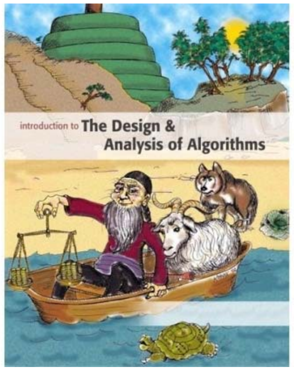
Introduction to

Algorithm Design and Analysis

[17] Dynamic Programming 2



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In the Last Class…

- **Basic idea of DP**
- **Least cost matrix multiplication**
  - BF1, BF2
  - A DP solution
- **Weighted binary search tree**
  - The same DP solution

DP - II

- All-pair shortest path
- Edit distance
- Highway restaurants
- Separating sequence of words
- Changing coins

- Elements of DP

All-pair Shortest Path

- **"BF 2"**
  - Path length k
    - k in [1, n]
- **Floyd algorithm**
  - Index range k
    - k in [1, n]

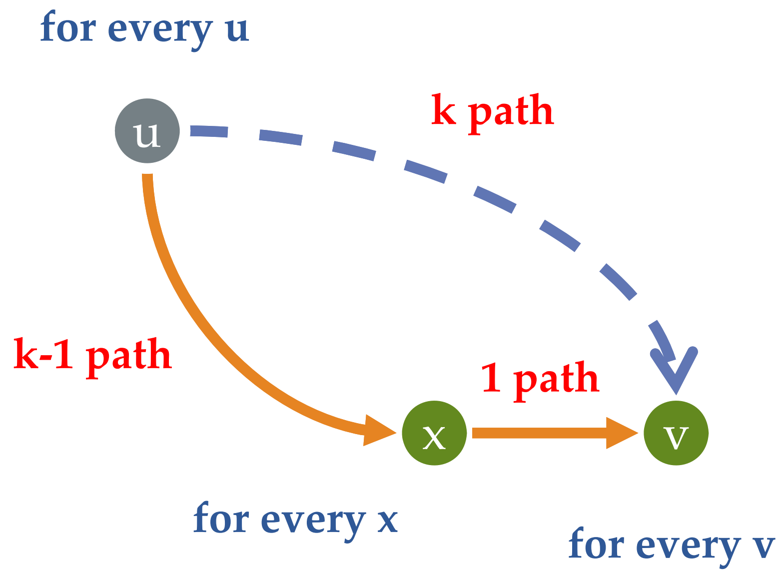
BF2

Length of the shortest of at most k edges

$$dist(u,v,k) = \begin{cases} 0 & \text{if } u = v \\ \infty & \text{if } k = 0 \text{ and } u \neq v \\ \min\limits_{x} \left(dist(u,x,k-1) + w(x \to v) \right) & \text{otherwise} \end{cases}$$

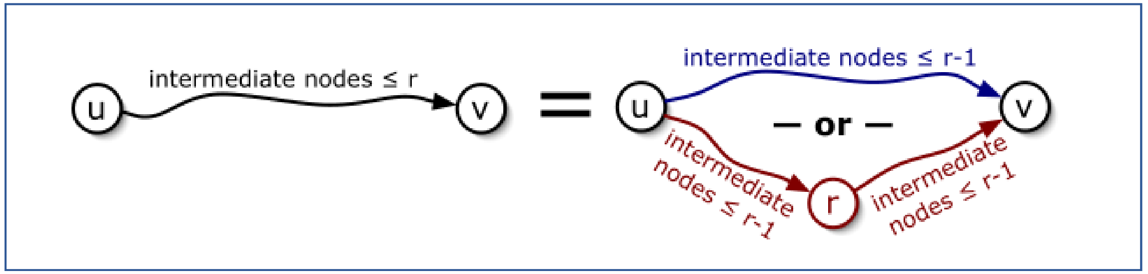
```
APSP(V, E, w):
  for all vertices u
      for all vertices v
          if u = v
              dist[u, v, 0] ← 0
          else
              dist[u, v, 0] ← ∞
  for k ← 1 to V − 1
      for all vertices u
          for all vertices v
              dist[u, v, k] ← ∞
              for all vertices x
                  if dist[u, v, k] > dist[u, x, k − 1] + w(x→v)
                      dist[u, v, k] ← dist[u, x, k − 1] + w(x→v)
```

$O(n^4)$



Floyd Algorithm

- **Basic idea**



- **Smart recursion**

$$dist(u,v,r) = \begin{cases} w(u\to v) & \text{if } r = 0 \\ \min\left\{dist(u,v,r-1),\ dist(u,r,r-1) + dist(r,v,r-1)\right\} & \text{otherwise} \end{cases}$$

Floyd Algorithm

- **Basic DP (3-dimensional)**

```
FLOYDWARSHALL(V, E, w):
  for all vertices u
      for all vertices v
          dist[u, v, 0] ← w(u→v)

  for r ← 1 to V
      for all vertices u
          for all vertices v
              if dist[u, v, r − 1] < dist[u, r, r − 1] + dist[r, v, r − 1]
                  dist[u, v, r] ← dist[u, v, r − 1]
              else
                  dist[u, v, r] ← dist[u, r, r − 1] + dist[r, v, r − 1]
```

$O(n^3)$

- **Improved DP (2-dimensional)**

```
FLOYDWARSHALL2(V, E, w):
  for all vertices u
      for all vertices v
          dist[u, v] ← w(u→v)

  for all vertices r
      for all vertices u
          for all vertices v
              if dist[u, v] > dist[u, r] + dist[r, v]
                  dist[u, v] ← dist[u, r] + dist[r, v]
```

$O(n^3)$

Edit Distance

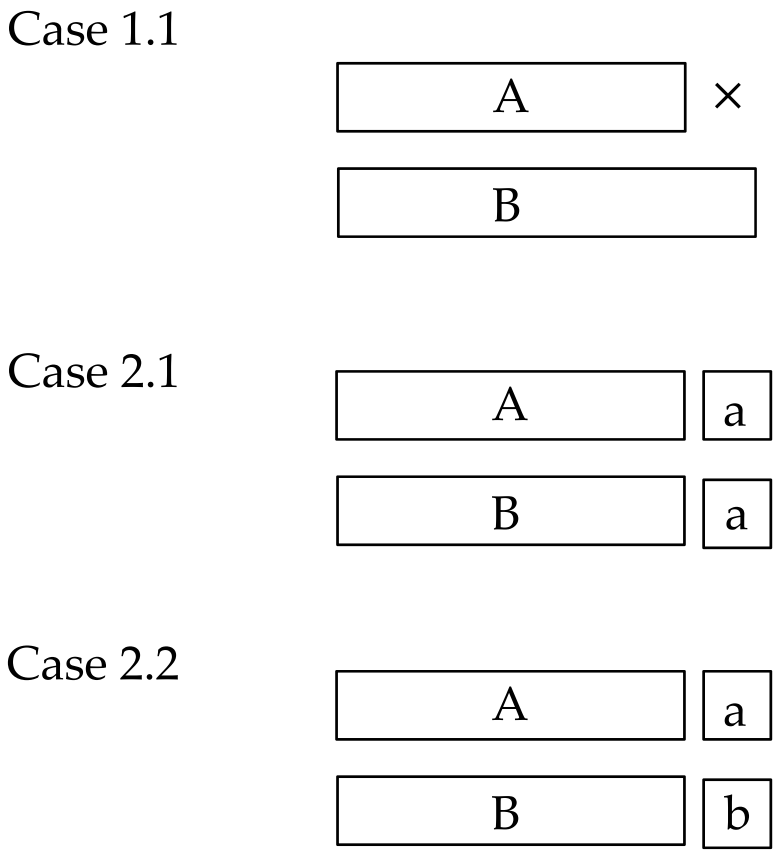
- **You can edit a word by**
  - Insert, Delete, Replace
- **Edit distance**
  - Minimum number of edit operations
- **Problem**
  - Given two strings, compute the edit distance

The edit distance is 4

	F	O	O		D
	M	O	N	E	Y
4 op:	**R**		**R**	**I**	**R**
3 op:	not possible				

"BF" Recursion

- **Case 1**
  - 1.1 Insert
  - 1.2: dual of case 1.1
- **Case 2**
  - 2.1 a=a
  - 2.2 a≠b



“BF” Recursion

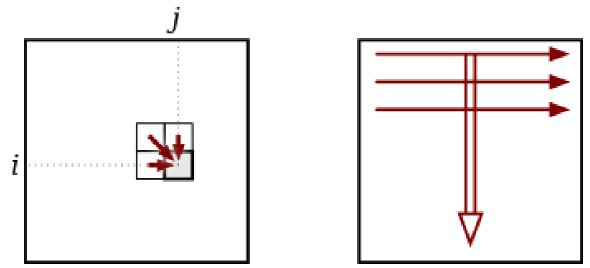
- **EditDis(i,j)**
  - Base case:
    - If i=0, EditDis(i,j)=j
    - If j=0, EditDis(i,j)=i
  - Recursion:

$$EditDis(A[1..m], B[1..n]) = min \begin{cases} EditDis(A[1..m-1], B[1..n]) + 1 \\ EditDis(A[1..m], B[1..n-1]) + 1 \\ EditDis(A[1..m-1], B[1..n-1]) + I\{A[m] \neq B[n]\} \end{cases}$$

Smart Programming

- **DP dict**
  - o EditDis[1..m, 1..n]
- **DP algorithm**

dependencies




```
EDITDISTANCE(A[1..m], B[1..n]):
  for j ← 1 to n
      Edit[0, j] ← j
  for i ← 1 to m
      Edit[i, 0] ← i
      for j ← 1 to n
          if A[i] = B[j]
              Edit[i, j] ← min {Edit[i − 1, j] + 1, Edit[i, j − 1] + 1, Edit[i − 1, j − 1]}
          else
              Edit[i, j] ← min {Edit[i − 1, j] + 1, Edit[i, j − 1] + 1, Edit[i − 1, j − 1] + 1}
  return Edit[m, n]
```

Example

algorithm

vs.

altruistic

		A	L	G	O	R	I	T	H	M
	0	1	2	3	4	5	6	7	8	9
A	1	0	1	2	3	4	5	6	7	8
L	2	1	0	1	2	3	4	5	6	7
T	3	2	1	1	2	3	4	4	5	6
R	4	3	2	2	2	2	3	4	5	6
U	5	4	3	3	3	3	3	4	5	6
I	6	5	4	4	4	4	3	4	5	6
S	7	6	5	5	5	5	4	4	5	6
T	8	7	6	6	6	6	5	4	5	6
I	9	8	7	7	7	7	6	5	5	6
C	10	9	8	8	8	8	7	6	6	6

DP in One Dimension

- **Highway restaurants**
  - n possible locations on a straight line
    - $m_1, m_2, m_3, \ldots, m_n$
  - At most one restaurant at one location
    - Expected profit for location i is p_i
  - Any two restaurants should be at least k miles apart
- **How to arrange the restaurants**
  - To obtain the maximum expected profit

Highway Restaurants

- **The recursion**
  - P(j): the max profit achievable using only first j locations
    - P(0)=0
  - prev[j]: largest index before j and k miles away

$$P(j) = \max(p_j + P(\texttt{prev}[j]),\ P(j-1))$$

Highway Restaurants

- **One dimension DP algorithm**
  - o Fill in P[0], P[1], …, P[n]

(First compute the prev$[\cdot]$ array)
$i = 0$
for $j = 1$ to n:
    while $m_{i+1} \leq m_j - k$:
        $i = i + 1$
    prev$[j] = i$
(Now the dynamic programming begins)
$P[0] = 0$
for $j = 1$ to n:
    $P[j] = \max(p_j + P[\text{prev}[j]], P[j-1])$
return $P[n]$

Words into Lines

- **Words into lines**
  - Word-length $w_1, w_2, \ldots, w_n$ and line-width: W
- **Basic constraint**
  - If $w_i, w_{i+1}, \ldots, w_j$ are in one line, then $w_i+w_{i+1}+\ldots+w_j \le W$
- **Penalty for one line: some function of *X*. *X* is:**
  - 0 for the last line in a paragraph, and
  - $W-(w_i+w_{i+1}+\ldots+w_j)$ for other lines
- **The problem**
  - How to make the penalty of the paragraph, which is the sum of the penalties of individual lines, minimized

Greedy Solution

i	word	*w*
1	Those	6
2	who	4
3	cannot	7
4	remember	9
5	the	4
6	past	5
7	are	4
8	condemned	10
9	to	3
10	repeat	7
11	it.	4

W is 17, and penalty is X^3

Solution by greedy strategy

words	(1,2,3)	(4,5)	(6,7)	(8,9)	(10,11)
X	0	4	8	4	0
penalty	0	64	512	64	0

Total penalty is **640**

An improved solution

words	(1,2)	(3,4)	(5,6,7)	(8,9)	(10,11)
X	7	1	4	4	0
penalty	343	1	64	64	0

Total penalty is **472**

Problem Decomposition

- **Representation of subproblem: a pair of indexes (i,j), breaking words i through j into lines with minimum penalty.**
- **Two kinds of subproblem**
  - (k, n): the penalty of the last line is 0
  - all other subproblems
- **For some k, the combination of the optimal solution for (1,k) and (k+1,n) gives a optimal solution for (1,n).**
- **Subproblem graph**
  - About n^2 vertices
  - Each vertex (i,j) has a edge to about $j - i$ other vertices, so, the number of edges is in $\Theta(n^3)$

Simpler Identification of Subproblems

- **If a subproblem concludes the paragraph, then (k,n) can be simplified as (k)**
  - About k subproblems
- **Can we eliminate the use of (i,j) with j<n?**
  - Put the first k words in the first line(with the basic constraint satisfied), the subproblem to be solved is (k+1,n)
  - Optimizing the solution over all k's. (k is at most W/2)

Breaking into Lines

lineBreak(w,W,i,n,L)
  if ($w_i + w_{i+1} + \ldots + w_n \leq W$)
    <Put all words on line L, set penalty to 0>
  else
    for ($k=1$; $w_i + \ldots + w_{i+k-1} \leq W$; k++)
      $X = W - (w_i + \ldots + w_{i+k-1})$;
      kPenalty=lineCost(X)+lineBreak($w,W, i+k, n, L+1$)
      <Set penalty always to the minimum k Penalty>
      <Updating k_{min}, which records the k that produced the minimum penalty>
      <Put words i through $i+k_{min}-1$ on line L>
  return penalty

In *DP* version this is replaced by "**Recursion or Retrieve**"

In DP version, "**Storing**" inserted

Converted to DP

- **Subproblem Dictionary: P[1], P[2], …, P[n]**
- **lineBreakDP**

```
for(i=n; i>=1;i--){
    if (all words in one line){
        P[i]=0;
        continue;
    } // fi
    while (sum of word length <= W){
        // assume we have k words put in the current line
        calculate the penalty Cost_cur of putting k words in this line;
        minCost=min{minCost, Cost_cur+P[i+k]} if necessary;
    } // while
    P[i]=minCost;
} // for
```

Analysis of lineBreak()

- **Each subproblem is identified by only one integer *k*, for (*k*,*n*)**
  - Number of vertex in the subproblem graph: at most n
  - So, in DP version, the recursion is executed at most n times.
- **So, the running time is in $\Theta(Wn)$**
  - The loop is executed at most $W/2$ times.
  - In fact, W, the line width, is usually a constant. So, $\boldsymbol{\Theta(n)}$.
  - The extra space for the dictionary is in $\boldsymbol{\Theta(n)}$.

Making Change: Revisited

- **How to pay a given amount of money?**
  - Using the smallest possible number of coins
  - With certain systems of coinage

- **We have known that the greedy strategy fails sometimes**

Subproblems

- **Assumptions**
  - Given n different denotations
  - A coin of denomination i has d_i units
  - The amount to be paid: N.
- **Subproblem [*i*,*j*]**
  - The minimum number of coins required to pay an amount of j units, using only coins of denominations 1 to i.
- **The problem**
  - Figure out subproblem $[n, N]$ (as $c[n,N]$)

Dependency of Subproblems

- $c[i,0]$ is 0 for all i
- When we are to pay an amount j using coins of denominations 1 to i, we have two choices:
  - No coins of denomination i is used: $c[i-1, j]$
  - One coins of denomination i is used: $1+c[i, j-d_i]$
- So, $c[i,j] = \min(c[i-1, j], 1+c[i, j-d_i])$

Data Structure

Define a array coin[1..n, 0..N] for all $c[i, j]$

an example

$$
\begin{array}{cc}
 & \begin{array}{ccccccccc} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 \end{array} \\
\begin{array}{c} d_1=1 \\ d_2=4 \\ d_3=6 \end{array} & \begin{bmatrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 \\ 0 & 1 & 2 & 3 & 1 & 2 & 3 & 4 & 2 \\ 0 & 1 & 2 & 3 & 1 & 2 & 1 & 2 & 2 \end{bmatrix}
\end{array}
$$

direction of computation

The Procedure

```
int coinChange(int N, int n, int[] coin)
    int denomination[]=[d1,d2,...,dn];
    for (i=1; i≤n; i++)
        coin[i,0]=0;
    for (i=1; i≤n; i++)
        for (j=1; i≤N; j++)
            if (i= =1 && j<denomination[i])  coin[i,j]=+∞ ;
            else if (i= =1) coin[i,j]=1+coin[1, j-denomination[1]];
            else if (j<denomination[i]) coin[i,j]=cost[i-1, j];
            else coin[i,j]=min(coin[i-1, j], 1+coin[i, j-denomination[i]];
    return coin[n,N];
```

in $\Theta(n\boldsymbol{N})$,

n is usually a constant

Other DP Problems

- **Text string problems**
  - Longest common subsequence, …
  - Variations of standard text string problems
- **One dimensional problems**
  - Arrangements along the road, …
- **Graph problems**
  - Shortest paths over DAGs, …
- **Hard problems**
  - Knapsack problems and variations, …

Principle of Optimality

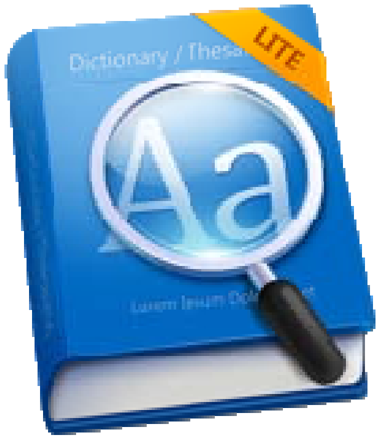
- **Given an optimal sequence of decisions, each *subsequence* must be *optimal by itself*.**
  - Positive example: shortest path
  - Counterexample: [illegible]e) path
- **DP relies on the principle of optimality**
  - The optimal solution to any nontrivial instance of a problem is a combination of optimal solutions to some of its sub-instances.
  - It is often not obvious which sub-instances are relevant to the instance under consideration.

Optimal Substructure

Elements of Dynamic Programming

- **Symptoms of DP**
  - o Overlapping subproblems
  - o Optimal substructure
- **How to use DP**
  - o **"Brute force"** recursion
    - Overlapping subproblems
  - o **Smart** programming
    - Topological ordering of subproblems

DP Dictionary



Thank you!

Q & A

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