

# Even More on Dynamic Programming

## Lecture 15

Thursday, October 13, 2022

# Part I

## Longest Common Subsequence Problem

# The LCS Problem

## Definition 15.1.

**LCS** between two strings **X** and **Y** is the length of longest common subsequence between **X** and **Y**.

## Example 15.2.

**LCS** between ABAZDC and BACBAD is 4 via ABAD

Derive a dynamic programming algorithm for the problem.

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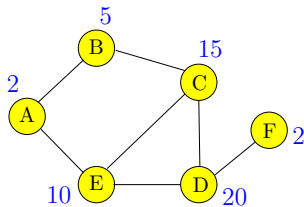
## Part II

# Maximum Weighted Independent Set in Trees

# Maximum Weight Independent Set Problem

**Input** Graph  $\mathbf{G} = (\mathbf{V}, \mathbf{E})$  and weights  $\mathbf{w(v)} \geq 0$  for each  $\mathbf{v} \in \mathbf{V}$

**Goal** Find maximum weight independent set in  $\mathbf{G}$

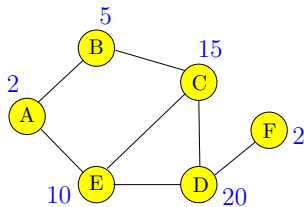


Maximum weight independent set in above graph:  $\{\mathbf{B}, \mathbf{D}\}$

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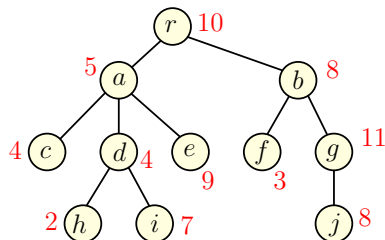
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# Maximum Weight Independent Set in a Tree

**Input** Tree  $\mathbf{T} = (\mathbf{V}, \mathbf{E})$  and weights  $\mathbf{w}(\mathbf{v}) \geq 0$  for each  $\mathbf{v} \in \mathbf{V}$

**Goal** Find maximum weight independent set in  $\mathbf{T}$



Maximum weight independent set in above tree: ??

# Towards a Recursive Solution

For an arbitrary graph  $G$ :

1. Number vertices as  $v_1, v_2, \dots, v_n$
2. Find recursively optimum solutions without  $v_n$  (recurse on  $G - v_n$ ) and with  $v_n$  (recurse on  $G - v_n - N(v_n)$  & include  $v_n$ ).
3. Saw that if graph  $G$  is arbitrary there was no good ordering that resulted in a small number of subproblems.

What about a tree? Natural candidate for  $v_n$  is root  $r$  of  $T$ ?

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Natural candidate for  $\mathbf{v}_n$  is root  $\mathbf{r}$  of  $\mathbf{T}$ ? Let  $\mathcal{O}$  be an optimum solution to the whole problem.

Case  $\mathbf{r} \notin \mathcal{O}$  : Then  $\mathcal{O}$  contains an optimum solution for each subtree of  $\mathbf{T}$  hanging at a child of  $\mathbf{r}$ .

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Subproblems? Subtrees of  $\mathbf{T}$  rooted at nodes in  $\mathbf{T}$ .

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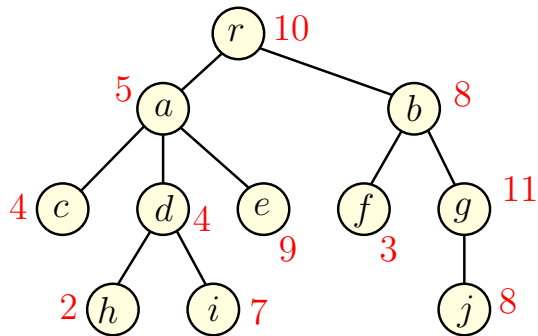
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## Example



## A Recursive Solution

**T(u)**: subtree of **T** hanging at node **u**

**OPT(u)**: max weighted independent set value in **T(u)**

$$\mathbf{OPT(u)} = \max \left\{ \begin{array}{l} \sum_{v \text{ child of } u} \mathbf{OPT(v)}, \\ w(u) + \sum_{v \text{ grandchild of } u} \mathbf{OPT(v)} \end{array} \right.$$

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# Iterative Algorithm

1. Compute **OPT(u)** bottom up. To evaluate **OPT(u)** need to have computed values of all children and grandchildren of **u**
2. What is an ordering of nodes of a tree **T** to achieve above? Post-order traversal of a tree.

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**MIS-Tree**(**T**):

Let  $v_1, v_2, \dots, v_n$  be a post-order traversal of nodes of **T**  
**for**  $i = 1$  **to**  $n$  **do**

$$M[v_i] = \max \left( \begin{array}{l} \sum_{v_j \text{ child of } v_i} M[v_j], \\ w(v_i) + \sum_{v_j \text{ grandchild of } v_i} M[v_j] \end{array} \right)$$

**return**  $M[v_n]$  (\* Note:  $v_n$  is the root of **T** \*)

Space:  $O(n)$  to store the value at each node of **T**

Running time:

1. Naive bound:  $O(n^2)$  since each  $M[v_i]$  evaluation may take  $O(n)$  time and there are  $n$  evaluations.
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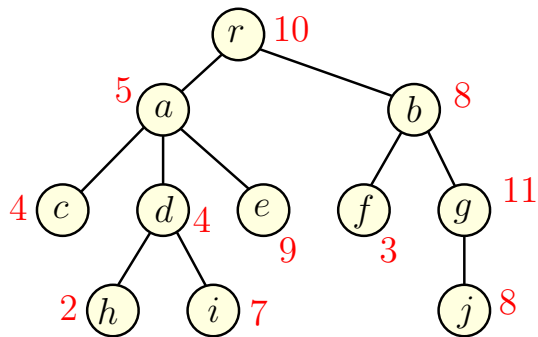
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## Example



## Part III

### Context free grammars: The CYK Algorithm

# Parsing

We saw **regular** languages and **context free** languages.

Most programming languages are specified via context-free grammars. Why?

- ▶ **CFLs** are sufficiently expressive to support what is needed.
- ▶ At the same time one can “efficiently” solve the **parsing** problem: given a string/program **w**, is it a valid program according to the CFG specification of the programming language?

# CFG specification for C

```
<relational-expression> ::= <shift-expression>
                           | <relational-expression> < <shift-expression>
                           | <relational-expression> > <shift-expression>
                           | <relational-expression> <= <shift-expression>
                           | <relational-expression> >= <shift-expression>

<shift-expression> ::= <additive-expression>
                       | <shift-expression> << <additive-expression>
                       | <shift-expression> >> <additive-expression>

<additive-expression> ::= <multiplicative-expression>
                          | <additive-expression> + <multiplicative-expression>
                          | <additive-expression> - <multiplicative-expression>

<multiplicative-expression> ::= <cast-expression>
                                | <multiplicative-expression> * <cast-expression>
                                | <multiplicative-expression> / <cast-expression>
                                | <multiplicative-expression> % <cast-expression>

<cast-expression> ::= <unary-expression>
                    | ( <type-name> ) <cast-expression>

<unary-expression> ::= <postfix-expression>
                     | ++ <unary-expression>
                     | -- <unary-expression>
                     | <unary-operator> <cast-expression>
                     | sizeof <unary-expression>
                     | sizeof <type-name>

<postfix-expression> ::= <primary-expression>
                       | <postfix-expression> [ <expression> ]
                       | <postfix-expression> ( {<assignment-expression>}* )
```

# Algorithmic Problem

Given a CFG  $G = (V, T, P, S)$  and a string  $w \in T^*$ , is  $w \in L(G)$ ?

- ▶ That is, does  $S$  derive  $w$ ?
- ▶ Equivalently, is there a parse tree for  $w$ ?

**Simplifying assumption:**  $G$  is in Chomsky Normal Form (CNF)

- ▶ Productions are all of the form  $A \rightarrow BC$  or  $A \rightarrow a$ .  
If  $\epsilon \in L$  then  $S \rightarrow \epsilon$  is also allowed.  
(This is the only place in the grammar that has an  $\epsilon$ .)
- ▶ Every CFG  $G$  can be converted into CNF form via an efficient algorithm
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## Example

$S \rightarrow \epsilon \mid \mathbf{AB} \mid \mathbf{XB}$

$Y \rightarrow \mathbf{AB} \mid \mathbf{XB}$

$X \rightarrow \mathbf{AY}$

$A \rightarrow 0$

$B \rightarrow 1$

**Question:**

► Is **000111** in  $L(G)$ ?

► Is **00011** in  $L(G)$ ?

# Towards Recursive Algorithm

Assume **G** is a **CNF** grammar.

**S** derives **w** iff one of the following holds:

- ▶  $|w| = 1$  and  $S \rightarrow w$  is a rule in **P**
- ▶  $|w| > 1$  and there is a rule  $S \rightarrow AB$  and a split  $w = uv$  with  $|u|, |v| \geq 1$  such that **A** derives **u** and **B** derives **v**

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# Recursive solution

1. Input:  $\mathbf{w} = \mathbf{w}_1\mathbf{w}_2 \dots \mathbf{w}_n$
2. Assume  $\mathbf{r}$  non-terminals in  $\mathbf{G}$ :  $\mathbf{R}_1, \dots, \mathbf{R}_r$ .
3.  $\mathbf{R}_1$ : Start symbol.
4.  $\mathbf{f}(\ell, \mathbf{s}, \mathbf{b})$ : **TRUE**  $\iff \mathbf{w}_\mathbf{s}\mathbf{w}_{\mathbf{s}+1} \dots, \mathbf{w}_{\mathbf{s}+\ell-1} \in \mathbf{L}(\mathbf{R}_\mathbf{b})$ .  
= Substring  $\mathbf{w}$  starting at pos  $\ell$  of length  $\mathbf{s}$  is deriveable by  $\mathbf{R}_\mathbf{b}$ .
5. Recursive formula:  $\mathbf{f}(\mathbf{1}, \mathbf{s}, \mathbf{a})$  is **1** iff  $(\mathbf{R}_\mathbf{a} \rightarrow \mathbf{w}_\mathbf{s}) \in \mathbf{G}$ .
6. For  $\ell > \mathbf{1}$ :

$$\mathbf{f}(\ell, \mathbf{s}, \mathbf{a}) = \bigvee_{\mathbf{p}=\mathbf{1}}^{\ell-1} \bigvee_{(\mathbf{R}_\mathbf{a} \rightarrow \mathbf{R}_\mathbf{b}\mathbf{R}_\mathbf{c}) \in \mathbf{G}} \left( \mathbf{f}(\mathbf{p}, \mathbf{s}, \mathbf{b}) \wedge \mathbf{f}(\ell - \mathbf{p}, \mathbf{s} + \mathbf{p}, \mathbf{c}) \right)$$

7. Output:  $\mathbf{w} \in \mathbf{L}(\mathbf{G}) \iff \mathbf{f}(n, \mathbf{1}, \mathbf{1}) = \mathbf{1}$ .

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# Analysis

Assume  $\mathbf{G} = \{R_1, R_2, \dots, R_r\}$  with start symbol  $R_1$

- ▶ Number of subproblems:  $O(rn^2)$
- ▶ Space:  $O(rn^2)$
- ▶ Time to evaluate a subproblem from previous ones:  $O(|P|n)$  where  $P$  is set of rules
- ▶ Total time:  $O(|P|rn^3)$  which is polynomial in both  $|w|$  and  $|G|$ . For fixed  $G$  the run time is cubic in input string length.
- ▶ Running time can be improved to  $O(n^3|P|)$ .
- ▶ Not practical for most programming languages. Most languages assume restricted forms of **CFGs** that enable more efficient parsing algorithms.

# CYK Algorithm

Input string:  $X = x_1 \dots x_n$ .

Input grammar  $G$ :  $r$  nonterminal symbols  $R_1 \dots R_r$ ,  $R_1$  start symbol.

---

$P[n][n][r]$ : Array of booleans. Initialize all to **FALSE**

for  $s = 1$  to  $n$  do

    for each unit production  $R_v \rightarrow x_s$  do

$P[1][s][v] \leftarrow \text{TRUE}$

for  $\ell = 2$  to  $n$  do   // Length of span

    for  $s = 1$  to  $n - \ell + 1$  do   // Start of span

        for  $p = 1$  to  $\ell - 1$  do   // Partition of span

            for all  $(R_a \rightarrow R_b R_c) \in G$  do

                if  $P[p][s][b]$  and  $P[\ell - p][s + p][c]$  then

$P[\ell][s][a] \leftarrow \text{TRUE}$

if  $P[n][1][1]$  is **TRUE** then

    return ‘‘ $X$  is member of language’’

else

    return ‘‘ $X$  is not member of language’’



## Example

$S \rightarrow \epsilon \mid \mathbf{AB} \mid \mathbf{XB}$

$Y \rightarrow \mathbf{AB} \mid \mathbf{XB}$

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$A \rightarrow 0$

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**Order of evaluation for iterative algorithm:** increasing order of substring length.

## Example

**$S \rightarrow \epsilon \mid AB \mid XB$**

**$Y \rightarrow AB \mid XB$**

**$X \rightarrow AY$**

**$A \rightarrow 0$**

**$B \rightarrow 1$**

## Takeaway Points

1. Dynamic programming is based on finding a recursive way to solve the problem. Need a recursion that generates a small number of subproblems.
2. Given a recursive algorithm there is a natural **DAG** associated with the subproblems that are generated for given instance; this is the dependency graph. An iterative algorithm simply evaluates the subproblems in some topological sort of this **DAG**.
3. The space required to evaluate the answer can be reduced in some cases by a careful examination of that dependency **DAG** of the subproblems and keeping only a subset of the **DAG** at any time.