

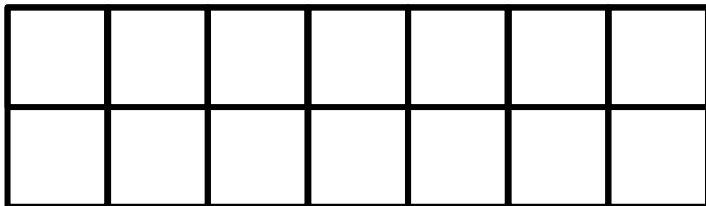
# CS4102 Algorithms

Spring 2020

## Warm Up

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

How many ways to tile this:

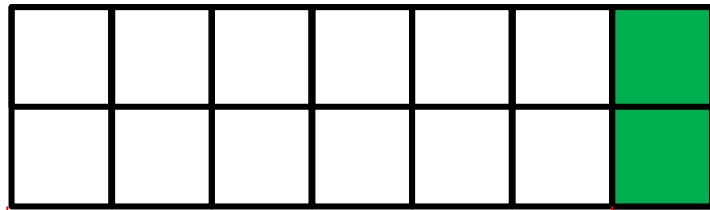


With these?



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

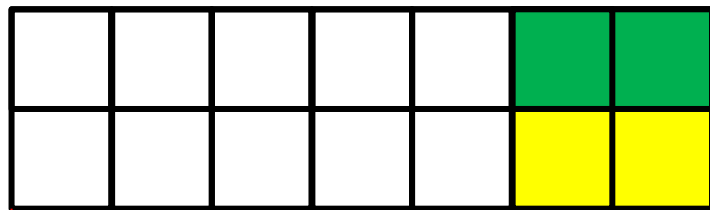
Two ways to fill the final column:



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

$n - 1$

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



$n - 2$

# 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

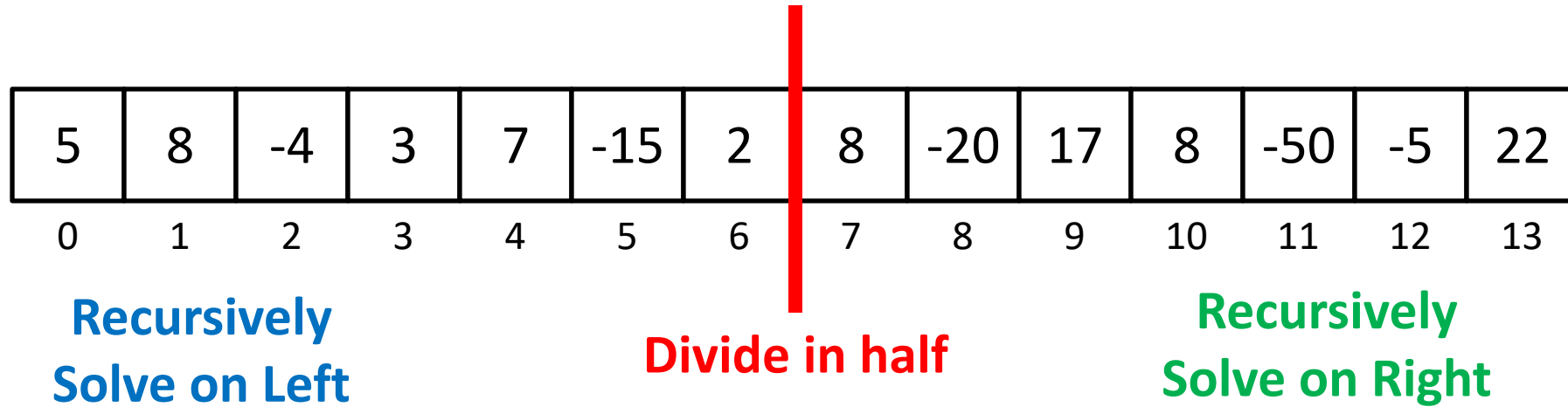
- Chapter 15
  - Section 15.1, Log/Rod cutting, optimal substructure property
    - Note:  $r_i$  in book is called Cut() or C[] in our slides. We use their example.
  - Section 15.3, More on elements of DP, including optimal substructure property
  - Section 15.2, matrix-chain multiplication (later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

# Maximum Sum Contiguous Subarray Problem

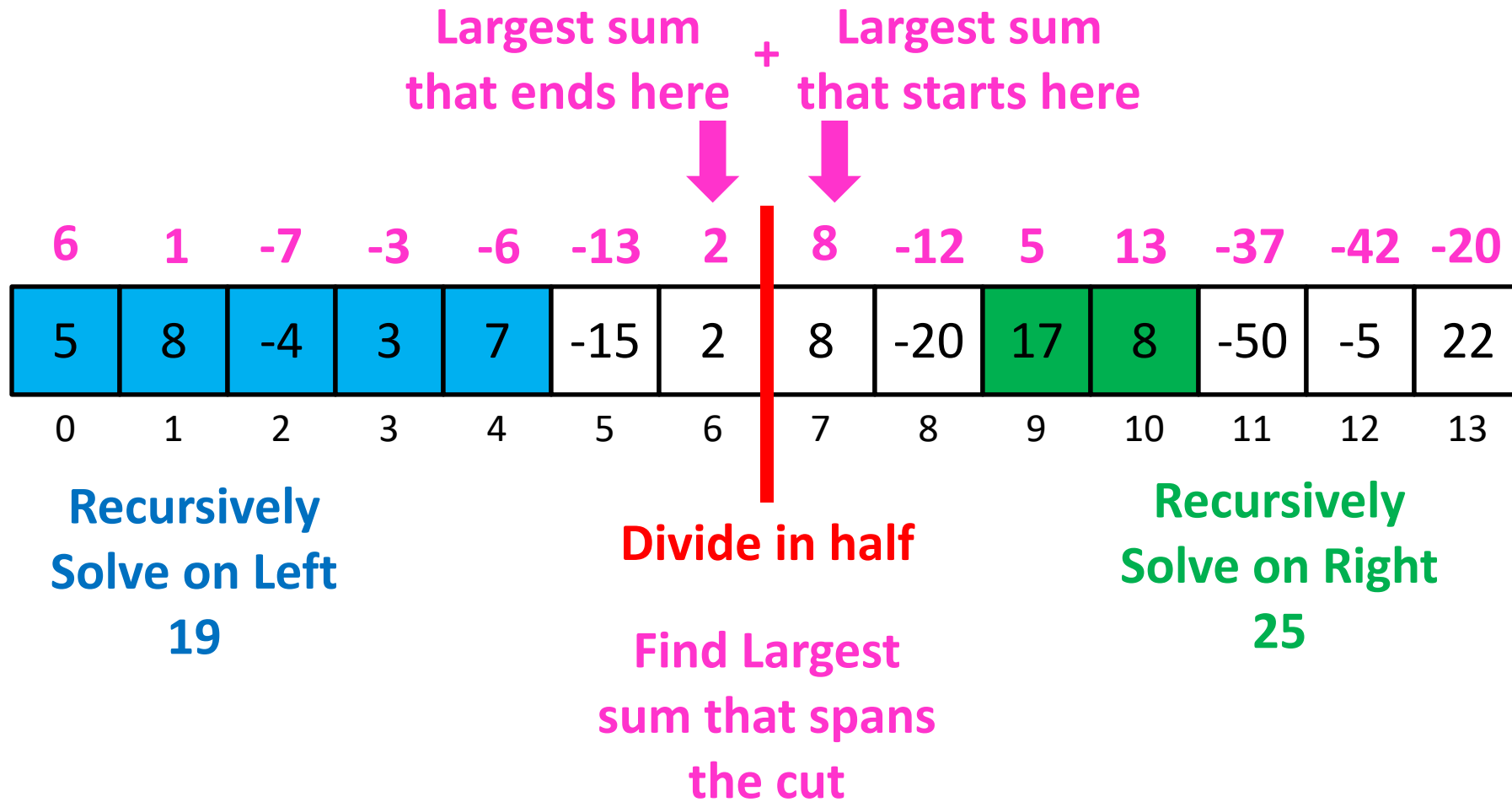
The maximum-sum subarray of a given array of integers  $A$  is the interval  $[a, b]$  such that the sum of all values in the array between  $a$  and  $b$  inclusive is maximal.

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 $\Theta(n \log n)$



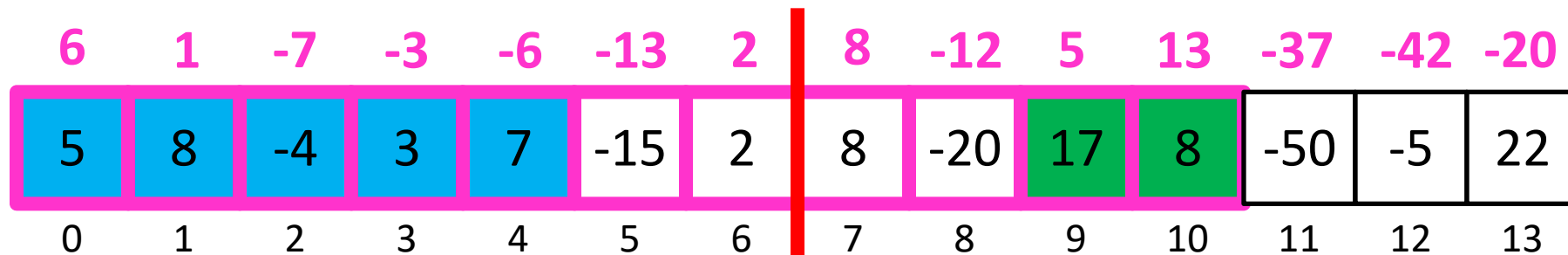
# Divide and Conquer $\Theta(n \log n)$





# 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

- **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
```

# 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

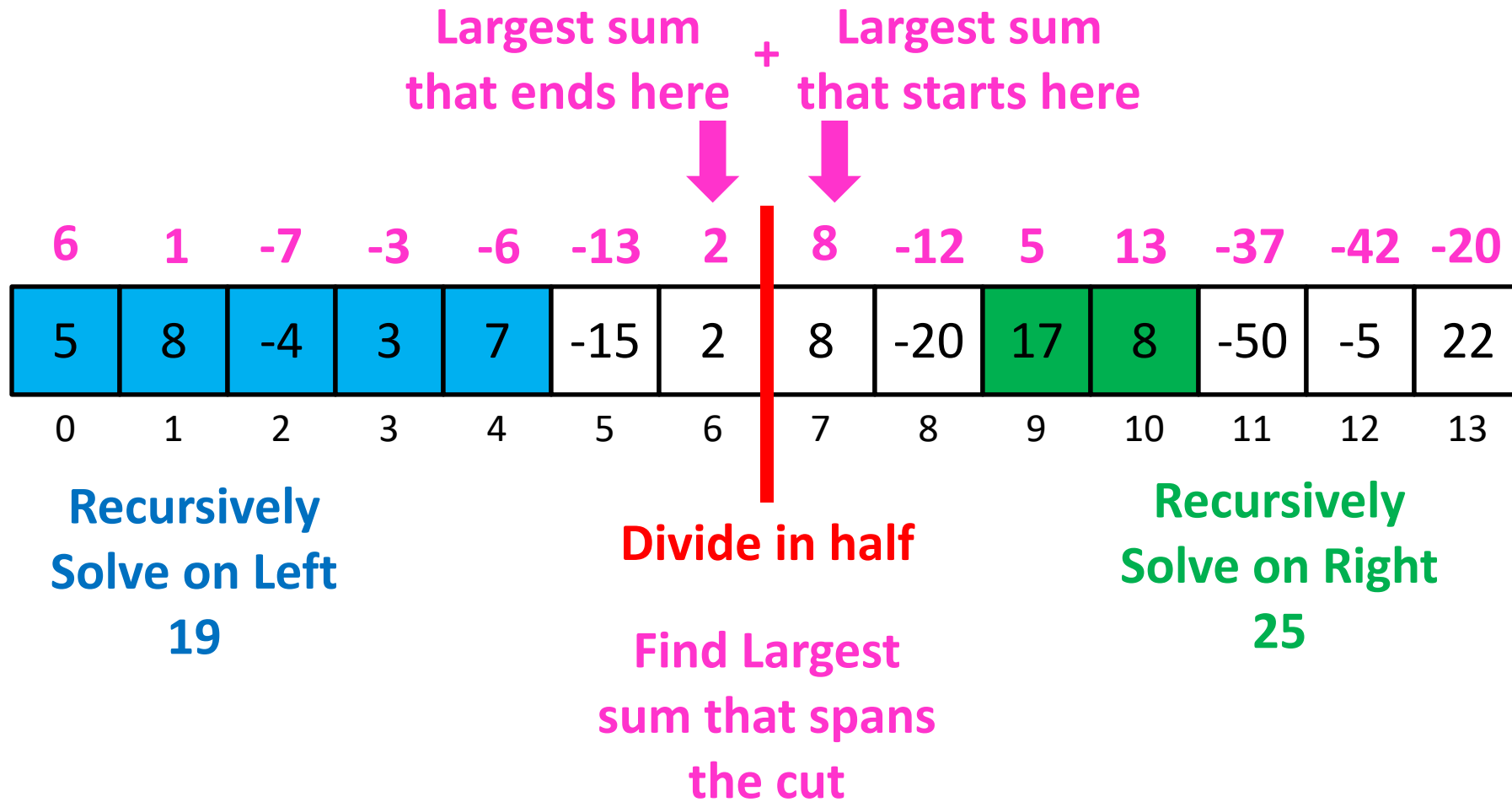
# Types of “Divide and Conquer”

- 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. Batman, 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

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





# Chip (Unbalanced Divide) and Conquer

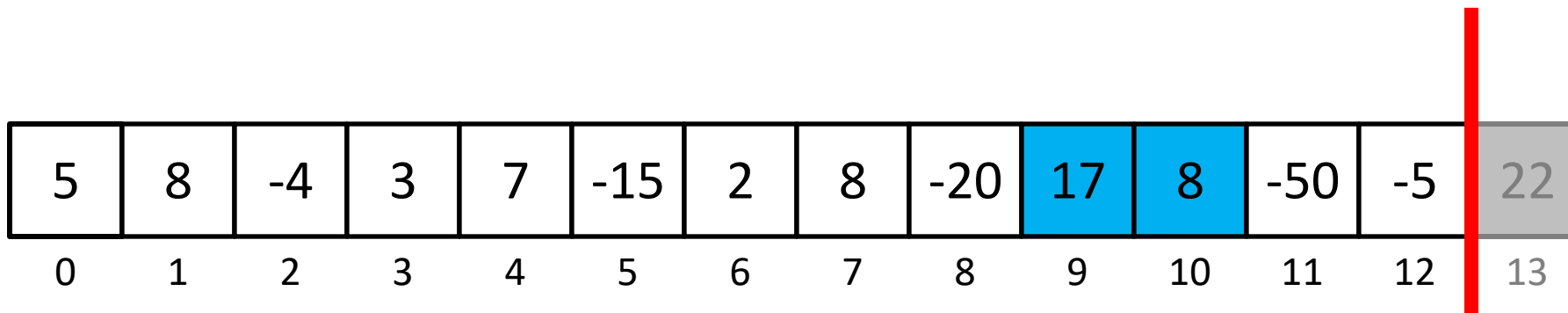
- **Divide**
  - Make a subproblem of all but the last element
- **Conquer**
  - Find **B**est **S**ubarray (sum) on the **L**eft ( $BSL(n - 1)$ )
  - Find the **B**est subarray **E**nding at the **D**ivide ( $BED(n - 1)$ )
- **Combine**
  - New **B**est **E**nding at the **D**ivide:
    - $BED(n) =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

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  
 $BSL(n - 1)$

Find Largest  
sum ending at  
the divide  
 $BED(n - 1)$

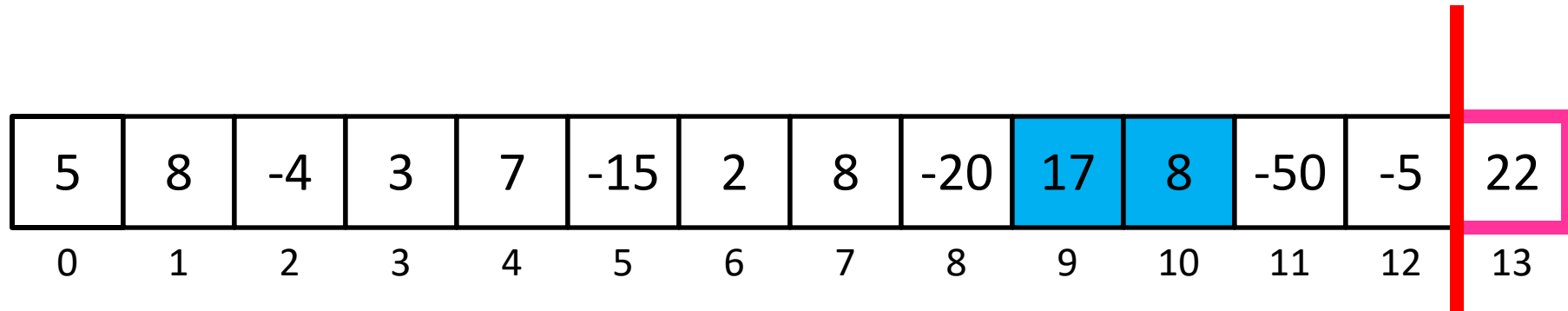
Divide  
 $n - 1$



**Recursively  
Solve on Left  
25**

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

**Divide  
 $n - 1$**



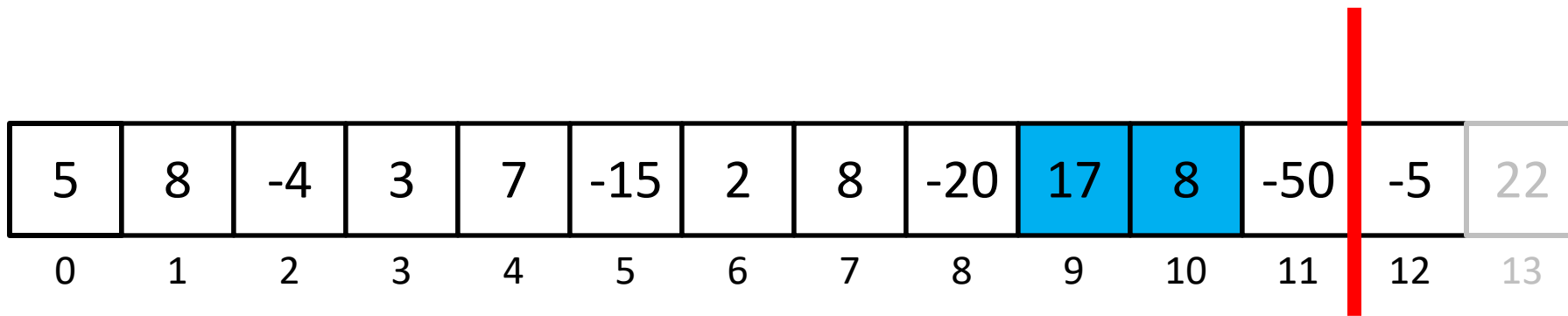
**Recursively Solve on Left**

$$BSL(n) = BSL(n - 1) = 25$$

**Divide**  
 **$n - 1$**

**Find Largest sum ending at the divide**

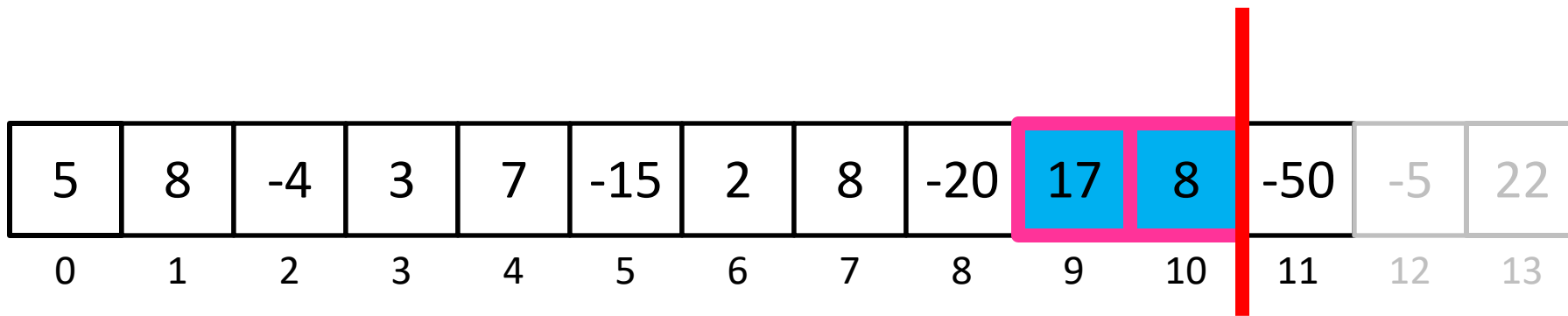
$$BED(n) = BED(n - 1) + arr[n] = 0 + arr[n] = 22$$



**Recursively  
Solve on Left  
25**

**Divide**

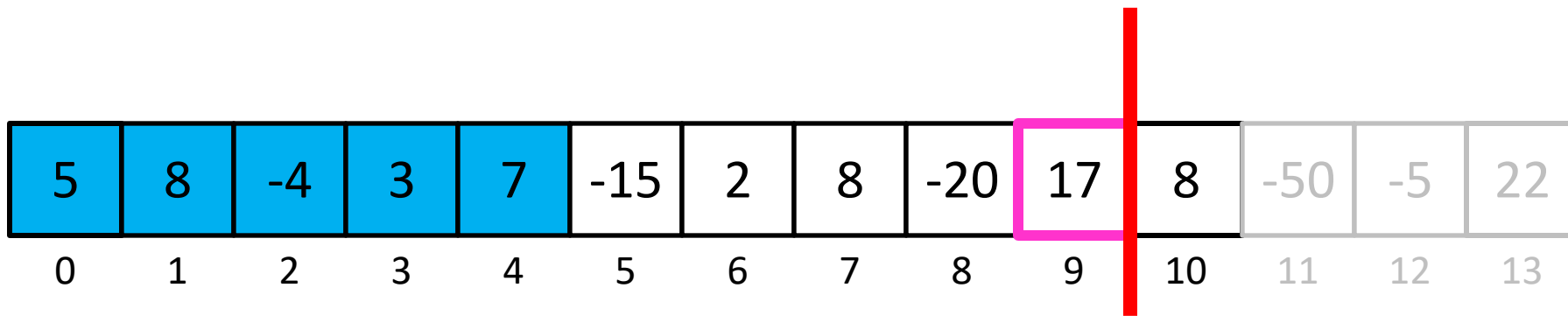
**Find Largest  
sum ending at  
the divide  
0**



**Recursively  
Solve on Left  
25**

**Divide**

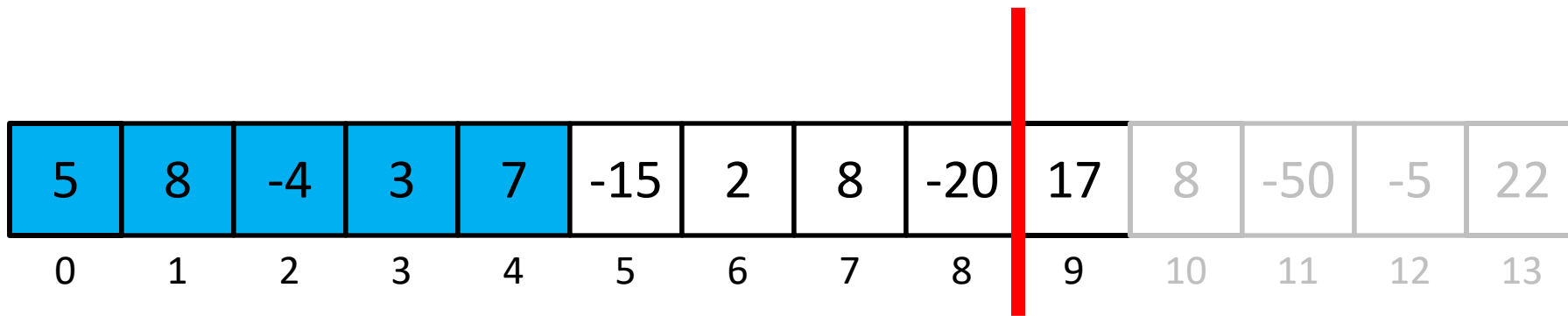
**Find Largest  
sum ending at  
the divide  
25**



**Recursively  
Solve on Left  
19**

**Divide**

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

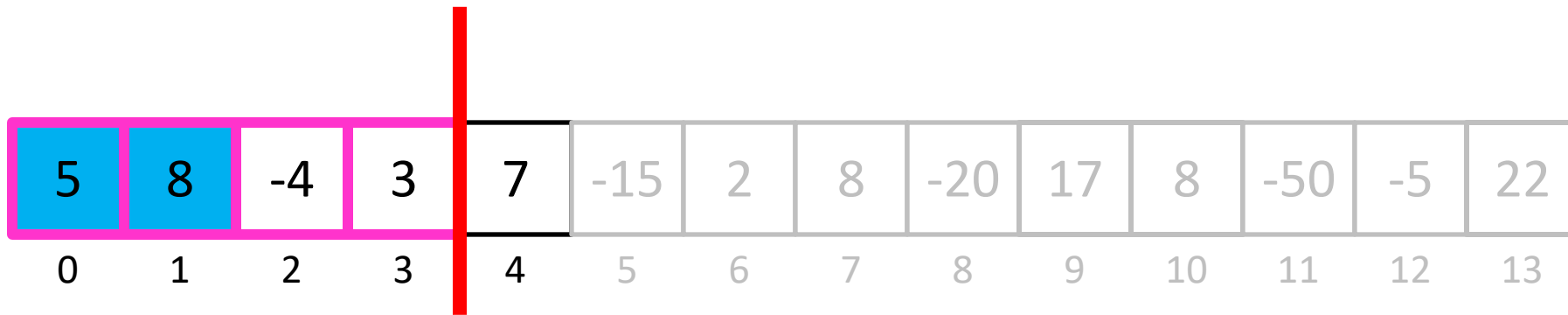


**Recursively  
Solve on Left  
19**

**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

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

- 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

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

- 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

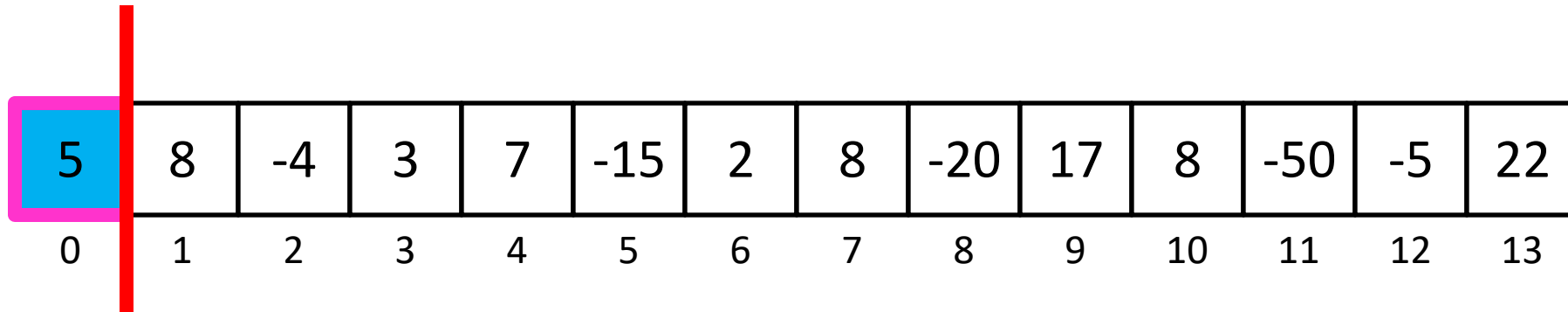
$$T(n) = 1T(n - 1) + 1$$

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

# 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:**

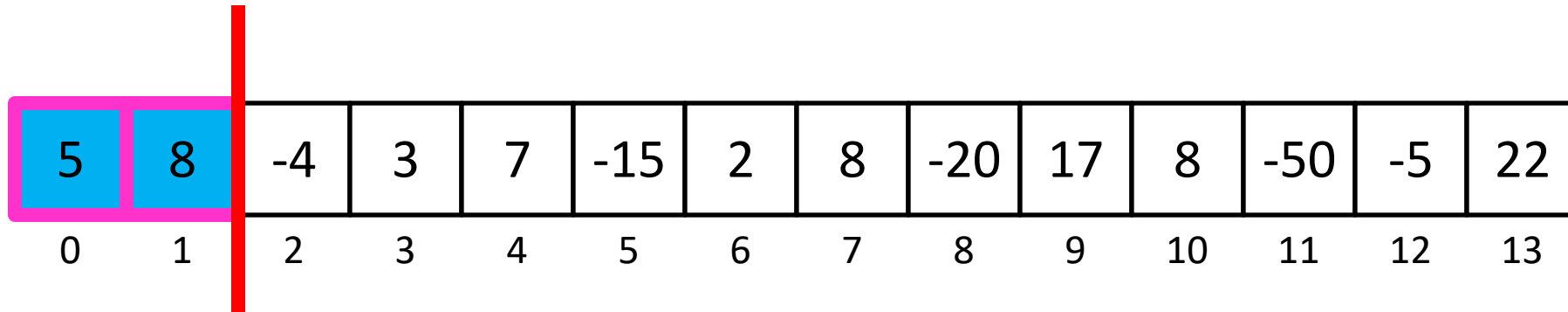
Best So Far

5

Best ending here

5

# $\Theta(n)$ Solution



Remember two values:

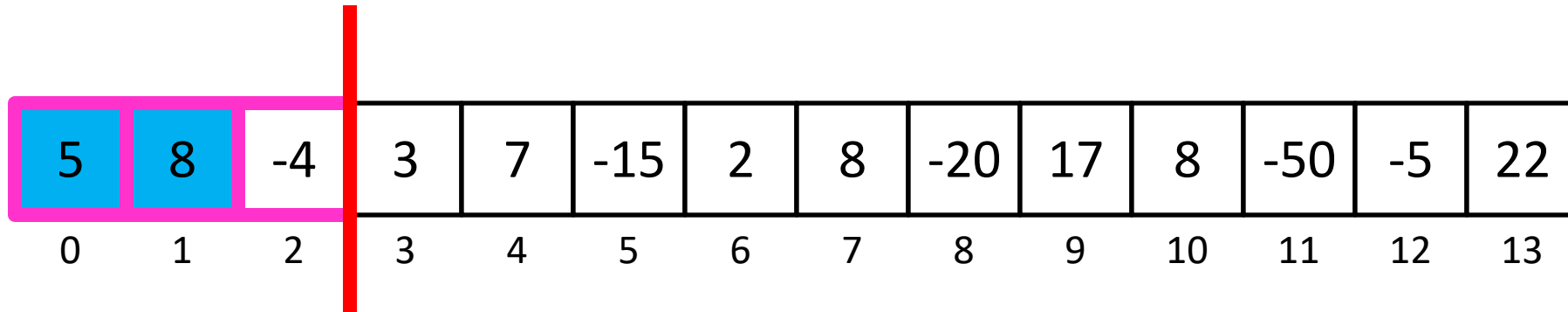
Best So Far

13

Best ending here

13

# $\Theta(n)$ Solution



Remember two values:

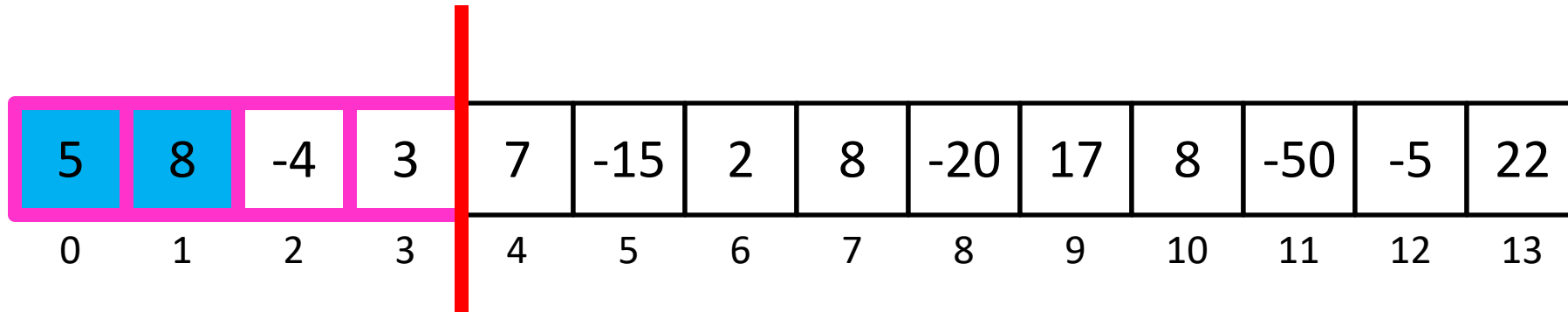
Best So Far

13

Best ending here

9

# $\Theta(n)$ Solution



Remember two values:

Best So Far

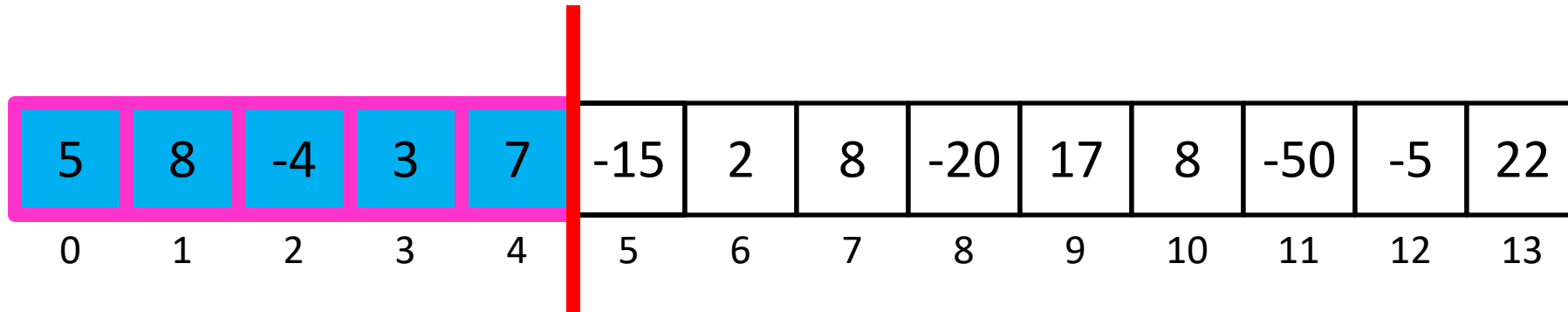
13

Best ending here

12



# $\Theta(n)$ Solution



Remember two values:

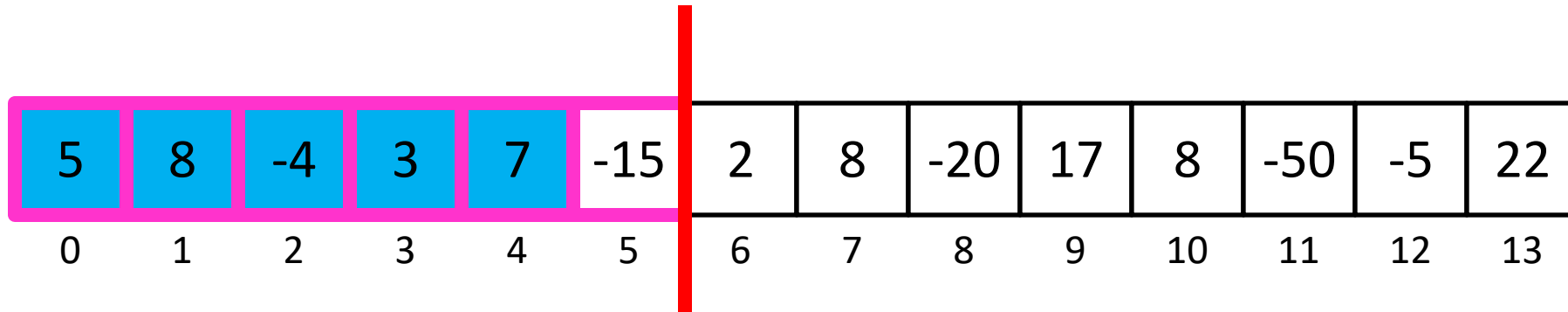
Best So Far

19

Best ending here

19

# $\Theta(n)$ Solution



Remember two values:

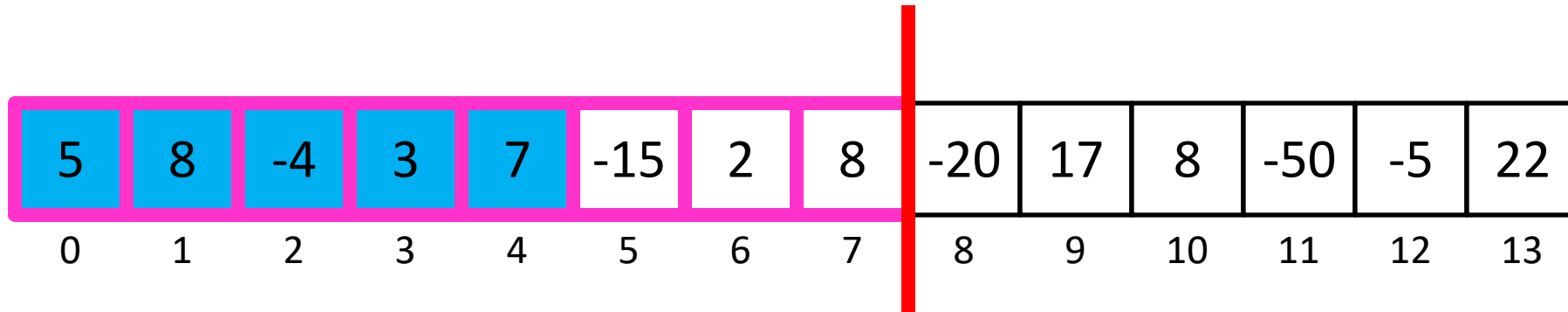
Best So Far

19

Best ending here

4

# $\Theta(n)$ Solution



Remember two values:

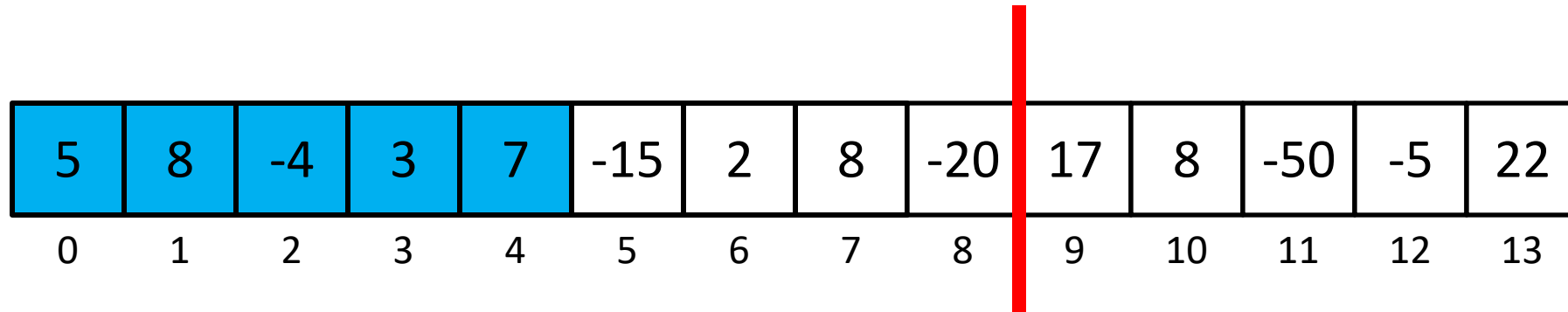
Best So Far

19

Best ending here

14

# $\Theta(n)$ Solution



Remember two values:

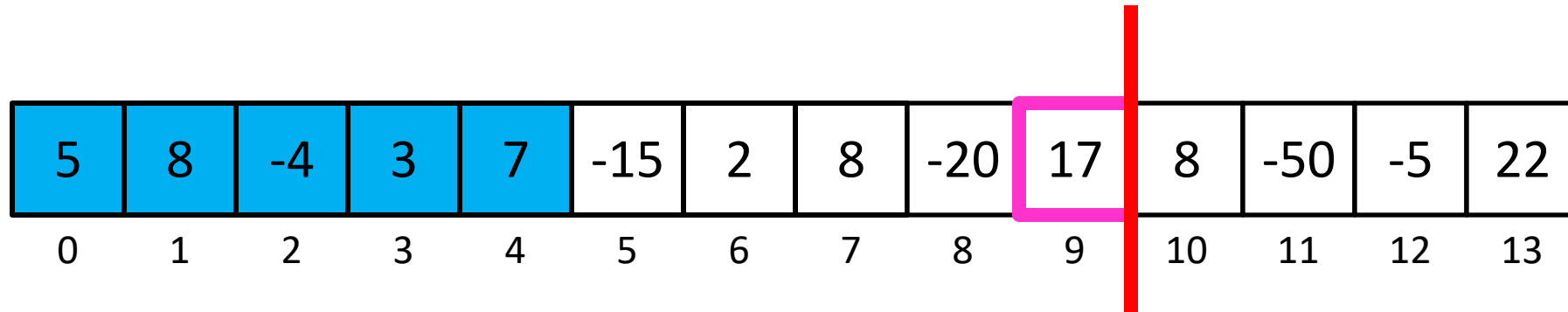
Best So Far

19

Best ending here

0

# $\Theta(n)$ Solution



Remember two values:

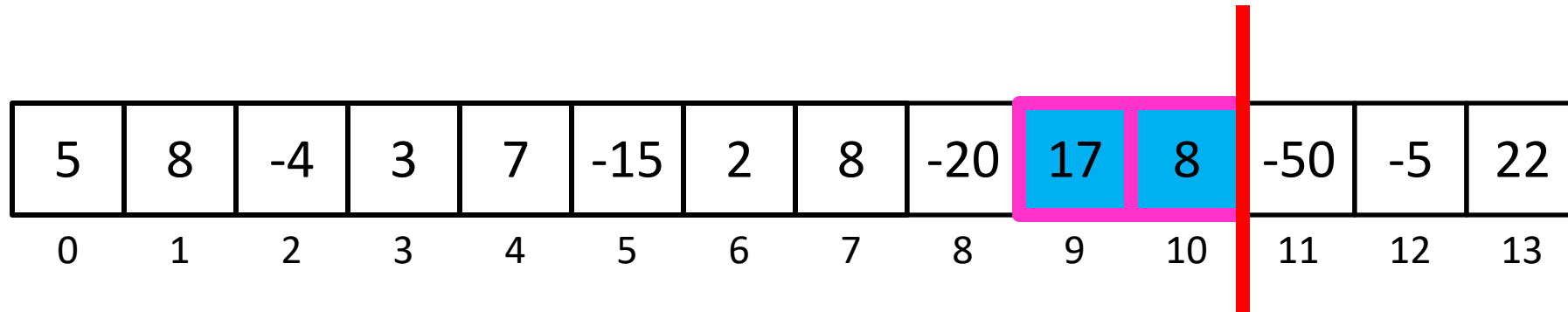
Best So Far

19

Best ending here

17

# $\Theta(n)$ Solution



Remember two values:

Best So Far

25

Best ending here

25

# End of Midterm Exam Materials!



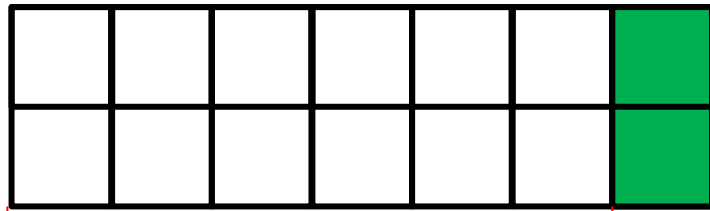
"Mr. Osborne, may I be excused? My brain is full."

# Back to Tiling



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

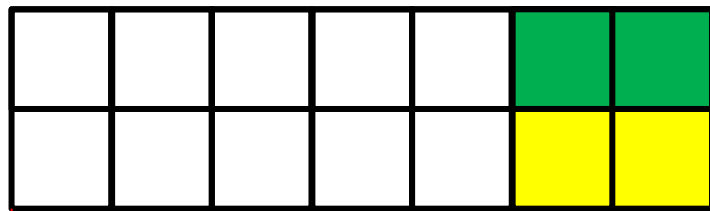
Two ways to fill the final column:



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

$n-1$

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



$n-2$

# How to compute $Tile(n)$ ?

Tile(n):

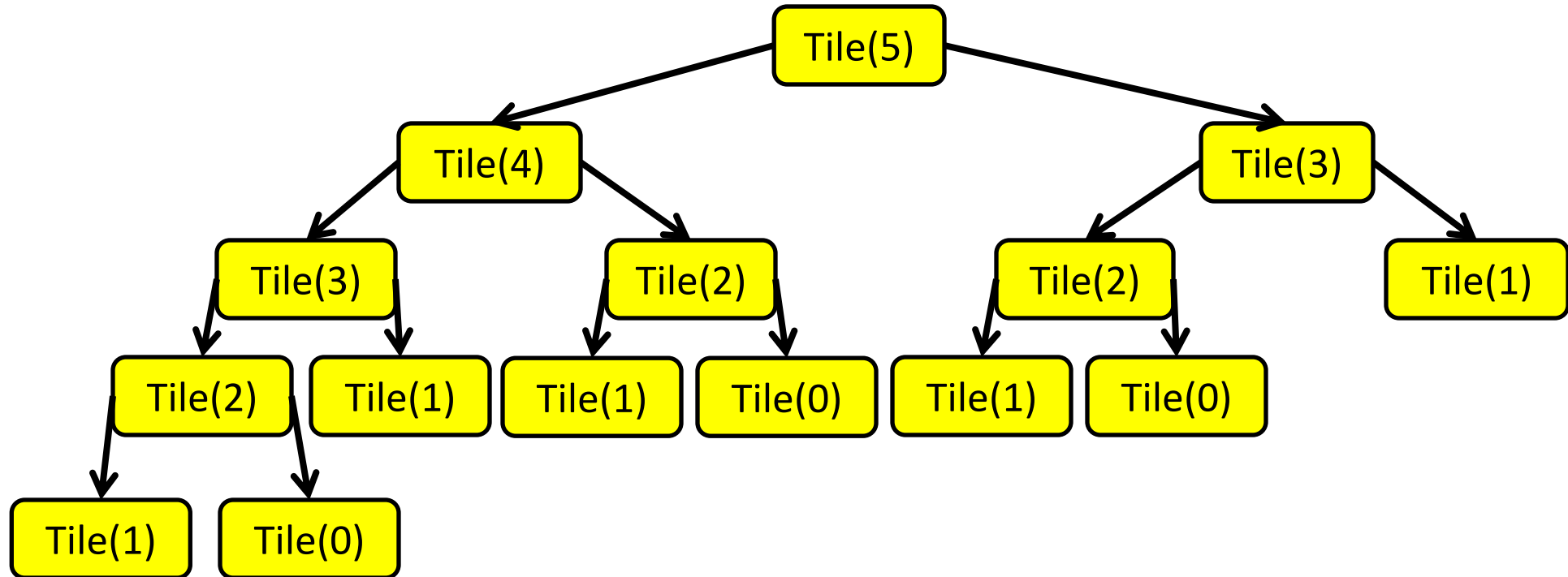
if  $n < 2$ :

return 1

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

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  $n < 2$ :

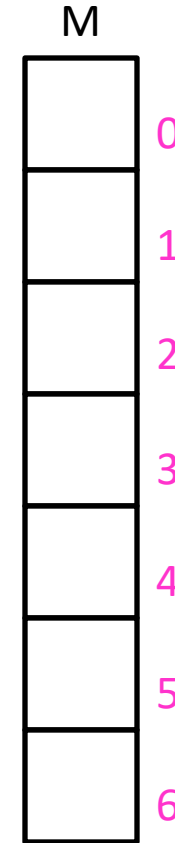
return 1

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 $Tile(n)$ with Memory - “Top Down”

Initialize Memory M

Tile(n):

if  $n < 2$ :

return 1

if M[n] is filled:

return M[n]

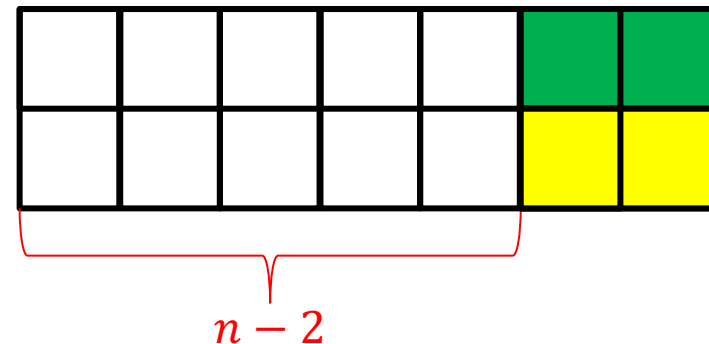
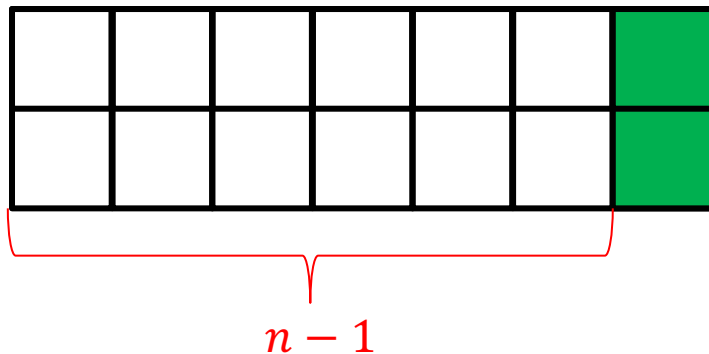
$M[n] = Tile(n-1) + Tile(n-2)$

return M[n]

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 (optimal) solutions to smaller ones
- Idea:
  1. Identify recursive structure of the problem
    - What is the “last thing” done?



# 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

# 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(solutions)  
    mem[problem] = solution  
    return solution
```

# Computing $Tile(n)$ with Memory - “Top Down”

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]

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

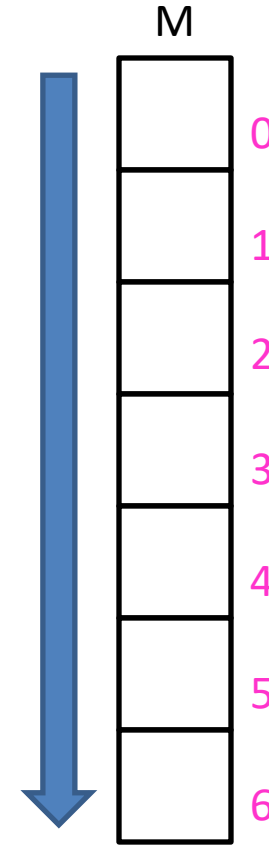
$M[0] = 1$

$M[1] = 1$

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 (optimal) solutions to smaller ones
- 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 (we'll see these come up later):
  - True for coin-changing
  - True for single-source shortest path
  - True for knapsack problem

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

$$Cut(n) = \max \left\{ \begin{array}{l} Cut(n-1) + P[1] \\ Cut(n-2) + P[2] \\ \dots \\ Cut(0) + P[n] \end{array} \right.$$

