

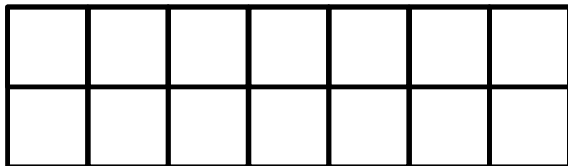
# CS4102 Algorithms

Spring 2020 – Horton's Slides

## Warm Up

How many ways are there to tile a  $2 \times n$  board with dominoes?

How many ways to tile this:

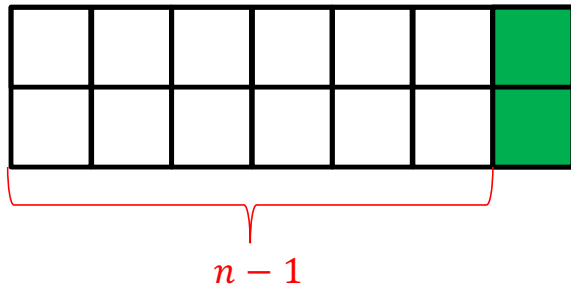


With these?



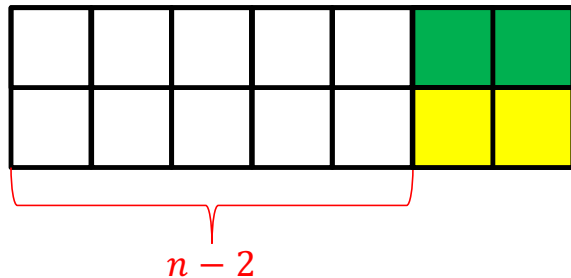
# How many ways are there to tile a $2 \times n$ board with dominoes?

Two ways to fill the final column:



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

$$Tile(0) = Tile(1) = 1$$



# Homeworks

- HW4 due 11pm Thursday, February 27, 2020
  - Divide and Conquer and Sorting
  - Written (use LaTeX!)
  - Submit BOTH a pdf and a zip file (2 separate attachments)
- Midterm: March 4
- Regrade Office Hours
  - Fridays 2:30pm-3:30pm (Rice 210)

# Today's Keywords

- Maximum Sum Continuous Subarray
- Domino Tiling
- Dynamic Programming
- Log Cutting

# CLRS Readings

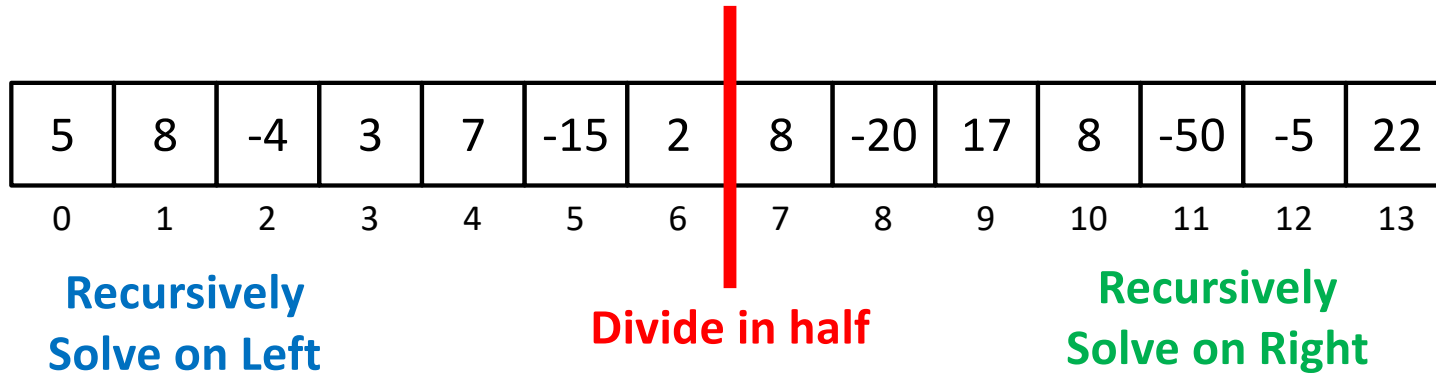
- Chapter 15
  - Section 15.1, Log/Rod cutting, optimal substructure property
    - Note:  $r_i$  in book is called Cut() or C[] in our slides. We use their example.
  - Section 15.3, More on elements of DP, including optimal substructure property
  - Section 15.2, matrix-chain multiplication (later example)
  - Section 15.4, longest common subsequence (even later example)

# Maximum Sum Contiguous Subarray Problem

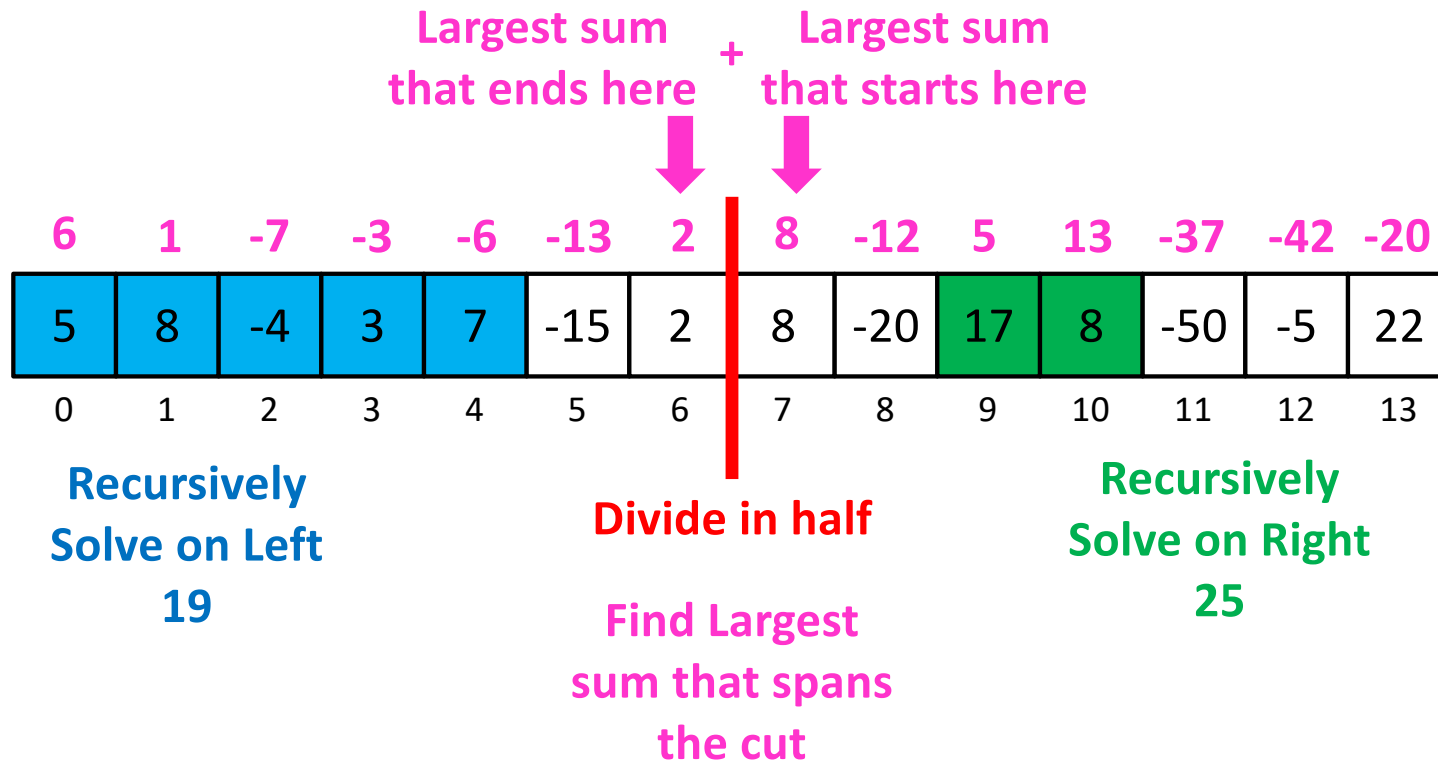
The maximum-sum subarray of a given array of integers  $A$  is the interval  $[a, b]$  such that the sum of all values in the array between  $a$  and  $b$  inclusive is maximal.

Given an array of  $n$  integers (may include both positive and negative values), give a  $O(n \log n)$  algorithm for finding the maximum-sum subarray.

# Divide and Conquer $\Theta(n \log n)$



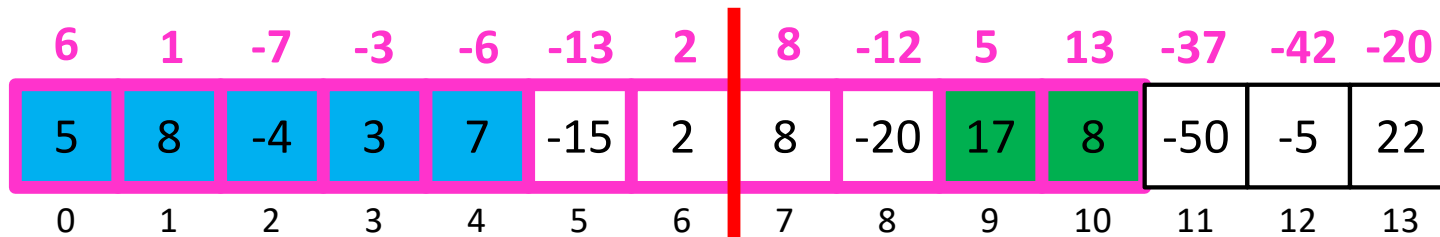
# Divide and Conquer $\Theta(n \log n)$





# Divide and Conquer $\Theta(n \log n)$

Return the Max of  
Left, Right, Center



Recursively  
Solve on Left  
19

Divide in half

Find Largest  
sum that spans  
the cut  
19

Recursively  
Solve on Right  
25

$$T(n) = 2T\left(\frac{n}{2}\right) + n$$

# Divide and Conquer Summary

Typically multiple subproblems.  
Typically all roughly the same size.

- **Divide**
  - Break the list in half
- **Conquer**
  - Find the best subarrays on the left and right
- **Combine**
  - Find the best subarray that “spans the divide”
  - I.e. the best subarray that ends at the divide concatenated with the best that starts at the divide

# Generic Divide and Conquer Solution

```
def myDCalgo(problem):  
    if baseCase(problem):  
        solution = solve(problem) #brute force if necessary  
        return solution  
    subproblems = Divide(problem)  
    for sub in subproblems:  
        subsolutions.append(myDCalgo(sub))  
    solution = Combine(subsolutions)  
    return solution
```

# MSCS Divide and Conquer $\Theta(n \log n)$

```
def MSCS(list):  
    if list.length < 2:  
        return list[0]    #list of size 1 the sum is maximal  
    {listL, listR} = Divide (list)  
    for list in {listL, listR}:  
        subSolutions.append(MSCS(list))  
    solution = max(solnL, solnR, span(listL, listR))  
    return solution
```

# Types of “Divide and Conquer”

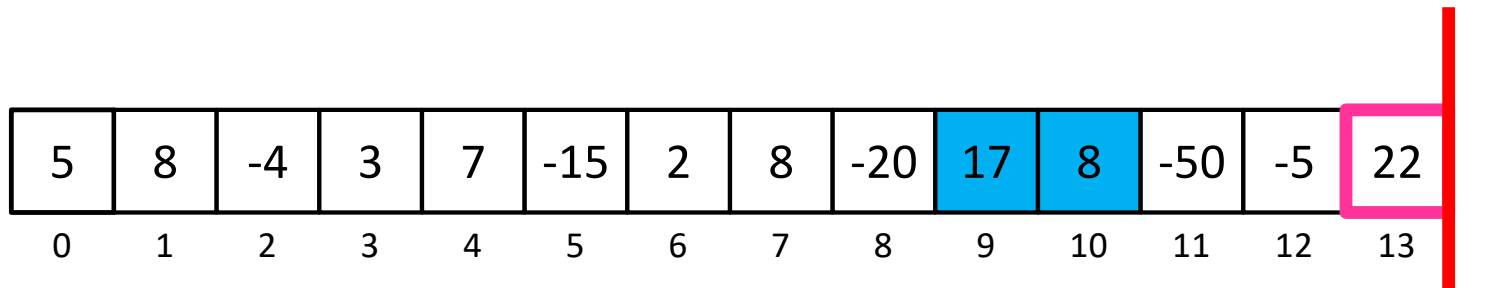
- **Divide and Conquer**
  - Break the problem up into several subproblems of roughly equal size, recursively solve
  - E.g. Karatsuba, Closest Pair of Points, Mergesort...
- **Decrease and Conquer**
  - Break the problem into a single smaller subproblem, recursively solve
  - E.g. Impossible Missions Force (Double Agents), Quickselect, Binary Search

# Pattern So Far

- Typically looking to divide the problem by some fraction ( $\frac{1}{2}$ ,  $\frac{1}{4}$  the size)
- Not necessarily always the best!
  - Sometimes, we can write faster algorithms by finding **unbalanced** divides.
  - Chip and Conquer

# Chip (Unbalanced Divide) and Conquer

- **Divide**
  - Make a subproblem of all but the last element
- **Conquer**
  - Find **B**est **S**ubarray (sum) on the **L**eft ( $BSL(n - 1)$ )
  - Find the **B**est subarray **E**nding at the **D**ivide ( $BED(n - 1)$ )
- **Combine**
  - New **B**est **E**nding at the **D**ivide:
    - $BED(n) = \max(BED(n - 1) + arr[n], 0)$
  - New **B**est **S**ubarray (sum) on the **L**eft:
    - $BSL(n) = \max(BSL(n - 1), BED(n))$



**Recursively  
Solve on Left  
25**

**Find Largest  
sum ending at  
the divide  
22**

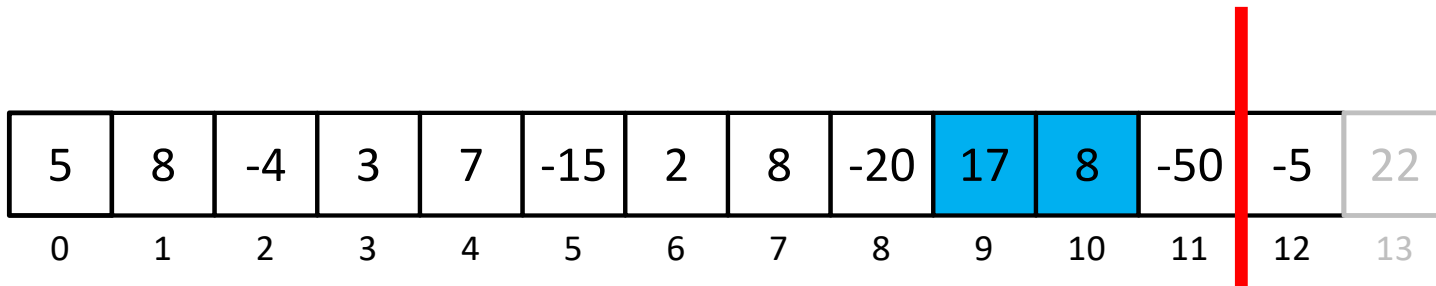


|   |   |    |   |   |     |   |   |     |    |    |     |    |    |
|---|---|----|---|---|-----|---|---|-----|----|----|-----|----|----|
| 5 | 8 | -4 | 3 | 7 | -15 | 2 | 8 | -20 | 17 | 8  | -50 | -5 | 22 |
| 0 | 1 | 2  | 3 | 4 | 5   | 6 | 7 | 8   | 9  | 10 | 11  | 12 | 13 |

**Recursively  
Solve on Left  
25**

**Divide**

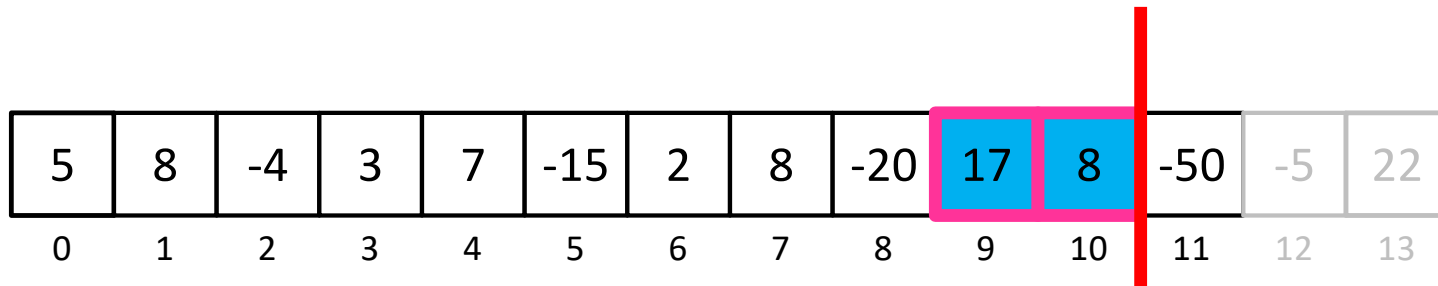
**Find Largest  
sum ending at  
the divide  
0**



**Recursively  
Solve on Left  
25**

**Divide**

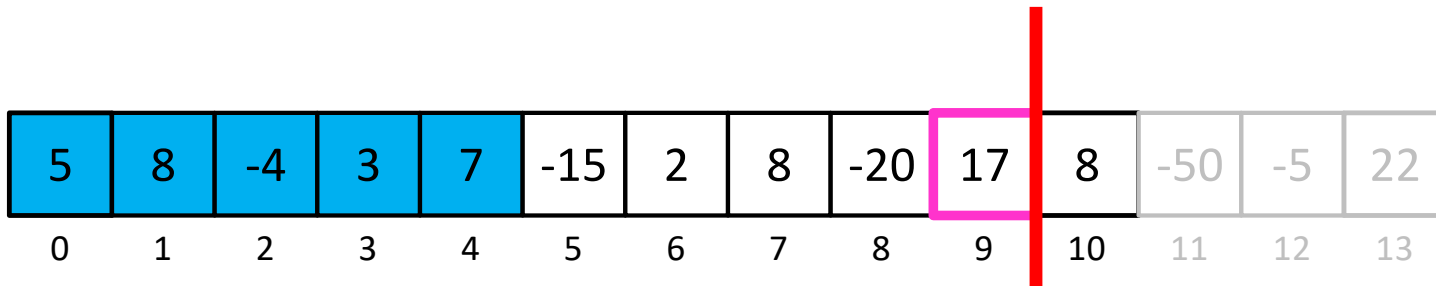
**Find Largest  
sum ending at  
the divide  
0**



**Recursively  
Solve on Left  
25**

**Divide**

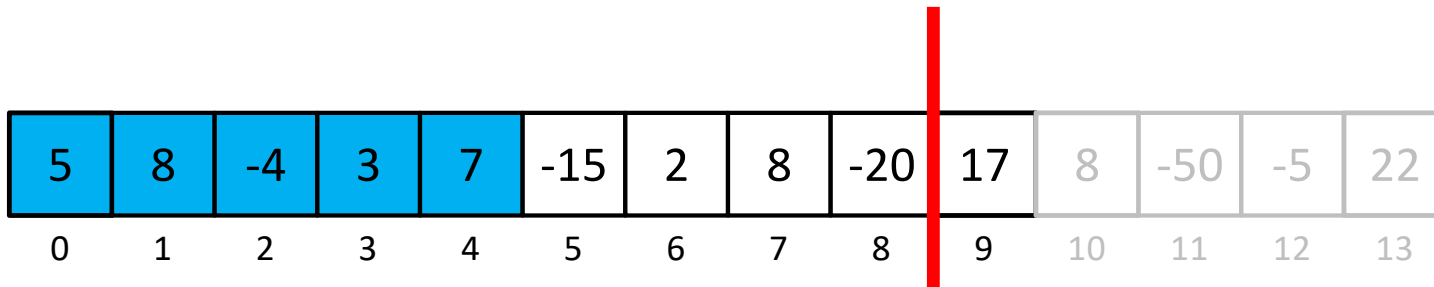
**Find Largest  
sum ending at  
the divide  
25**



**Recursively  
Solve on Left  
19**

**Divide**

**Find Largest  
sum ending at  
the divide  
17**



**Recursively  
Solve on Left  
19**

**Divide**

**Find Largest  
sum ending at  
the divide  
0**



**Recursively**  
**Solve on Left**  
**13**

**Divide**

**Find Largest**  
**sum ending at**  
**the divide**  
**12**

# Chip (Unbalanced Divide) and Conquer

- **Divide**
  - Make a subproblem of all but the last element
- **Conquer**
  - Find **B**est **S**ubarray (sum) on the **L**eft ( $BSL(n - 1)$ )
  - Find the **B**est subarray **E**nding at the **D**ivide ( $BED(n - 1)$ )
- **Combine**
  - New **B**est **E**nding at the **D**ivide:
    - $BED(n) = \max(BED(n - 1) + arr[n], 0)$
  - New **B**est **S**ubarray (sum) on the **L**eft:
    - $BSL(n) = \max(BSL(n - 1), BED(n))$

# Was unbalanced better? YES

- Old:

- We divided in **Half**
- We solved 2 different problems:
  - Find the best overall on **BOTH** the **left/right**
  - Find the best which end/start on **BOTH** the **left/right** respectively
- **Linear** time combine

$$T(n) = 2T\left(\frac{n}{2}\right) + n$$

$$T(n) = \Theta(n \log n)$$

- New:

- We divide by **1, n-1**
- We solve 2 different problems:
  - Find the best overall on the **left ONLY**
  - Find the best which ends on the **left ONLY**
- **Constant** time combine

$$T(n) = 1T(n-1) + 1$$

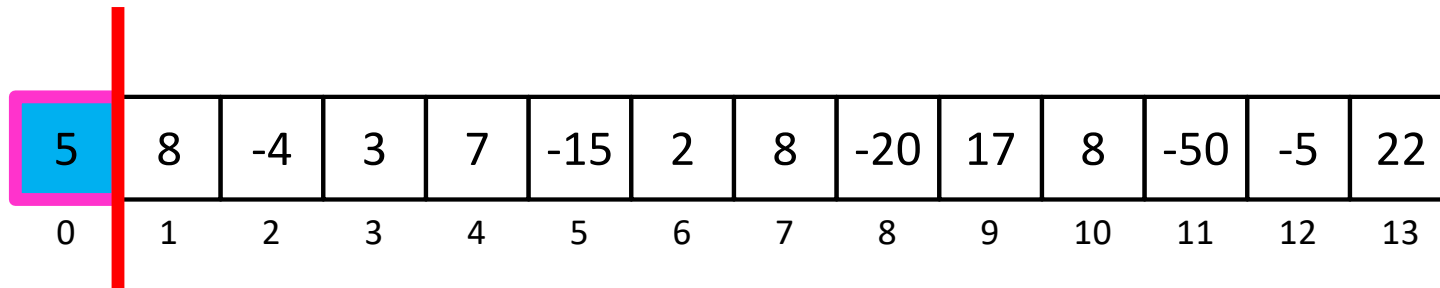
$$T(n) = \Theta(n)$$



# MSCS Problem - Redux

- Solve in  $O(n)$  by increasing the problem size by 1 each time.
- **Idea:** Only include negative values if the positives on both sides of it are “worth it”

# $\Theta(n)$ Solution



Begin here

Remember two values:

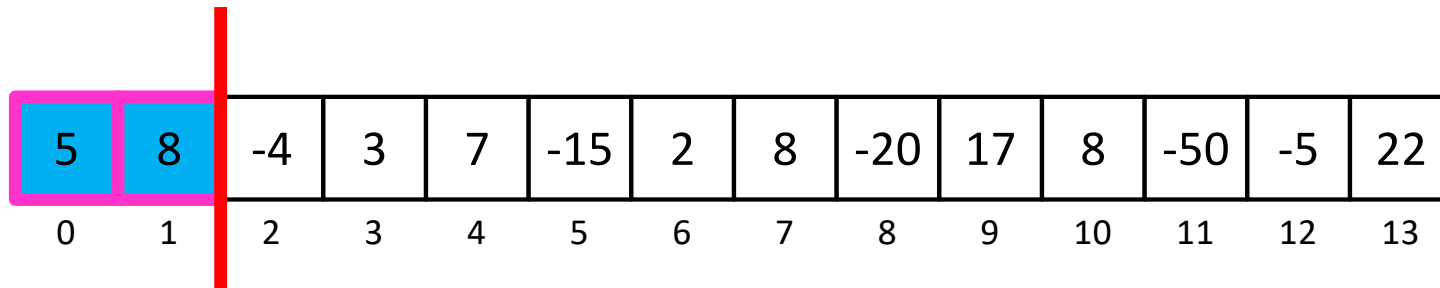
Best So Far

5

Best ending here

5

# $\Theta(n)$ Solution



Remember two values:

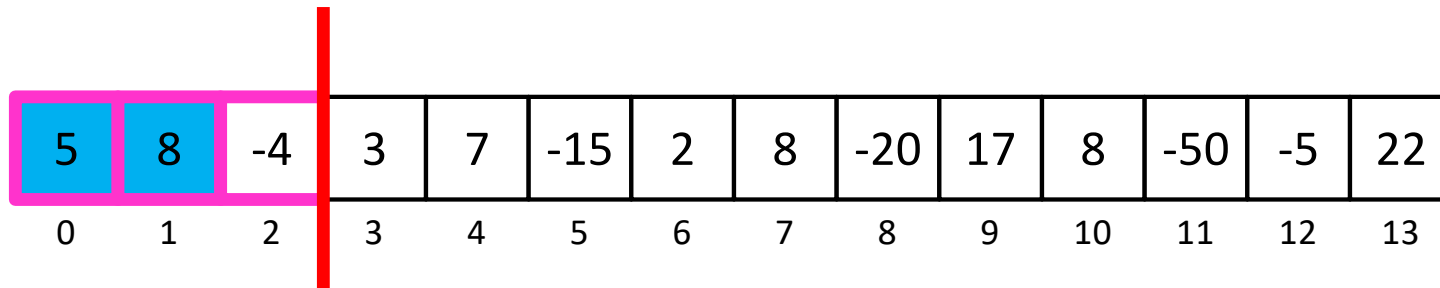
Best So Far

13

Best ending here

13

# $\Theta(n)$ Solution



Remember two values:

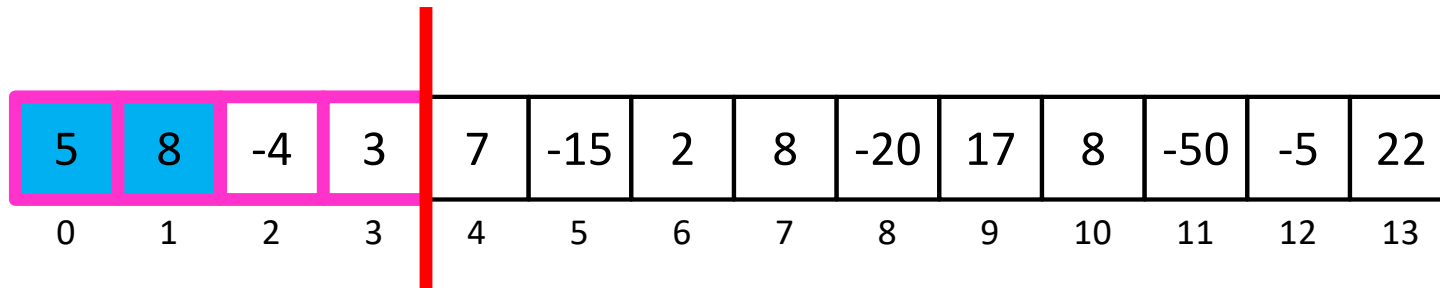
Best So Far

13

Best ending here

9

# $\Theta(n)$ Solution



Remember two values:

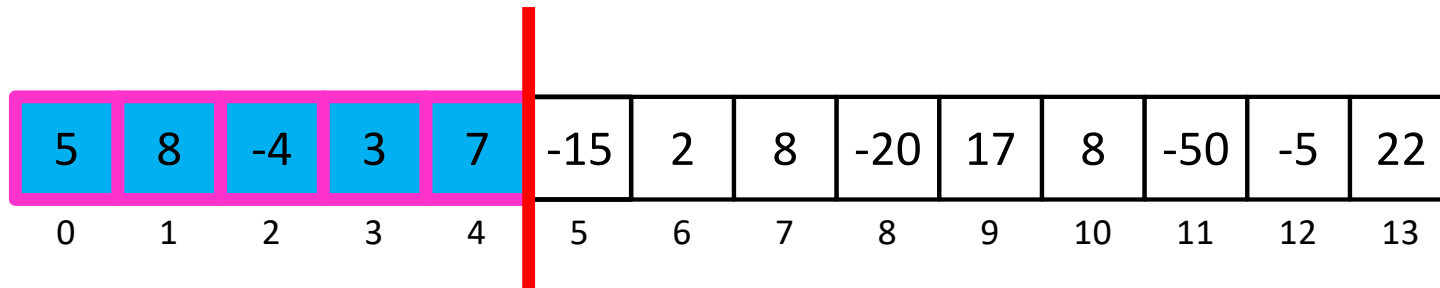
Best So Far

13

Best ending here

12

# $\Theta(n)$ Solution



Remember two values:

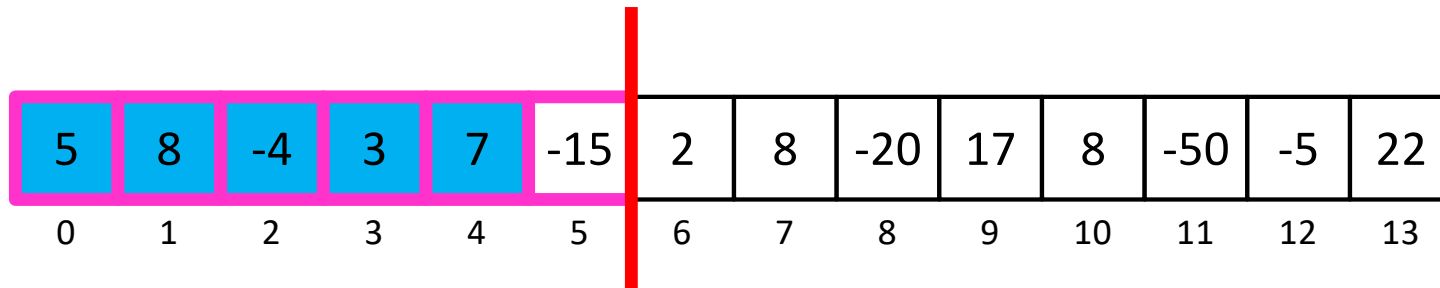
Best So Far

19

Best ending here

19

# $\Theta(n)$ Solution



Remember two values:

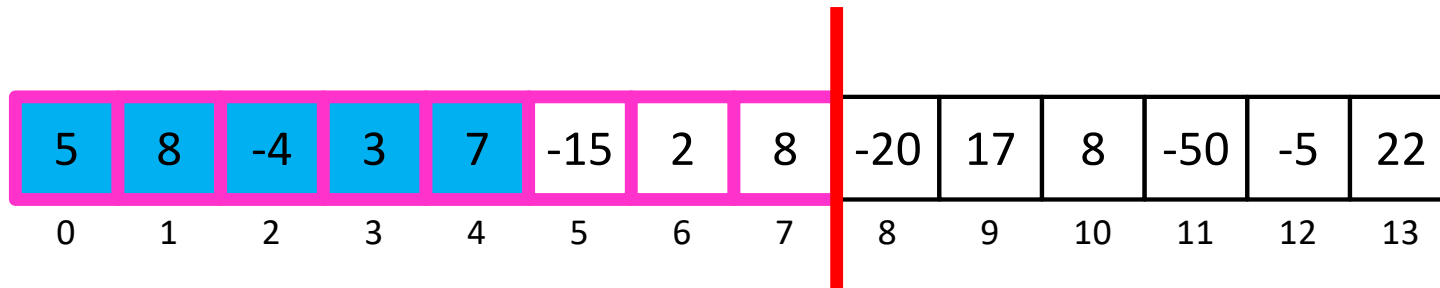
Best So Far

19

Best ending here

4

# $\Theta(n)$ Solution



Remember two values:

Best So Far

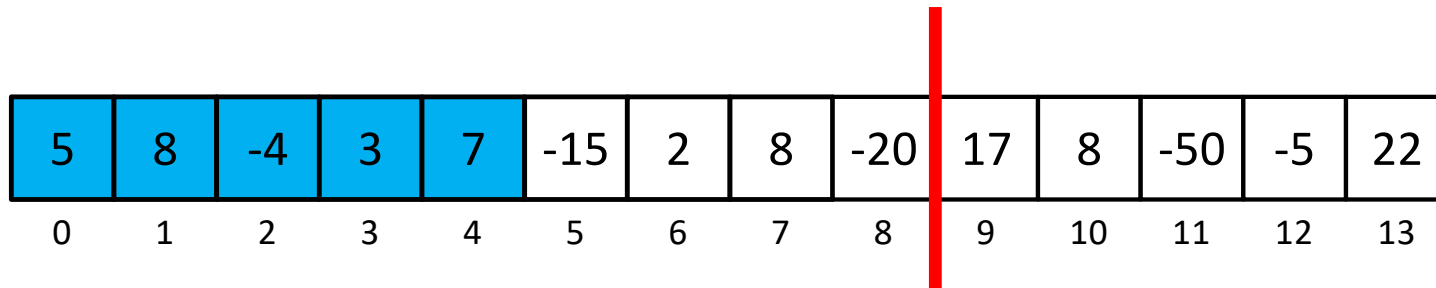
19

Best ending here

14



# $\Theta(n)$ Solution

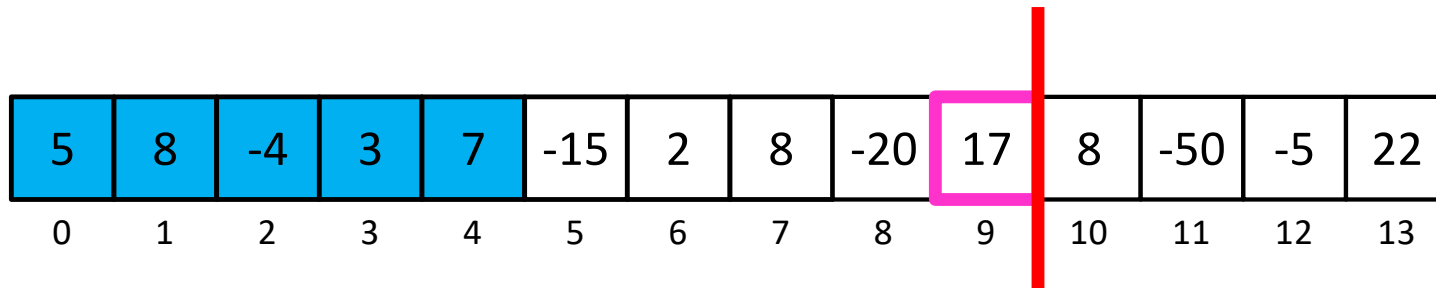


Remember two values:

Best So Far  
19

Best ending here  
0

# $\Theta(n)$ Solution



Remember two values:

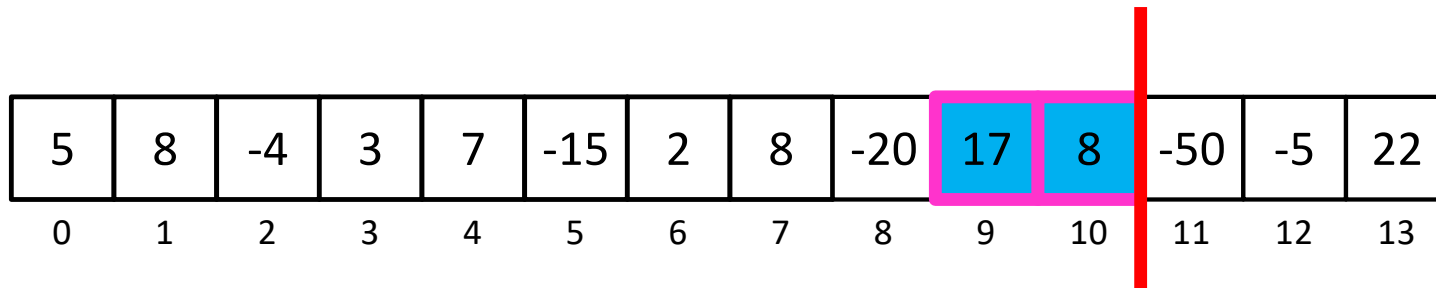
Best So Far

19

Best ending here

17

# $\Theta(n)$ Solution



Remember two values:

Best So Far

25

Best ending here

25

# End of Midterm Exam Materials!

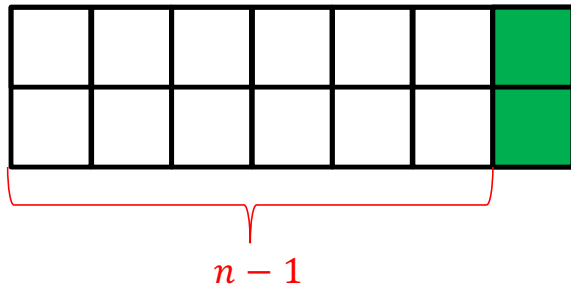


"Mr. Osborne, may I be excused? My brain is full."

# Back to Tiling

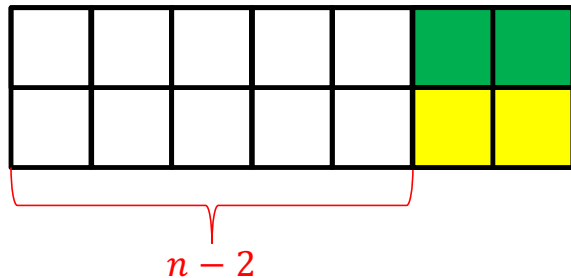
# How many ways are there to tile a $2 \times n$ board with dominoes?

Two ways to fill the final column:



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

$$Tile(0) = Tile(1) = 1$$



# How to compute $\text{Tile}(n)$ ?

$\text{Tile}(n)$ :

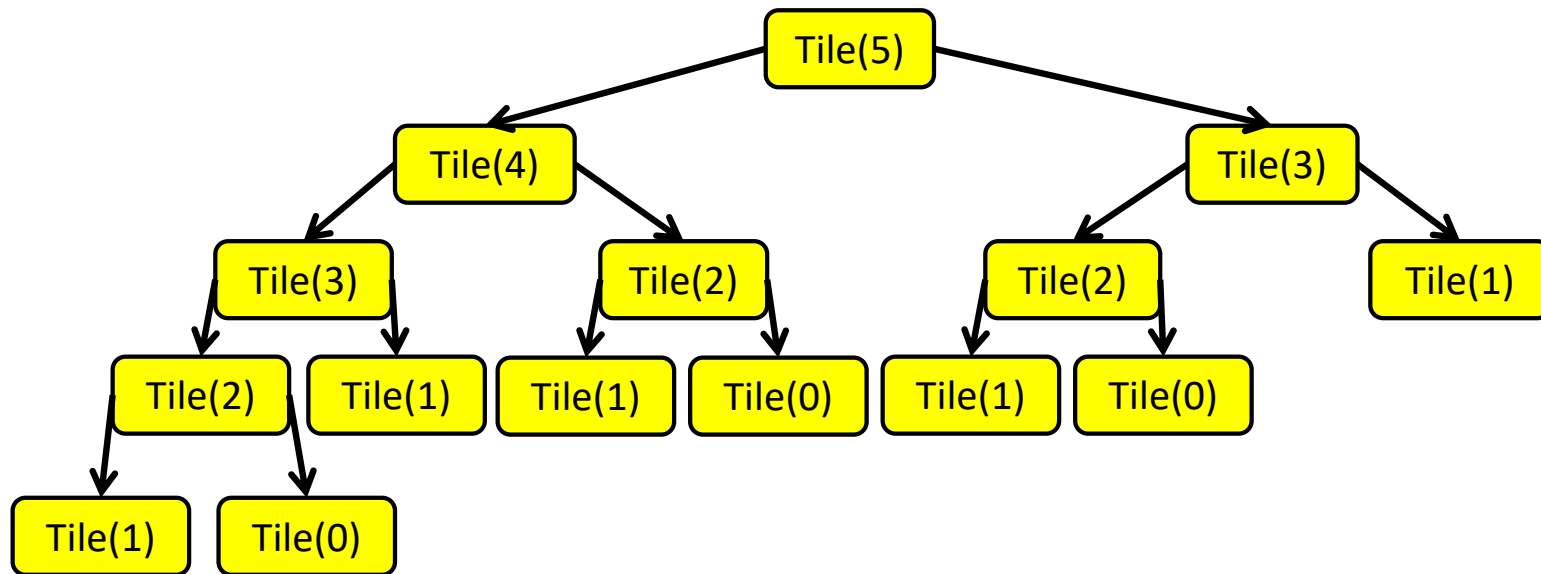
if  $n < 2$ :

return 1

return  $\text{Tile}(n-1) + \text{Tile}(n-2)$

Problem?

# Recursion Tree



Many redundant calls!

Run time:  $\Omega(2^n)$

Better way: Use Memory!



# Computing $Tile(n)$ with Memory

Initialize Memory M

Tile(n):

if  $n < 2$ :

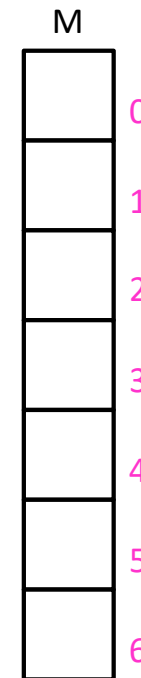
return 1

if M[n] is filled:

return M[n]

M[n] = Tile(n-1)+Tile(n-2)

return M[n]



Technique: “memoization” (note no “r”)

# Computing $\text{Tile}(n)$ with Memory - “Top Down”

Initialize Memory M

$\text{Tile}(n)$ :

if  $n < 2$ :

return 1

if M[n] is filled:

return M[n]

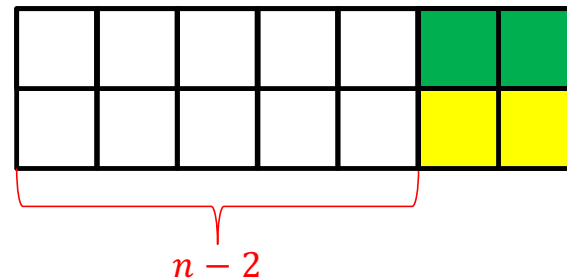
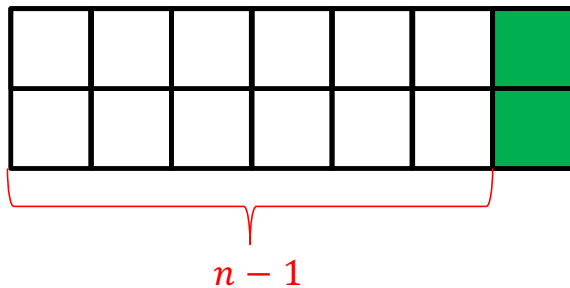
$M[n] = \text{Tile}(n-1) + \text{Tile}(n-2)$

return M[n]

| M  |   |
|----|---|
| 1  | 0 |
| 1  | 1 |
| 2  | 2 |
| 3  | 3 |
| 5  | 4 |
| 8  | 5 |
| 13 | 6 |

# Dynamic Programming

- Requires **Optimal Substructure**
  - Solution to larger problem contains the solutions to smaller ones
- Idea:
  1. Identify recursive structure of the problem
    - What is the “last thing” done?



# Generic Divide and Conquer Solution

```
def myDCalgo(problem):  
  
    if baseCase(problem):  
        solution = solve(problem)  
  
        return solution  
    for subproblem of problem: # After dividing  
        subsolutions.append(myDCalgo(subproblem))  
    solution = Combine(subsolutions)  
  
    return solution
```

# Generic Top-Down Dynamic Programming Soln

```
mem = {}  
def myDPalgo(problem):  
    if mem[problem] not blank:  
        return mem[problem]  
    if baseCase(problem):  
        solution = solve(problem)  
        mem[problem] = solution  
        return solution  
    for subproblem of problem:  
        subsolutions.append(myDPalgo(subproblem))  
    solution = OptimalSubstructure(subsolutions)  
    mem[problem] = solution  
    return solution
```

# Computing $\text{Tile}(n)$ with Memory - “Top Down”

Initialize Memory M

$\text{Tile}(n)$ :

if  $n < 2$ :

return 1

if M[n] is filled:

return M[n]

$M[n] = \text{Tile}(n-1) + \text{Tile}(n-2)$

return M[n]

| M  |   |
|----|---|
| 1  | 0 |
| 1  | 1 |
| 2  | 2 |
| 3  | 3 |
| 5  | 4 |
| 8  | 5 |
| 13 | 6 |

Recursive calls happen in a predictable order

# Better $Tile(n)$ with Memory - “Bottom Up”

Tile(n):

Initialize Memory M

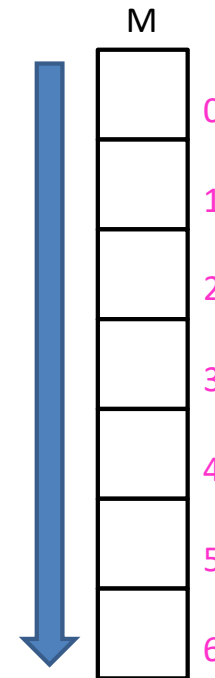
$M[0] = 1$

$M[1] = 1$

for  $i = 2$  to  $n$ :

$M[i] = M[i-1] + M[i-2]$

return  $M[n]$



# Dynamic Programming

- Requires **Optimal Substructure**
  - Solution to larger problem contains the solutions to smaller ones
    - Keep in mind that “solution” here means “optimal solution”
- Idea:
  1. Identify the recursive structure of the problem
    - What is the “last thing” done?
  2. Save the solution to each subproblem in memory
  3. Select a good order for solving subproblems
    - “Top Down”: Solve each recursively
    - “Bottom Up”: Iteratively solve smallest to largest



# More on Optimal Substructure Property

- Detailed discussion on CLRS p. 379
  - If  $A$  is an optimal solution to a problem, then the components of  $A$  are optimal solutions to subproblems
- Examples:
  - True for coin-changing
    - Why? Let's discuss
  - True for single-source shortest path (see textbook, p. 381-382)
  - Not true for longest-simple-path (p. 382)
  - True for knapsack

# Real World Problems, Real Solutions!

- If 7-year old Tommy bought this at the movies for \$1.40
  - Could he sell pieces of it to his young friends and make money?
  - Not if he charges \$0.10 per piece
  - Maybe a more complex pricing structure? \$0.20 for 1, \$0.80 for 7, ...



# Log Cutting

Given a log of length  $n$

A list (of length  $n$ ) of prices  $P$  ( $P[i]$  is the price of a cut of size  $i$ )

Find the best way to cut the log

|         |   |   |   |   |    |    |    |    |    |    |
|---------|---|---|---|---|----|----|----|----|----|----|
| Price:  | 1 | 5 | 8 | 9 | 10 | 17 | 17 | 20 | 24 | 30 |
| Length: | 1 | 2 | 3 | 4 | 5  | 6  | 7  | 8  | 9  | 10 |



Select a list of lengths  $\ell_1, \dots, \ell_k$  such that:

$$\sum \ell_i = n$$

to maximize  $\sum P[\ell_i]$

Brute Force:  $O(2^n)$

# Greedy won't work

- **Greedy algorithms** (next unit) build a solution by picking the best option “right now”
  - Select the most profitable cut first

|         |   |    |    |    |    |    |
|---------|---|----|----|----|----|----|
| Price:  | 1 | 18 | 24 | 36 | 50 | 50 |
| Length: | 1 | 2  | 3  | 4  | 5  | 6  |



Greedy: Lengths: 5, 1  
Profit: 51

Better: Lengths: 2, 4  
Profit: 54

# Greedy won't work

- **Greedy algorithms** (next unit) build a solution by picking the best option “right now”
  - Select the “most bang for your buck”
    - (best price / length ratio)

|         |   |    |    |    |    |    |
|---------|---|----|----|----|----|----|
| Price:  | 1 | 18 | 24 | 36 | 50 | 50 |
| Length: | 1 | 2  | 3  | 4  | 5  | 6  |



Greedy: Lengths: 5, 1  
Profit: 51

Better: Lengths: 2, 4  
Profit: 54

# Dynamic Programming

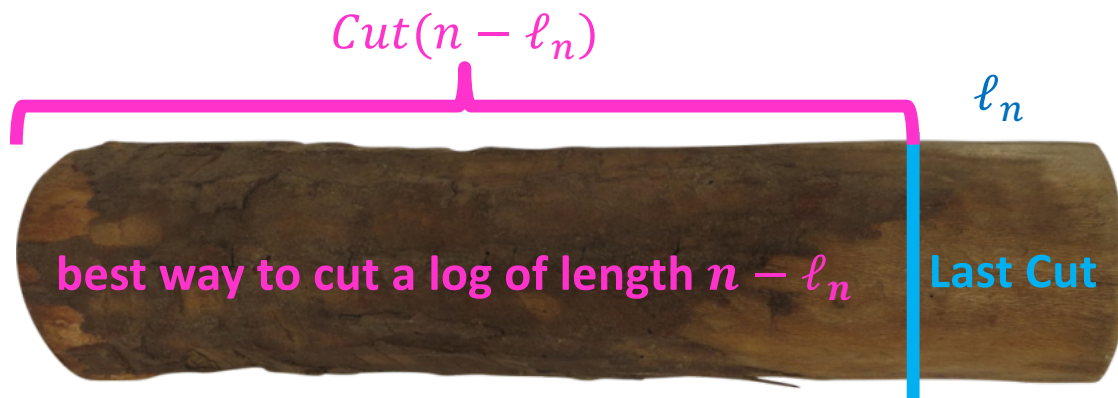
- Requires **Optimal Substructure**
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- Idea:
  1. Identify the recursive structure of the problem
    - What is the “last thing” done?
  2. Save the solution to each subproblem in memory
  3. Select a good order for solving subproblems
    - “Top Down”: Solve each recursively
    - “Bottom Up”: Iteratively solve smallest to largest

# 1. Identify Recursive Structure

$P[i]$  = value of a cut of length  $i$

$Cut(n)$  = value of best way to cut a log of length  $n$

$$Cut(n) = \max \begin{cases} Cut(n-1) + P[1] \\ Cut(n-2) + P[2] \\ \dots \\ Cut(0) + P[n] \end{cases}$$



# Dynamic Programming

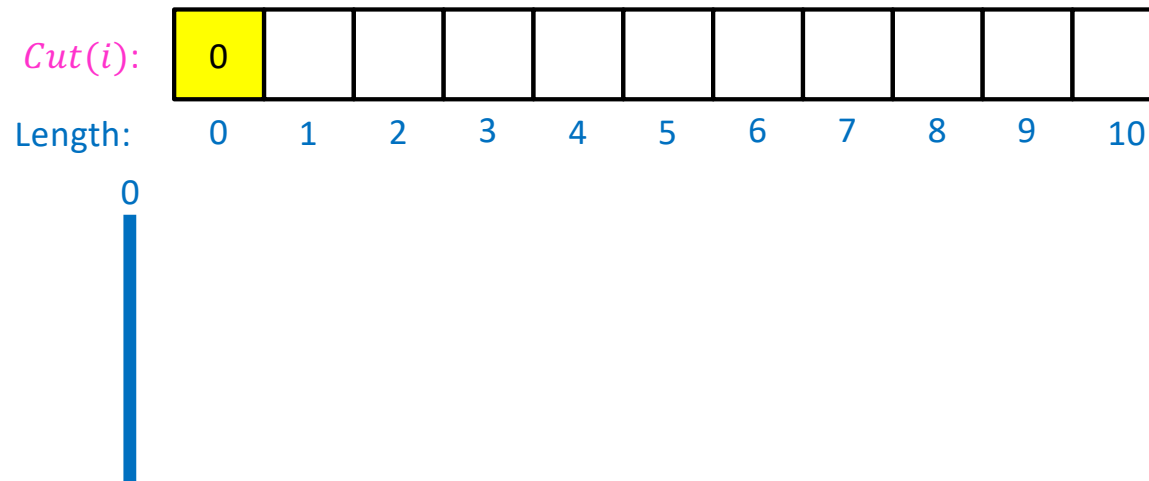
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### 3. Select a Good Order for Solving Subproblems

Solve Smallest subproblem first

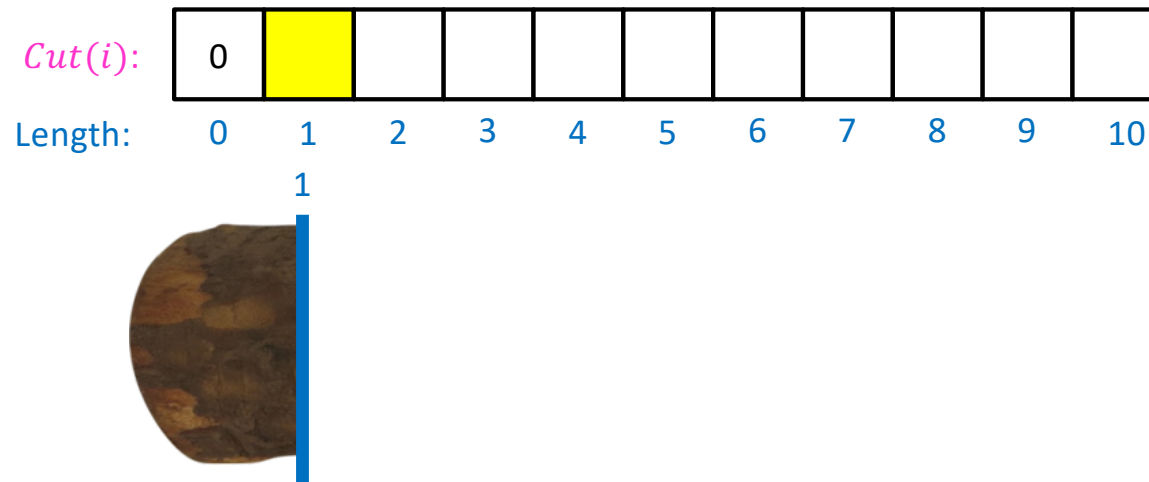
$$\text{Cut}(0) = 0$$



### 3. Select a Good Order for Solving Subproblems

Solve Smallest subproblem first

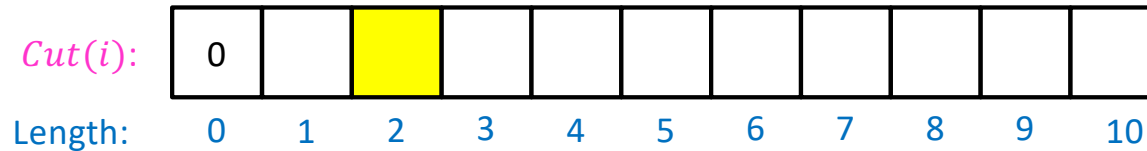
$$Cut(1) = Cut(0) + P[1]$$



### 3. Select a Good Order for Solving Subproblems

Solve Smallest subproblem first

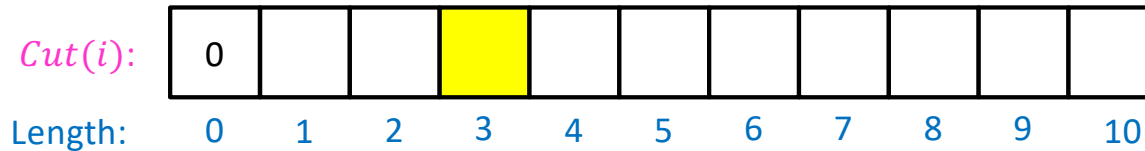
$$Cut(2) = \max \begin{cases} Cut(1) + P[1] \\ Cut(0) + P[2] \end{cases}$$



### 3. Select a Good Order for Solving Subproblems

Solve Smallest subproblem first

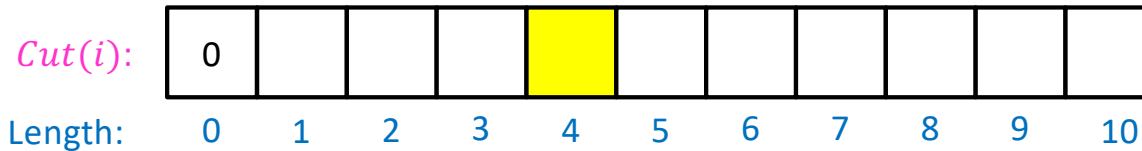
$$Cut(3) = \max \begin{cases} Cut(2) + P[1] \\ Cut(1) + P[2] \\ Cut(0) + P[3] \end{cases}$$



### 3. Select a Good Order for Solving Subproblems

Solve Smallest subproblem first

$$Cut(4) = \max \begin{cases} Cut(3) + P[1] \\ Cut(2) + P[2] \\ Cut(1) + P[3] \\ Cut(0) + P[4] \end{cases}$$



# Log Cutting Pseudocode

Initialize Memory C

Cut(n):

    C[0] = 0

    for i=1 to n:

        best = 0

        for j = 1 to i:

            best = max(best, C[i-j] + P[j])

        C[i] = best

    return C[n]

Run Time:  $O(n^2)$

## How to find the cuts?

- This procedure told us the profit, but not the cuts themselves
- Idea: **remember** the choice that you made, then **backtrack**

# Remember the choice made

Initialize Memory C, Choices

Cut(n):

$C[0] = 0$

for  $i=1$  to  $n$ :

$best = 0$

    for  $j = 1$  to  $i$ :

        if  $best < C[i-j] + P[j]$ :

$best = C[i-j] + P[j]$

            Choices[i]=j

Gives the size  
of the last cut

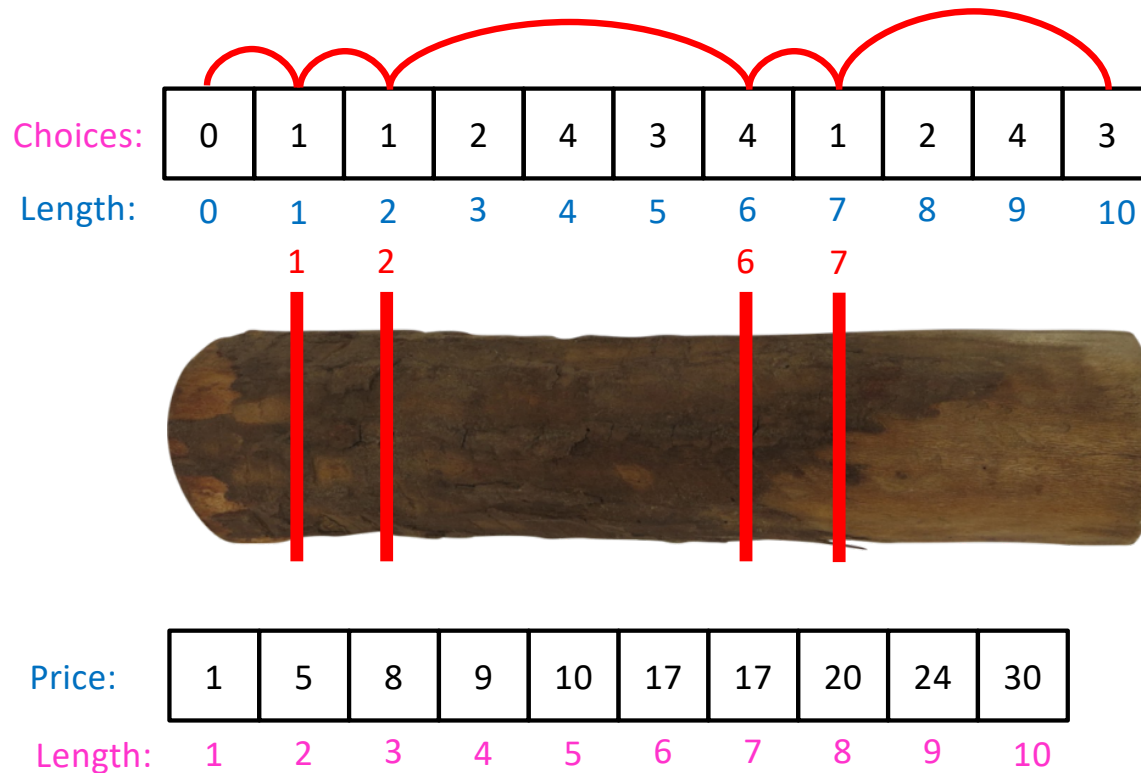
$C[i] = best$

return  $C[n]$



# Reconstruct the Cuts

- Backtrack through the choices



Example to demo Choices[] only. Profit of 20 is not optimal!

# Backtracking Pseudocode

```
i = n
```

```
while i > 0:
```

```
    print Choices[i]
```

```
    i = i - Choices[i]
```

# Our Example: Getting Optimal Solution

| i         | 0 | 1 | 2 | 3 | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
|-----------|---|---|---|---|----|----|----|----|----|----|----|
| C[i]      | 0 | 1 | 5 | 8 | 10 | 13 | 17 | 18 | 22 | 25 | 30 |
| Choice[i] | 0 | 1 | 2 | 3 | 2  | 2  | 6  | 1  | 2  | 3  | 10 |

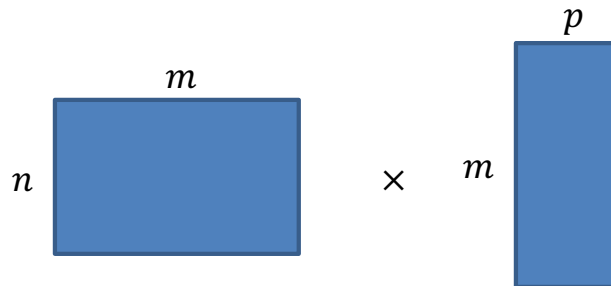
- If n were 5
  - Best score is 13
  - Cut at Choice[n]=2, then cut at  
Choice[n-Choice[n]]= Choice[5-2]= Choice[3]=3
- If n were 7
  - Best score is 18
  - Cut at 1, then cut at 6

# Dynamic Programming

- Requires **Optimal Substructure**
  - Solution to larger problem contains the solutions to smaller ones
- Idea:
  1. Identify the recursive structure of the problem
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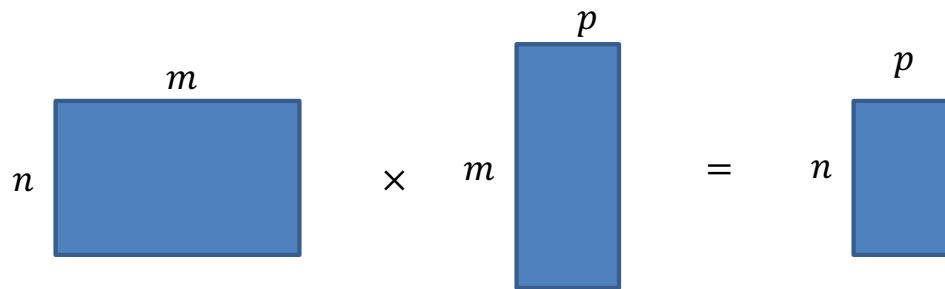
# Mental Stretch

How many arithmetic operations are required to multiply a  $n \times m$  Matrix with a  $m \times p$  Matrix?  
(don't overthink this)



## Mental Stretch

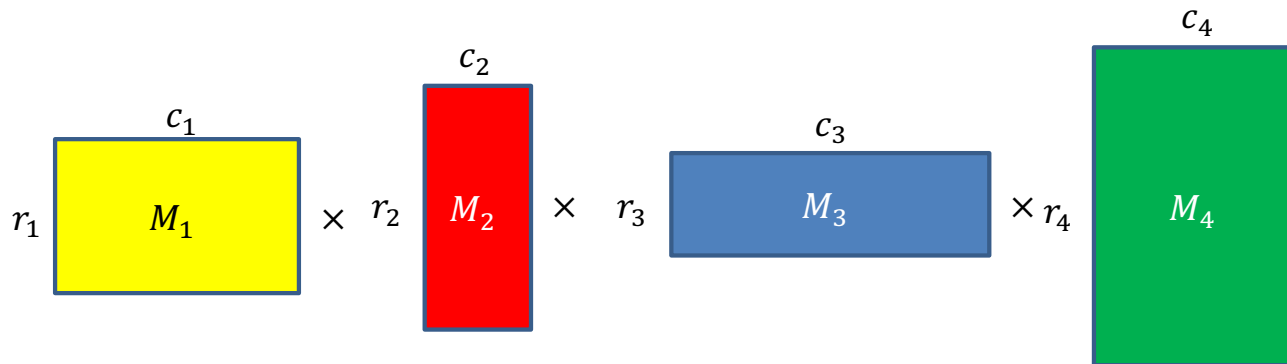
How many arithmetic operations are required to multiply a  $n \times m$  Matrix with a  $m \times p$  Matrix?  
(don't overthink this)



- $m$  multiplications and additions per element
- $n \cdot p$  elements to compute
- Total cost:  $m \cdot n \cdot p$

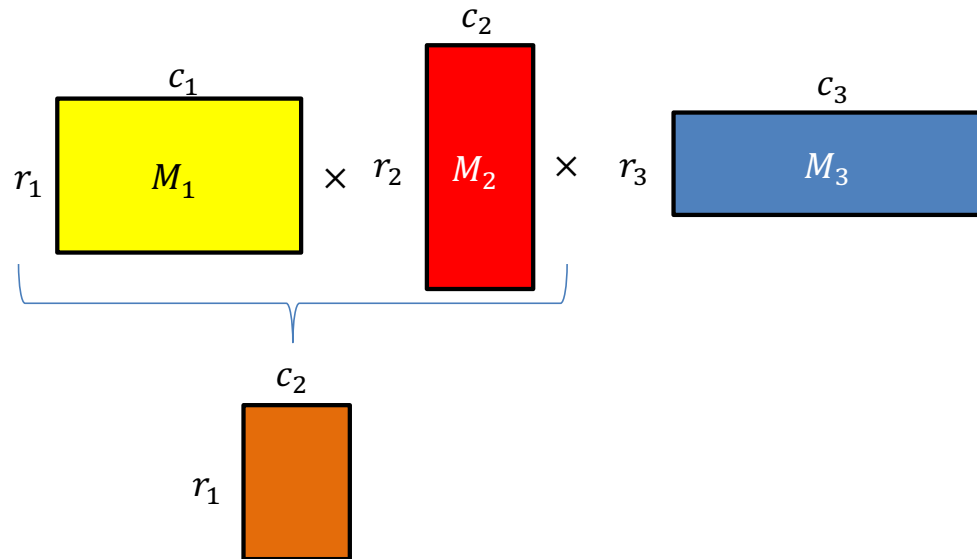
# Matrix Chaining

- Given a sequence of Matrices  $(M_1, \dots, M_n)$ , what is the most efficient way to multiply them?



# Order Matters!

$$c_1 = r_2$$
$$c_2 = r_3$$

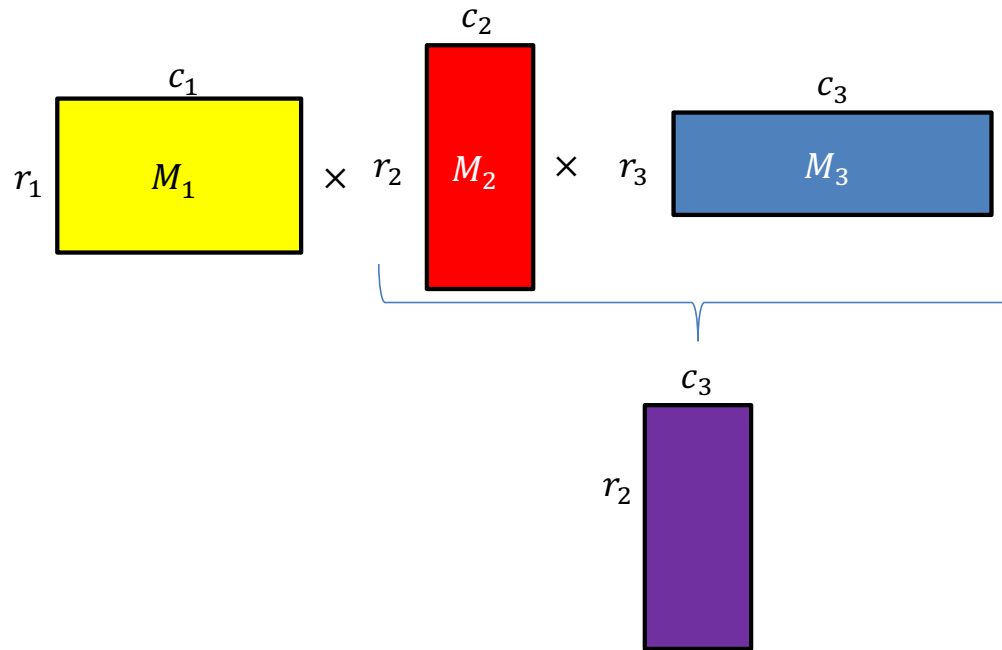


- $(M_1 \times M_2) \times M_3$ 
  - uses  $(c_1 \cdot r_1 \cdot c_2) + c_2 \cdot r_1 \cdot c_3$  operations



# Order Matters!

$$c_1 = r_2$$
$$c_2 = r_3$$



- $M_1 \times (M_2 \times M_3)$ 
  - uses  $c_1 \cdot r_1 \cdot c_3 + (c_2 \cdot r_2 \cdot c_3)$  operations

# Order Matters!

$$c_1 = r_2$$

$$c_2 = r_3$$

- $(M_1 \times M_2) \times M_3$

– uses  $(c_1 \cdot r_1 \cdot c_2) + c_2 \cdot r_1 \cdot c_3$  operations

–  $(10 \cdot 7 \cdot 20) + 20 \cdot 7 \cdot 8 = 2520$

- $M_1 \times (M_2 \times M_3)$

– uses  $c_1 \cdot r_1 \cdot c_3 + (c_2 \cdot r_2 \cdot c_3)$  operations

–  $10 \cdot 7 \cdot 8 + (20 \cdot 10 \cdot 8) = 2160$

$$M_1 = 7 \times 10$$

$$M_2 = 10 \times 20$$

$$M_3 = 20 \times 8$$

$$c_1 = 10$$

$$c_2 = 20$$

$$c_3 = 8$$

$$r_1 = 7$$

$$r_2 = 10$$

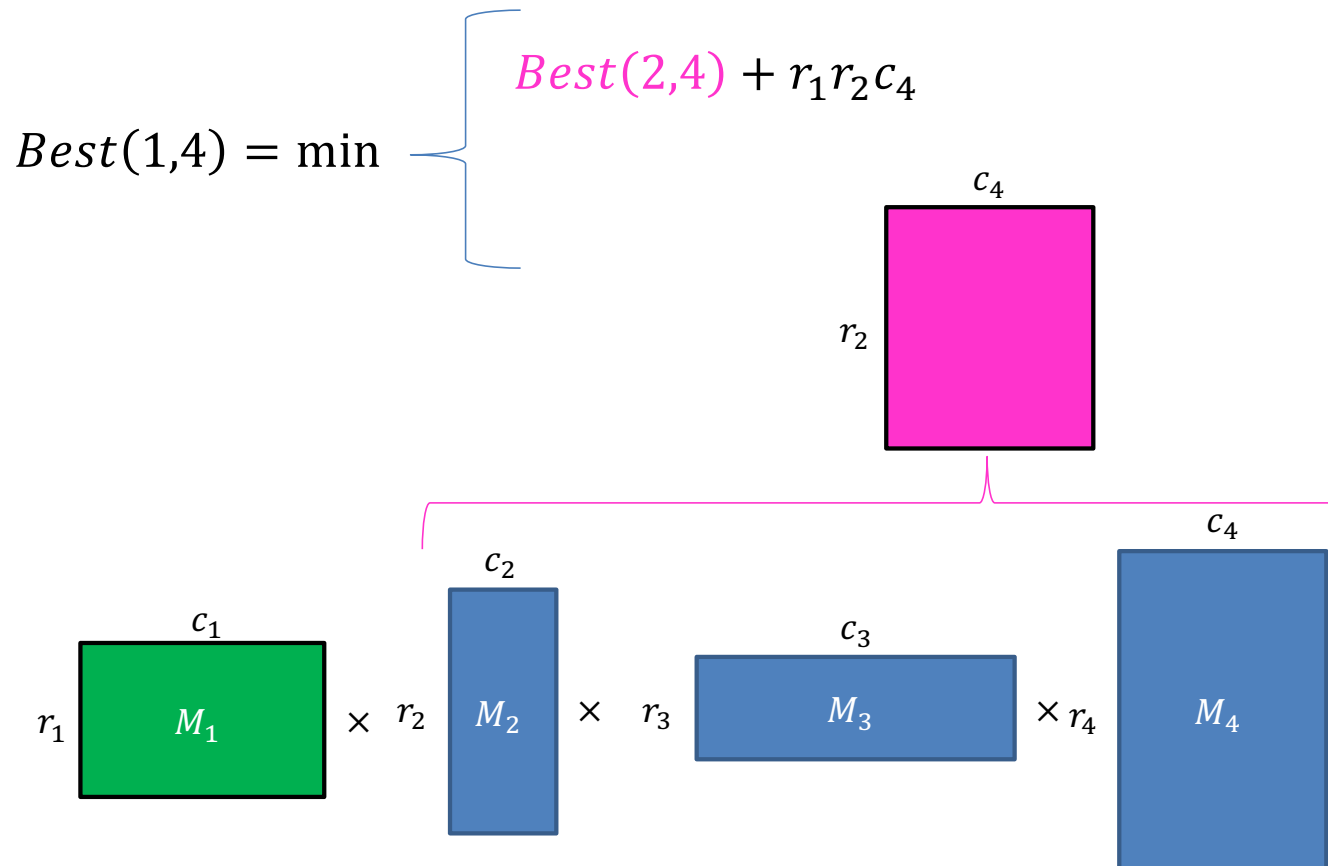
$$r_3 = 20$$

# Dynamic Programming

- Requires **Optimal Substructure**
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- Idea:
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# 1. Identify the Recursive Structure of the Problem

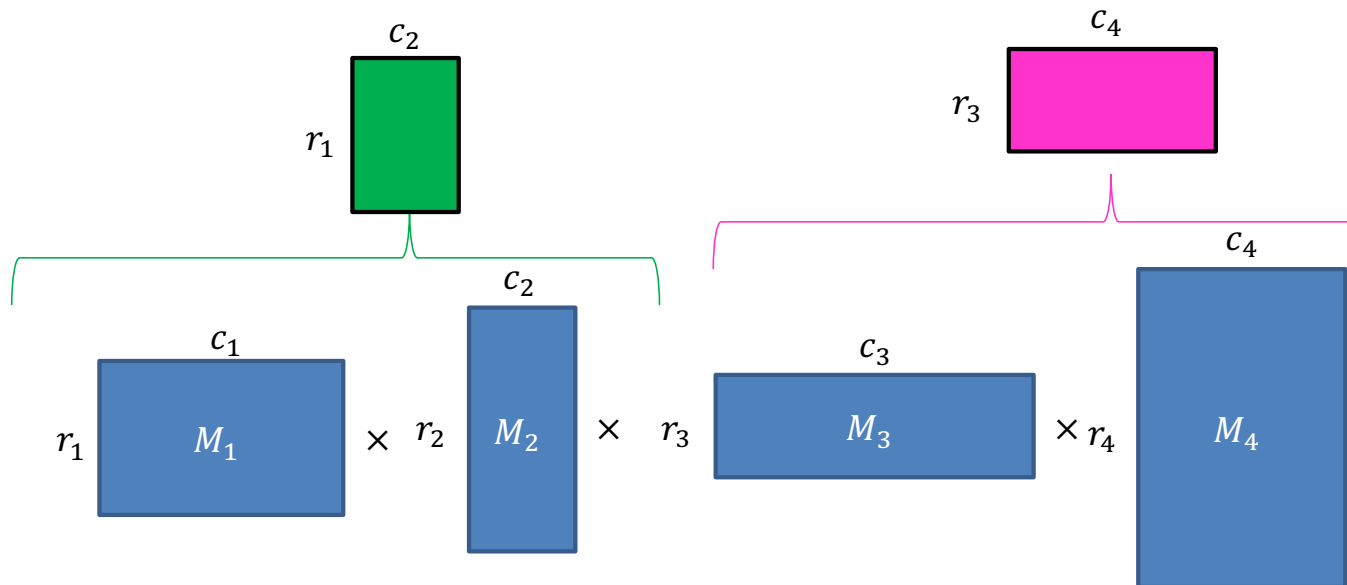
$Best(1, n)$  = cheapest way to multiply together  $M_1$  through  $M_n$



# 1. Identify the Recursive Structure of the Problem

$Best(1, n)$  = cheapest way to multiply together  $M_1$  through  $M_n$

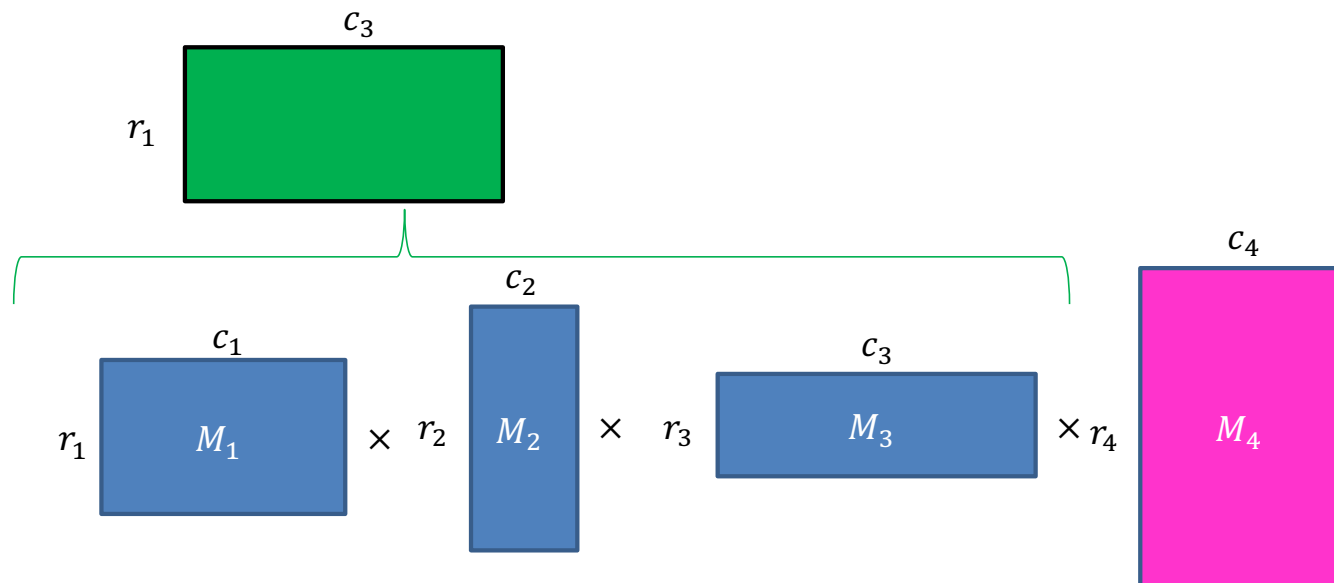
$$Best(1,4) = \min \begin{cases} Best(2,4) + r_1 r_2 c_4 \\ Best(1,2) + Best(3,4) + r_1 r_3 c_4 \end{cases}$$



# 1. Identify the Recursive Structure of the Problem

$Best(1, n)$  = cheapest way to multiply together  $M_1$  through  $M_n$

$$Best(1,4) = \min \begin{cases} Best(2,4) + r_1 r_2 c_4 \\ Best(1,2) + Best(3,4) + r_1 r_3 c_4 \\ Best(1,3) + r_1 r_4 c_4 \end{cases}$$



# 1. Identify the Recursive Structure of the Problem

- In general:

$Best(i, j)$  = cheapest way to multiply together  $M_i$  through  $M_j$

$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k + 1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

$$Best(1, n) = \min \left\{ \begin{array}{l} Best(2, n) + r_1 r_2 c_n \\ Best(1, 2) + Best(3, n) + r_1 r_3 c_n \\ Best(1, 3) + Best(4, n) + r_1 r_4 c_n \\ Best(1, 4) + Best(5, n) + r_1 r_5 c_n \\ \dots \\ Best(1, n - 1) + r_1 r_n c_n \end{array} \right.$$

# Dynamic Programming

- Requires **Optimal Substructure**
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- Idea:
  1. Identify the recursive structure of the problem
    - What is the “last thing” done?
  2. Save the solution to each subproblem in memory
  3. Select a good order for solving subproblems
    - “Top Down”: Solve each recursively
    - “Bottom Up”: Iteratively solve smallest to largest



## 2. Save Subsolutions in Memory

- In general:

$Best(i, j)$  = cheapest way to multiply together  $M_i$  through  $M_j$

$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

Save to M[n]

Read from M[n]  
if present

$$Best(1, n) = \min$$

$$Best(2, n) + r_1 r_2 c_n$$

$$Best(1, 2) + Best(3, n) + r_1 r_3 c_n$$

$$Best(1, 3) + Best(4, n) + r_1 r_4 c_n$$

$$Best(1, 4) + Best(5, n) + r_1 r_5 c_n$$

...

$$Best(1, n-1) + r_1 r_n c_n$$

# Dynamic Programming

- Requires **Optimal Substructure**
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  1. Identify the recursive structure of the problem
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### 3. Select a good order for solving subproblems

- In general:

$Best(i, j)$  = cheapest way to multiply together  $M_i$  through  $M_j$

$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

Save to  $M[n]$

Read from  $M[n]$   
if present

$$Best(1, n) = \min$$

$$Best(2, n) + r_1 r_2 c_n$$

$$Best(1, 2) + Best(3, n) + r_1 r_3 c_n$$

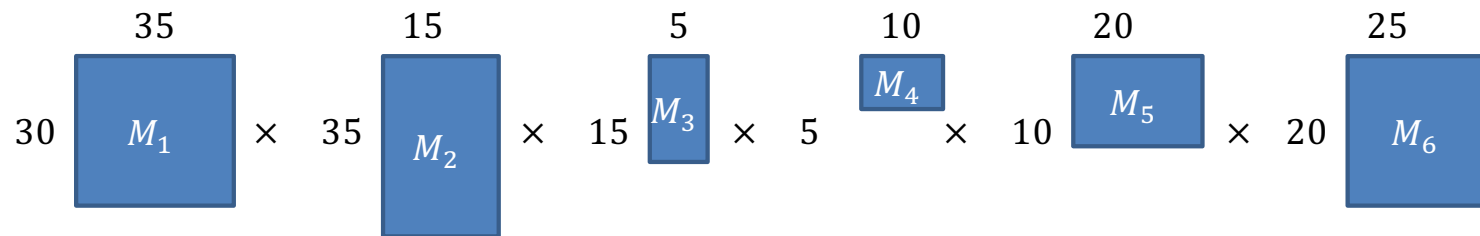
$$Best(1, 3) + Best(4, n) + r_1 r_4 c_n$$

$$Best(1, 4) + Best(5, n) + r_1 r_5 c_n$$

...

$$Best(1, n-1) + r_1 r_n c_n$$

### 3. Select a good order for solving subproblems

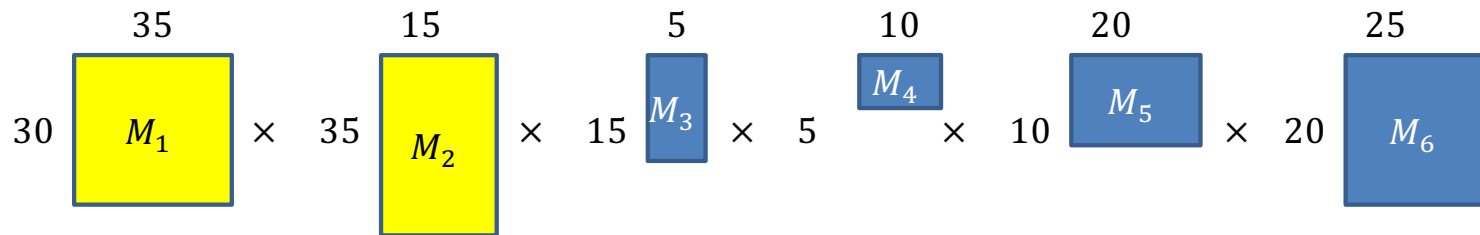


$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

| $j =$ | 1 | 2 | 3 | 4 | 5 | 6 | $i =$ |
|-------|---|---|---|---|---|---|-------|
|       | 0 |   |   |   |   |   | 1     |
|       |   | 0 |   |   |   |   | 2     |
|       |   |   | 0 |   |   |   | 3     |
|       |   |   |   | 0 |   |   | 4     |
|       |   |   |   |   | 0 |   | 5     |
|       |   |   |   |   |   | 0 | 6     |

# 3. Select a good order for solving subproblems



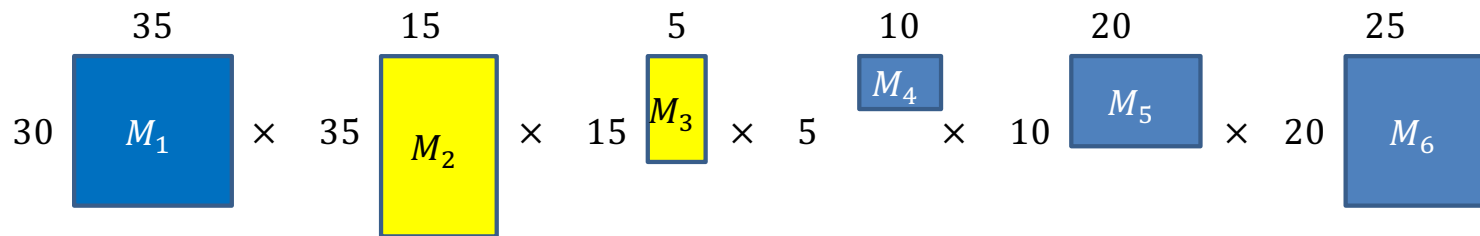
$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

| $j =$ | 1 | 2     | 3 | 4 | 5 | 6 | $i =$ |
|-------|---|-------|---|---|---|---|-------|
|       | 0 | 15750 |   |   |   |   | 1     |
|       |   | 0     |   |   |   |   | 2     |
|       |   |       | 0 |   |   |   | 3     |
|       |   |       |   | 0 |   |   | 4     |
|       |   |       |   |   | 0 |   | 5     |
|       |   |       |   |   |   | 0 | 6     |

$$Best(1, 2) = \min \left\{ Best(1, 1) + Best(2, 2) + r_1 r_2 c_2 \right\}$$

# 3. Select a good order for solving subproblems



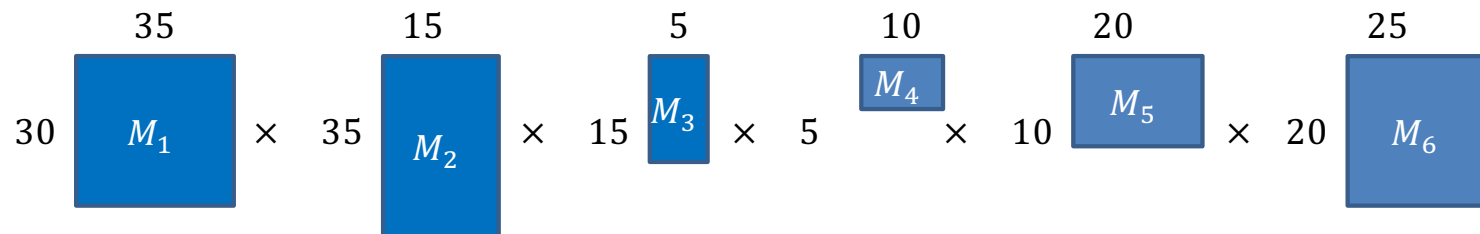
$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

|   | $j = 1$ | 2     | 3    | 4 | 5 | 6 | $i =$ |
|---|---------|-------|------|---|---|---|-------|
| 1 | 0       | 15750 |      |   |   |   | 1     |
| 2 |         | 0     | 2625 |   |   |   | 2     |
| 3 |         |       | 0    |   |   |   | 3     |
| 4 |         |       |      | 0 |   |   | 4     |
| 5 |         |       |      |   | 0 |   | 5     |
| 6 |         |       |      |   |   | 0 | 6     |

$$Best(2,3) = \min \left\{ Best(2,2) + Best(3,3) + r_2 r_3 c_3 \right\}$$

### 3. Select a good order for solving subproblems

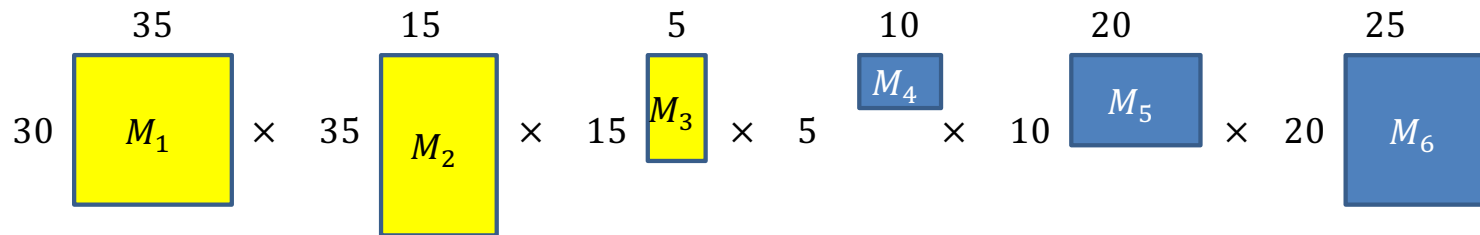


$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

| $j =$ | 1 | 2     | 3    | 4   | 5    | 6    | $i =$ |
|-------|---|-------|------|-----|------|------|-------|
|       | 0 | 15750 |      |     |      |      | 1     |
|       |   | 0     | 2625 |     |      |      | 2     |
|       |   |       | 0    | 750 |      |      | 3     |
|       |   |       |      | 0   | 1000 |      | 4     |
|       |   |       |      |     | 0    | 5000 | 5     |
|       |   |       |      |     |      | 0    | 6     |

# 3. Select a good order for solving subproblems



$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

$$r_1 r_2 c_3 = 30 \cdot 35 \cdot 5 = 5250$$

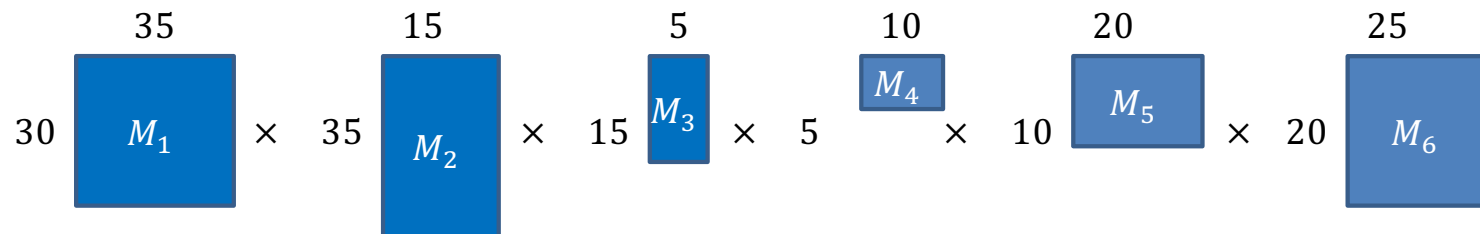
$$r_1 r_3 c_3 = 30 \cdot 15 \cdot 5 = 2250$$

$$Best(1,3) = \min \left\{ \begin{array}{l} 0 \\ Best(1,1) + Best(2,3) + r_1 r_2 c_3 \\ Best(1,2) + Best(3,3) + r_1 r_3 c_3 \\ 15750 \end{array} \right.$$

|     | $j = 1$ | $2$   | $3$  | $4$ | $5$  | $6$  | $i =$ |
|-----|---------|-------|------|-----|------|------|-------|
| $1$ | 0       | 15750 | 7875 |     |      |      |       |
| $2$ |         | 0     | 2625 |     |      |      |       |
| $3$ |         |       | 0    | 750 |      |      |       |
| $4$ |         |       |      | 0   | 1000 |      |       |
| $5$ |         |       |      |     | 0    | 5000 |       |
| $6$ |         |       |      |     |      | 0    |       |



# 3. Select a good order for solving subproblems



$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

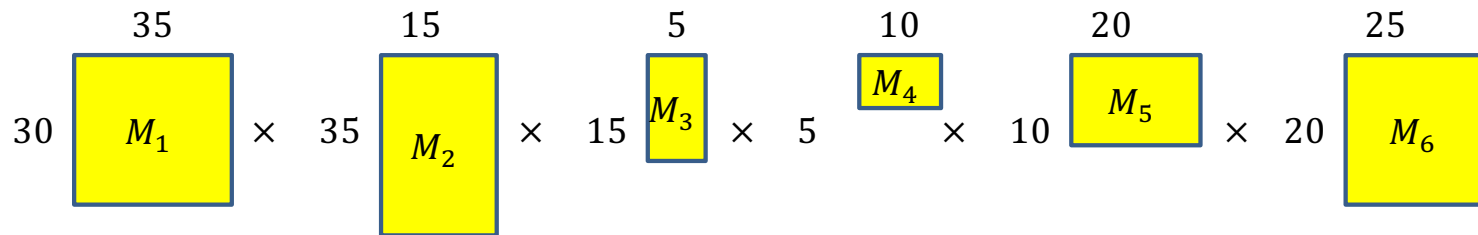
$$Best(i, i) = 0$$

|   | $j = 1$ | 2     | 3    | 4   | 5    | 6    | $i =$ |
|---|---------|-------|------|-----|------|------|-------|
| 1 | 0       | 15750 | 7875 |     |      |      |       |
| 2 |         | 0     | 2625 |     |      |      |       |
| 3 |         |       | 0    | 750 |      |      |       |
| 4 |         |       |      | 0   | 1000 |      |       |
| 5 |         |       |      |     | 0    | 5000 |       |
| 6 |         |       |      |     |      | 0    |       |

To find  $Best(i, j)$ : Need all preceding terms of row  $i$  and column  $j$

Conclusion: solve in order of diagonal

# Matrix Chaining



$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

|   | $j = 1$ | 2     | 3    | 4    | 5     | 6     | $= i$ |
|---|---------|-------|------|------|-------|-------|-------|
| 1 | 0       | 15750 | 7875 | 9375 | 11875 | 15125 | 1     |
| 2 |         | 0     | 2625 | 4375 | 7125  | 10500 | 2     |
| 3 |         |       | 0    | 750  | 2500  | 5375  | 3     |
| 4 |         |       |      | 0    | 1000  | 3500  | 4     |
| 5 |         |       |      |      | 0     | 5000  | 5     |
| 6 |         |       |      |      |       | 0     | 6     |

$Best(1,6) = \min$ 

- $Best(1,1) + Best(2,6) + r_1 r_2 c_6$
- $Best(1,2) + Best(3,6) + r_1 r_3 c_6$
- $Best(1,3) + Best(4,6) + r_1 r_4 c_6$
- $Best(1,4) + Best(5,6) + r_1 r_5 c_6$
- $Best(1,5) + Best(6,6) + r_1 r_6 c_6$

# Run Time

1. Initialize  $Best[i, i]$  to be all 0s  $\Theta(n^2)$  cells in the Array
2. Starting at the main diagonal, working to the upper-right, fill in each cell using:

1.  $Best[i, i] = 0$

$\Theta(n)$  options for each cell

Each "call" to Best() is a  $O(1)$  memory lookup

2.  $Best[i, j] = \min_{k=i}^{j-1} (Best(i, k) + Best(k + 1, j) + r_i r_{k+1} c_j)$

$\Theta(n^3)$  overall run time

# Backtrack to find the best order

“remember” which choice of  $k$  was the minimum at each cell

$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

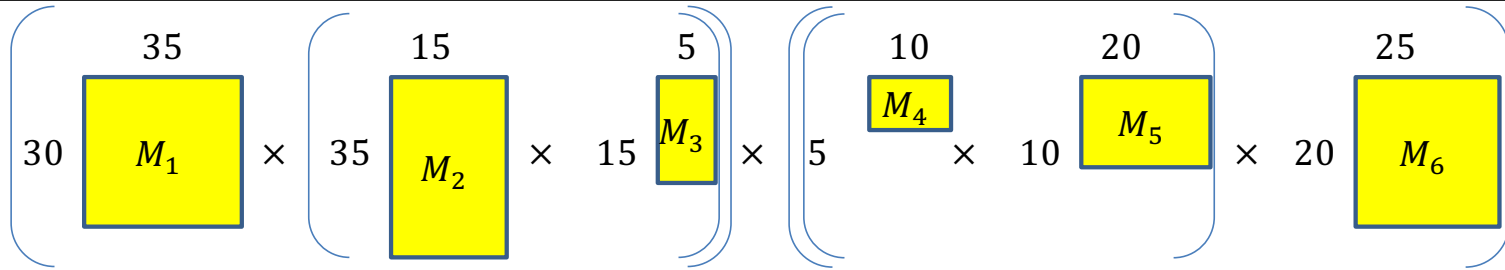
$$Best(i, i) = 0$$

|  | $j = 1$ | 2     | 3    | 4    | 5     | 6     | $i =$ |
|--|---------|-------|------|------|-------|-------|-------|
|  | 0       | 15750 | 7875 | 9375 | 11875 | 15125 | 1     |
|  |         | 0     | 2625 | 4375 | 7125  | 10500 | 2     |
|  |         |       | 0    | 750  | 2500  | 5375  | 3     |
|  |         |       |      | 0    | 1000  | 3500  | 4     |
|  |         |       |      |      | 0     | 5000  | 5     |
|  |         |       |      |      |       | 0     | 6     |

$Best(1,6) = \min$ 

- $Best(1,1) + Best(2,6) + r_1 r_2 c_6$
- $Best(1,2) + Best(3,6) + r_1 r_3 c_6$
- $Best(1,3) + Best(4,6) + r_1 r_4 c_6$
- $Best(1,4) + Best(5,6) + r_1 r_5 c_6$
- $Best(1,5) + Best(6,6) + r_1 r_6 c_6$

# Matrix Chaining



$$Best(i, j) = \min_{k=i}^{j-1} (Best(i, k) + Best(k+1, j) + r_i r_{k+1} c_j)$$

$$Best(i, i) = 0$$

|   | $j = 1$ | 2     | 3    | 4    | 5     | 6     | $= i$ |
|---|---------|-------|------|------|-------|-------|-------|
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| 2 |         | 0     | 2625 | 4375 | 7125  | 10500 | 2     |
| 3 |         |       | 0    | 750  | 2500  | 5375  | 3     |
| 4 |         |       |      | 0    | 1000  | 3500  | 4     |
| 5 |         |       |      |      | 0     | 5000  | 5     |
| 6 |         |       |      |      |       | 0     | 6     |

$Best(1,6) = \min$ 

- $Best(1,1) + Best(2,6) + r_1 r_2 c_6$
- $Best(1,2) + Best(3,6) + r_1 r_3 c_6$
- $Best(1,3) + Best(4,6) + r_1 r_4 c_6$
- $Best(1,4) + Best(5,6) + r_1 r_5 c_6$
- $Best(1,5) + Best(6,6) + r_1 r_6 c_6$

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- Requires **Optimal Substructure**
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# Seinfeld



## Movie Time!

In Season 9 Episode 7 “The Slicer” of the hit 90s TV show *Seinfeld*, George discovers that, years prior, he had a heated argument with his new boss, Mr. Kruger. This argument ended in George throwing Mr. Kruger’s boombox into the ocean. How did George make this discovery?

<https://www.youtube.com/watch?v=pSB3HdmLcY4>







# Seam Carving

- Method for image resizing that doesn't scale/crop the image

# Seam Carving

- Method for image resizing that doesn't scale/crop the image



# Seam Carving

- Method for image resizing that doesn't scale/crop the image

Cropped



Scaled

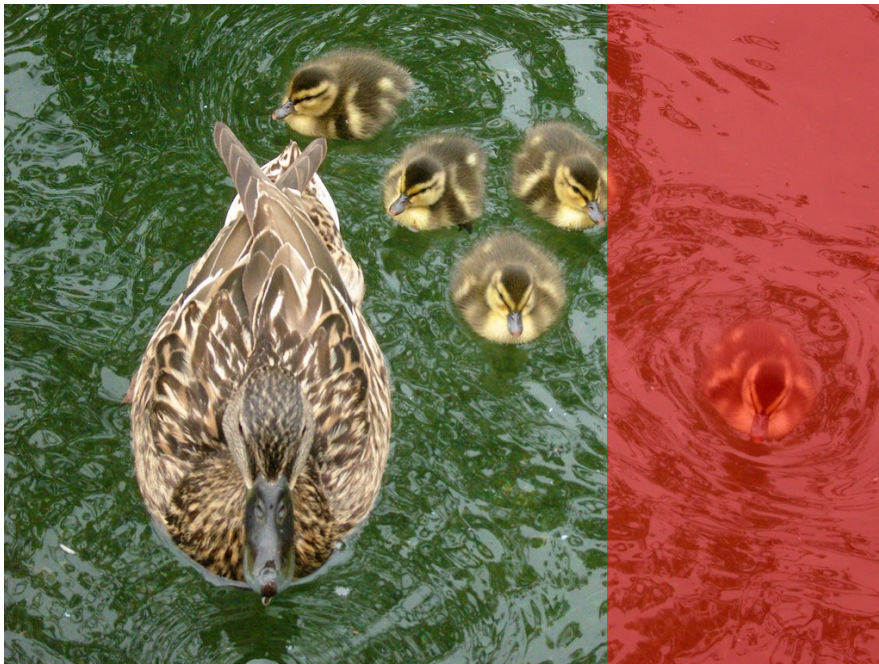


Carved



# Cropping

- Removes a “block” of pixels



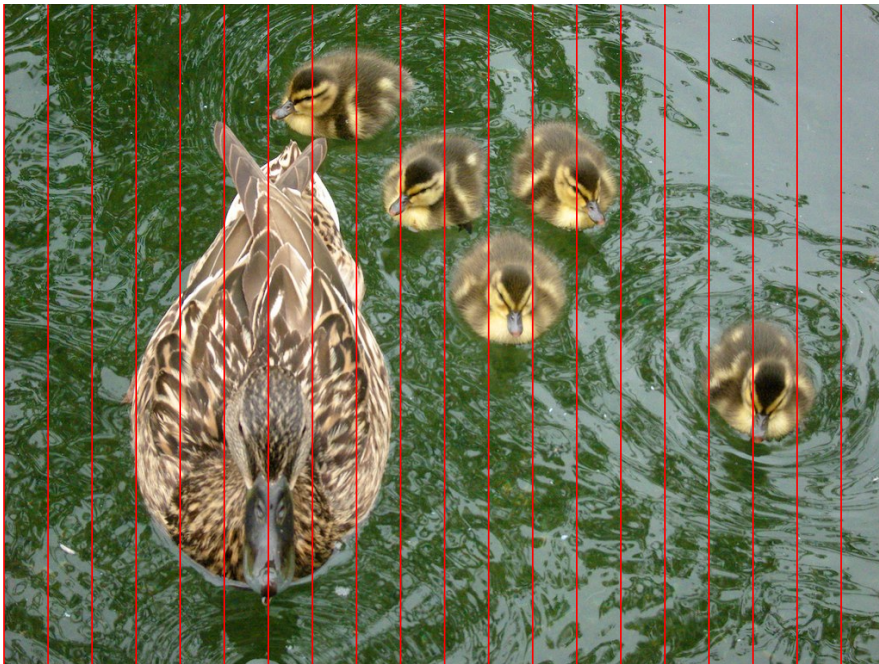
Cropped





# Scaling

- Removes “stripes” of pixels

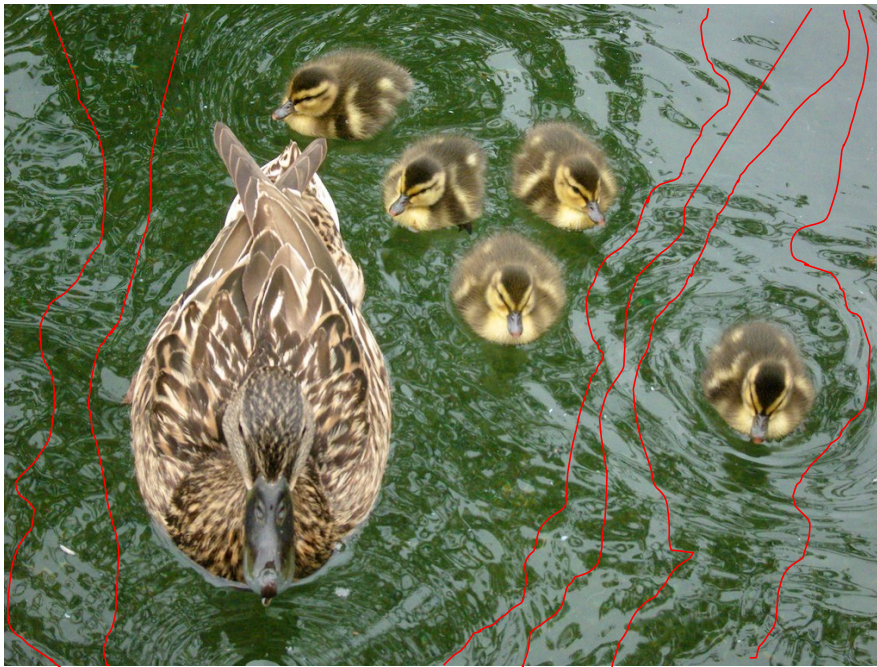


Scaled



# Seam Carving

- Removes “least energy seam” of pixels
- <http://rsizr.com/>



Carved  
→





# Seattle Skyline



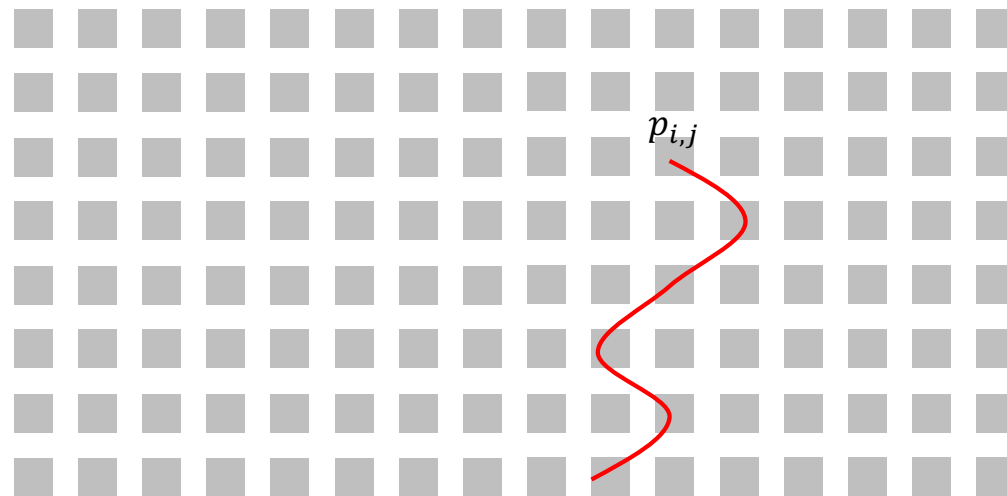
# Energy of a Seam

- Sum of the energies of each pixel
  - $e(p)$  = energy of pixel  $p$
- Many choices
  - E.g.: change of gradient (how much the color of this pixel differs from its neighbors)
  - Particular choice doesn't matter, we use it as a “black box”



# Identify Recursive Structure

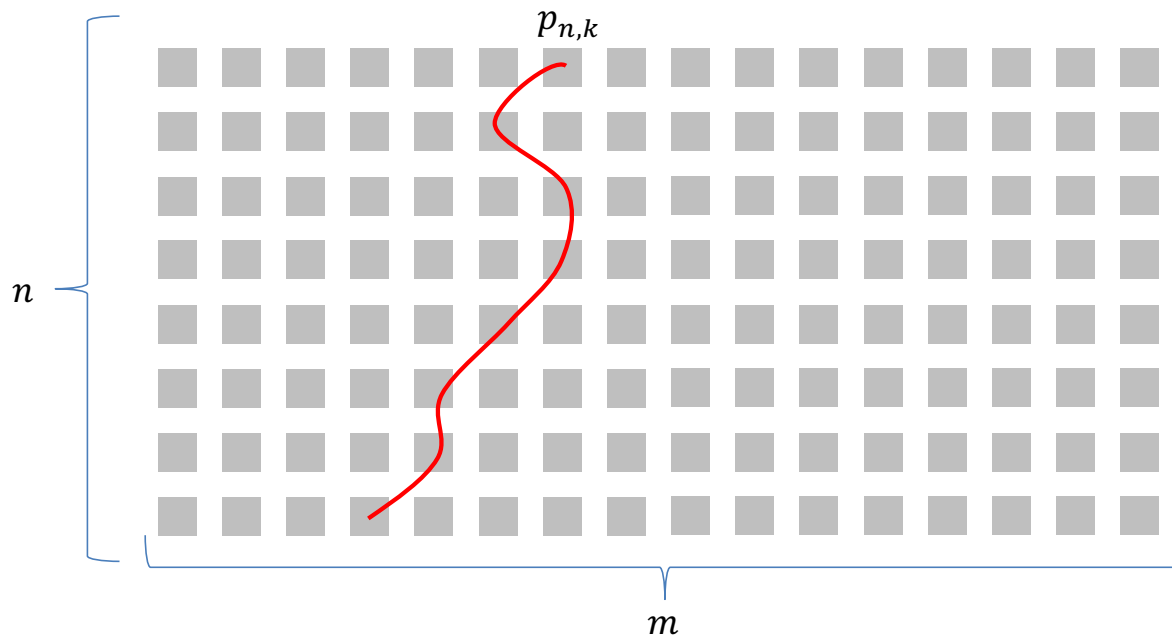
Let  $S(i, j)$  = least energy seam from the bottom of the image up to pixel  $p_{i,j}$



# Finding the Least Energy Seam

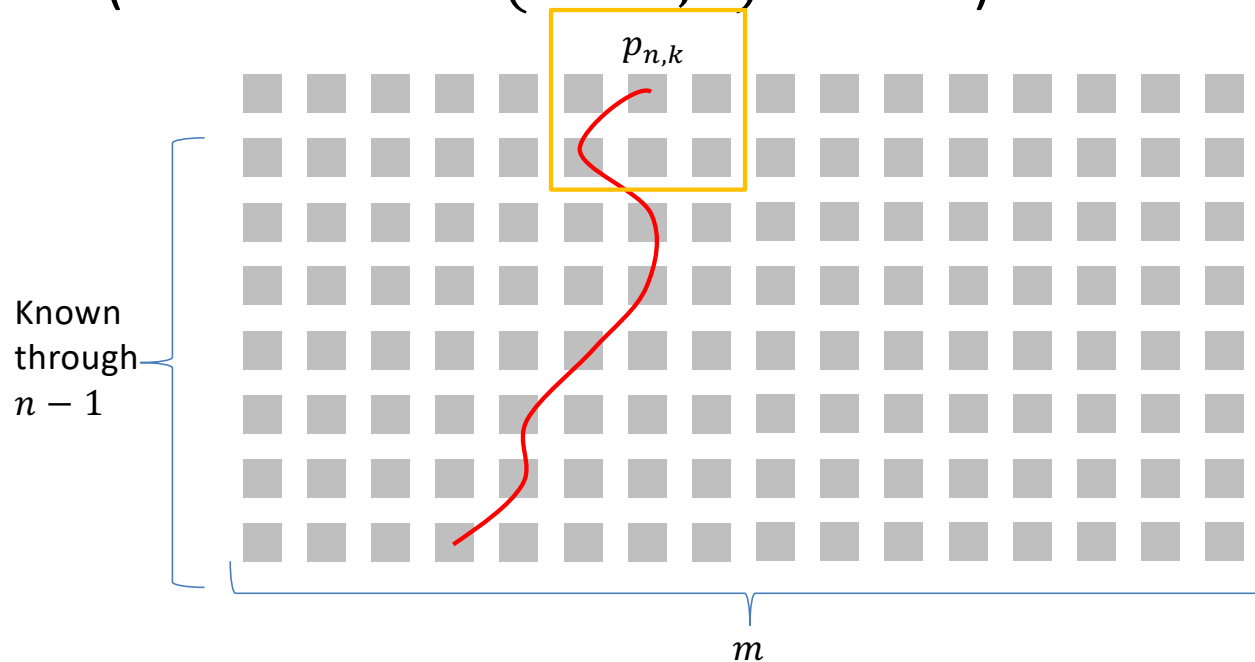
Want the least energy seam going from bottom to top, so delete:

$$\min_{k=1}^m (S(n, k))$$



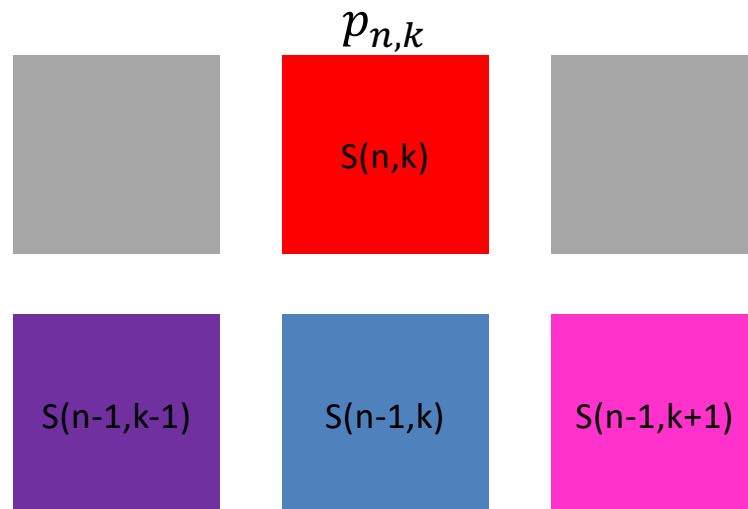
# Computing $S(n, k)$

Assume we know the least energy seams for all of row  $n - 1$   
(i.e. we know  $S(n - 1, \ell)$  for all  $\ell$ )



# Computing $S(n, k)$

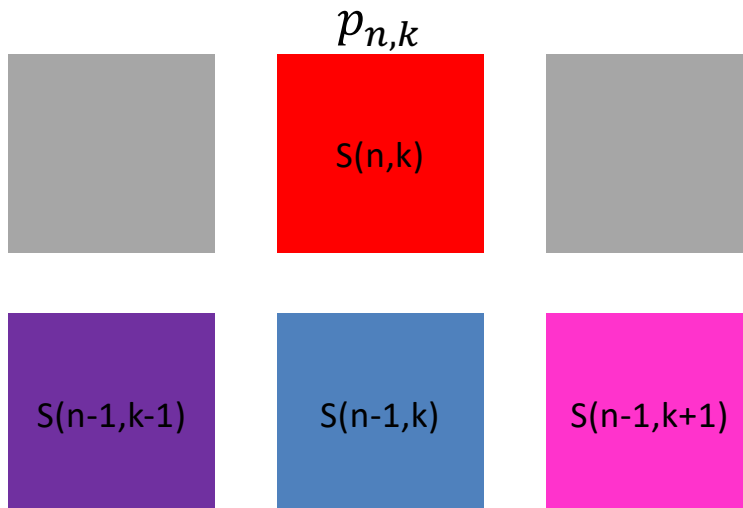
Assume we know the least energy seams for all of row  $n - 1$  (i.e. we know  $S(n - 1, \ell)$  for all  $\ell$ )



# Computing $S(n, k)$

Assume we know the least energy seams for all of row  $n - 1$  (i.e. we know  $S(n - 1, \ell)$  for all  $\ell$ )

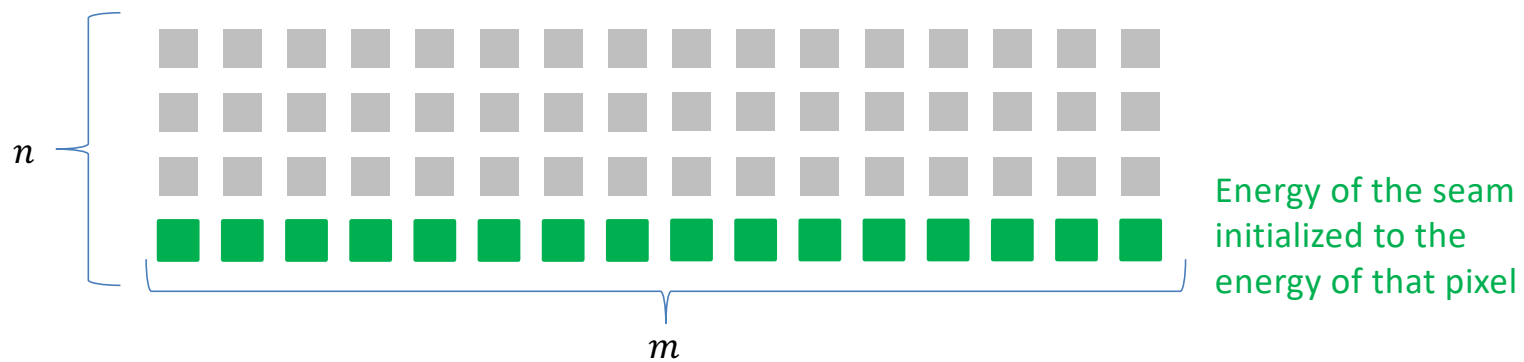
$$S(n, k) = \min \begin{cases} S(n - 1, k - 1) + e(p_{n,k}) \\ S(n - 1, k) + e(p_{n,k}) \\ S(n - 1, k + 1) + e(p_{n,k}) \end{cases}$$



# Bring It All Together

Start from bottom of image (row 1), solve up to top

Initialize  $S(1, k) = e(p_{1,k})$  for each pixel in row 1

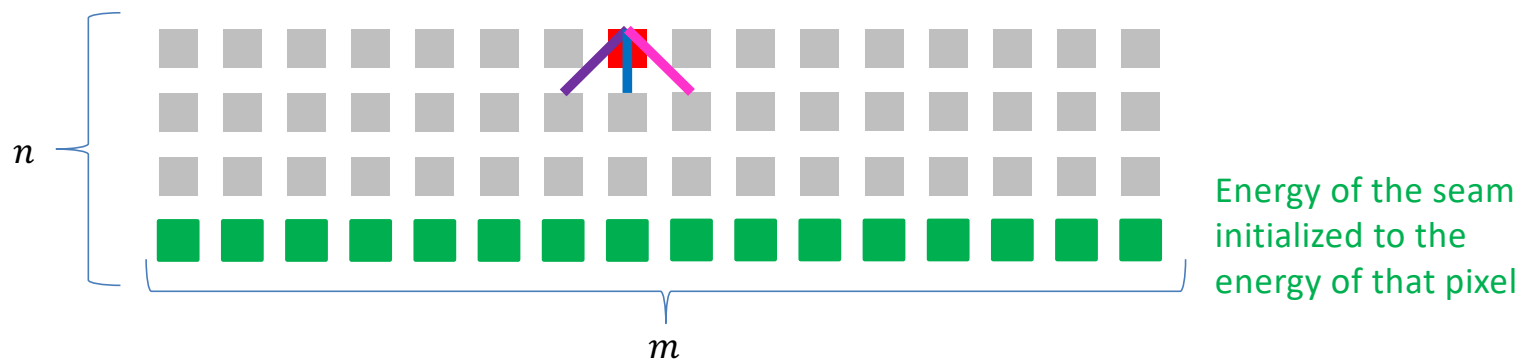


# Bring It All Together

Start from bottom of image (row 1), solve up to top

Initialize  $S(1, k) = e(p_{1,k})$  for each pixel  $p_{1,k}$

For  $i > 2$  find  $S(i, k) = \min \begin{cases} S(n-1, k-1) + e(p_{n,k}) \\ S(n-1, k) + e(p_{n,k}) \\ S(n-1, k+1) + e(p_{n,k}) \end{cases}$



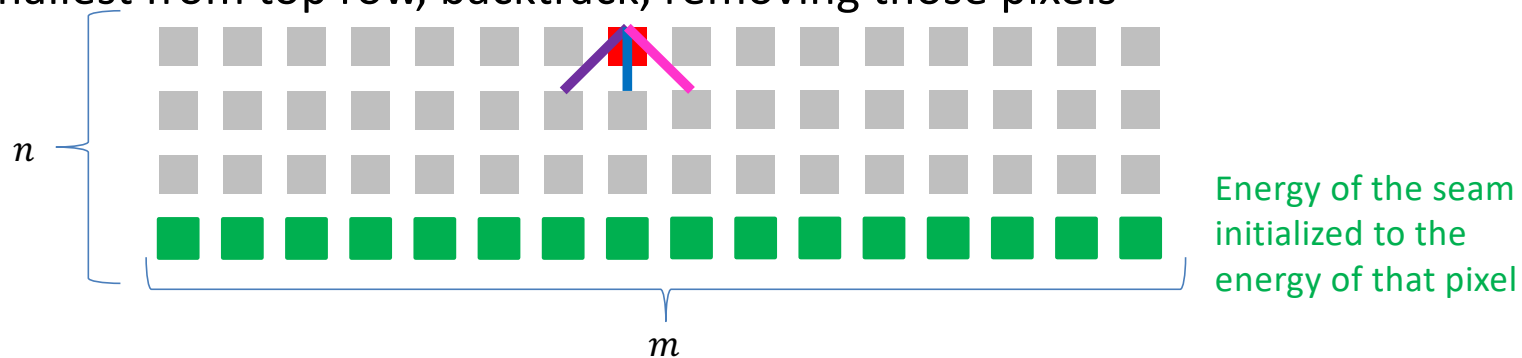
# Bring It All Together

Start from bottom of image (row 1), solve up to top

Initialize  $S(1, k) = e(p_{1,k})$  for each pixel  $p_{1,k}$

For  $i > 2$  find  $S(i, k) = \min \begin{cases} S(n-1, k-1) + e(p_{n,k}) \\ S(n-1, k) + e(p_{n,k}) \\ S(n-1, k+1) + e(p_{n,k}) \end{cases}$

Pick smallest from top row, backtrack, removing those pixels





# Run Time?

Start from bottom of image (row 1), solve up to top

Initialize  $S(1, k) = e(p_{1,k})$  for each pixel  $p_{1,k}$

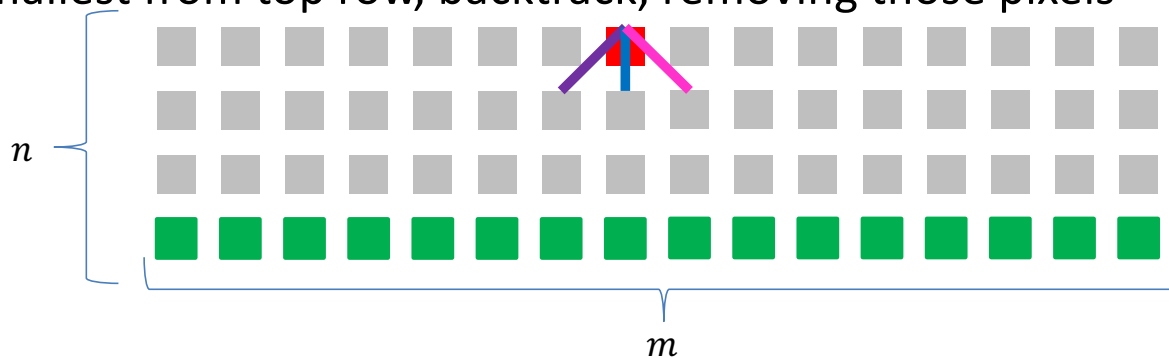
$\Theta(m)$

For  $i \geq 2$  find  $S(i, k) = \min$   $\left\{ \begin{array}{l} S(n-1, k-1) + e(p_{i,k}) \\ S(n-1, k) + e(p_{i,k}) \\ S(n-1, k+1) + e(p_{i,k}) \end{array} \right.$

$\Theta(n \cdot m)$

Pick smallest from top row, backtrack, removing those pixels

$\Theta(n + m)$



Energy of the seam initialized to the energy of that pixel

# Repeated Seam Removal

Only need to update **pixels dependent** on the **removed seam**

$2n$  pixels change

$\Theta(2n)$  time to update pixels

$\Theta(n + m)$  time to find min+backtrack

