Algorithms 2017: Dynamic Programming

(Based on [Cormen et al. 2009])

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1 Design Methods

Design Methods

- Greedy
- Divide-and-Conquer
- Dynamic Programming
- Branch-and-Bound
- ...

2 Dynamic Programming

Principles of Dynamic Programming

- Property of Optimal Substructure (Principle of Optimality): An optimal solution to a problem contains optimal solutions to its subproblems.
- A particular subproblem or subsubproblem typically recurs while one tries different decompositions of the original problem.
- To reduce running time, optimal solutions to subproblems are computed only once and stored (in an array) for subsequent uses.

Development by Dynamic Programming

- 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 in a bottom-up fashion.
- 4. Construct an optimal solution from computed information.

3 Matrix-Chain Multiplication

Matrix-Chain Multiplication

Problem 1. Given a chain A_1, A_2, \dots, A_n of matrices where $A_i, 1 \leq i \leq n$, has dimension $p_{i-1} \times p_i$, fully parenthesize (i.e., find a way to evaluate) the product $A_1A_2 \cdots A_n$ such that the number of scalar multiplications is minimum.

- Why is dynamic programming a feasible approach?
- To evaluate $A_1 A_2 \cdots A_n$, one first has to evaluate $A_1 A_2 \cdots A_k$ and $A_{k+1} A_{k+2} \cdots A_n$ for some k and then multiply the two resulting matrices.
- An optimal way for evaluating $A_1 A_2 \cdots A_n$ must contain optimal ways for evaluating $A_1 A_2 \cdots A_k$ and $A_{k+1} A_{k+2} \cdots A_n$ for some k.

Matrix-Chain Multiplication (cont.)

Let m[i, j] be the minimum number of scalar multiplications needed to compute $A_i A_{i+1} \cdots A_j$, where $1 \le i \le j \le n$.

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

Matrix-Chain Multiplication (cont.)

```
\begin{array}{l} {\rm Algorithm \ Matrix\_Chain\_Order}(n,p); \\ {\rm begin} \\ {\rm for} \ i := 1 \ {\rm to} \ n \ {\rm do} \\ m[i,i] := 0; \\ {\rm for} \ l := 2 \ {\rm to} \ n \ {\rm do} \ \{ \ l \ {\rm is} \ {\rm the \ chain \ length} \ \} \\ {\rm for} \ l := 2 \ {\rm to} \ n \ {\rm do} \ \{ \ l \ {\rm is} \ {\rm the \ chain \ length} \ \} \\ {\rm for} \ l := 2 \ {\rm to} \ n \ {\rm do} \ \{ \ l \ {\rm is} \ {\rm the \ chain \ length} \ \} \\ {\rm for} \ l := 1 \ {\rm to} \ (n-l+1) \ {\rm do} \\ j := i+l-1; \\ m[i,j] := \infty; \\ {\rm for} \ k := i \ {\rm to} \ (j-1) \ {\rm do} \\ {\rm if} \ m[i,k] + m[k+1,j] + p[i-1]p[k]p[j] < m[i,j] \ {\rm then} \\ m[i,j] := m[i,k] + m[k+1,j] + p[i-1]p[k]p[j] \end{array}
```

end

Recursive Implementation

```
\begin{array}{l} \textbf{Algorithm Recursive_Matrix_Chain}(p,i,j);\\ \textbf{begin}\\ \textbf{if } i = j \textbf{ then return } 0;\\ m[i,j] := \infty;\\ \textbf{for } k := i \textbf{ to } (j-1) \textbf{ do}\\ q := Recursive_Matrix_Chain(p,i,k) +\\ Recursive_Matrix_Chain(p,k+1,j) + p[i-1]p[k]p[j];\\ \textbf{if } q < m[i,j] \textbf{ then}\\ m[i,j] := q;\\ \textbf{return } m[i,j]\\ \textbf{end} \end{array}
```

Recursive Implementation (cont.)

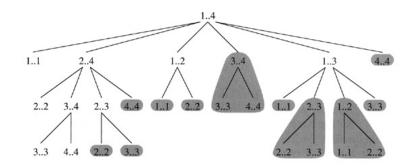


Figure 15.5 The recursion tree for the computation of RECURSIVE-MATRIX-CHAIN(p, 1, 4). Each node contains the parameters *i* and *j*. The computations performed in a shaded subtree are replaced by a single table lookup in MEMOIZED-MATRIX-CHAIN(p, 1, 4).

Source: [Cormen et al. 2006].

Recursion with Memoization

```
Algorithm Memoized_Matrix_Chain(n, p);
begin
for i := 1 to n do
for j := i to n do
m[i, j] := \infty;
return Lookup_Matrix_Chain(p, i, n)
end
```

Recursion with Memoization (cont.)

```
\begin{array}{l} \textbf{Function Lookup_Matrix_Chain}(p,i,j);\\ \textbf{begin}\\ \textbf{if } m[i,j] < \infty \textbf{ then return } m[i,j];\\ \textbf{if } i = j \textbf{ then}\\ m[i,j] := 0;\\ \textbf{else}\\ \textbf{for } k := i \textbf{ to } (j-1) \textbf{ do}\\ q := Lookup_Matrix_Chain(p,i,k) +\\ Lookup_Matrix_Chain(p,k+1,j) + p[i-1]p[k]p[j];\\ \textbf{if } q < m[i,j] \textbf{ then}\\ m[i,j] := q;\\ \textbf{return } m[i,j] \end{array}
```

4 Single-Source Shortest Paths

Single-Source Shortest Paths

Problem 2. Given a weighted directed graph G = (V, E) with no negative-weight cycles and a vertex v, find (the lengths of) the shortest paths from v to all other vertices.

- Notice that edges with negative weights are permitted; so, Dijkstra's algorithm does not work here.
- A shortest path from v to any other vertex u contains at most n-1 edges.
- A shortest path from v to u with at most k (> 1) edges must be composed of a shortest path from v to u' with at most k 1 edges and the edge from u' to u, for some u'.

Single-Source Shortest Paths (cont.)

Denote by $D^{l}(u)$ the length of a shortest path from v to u containing at most l edges; particularly, $D^{n-1}(u)$ is the length of a shortest path from v to u (with no restrictions).

$$D^{1}(u) = \begin{cases} length(v, u) & \text{if } (v, u) \in E \\ 0 & \text{if } u = v \\ \infty & \text{otherwise} \end{cases}$$
$$D^{l}(u) = \min\{D^{l-1}(u), \min_{(u', u) \in E}\{D^{l-1}(u') + length(u', u)\}\},$$
$$2 < l < n-1$$

Single-Source Shortest Paths (cont.)

Algorithm Single_Source_Shortest_Paths(*length*); begin

```
\begin{array}{l} D[v] := 0;\\ \textbf{for all } u \neq v \ \textbf{do} \\ \textbf{if } (v, u) \in E \ \textbf{then} \\ D[u] := length(v, u)\\ \textbf{else } D[u] := \infty;\\ \textbf{for } k := 2 \ \textbf{to } n-1 \ \textbf{do} \\ \textbf{for all } u \neq v \ \textbf{do} \\ \textbf{for all } u' \ \text{such } (u', u) \in E \ \textbf{do} \\ \textbf{if } D[u'] + length[u', u] < D[u] \ \textbf{then} \\ D[u] := D[u'] + length[u', u] \end{array}
```

 \mathbf{end}

5 All-Pairs Shortest Paths

All-Pairs Shortest Paths

Problem 3. Given a weighted directed graph G = (V, E) with no negative-weight cycles, find (the lengths of) the shortest paths between all pairs of vertices.

- Consider a shortest path from v_i to v_j and an arbitrary intermediate vertex v_k (if any) on this path.
- The subpath from v_i to v_k must also be a shortest path from v_i to v_k ; analogously for the subpath from v_k to v_j .

All-Pairs Shortest Paths (cont.)

Index the vertices from 1 through n.

Denote by $W^k(i, j)$ the length of a shortest path from v_i to v_j going through no vertex of index greater than k, where $1 \le i, j \le n$ and $0 \le k \le n$; particularly, $W^n(i, j)$ is the length of a shortest path from v_i to v_j .

$$W^{0}(i,j) = \begin{cases} length(i,j) & \text{if } (i,j) \in E\\ 0 & \text{if } i = j\\ \infty & \text{otherwise} \end{cases}$$
$$W^{k}(i,j) = \min\{W^{k-1}(i,j), \ W^{k-1}(i,k) + W^{k-1}(k,j)\}, 1 \le k \le n$$

All-Pairs Shortest Paths (cont.)

```
Algorithm All_Pairs_Shortest_Paths(length);

begin

for i := 1 to n do

for j := 1 to n do

if (i, j) \in E then W[i, j] := length(i, j)

else W[i, j] := \infty;

for i := 1 to n do W[i, i] := 0;

for k := 1 to n do

for i := 1 to n do

if W[i, k] + W[k, j] < W[i, j] then

W[i, j] := W[i, k] + W[k, j]
```

end