

# Dynamic Programming

## 動態規劃

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# 前言

- Three useful algorithm design techniques:
- divide-and-conquer approach
- dynamic programming
- greedy method

# Longest common subsequence(LCS)<sub>最長共同子字串</sub>

- A subsequence 子字串 keeps the original order, but it may not be consecutive.
- The longest-common-subsequence(LCS) problem is given two sequences

$$X = \langle x_1, x_2, \dots, x_m \rangle \text{ and } Y = \langle y_1, y_2, \dots, y_n \rangle,$$

Find a maximum-length common subsequence of X and Y.

- 最佳解可能不只1個，求出1個即可。

# Longest common subsequence(LCS) 最長共同子字串

- DNA sequences are formed by A.C.G.T.
- If  $s_1 = \text{ACCGGTCTGAGTGCGCGGAAGCCGGCCGAA}$  and  
 $s_2 = \text{GTCGTTCGGAATGCCGTTGCTCTGTAAA}$   
then  $s_3 = \text{GTCGTCTGGAAGCCGGCCGAA}$  is an LCS of  $s_1$  and  $s_2$

# Longest common subsequence(LCS) 最長共同子字串

- Brute force 暴力法
- Find all subsequences of X and check each subsequence to see whether it is also a subsequence of Y, keeping track of the longest subsequence we find.  
Since X has  $2^m$  subsequences, this method takes exponential time. 指數型時間

# Longest common subsequence(LCS)最長共同子字串

- Dynamic programming  
「下面的推導非常重要，dynamic programming 的推導模式幾乎都是這樣的」
- Let  $LCS(X,Y)$  = a maximum-length common subsequence of  $X$  and  $Y$ , and let  $LLCS(X,Y)$  = length of  $LCS(X,Y)$ .
- Suppose  $X$  and  $Y$  end in the same letter.  
For example,  $X$  is .....A and  $Y$  is .....A.  
Then,  $LCS(X,Y)$  must end in A.  
So,  $LLCS(X,Y) = LLCS(< x_1, x_2, \dots, x_{m-1} >, < y_1, y_2, \dots, y_{n-1} >) + 1$

# Longest common subsequence(LCS) 最長共同子字串

- Suppose X and Y do not end in the same letter.  
For example, X is .....A and Y is .....B.  
Let  $Z = \text{LCS}(X, Y)$ .  
Then Z does not end in A or Z does not end in B  
Thus,  $Z = \text{LCS}(< x_1, x_2, \dots, x_{m-1} >, < y_1, y_2, \dots, y_n >)$  or  
 $Z = \text{LCS}(< x_1, x_2, \dots, x_m >, < y_1, y_2, \dots, y_{n-1} >)$ .
- We don't know Z, but we can test both cases to see which one is better.

# Longest common subsequence(LCS) 最長共同子字串

- Let  $X_i = \langle x_1, x_2, \dots, x_i \rangle$ ,  $Y_j = \langle y_1, y_2, \dots, y_j \rangle$ ,  
and  $Z_k = \langle z_1, z_2, \dots, z_k \rangle$ .
- Theorem : Optimal substructure of an LCS
- If  $x_m = y_n$ , then  $z_k = x_m = y_n$  and  $z_{k-1}$  is an LCS of  $X_{m-1}$  and  $Y_{n-1}$ .
- If  $x_m \neq y_n$ , then  $z_k \neq x_m$  implies that  $Z$  is an LCS of  $X_{m-1}$  and  $Y_n$ .
- If  $x_m \neq y_n$ , then  $z_k \neq y_n$  implies that  $Z$  is an LCS of  $X_m$  and  $Y_{n-1}$ .



# Longest common subsequence(LCS)最長共同子字串

- 具有 optimal substructure 是指：  
最佳解答是由「子問題的解」構成，則這些「子問題的解」也必須是最佳解
- LCS problem has the property that an optimal solution contains within it optimal solutions to sub-problems.  
最佳解 包含了 子問題的最佳解
- This property is called optimal substructure.
- Problems solvable by dynamic programming must have optimal substructure.

# Longest common subsequence(LCS) 最長共同子字串

- For convenience, let  $c[i,j] = |\text{LLCS}(X_i, Y_j)|$ . Then:
- $$c[i,j] = \begin{cases} 0 & \text{if } i = 0 \text{ or } j = 0 \\ c[i-1, j-1] + 1 & \text{if } i, j > 0 \text{ and } x_i = y_j \\ \max\{c[i, j-1], c[i-1, j]\} & \text{if } i, j > 0 \text{ and } x_i \neq y_j \end{cases}$$
- 由列式來看，會以為要用到遞迴程式，但其實不然，可以直接由最底層開始算。
- Dynamic programming often uses optimal substructure in a bottom-up fashion. Actually, no recursion is required.

## Long

例如:  $X = \langle A, B, C, B, D, A, B \rangle$ ,  $Y = \langle B, D, C, A, B, A \rangle$

		$j$	0	1	2	3	4	5	6
$i$		$y_j$	$B$	$D$	$C$	$A$	$B$	$A$	
		$x_i$							
0		$x_i$	0	0	0	0	0	0	
1	$A$		0	0	0	0	1	1	1
2	$B$		0	1					
3	$C$		0	1					
4	$B$		0	1		↖	↑		
5	$D$		0	1		←	?		
6	$A$		0	1					
7	$B$		0	1					opt. sol.

		$j$	0	1	2	3	4	5	6
$i$		$y_j$	$B$	$D$	$C$	$A$	$B$	$A$	
		$x_i$							
0		$x_i$	0	0	0	0	0	0	
1	$A$		0	↑	↑	↑	←	←	1
2	$B$		0	↖	←	←	↑	←	2
3	$C$		0	↑	↑	↖	←	↑	2
4	$B$		0	↖	↑	↑	↑	↖	3
5	$D$		0	↑	↖	↑	↑	↑	3
6	$A$		0	↑	↑	↑	↖	↑	4
7	$B$		0	↖	↑	↑	↑	↖	4

共同子字串

$c[7,6]$  is the answer.

$c[i, j]$  is determined by  $c[i-1, j-1]$ ,  $c[i-1, j]$ , and  $c[i, j-1]$ .

↖ 左上

↑ 上

← 左

We can use another table (say, table  $b$ ) to store  $\nwarrow$ ,  $\uparrow$ , or  $\leftarrow$ .

**A dynamic programming algorithm usually uses two tables.**

First, fill in the initial values into the table.

先填初值

Then, fill in the remaining entries of the table.

再填其他

For LCS, the table can be filled in row-by-row or column-by-column.

- LCS-LENGTH(X,Y)
- $m = X.length$   
 $n = Y.length$   
 let  $b = [1..m, 1..n]$  and  $c[0..m, 0..n]$  be new tables  
 for  $i = 1$  to  $m$   
      $c[i, 0] = 0$   
 for  $j = 0$  to  $n$   
      $c[0, j] = 0$   
 for  $i = 1$  to  $m$   
     for  $j = 1$  to  $n$   
         if  $x_i == y_j$   
              $c[i, j] = c[i-1, j-1] + 1$   
              $b[i, j] = \nwarrow$   
         elseif  $c[i-1, j] \geq c[i, j-1]$   
              $c[i, j] = c[i-1, j]$   
              $b[i, j] = \uparrow$   
         else  $c[i, j] = c[i, j-1]$   
              $b[i, j] = \leftarrow$   
 return  $c$  and  $b$

```

Print-LCS(b, X, i, j)
if  $i == 0$  or  $j == 0$ 
    return
if  $b[i, j] == \nwarrow$ 
    Print-LCS(b, X,  $i-1, j-1$ )
    print  $x_i$ 
elseif  $b[i, j] == \uparrow$ 
    Print-LCS(b, X,  $i-1, j$ )
else Print-LCS(b, X,  $i, j-1$ )
  
```

# Matrix-chain multiplication

- 在乎矩陣相乘時，「乘」用了幾次，不在乎「加、減」用了幾次，因為「乘」比較花時間。
- If A is a  $p \times q$  matrix and B is a  $q \times r$  matrix, then computing AB requires  $p \times q \times r$  multiplications.
- 例:  $A_1, A_2, A_3$  are  $10 \times 100, 100 \times 5$ , and  $5 \times 50$  respectively.  
Want to compute  $A_1 A_2 A_3$ .  
If use  $((A_1 A_2) A_3)$ , then  $10 \times 100 \times 5 + 10 \times 5 \times 50 = 7500$  multiplications.  
If use  $(A_1 (A_2 A_3))$ , then  $10 \times 5 \times 50 + 10 \times 100 \times 50 = 75000$  multiplications.

# Matrix-chain multiplication

- A product of matrices is fully parenthesized 矩陣相乘被完全加括號 if it is either a single matrix or the product of two fully parenthesized matrix products surrounded by parentheses.

# Matrix-chain multiplication

- The matrix-chain multiplication problem 矩陣相乘問題 is:
- Given a chain  $\langle A_1, A_2, \dots, A_n \rangle$  of  $n$  matrices, where for  $i = 1, 2, \dots, n$ , matrix  $A_i$  has dimensions  $p_{i-1} \times p_i$ , fully parenthesize the product  $A_1 A_2 \dots A_n$  完全被加了括號 in a way that minimizes the number of multiplications.
- A fully parenthesized product is optimal if it requires the minimum number of multiplications. 成的個數最少

# Matrix-chain multiplication

## Method 1. Brute force 暴力法

Exhaustively check all possible parenthesizations.

Analysis:

Let  $P(n)$  denote the number of possible parenthesizations for  $n$  matrices. 加括號的方法數

Then,

$$P(n) = \begin{cases} 1 & \text{if } n = 1 \\ \sum_{k=1}^{n-1} P(k)P(n-k) & \text{if } n \geq 2 \end{cases}$$



## Method 2. Dynamic programming

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Consider  $A_1A_2A_3A_4A_5A_6A_7$ .

Suppose you know the top level split in an optimal parenthesization is  $((A_1A_2A_3)(A_4A_5A_6A_7))$ .

Just find the cost of an optimal parenthesization of  $A_1A_2A_3 = r$ .

Just find the cost of an optimal parenthesization of  $A_4A_5A_6A_7 = s$ .

Then the cost of an optimal parenthesization of  $A_1A_2A_3A_4A_5A_6A_7 = r + s + p_0 \times p_3 \times p_7$ .

More generally, if you have  $A_iA_{i+1} \cdots A_j$  and someone tells you that

**the top level split** in an optimal parenthesization is between  $A_k$  and  $A_{k+1}$ .

Suppose  $m[i, j] =$  cost of an optimal parenthesization of  $A_iA_{i+1} \cdots A_j$ .

Then  $m[i, j] = m[i, k] + m[k + 1, j] + p_{i-1} \times p_k \times p_j$ .

**This problem also has optimal substructure property.**

事實上沒有人會告訴我們  $k$  是多少，但我們可以去試所有可能的  $k$ 。

$$m[i, j] = \begin{cases} 0 & \text{if } i = j \\ \min_{i \leq k < j} \{m[i, k] + m[k+1, j] + p_{i-1} \times p_k \times p_j\} & \text{if } i < j \end{cases}$$

The minimum number of multiplications for the product  $A_1 A_2 \cdots A_n$  is therefore  $m[1, n]$ .

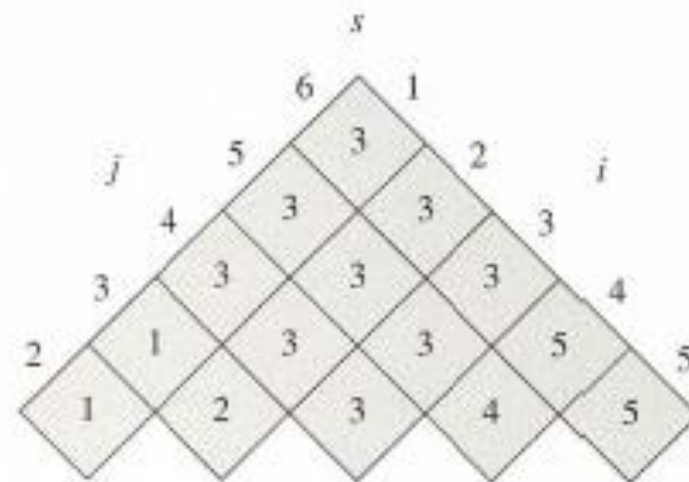
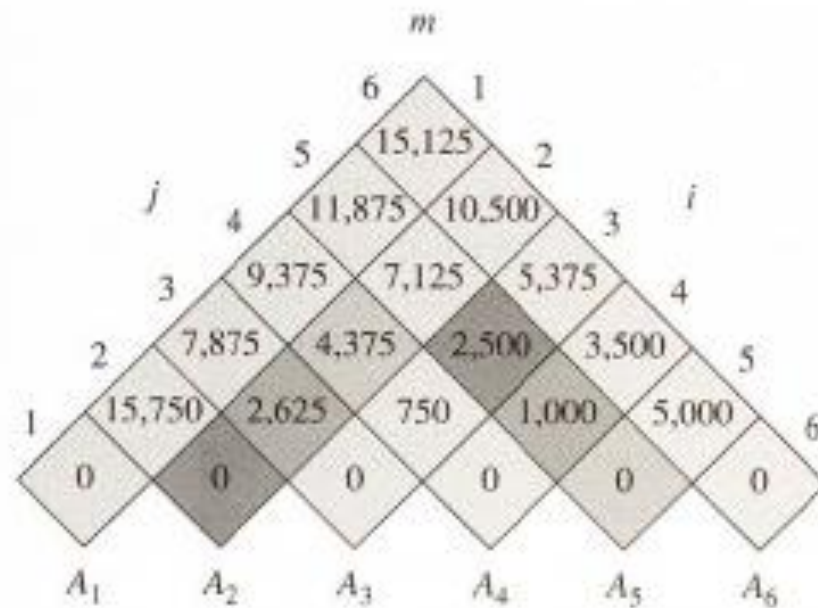
There may be more than one optimal solution.

If we only want to know the minimum number of multiplications in an optimal solution, then table  $m$  is sufficient.

If we also want to know the way to multiple the matrices, then an extra table is required; suppose this extra table is called  $s$ .

**A dynamic programming algorithm usually uses two tables.**

例:  $A_1$   $A_2$   $A_3$   $A_4$   $A_5$   $A_6$   
 $30 \times 35$   $35 \times 15$   $15 \times 5$   $5 \times 10$   $10 \times 20$   $20 \times 25$



$$m[2, 5] = \min \begin{cases} m[2, 2] + m[3, 5] + p_1 p_2 p_5 = 0 + 2500 + 35 \cdot 15 \cdot 20 = 13000, \\ m[2, 3] + m[4, 5] + p_1 p_3 p_5 = 2625 + 1000 + 35 \cdot 5 \cdot 20 = 7125, \\ m[2, 4] + m[5, 5] + p_1 p_4 p_5 = 4375 + 0 + 35 \cdot 10 \cdot 20 = 11375 \end{cases} = 7125.$$

MATRIX-CHAIN-ORDER( $p$ )

```

1   $n = p.length - 1$ 
2  let  $m[1..n, 1..n]$  and  $s[1..n-1, 2..n]$  be new tables
3  for  $i = 1$  to  $n$ 
4       $m[i, i] = 0$ 
5  for  $l = 2$  to  $n$            //  $l$  is the chain length
6      for  $i = 1$  to  $n - l + 1$ 
7           $j = i + l - 1$ 
8           $m[i, j] = \infty$ 
9          for  $k = i$  to  $j - 1$ 
10              $q = m[i, k] + m[k + 1, j] + p_{i-1}p_kp_j$ 
11             if  $q < m[i, j]$ 
12                  $m[i, j] = q$ 
13                  $s[i, j] = k$ 
14  return  $m$  and  $s$ 

```

以下為印出最佳的括弧給法的 pseudocode:

PRINT-OPTIMAL-PARENS( $s, i, j$ )

```

1  if  $i == j$ 
2      print " $A_i$ "
3  else print "("
4      PRINT-OPTIMAL-PARENS( $s, i, s[i, j]$ )
5      PRINT-OPTIMAL-PARENS( $s, s[i, j] + 1, j$ )
6      print ")"

```

# ation

This algorithm takes  $O(n^3)$  time –

it needs to construct a table of size  $\Theta(n^2)$  and  
it takes  $O(n)$  time to fill in an entry of the table.

若希望也能得出an optimal parenthesization的括弧給法,  
則可以多使用a table  $s$  of size  $\Theta(n^2)$  來記錄每個  $k$  是多少.  
得出an optimal parenthesization的括弧給法花  $O(n^2)$  time.  
上例的 table  $s$  可得: opt. paren. is  $((A_1(A_2A_3))((A_4A_5)A_6))$ .

# HW5: 高鐵搭乘問題

- [高鐵路分段買比較便宜? - UniMath \(google.com\)](https://sites.google.com/a/g2.nctu.edu.tw/unimath/2017-01/HSR?fbclid=IwAR1zUbVWOfKJuOFkpSx6vBuJWJtTkojrd_QGuFeoeaKWMogt35hIURTvSh0)  
[https://sites.google.com/a/g2.nctu.edu.tw/unimath/2017-01/HSR?fbclid=IwAR1zUbVWOfKJuOFkpSx6vBuJWJtTkojrd\\_QGuFeoeaKWMogt35hIURTvSh0](https://sites.google.com/a/g2.nctu.edu.tw/unimath/2017-01/HSR?fbclid=IwAR1zUbVWOfKJuOFkpSx6vBuJWJtTkojrd_QGuFeoeaKWMogt35hIURTvSh0)
- 請用動態規劃做出文章中結論的表格。(100分)
- 郭君逸教授用了 Acyclic Dijkstra's Algorithm，我不確定單純用動態規劃可不可以，我直覺覺得可以，但我沒寫過，大家可以試試看，做不出來沒關係。