Chapter 3
Dynamic Programming

Algorithm Theory
WS 2014/15

Fabian Kuhn

Dynamic Programming

„Memoization“ for increasing the efficiency of a recursive solution:

- Only the *first time* a sub-problem is encountered, its solution is computed and then stored in a table. Each subsequent time that the subproblem is encountered, the value stored in the table is simply looked up and returned
  (without repeated computation!).

- *Computing the solution*: For each sub-problem, store how the value is obtained (according to which recursive rule).

Dynamic Programming

Dynamic programming / memoization can be applied if

- Optimal solution contains optimal solutions to sub-problems (recursive structure)

- Number of sub-problems that need to be considered is small

Knapsack

- n items $1, \dots, n$, each item has weight w_i and value v_i
- Knapsack (bag) of capacity W

$w_i > 0$ $v_i > 0$

- Goal: pack items into knapsack such that total weight is at most W and total value is maximized:

$$\max \sum_{i \in S} v_i$$

$$\text{s.t. } S \subseteq \{1, \dots, n\} \text{ and } \sum_{i \in S} w_i \leq W$$

- E.g.: jobs of length w_i and value v_i, server available for W time units, try to execute a set of jobs that maximizes the total value

Recursive Structure?

- Optimal solution: $\mathcal{O}$

cases : $n \in \mathcal{O}$, $n \notin \mathcal{O}$

- If $n \notin \mathcal{O}$: $\mathrm{OPT}(n) = \mathrm{OPT}(n-1)$
- What if $n \in \mathcal{O}$?
  - Taking n gives value v_n
  - But, n also occupies space w_n in the bag (knapsack)
  - There is space for $W - w_n$ total weight left!

$$\mathrm{OPT}(n) = v_n + \text{optimal solution with first } n-1 \text{ items and knapsack of capacity } W - w_n$$

A More Complicated Recursion

$\mathrm{OPT}(k, x)$: value of optimal solution with items $1, \dots, k$ and knapsack of capacity x

Recursion:

only makes sense if $x - w_k \geq 0$

$$\mathrm{OPT}(k,x) = \max\{\mathrm{OPT}(k-1,x),\ v_k + \mathrm{OPT}(k-1, x-w_k)\}$$

- items $1, \dots, k$
- capacity of knaps.
- opt. solution does not contain item k
- remaining capacity when adding item k

Initialization

$\mathrm{OPT}(0,x) = 0$

$\mathrm{OPT}(k,0) = 0$

exp. / ∞ many options for 2nd parameter

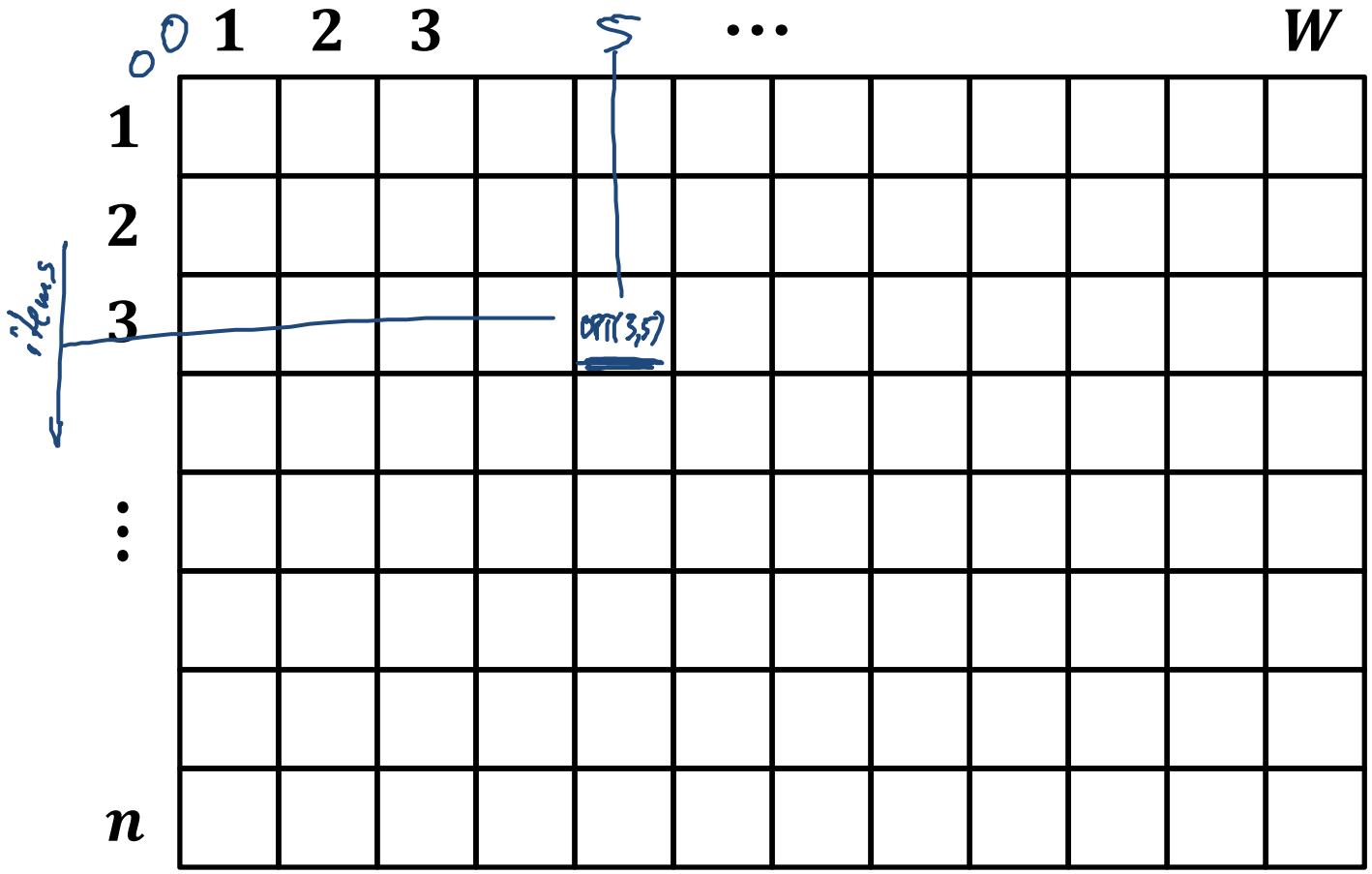
assumption: weights are integers

$\Rightarrow$ only $W+1$ options for 2nd parameter

Dynamic Programming Algorithm

Set up table for all possible $\mathrm{OPT}(k, x)$-values

- Assume that all weights w_i are integers!



Row i, column j:

$OPT(i, j)$

Example

- 8 items: (3,2), (2,4), (4,1), (5,6), (3,3), (4,3), (5, 4), (6,6)
  Knapsack capacity: 12

weight value

- $OPT(k, x) = \max\{OPT(k-1, x), OPT(k-1, x-w_k) + v_k\}$

	1	2	3	4	5	6	7	8	9	10	11	12
1	0	0	2	2	2	2	2	2	2	2	2	2
2	0	4	4	4	6	6	6	6	6	6	6	6
3	0	4	4	4	6	6	6	6	7	7	7	7
4												
5												
6												
7												
8												

← only item 1

Running Time of Knapsack Algorithm

- **Size of table:** $O(n \cdot W)$
- Time per table entry: $O(1)$ → **overall time:** $\boldsymbol{O(nW)}$
- Computing solution (set of items to pick):
  Follow $\leq n$ arrows → $O(n)$ time (after filling table)
- Note: Time depends on W → can be exponential in n…
- And it is problematic if weights are not integers.

another special case : values are integers

general : problem is NP-hard

but: we can get arbitrarily good solutions efficiently

String Matching Problems

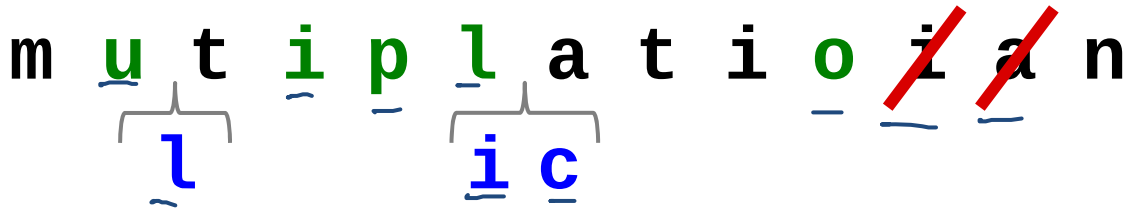
Edit distance:

- For two given strings A and B, efficiently compute the

  edit distance $D(A,B)$ (# edit operations to transform A into B)

  as well as a minimum sequence of edit operations that transform A into B.

- **Example:** mathematician → multiplication:



10 operations

String Matching Problems

Edit distance $D(A, B)$ (between strings A and B):

```
m a – t h e m - - a t i c i a n
m u l t i p l i c a t i o - - n
```

Approximate string matching:

For a given text *T*, a pattern *P* and a distance *d*, find all

substrings P' of T with $D(P, P') \leq d$.

Sequence alignment:

Find optimal alignments of DNA / RNA / ... sequences.

```
G A G C A - C T T G G A T T C T C G G
- - - C A C G T G G - A - A C T - - -
```

Edit Distance

Given: Two strings $A = a_1 a_2 \dots a_m$ and $B = b_1 b_2 \dots b_n$

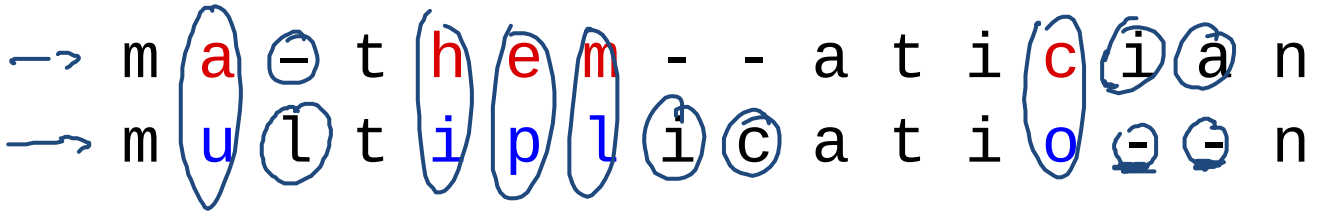
Goal: Determine the minimum number $D(A, B)$ of edit operations required to transform A into B

Edit operations:

a) **Replace** a character from string A by a character from B

b) **Delete** a character from string A

c) **Insert** a character from string B into A



Edit Distance – Cost Model

- Cost for **replacing** character a by b: $\boldsymbol{c(a,b) \geq 0}$

- Capture insert, delete by allowing $a = \varepsilon$ or $b = \varepsilon$:
  - Cost for **deleting** character a: $\boldsymbol{c(a,\varepsilon)}$
  - Cost for **inserting** character b: $\boldsymbol{c(\varepsilon,b)}$

- **Triangle inequality**:

$$c(a,c) \leq c(a,b) + c(b,c)$$

→ each character is changed at most once!

- **Unit cost model**: $c(a,b) = \begin{cases} 1, & \text{if } a \neq b \\ 0, & \text{if } a = b \end{cases}$ } counting # of edit operations

Recursive Structure

- Optimal "alignment" of strings (unit cost model)

  `bbcadfagikccm` and `abbagflrgikacc`:

```
- b b c a g f a | - g i k - c c m
a b b - a d f l | r g i k a c c -
```

- Consists of optimal "alignments" of sub-strings, e.g.:

```
-bbcagfa      and   -gik-ccm
abb-adfl            rgikacc-
```

- Edit distance between $A_{1,m} = a_1 \dots a_m$ and $B_{1,n} = b_1 \dots b_n$:

$$D(A,B) = \min_{k,\ell}\left\{D\left(A_{1,k}, B_{1,\ell}\right) + D\left(A_{k+1,m}, B_{\ell+1,n}\right)\right\}$$

Computation of the Edit Distance

string $A = a_1, \dots, a_m$, $B = b_1, \dots, b_n$

Let $A_k := a_1 \dots a_k$, $B_\ell := b_1 \dots b_\ell$, and

$$D_{k,\ell} := D(A_k, B_\ell)$$