $E(i, 0) = i$ ;
```

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    for  $i = 0, \dots, m$ :
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    for  $i = 1, \dots, m$ :
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Pseudocode

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         $E(i, 0) = i$ ;  
    for  $j = 0, \dots, n$ :  
         $E(0, j) = j$ ;  
    for  $i = 1, \dots, m$ :  
        for  $j = 1, \dots, n$ :  
             $E(i, j) =$   
                 $\min\{1 + E(i - 1, j), 1 + E(i, j - 1), \text{diff}(i, j) + E(i - 1, j - 1)\};$ 
```

Pseudocode

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def EDIT_DISTANCE( $x, y$ ):  
    for  $i = 0, \dots, m$ :  
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    for  $j = 0, \dots, n$ :  
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    return  $E(m, n)$ ;
```

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def EDIT_DISTANCE( $x, y$ ):  
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    return  $E(m, n)$ ;
```

Running time: $O(mn)$

Finding the alignment

We use an extra table `prev` to record where each entry of $E(i, j)$ was coming from:

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$E(i-1, j-1)$

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def PRINT_ALIGNMENT(x, y, prev):

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def PRINT_ALIGNMENT(x, y, prev):

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def PRINT_ALIGNMENT(`x`, `y`, `prev`):

 Set $i = m, j = n$;

if `prev`(i, j) = ($i - 1, j - 1$):

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Finding the alignment

We use an extra table `prev` to record where each entry of $E(i, j)$ was coming from:

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def PRINT_ALIGNMENT(x, y, prev):

 Set $i = m, j = n$;

if $\text{prev}(i, j) = (i-1, j-1)$:

 └ print_back(y_i);

Finding the alignment

We use an extra table `prev` to record where each entry of $E(i, j)$ was coming from:

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if `prev`(i, j) = ($i-1, j$):

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 Set $i = m, j = n$;

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 | print_back(y_i);

if `prev`(i, j) = ($i - 1, j$):

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We use an extra table `prev` to record where each entry of $E(i, j)$ was coming from:

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def PRINT_ALIGNMENT(x, y, prev):

 Set $i = m, j = n$;

if $\text{prev}(i, j) = (i-1, j-1)$:

 | print_back(y_i);

if $\text{prev}(i, j) = (i-1, j)$:

 | print_back($\bar{}$);

if $\text{prev}(i, j) = (i, j-1)$:

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We use an extra table `prev` to record where each entry of $E(i, j)$ was coming from:

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def PRINT_ALIGNMENT(x, y, prev):

Set $i = m, j = n$;

if $\text{prev}(i, j) = (i-1, j-1)$:

$\text{print_back}(\begin{smallmatrix} y_i \\ x_i \end{smallmatrix})$;

if $\text{prev}(i, j) = (i-1, j)$:

$\text{print_back}(\begin{smallmatrix} - \\ x_i \end{smallmatrix})$;

if $\text{prev}(i, j) = (i, j-1)$:

$\text{print_back}(\begin{smallmatrix} y_j \\ - \end{smallmatrix})$;

print_back



Dynamic Programming

0-1 Knapsack (Textbook Section 6.4)

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A Thief has a backpack with certain capacity. There is a set of items with certain weight and value. **Goal:** pack the backpack with the largest value

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- Doesn't have the greedy choice property
- But it has the optimal substructure property:

0-1 Knapsack

0-1 Knapsack Problem

A Thief has a backpack with certain capacity. There is a set of items with certain weight and value. **Goal:** pack the backpack with the largest value

- Doesn't have the greedy choice property
- But it has the optimal substructure property:
Suppose the optimal packing has weight $\leq W$. If we remove item j from it, the remaining packing must be the optimal packing for capacity $W - w_j$ with items excluding j

Subproblem

- **Subproblem:** $K(w, j)$ — the maximum value achievable using a backpack of capacity w and items $1, \dots, j$

case 1: j is used in the optimal packing for

$$K(w, j) = K(\underbrace{w}_{w - w_j}, j) + \underbrace{val(j)}_{K(w, j)}$$

case 2: j is not used

$$K(w, j) = K(w, j-1)$$

Subproblem

- **Subproblem:** $K(w, j)$ — the maximum value achievable using a backpack of capacity w and items $1, \dots, j$
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- **Optimal solution:** $K(W, n)$
- **Recurrence:**

$$K(w, j) = \max\{K(w - w_j, j - 1) + v_j, K(w, j - 1)\}$$

Base case:

$$K(0, j) = 0 \quad \quad \quad \underbrace{K(w, \overset{\downarrow}{0}) = 0}$$

Subproblem

- **Subproblem:** $K(w, j)$ — the maximum value achievable using a backpack of capacity w and items $1, \dots, j$
- **Optimal solution:** $K(W, n)$
- **Recurrence:**

$$K(w, j) = \max\{K(w - w_j, j - 1) + \underbrace{v_j}_{\text{value of item } j}} K(w, j - 1)\}$$

- **Base case:** $K(0, j) = 0$ for all j and $K(w, 0) = 0$ for all w

Pseudocode

```
def KNAPSACK( $W, w, v$ ):
```


Pseudocode

def KNAPSACK(W, w, v):

Set $K(0, j) = 0, K(w, 0) = 0$ for all j, w ;

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```
def KNAPSACK( $W, w, v$ ):  
    Set  $K(0, j) = 0, K(w, 0) = 0$  for all  $j, w$ ;  
    for  $j = 1, \dots, n$ :
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Pseudocode

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def KNAPSACK( $W, w, v$ ):  
    Set  $K(0, j) = 0, K(w, 0) = 0$  for all  $j, w$ ;  
    for  $j = 1, \dots, n$ :  
        for  $w = 1, \dots, W$ :  
            |  
            |  
            |
```

Pseudocode

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def KNAPSACK( $W, w, v$ ):  
    Set  $K(0, j) = 0, K(w, 0) = 0$  for all  $j, w$ ;  
    for  $j = 1, \dots, n$ :  
        for  $w = 1, \dots, W$ :  
            if  $w_j > w$ :
```

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        for  $w = 1, \dots, W$ :  
            if  $w_j > w$ :  
                 $K(w, j) = K(w, j - 1)$ ;
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def KNAPSACK( $W, w, v$ ):  
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            if  $w_j > w$ :  
                 $K(w, j) = K(w, j - 1)$ ;  
            else:  
                |
```

Pseudocode

```
def KNAPSACK( $W, w, v$ ):
```

```
    Set  $K(0, j) = 0, K(w, 0) = 0$  for all  $j, w$ ;
```

```
    for  $j = 1, \dots, n$ :
```

```
        for  $w = 1, \dots, W$ :
```

```
            if  $w_j > w$ :
```

```
                 $K(w, j) = K(w, j - 1)$ ;
```

```
            else:
```

```
                 $K(w, j) = \max\{K(w - w_j, j - 1) + v_j, K(w, j - 1)\}$ ;
```


Pseudocode

capacity

```
def KNAPSACK( $W, w, v$ ):  $\rightarrow W_1, w_2, \dots, W_n$   
     $\rightarrow v_1, v_2, \dots, v_n$   
    Set  $K(0, j) = 0, K(w, 0) = 0$  for all  $j, w$ ;  
    for  $j = 1, \dots, n$ :  
        for  $w = 1, \dots, W$ :  
            if  $w_j > w$ :  
                 $K(w, j) = K(w, j - 1)$ ;  
            else:  
                 $K(w, j) = \max\{K(w - w_j, j - 1) + v_j, K(w, j - 1)\}$ ;  
    return  $K(W, n)$ ;  $n \cdot W$ .
```

Pseudocode

```
def KNAPSACK( $W, w, v$ ):  
    Set  $K(0, j) = 0, K(w, 0) = 0$  for all  $j, w$ ;  
    for  $j = 1, \dots, n$ :  
        for  $w = 1, \dots, W$ :  
            if  $w_j > w$ :  
                 $K(w, j) = K(w, j - 1)$ ;  
            else:  
                 $K(w, j) = \max\{K(w - w_j, j - 1) + v_j, K(w, j - 1)\}$ ;  
    return  $K(W, n)$ ;
```

Running time: $O(nW)$

Pseudocode

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            if  $w_j > w$ :  
                 $K(w, j) = K(w, j - 1)$ ;  
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                 $K(w, j) = \max\{K(w - w_j, j - 1) + v_j, K(w, j - 1)\}$ ;  
    return  $K(W, n)$ ;
```

Running time: $O(nW)$

$O(\log W)$ bits for W
↓ input size

Question: is this a polynomial-time algorithm?

Pseudocode

```
def KNAPSACK( $W, w, v$ ):
```

```
    Set  $K(0, j) = 0, K(w, 0) = 0$  for all  $j, w$ ;
```

```
    for  $j = 1, \dots, n$ :
```

```
        for  $w = 1, \dots, W$ :
```

```
            if  $w_j > w$ :
```

```
                 $K(w, j) = K(w, j - 1);$ 
```

```
            else:
```

```
                 $K(w, j) = \max\{K(w - w_j, j - 1) + v_j, K(w, j - 1)\};$ 
```

```
    return  $K(W, n)$ ;
```

$$\boxed{j=1}, w=6 \\ w_j = w_i = 6$$

$$j=1, w=1 \quad K(1,1) = K(1,0) \\ w_1 > w_1$$

$$\frac{K(0,0) + v_1}{30}, \frac{K(6,0)}{0}$$

Running time: $O(nW)$

Question: is this a polynomial-time algorithm? No!

Running example

Example: $W = 10$

item	1	2	3	4
w_j	6	3	4	2
v_j	30	14	16	9

Running example

Example: $W = 10$

item	1	2	3	4
w_j	6	3	4	2
v_j	30	14	16	9

$$K(w - w_j, j-1) + v_j \leftarrow$$

$$K(w, j-1)$$

$w \setminus j$	0	1	2	3	4
0	0	0	0	0	0
1	0	0			
2	0	0			
3	0	0			
4	0	0			
5	0	0			
→ 6	0	30			
7	0				
8	0				
9	0				
10	0				

The K table:

$$K(1, 1) =$$

$$K(6, 1) =$$

Running example

Example: $W = 10$	item	1	2	3	4
	w_j	6	3	4	2
	v_j	30	14	16	9

The K table:	$w \backslash j$	0	1	2	3	4
	0	0	0	0	0	0
	1	0	0	0	0	0
	2	0	0	0	0	9
	3	0	0	14	14	14
	4	0	0	14	16	16
	5	0	0	14	16	23
	6	0	30	30	30	30
	7	0	30	30	30	30
	8	0	30	30	30	39
	9	0	30	44	44	44
	10	0	30	44	46	46

Running example

Example: $W = 10$

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w_j	6	3	4	2
v_j	30	14	16	9

The K table:

$w \backslash j$	0	1	2	3	4
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1	0	0	0	0	0
2	0	0	0	0	9
3	0	0	14	14	14
4	0	0	14	16	16
5	0	0	14	16	23
6	0	30	30	30	30
7	0	30	30	30	30
8	0	30	30	30	39
9	0	30	44	44	44
10	0	30	44	46	46

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Example: $W = 10$	item	1	2	3	4
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$w \setminus j$	0	1	2	3	4
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The K table:

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The K table:

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9	0	30	44	44	44
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Dynamic Programming

Chain matrix multiplication (Textbook
Section 6.5)

Chain matrix multiplication

We have n matrices M_1, M_2, \dots, M_n

Chain matrix multiplication

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Need to compute

$$M_1 \cdot M_2 \cdots M_n$$

Chain matrix multiplication

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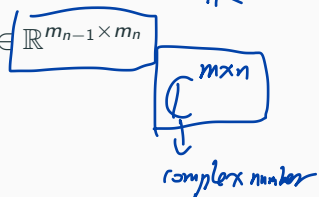
Need to compute

$$M_1 \cdot M_2 \cdots M_n$$

The dimensions of these matrices are:

$$M_1 \in \mathbb{R}^{m_0 \times m_1}, M_2 \in \mathbb{R}^{m_1 \times m_2}, \dots, M_n \in \mathbb{R}^{m_{n-1} \times m_n}$$

$\mathbb{R}^{m \times n}$ the class of all the
matrices of dim. $m \times n$, where
each entry is a real number
 \mathbb{R}



Chain matrix multiplication

We have n matrices M_1, M_2, \dots, M_n

Need to compute

$$M_1 \cdot M_2 \cdots M_n$$

The dimensions of these matrices are:

$$M_1 \in \mathbb{R}^{m_0 \times m_1}, M_2 \in \mathbb{R}^{m_1 \times m_2}, \dots, M_n \in \mathbb{R}^{m_{n-1} \times m_n}$$

Recall if $A \in \mathbb{R}^{m \times n}$ and $B \in \mathbb{R}^{n \times p}$ then the cost for computing $A \cdot B$ is $m \cdot n \cdot p$

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Also, matrix multiplication is associative:

$$A \cdot B \cdot C = (A \cdot B) \cdot C = A \cdot (B \cdot C)$$

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Question: what's the best way for computing $M_1 \cdot M_2 \cdots M_n$? i.e., where to put the parentheses?

Example of chain matrix multiplication

Consider $M_1 \in \mathbb{R}^{50 \times 20}$, $M_2 \in \mathbb{R}^{20 \times 1}$, $M_3 \in \mathbb{R}^{1 \times 10}$, $M_4 = \mathbb{R}^{10 \times 100}$

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▪ $\underline{M_1} \cdot \overbrace{(M_2 \cdot M_3)}^{20 \times 10} \cdot \underbrace{M_4}_{20 \times 100}$

$$20 \times 1 \times 10 + 20 \times 10 \times 100 + 50 \times 20 \times 100$$

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- $M_1 \cdot ((M_2 \cdot M_3) \cdot M_4)$

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50×10

$20 \times 1 \times 10 + 50 \times 20 \times 10 + 50 \times 10 \times 100$

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- $(M_1 \cdot M_2) \cdot (M_3 \cdot M_4)$

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Example of chain matrix multiplication



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There are many ways to do multiplication

- $M_1 \cdot ((M_2 \cdot M_3)) \cdot M_4$
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- $(M_1 \cdot ((M_2 \cdot M_3))) \cdot M_4$
Cost: $20 \cdot 1 \cdot 10 + 50 \cdot 20 \cdot 10 + 50 \cdot 10 \cdot 100 = 60200$
- $(M_1 \cdot M_2) \cdot (M_3 \cdot M_4)$
Cost: $50 \cdot 20 \cdot 1 \cdot 10 + 1 \cdot 10 \cdot 100 + 50 \cdot 1 \cdot 100 = 7000$

Goal: find a way to do multiplication with the minimum cost

optimal solution: $C(1, n)$

- **Subproblem:**

$C(i, j)$ — the minimum cost for multiplying M_i, M_{i+1}, \dots, M_j

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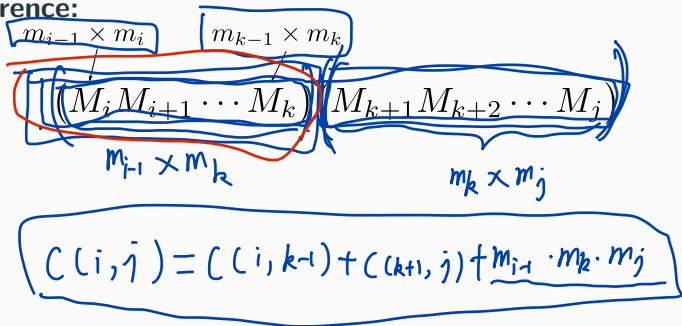
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Dynamic programming

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$$\begin{array}{ccc} m_{i-1} \times m_i & & m_{k-1} \times m_k \\ \downarrow & & \downarrow \\ (M_i M_{i+1} \cdots M_k) & (M_{k+1} M_{k+2} \cdots M_j) \\ \underbrace{\hspace{10em}} & & \\ m_{i-1} \times m_k & & \end{array}$$

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$$\text{So, } C(i, j) = \min_{i \leq k < j} \{C(i, k) + C(k + 1, j) + m_{i-1} \cdot m_k \cdot m_j\}$$

Base case: $C(i, i) = 0$

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- **Base case:** $C(i, i) = 0$
- **Optimal solution:** $C(1, n)$

```
def CHAIN_MATRIX( $m$ ):
```


Pseudocode

```
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```
    for  $i = 1 \dots n$ :
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```
        |
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         $C(i, i) = 0$ ;
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    for  $i = 1 \dots n$ :
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         $C(i, i) = 0$ ;
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    for  $s = 1 \dots n - 1$ :
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```
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        for  $i = 1 \dots n - s$ :
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        for  $i = 1 \dots n - s$ :
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```
             $j = i + s$ ;
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             $C(i, j) = \min_{i \leq k < j} \{ C(i, k), C(k + 1, j) + m_{i-1} \cdot m_k \cdot m_j \}$ ;
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Pseudocode

$C(i, j)$
 $j \geq i$
def CHAIN_MATRIX(n):

for $i = 1 \dots n$:

$C(i, i) = 0$;

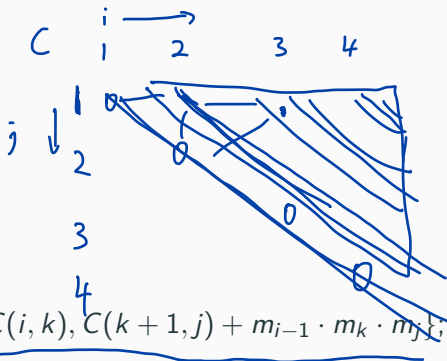
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 for $i = 1 \dots n - s$:

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$C(i, j) = \min_{i \leq k < j} \{ C(i, k), C(k + 1, j) + m_{i-1} \cdot m_k \cdot m_j \}$;

return $C(1, n)$;



$O(n^2)$ entries. cost for each entry: $O(n)$

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Running time:

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Running time:

$O(n^2)$ entries to fill; $O(n)$ operations to fill in each entry

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Total running time: $O(n^3)$