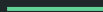


Chapter 4:

Dynamic Programming

Outline

- Introduction
- Matrix chain multiplication method
- Longest common subsequence



Dynamic Programming

- Dynamic programming, like the divide-and-conquer method, solves problems by combining the solutions to subproblems
- However, it applies when the subproblems overlap, i.e. when subproblems share subsubproblems
- It solves each subsubproblem just once and then saves its answer in a table, thereby avoiding the work of recomputing the answer every time it solves each subsubproblem

Dynamic programming

Two ways to implement dynamic programming:

1. Memoization - Top down approach
 - a. Maintain a map of already solved sub problems
2. Tabulation - Bottom up approach
 - a. Solve all related sub-problems first
 - b. Based on the results in the table, compute the solution to the "top" / original problem

Fibonacci numbers

Recall definition of Fibonacci numbers:

$$F(n) = F(n-1) + F(n-2)$$

$$F(0) = 0$$

$$F(1) = 1$$

The beginning of the sequence is thus:

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, ...

Fibonacci numbers: Recursion

```
def Fib(n):  
    if n==0:  
        result = 0  
    elif n==1:  
        result = 1  
    else:  
        result = Fib(n-1) + Fib(n-2)  
    return result
```

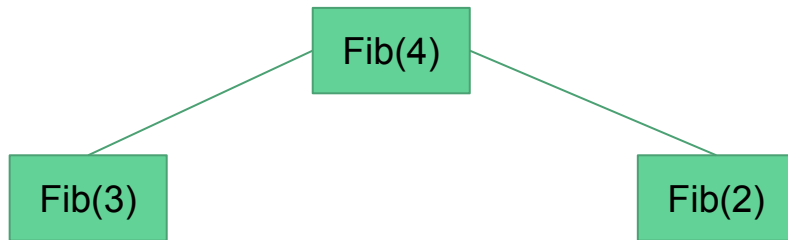
Fibonacci numbers: Recursion

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```

Fib(4)

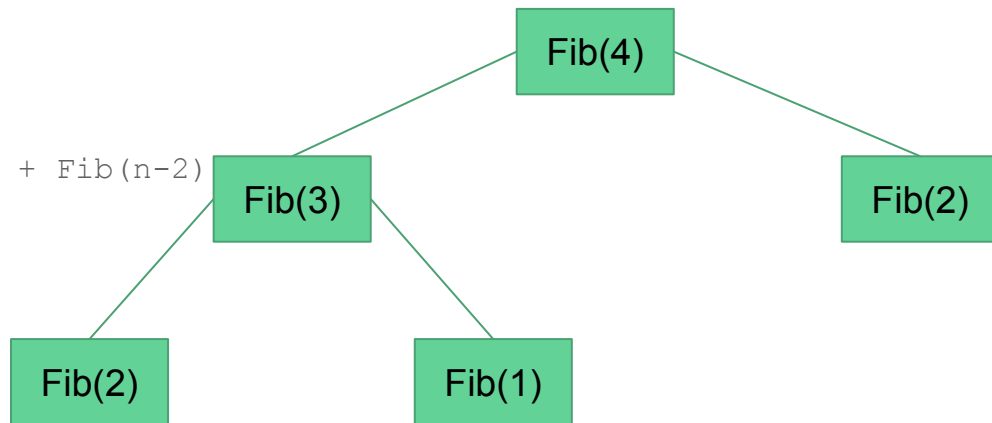
Fibonacci numbers: Recursion

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```



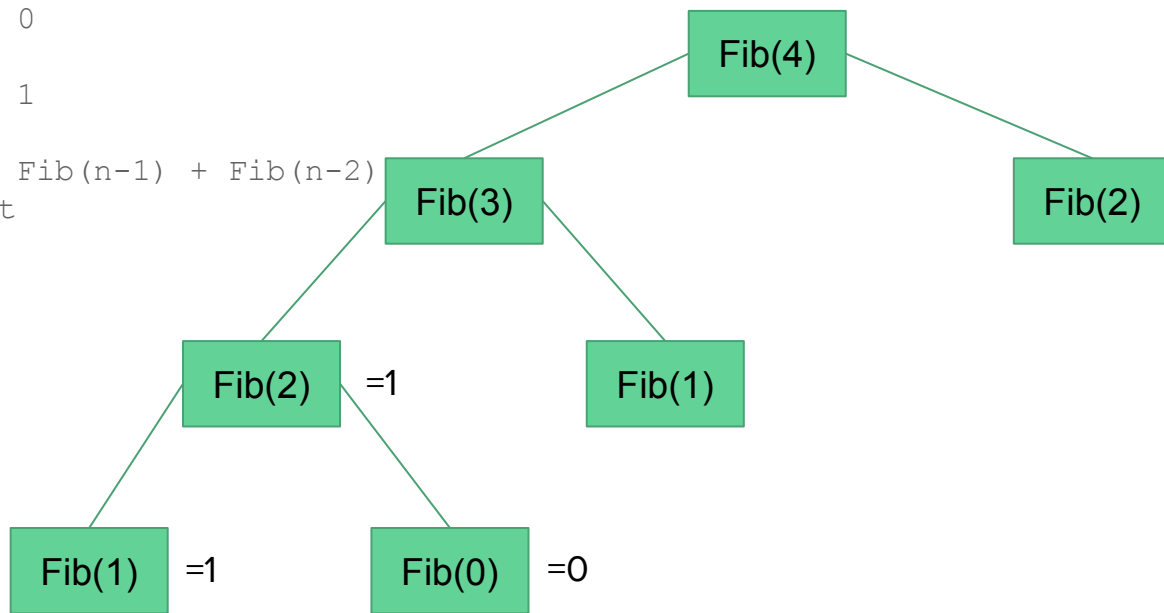
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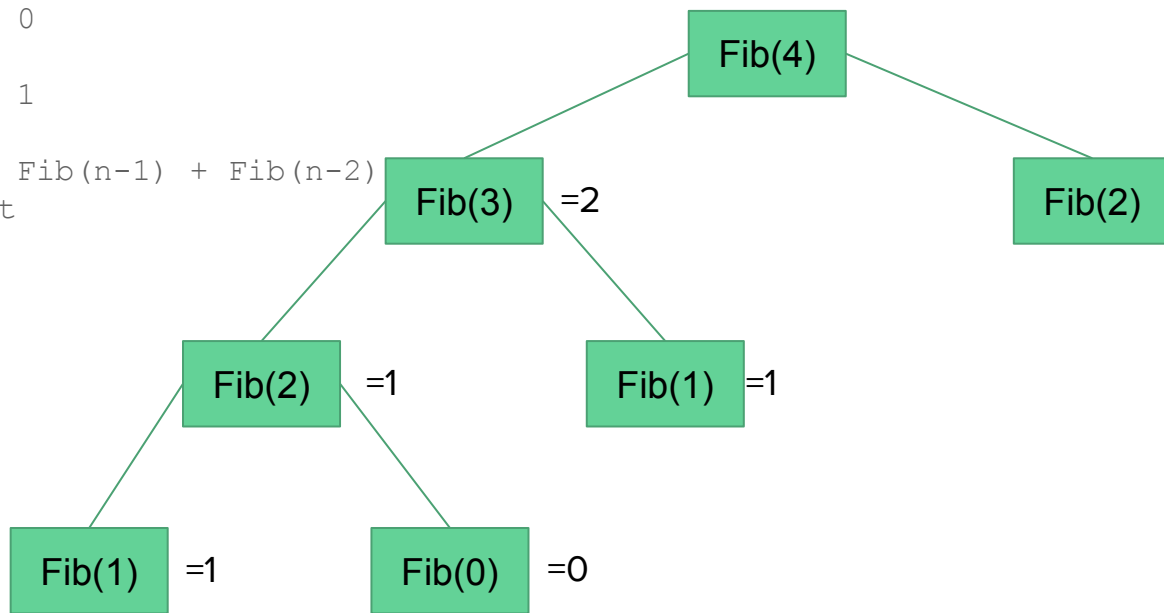
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```



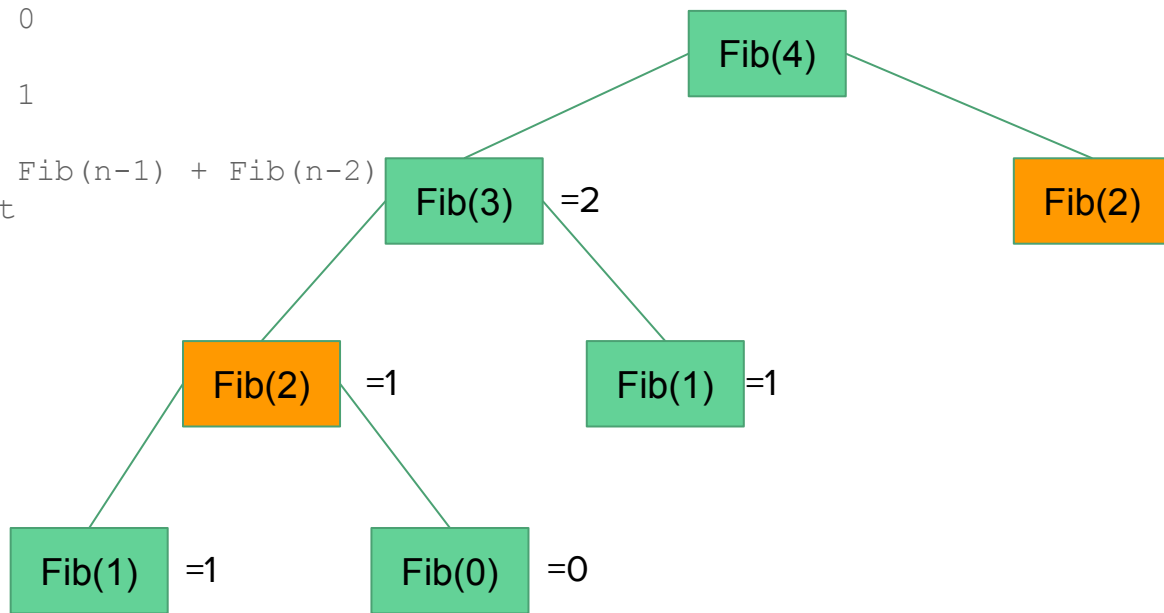
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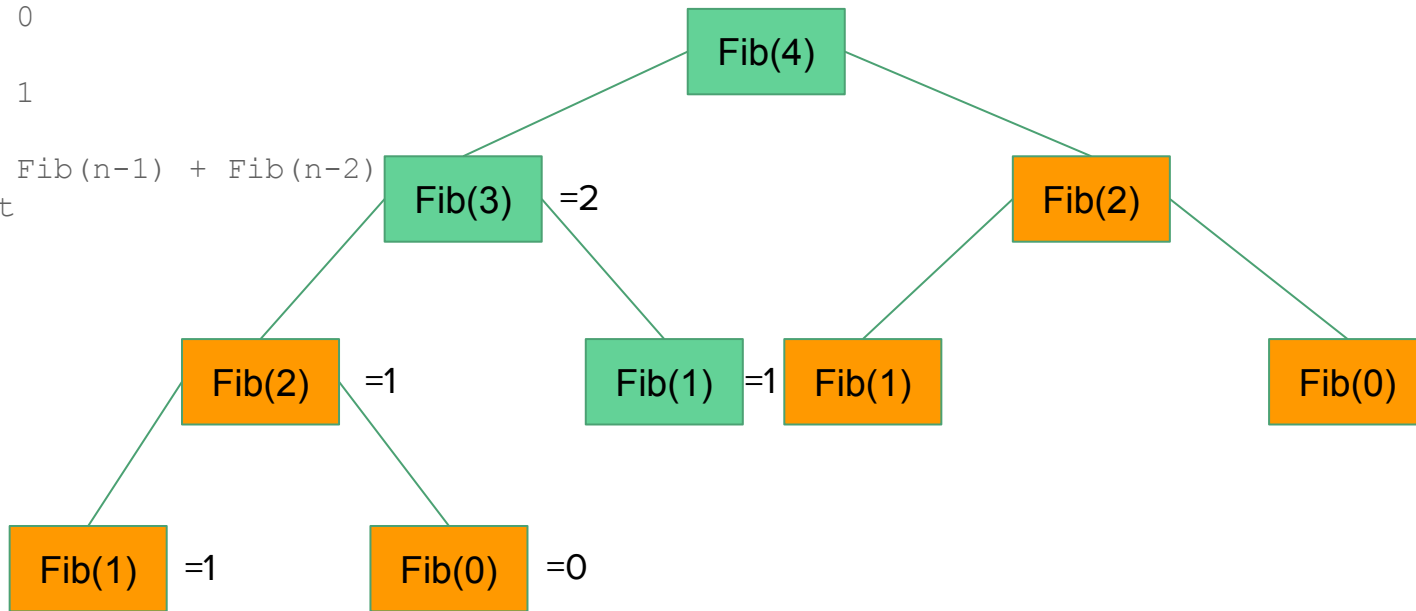
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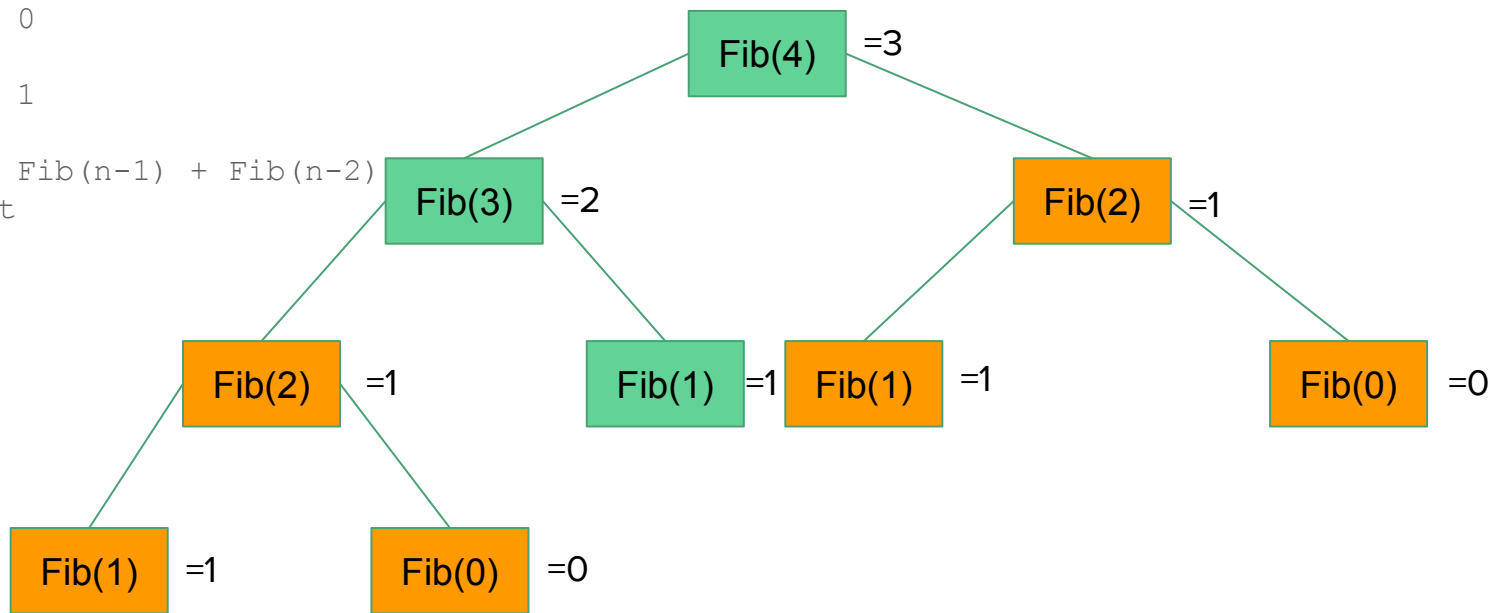
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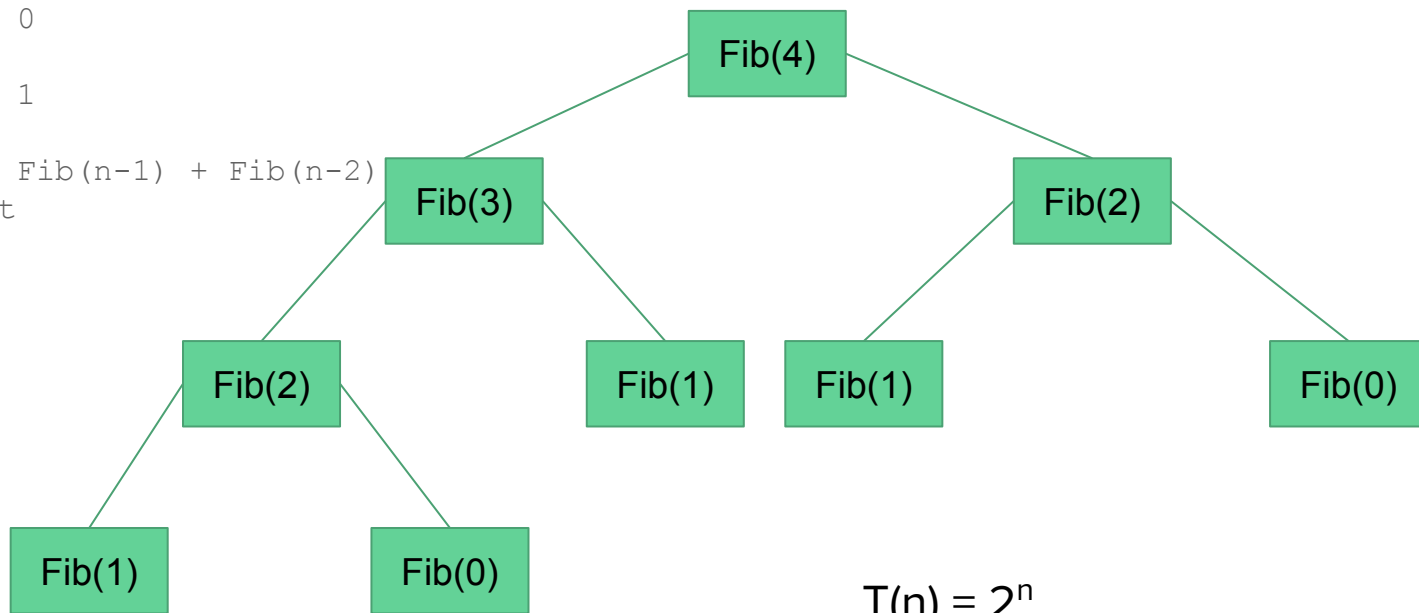
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```



$$T(n) = 2^n$$

Fibonacci numbers: Memoization

Storing the results of
subsubproblems so as to avoid
recomputing them

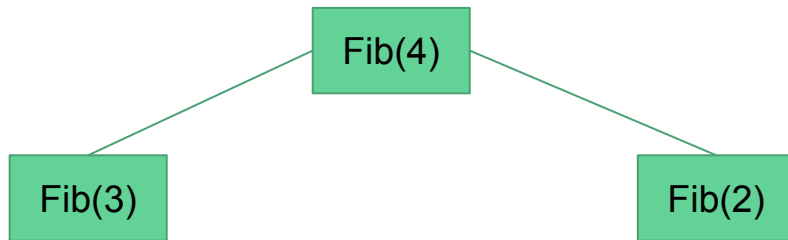
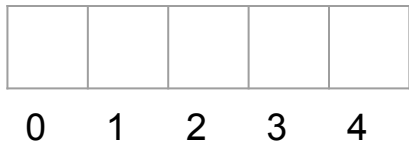
Fib(4)

--	--	--	--	--

0 1 2 3 4

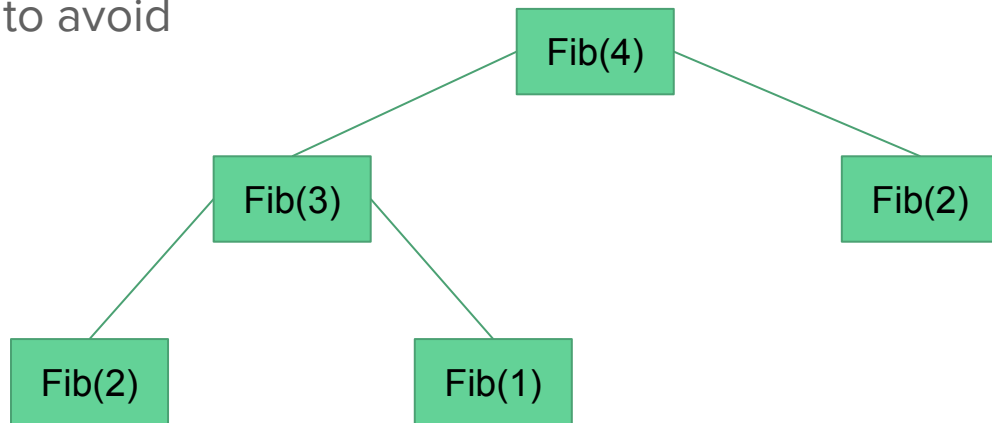
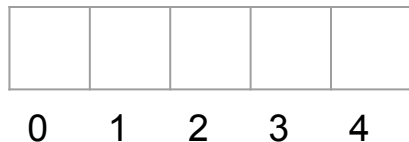
Fibonacci numbers: Memoization

Storing the results of subsubproblems so as to avoid recomputing them



Fibonacci numbers: Memoization

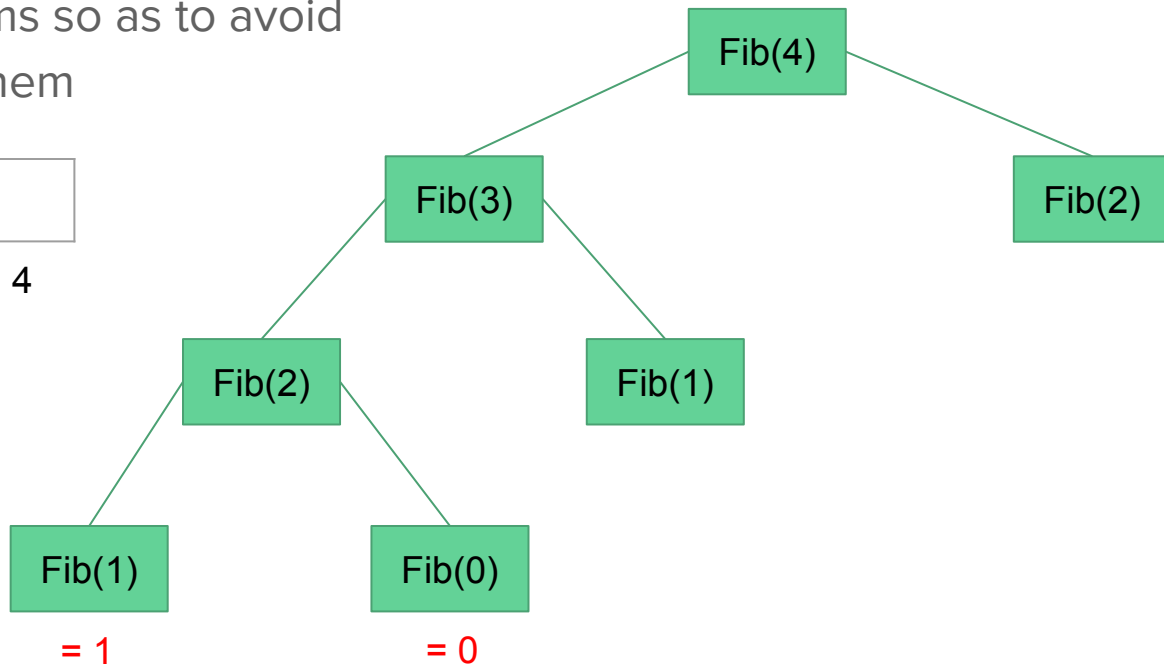
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Fibonacci numbers: Memoization

Storing the results of
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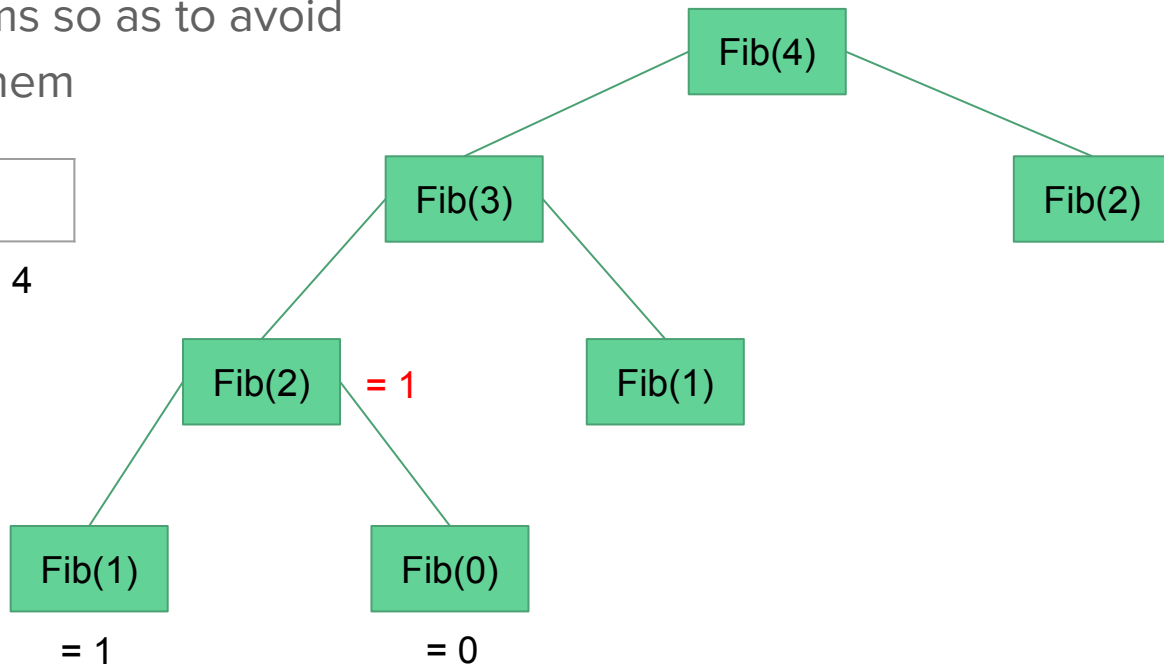
0	1			
0	1	2	3	4



Fibonacci numbers: Memoization

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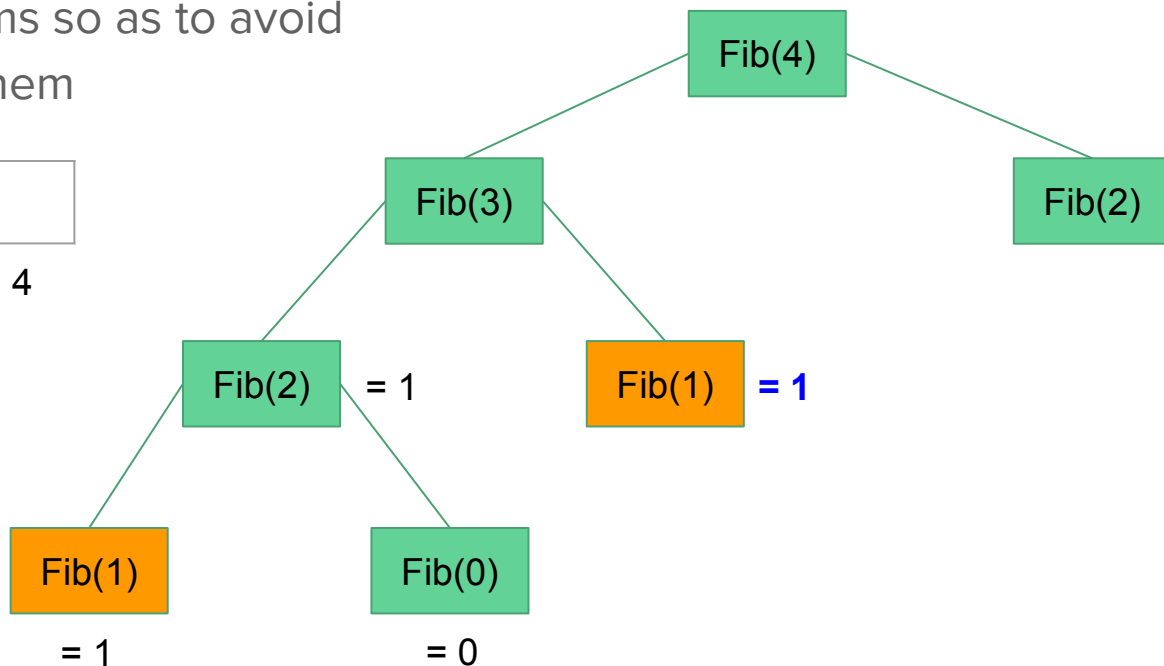
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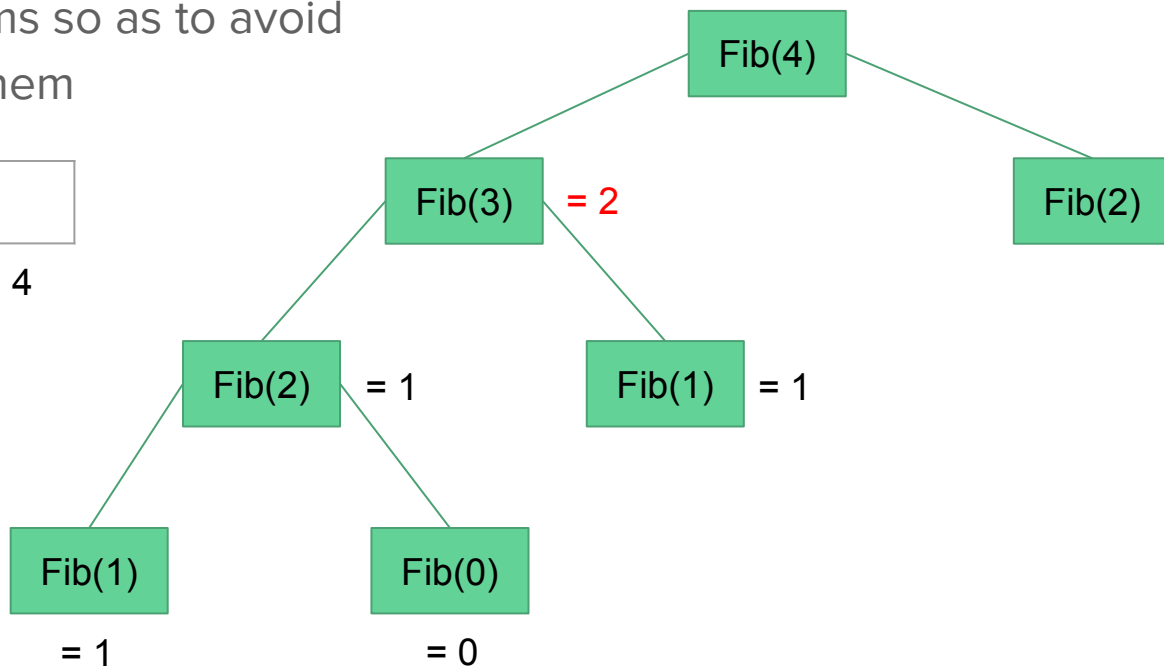
0	1	1		
0	1	2	3	4



Fibonacci numbers: Memoization

Storing the results of
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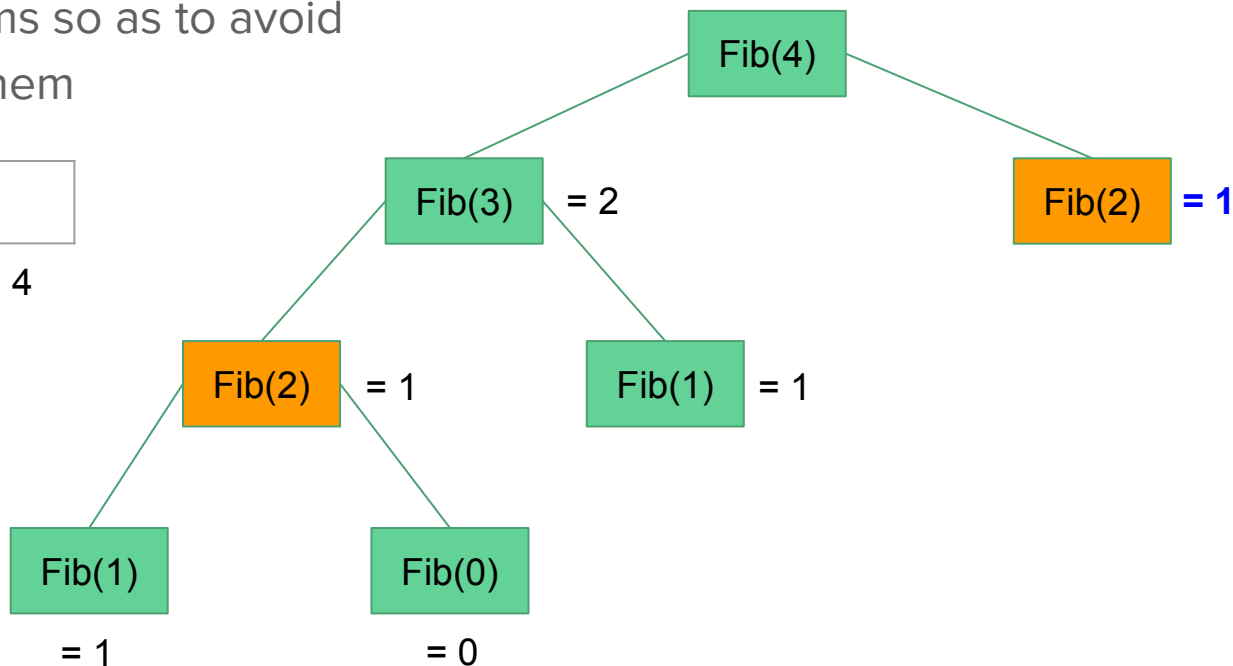
0	1	1	2	
0	1	2	3	4



Fibonacci numbers: Memoization

Storing the results of
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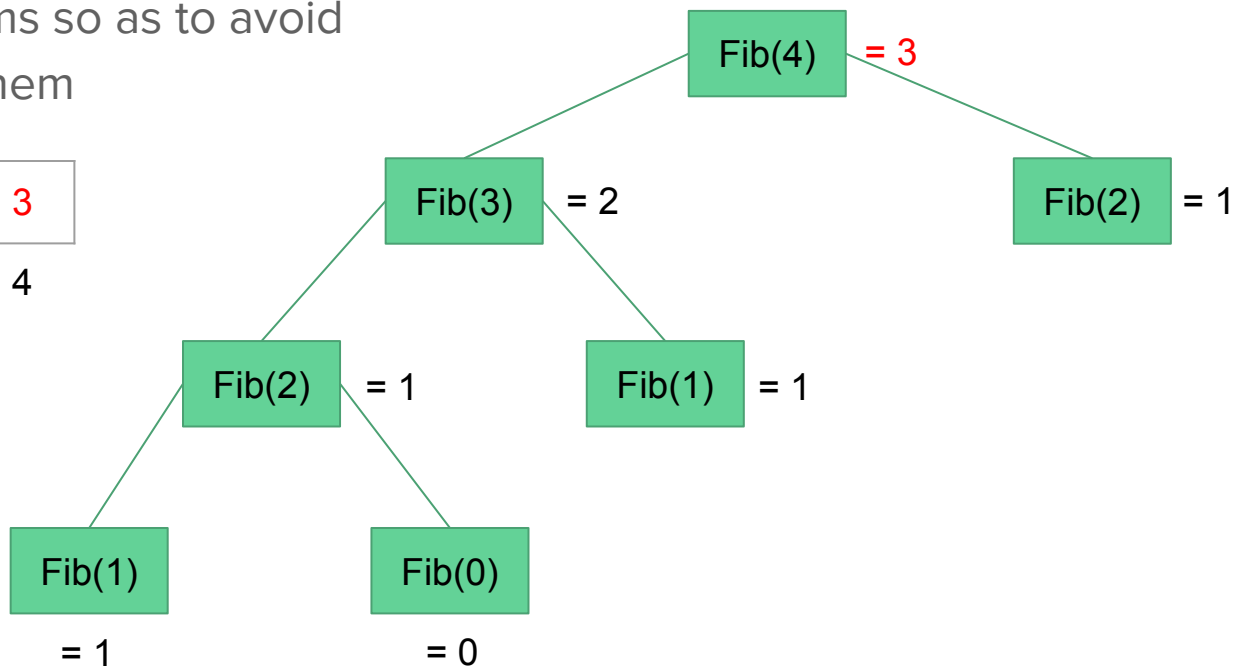
0	1	1	2	
0	1	2	3	4



Fibonacci numbers: Memoization

Storing the results of
subsubproblems so as to avoid
recomputing them

0	1	1	2	3
0	1	2	3	4



Fibonacci numbers: Memoization

```
1. def Fib(n, memo):
2.     if memo[n] != null:
3.         return memo[n]
4.     elif n==0:
5.         result = 0
6.     elif n==1:
7.         result = 1
8.     else:
9.         result = Fib(n-1, memo) + Fib(n-2, memo)
10.    memo[n] = result
11.    return result
```

$T(n) = O(n)$

Fibonacci numbers: bottom-up approach

- Solve all related sub-problems first
- Based on the results in the table, compute the solution to the "top" / original problem

For example, to find $F(4)$, first find out $F(0)$, $F(1)$, and so on, i.e. if the array from left to right

$F(0) = 0$, $F(1) = 1$

0	1			
---	---	--	--	--

0 1 2 3 4

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$$F(0) = 0, F(1) = 1$$

0	1			
---	---	--	--	--

0 1 2 3 4

$$F(2) = F(1) + F(0)$$

0	1	1		
----------	----------	----------	--	--

0 1 2 3 4

Fibonacci numbers: bottom-up approach

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0	1			
---	---	--	--	--

0 1 2 3 4

$$F(2) = F(1) + F(0)$$

0	1	1		
----------	----------	----------	--	--

0 1 2 3 4

$$F(3) = F(2) + F(1)$$

0	1	1	2	
---	---	---	---	--

0 1 2 3 4

Fibonacci numbers: bottom-up approach

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For example, to find $F(4)$, first find out $F(0)$, $F(1)$, and so on, i.e. if the array from left to right

$$F(0) = 0, F(1) = 1$$

0	1			
---	---	--	--	--

0 1 2 3 4

$$F(2) = F(1) + F(0)$$

0	1	1		
----------	----------	----------	--	--

0 1 2 3 4

$$F(3) = F(2) + F(1)$$

0	1	1	2	
---	----------	----------	----------	--

0 1 2 3 4

$$F(4) = F(3) + F(2)$$

0	1	1	2	3
---	---	----------	----------	----------

0 1 2 3 4

Fibonacci numbers: bottom-up approach

```
def fib_bottom_up(n):  
    if n <= 1:  
        return n  
    else:  
        arr = [0 for i in range(n+1)]  
        arr[1] = 1  
        for i in range(2, n+1):  
            arr[i] = arr[i-1] + arr[i-2]  
        return arr[n]
```

$T(n) = O(n)$
No overhead for recursion

Longest Common Subsequence

A subsequence of a sequence/string S is obtained by deleting zero or more symbols from S .

Examples: subsequences of “algorithms” are alg, lits, oms, agihs etc.

The letters of a subsequence of S appear in order in S , but they are not required to be consecutive

Longest Common Subsequence

The longest common subsequence problem is to find a maximum length common subsequence between two sequences

The LCS of the sequences “president” and “providence” is “priden”

One of the LCSs of the sequences “algorithm” and “alignment” is “algm”

LCS: recursion

```
# Find LCS of two subsequences X and Y of length m and n
# respectively
def lcs(X, Y, m, n):
    if m == len(X) or n == len(Y):
        return 0
    elif X[m] == Y[n]:
        return 1 + lcs(X, Y, m+1, n+1)
    else:
        return max(lcs(X, Y, m, n+1), lcs(X, Y, m+1, n))
```

X[0], Y[0]
A, T

LCS: recursion

```
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```

X = "AC"

Y = "TAGC"

LCS: recursion

```
if m == len(X) or n == len(Y):
```

```
    return 0
```

```
elif X[m] == Y[n]:
```

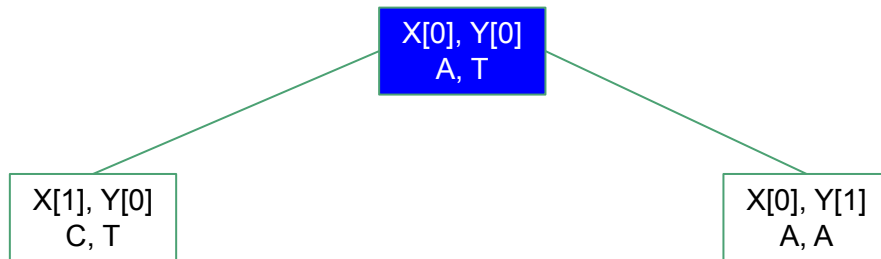
```
    return 1 + lcs(X, Y, m+1, n+1)
```

```
else:
```

```
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```

X = "AC"

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LCS: recursion

if $m == \text{len}(X)$ or $n == \text{len}(Y)$:

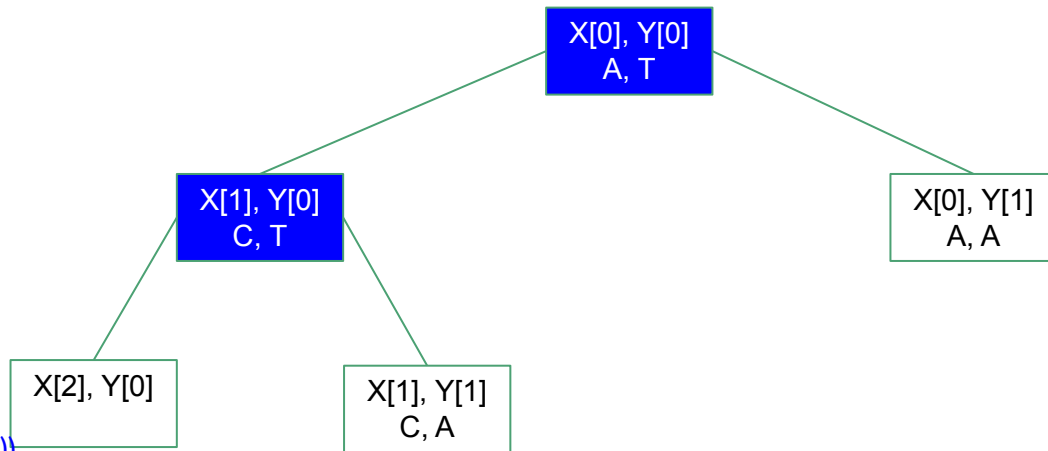
return 0

elif $X[m] == Y[n]$:

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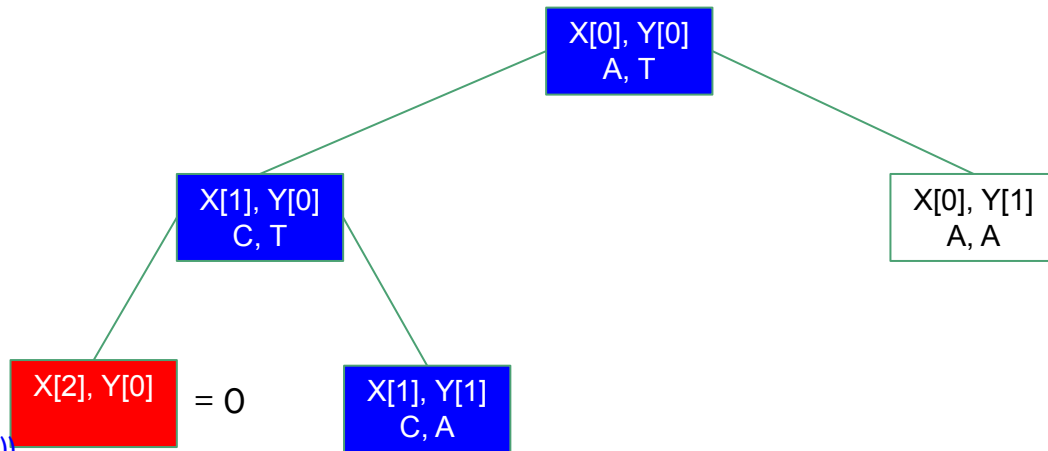
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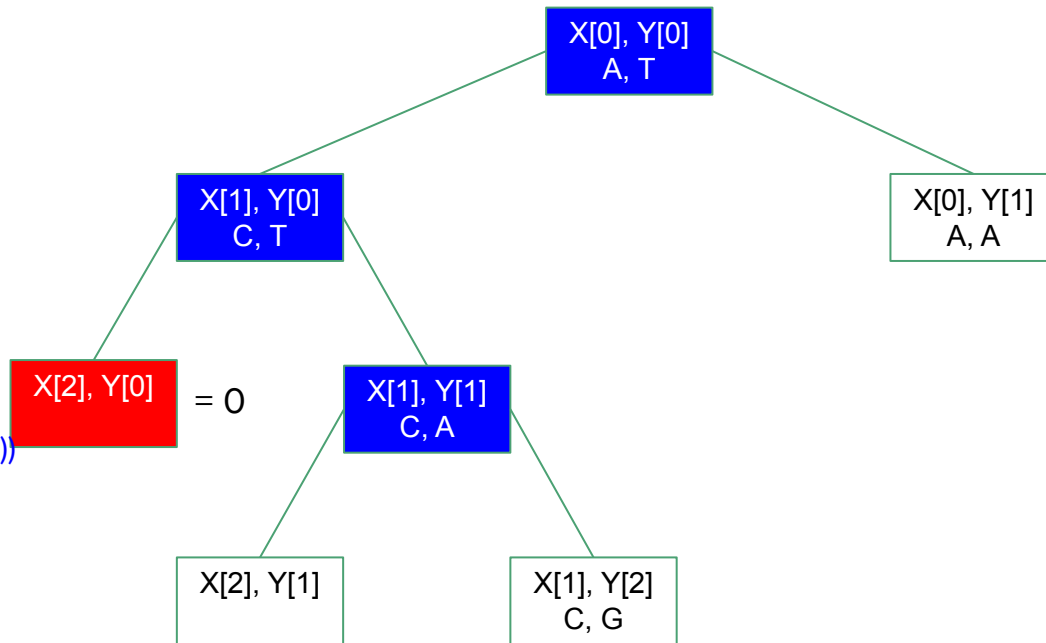
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LCS: recursion

```
if m == len(X) or n == len(Y):
```

```
    return 0
```

```
elif X[m] == Y[n]:
```

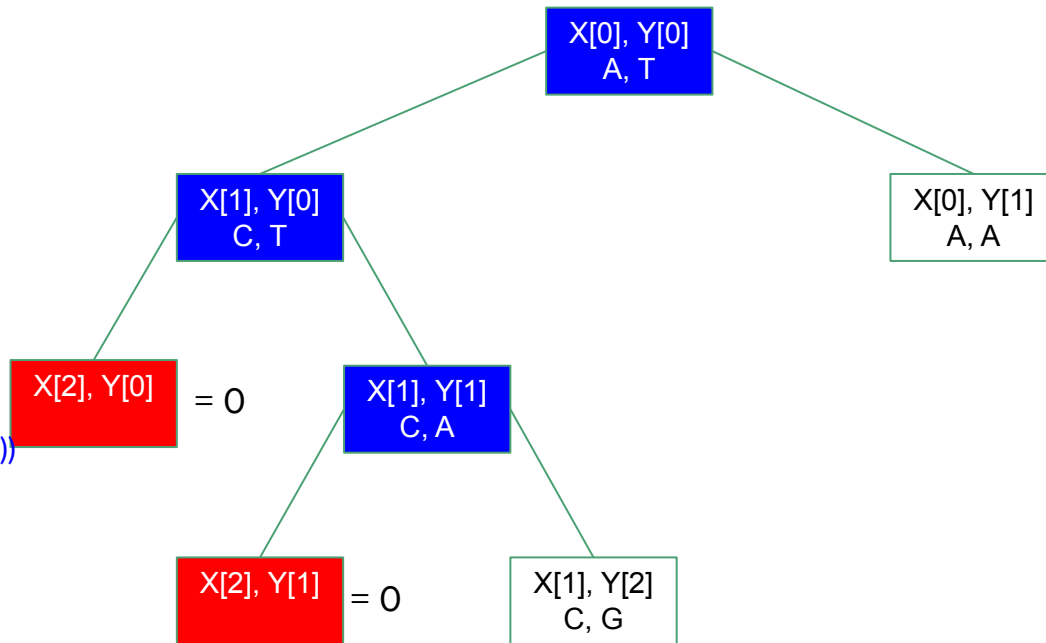
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    return 1 + lcs(X, Y, m+1, n+1)
```

```
else:
```

```
    return max(lcs(X, Y, m, n+1), lcs(X, Y, m+1, n))
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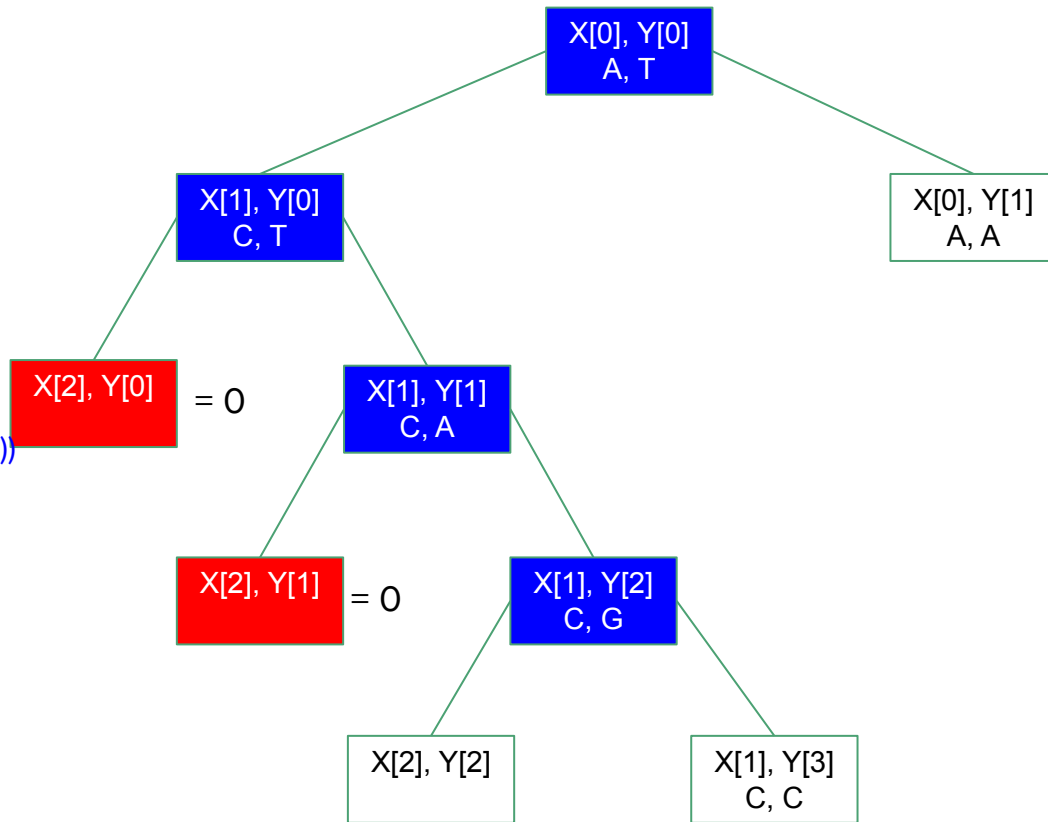
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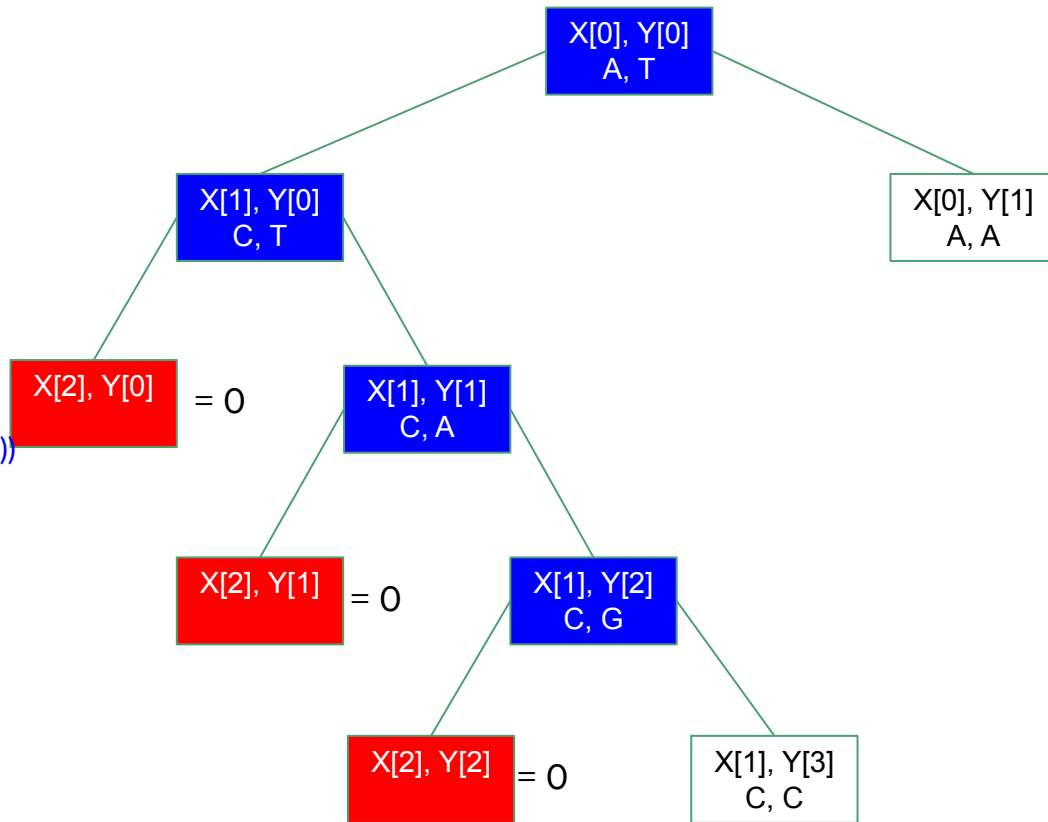
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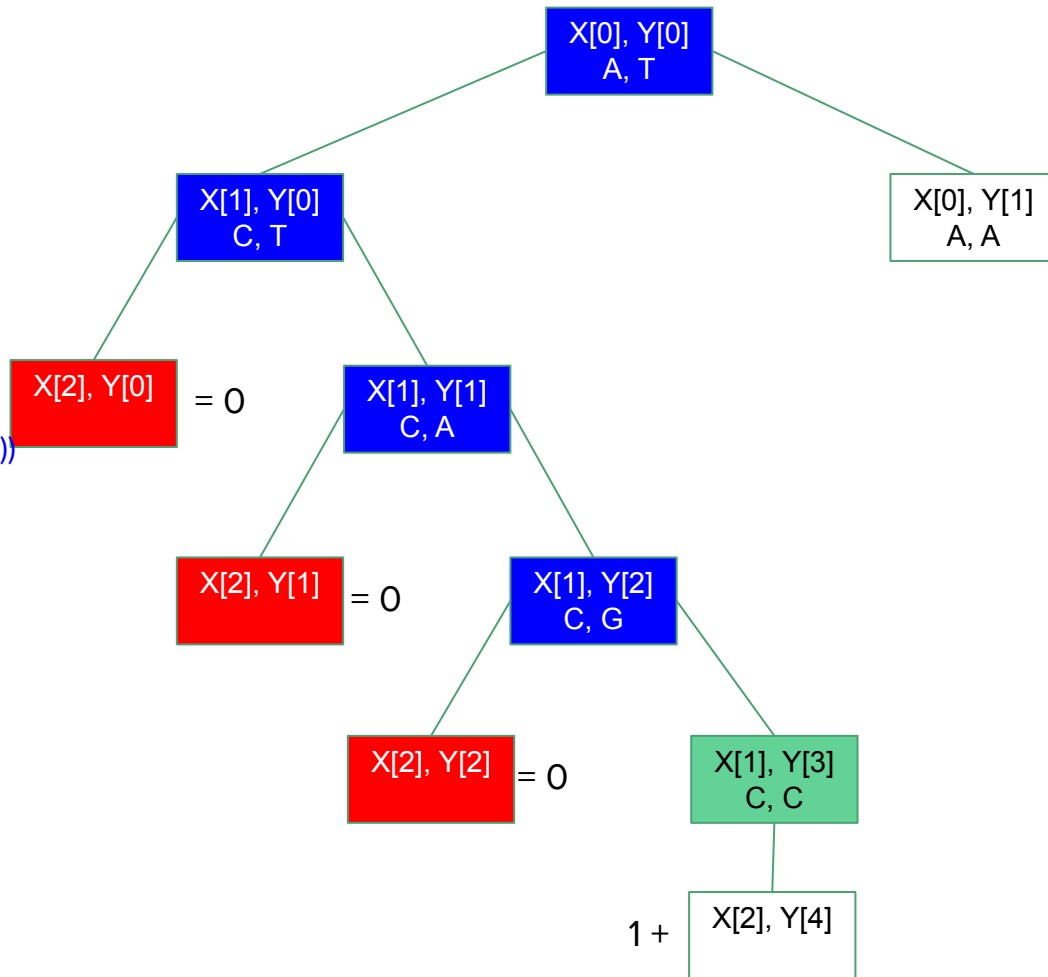
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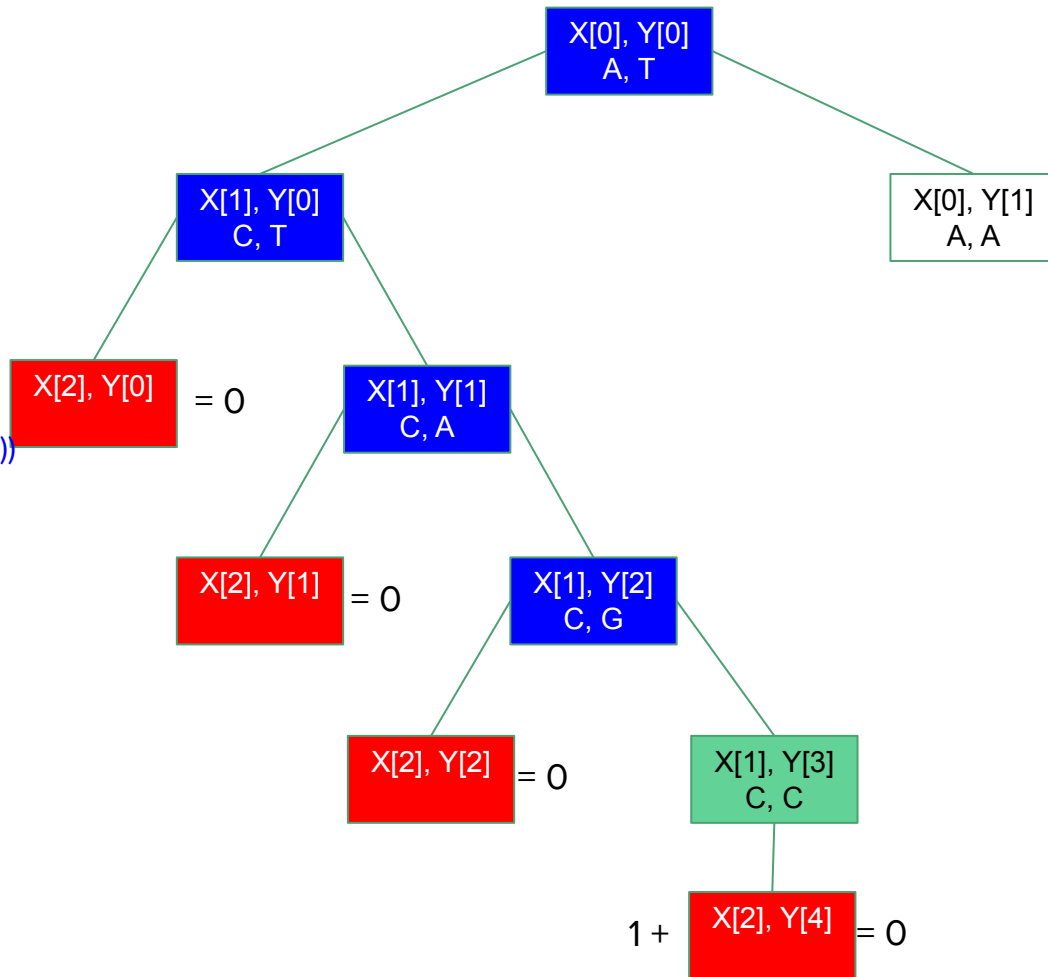
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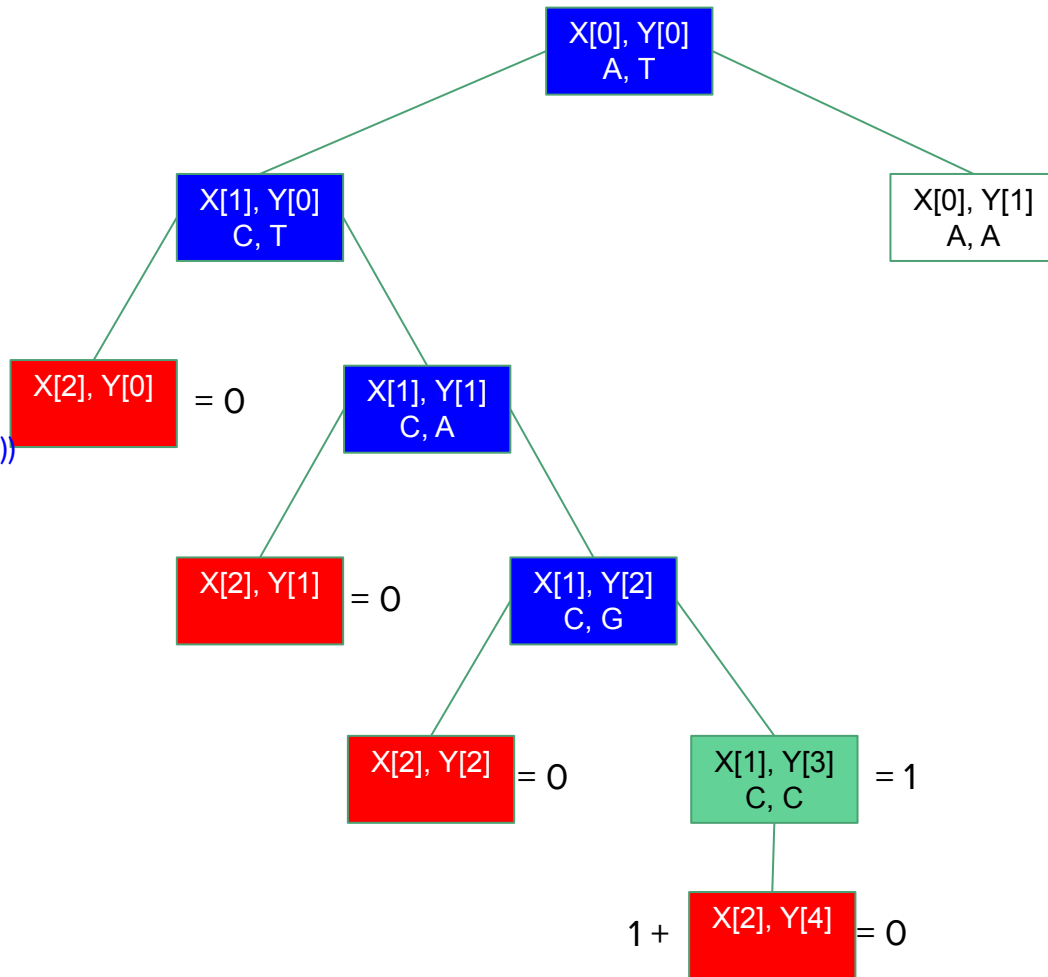
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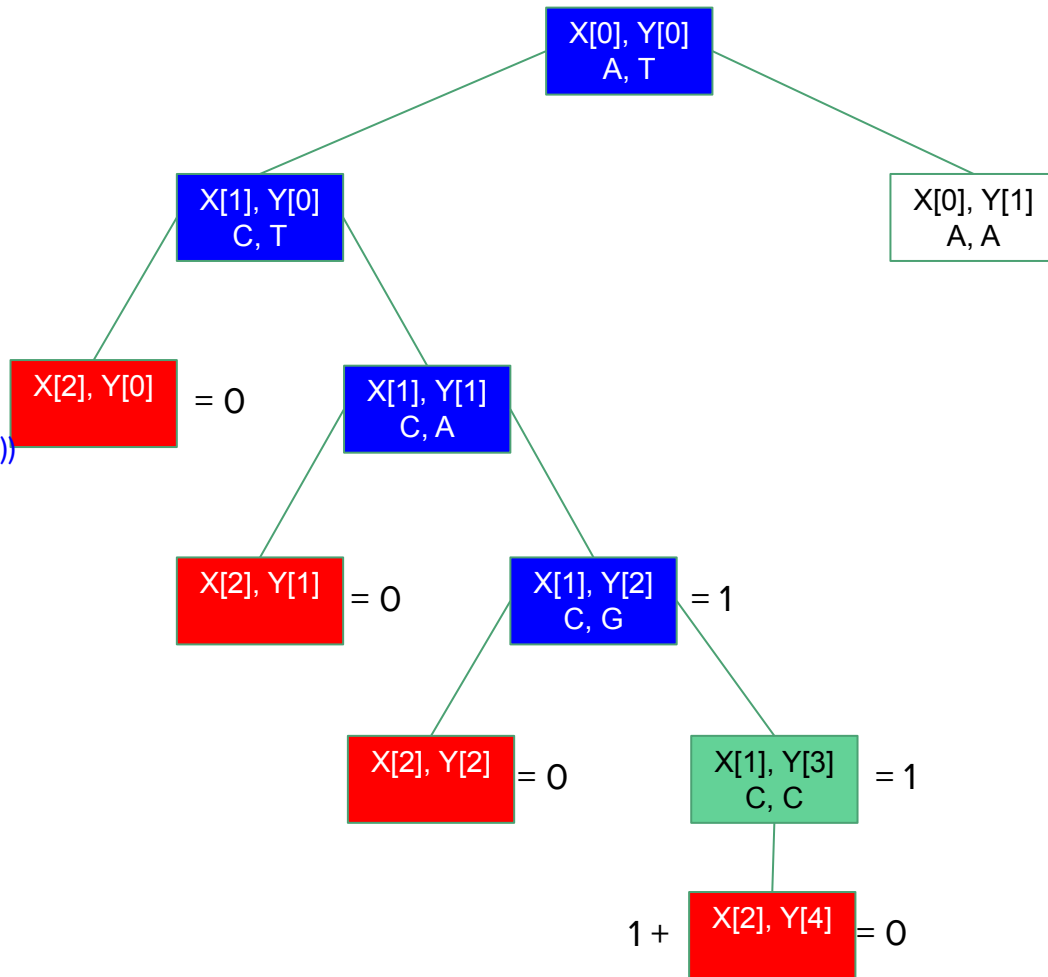
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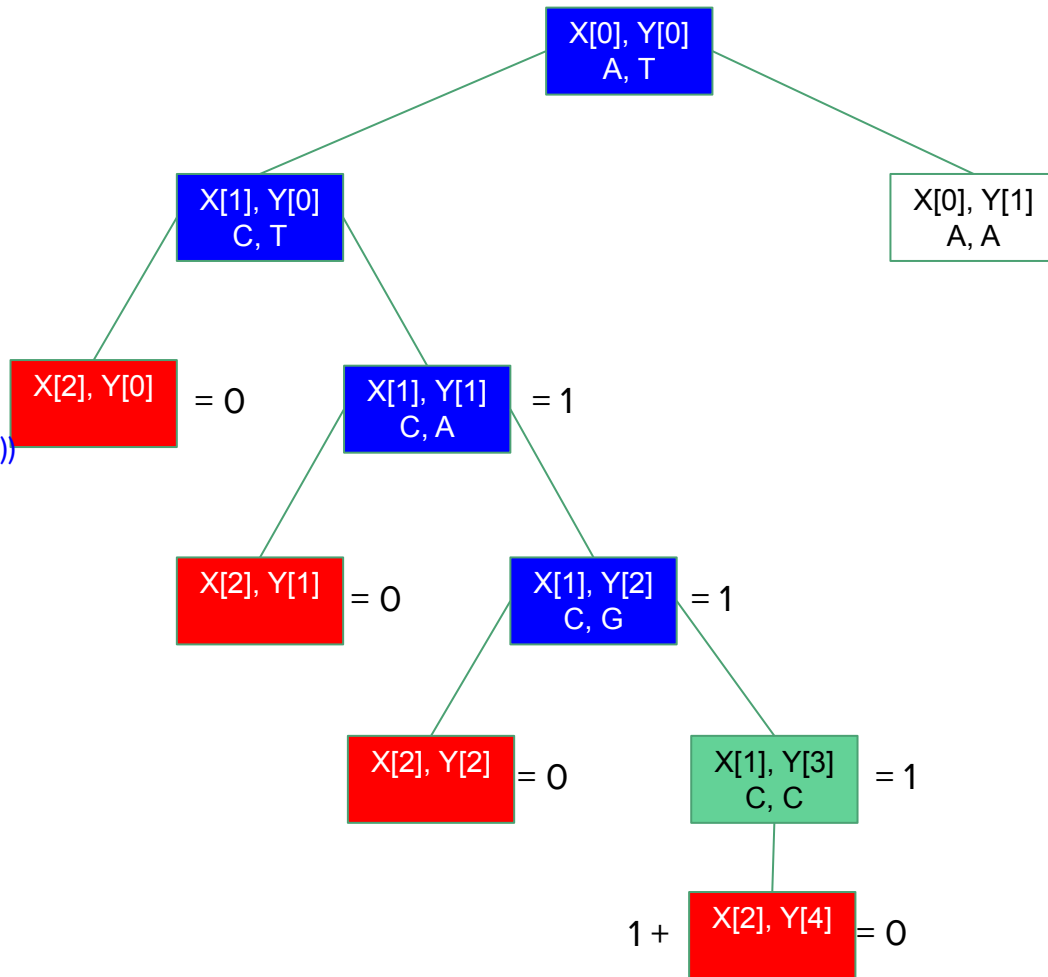
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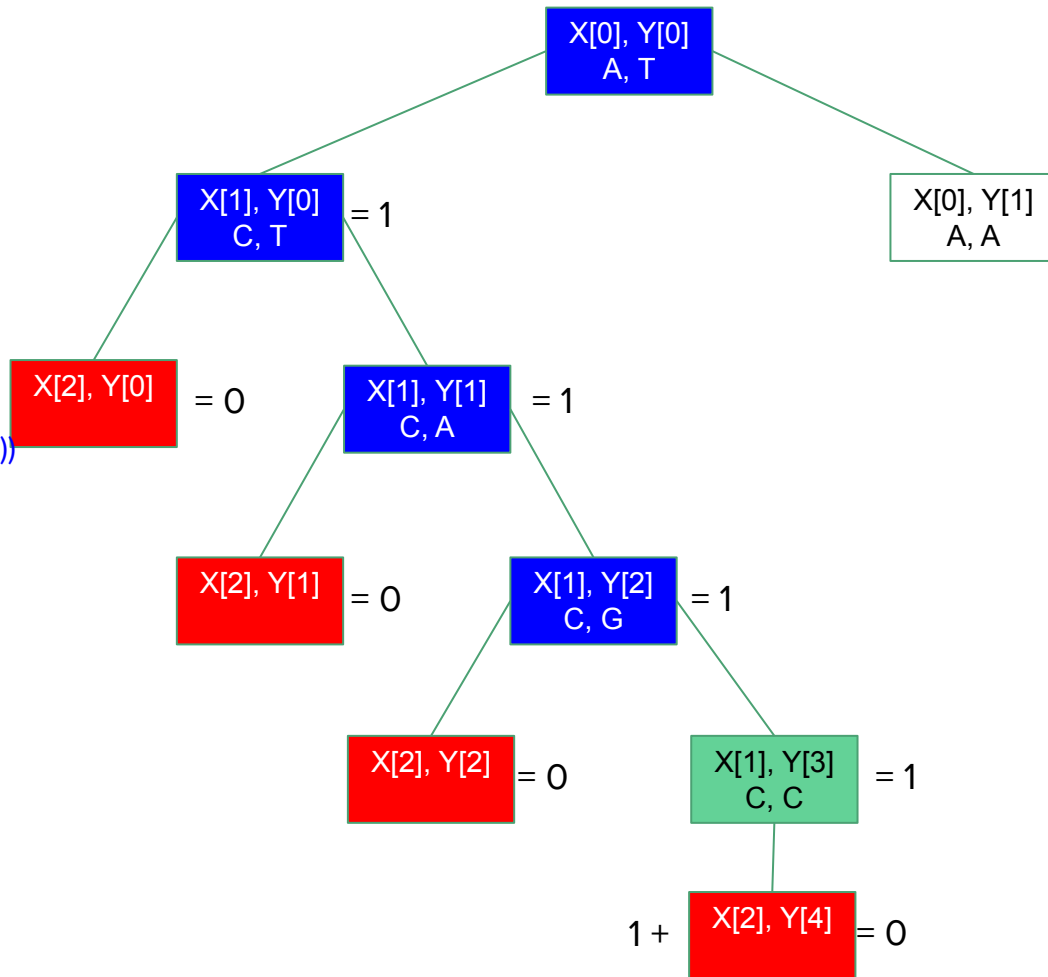
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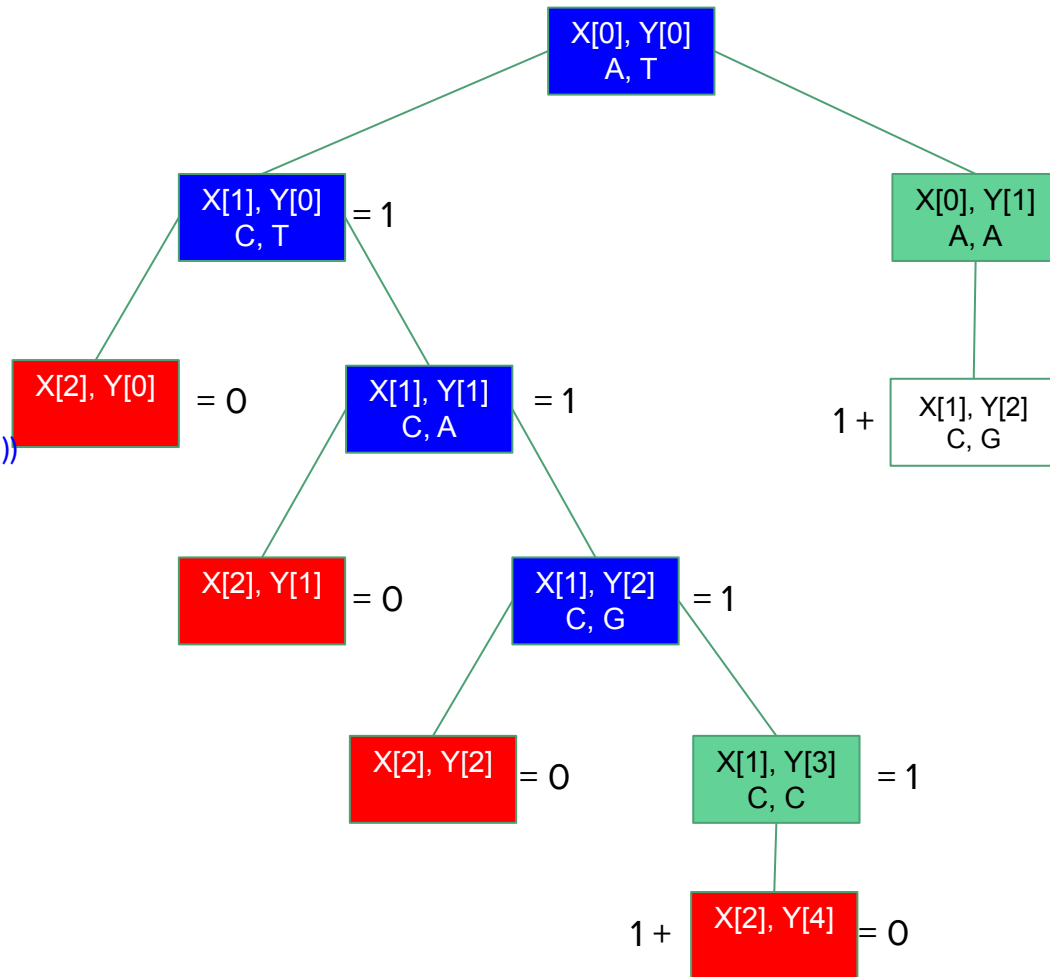
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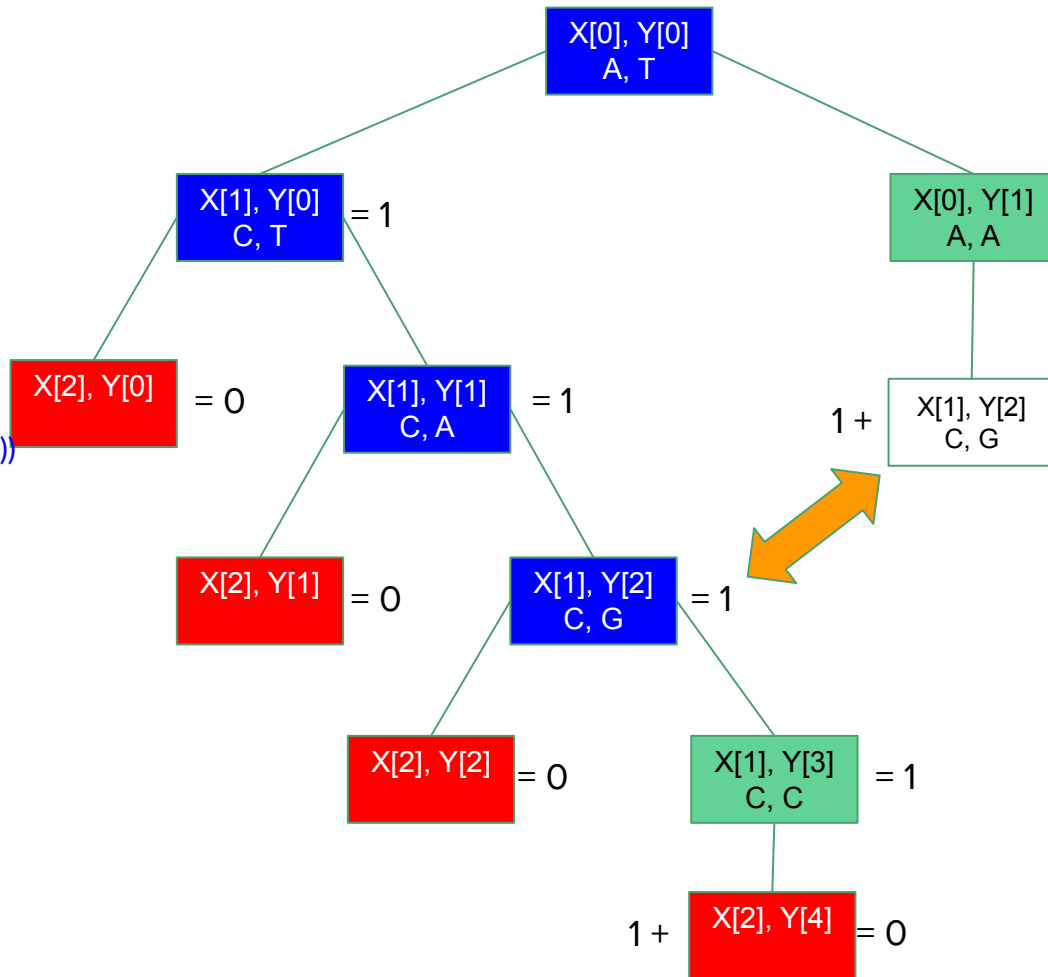
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elif $X[m] == Y[n]$:

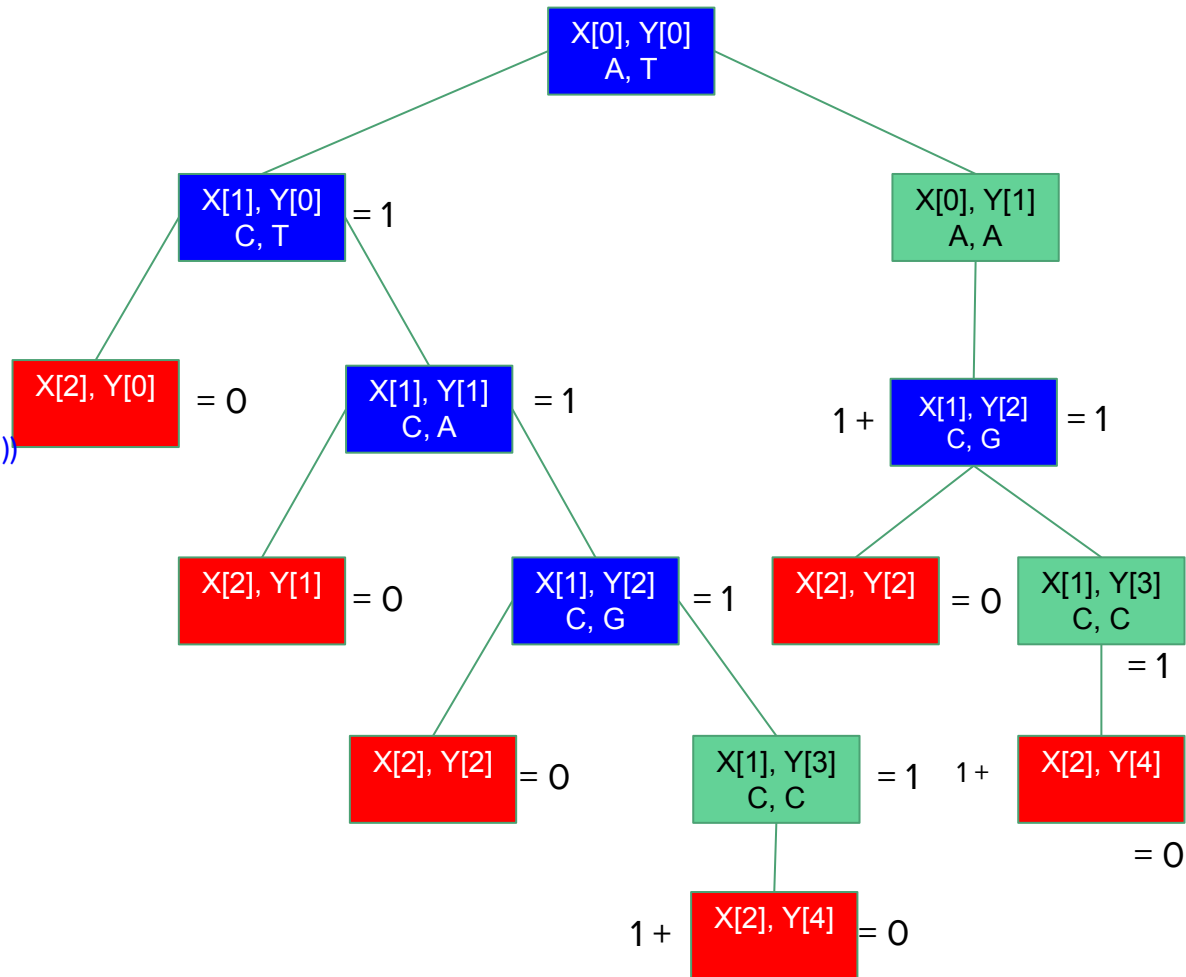
return $1 + \text{lcs}(X, Y, m+1, n+1)$

else:

return $\max(\text{lcs}(X, Y, m, n+1), \text{lcs}(X, Y, m+1, n))$

$X = \text{"AC"}$

$Y = \text{"TAGC"}$



LCS: recursion

if $m == \text{len}(X)$ or $n == \text{len}(Y)$:

return 0

elif $X[m] == Y[n]$:

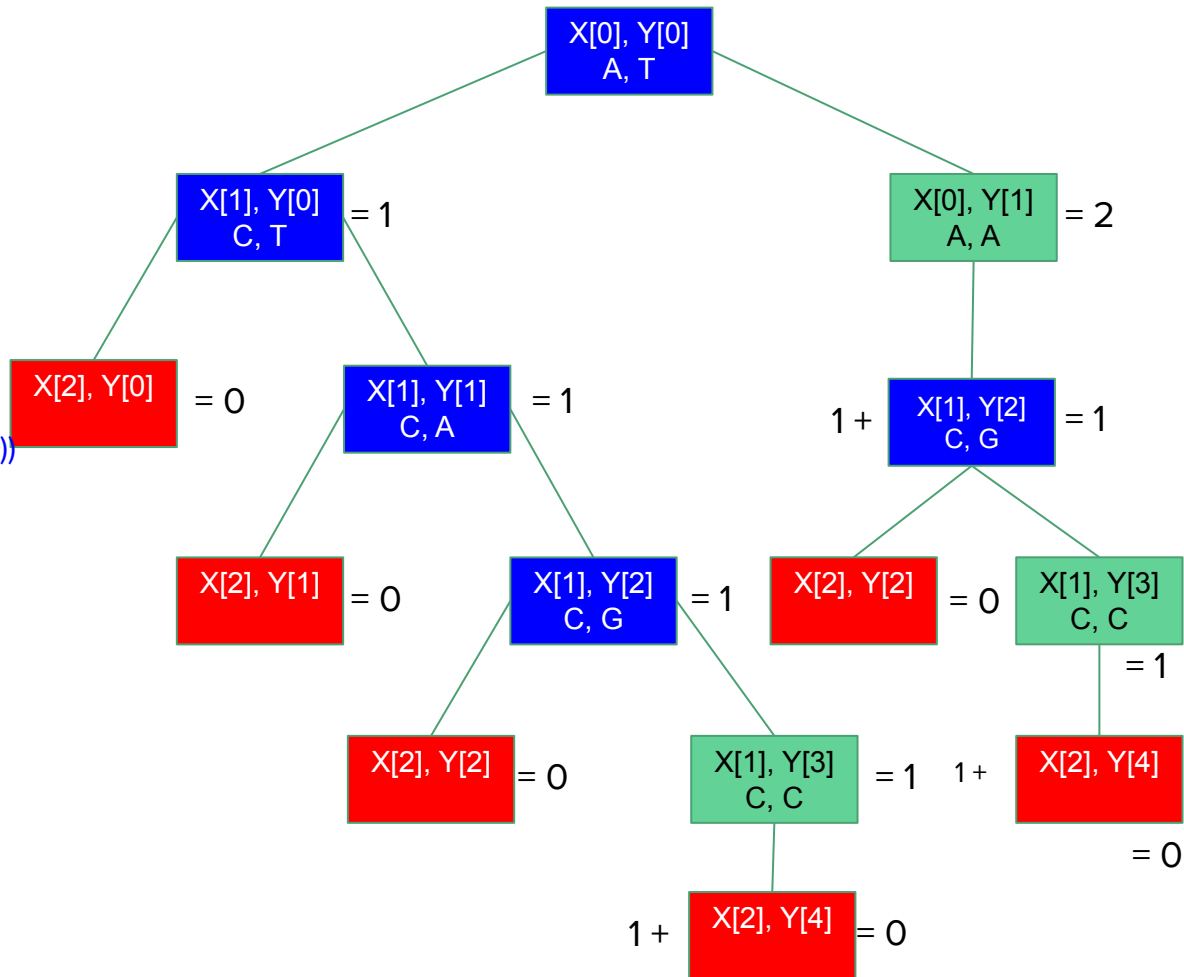
return $1 + \text{lcs}(X, Y, m+1, n+1)$

else:

return $\max(\text{lcs}(X, Y, m, n+1), \text{lcs}(X, Y, m+1, n))$

$X = \text{"AC"}$

$Y = \text{"TAGC"}$



LCS: recursion

if $m == \text{len}(X)$ or $n == \text{len}(Y)$:

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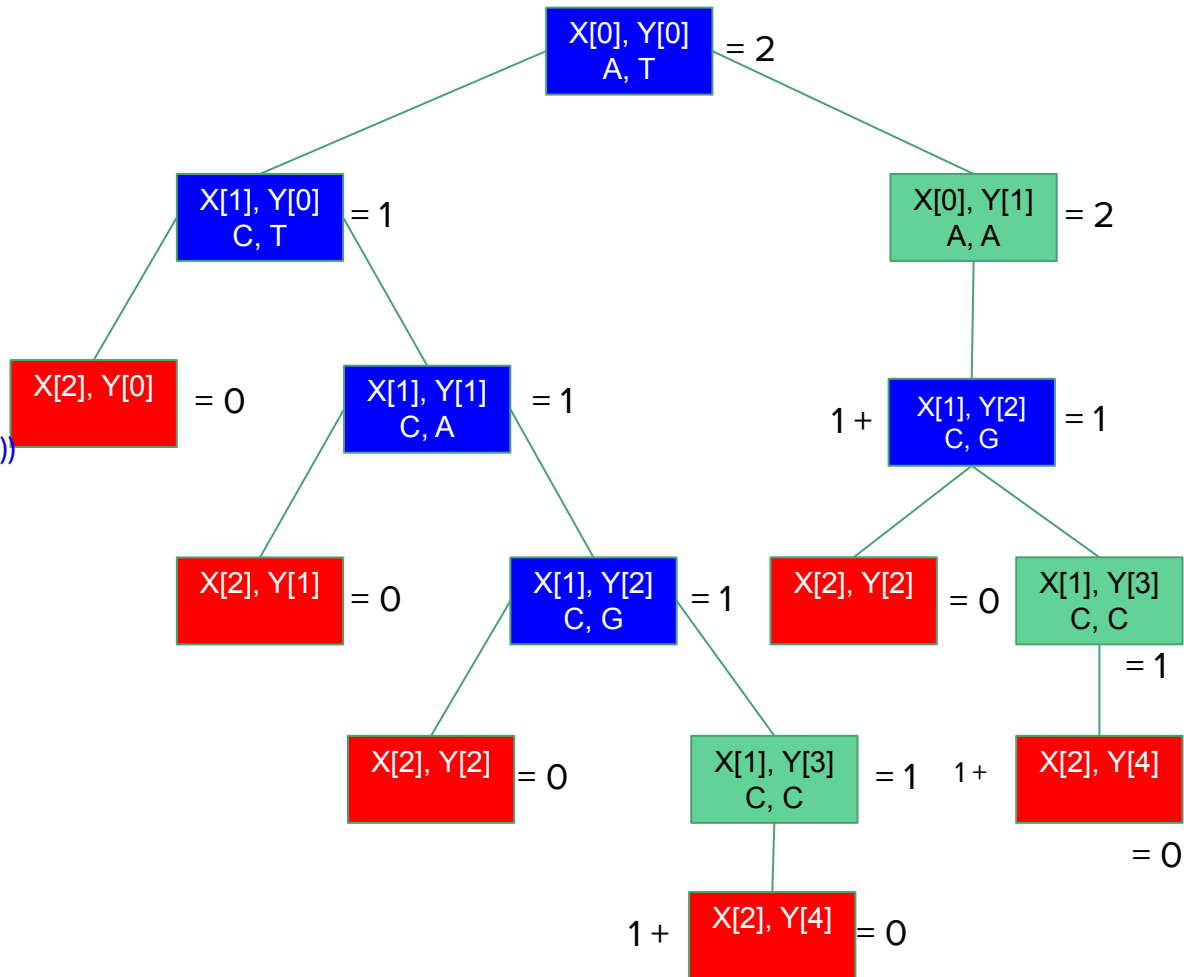
return $1 + \text{lcs}(X, Y, m+1, n+1)$

else:

return $\max(\text{lcs}(X, Y, m, n+1), \text{lcs}(X, Y, m+1, n))$

$X = \text{"AC"}$

$Y = \text{"TAGC"}$



LCS: memoization

Assignment:

Write an algorithm for computing longest common subsequence of two subsequences, A and B, using memoization.

Hint: Store the intermediate results in an $m \times n$ matrix in top-down order, where $m = \text{length of } A + 1$ and $n = \text{length of } B + 1$. For example, if $A = \text{"AC"}$ and $B = \text{"TAGC"}$, then store the intermediate results in the following array according to the previous tree

	0 (T)	1 (A)	2 (G)	3 (C)	4 (\0)
0 (A)					
1 (C)					
2 (\0)					

LCS: bottom-up approach

Let $A = a_1a_2\dots a_m$ and $B = b_1b_2\dots b_n$

$len(i, j)$: the length of an LCS between A and B

With proper initializations, $len(i, j)$ can be computed as follows:

$$len(i, j) = \begin{cases} 0 & \text{if } i = 0 \text{ or } j = 0, \\ len(i-1, j-1) + 1 & \text{if } i, j > 0 \text{ and } a_i = b_j, \\ \max(len(i, j-1), len(i-1, j)) & \text{if } i, j > 0 \text{ and } a_i \neq b_j. \end{cases}$$

LCS: bottom-up approach

Example:

A = “president”,

B = “providence”

LCS: bottom-up approach

Example:

A = “president”,

B = “providence”

		p	r	o	v	i	d	e	n	c	e
p	0	0	0	0	0	0	0	0	0	0	0
r	0	1	1	1	1	1	1	1	1	1	1
e	0	1									
s	0										
i	0										
d	0										
e	0										
n	0										
t	0										

Here, $A[2] \neq B[1]$

Therefore,

$\text{len}(2, 1) = \max(\text{len}(1, 1), \text{len}(2, 0)) = 1$

LCS: bottom-up approach

Example:

A = “president”,

B = “providence”

		p	r	o	v	i	d	e	n	c	e
p	0	0	0	0	0	0	0	0	0	0	0
r	0	1	1	1	1	1	1	1	1	1	1
e	0	1	2	2	2	2	2	3	3	3	3
s	0	1	2	2	2	2	2	3	3	3	3
i	0	1	2	2	2	3	3	3	3	3	3
d	0	1	2	2	2	2	4	4	4	4	4
e	0	1	2	2	2	2	4	5	5	5	5
n	0	1	2	2	2	2	4	5	6	6	6
t	0	1	2	2	2	2	4	5	6	6	6

LCS: bottom-up approach

Example:

A = “president”,

B = “providence”

Length of LCS = $\text{len}(m, n) = 6$

		p	r	o	v	i	d	e	n	c	e
p	0	0	0	0	0	0	0	0	0	0	0
r	0	1	1	1	1	1	1	1	1	1	1
e	0	1	2	2	2	2	2	3	3	3	3
s	0	1	2	2	2	2	2	3	3	3	3
i	0	1	2	2	2	3	3	3	3	3	3
d	0	1	2	2	2	2	4	4	4	4	4
e	0	1	2	2	2	2	4	5	5	5	5
n	0	1	2	2	2	2	4	5	6	6	6
t	0	1	2	2	2	2	4	5	6	6	6

LCS: bottom-up approach

```
def lcs_bottom_up(X, Y):  
    m = len(X) + 1  
    n = len(Y) + 1  
    arr = [[0 for i in range(n)] for j in range(m)]  
    for i in range(1, m):  
        for j in range(1, n):  
            if (X[i-1] == Y[j-1]):  
                arr[i][j] = 1 + arr[i-1][j-1]  
            else:  
                arr[i][j] = max(arr[i-1][j], arr[i][j-1])  
    return arr[m-1][n-1]
```

$$T(n) = O(mn)$$

LCS: bottom-up approach

Example:

A = “president”,

B = “providence”

LCS = “priden”

		p	r	o	v	i	d	e	n	c	e
p	0	0	0	0	0	0	0	0	0	0	0
r	0	1	1	1	1	1	1	1	1	1	1
e	0	1	2	2	2	2	2	3	3	3	3
s	0	1	2	2	2	2	2	3	3	3	3
i	0	1	2	2	2	3	3	3	3	3	3
d	0	1	2	2	2	2	4	4	4	4	4
e	0	1	2	2	2	2	4	5	5	5	5
n	0	1	2	2	2	2	4	5	6	6	6
t	0	1	2	2	2	2	4	5	6	6	6

Matrix chain multiplication

Aka Matrix Product Parenthesization problem

Given : a chain/sequence of matrices $\{A_1, A_2, \dots, A_n\}$

Goal : find the most efficient way to multiply these matrices, i.e. determine an order for multiplying matrices that has the lowest cost

Matrix chain multiplication

Matrix multiplication is **associative**, i.e. no matter how the product is parenthesized, the result obtained will remain the same.

For example, for four matrices A_1 , A_2 , A_3 , and A_4 , we would have:

$(A_1 (A_2 (A_3 A_4)))$,

$(A_1 ((A_2 A_3) A_4))$,

$((A_1 A_2) (A_3 A_4))$,

$((A_1 (A_2 A_3)) A_4)$,

$((A_1 A_2) A_3) A_4$

Recall matrix multiplication

We can multiply two matrices A and B only if they are compatible: the number of columns of A must equal the number of rows of B

If A is a $p \times q$ matrix and B is a $q \times r$ matrix, the resulting matrix C is a $p \times r$ matrix

The time to compute C is dominated by the number of scalar multiplications, which is $p \cdot q \cdot r$.

Example: When multiplying $A_{3 \times 4}$ and $B_{4 \times 5}$ total number of elements in the resulting matrix will be 3×5 , and to get each of those elements, we need 4 multiplications. Thus, total number of multiplications will be $3 \times 5 \times 4 = 60$

Matrix chain multiplication

The way the chain is parenthesized can have a dramatic impact on the cost of evaluating the product.

For example, if A is a 10×30 matrix, B is a 30×5 matrix, and C is a 5×60 matrix, then

computing $(AB)C$ needs $(10 \times 30 \times 5) + (10 \times 5 \times 60) = 1500 + 3000 = 4500$ operations, while

computing $A(BC)$ needs $(30 \times 5 \times 60) + (10 \times 30 \times 60) = 9000 + 18000 = 27000$ operations

Matrix chain multiplication

How to optimize:

- Brute force – look at every possible way to parenthesize
- Dynamic programming

Matrix chain multiplication: Dynamic programming

Steps:

1. Characterize the structure of an optimal solution
2. Recursively define the value of an optimal solution
3. Compute the value of an optimal solution
4. Construct an optimal solution from computed information

1. The structure of an optimal solution

We can build an optimal solution into two subproblems finding optimal solutions to subproblem instances, and then combining these optimal subproblem solutions.

That is, to figure out how to best multiply $A_i \times \dots \times A_j$, we consider all possible middle points k and select the one that minimizes:

Optimal cost to multiply $A_i \dots A_k$
+ Optimal cost to multiply $A_{k+1} \dots A_j$
+ Cost to multiply the results

2. Recursive solution

Let $m[i, j]$ be the minimum number of scalar multiplications needed to compute the matrix $A_i \times \dots \times A_j$

We can define $m[i, j]$ recursively as follows:

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

Our recursive definition for the minimum cost of parenthesizing the product $A_i \times A_{i+1} \times \dots \times A_j$ is

3. Computing the optimal costs

Let us assume that matrix A_i has dimensions $p_{i-1} \times p_i$ for $i = 1, 2, \dots, n$.

Dimensions sequence = $\langle p_0, p_1, p_2, \dots, p_n \rangle$

We define two tables:

1. m of dimensions $n \times n$ for storing the $m[i,j]$ costs
2. s of dimensions $n-1 \times n-1$ for recording which index of k achieved the optimal cost in computing $m[i,j]$

3. Computing the optimal costs

Example:

Given the following matrices:

1. A_1 of dimension 5×4
2. A_2 of dimension 4×6
3. A_3 of dimension 6×2
4. A_4 of dimension 2×7

Dimensions sequence = $\langle 5, 4, 6, 2, 7 \rangle$

3. Computing the optimal costs

Example (Continued):

We define two tables, m and s as follows:

$m =$

	1	2	3	4
1				
2				
3				
4				

$s =$

	2	3	4
1			
2			
3			

Recall $m[i, j]$ = the minimum number of scalar multiplications needed to multiply $A_i \times \dots \times A_j$

3. Computing the optimal costs

Example (Continued):

$m[1, 1] = 0$ because the chain consists of just one matrix A_1 ,
so no multiplications

Similarly, $m[2, 2] = m[3, 3] = m[4, 4] = 0$

	1	2	3	4
1	0			
2		0		
3			0	
4				0

	2	3	4
1			
2			
3			

3. Computing the optimal costs

Example (Continued):

$m[1, 2]$ = the minimum number of multiplications to
compute $A_1 \times A_2$

$$= 5 \times 4 \times 6 = 120$$

Recall: Dimensions of $A_1 = 5 \times 4$
 $A_2 = 4 \times 6$

	1	2	3	4
1	0	120		
2		0		
3			0	
4				0

	2	3	4
1	1		
2			
3			

3. Computing the optimal costs

Example (Continued):

$m[2, 3]$ = the minimum number of multiplications to
compute $A_2 \times A_3$

$$= 4 \times 6 \times 2 = 48$$

Recall: Dimensions of $A_2 = 4 \times 6$
 $A_3 = 6 \times 2$

	1	2	3	4
1	0	120		
2		0	48	
3			0	
4				0

	2	3	4
1	1		
2		2	
3			

3. Computing the optimal costs

Example (Continued):

$m[3, 4]$ = the minimum number of multiplications to
compute $A_3 \times A_4$

$$= 6 \times 2 \times 7 = 84$$

Recall: Dimensions of $A_3 = 6 \times 2$
 $A_4 = 2 \times 7$

	1	2	3	4
1	0	120		
2		0	48	
3			0	84
4				0

	2	3	4
1	1		
2		2	
3			3

3. Computing the optimal costs

Example (Continued):

$m[1, 3]$ = the minimum number of multiplications to compute $A_1 \times A_2 \times A_3$

$$A_1 \times A_2 \times A_3 = (A_1 \times A_2) \times A_3 = A_1 \times (A_2 \times A_3)$$

$$\begin{aligned} \text{Dimensions of } (A_1 \times A_2) &= 5 \times 6 \\ (A_2 \times A_3) &= 4 \times 2 \end{aligned}$$

Number of multiplications in $(A_1 \times A_2) \times A_3 = m[1,2] + m[3,3] + 5 \times 6 \times 2$

Number of multiplications in $A_1 \times (A_2 \times A_3) = m[1,1] + m[2,3] + 5 \times 4 \times 2$

$$\therefore m[1, 3] = \min \{120 + 0 + 60, \quad \mathbf{0 + 48 + 40}\} = 88$$

	1	2	3	4
1	0	120	88	
2		0	48	
3			0	84
4				0

	2	3	4
1	1	1	
2		2	
3			3

3. Computing the optimal costs

Example (Continued):

$m[2, 4]$ = the minimum number of multiplications to compute $A_2 \times A_3 \times A_4$

$$A_2 \times A_3 \times A_4 = (A_2 \times A_3) \times A_4 = A_2 \times (A_3 \times A_4)$$

$$\begin{aligned} \text{Dimensions of } (A_2 \times A_3) &= 4 \times 2 \\ (A_3 \times A_4) &= 6 \times 7 \end{aligned}$$

Number of multiplications in $(A_2 \times A_3) \times A_4 = m[2, 3] + m[4, 4] + 4 \times 2 \times 7$

Number of multiplications in $A_2 \times (A_3 \times A_4) = m[2, 2] + m[3, 4] + 4 \times 6 \times 7$

$$\therefore m[1, 3] = \min \{ \mathbf{48} + \mathbf{0} + \mathbf{56}, \quad 0 + 84 + 168 \} = 104$$

	1	2	3	4
1	0	120	88	
2		0	48	104
3			0	84
4				0

	2	3	4
1	1	1	
2		2	3
3			3

3. Computing the optimal costs

Example (Continued):

$m[1, 4]$ = the minimum number of multiplications to
compute $A_1 \times A_2 \times A_3 \times A_4$

$$\begin{aligned} A_1 \times A_2 \times A_3 \times A_4 &= A_1 \times ((A_2 \times A_3) \times A_4) \\ &= (A_1 \times A_2) \times (A_3 \times A_4) \\ &= A_1 \times (A_2 \times (A_3 \times A_4)) \\ &= ((A_1 \times A_2) \times A_3) \times A_4 \\ &= (A_1 \times (A_2 \times A_3)) \times A_4 \end{aligned}$$

	1	2	3	4
1	0	120	88	
2		0	48	104
3			0	84
4				0

	2	3	4
1	1	1	
2		2	3
3			3

3. Computing the optimal costs

Example (Continued):

Since we have already computed $m[2, 4]$ and $m[1, 3]$, we consider the following three multiplications only

$$\begin{aligned} A_1 \times A_2 \times A_3 \times A_4 &= (A_1 \times A_2) \times (A_3 \times A_4) \\ &= A_1 \times (A_2 \times A_3 \times A_4) \\ &= (A_1 \times A_2 \times A_3) \times A_4 \end{aligned}$$

	1	2	3	4
1	0	120	88	
2		0	48	104
3			0	84
4				0

	2	3	4
1	1	1	
2		2	3
3			3

3. Computing the optimal costs

Example (Continued):

Dimensions of $(A_1 \times A_2 \times A_3) = 5 \times 2$
 $(A_2 \times A_3 \times A_4) = 4 \times 7$

Number of multiplications in $(A_1 \times A_2 \times A_3) \times A_4$
 $= m[1, 3] + m[4, 4] + 5 \times 2 \times 7$
 $= 88 + 0 + 70$

Number of multiplications in $A_1 \times (A_2 \times A_3 \times A_4)$
 $= m[1, 1] + m[2, 4] + 5 \times 4 \times 7$
 $= 0 + 104 + 140$

	1	2	3	4
1	0	120	88	
2		0	48	104
3			0	84
4				0

	2	3	4
1	1	1	
2		2	3
3			3

3. Computing the optimal costs

Example (Continued):

$$\begin{aligned} \text{Dimensions of } (A_1 \times A_2) &= 5 \times 6 \\ (A_3 \times A_4) &= 6 \times 7 \end{aligned}$$

$$\begin{aligned} \text{Number of multiplications in } (A_1 \times A_2) \times (A_3 \times A_4) \\ &= m[1, 2] + m[3, 4] + 5 \times 6 \times 7 \\ &= 120 + 84 + 210 \end{aligned}$$

$$\therefore m[1, 4] = \min \{ \mathbf{88} + \mathbf{0} + \mathbf{70}, 0 + 104 + 140, 120 + 84 + 210 \} = 158$$

That is the number of multiplications is minimum for $(A_1 \times A_2 \times A_3) \times A_4$

	1	2	3	4
1	0	120	88	158
2		0	48	104
3			0	84
4				0

	2	3	4
1	1	1	3
2		2	3
3			3

4. Constructing an optimal solution

The table $s[1...n-1, 2...n]$ gives us the information needed to construct an optimal solution

	2	3	4
1	1	1	3
2		2	3
3			3

4. Constructing an optimal solution

The table $s[1...n-1, 2...n]$ gives us the information needed to construct an optimal solution

$$A_1 \times A_2 \times A_3 \times A_4 = (A_1 \times A_2 \times A_3) \times A_4$$

	2	3	4
1	1	1	3
2		2	3
3			3

4. Constructing an optimal solution

The table $s[1...n-1, 2...n]$ gives us the information needed to construct an optimal solution

$$A_1 \times A_2 \times A_3 \times A_4 = (A_1 \times (A_2 \times A_3)) \times A_4$$

	2	3	4
1	1	1	3
2		2	3
3			3

4. Constructing an optimal solution

$$A_1 \times A_2 \times A_3 \times A_4 = (A_1 \times (A_2 \times A_3)) \times A_4$$

