

# More on Dynamic Programming

# Drink as Much as Possible: A Variant

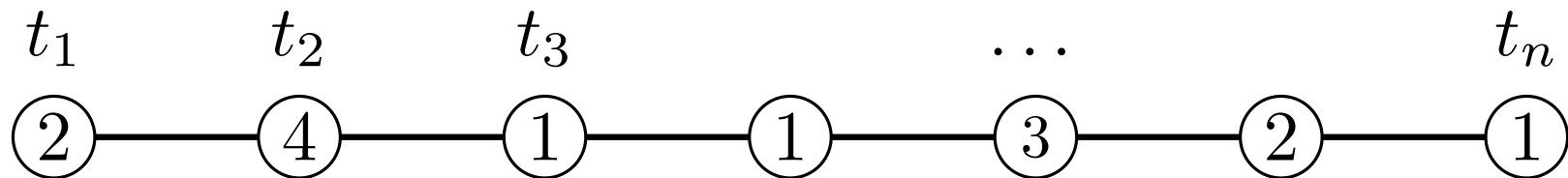
Robert still wants to drink as much as possible.

- Robert walks through the streets of King's Landing and encounters  $n$  taverns  $t_1, t_2, \dots, t_n$ , in order
- When Robert encounters a tavern  $t_i$ , he can either stop for a drink or continue walking.
- Tavern  $t_i$  has  $w_i \in \mathbb{N}$  liters of wine.
- If Robert drinks in tavern  $t_i$  then he will be too drunk to drink in tavern  $t_{i+1}$ . He will be able to drink again by the time he reaches  $t_{i+2}$
- **Goal:** Compute the maximum amount of wine (in liters) Robert can drink



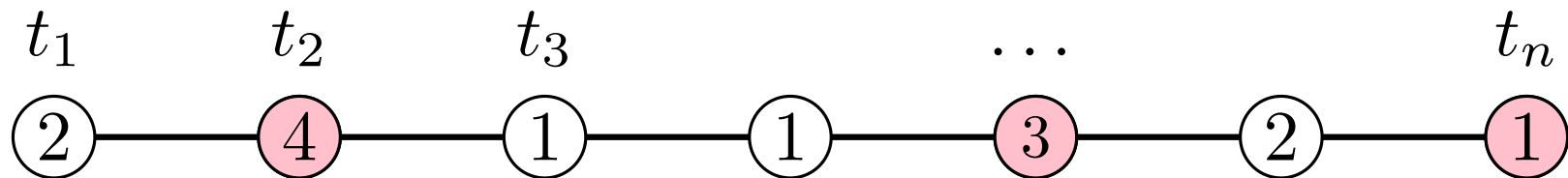
# Max-Weight Independent Set on Paths

**Definition:** An *independent set* (IS) of a graph  $G = (V, E)$  is a set  $\mathcal{I} \subseteq V$  such that  $\forall (u, v) \in E, u \notin \mathcal{I} \text{ or } v \notin \mathcal{I}$ .



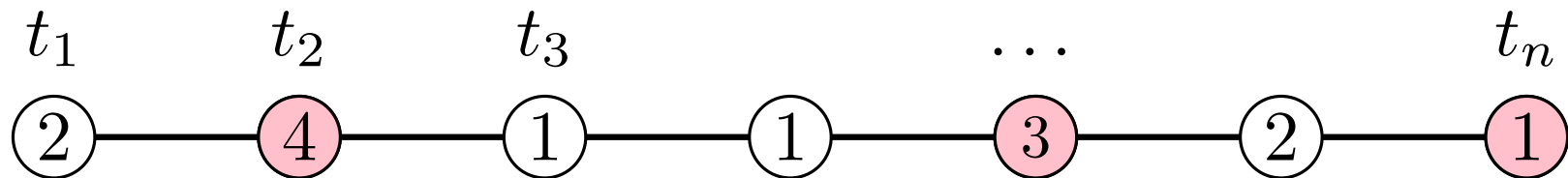
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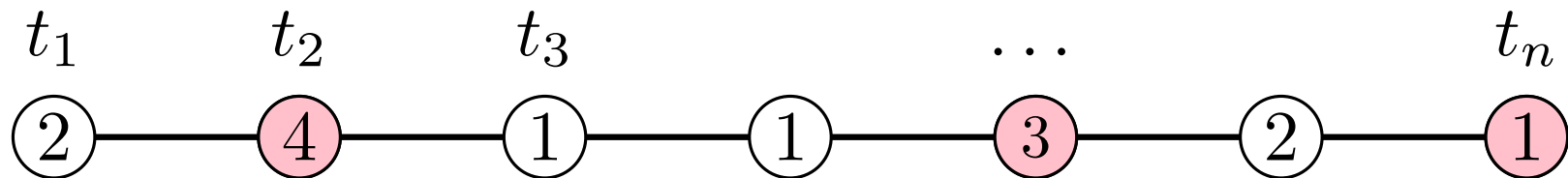
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Linear-Time Dynamic Programming Algorithm

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Linear-Time Dynamic Programming Algorithm

**Sketch of the algorithm:**

$OPT[i]$  = Maximum-weight IS w.r.t. the subpath  $t_1, \dots, t_i$

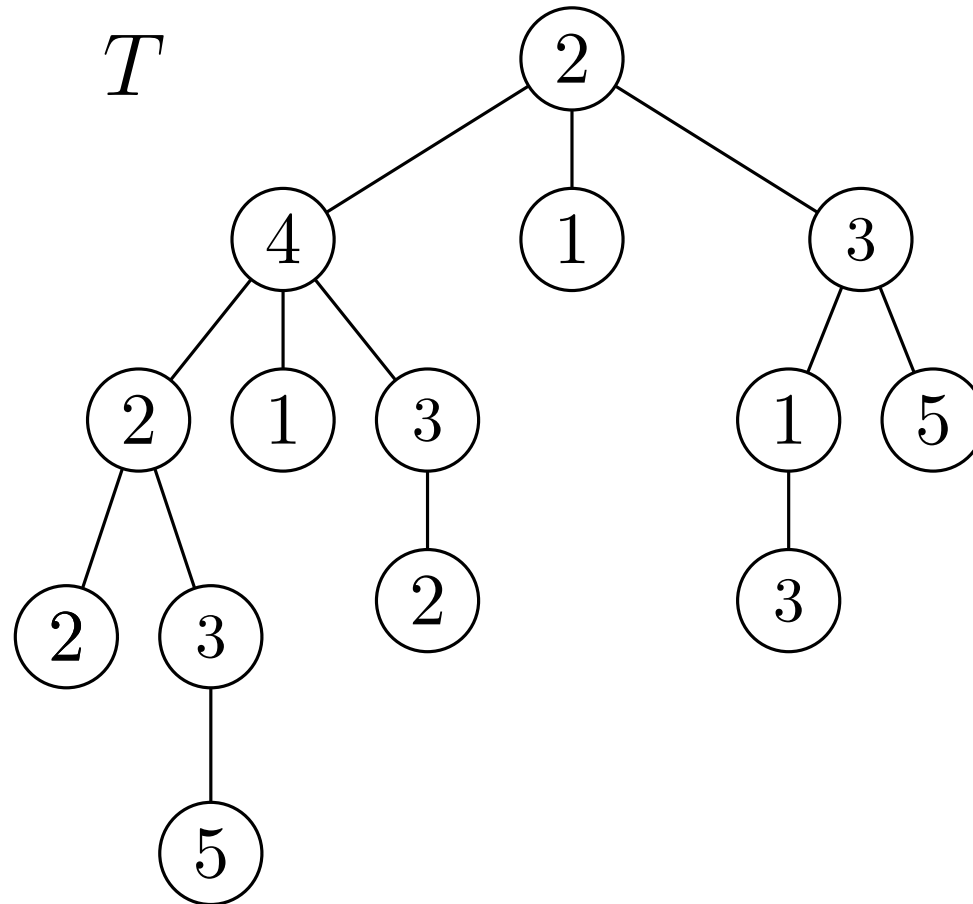
$$OPT[0] = 0 \quad OPT[1] = w_1$$

$$OPT[i] = \max\{w_i + OPT[i-2], OPT[i-1]\}$$

# Max-Weight Independent Set on Trees

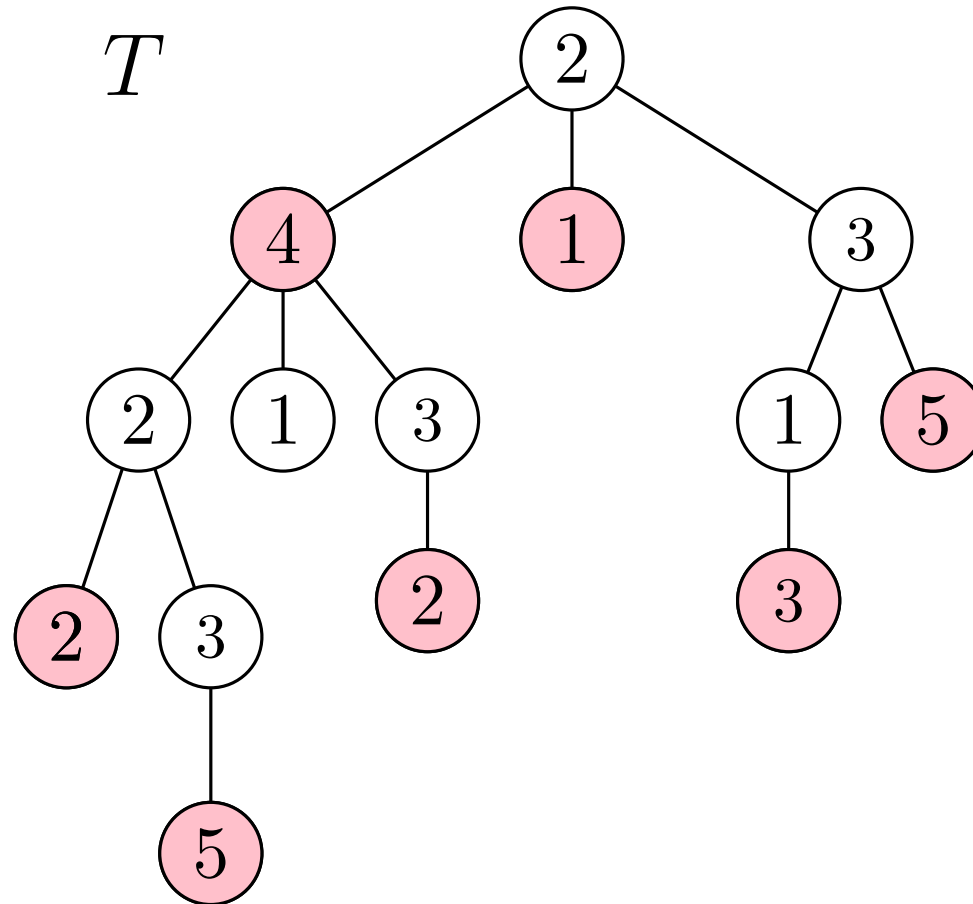
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# Max-Weight Independent Set on Trees

Given  $v \in V(T)$ , let  $T_v$  be the subtree of  $T$  rooted at  $v$ , and let  $w(v)$  be the *weight* of  $v$ .

## Subproblems:

- $OPT^+[v]$  = Weight of a maximum-weight IS of  $T_v$  with the constraint that  $v$  must belong to the IS.
- $OPT^-[v]$  = Weight of a maximum-weight IS of  $T_v$  with the constraint that  $v$  must *not* belong to the IS.
- $OPT[v] = \max\{OPT^+[v], OPT^-[v]\}$ .

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**Base case:** If  $v$  is a leaf in  $T$ , then:

- $OPT^+[v] = w(v)$ , and
- $OPT^-[v] = 0$

# Max-Weight Independent Set on Trees

## Recursive formula(s):

Let  $C(v)$  be set of the children of  $v$  in  $T$ .

- $OPT^+[v] = w(v) + \sum_{u \in C(v)} OPT^-[u]$ .
- $OPT^-[v] = \sum_{u \in C(v)} OPT[u] = \sum_{u \in C(v)} \max\{OPT^+[u], OPT^-[u]\}$ .

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## Optimal solution:

- $OPT[r] = \max\{OPT^+[r], OPT^-[r]\}$ , where  $r$  is the root of  $T$

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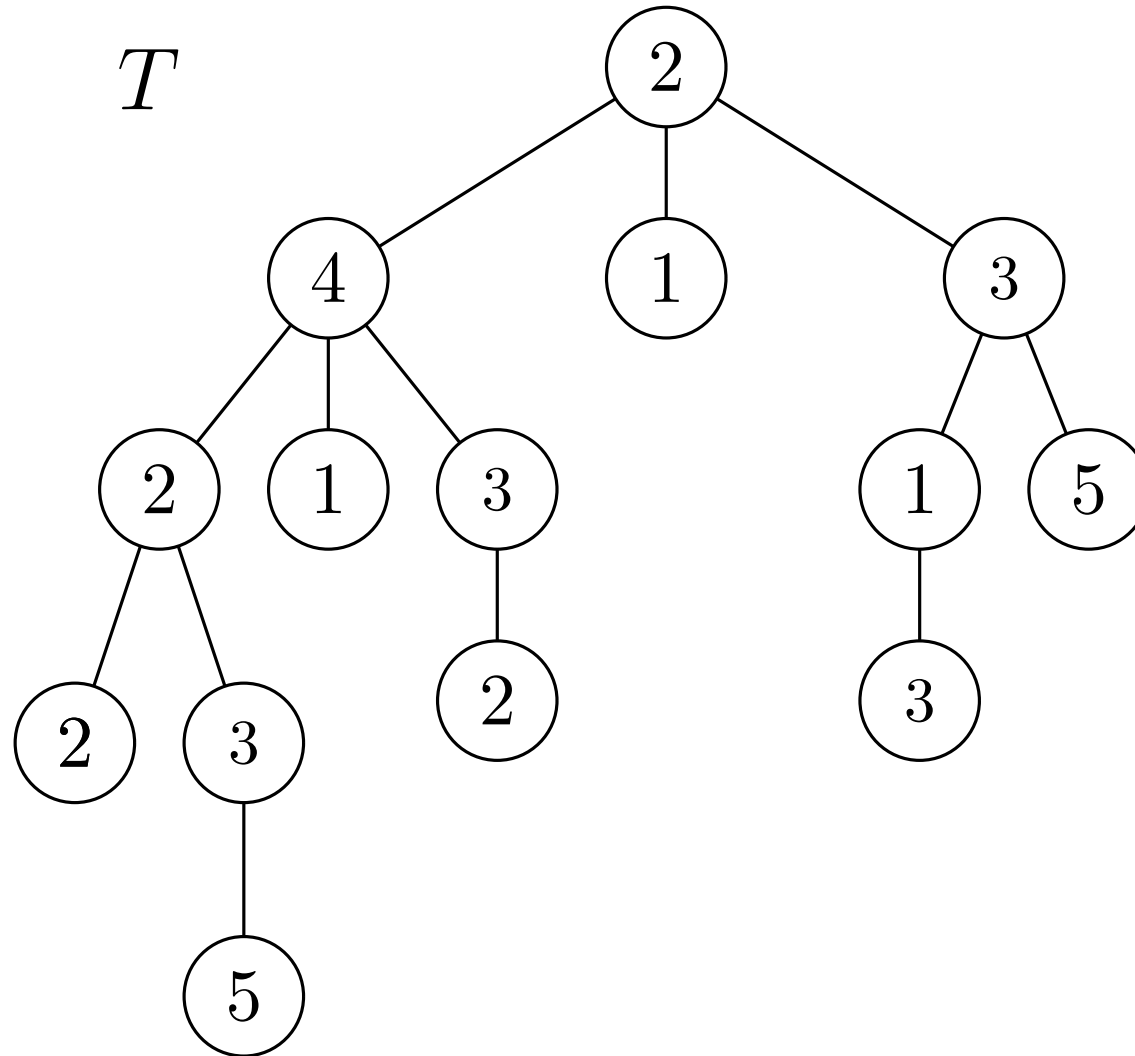
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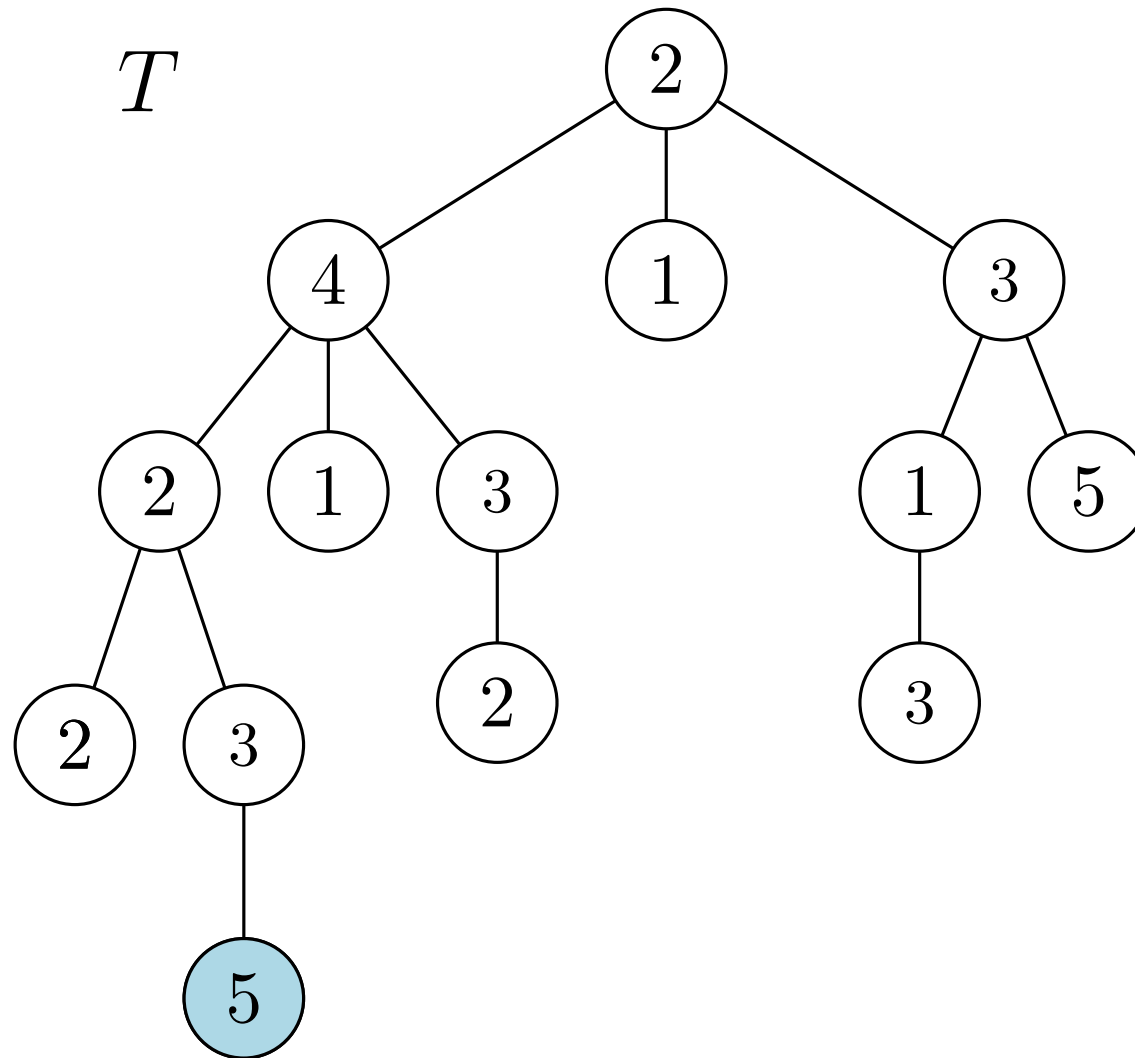
- $OPT[r] = \max\{OPT^+[r], OPT^-[r]\}$ , where  $r$  is the root of  $T$

## Order of subproblems: ?

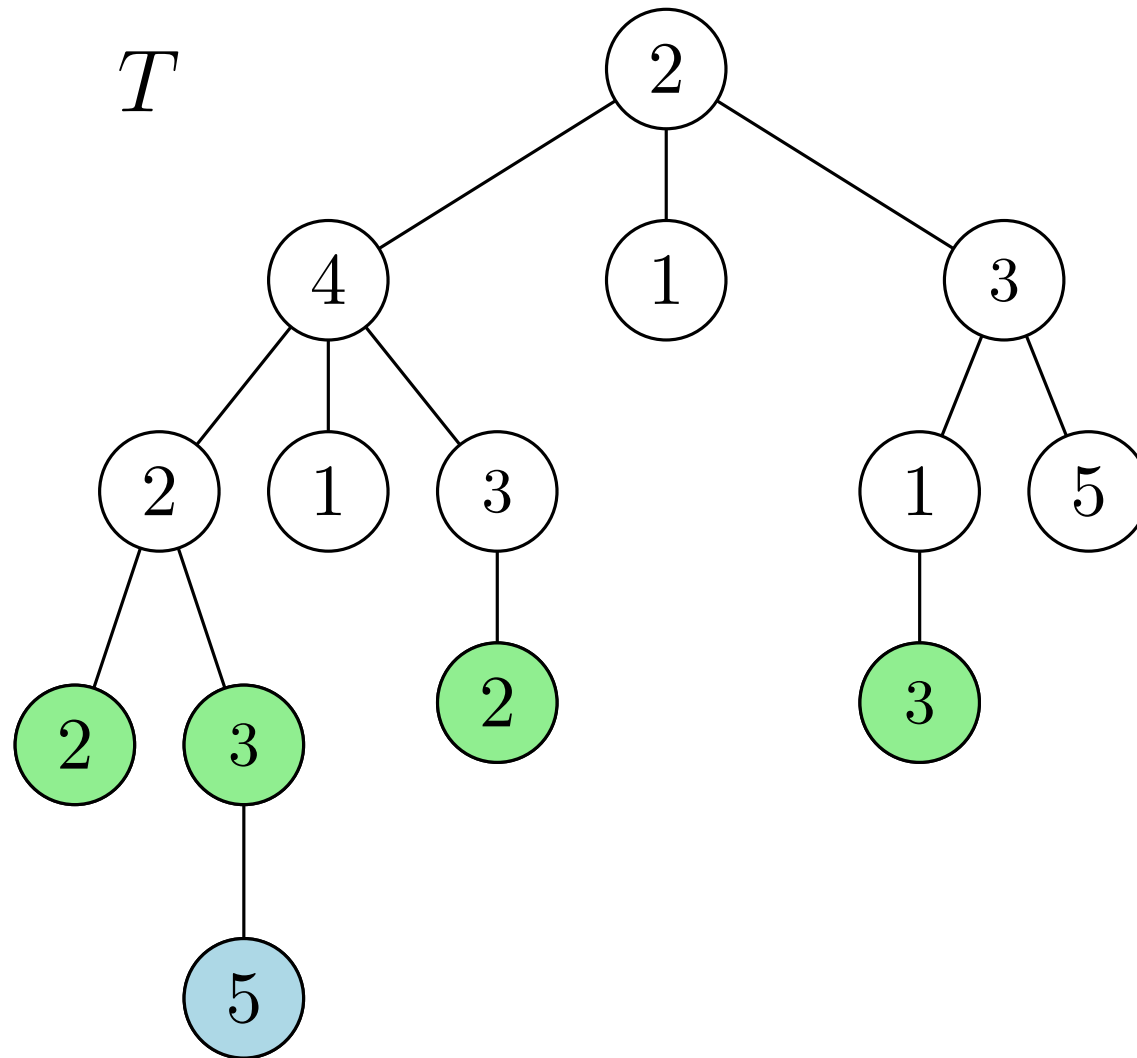
# Order of Subproblems



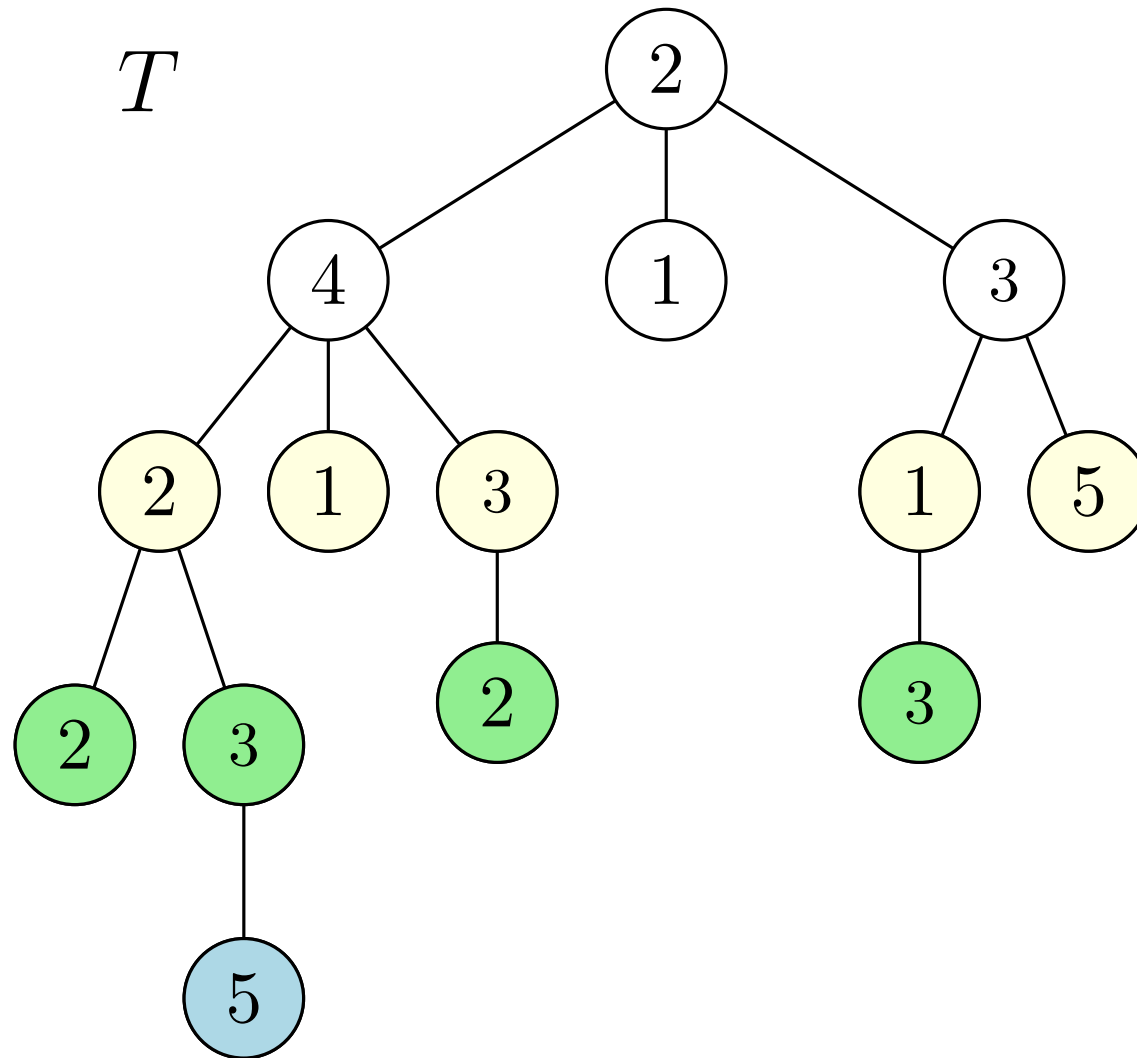
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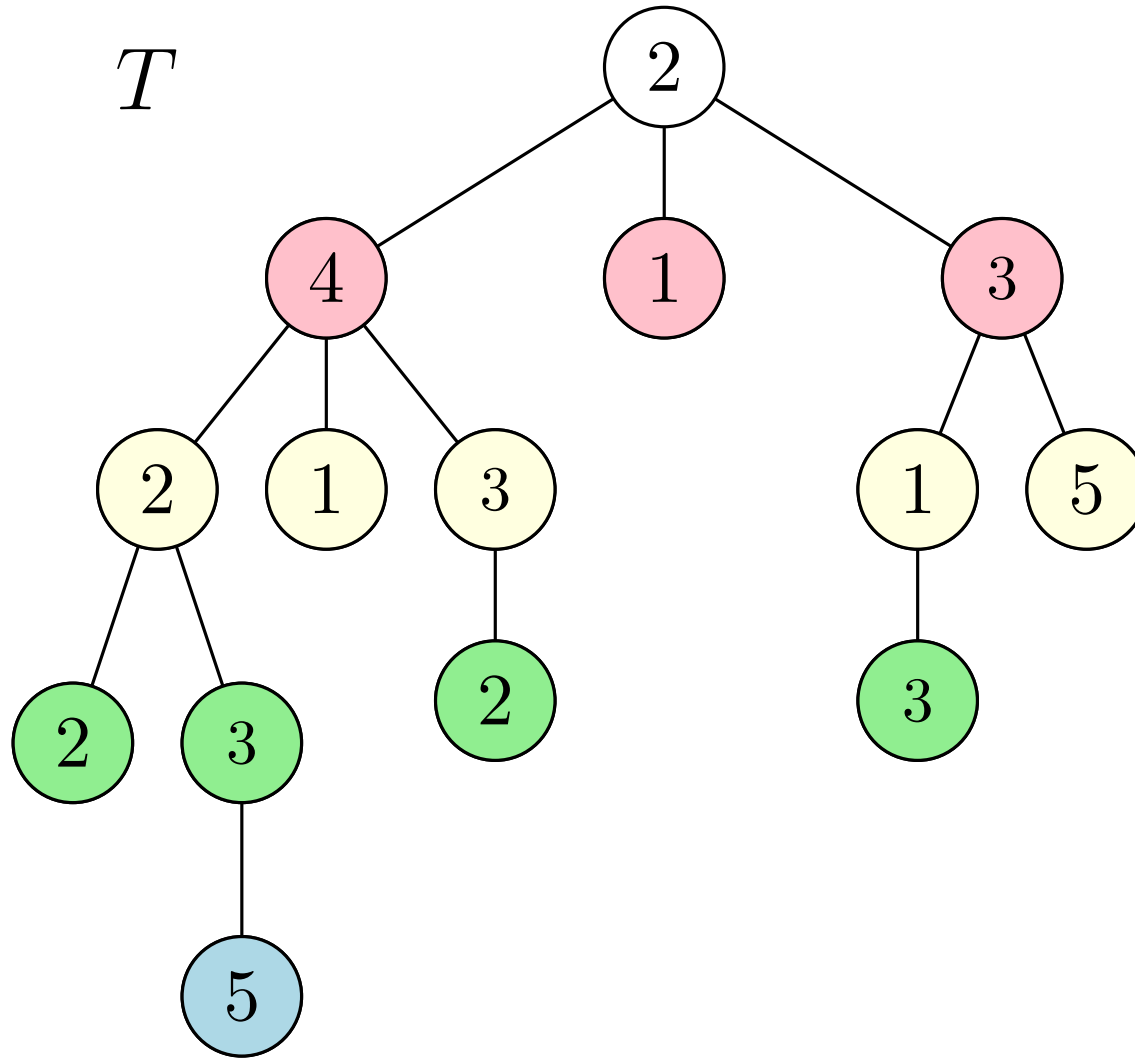
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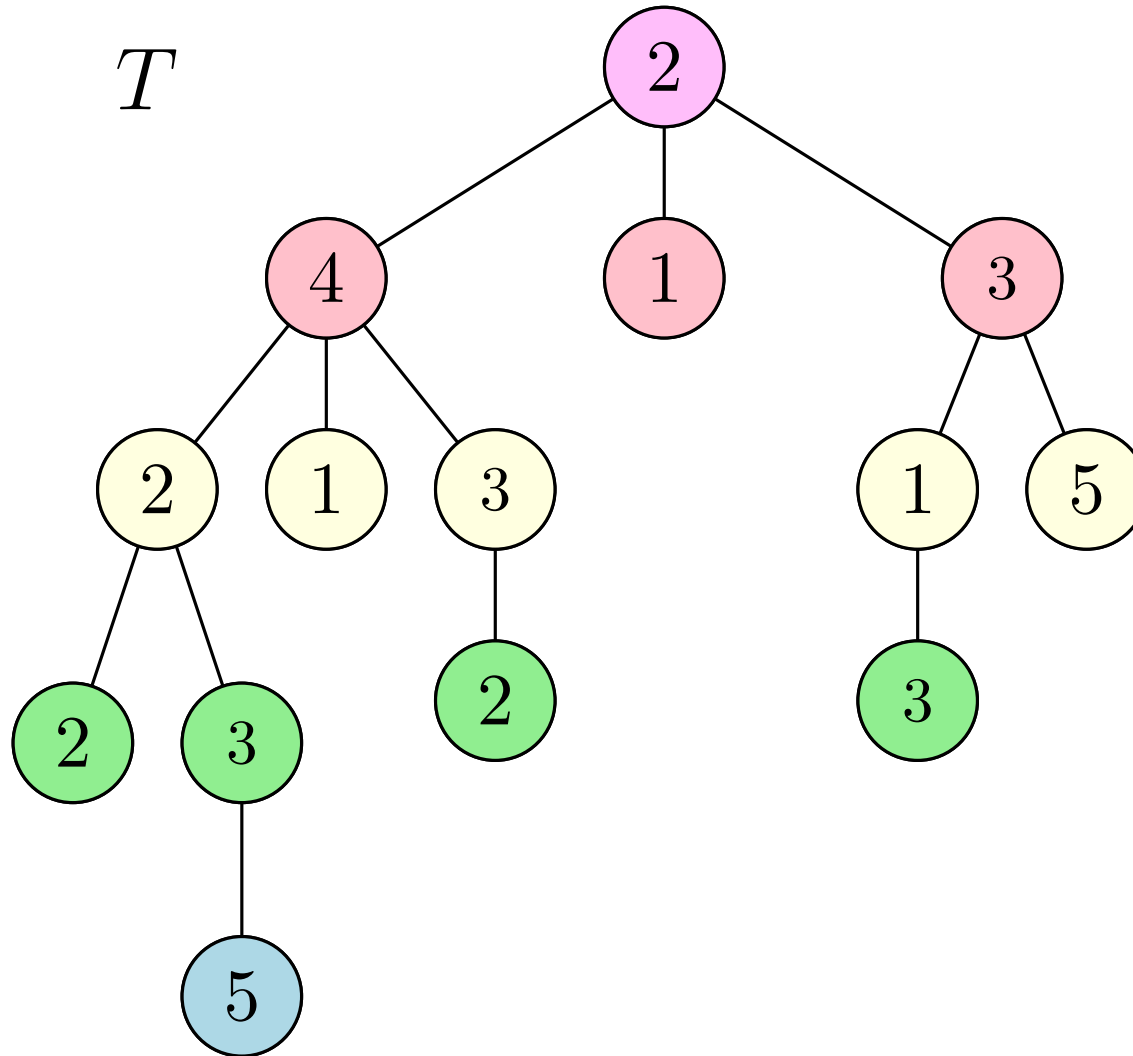
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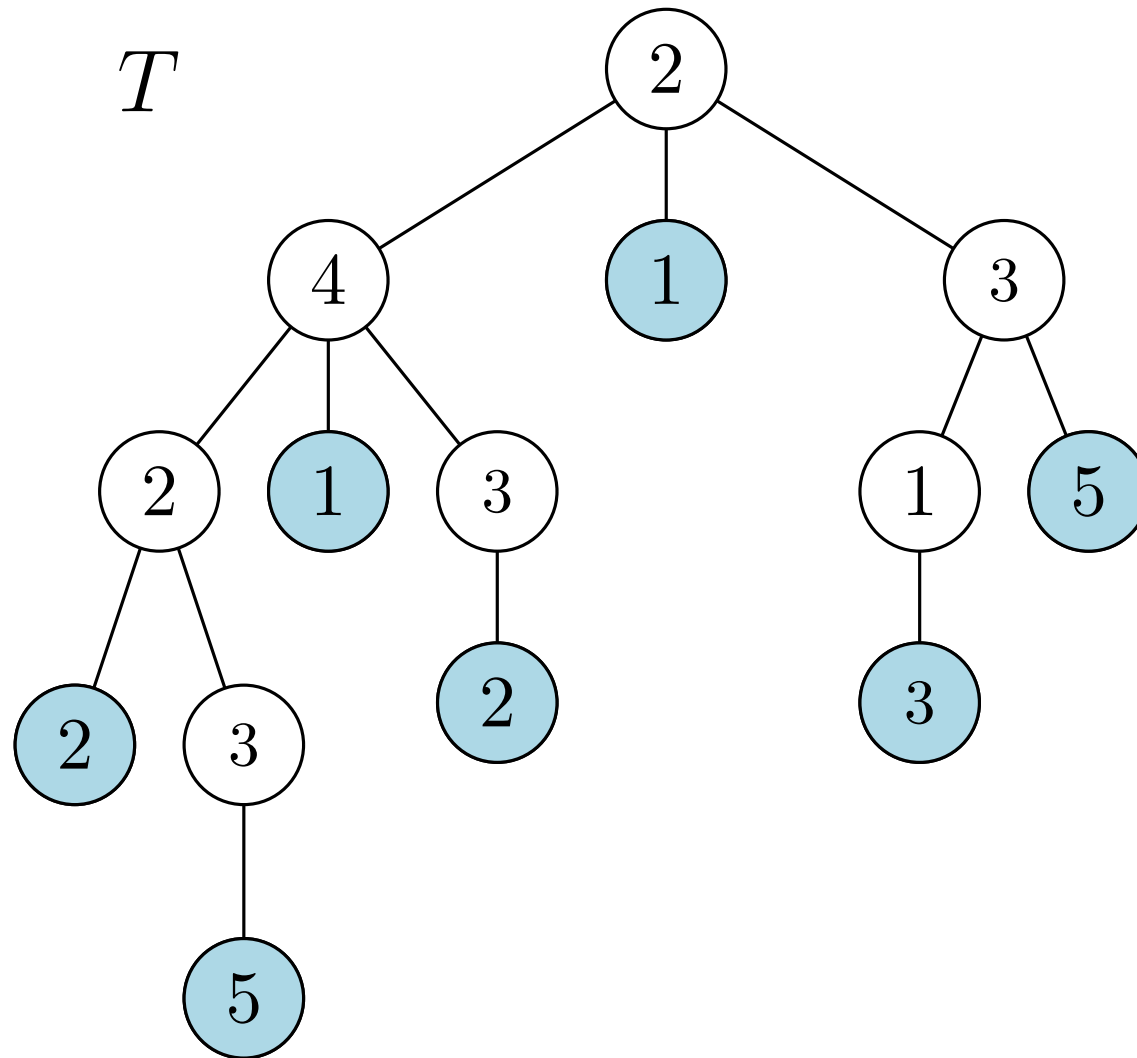


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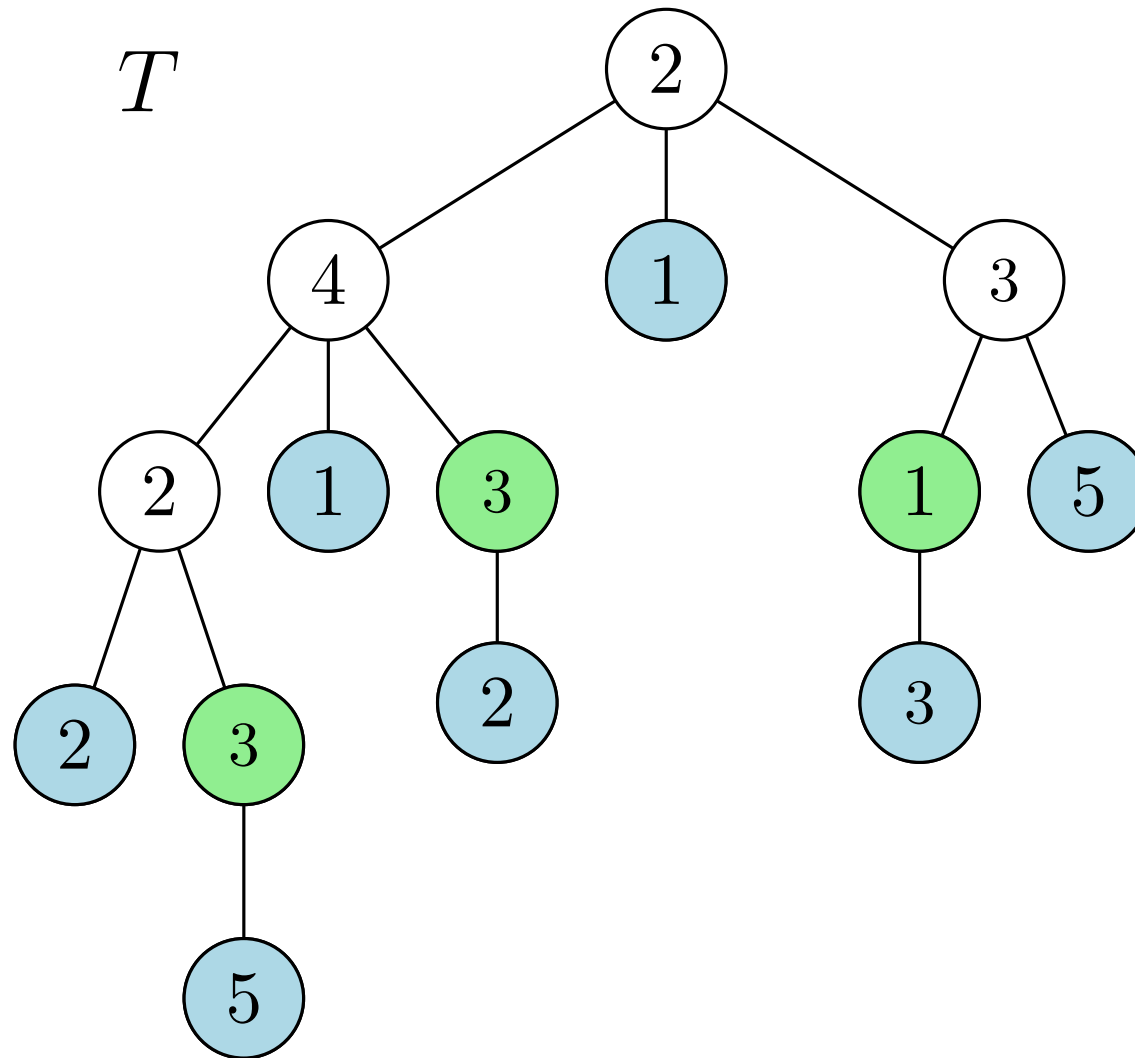


In order of decreasing depth in  $T$

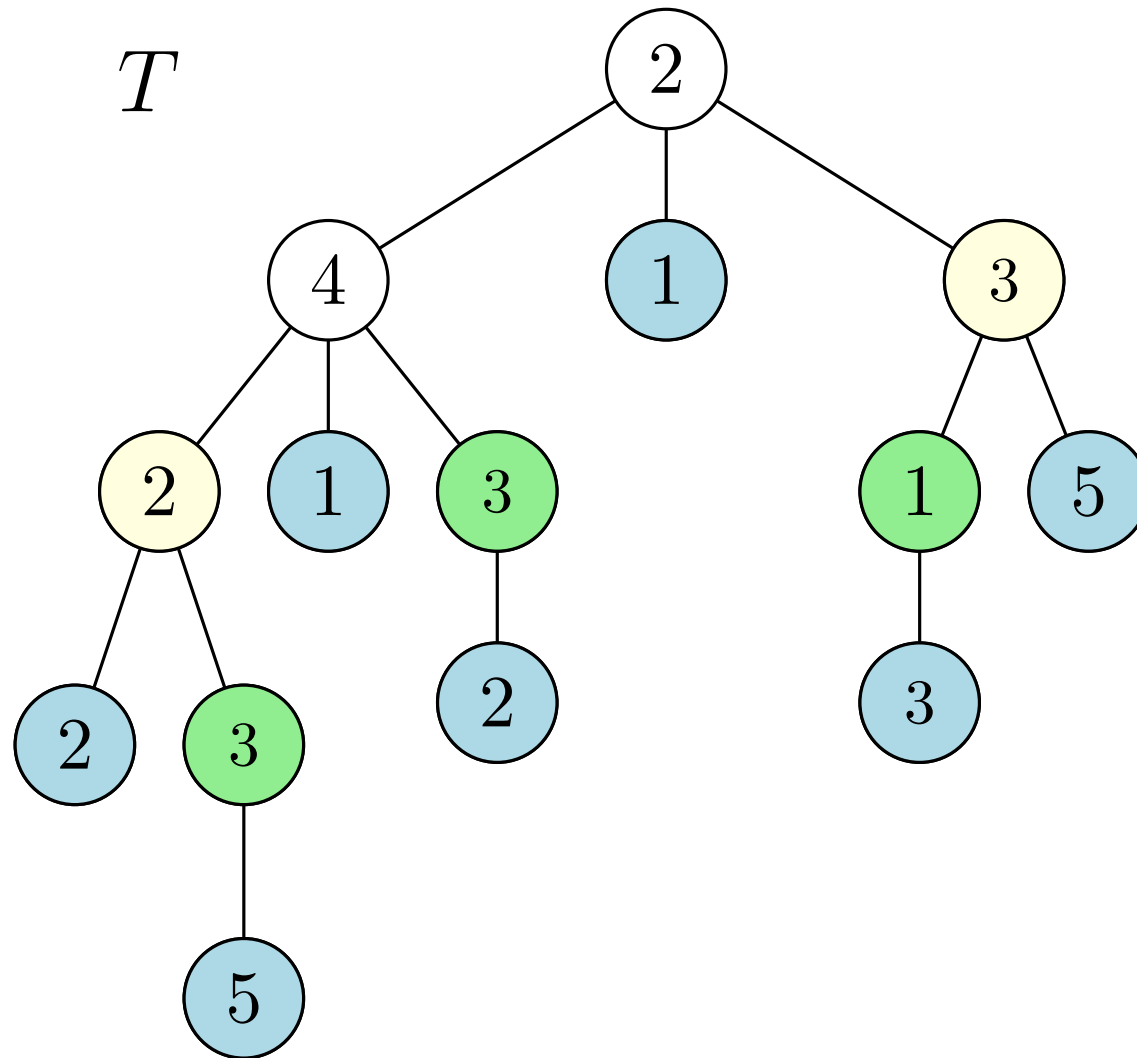
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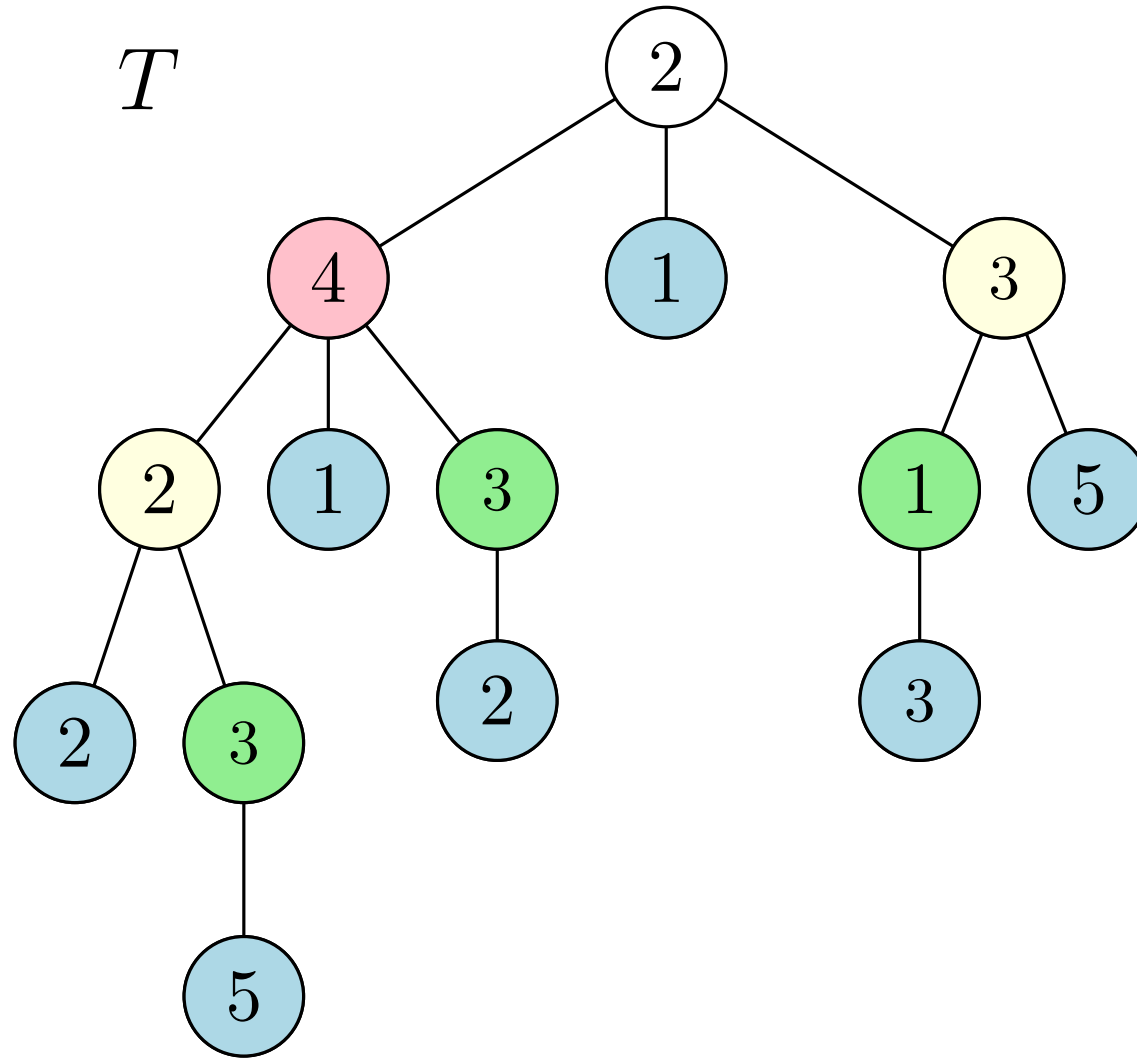
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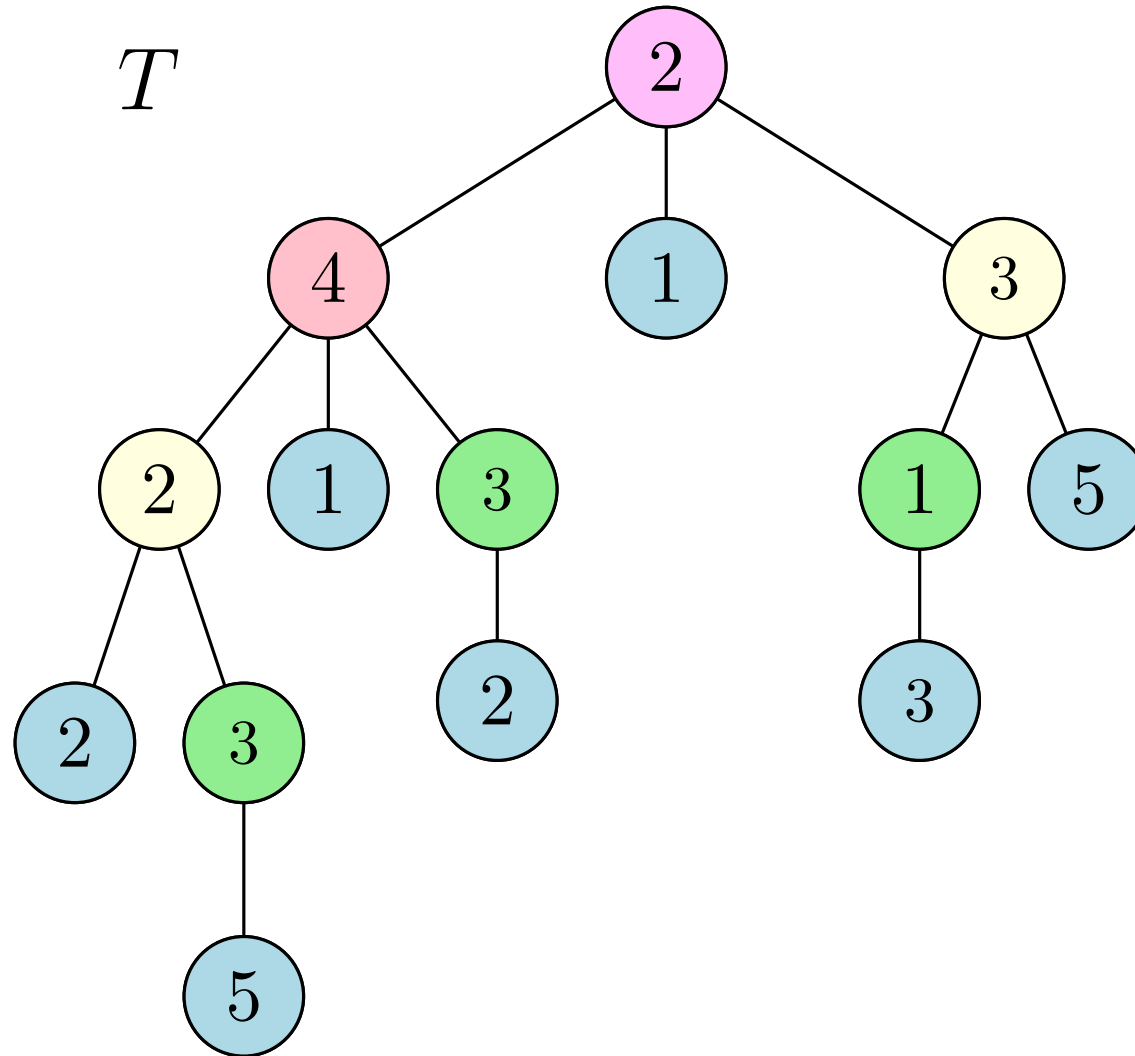
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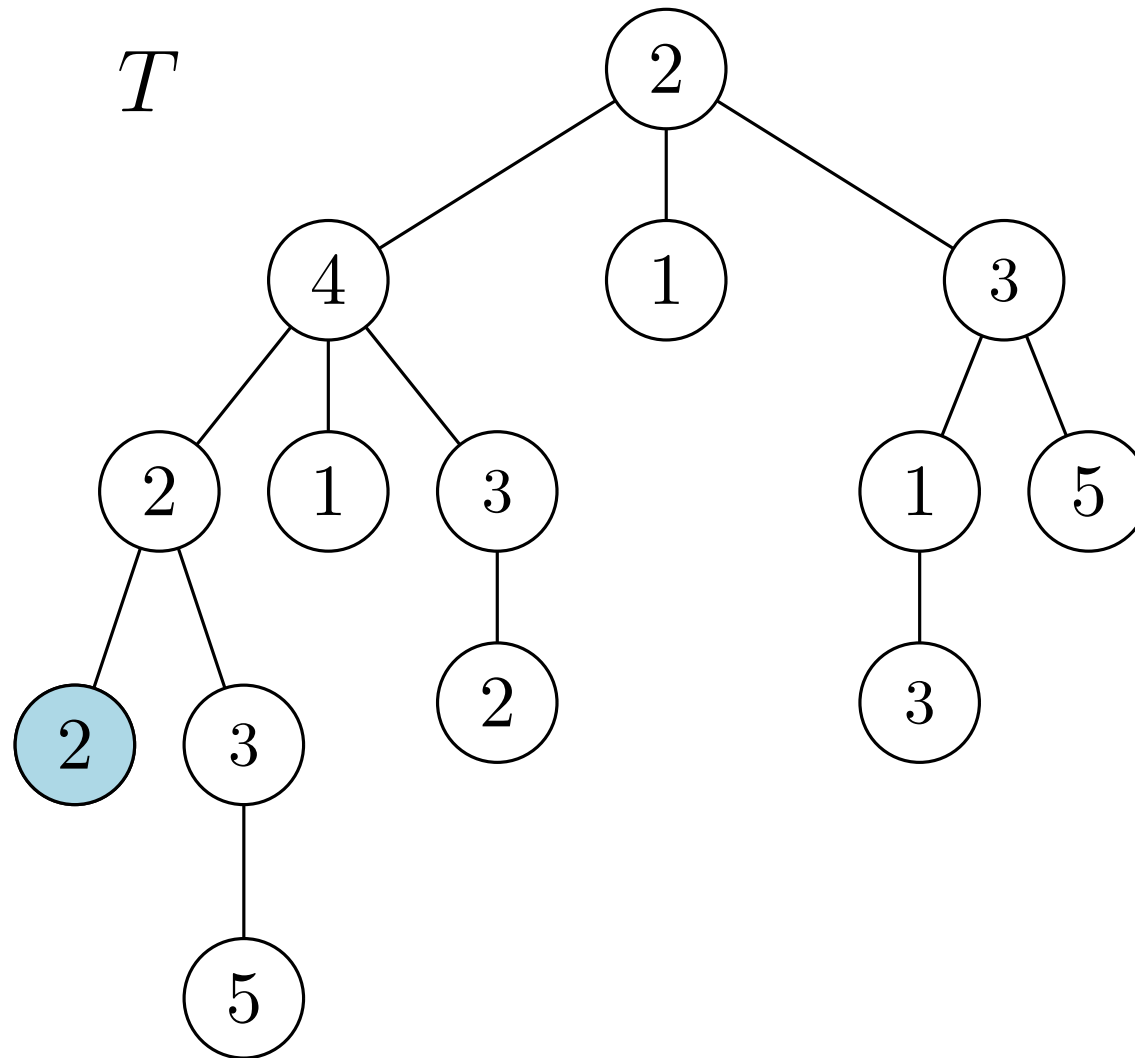


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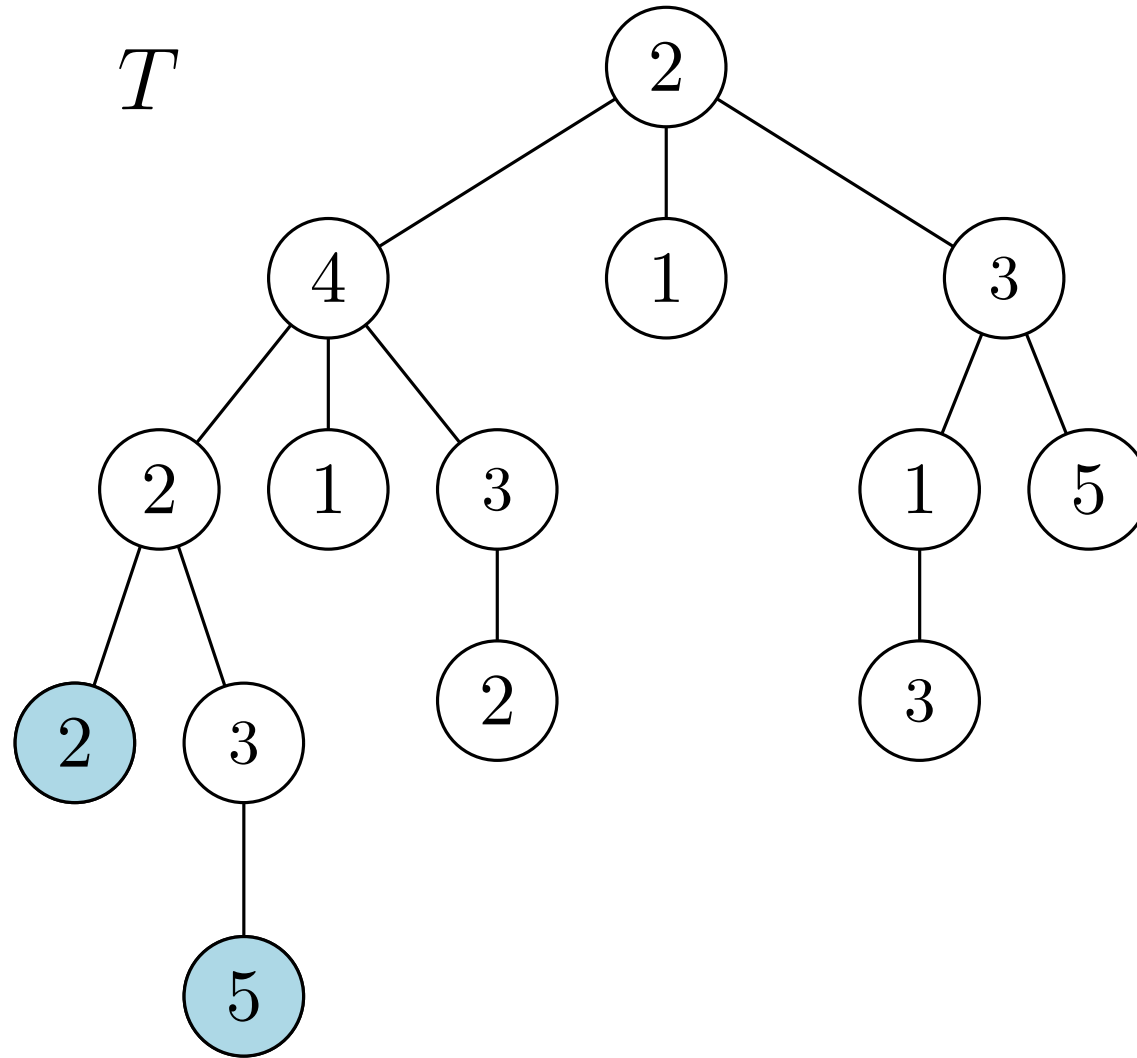


In order of increasing subtree heights

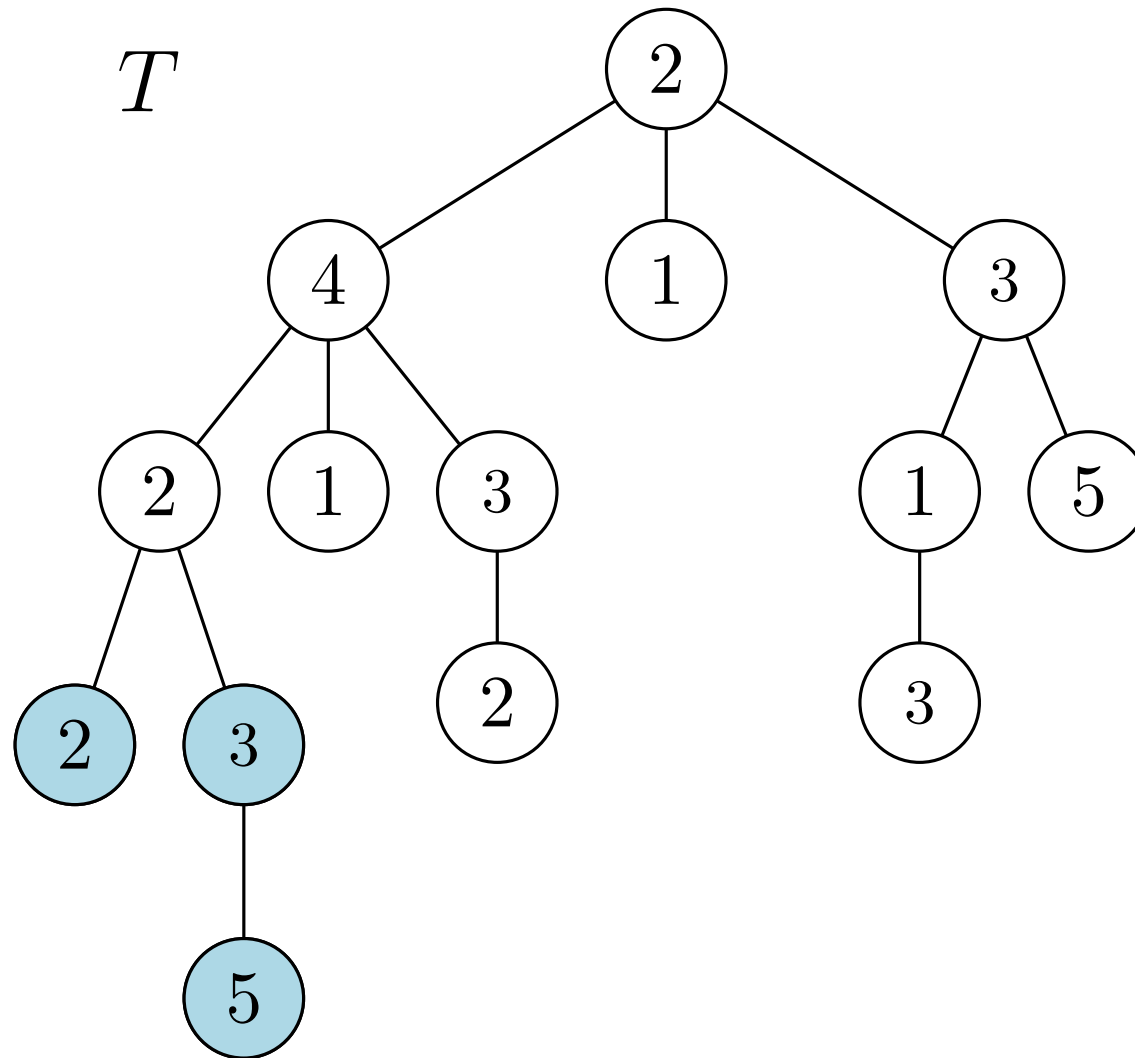
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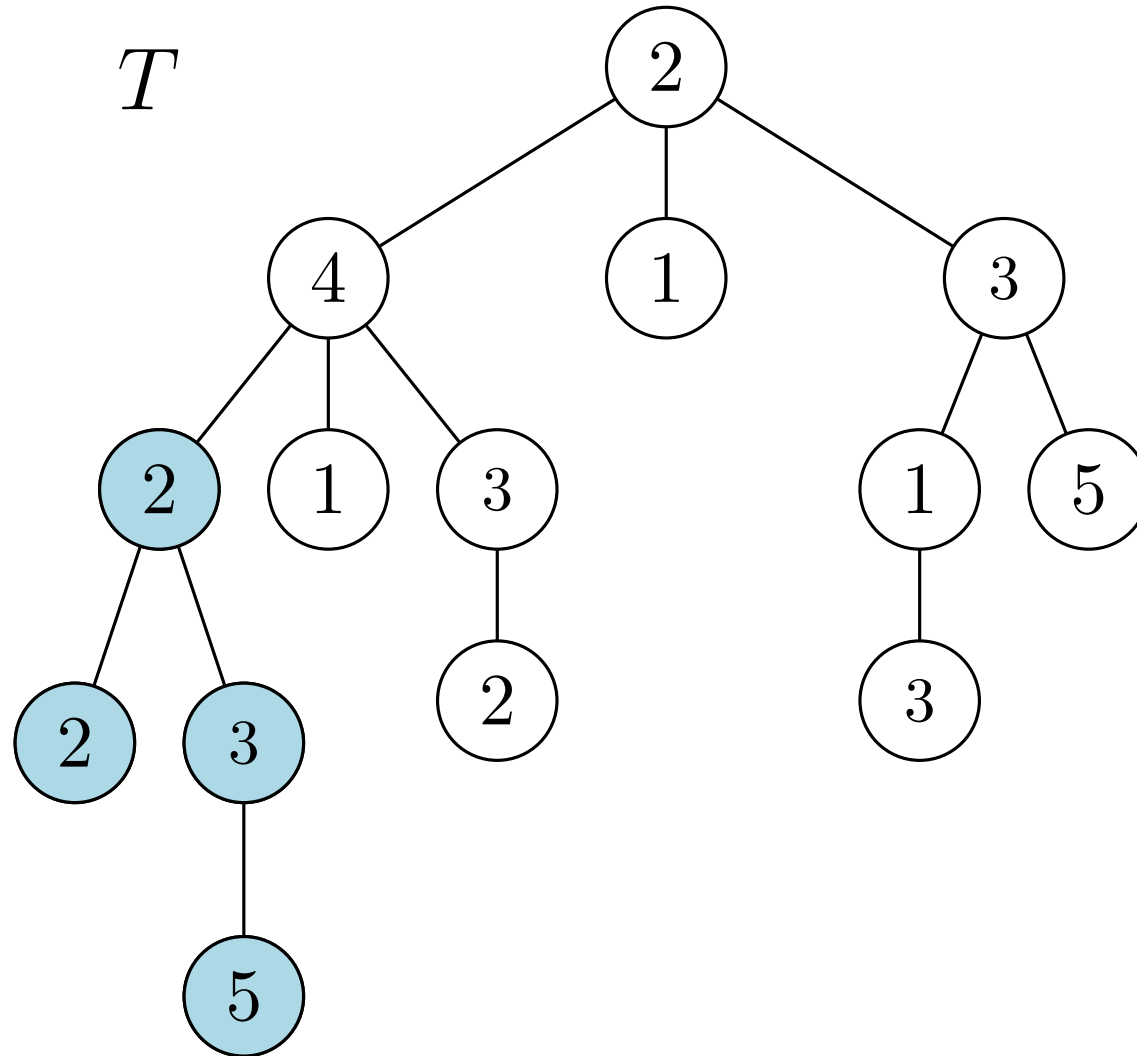
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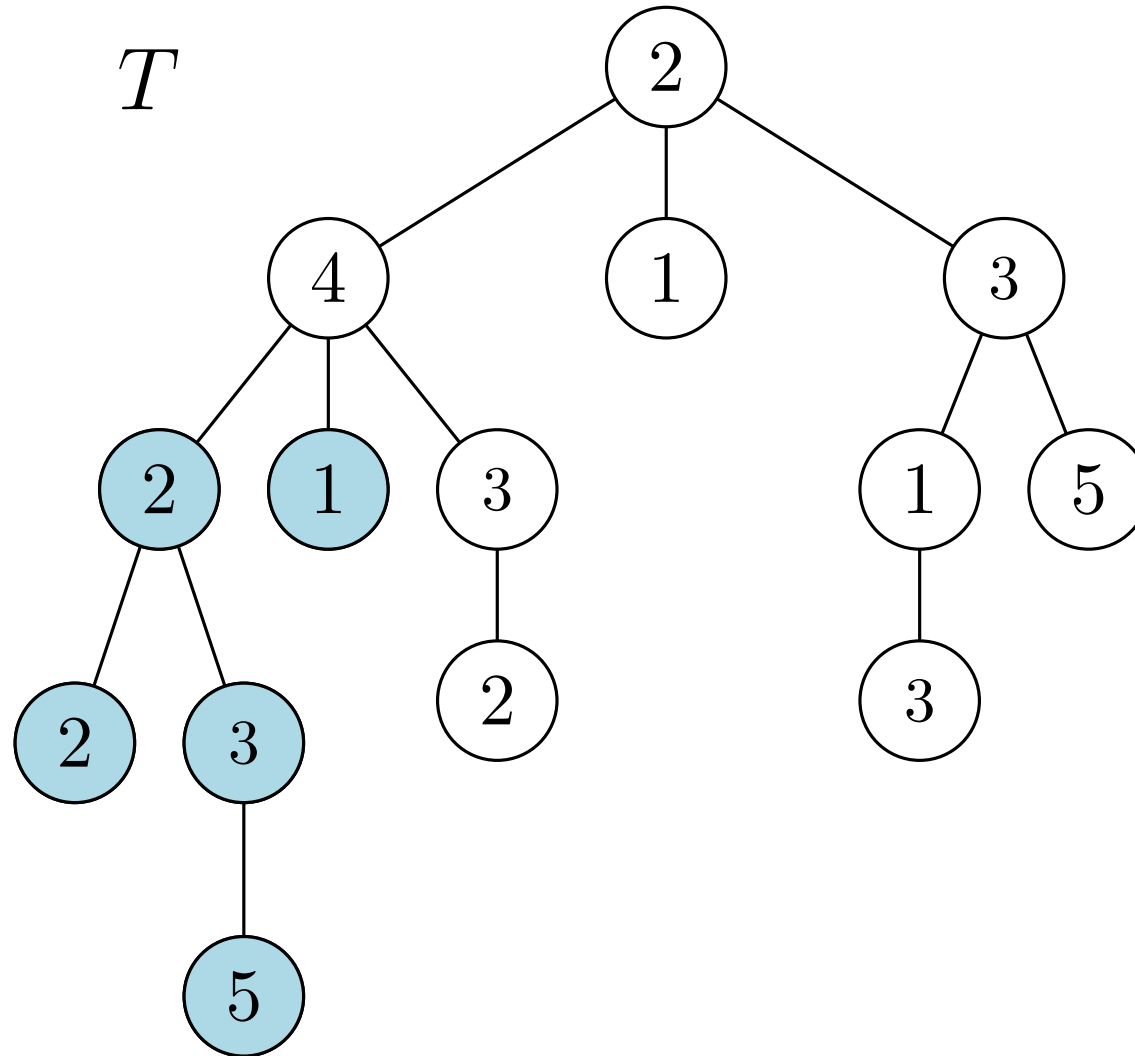
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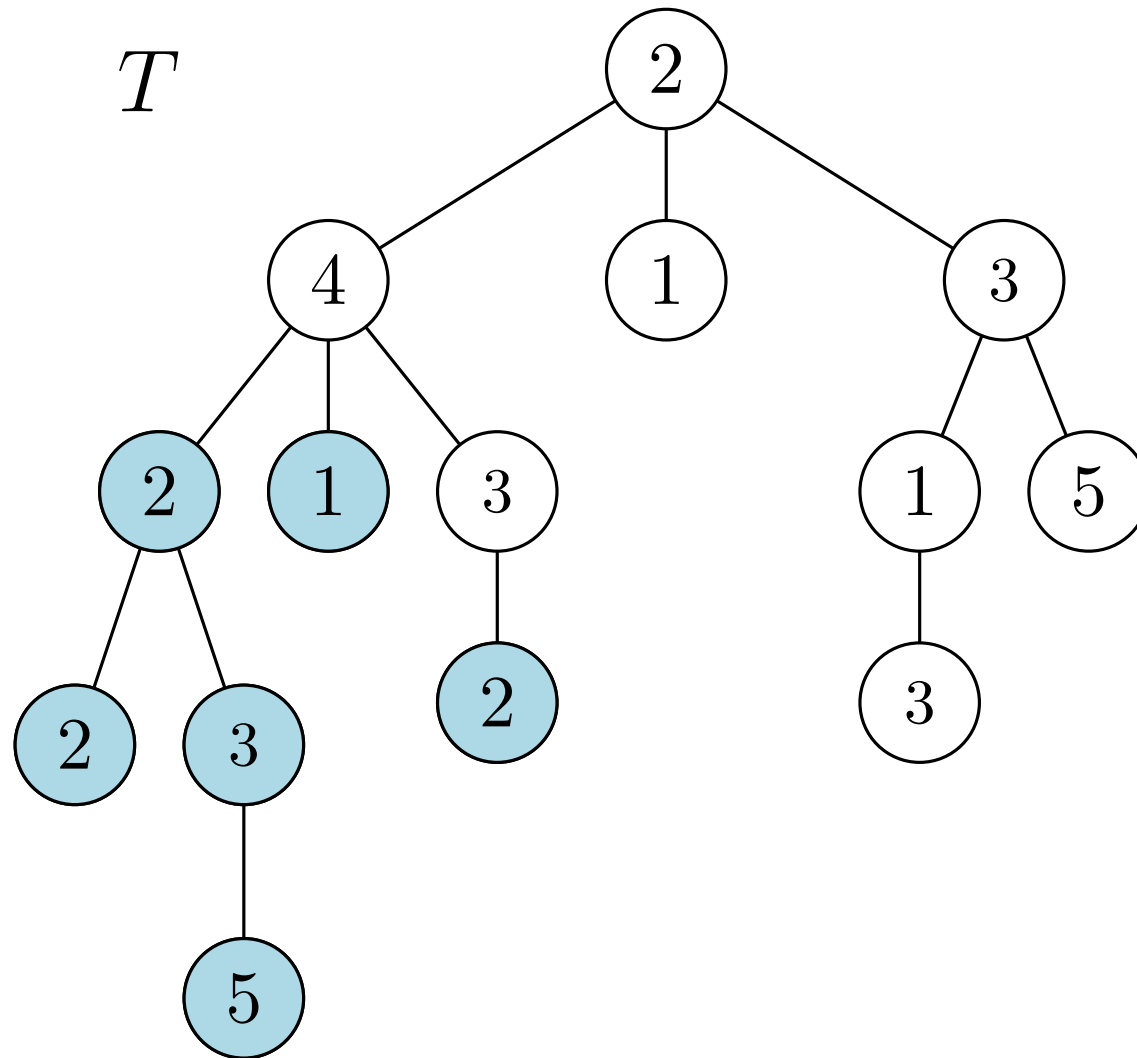
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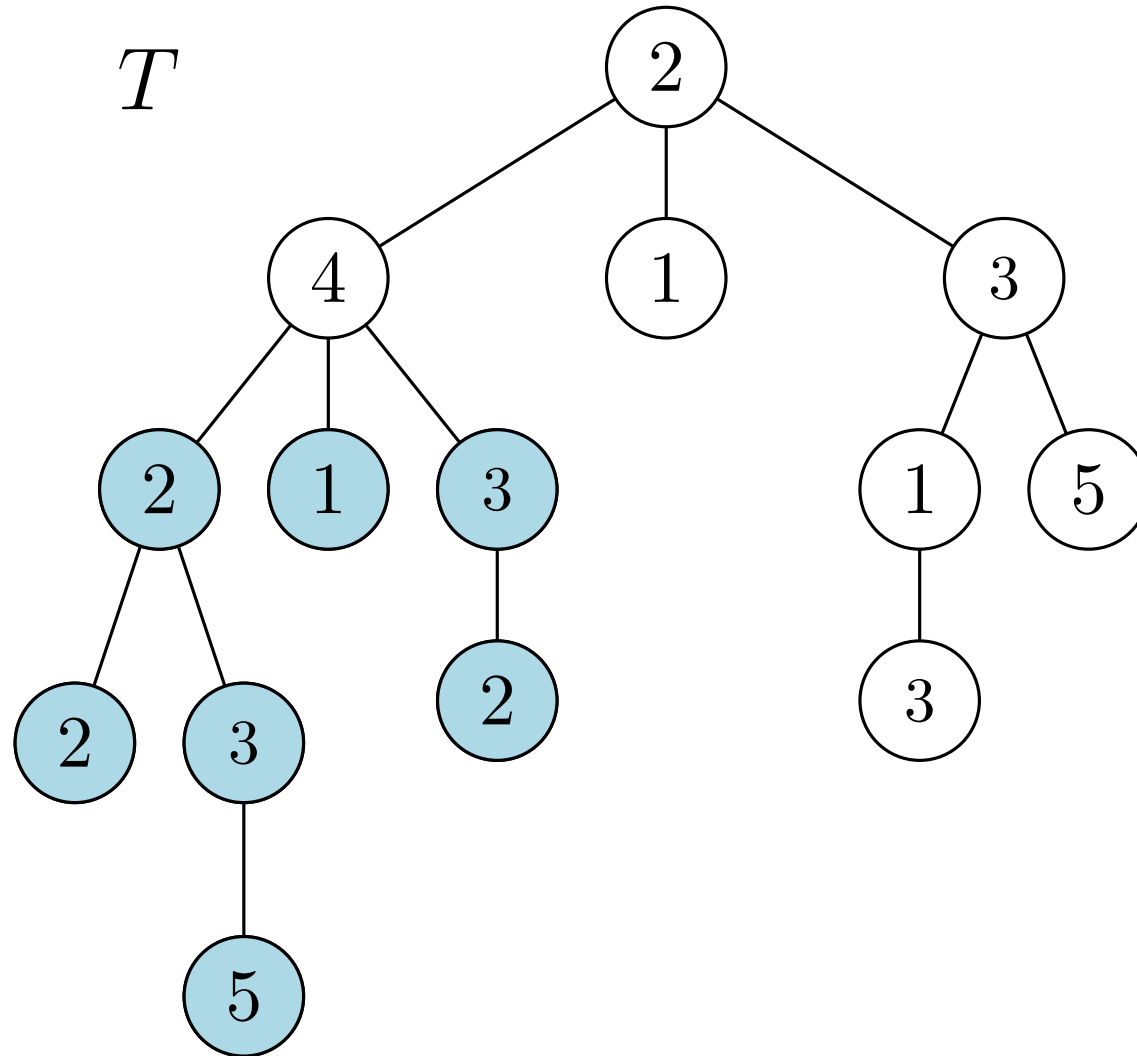
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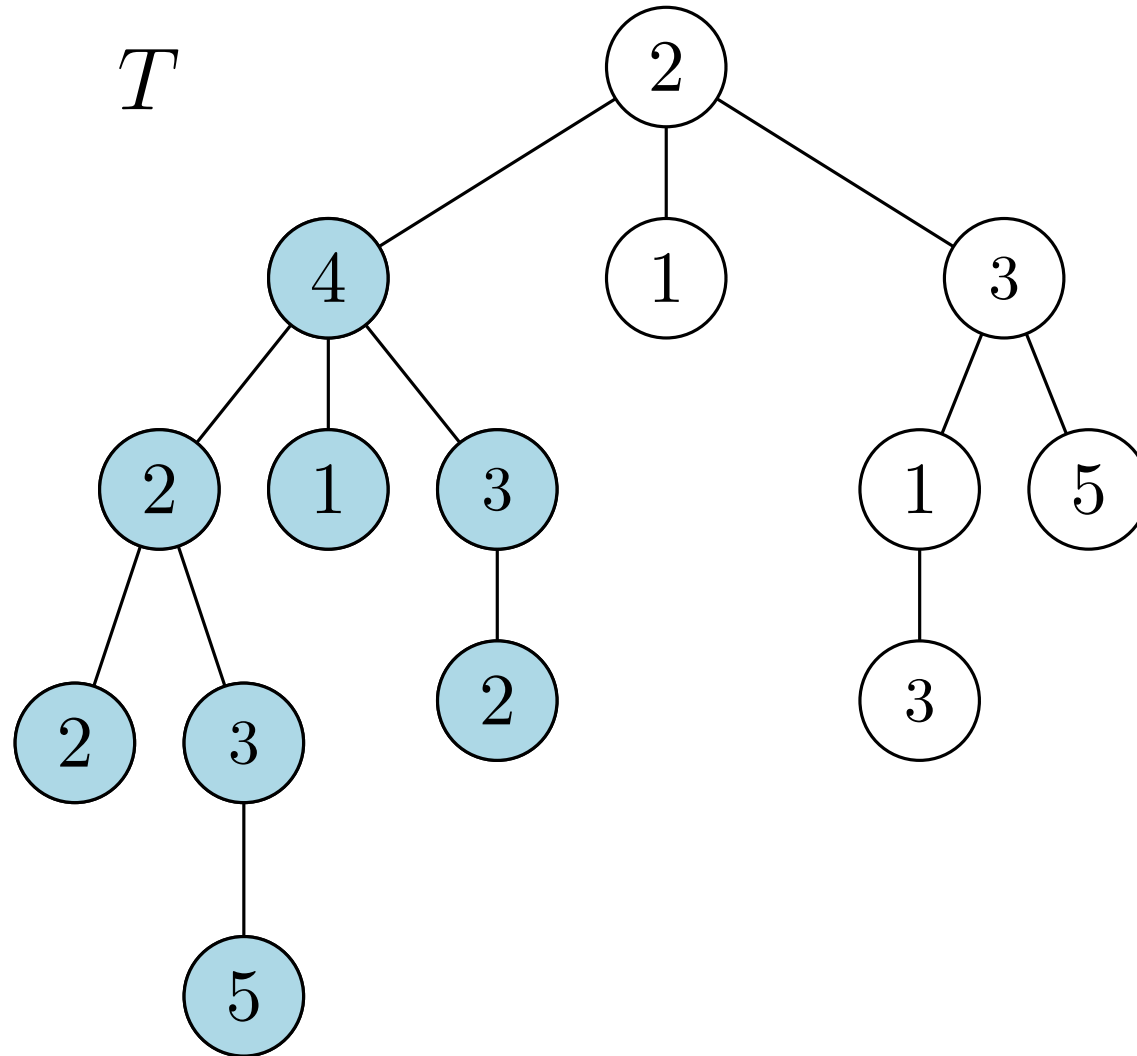
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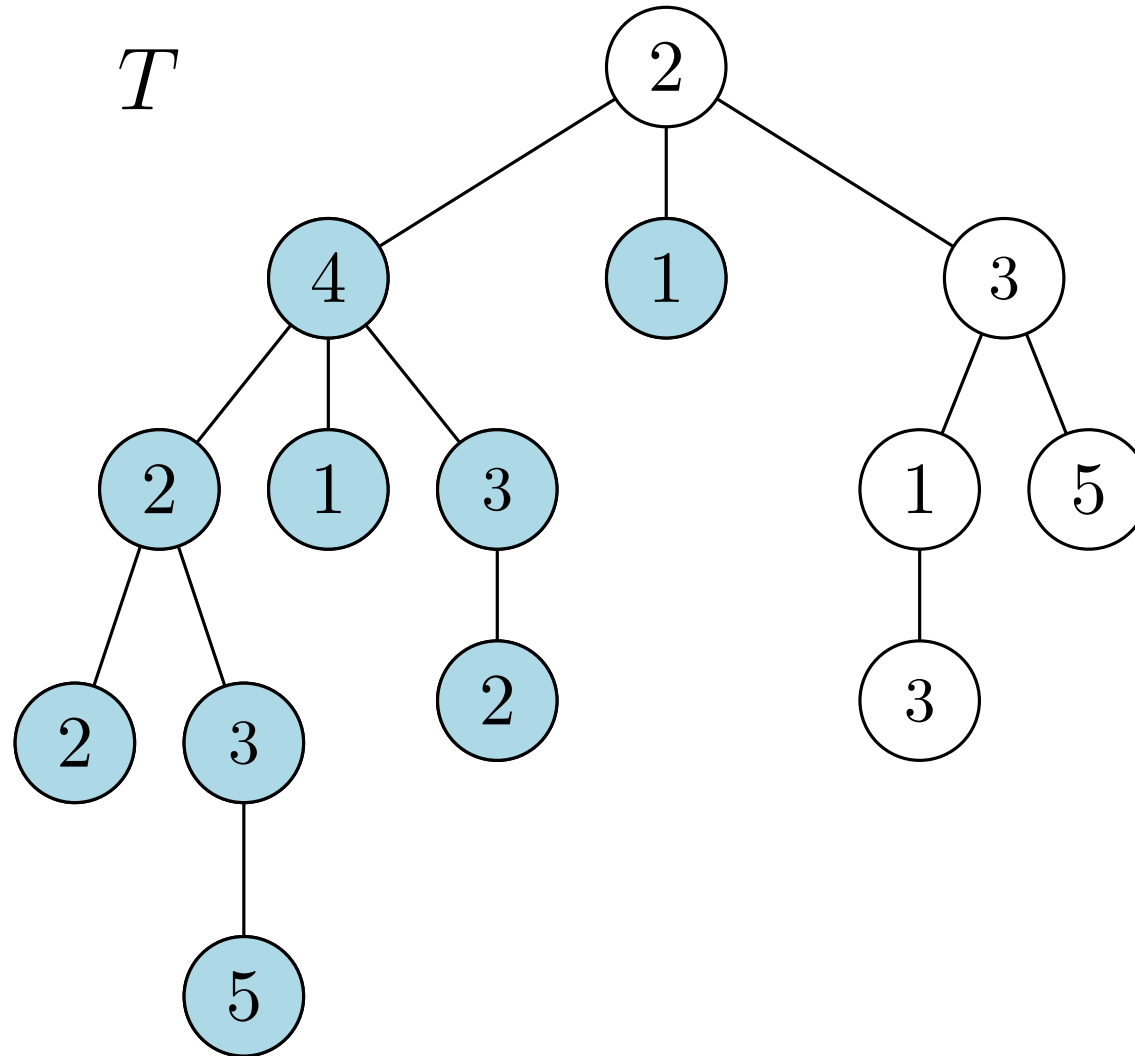
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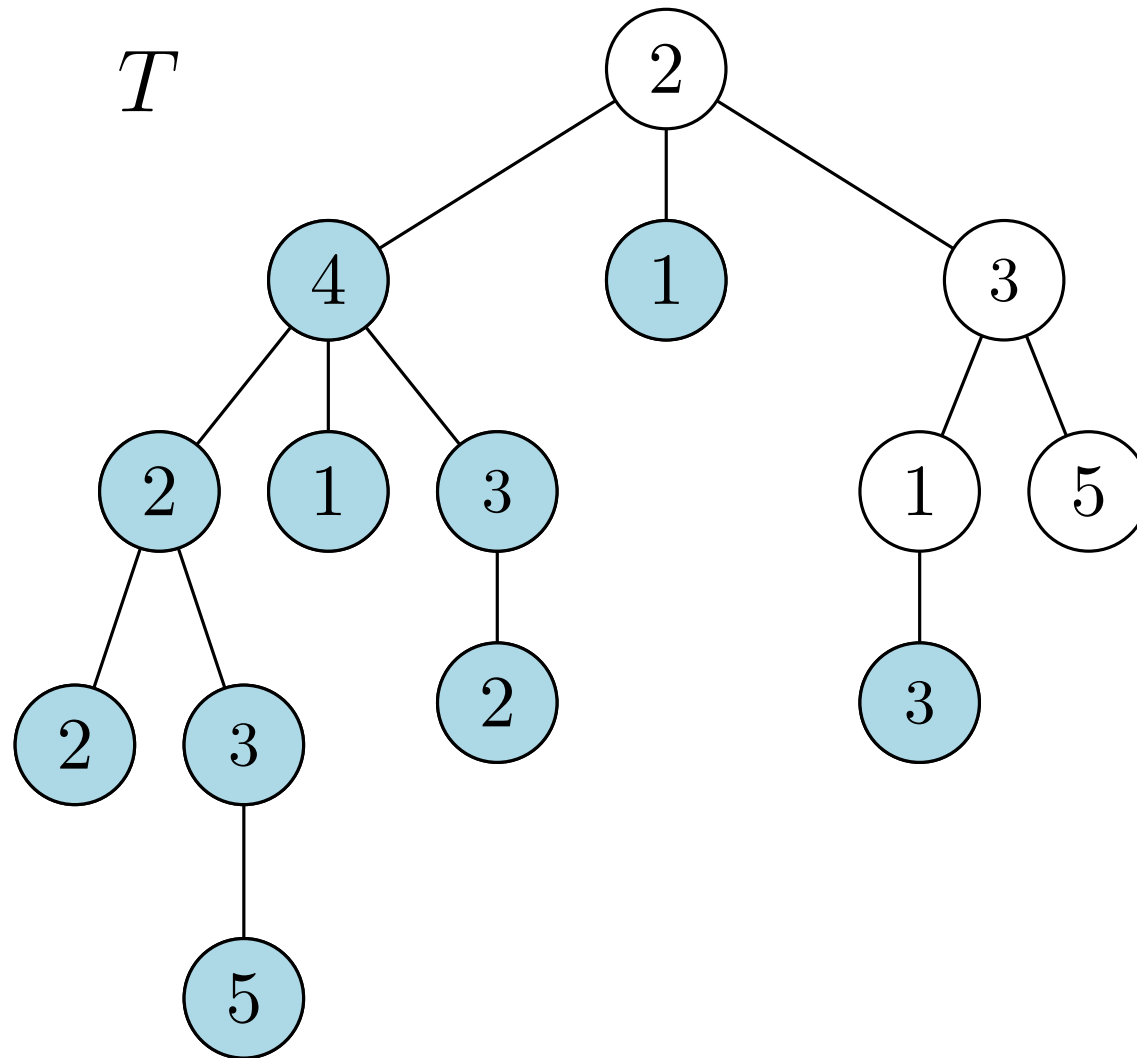
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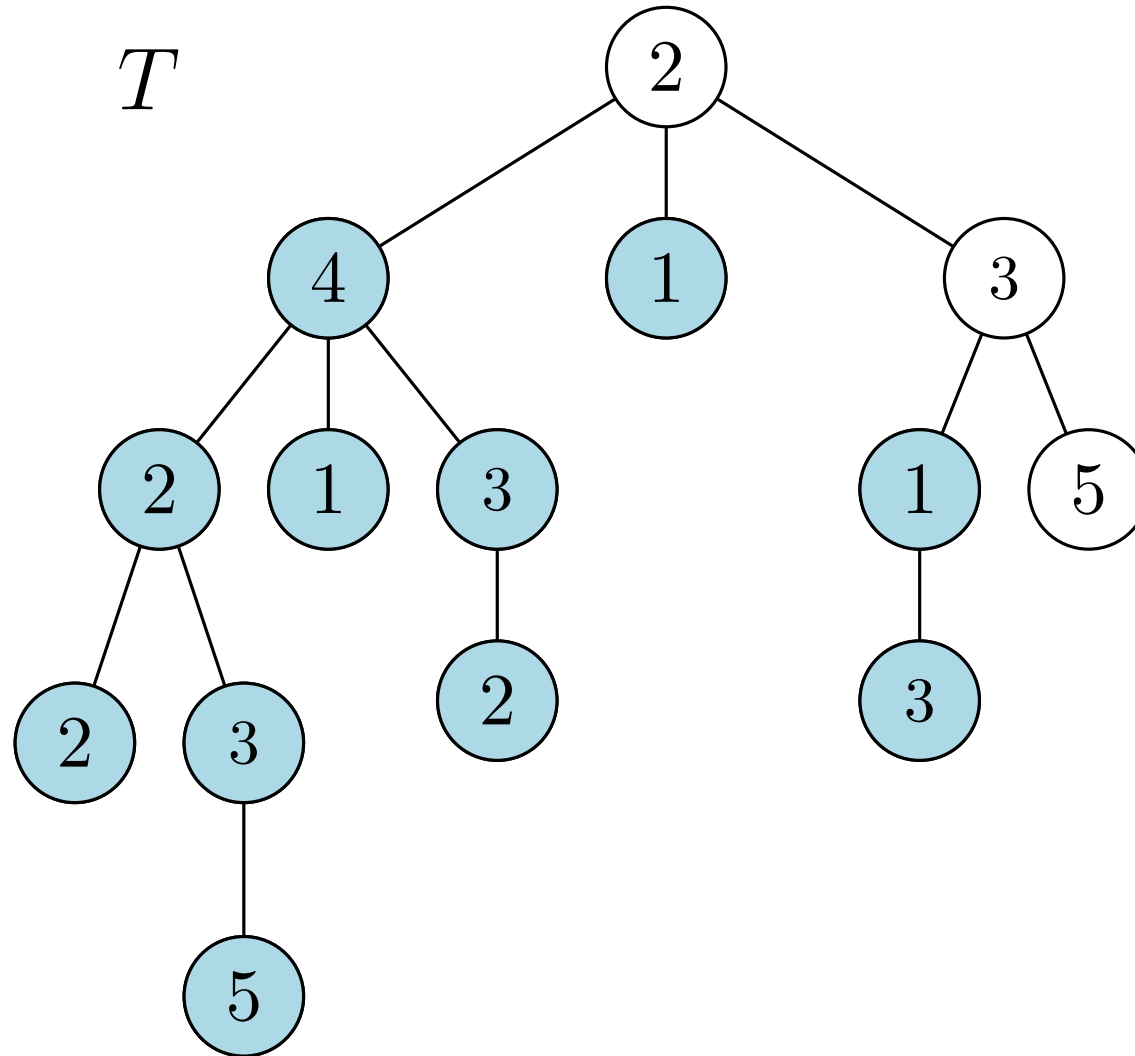
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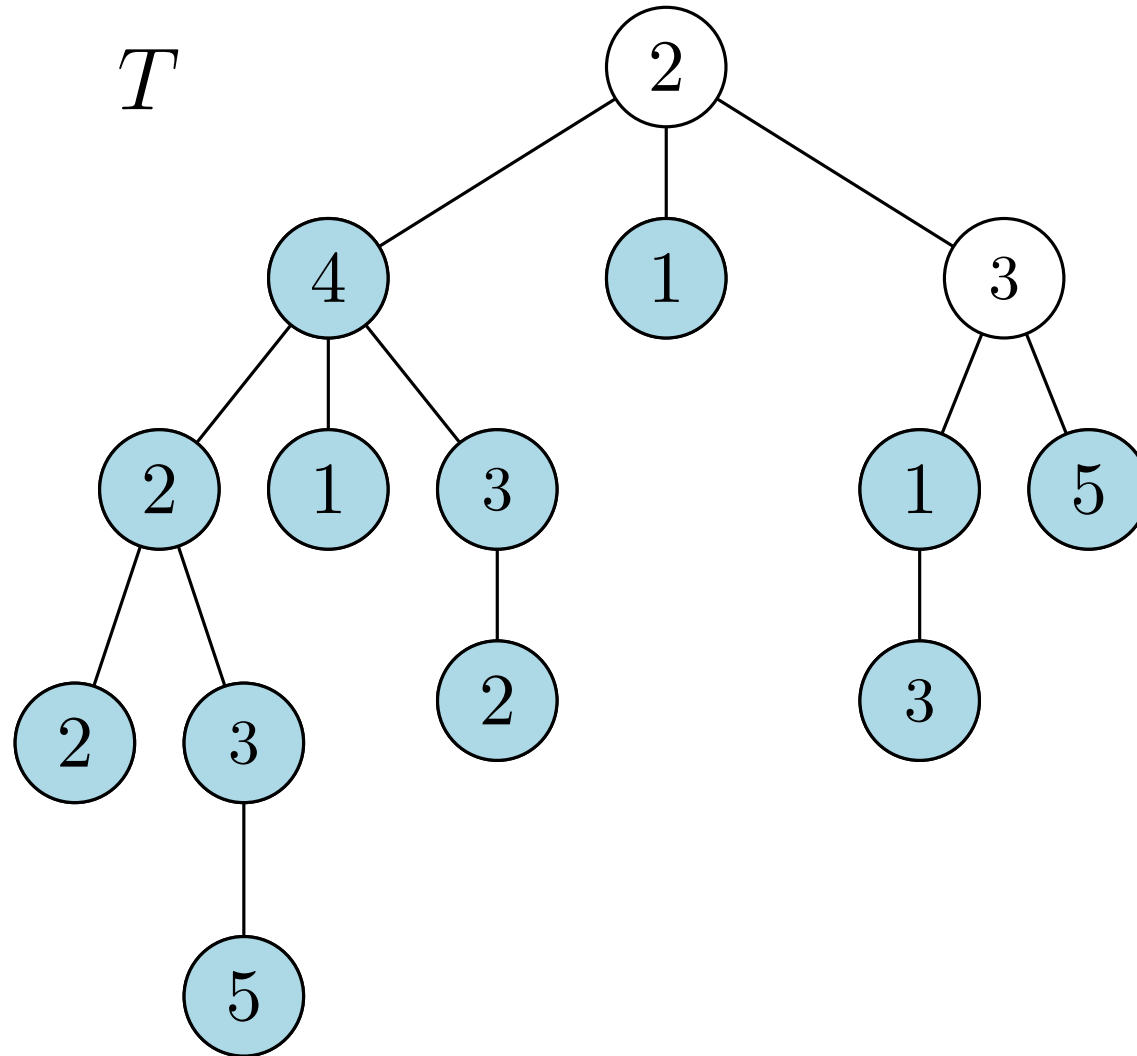
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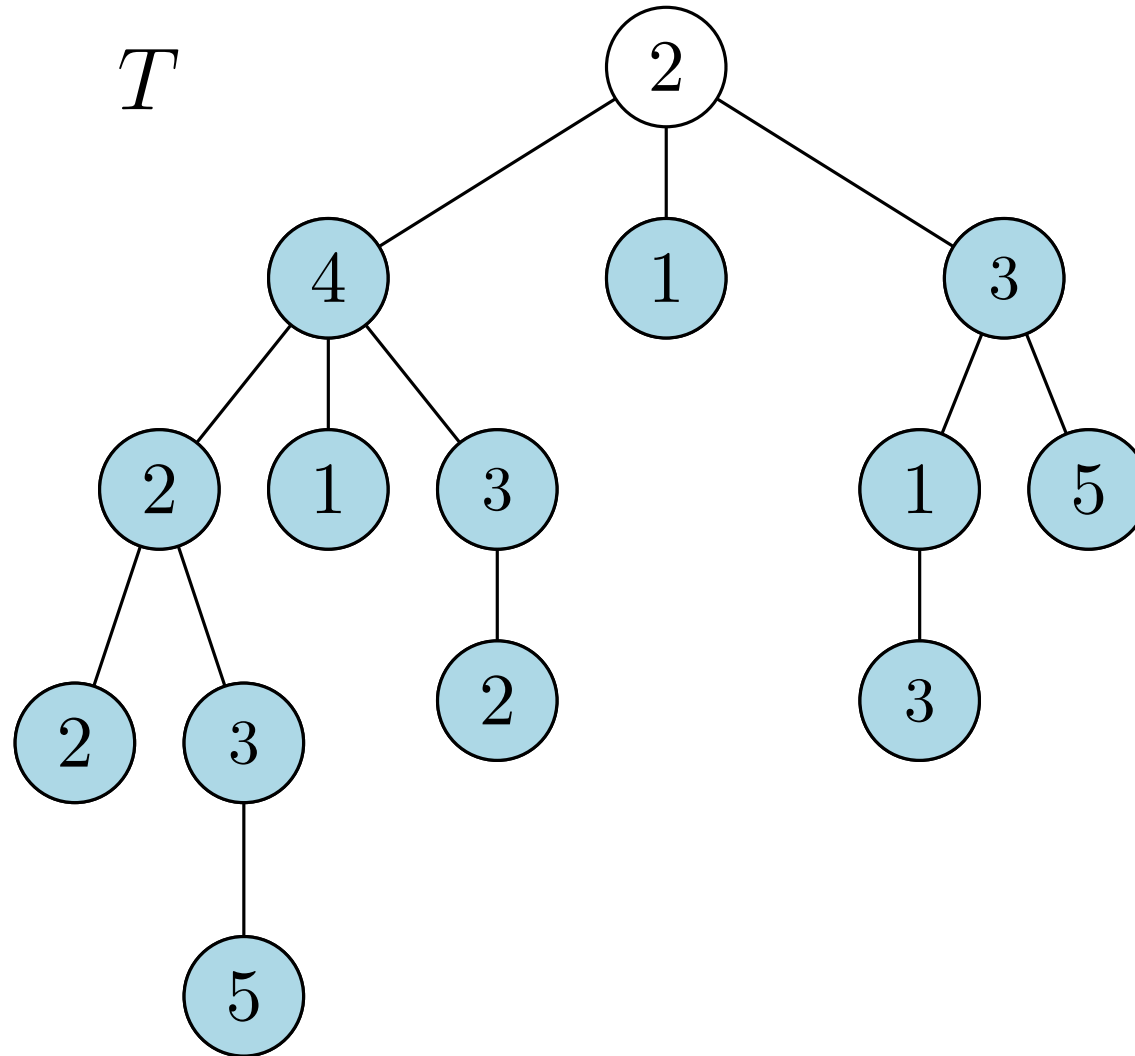
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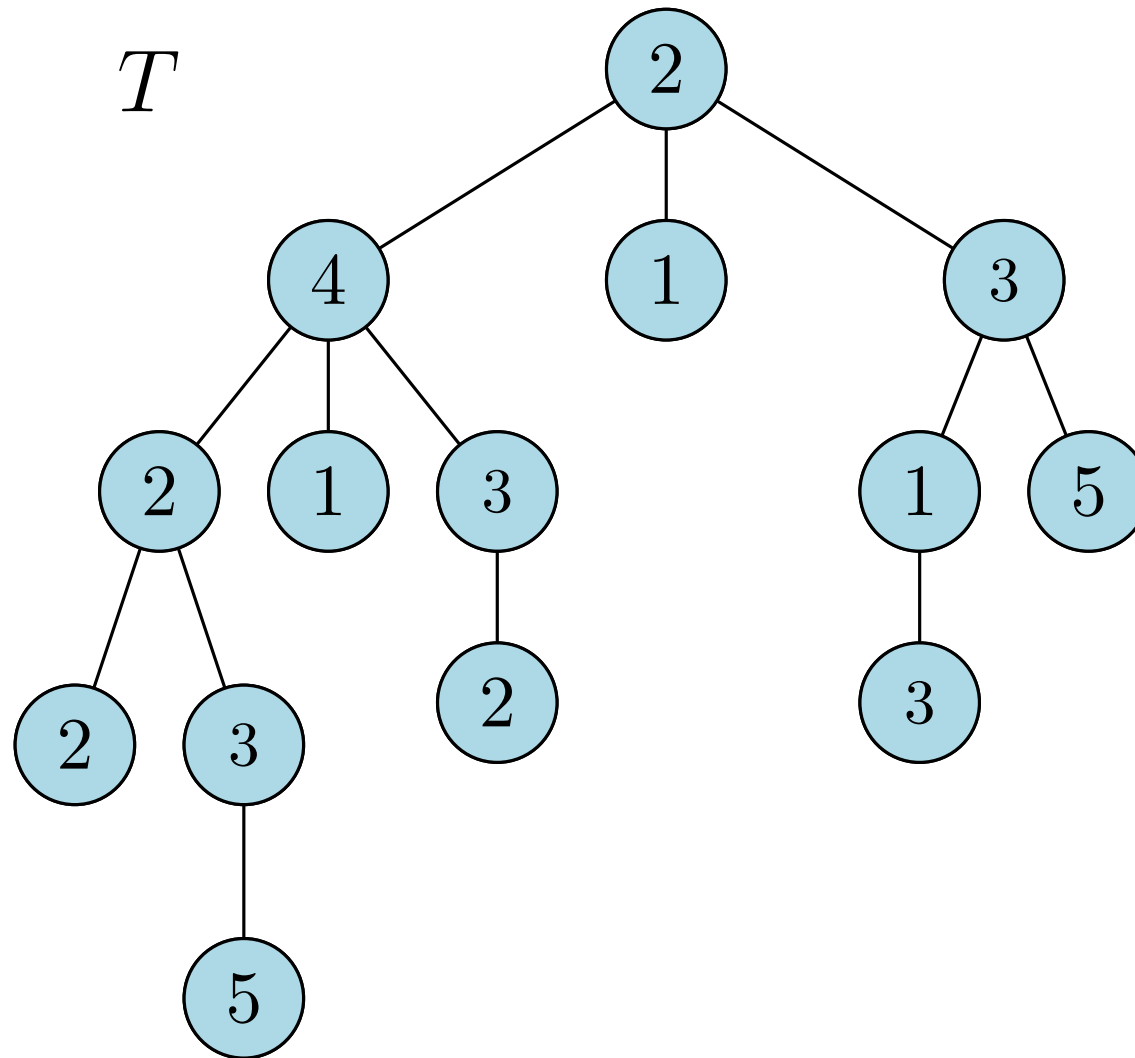
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In DFS postoder

# Time Complexity

- Suppose we can find a suitable order in  $O(n)$  time.
- The time spent on vertex  $v$  is:  $O(1 + |C(v)|)$
- Overall time complexity, up to multiplicative constants:

$$\sum_{v \in V(T)} (1 + |C(v)|) = n + \sum_{v \in V(T)} |C(v)| = n + (n - 1) = O(n)$$

# A possible implementation with DFS

```
struct Node
{
    int weight;
    std::vector<Node*> children;
};

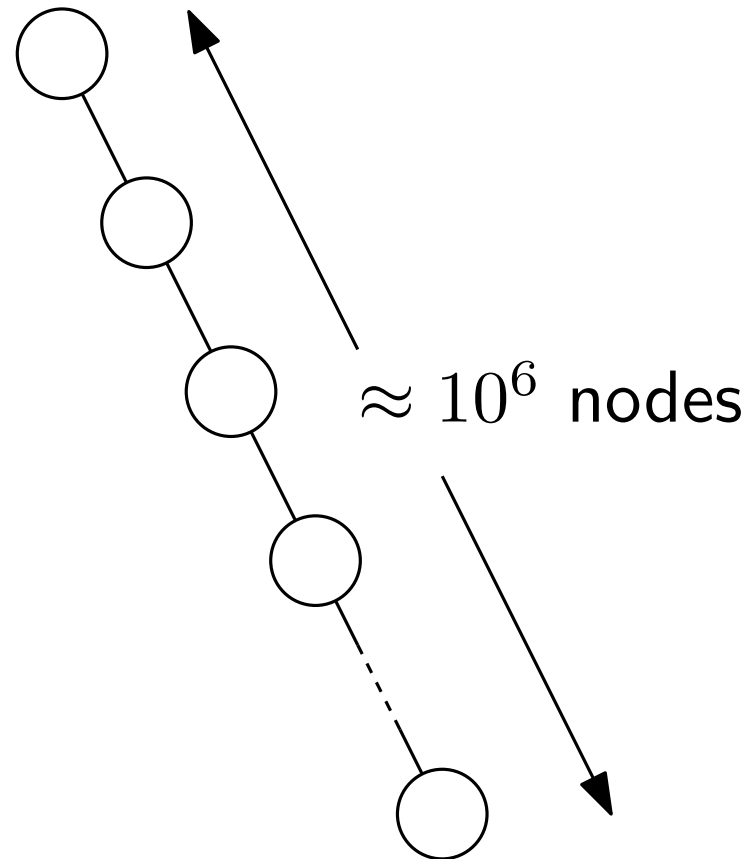
std::pair<int,int> dfs(Node* v)
{
    int opt_plus = v->weight;
    int opt_minus = 0;
    for(Node *u : v->children)
    {
        std::pair<int,int> opt_u = dfs(u);
        opt_plus += opt_u.second;
        opt_minus += std::max(opt_u.first, opt_u.second);
    }

    return std::make_pair(opt_plus, opt_minus);
}

Node* root = load_tree(); //Read T. Return a pointer to its root.
std::pair<int,int> opt = dfs(root);
std::cout << std::max(opt.first, opt.second) << "\n";
```

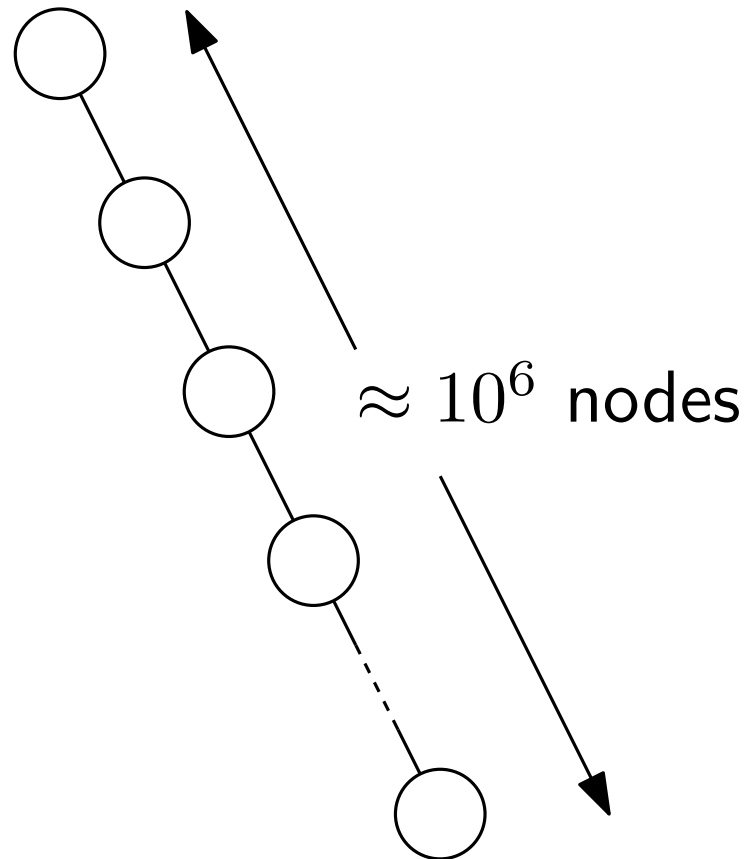
# A Nasty Instance

What happens if the previous code is run on this tree?



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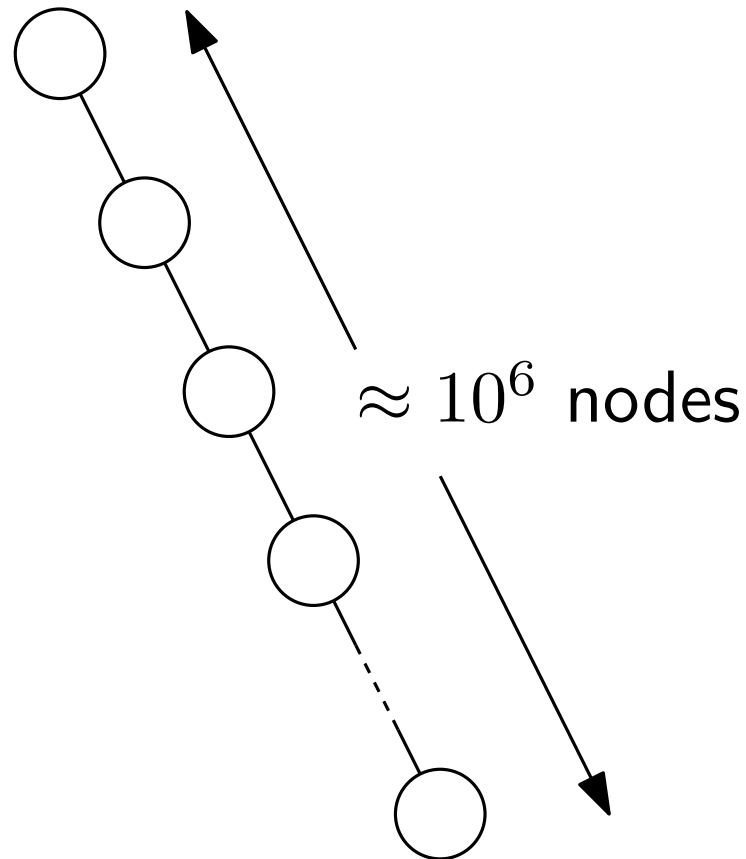
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$ ./max_weight_is < nasty_instance.in  
$ Segmentation fault
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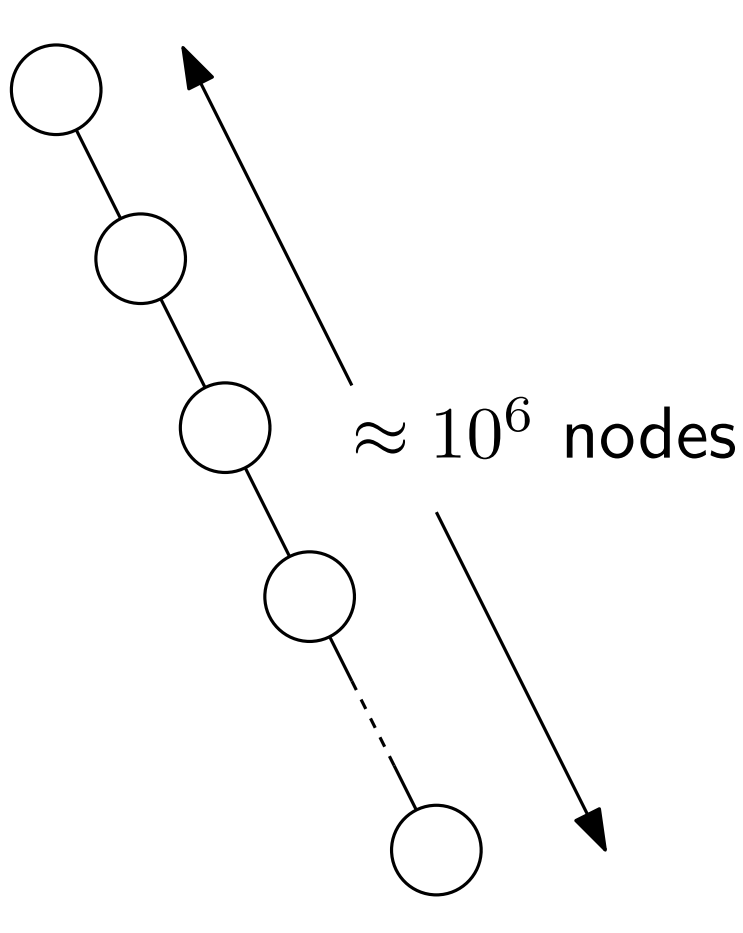


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**Why?**

# A Nasty Instance

What happens if the previous code is run on this tree?



## Solutions

- Non recursive DFS
- Different order  
(use BFS to construct levels)
- Explicitly manage DFS stack

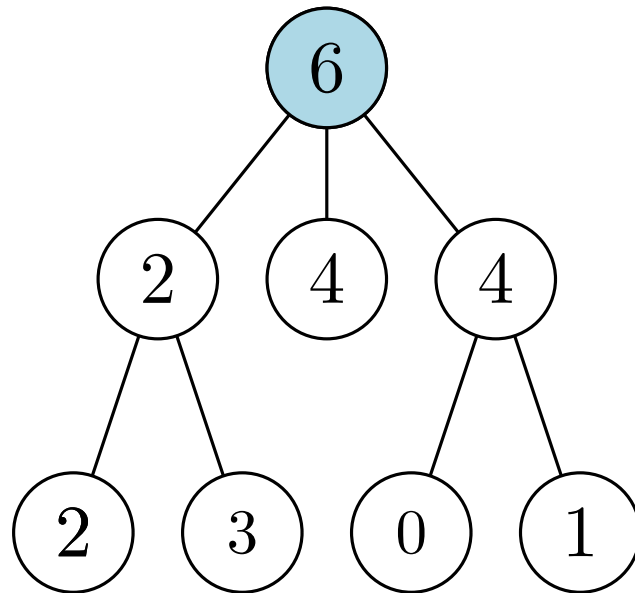
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# Max-Weight Independent Set on Trees + Budget Constraints

# Budgeted Max-Weight IS on Trees

**Input:** A tree  $T$  with integer weights on its vertices, a *budget*  $B \in \mathbb{N}$ .

**Output:** The maximum weight of an independent set  $S$  of  $T$  such that  $|S| \leq B$ .

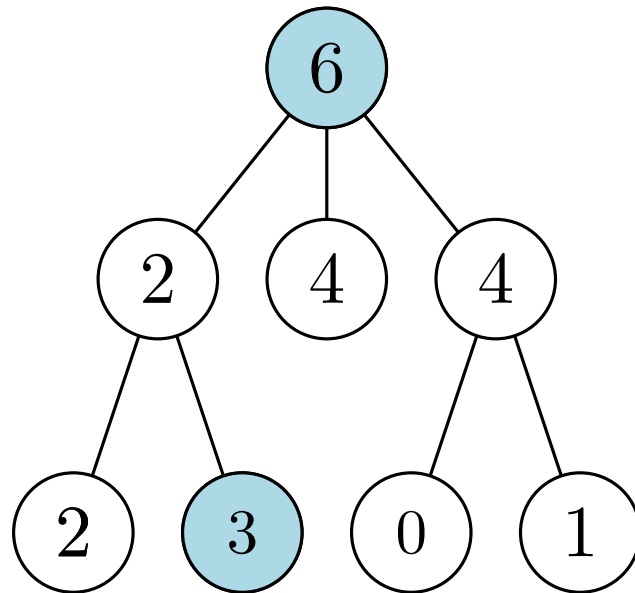


$$B = 1$$

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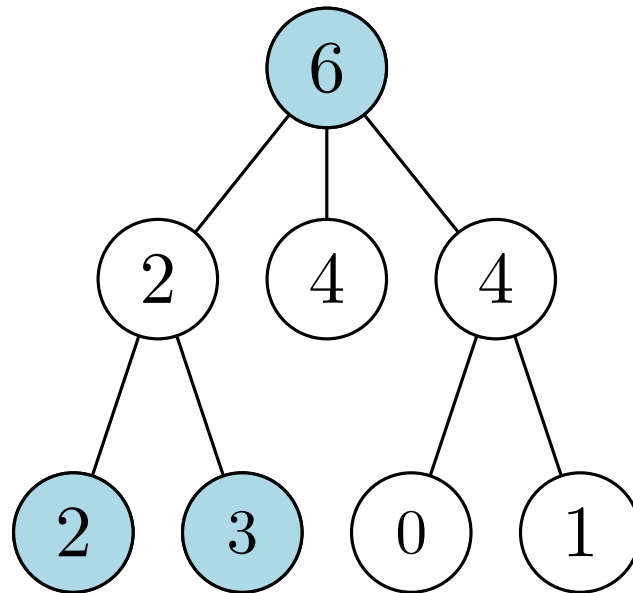


$$B = 2$$

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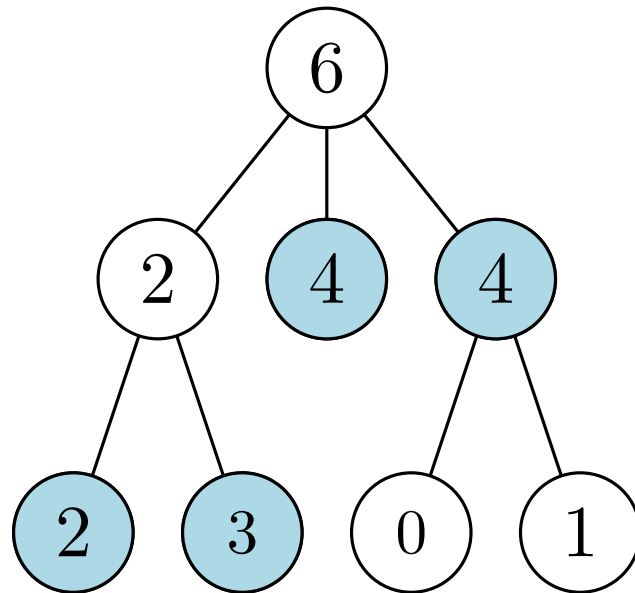


$$B = 3$$

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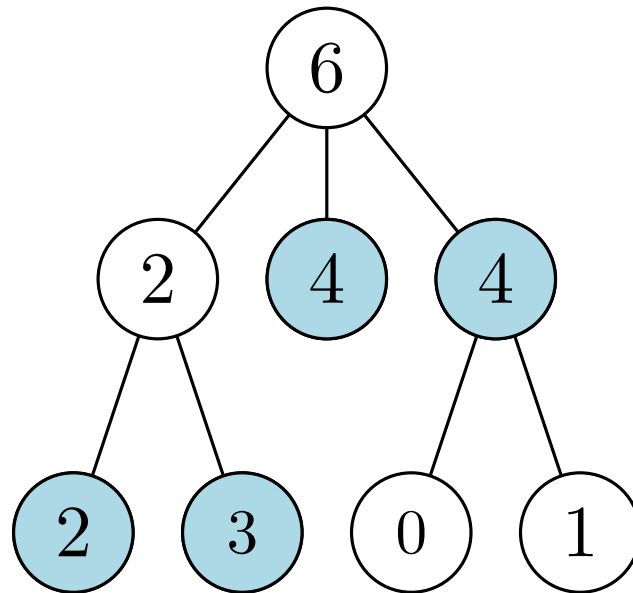


$$B = 4$$

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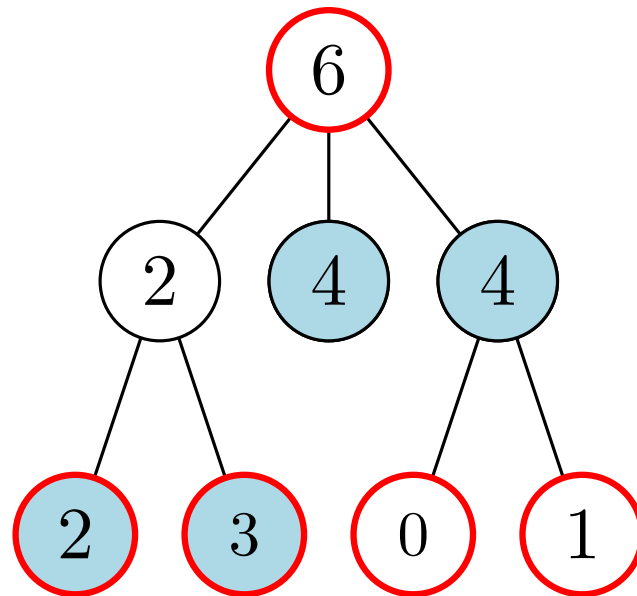


$$B = 5$$

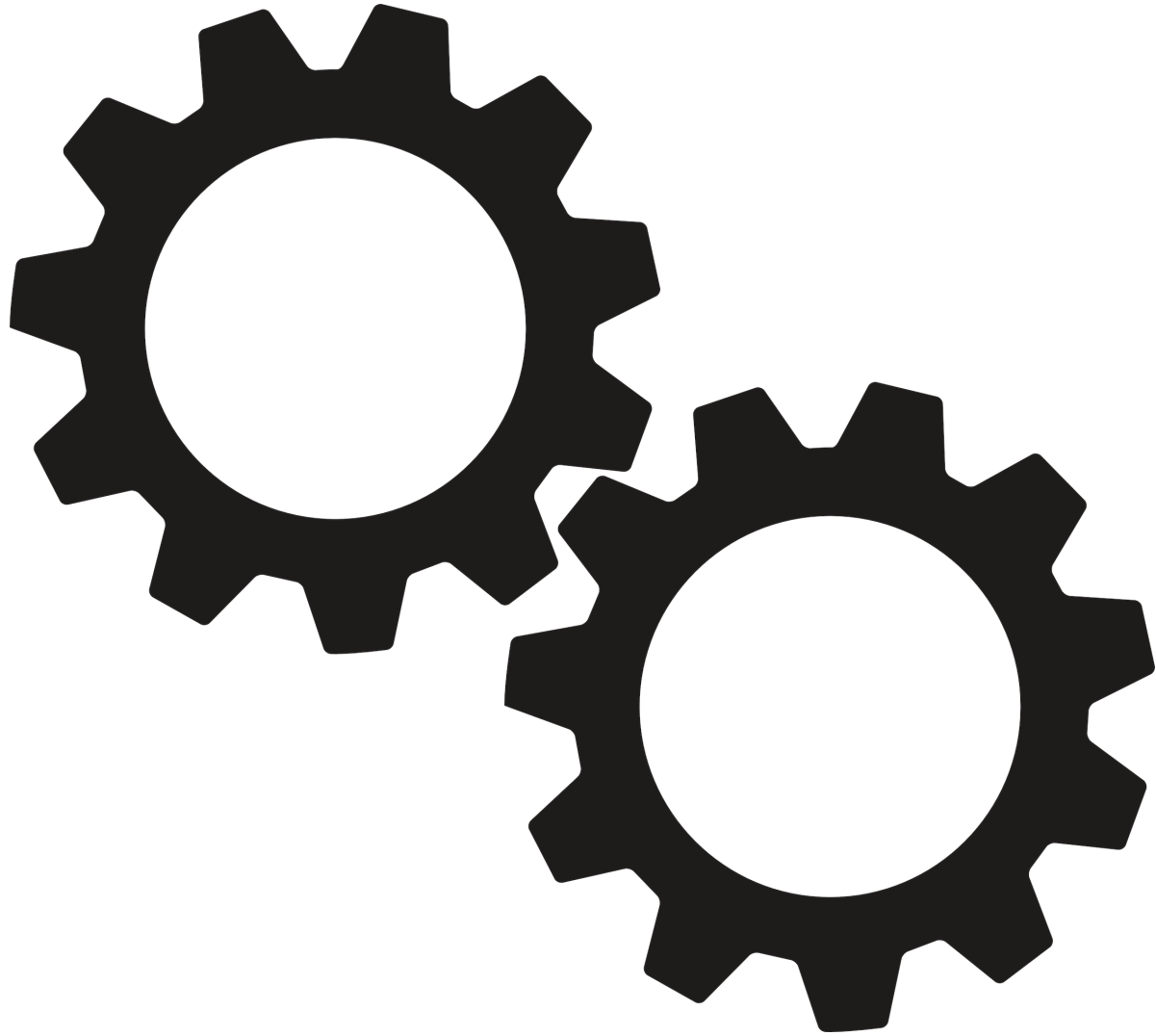
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$$B = 5$$



# Budgeted Max-Weight IS on Trees

## Subproblem definition:

$OPT^+[v, b]$  = Maximum Weight of an IS of  $T_v$  that contains  $v$  and has size at most  $b$ .

$OPT^-[v, b]$  = Maximum Weight of an IS of  $T_v$  that does not contain  $v$  and has size at most  $b$ .

**Base cases:**  $v$  is a leaf of  $T$ .

$$OPT^+[v, b] = \begin{cases} w(v) & \text{if } b \geq 1 \\ -\infty & \text{if } b = 0 \end{cases}$$

Constraints can't be satisfied!

$$OPT^-[v, b] = 0$$

# Max-Weight IS on Trees w. Budget

## Recursive Formula:

- Let's consider  $OPT^+[v, b]$ .
- If  $b = 0$ , then  $OPT^+[v, b] = -\infty$ .
- If  $b > 0$ , we need to “distribute”  $b - 1$  units of budget among  $C(v) = \{u_1, u_2, \dots, u_k\}$
- We want to choose  $b_1, b_2, \dots, b_k \in \mathbb{N}$  such that  $b_1 + \dots + b_k \leq b - 1$  and they maximize:

$$OPT^-[u_1, b_1] + OPT^-[u_2, b_2] + \dots + OPT^-[u_k, b_k]$$

# Max-Weight IS on Trees w. Budget

## Recursive Formula (First Attempt):

- “Guess” the correct combination of  $b_1, b_2, \dots, b_k$ :

$$OPT^+[v, b] = w(v) + \max_{\substack{b_1, b_2, \dots, b_k \in \mathbb{N} \\ b_1 + \dots + b_k \leq b-1}} \sum_{i=1}^k OPT^-[u_i, b_i]$$

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Will this work?

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Will this work?      Yes!

How long will this take?

# Stars and Bars!

- How many possible choices of  $b_1, b_2, \dots, b_k \in \mathbb{N}$  such that  $b_1 + \dots + b_k = x$ ?

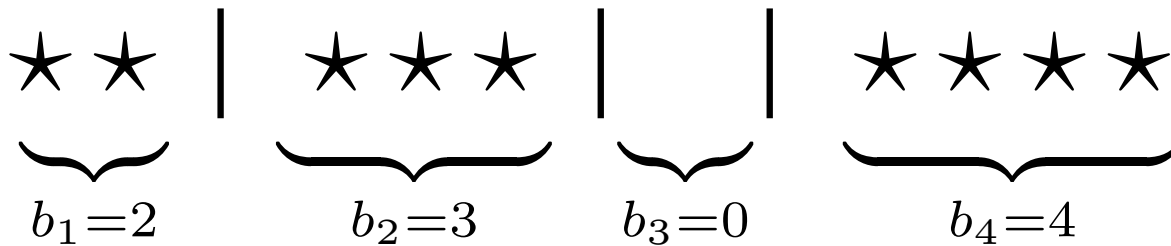
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- How many possible choices of  $b_1, b_2, \dots, b_k \in \mathbb{N}$  such that  $b_1 + \dots + b_k = x$ ?
- How many different ways to arrange  $x$  stars and  $k - 1$  bars?



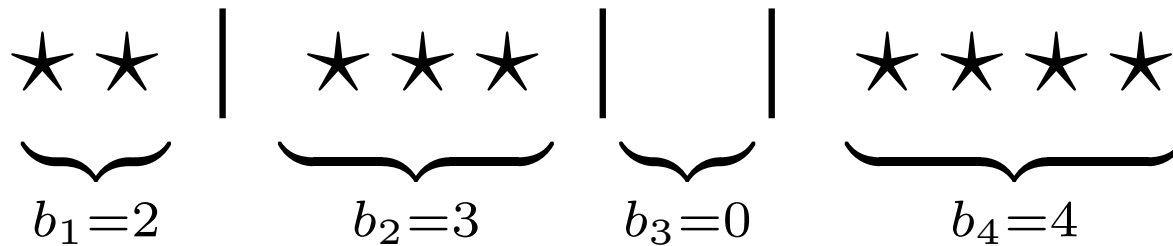
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$$\frac{(x + k - 1)!}{x!(k - 1)!} = \binom{x + k - 1}{k - 1} = \Omega \left( \left( \frac{x}{k} \right)^k \right)$$

# Stars and Bars!

- How many possible choices of  $b_1, b_2, \dots, b_k \in \mathbb{N}$  such that  $b_1 + \dots + b_k = x$ ?



Too slow!

$$\frac{(x + k - 1)!}{x!(k - 1)!} = \binom{x + k - 1}{k - 1} = \Omega\left(\left(\frac{x}{k}\right)^k\right)$$

# Recursive Formula: Second Attempt

Let's consider a more abstract problem.

- **Input:**  $f_1, \dots, f_k : \mathbb{N} \rightarrow \mathbb{R}$  and  $B \in \mathbb{N}$ .
- **Output:**  $x_1, \dots, x_k \in \mathbb{N}$  such that  $\sum_i x_i \leq B$  and  $\sum_i f_i(x_i)$  is maximized.

(Assume that each  $f_i$  can be evaluated in constant time).

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(Assume that each  $f_i$  can be evaluated in constant time).

How do we solve this problem?

Dynamic Programming!

# Distributing Budget Optimally

## Subproblem Idea

$D[j, b]$  = Best way to distribute  $b$  units of budget among the first  $j$  functions.

## More Formally:

$$D[j, b] = \max_{\substack{x_1, \dots, x_j \in \mathbb{N} \\ x_1 + \dots + x_j \leq b}} \sum_{i=1}^j f_i(x_i)$$

**Base Case:** If  $j = 1$ , explicitly check the  $b + 1$  possible choices.

$$D[1, b] = \max\{f_1(0), f_1(1), f_1(2), \dots, f_1(b)\}$$

# Distributing Budget Optimally

## Recursive Formula

“Guess” how much budget  $b'$  will be assigned to  $f_j$ .

$$D[j, b] = \max_{b' \in \{0, \dots, b\}} \{D[j - 1, b - b'] + f_j(b')\}$$

At most  $O(B)$  choices.

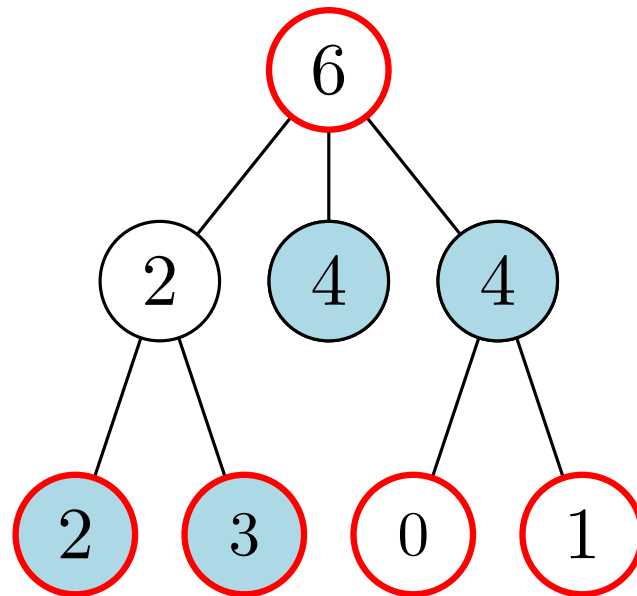
**Time Complexity:**  $k(B + 1) \cdot O(B) = O(kB^2)$

**(Value of the) Optimal Solution:**  $D[k, B]$

# Back to the Original Problem

**Input:** A tree  $T$  with integer weights on its vertices, a *budget*  $B \in \mathbb{N}$ .

**Output:** The maximum weight of an independent set  $S$  of  $T$  such that  $|S| \leq B$ .



$$B = 5$$

# Max-Weight IS on Trees w. Budget

**Base cases:**  $v$  is a leaf of  $T$ .

$$OPT^+[v, b] = \begin{cases} w(v) & \text{if } b \geq 1 \\ -\infty & \text{if } b = 0 \end{cases}$$

$$OPT^-[v, b] = 0$$

**Recursive formula for  $OPT^+[v, b]$**

- Let  $C(v) = \{u_1, \dots, u_k\}$ .
- Compute  $D[k, b - 1]$  for  $f_i(x) = OPT^-[u_i, x]$ .

$$OPT^+[v, b] = w(v) + D[k, b - 1]$$

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Nested DP!



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$$OPT^-[v, b] = 0$$

**Recursive formula for  $OPT^-[v, b]$**

- Let  $C(v) = \{u_1, \dots, u_k\}$ .
- Compute  $D[k, b]$  for

$$f_i(x) = \max\{OPT^-[u_i, x], OPT^+[u_i, x]\}.$$

$$OPT^-[v, b] = \underline{D[k, b]}$$

Nested DP!



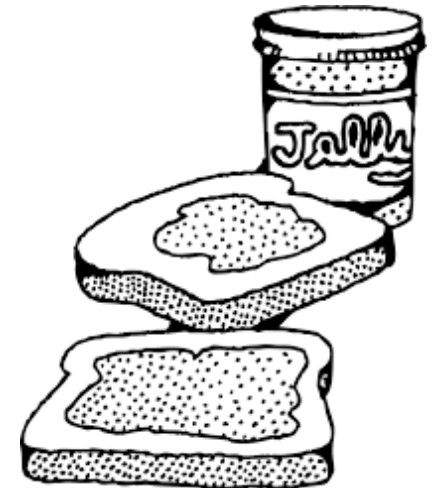
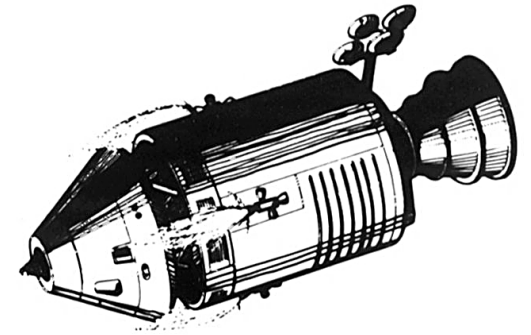
# Edit Distance

# Edit Distance

*mars*

*“Next NASA mission is going to land on ~~toast~~”*

- Autocorrect / Spell checking
- Unix `diff`
- Bioinformatics (DNA alignment)
- Plagiarism detection
- Speech recognition
- ...



# Edit Distance

**Input:** Two strings  $S = s_1s_2 \dots s_n$ , and  $T = t_1t_2 \dots t_m$ .

**Output:** The *edit distance* between  $S$  and  $T$ .

**Definition:** The *edit distance* between  $S$  and  $T$  is the minimum number of *edits* required to turn  $S$  into  $T$ , where an edit is one of:

- **Insertion:** Inserting a new character at some position of  $S$ .

MARS  $\rightarrow$  MARKS

- **Deletion:** Removing one of the characters in  $S$ .

MARS  $\rightarrow$  MAS

- **Substitution:** Replacing one character of  $S$  with another.

MARS  $\rightarrow$  CARS

# A Dynamic Programming Algorithm

**Subproblem definition.** For  $0 \leq i \leq n$  and  $0 \leq j \leq m$ :

$OPT[i, j]$  = Edit distance between  $S^{(i)} = s_1, \dots, s_i$  and  $T^{(j)} = t_1, \dots, t_j$ .

Note:  $S^{(0)} = T^{(0)} = \varepsilon$ , where  $\varepsilon$  is the empty string.

**Base case:**

$OPT[0, 0]$  = Minimum number of operations needed to transform  $S^{(0)} = \varepsilon$  into  $T^{(0)} = \varepsilon$ .

$$OPT[0, 0] = 0$$

# A Dynamic Programming Algorithm

## Recursive formula

If  $i, j > 0$ :

$$OPT[i, j] = \min \begin{cases} 1 + OPT[i - 1, j] & \text{(deletion)} \\ 1 + OPT[i, j - 1] & \text{(insertion)} \\ \mathbb{1}_{(s_i \neq t_j)} + OPT[i - 1, j - 1] & \text{(substitution)} \end{cases}$$

If  $i = 0$  or  $j = 0$ :

$$OPT[i, j] = \begin{cases} 1 + OPT[0, j - 1] & \text{if } i = 0 \\ 1 + OPT[i - 1, 0] & \text{if } j = 0 \end{cases} = \max\{i, j\}$$

# Example

MARS  $\rightarrow$  TOAST

	0	1	2	3	4	5
$i \setminus j$	$\epsilon$	T	O	A	S	T
0	$\epsilon$	0				
1	M					
2	A					
3	R					
4	S					

# Example

MARS  $\rightarrow$  TOAST

	0	1	2	3	4	5	
$i \setminus j$	$\epsilon$	T	O	A	S	T	
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**Edit distance: 4**

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**Edit distance:** 4

**Time:** ?

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3	R	3	3	3	3	3	4
4	S	4	4	4	4	3	4

**Edit distance:** 4

**Time:**  $O(nm)$

# A Possible Implementation

```
int edit_distance(std::string &s, std::string &t)
{
    std::array<std::array<int, t.size()+1>, s.size()+1> OPT;

    for(int i=0; i<=s.size(); i++) OPT[i][0] = i;
    for(int j=1; j<=t.size(); j++) OPT[0][j] = j;

    for(int i=1; i<=s.size(); i++)
        for(int j=1; j<=t.size(); j++)
            OPT[i][j] = std::min({OPT[i-1][j]+1, OPT[i][j-1]+1,
                                   OPT[i-1][j-1] + ((s[i]==t[j])?0:1)});

    return OPT[s.size()][t.size()];
}
```

# Reconstructing Solutions

- **Option 1:** Retrace optimal choices backwards.

	$\epsilon$	T	O	A	S	T
$\epsilon$	0	1	2	3	4	5
M	1	1	2	3	4	5
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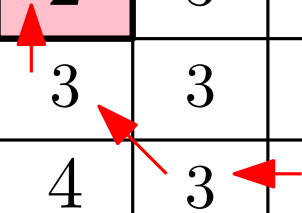
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The diagram shows a grid of values. A red arrow points from the cell containing '3' at the intersection of row 'S' and column 'S' to the cell containing '3' at the intersection of row 'R' and column 'A'. Another red arrow points from the cell containing '4' at the intersection of row 'S' and column 'T' to the cell containing '3' at the intersection of row 'S' and column 'S'.

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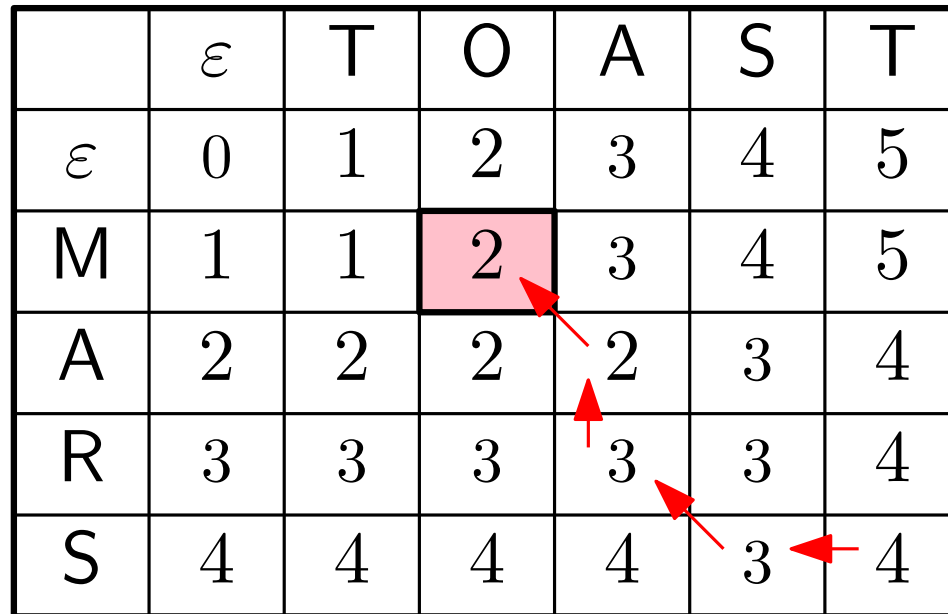
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```
int i=s.size(), j=t.size();
while(i!=0 || j!=0)
{
    //Do something
    if(i>0 && OPT[i][j]==OPT[i-1][j]+1) i--; //Deletion
    else if(j>0 && OPT[i][j]==OPT[i][j-1]+1) j--; //Insertion
    else { i--; j--; } //Substitution
}
```

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R	3	3	3	3	3	4
S	4	4	4	4	3	4

- Change M to T
- Insert O
- (Leave A unchanged)
- Delete R
- (Leave S unchanged)
- Insert T

MARS

TARS

TOARS

TOARS

TOAS

TOAS

TOAST

# Reconstructing Solutions

- **Option 2:** Explicitly store (any of) the optimal choice(s) for each subproblem while filling the table.

	0	1	2	3	4	5	
$i \setminus j$	$\epsilon$	T	O	A	S	T	
0	$\epsilon$	0	1	2	3	4	5
1	M	1	1	2	3	4	5
2	A	2	2	2	2	3	4
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