CSE 431/531: Analysis of Algorithms

Dynamic Programming

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University at Buffalo

Paradigms for Designing Algorithms

Greedy algorithm

- Make a greedy choice
- Prove that the greedy choice is safe
- Reduce the problem to a sub-problem and solve it iteratively

Divide-and-conquer

- Break a problem into many independent sub-problems
- Solve each sub-problem separately
- Combine solutions for sub-problems to form a solution for the original one
- Usually used to design more efficient algorithms

Paradigms for Designing Algorithms

Dynamic Programming

- Break up a problem into many overlapping sub-problems
- Build solutions for larger and larger sub-problems
- Use a table to store solutions for sub-problems for reuse

Recall: Computing the n-th Fibonacci Number

- $F_0 = 0, F_1 = 1$
- $F_n = F_{n-1} + F_{n-2}, \forall n \geq 2$
- Fibonacci sequence: $0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, \cdots$

Fib(n)

1. $F[0] \leftarrow 0$
2. $F[1] \leftarrow 1$
3. for $i \leftarrow 2$ to n do
4. $\quad F[i] \leftarrow F[i-1] + F[i-2]$
5. return $F[n]$

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Fib(n)

```
F[0] ← 0
F[1] ← 1
for i ← 2 to n do
    F[i] ← F[i − 1] + F[i − 2]
return F[n]
```

- Store each $F[i]$ for future use.

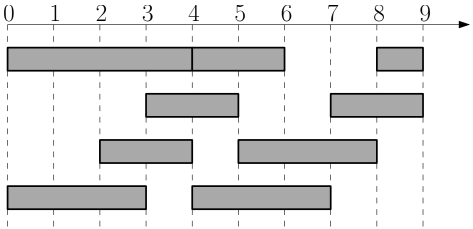
Outline

Recall: Interval Schduling

Input: n jobs, job i with start time s_i and finish time f_i

i and j are compatible if $[s_i, f_i)$ and $[s_j, f_j)$ are disjoint

Output: a maximum-size subset of mutually compatible jobs



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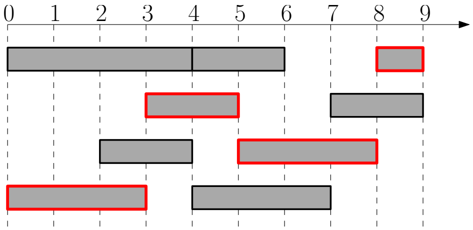

Weighted Interval Scheduling

Input: n jobs, job i with start time s_i and finish time f_i

each job has a weight (or value) $v_i > 0$

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Output: a maximum-weight subset of mutually compatible jobs

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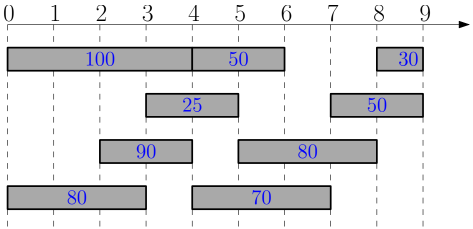

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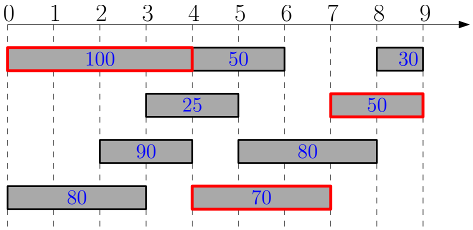

Optimum value $= 220$

Hard to Design a Greedy Algorithm

Q: Which job is safe to schedule?

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- Job with the earliest finish time?

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- Job with the earliest finish time? No, we are ignoring weights
- Job with the largest weight?

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- Job with the largest $\frac{\text{weight}}{\text{length}}$?

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  No, when weights are equal, this is the shortest job

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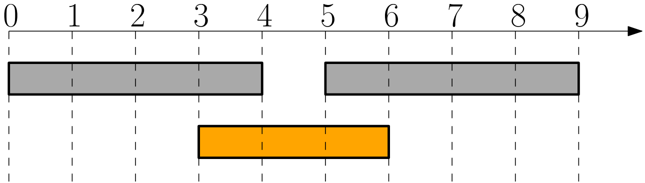

Designing a Dynamic Programming Algorithm

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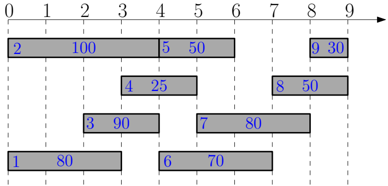
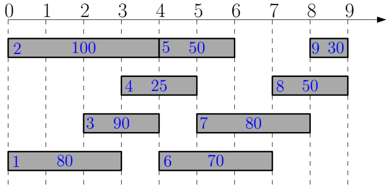


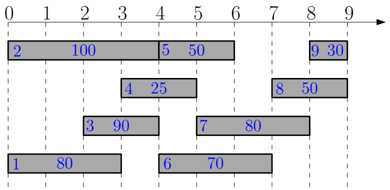
- Sort jobs according to non-decreasing order of finish times

Designing a Dynamic Programming Algorithm



- Sort jobs according to non-decreasing order of finish times
- $opt[i]$: optimal value for instance only containing jobs $\{1, 2, \cdots, i\}$

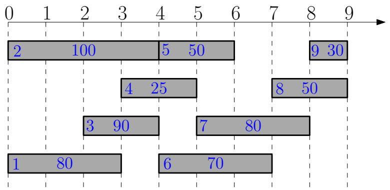
Designing a Dynamic Programming Algorithm



- Sort jobs according to non-decreasing order of finish times
- $opt[i]$: optimal value for instance only containing jobs $\{1, 2, \cdots, i\}$

i	$opt[i]$
0	
1	
2	
3	
4	
5	
6	
7	
8	
9	

Designing a Dynamic Programming Algorithm



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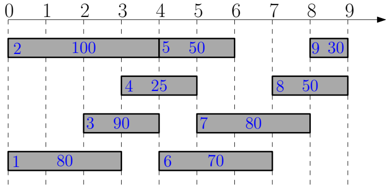
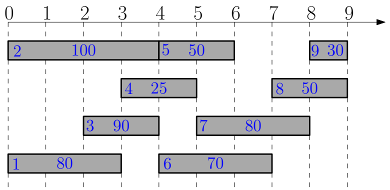


- Sort jobs according to non-decreasing order of finish times
- $opt[i]$: optimal value for instance only containing jobs $\{1, 2, \cdots, i\}$

i	$opt[i]$
0	0
1	80
2	
3	
4	
5	
6	
7	
8	
9	

Designing a Dynamic Programming Algorithm



- Sort jobs according to non-decreasing order of finish times
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1	80
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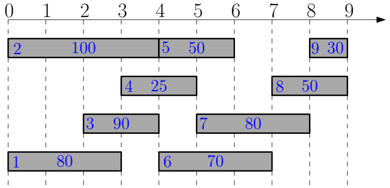
Designing a Dynamic Programming Algorithm



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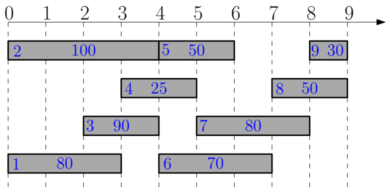
Designing a Dynamic Programming Algorithm



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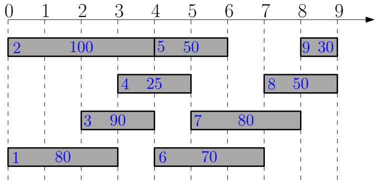
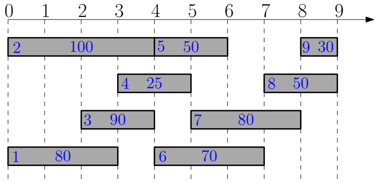
i	$opt[i]$
0	0
1	80
2	100
3	100
4	105
5	150
6	170
7	185
8	220
9	220

Designing a Dynamic Programming Algorithm



- Focus on instance $\{1, 2, 3, \cdots, i\}$,
- $opt[i]$: optimal value for the instance

Designing a Dynamic Programming Algorithm



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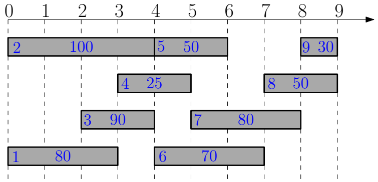
- assume we have computed $opt[0], opt[1], \cdots, opt[i-1]$

Designing a Dynamic Programming Algorithm



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Q: The value of optimal solution that does not contain i?

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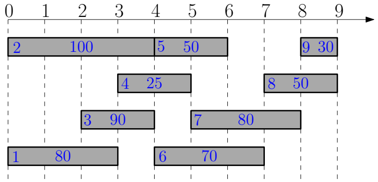

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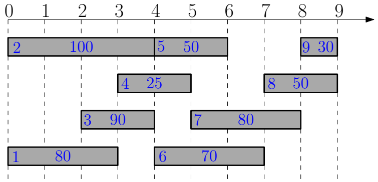

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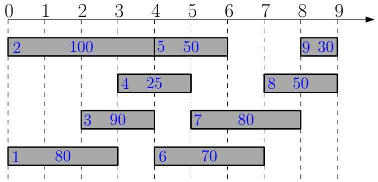

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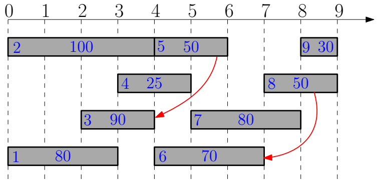
A: $v_i + opt[p_i]$, $p_i =$ the largest j such that $f_j \leq s_i$

Designing a Dynamic Programming Algorithm



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Recursion for $opt[i]$:

$$opt[i] = \max\{opt[i-1], v_i + opt[p_i]\}$$

Designing a Dynamic Programming Algorithm

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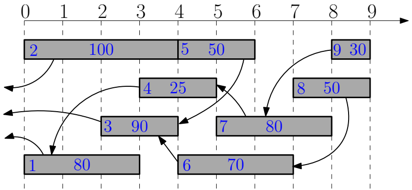

- $opt[0] = 0$
- $opt[1] = \max\{opt[0], 80 + opt[0]\} = 80$
- $opt[2] =$
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Designing a Dynamic Programming Algorithm

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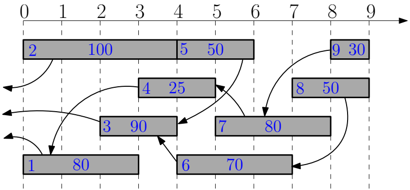

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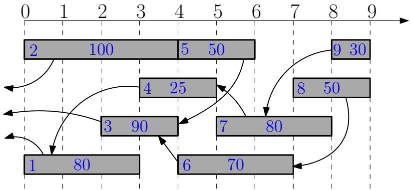

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Designing a Dynamic Programming Algorithm

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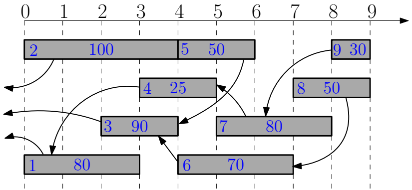

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Designing a Dynamic Programming Algorithm

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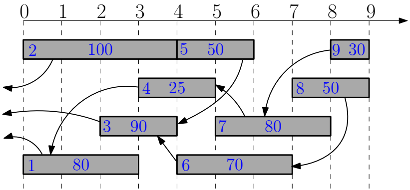

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- $opt[2] = \max\{opt[1], 100 + opt[0]\} = 100$
- $opt[3] = \max\{opt[2], 90 + opt[0]\}$
- $opt[4] =$
- $opt[5] =$

Designing a Dynamic Programming Algorithm

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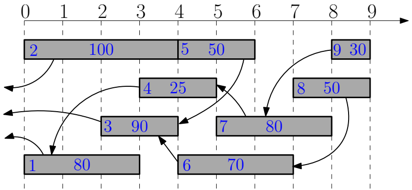

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Designing a Dynamic Programming Algorithm

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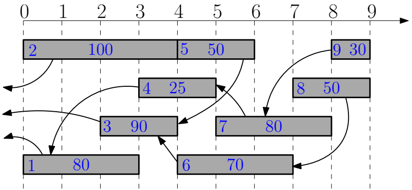

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- $opt[3] = \max\{opt[2], 90 + opt[0]\} = 100$
- $opt[4] = \max\{opt[3], 25 + opt[1]\}$
- $opt[5] =$

Designing a Dynamic Programming Algorithm

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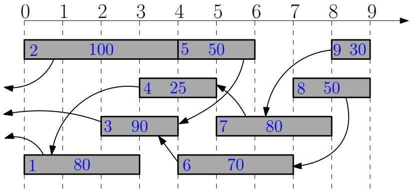

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- $opt[5] =$

Designing a Dynamic Programming Algorithm

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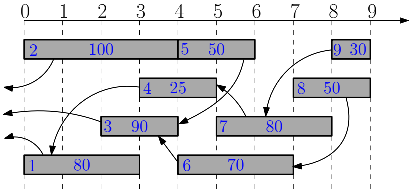

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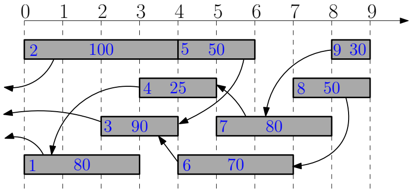
- $opt[3] = \max\{opt[2], 90 + opt[0]\} = 100$
- $opt[4] = \max\{opt[3], 25 + opt[1]\} = 105$
- $opt[5] = \max\{opt[4], 50 + opt[3]\}$

Designing a Dynamic Programming Algorithm

Recursion for $opt[i]$:

$$opt[i] = \max\left\{opt[i-1], v_i + opt[p_i]\right\}$$



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- $opt[5] = \max\{opt[4], 50 + opt[3]\} = 150$

Designing a Dynamic Programming Algorithm

Recursion for $opt[i]$:

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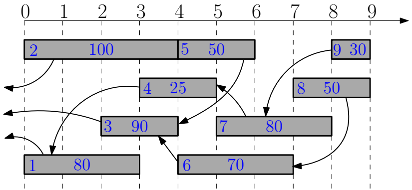

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- $opt[3] = 100, \quad opt[4] = 105, \quad opt[5] = 150$

Designing a Dynamic Programming Algorithm

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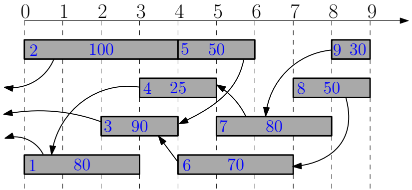

- $opt[0] = 0, \quad opt[1] = 80, \quad opt[2] = 100$
- $opt[3] = 100, \quad opt[4] = 105, \quad opt[5] = 150$
- $opt[6] = \max\{opt[5], 70 + opt[3]\} = 170$
- $opt[7] = \max\{opt[6], 80 + opt[4]\} = 185$
- $opt[8] = \max\{opt[7], 50 + opt[6]\} = 220$
- $opt[9] = \max\{opt[8], 30 + opt[7]\} = 220$

Recursive Algorithm to Compute $opt[n]$

1. sort jobs by non-decreasing order of finishing times
2. compute $p_1, p_2, \cdots, p_n$
3. return compute-opt(n)

compute-opt(i)

1. if $i = 0$ then
2.   return 0
3. else
4.   return $\max\{$compute-opt$(i-1), v_i +$ compute-opt$(p_i)\}$

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- Running time can be exponential in n
- Reason: we are computed each $opt[i]$ many times
- Solution: store the value of $opt[i]$, so it's computed only once

Memoized Recursive Algorithm

1. sort jobs by non-decreasing order of finishing times
2. compute $p_1, p_2, \cdots, p_n$
3. $opt[0] \leftarrow 0$ and $opt[i] \leftarrow \perp$ for every $i = 1, 2, 3, \cdots, n$
4. return compute-opt(n)

compute-opt(i)

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- Running time sorting: $O(n \lg n)$

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Dynamic Programming

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How Can We Recover the Optimum Schedule?

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$i \leftarrow n, S \leftarrow \emptyset$
while $i \neq 0$
    if $b[i] =$ N
        $i \leftarrow i - 1$
    else
        $S \leftarrow S \cup \{i\}$
        $i \leftarrow p_i$
return S

Recovering Optimum Schedule: Example

i	$opt[i]$	$b[i]$
0	0	$\perp$
1	80	
2	100	
3	100	
4	105	
5	150	
6	170	
7	185	
8	220	
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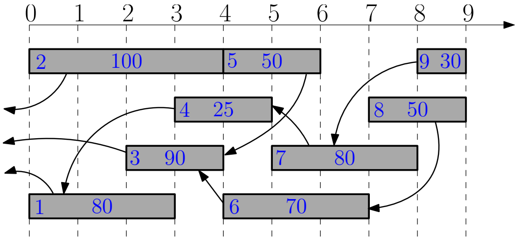

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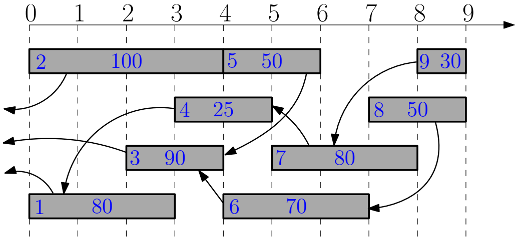

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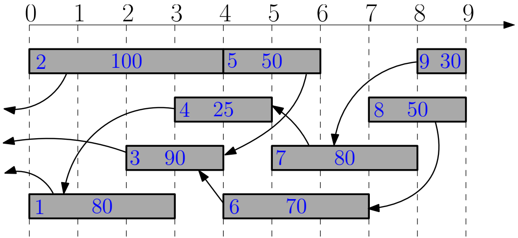

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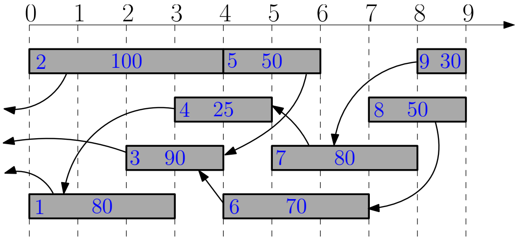

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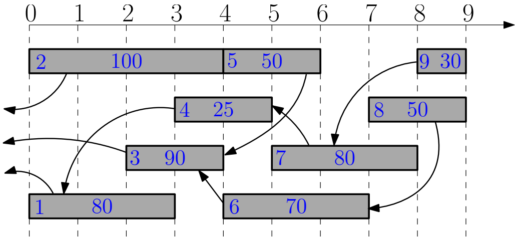

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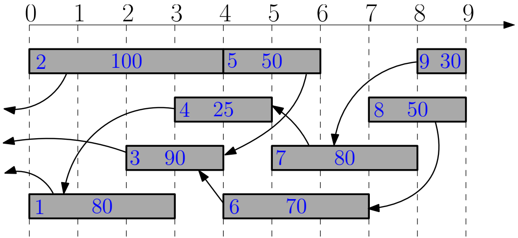

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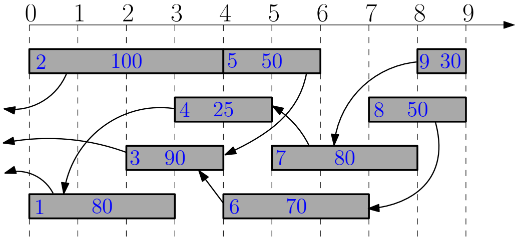

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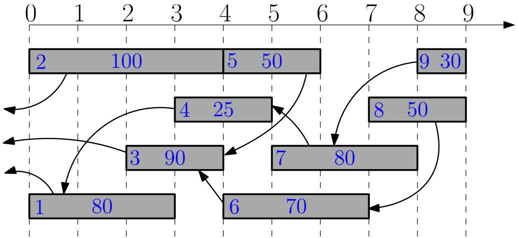

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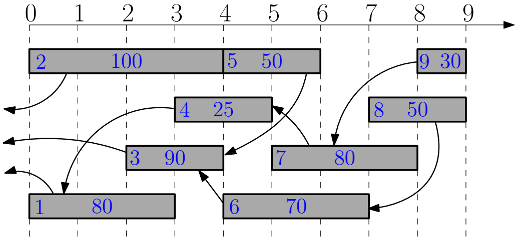

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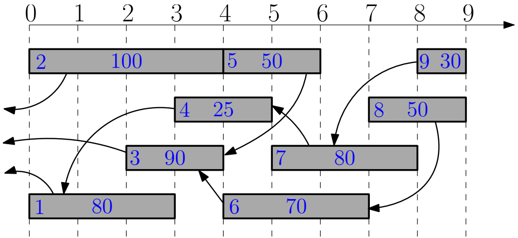

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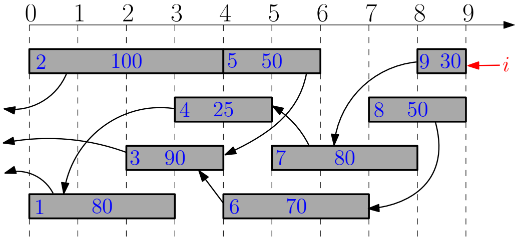

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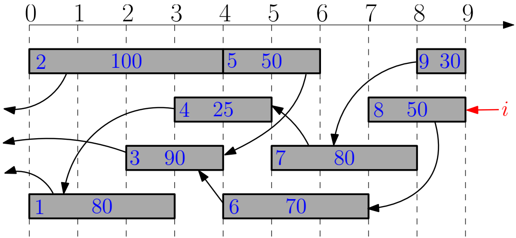

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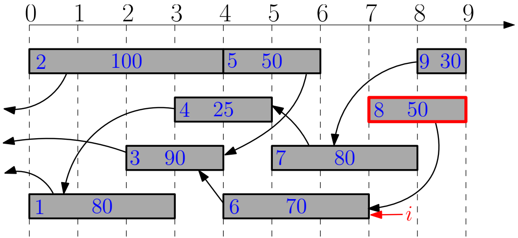

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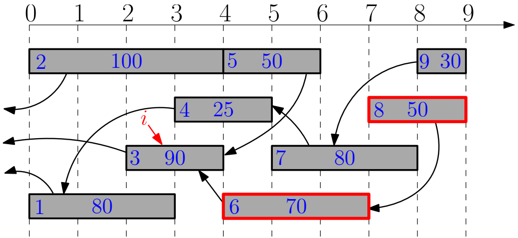

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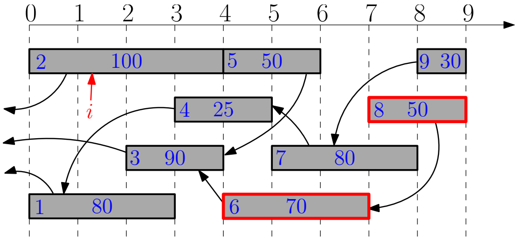

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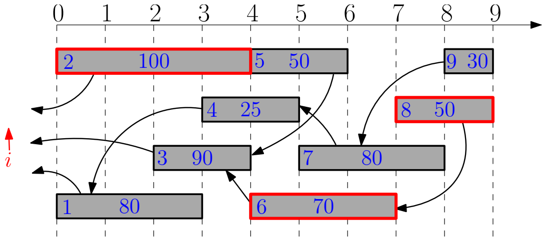

Dynamic Programming

- Break up a problem into many overlapping sub-problems
- Build solutions for larger and larger sub-problems
- Use a table to store solutions for sub-problems for reuse

Outline

Subset Sum Problem

Input: an integer bound $W > 0$

a set of n items, each with an integer weight $w_i > 0$

Output: a subset S of items that

$$\text{maximizes } \sum_{i \in S} w_i \qquad \text{s.t.} \sum_{i \in S} w_i \le W.$$

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Example:

- $W = 35, n = 5, w = (14, 9, 17, 10, 13)$

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Example:

- $W = 35, n = 5, w = (14, 9, 17, 10, 13)$
- Optimum: $S = \{1, 2, 4\}$ and $14 + 9 + 10 = 33$

Greedy Algorithms for Subset Sum

Candidate Algorithm:

- Sort according to non-increasing order of weights
- Select items in the order as long as the total weight remains below W

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A: No. $W = 100, n = 3, w = (51, 50, 50)$.

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A: No. $W = 100, n = 3, w = (1, 50, 50)$

Design a Dynamic Programming Algorithm

- Consider the instance: $i, W', (w_1, w_2, \cdots, w_i)$;
- $opt[i, W']$: the optimum value of the instance

Q: The value of the optimum solution that does not contain i?

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A: $opt[i-1, W']$

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Q: The value of the optimum solution that does not contain i?

A: $opt[i-1, W']$

Q: The value of the optimum solution that contains i?

A: $opt[i-1, W'-w_i] + w_i$

Dynamic Programming

- Consider the instance: $i, W', (w_1, w_2, \cdots, w_i)$;
- $opt[i, W']$: the optimum value of the instance

$$opt[i, W'] = \begin{cases} & i = 0 \\ & i > 0, w_i > W' \\ & i > 0, w_i \le W' \end{cases}$$

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$$opt[i, W'] = \begin{cases} 0 & i = 0 \\ opt[i-1, W'] & i > 0, w_i > W' \\ \max \left\{ \begin{array}{c} opt[i-1, W'] \\ opt[i-1, W'-w_i] + w_i \end{array} \right\} & i > 0, w_i \le W' \end{cases}$$

Dynamic Programming

```
for W' ← 0 to W
    opt[0, W'] ← 0
for i ← 1 to n
    for W' ← 0 to W
        opt[i, W'] ← opt[i − 1, W']
        if w_i ≥ W' and opt[i − 1, W' − w_i] + w_i ≥ opt[i, W'] then
            opt[i, W'] ← opt[i − 1, W' − w_i] + w_i
return opt[n, W]
```

Recover the Optimum Set

for $W' \leftarrow 0$ to W

  $opt[0, W'] \leftarrow 0$

for $i \leftarrow 1$ to n

  for $W' \leftarrow 0$ to W

    $opt[i, W'] \leftarrow opt[i-1, W']$

    $b[i, W'] \leftarrow$ N

    if $w_i \leq W'$ and $opt[i-1, W'-w_i] + w_i \geq opt[i, W']$ then

      $opt[i, W'] \leftarrow opt[i-1, W'-w_i] + w_i$

      $b[i, W'] \leftarrow$ Y

return $opt[n, W]$

Recover the Optimum Set

```
i ← n, W' ← W, S ← ∅
while i > 0
    if b[i, W'] = Y then
        W' ← W' − w_i
        S ← S ∪ {i}
    i ← i − 1
return S
```

Running Time of Algorithm

```
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- Running time is $O(nW)$

Running Time of Algorithm

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    for $W' \leftarrow 0$ to W
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            $opt[i, W'] \leftarrow opt[i-1, W'-w_i] + w_i$
return $opt[n, W]$

- Running time is $O(nW)$
- Running time is pseudo-polynomial because it depends on value of the input integers.

Outline

Knapsack Problem

Input: an integer bound $W > 0$

a set of n items, each with an integer weight $w_i > 0$

a value $v_i > 0$ for each item i

Output: a subset S of items that

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Output: a subset S of items that

$$\text{maximizes } \sum_{i \in S} v_i \qquad \text{s.t.} \sum_{i \in S} w_i \leq W.$$

- Motivation: you have budget W, and want to buy a subset of items of maximum total value

Greedy Algorithm

1. sort items according to non-increasing order of v_i/w_i
2. for each item in the ordering
3. take the item if we have enough budget

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- Bad example: $W = 100, n = 2, w = (1, 100), v = (1.1, 100)$.
- Optimum takes item 2 and greedy takes item 1.

Fractional Knapsack Problem

Input: integer bound $W > 0$,

a set of n items, each with an integer weight $w_i > 0$

a value $v_i > 0$ for each item i

Output: a vector $(\alpha_1, \alpha_2, \cdots, \alpha_n) \in [0, 1]^n$ that

$$\text{maximizes } \sum_{i=1}^{n} \alpha_i v_i \qquad \text{s.t.} \sum_{i=1}^{n} \alpha_i w_i \leq W.$$

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Greedy Algorithm for Fractional Knapsack

1. sort items according to non-increasing order of v_i/w_i,
2. for each item according to the ordering, take as much fraction of the item as possible.

Greedy is Optimum for Fractional Knapsack

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- $\alpha_1 = 1, \alpha_2 = 0.99$, value $= 1.1 + 99 = 100.1$.
- Idea of proof: exchanging argument. (Left as homework exercise).

DP for ($\{0,1\}$-)Knapsack Problem

- $opt[i, W']$: the optimum value when budget is W' and items are $\{1, 2, 3, \cdots, i\}$.
- If $i = 0$, $opt[i, W'] = 0$ for every $W' = 0, 1, 2, \cdots, W$.

$$opt[i, W'] = \begin{cases} & i = 0 \\ & i > 0, w_i > W' \\ & i > 0, w_i \leq W' \end{cases}$$

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$$opt[i, W'] = \begin{cases} 0 & i = 0 \\ opt[i-1, W'] & i > 0, w_i > W' \\ \max \left\{ \begin{array}{c} opt[i-1, W'] \\ opt[i-1, W' - w_i] + v_i \end{array} \right\} & i > 0, w_i \leq W' \end{cases}$$

Avoiding Unncessary Computation and Memory Using Memoized Algorithm and Hash Map

compute-opt(i, W')

- if $opt[i, W'] \neq \bot$ return $opt[i, W']$
- if $i = 0$ then $r \leftarrow 0$
- else
    - $r \leftarrow$ compute-opt$(i - 1, W')$
    - if $w_i \leq W'$ then
        - $r' \leftarrow$ compute-opt$(i - 1, W' - w_i) + v_i$
        - if $r' > r$ then $r \leftarrow r'$
- $opt[i, W'] \leftarrow r$
- return r

- Use hash map for opt

Exercise: Items with 3 Parameters

Input: integer bounds $W > 0, Z > 0$,
a set of n items, each with an integer weight $w_i > 0$
a size $z_i > 0$ for each item i
a value $v_i > 0$ for each item i

Output: a subset S of items that

$$\text{maximizes } \sum_{i \in S} v_i \quad \text{s.t.}$$

$$\sum_{i \in S} w_i \leq W \text{ and } \sum_{i \in S} z_i \leq Z$$

Outline

Subsequence

- $A = bacdca$
- $C = adca$

Subsequence

- $A = bacdca$
- $C = adca$
- C is a subsequence of A

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Def. Given two sequences $A[1 .. n]$ and $C[1 .. t]$ of letters, C is called a subsequence of A if there exists integers $1 \leq i_1 < i_2 < i_3 < \ldots < i_t \leq n$ such that $A[i_j] = C[j]$ for every $j = 1, 2, 3, \cdots, t$.

Subsequence

- $A = bacdca$
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- Exercise: how to check if sequence C is a subsequence of A?

Longest Common Subsequence

Input: $A[1 \mathinner{..} n]$ and $B[1 \mathinner{..} m]$

Output: the longest common subsequence of A and B

Example:

- $A = `bacdca'$
- $B = `adbcda'$

Longest Common Subsequence

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Output: the longest common subsequence of A and B

Example:

- $A =$ '$bacdca$'
- $B =$ '$adbcda$'
- $\text{LCS}(A, B) =$ '$adca$'

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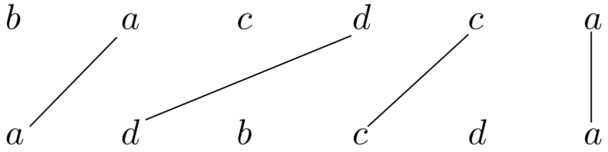
Example:

- $A = `bacdca'$
- $B = `adbcda'$
- $\mathsf{LCS}(A, B) = `adca'$

- Applications: edit distance (diff), similarity of DNAs

Matching View of LCS



- Goal of LCS: find a maximum-size non-crossing matching between letters in A and letters in B.

Reduce to Subproblems

- $A = `bacdca'$
- $B = `adbcda'$

Reduce to Subproblems

- $A = \text{`}bacdca'$
- $B = \text{`}adbcda'$

Reduce to Subproblems

- $A = `bacdc'$
- $B = `adbcd'$

Reduce to Subproblems

- $A = `bacdc'$
- $B = `adbcd'$

- either the last letter of A is not matched:

- or the last letter of B is not matched:

Reduce to Subproblems

- $A = `bacdc'$
- $B = `adbcd'$
- either the last letter of A is not matched:
- need to compute LCS($`bacdc', `adbc'$)
- or the last letter of B is not matched:

Reduce to Subproblems

- $A = `bacdc'$
- $B = `adbcd'$
- either the last letter of A is not matched:
- need to compute LCS($`bacdc', `adbc'$)
- or the last letter of B is not matched:
- need to compute LCS($`bacd', `adbcd'$)

Dynamic Programming for LCS

- $opt[i, j], 0 \le i \le n, 0 \le j \le m$: length of longest common sub-sequence of $A[1 .. i]$ and $B[1 .. j]$.

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Dynamic Programming for LCS

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- if $i > 0, j > 0$, then

$$opt[i,j] = \begin{cases} & \text{if } A[i] = B[j] \\ & \text{if } A[i] \neq B[j] \end{cases}$$

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- if $i = 0$ or $j = 0$, then $opt[i,j] = 0$.
- if $i > 0, j > 0$, then

$$opt[i,j] = \begin{cases} opt[i-1,j-1]+1 & \text{if } A[i] = B[j] \\ & \text{if } A[i] \neq B[j] \\ & \end{cases}$$

Dynamic Programming for LCS

- $opt[i, j], 0 \le i \le n, 0 \le j \le m$: length of longest common sub-sequence of $A[1 .. i]$ and $B[1 .. j]$.
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$$opt[i, j] = \begin{cases} opt[i-1, j-1] + 1 & \text{if } A[i] = B[j] \\ \max \begin{cases} opt[i-1, j] \\ opt[i, j-1] \end{cases} & \text{if } A[i] \neq B[j] \end{cases}$$

Dynamic Programming for LCS

```
for j ← 0 to m do
    opt[0, j] ← 0
for i ← 1 to n
    opt[i, 0] ← 0
    for j ← 1 to m
        if A[i] = B[j] then
            opt[i, j] ← opt[i − 1, j − 1] + 1
        elseif opt[i, j − 1] ≥ opt[i − 1, j] then
            opt[i, j] ← opt[i, j − 1]
        else
            opt[i, j] ← opt[i − 1, j]
```

Dynamic Programming for LCS

for $j \leftarrow 0$ to m do
    $opt[0, j] \leftarrow 0$
for $i \leftarrow 1$ to n
    $opt[i, 0] \leftarrow 0$
    for $j \leftarrow 1$ to m
        if $A[i] = B[j]$ then
            $opt[i, j] \leftarrow opt[i-1, j-1] + 1$, $\pi[i, j] \leftarrow$ "$\nwarrow$"
        elseif $opt[i, j-1] \geq opt[i-1, j]$ then
            $opt[i, j] \leftarrow opt[i, j-1]$, $\pi[i, j] \leftarrow$ "$\leftarrow$"
        else
            $opt[i, j] \leftarrow opt[i-1, j]$, $\pi[i, j] \leftarrow$ "$\uparrow$"

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$						
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1	0 ⊥	0 ←	0 ←	1 ↖	1 ←	1 ←	1 ←
2	0 ⊥	1 ↖	1 ←	1 ←	1 ←	1 ←	2 ↖
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Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$						
5	0 $\perp$						
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$						
5	0 $\perp$						
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$
1	$0 \perp$	$0 \leftarrow$	$0 \leftarrow$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$
2	$0 \perp$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$
3	$0 \perp$	$1 \uparrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$	$2 \leftarrow$	$2 \leftarrow$
4	$0 \perp$	$1 \uparrow$					
5	$0 \perp$						
6	$0 \perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$				
5	0 $\perp$						
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$			
5	0 $\perp$						
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$		
5	0 $\perp$						
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$
1	$0 \perp$	$0 \leftarrow$	$0 \leftarrow$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$
2	$0 \perp$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$
3	$0 \perp$	$1 \uparrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$	$2 \leftarrow$	$2 \leftarrow$
4	$0 \perp$	$1 \uparrow$	$2 \nwarrow$	$2 \leftarrow$	$2 \leftarrow$	$3 \nwarrow$	
5	$0 \perp$						
6	$0 \perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$
1	$0 \perp$	$0 \leftarrow$	$0 \leftarrow$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$
2	$0 \perp$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$
3	$0 \perp$	$1 \uparrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$	$2 \leftarrow$	$2 \leftarrow$
4	$0 \perp$	$1 \uparrow$	$2 \nwarrow$	$2 \leftarrow$	$2 \leftarrow$	$3 \nwarrow$	$3 \leftarrow$
5	$0 \perp$						
6	$0 \perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$						
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$					
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$				
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$			
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$
1	$0 \perp$	$0 \leftarrow$	$0 \leftarrow$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$
2	$0 \perp$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$
3	$0 \perp$	$1 \uparrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$	$2 \leftarrow$	$2 \leftarrow$
4	$0 \perp$	$1 \uparrow$	$2 \nwarrow$	$2 \leftarrow$	$2 \leftarrow$	$3 \nwarrow$	$3 \leftarrow$
5	$0 \perp$	$1 \uparrow$	$2 \uparrow$	$2 \leftarrow$	$3 \nwarrow$		
6	$0 \perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$						

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$					

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$				

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$	$0 \perp$
1	$0 \perp$	$0 \leftarrow$	$0 \leftarrow$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$
2	$0 \perp$	$1 \nwarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$
3	$0 \perp$	$1 \uparrow$	$1 \leftarrow$	$1 \leftarrow$	$2 \nwarrow$	$2 \leftarrow$	$2 \leftarrow$
4	$0 \perp$	$1 \uparrow$	$2 \nwarrow$	$2 \leftarrow$	$2 \leftarrow$	$3 \nwarrow$	$3 \leftarrow$
5	$0 \perp$	$1 \uparrow$	$2 \uparrow$	$2 \leftarrow$	$3 \nwarrow$	$3 \leftarrow$	$3 \leftarrow$
6	$0 \perp$	$1 \nwarrow$	$2 \uparrow$	$2 \leftarrow$			

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$		

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$	3 $\leftarrow$	

Example

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$	3 $\leftarrow$	4 $\nwarrow$

Example: Find Common Subsequence

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$	3 $\leftarrow$	4 $\nwarrow$

Example: Find Common Subsequence

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$	3 $\leftarrow$	4 $\nwarrow$

Example: Find Common Subsequence

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$	3 $\leftarrow$	4 $\nwarrow$

Example: Find Common Subsequence

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$	3 $\leftarrow$	4 $\nwarrow$

Example: Find Common Subsequence

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$	3 $\leftarrow$	4 $\nwarrow$

Example: Find Common Subsequence

	1	2	3	4	5	6
A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$	3 $\leftarrow$	4 $\nwarrow$

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	1	2	3	4	5	6
A	b	a	c	d	c	a
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	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
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	0	1	2	3	4	5	6
0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
6	0 $\perp$	1 $\nwarrow$	2 $\uparrow$	2 $\leftarrow$	3 $\uparrow$	3 $\leftarrow$	4 $\nwarrow$

Example: Find Common Subsequence

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A	b	a	c	d	c	a
B	a	d	b	c	d	a

	0	1	2	3	4	5	6
0	0 ⊥	0 ⊥	0 ⊥	0 ⊥	0 ⊥	0 ⊥	0 ⊥
1	0 ⊥	0 ←	0 ←	1 ↖	1 ←	1 ←	1 ←
2	0 ⊥	1 ↖	1 ←	1 ←	1 ←	1 ←	2 ↖
3	0 ⊥	1 ↑	1 ←	1 ←	2 ↖	2 ←	2 ←
4	0 ⊥	1 ↑	2 ↖	2 ←	2 ←	3 ↖	3 ←
5	0 ⊥	1 ↑	2 ↑	2 ←	3 ↖	3 ←	3 ←
6	0 ⊥	1 ↖	2 ↑	2 ←	3 ↑	3 ←	4 ↖

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0	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$	0 $\perp$
1	0 $\perp$	0 $\leftarrow$	0 $\leftarrow$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$
2	0 $\perp$	1 $\nwarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$
3	0 $\perp$	1 $\uparrow$	1 $\leftarrow$	1 $\leftarrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$
4	0 $\perp$	1 $\uparrow$	2 $\nwarrow$	2 $\leftarrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$
5	0 $\perp$	1 $\uparrow$	2 $\uparrow$	2 $\leftarrow$	3 $\nwarrow$	3 $\leftarrow$	3 $\leftarrow$
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Find Common Subsequence

$i \leftarrow n, j \leftarrow m, S \leftarrow$ “”
while $i > 0$ and $j > 0$
    if $\pi[i, j] =$ “$\nwarrow$” then
        $S \leftarrow A[i] \bowtie S, i \leftarrow i - 1, j \leftarrow j - 1$
    else if $\pi[i, j] =$ “$\uparrow$”
        $i \leftarrow i - 1$
    else
        $j \leftarrow j - 1$
return S

Variants of Problem

Edit Distance with Insertions and Deletions

Input: a string A

each time we can delete a letter from A or insert a letter to A

Output: minimum number of operations (insertions or deletions) we need to change A to B?

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- A = ocurrance, B = occurrence
- 3 operations: insert 'c', remove 'a' and insert 'e'

Obs. #OPs = length(A) + length(B) - 2 · length(LCS(A, B))

Variants of Problem

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- $A =$ ocurrance, $B =$ occurrence.
- 2 operations: insert 'c', change 'a' to 'e'

- Not related to LCS any more

Edit Distance (with Replacing)

- $opt[i, j], 0 \le i \le n, 0 \le j \le m$: edit distance between $A[1 \,..\, i]$ and $B[1 \,..\, j]$.

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$$opt[i,j] = \begin{cases} opt[i-1,j-1] & \text{if } A[i] = B[j] \\ \min \begin{cases} opt[i-1,j]+1 \\ opt[i,j-1]+1 \\ opt[i-1,j-1]+1 \end{cases} & \text{if } A[i] \neq B[j] \end{cases}$$

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Example:

- Input: acbcedeacab
- Output: acedeca

Outline

Computing the Length of LCS

```
for j ← 0 to m do
    opt[0, j] ← 0
for i ← 1 to n
    opt[i, 0] ← 0
    for j ← 1 to m
        if A[i] = B[j]
            opt[i, j] ← opt[i − 1, j − 1] + 1
        elseif opt[i, j − 1] ≥ opt[i − 1, j]
            opt[i, j] ← opt[i, j − 1]
        else
            opt[i, j] ← opt[i − 1, j]
```

Obs. The i-th row of table only depends on $(i-1)$-th row.

Reducing Space to $O(n + m)$

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Q: How to use this observation to reduce space?

Reducing Space to $O(n+m)$

Obs. The i-th row of table only depends on $(i-1)$-th row.

Q: How to use this observation to reduce space?

A: We only keep two rows: the $(i-1)$-th row and the i-th row.

Linear Space Algorithm to Compute Length of LCS

for $j \leftarrow 0$ to m do
    $opt[0, j] \leftarrow 0$
for $i \leftarrow 1$ to n
    $opt[i \bmod 2, 0] \leftarrow 0$
    for $j \leftarrow 1$ to m
        if $A[i] = B[j]$
            $opt[i \bmod 2, j] \leftarrow opt[i - 1 \bmod 2, j - 1] + 1$
        elseif $opt[i \bmod 2, j - 1] \geq opt[i - 1 \bmod 2, j]$
            $opt[i \bmod 2, j] \leftarrow opt[i \bmod 2, j - 1]$
        else
            $opt[i \bmod 2, j] \leftarrow opt[i - 1 \bmod 2, j]$
return $opt[n \bmod 2, m]$

How to Recover LCS Using Linear Space?

- Only keep the last two rows: only know how to match $A[n]$

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- Using Divide and Conquer + Dynamic Programming:
  - Space: $O(m+n)$
  - Time: $O(nm)$

Outline

Recall: Single Source Shortest Path Problem

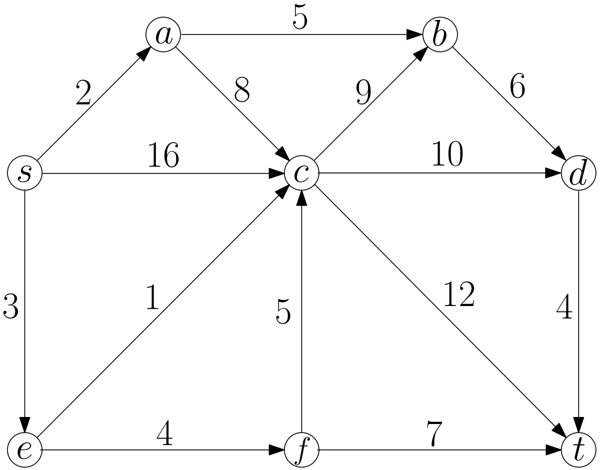
Single Source Shortest Paths

Input: directed graph $G = (V, E)$, $s \in V$

$w : E \to \mathbb{R}_{\geq 0}$

Output: shortest paths from s to all other vertices $v \in V$

- Algorithm for the problem: Dijkstra's algorithm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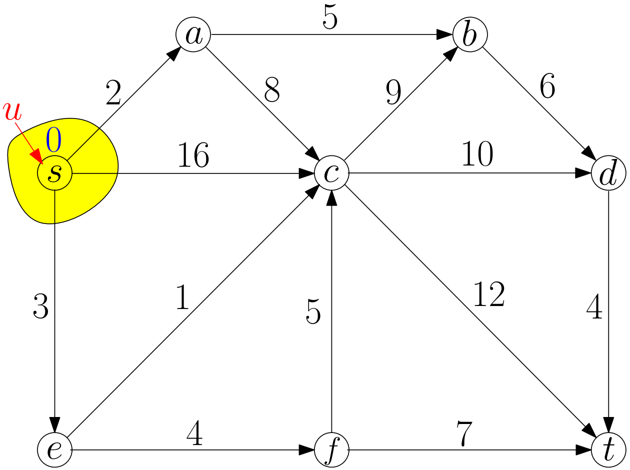
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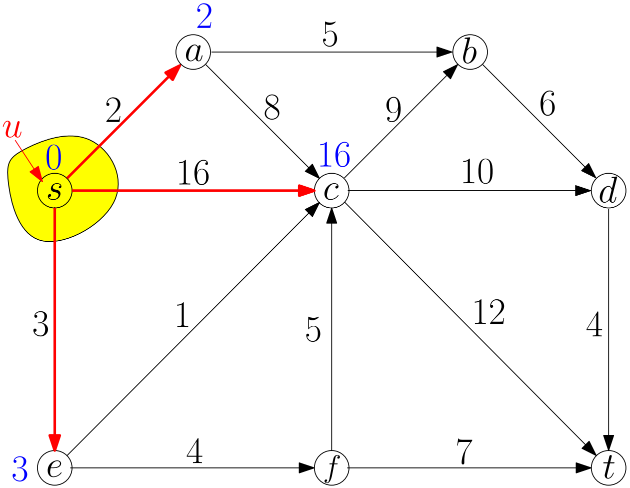
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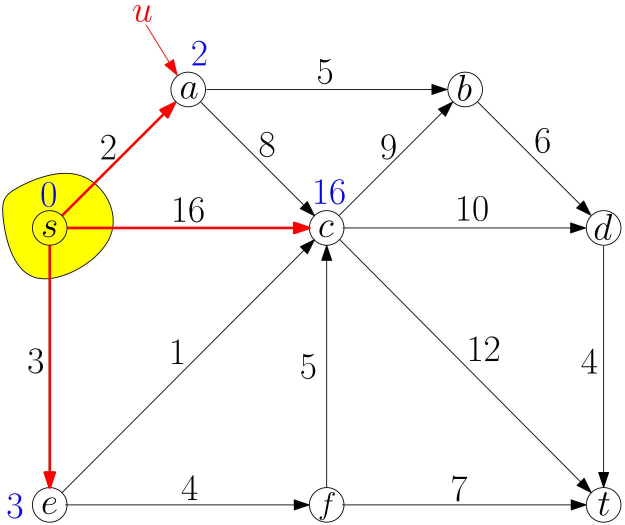
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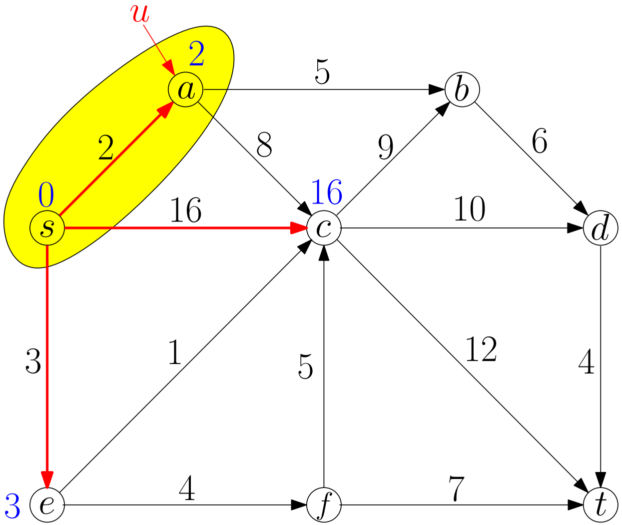
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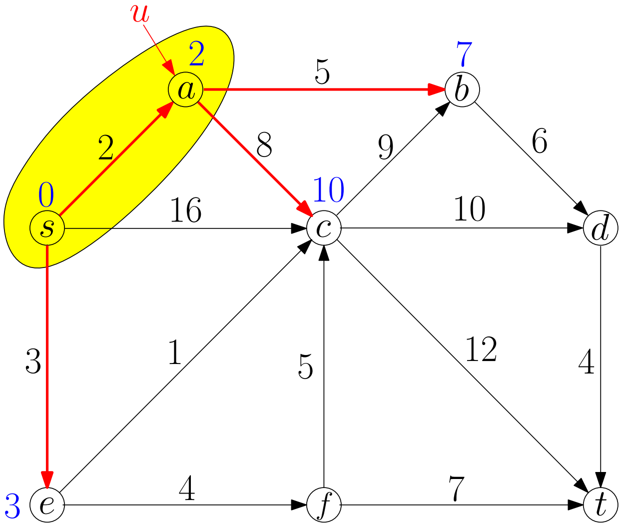
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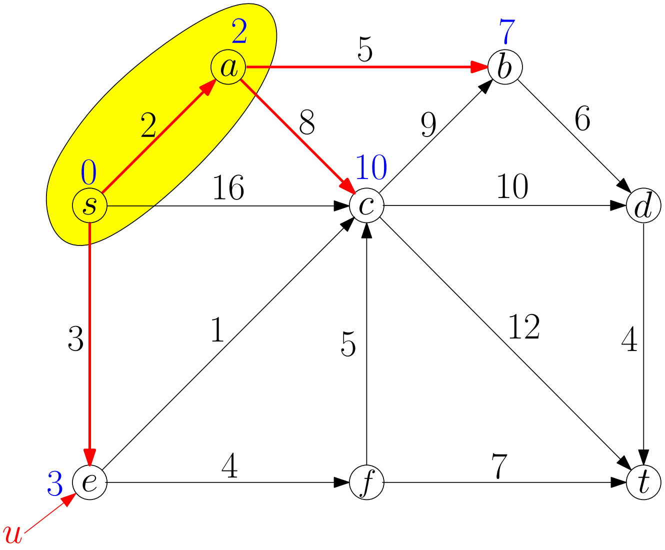
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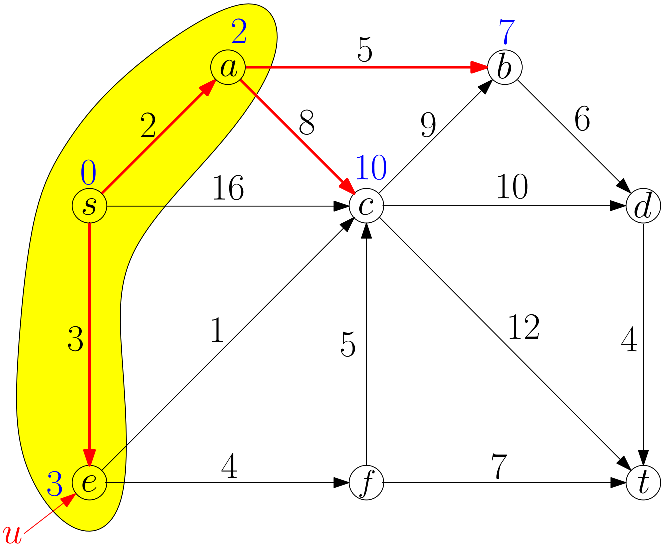
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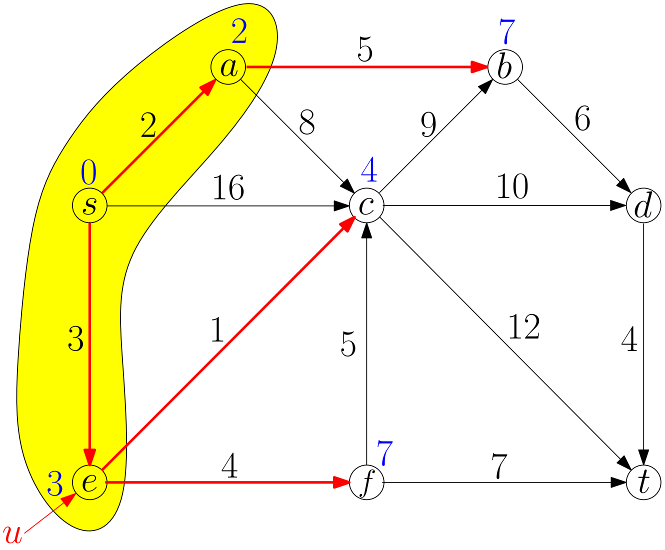

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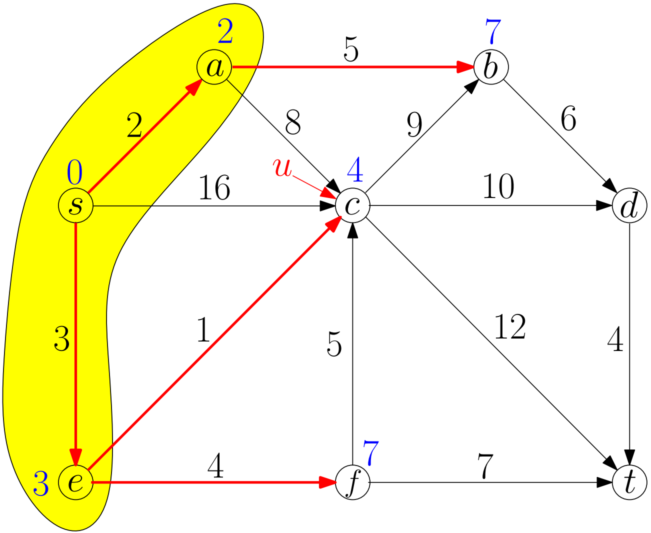

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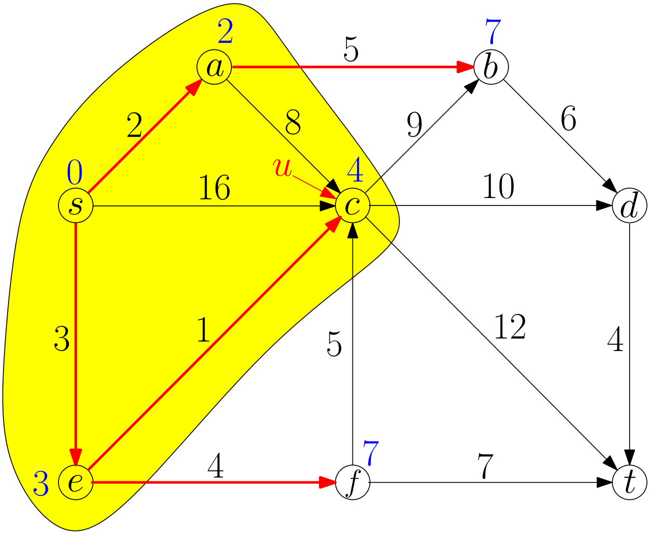
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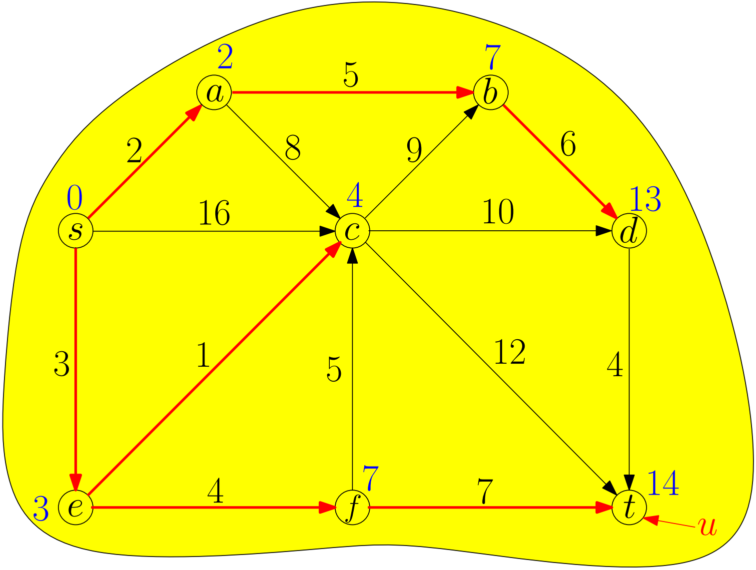

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Dijkstra's Algorithm Using Priorty Queue

Dijkstra(G, w, s)

```
S ← ∅, d(s) ← 0 and d(v) ← ∞ for every v ∈ V \ {s}
Q ← empty queue, for each v ∈ V: Q.insert(v, d(v))
while S ≠ V, do
    u ← Q.extract_min()
    S ← S ∪ {u}
    for each v ∈ V \ S such that (u, v) ∈ E
        if d(u) + w(u, v) < d(v) then
            d(v) ← d(u) + w(u, v), Q.decrease_key(v, d(v))
            π(v) ← u
return (π, d)
```

- Running time $= O(m + n \lg n)$.

Single Source Shortest Paths

Input: directed graph $G = (V, E)$, $s \in V$

assume all vertices are reachable from s

$w : E \to \mathbb{R}$

Output: shortest paths from s to all other vertices $v \in V$

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- If we sell a item: 'having the item' $\to$ 'not having the item', weight is negative (we gain money)

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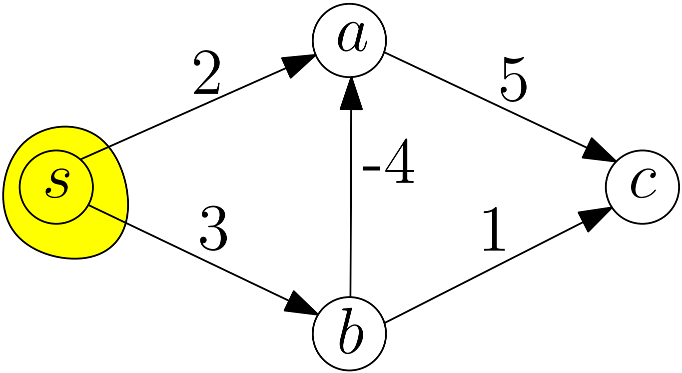
- In transition graphs, negative weights make sense
- If we sell a item: 'having the item' $\to$ 'not having the item', weight is negative (we gain money)
- Dijkstra's algorithm does not work any more!

Dijkstra's Algorithm Fails if We Have Negative Weights



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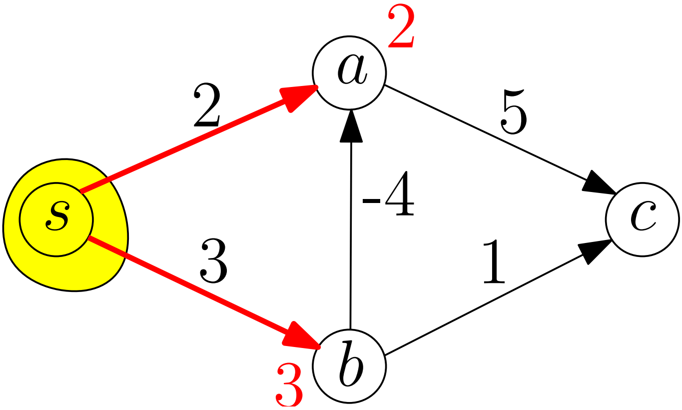

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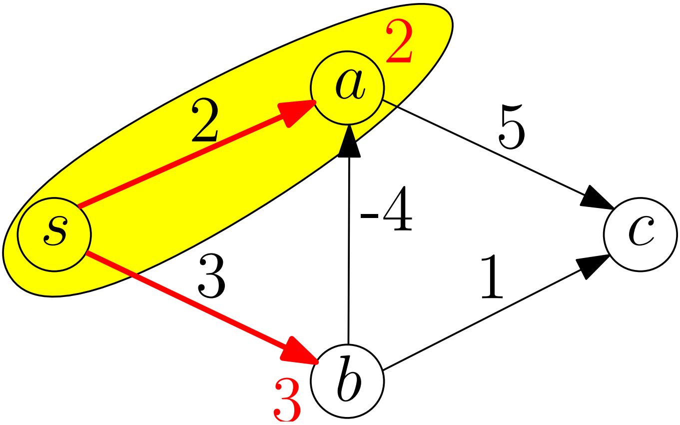
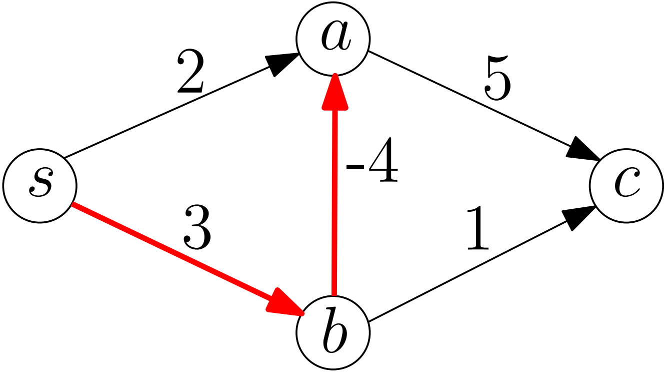
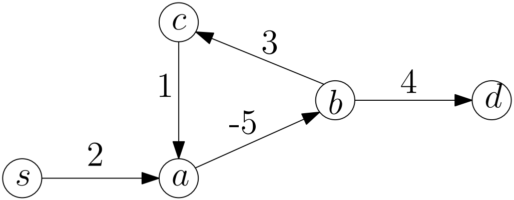


Dijkstra's Algorithm Fails if We Have Negative Weights

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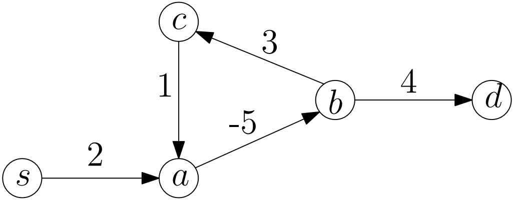
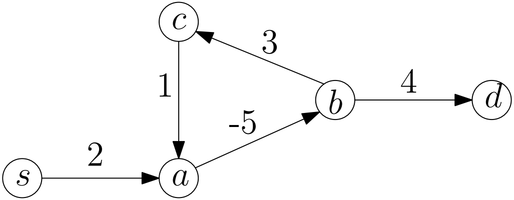


Q: What is the length of the shortest path from s to d?



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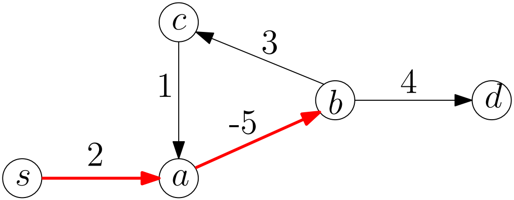

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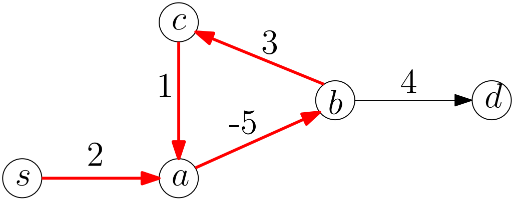

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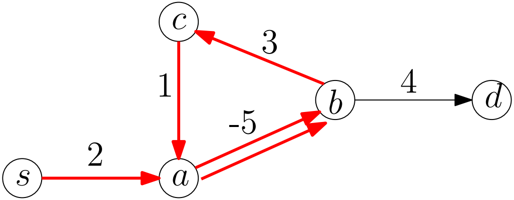

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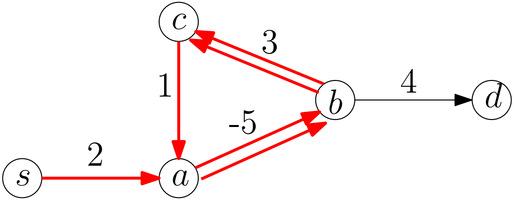

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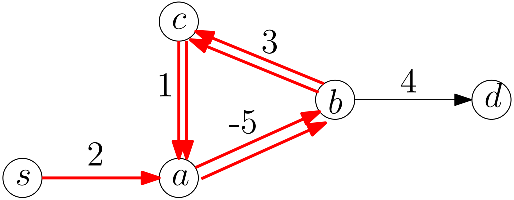

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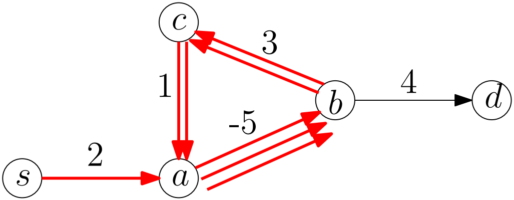

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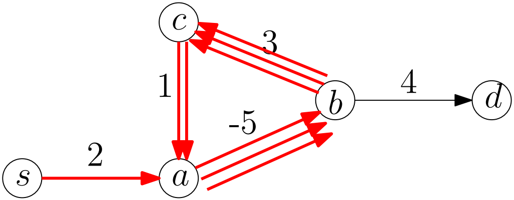

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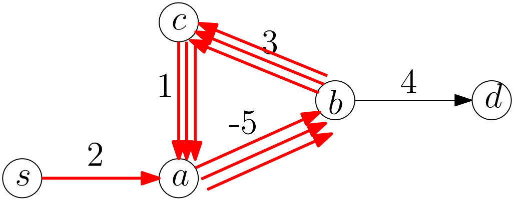

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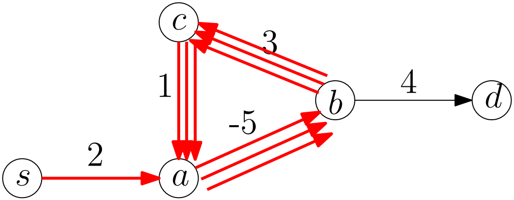

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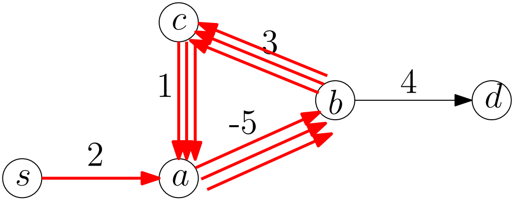
Def. A negative cycle is a cycle in which the total weight of edges is negative.



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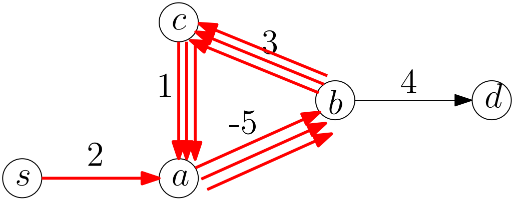

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Dealing with Negative Cycles

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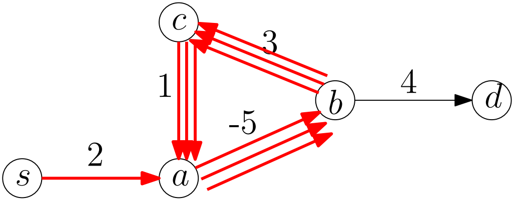

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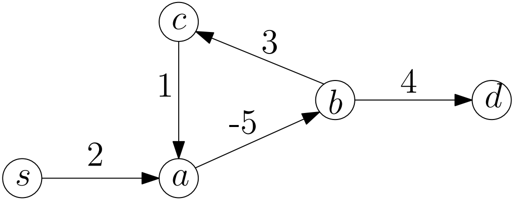
Dealing with Negative Cycles

- assume the input graph does not contain negative cycles, or
- allow algorithm to report "negative cycle exists"



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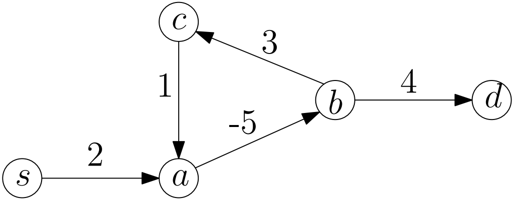

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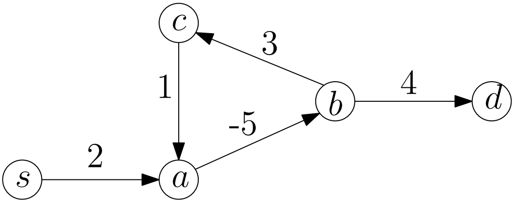

Q: What is the length of the shortest simple path from s to d?

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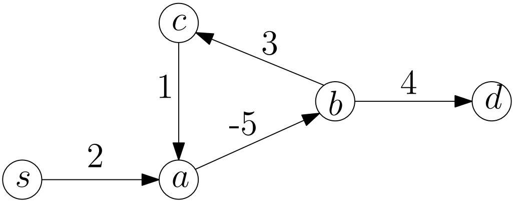

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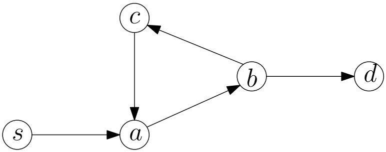
- Unfortunately, computing the shortest simple between two vertices is an NP-hard problem.

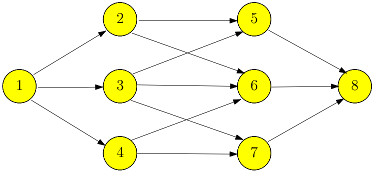
Outline

Directed Acyclic Graphs

Def. A directed acyclic graph (DAG) is a directed graph without (directed) cycles.



not a DAG



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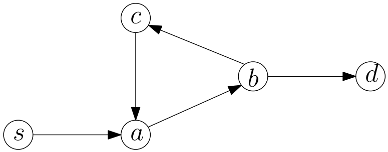

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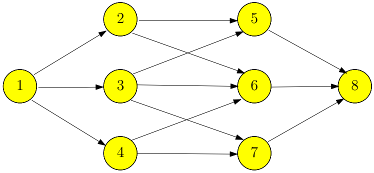


a DAG

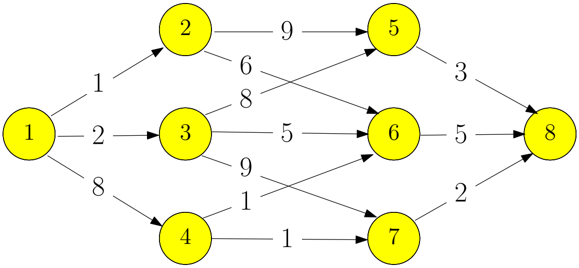
Lemma A directed graph is a DAG if and only its vertices can be topologically sorted.

Shortest Paths in DAG

Input: directed acyclic graph $G = (V, E)$ and $w : E \to \mathbb{R}$.

Assume $V = \{1, 2, 3 \cdots, n\}$ is topologically sorted: if $(i, j) \in E$, then $i < j$

Output: the shortest path from 1 to i, for every $i \in V$



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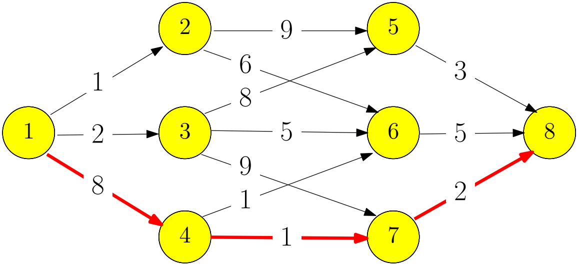

Shortest Paths in DAG

- $f[i]$: length of the shortest path from 1 to i

$$f[i] = \begin{cases} & i = 1 \\ & i = 2, 3, \cdots, n \end{cases}$$

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$$f[i] = \begin{cases} 0 & i = 1 \\ \min_{j:(j,i)\in E} \{f(j) + w(j,i)\} & i = 2, 3, \cdots, n \end{cases}$$

Shortest Paths in DAG

- Use an adjacency list for incoming edges of each vertex i

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1. $f[1] \leftarrow 0$
2. for $i \leftarrow 2$ to n do
3. $\quad f[i] \leftarrow \infty$
4. $\quad$ for each incoming edge $(j, i) \in E$ of i
5. $\quad\quad$ if $f[j] + w(j, i) < f[i]$
6. $\quad\quad\quad f[i] \leftarrow f[j] + w(j, i)$

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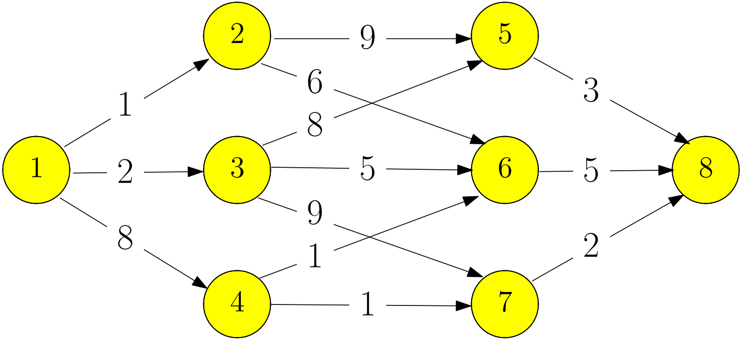
print-path(t)

if $t = 1$ then
    print(1)
    return
print-path($\pi(t)$)
print(",", t)

Example



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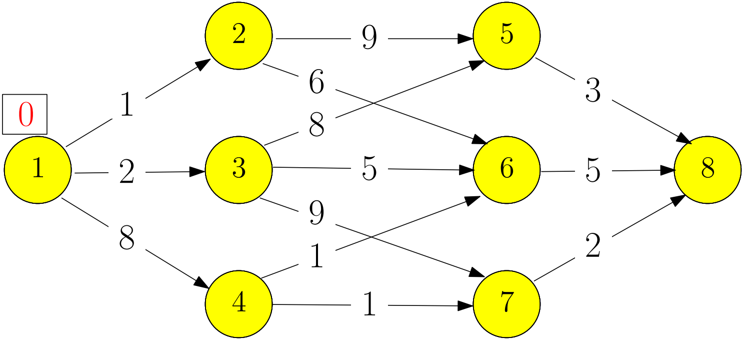

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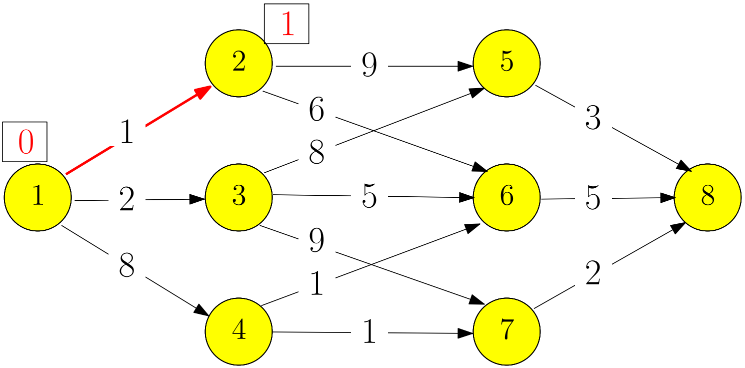

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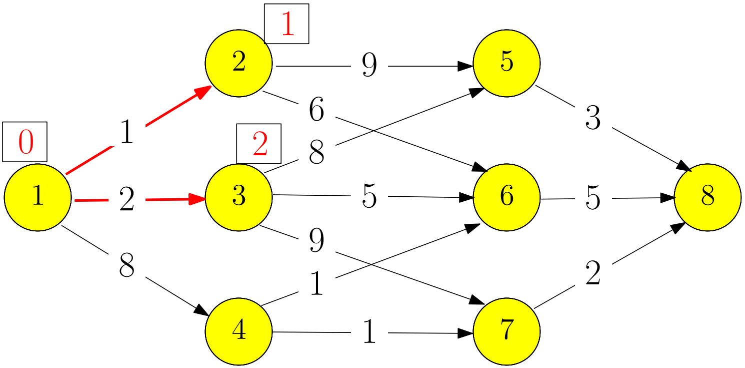

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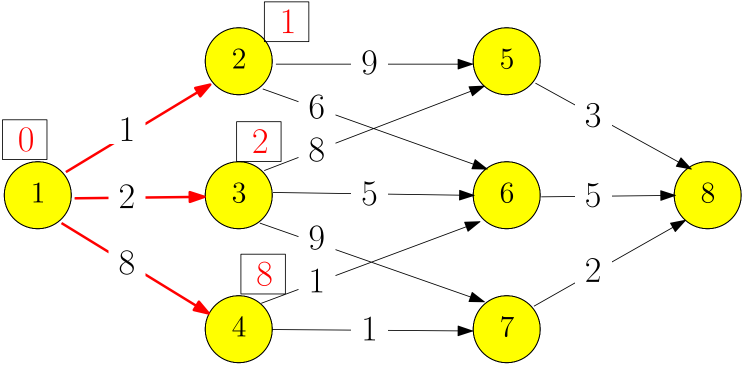

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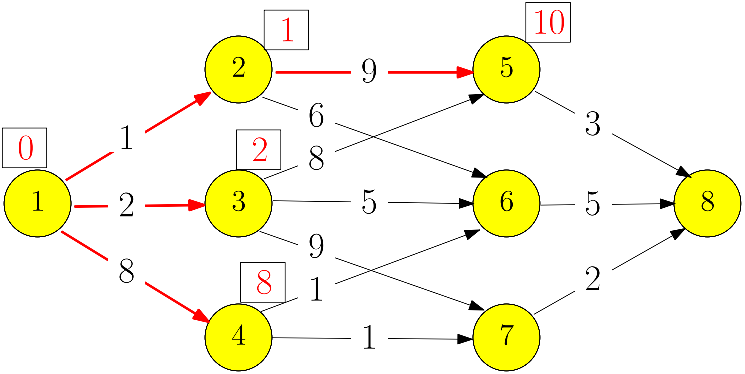

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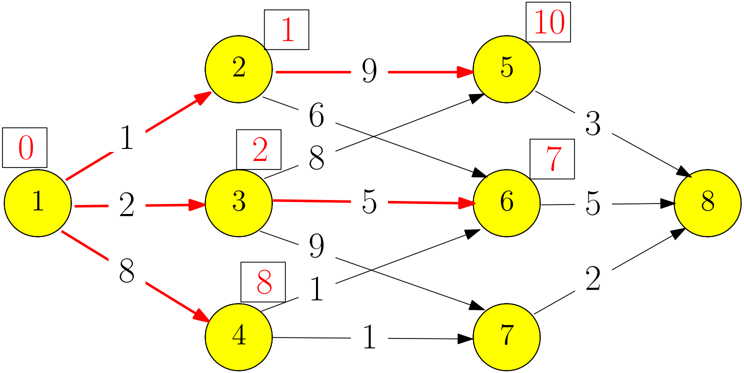

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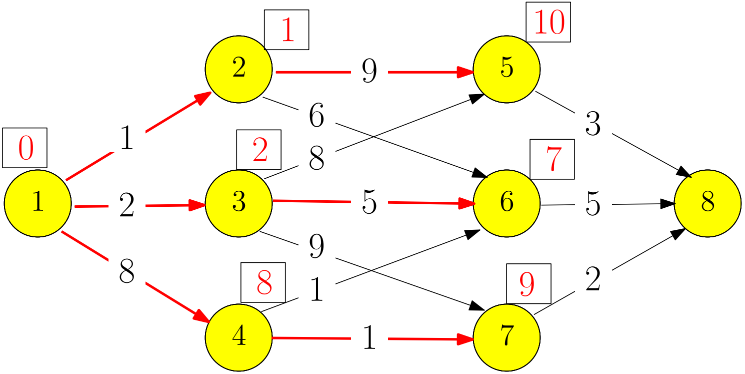

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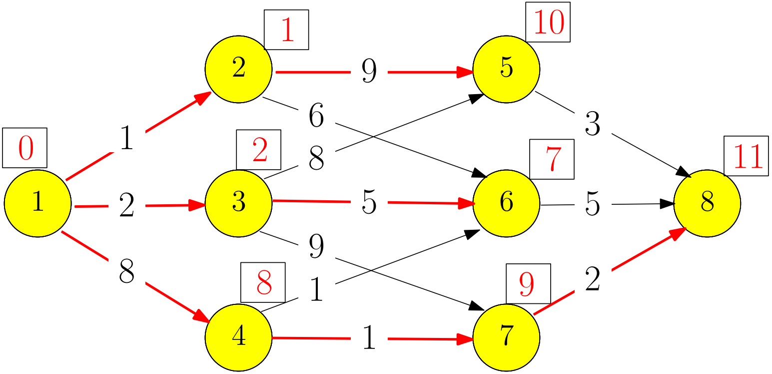

Outline

Defining Cells of Table

Single Source Shortest Paths, Weights May be Negative

Input: directed graph $G = (V, E)$, $s \in V$

assume all vertices are reachable from s

$w : E \to \mathbb{R}$

Output: shortest paths from s to all other vertices $v \in V$

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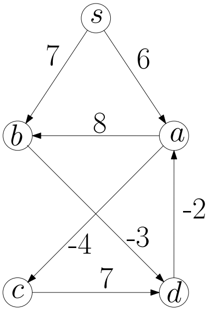

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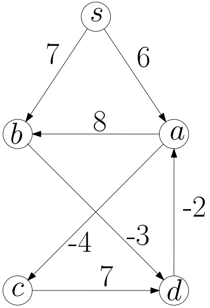

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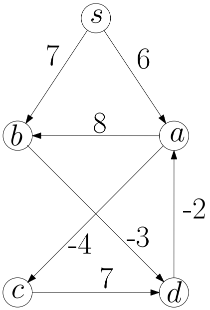

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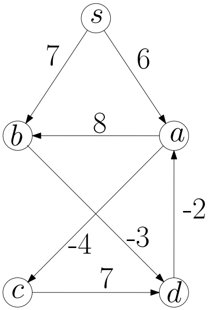

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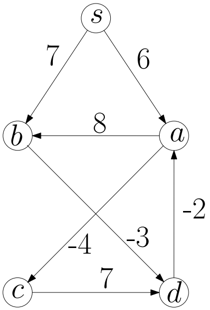

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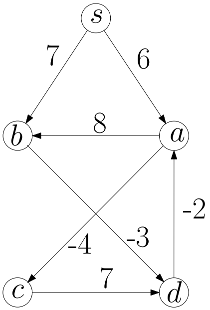

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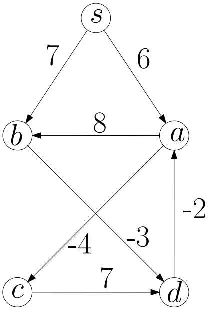

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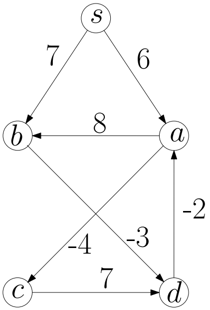

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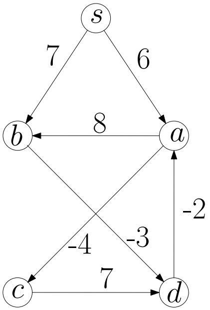

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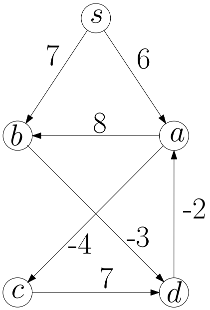

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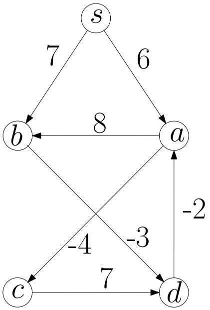

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dynamic-programming(G, w, s)

1. $f^0[s] \leftarrow 0$ and $f^0[v] \leftarrow \infty$ for any $v \in V \setminus \{s\}$
2. for $\ell \leftarrow 1$ to $n-1$ do
3. copy $f^{\ell-1} \rightarrow f^{\ell}$
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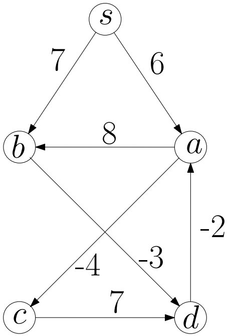
Obs. Assuming there are no negative cycles, then a shortest path contains at most $n-1$ edges

Dynamic Programming: Example

	s	a	b	c	d
f^0	0	∞	∞	∞	∞



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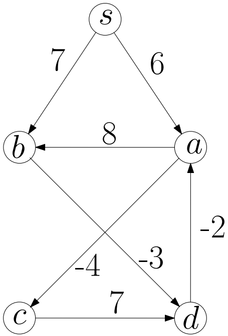

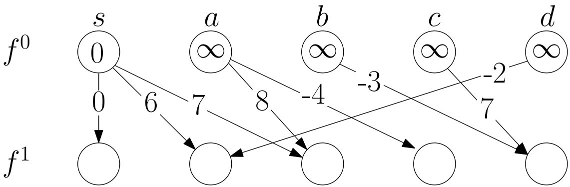

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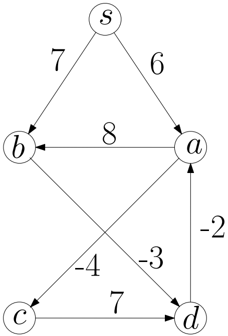

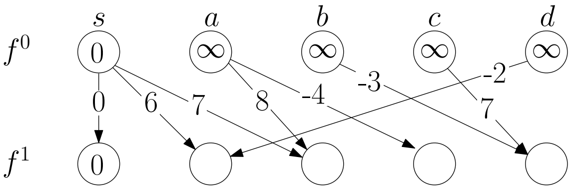

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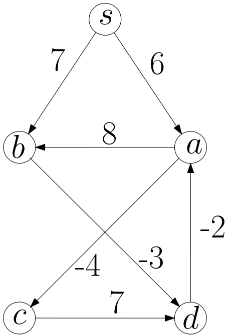

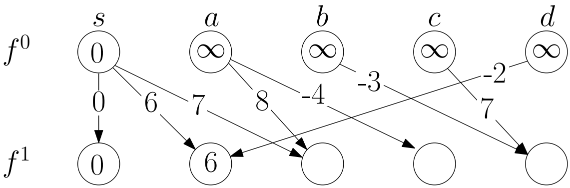

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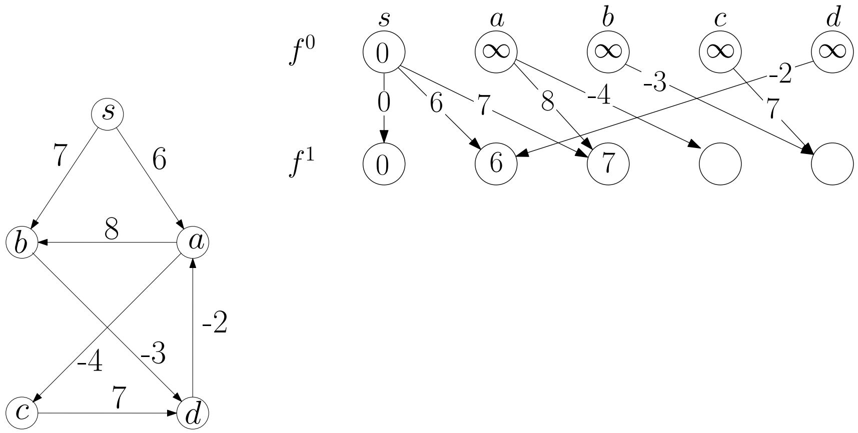

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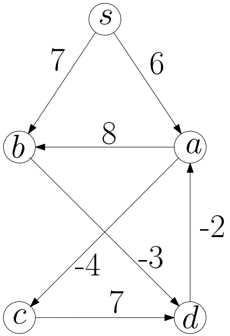

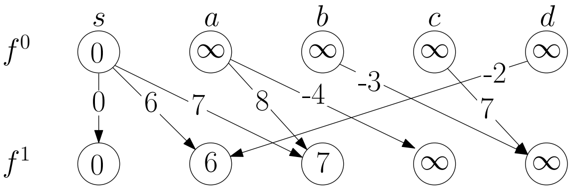

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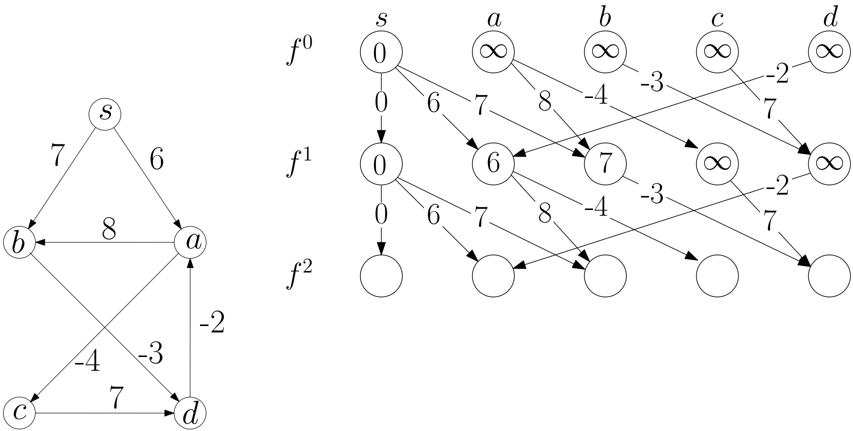

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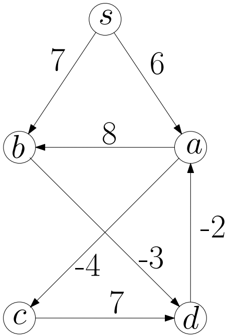

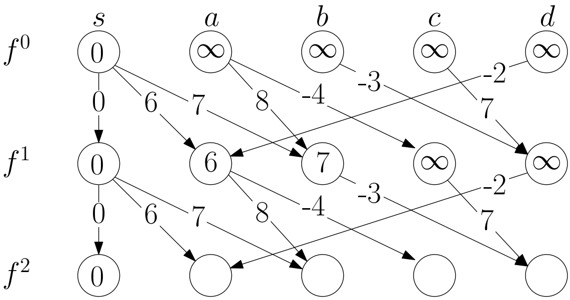

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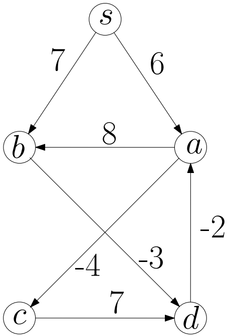

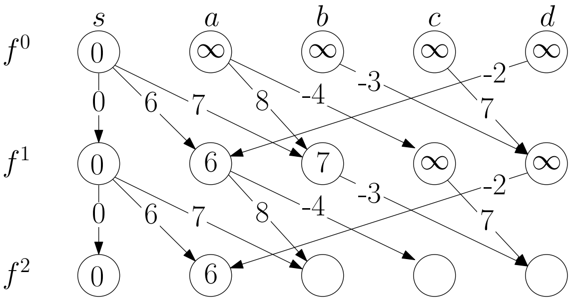

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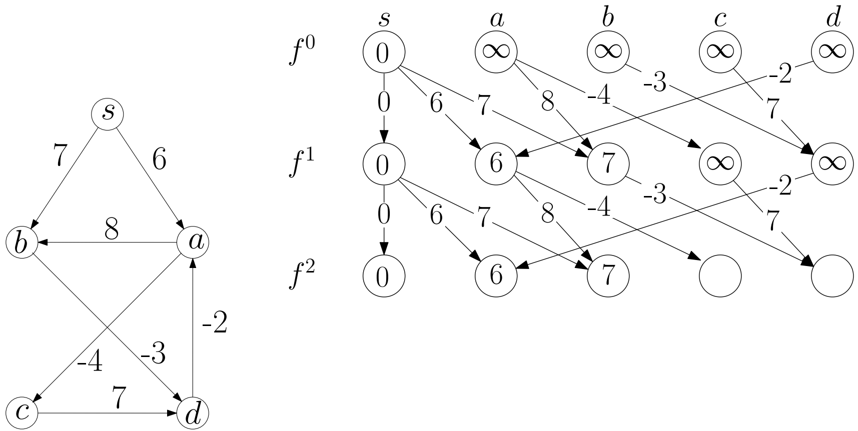

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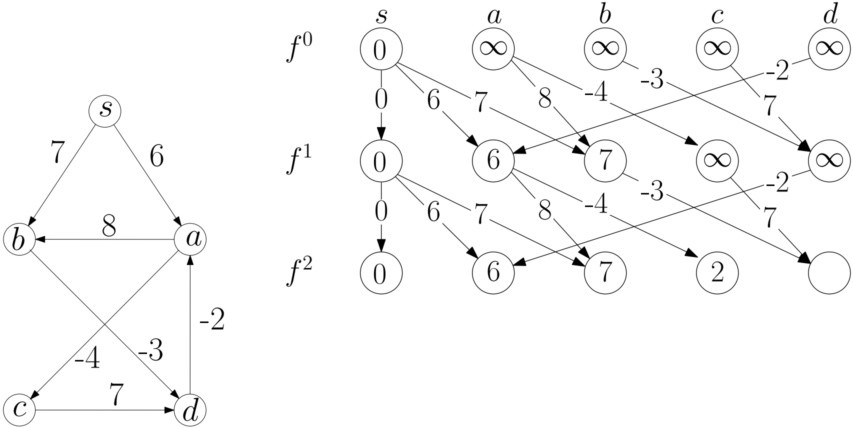

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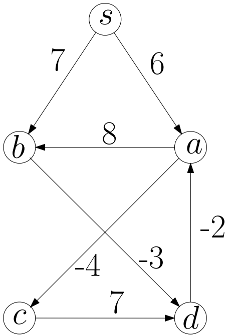

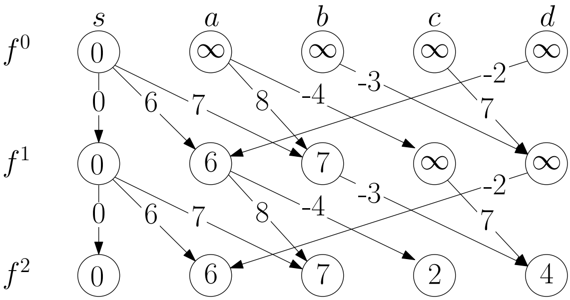

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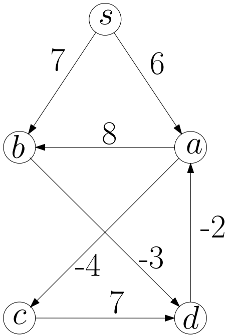

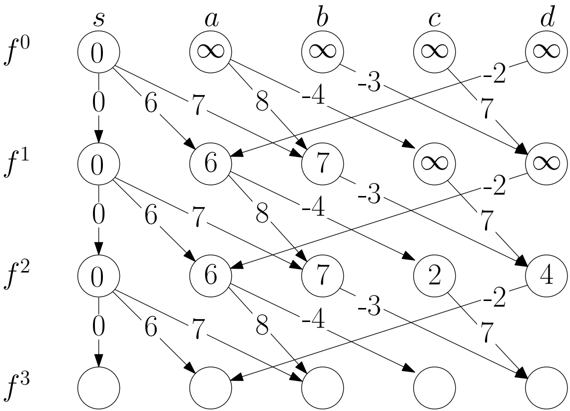

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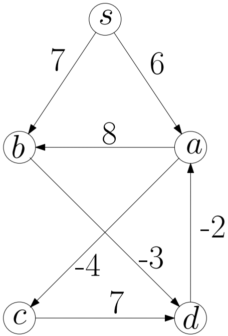

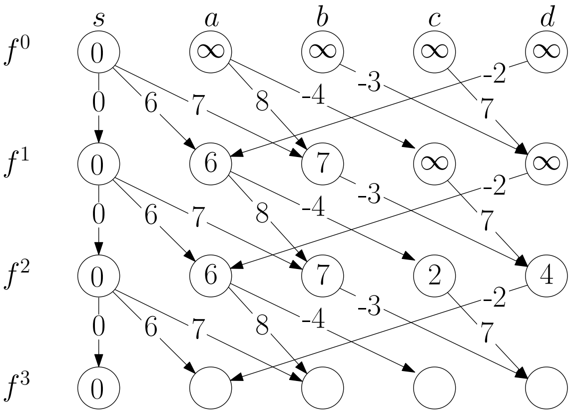

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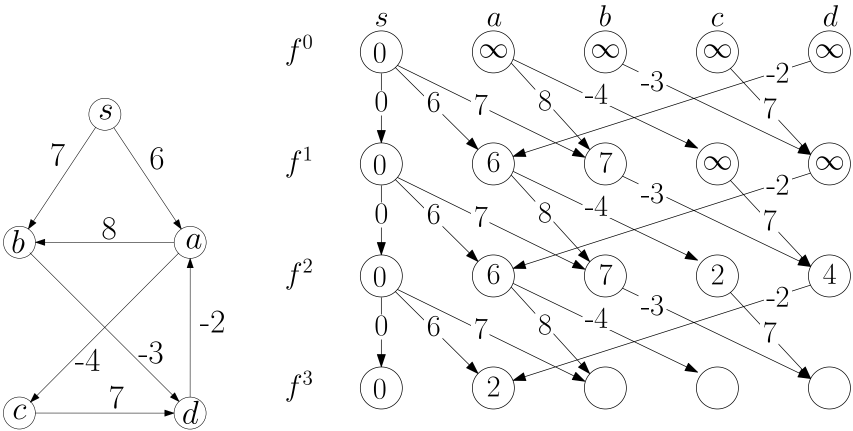

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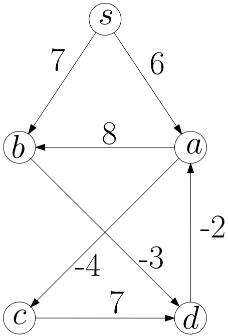

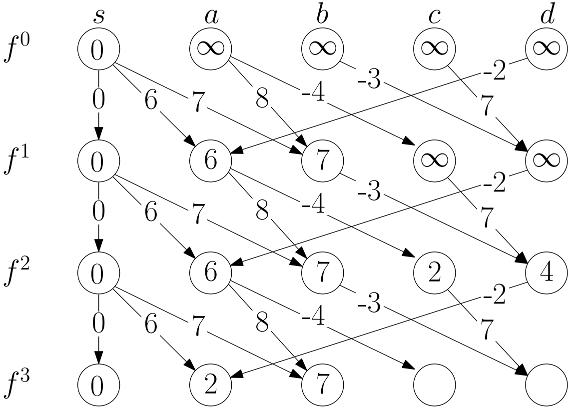

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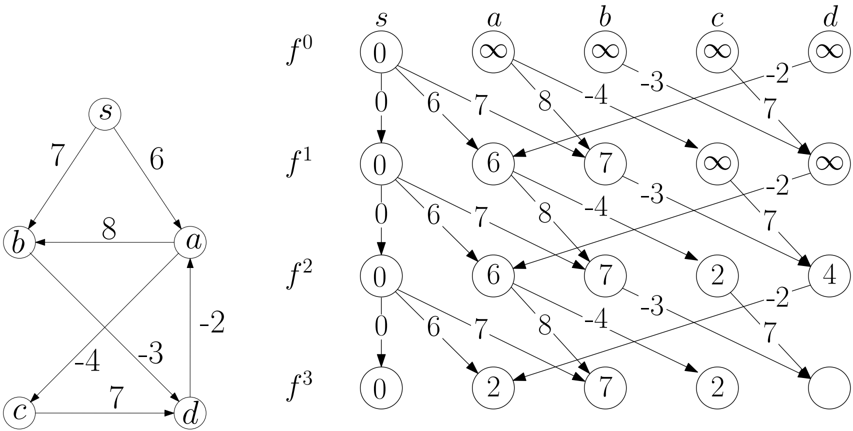

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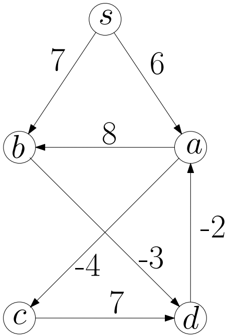

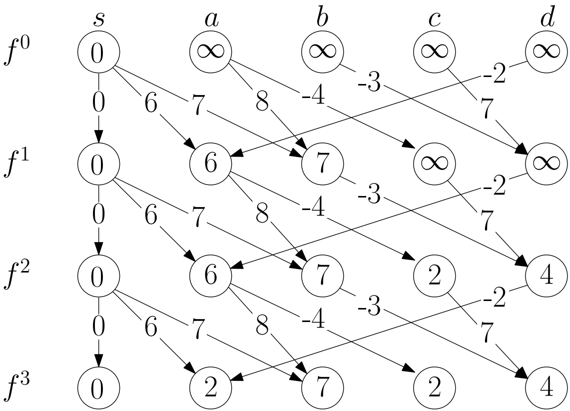

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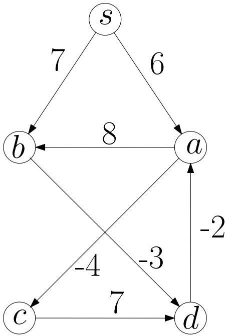

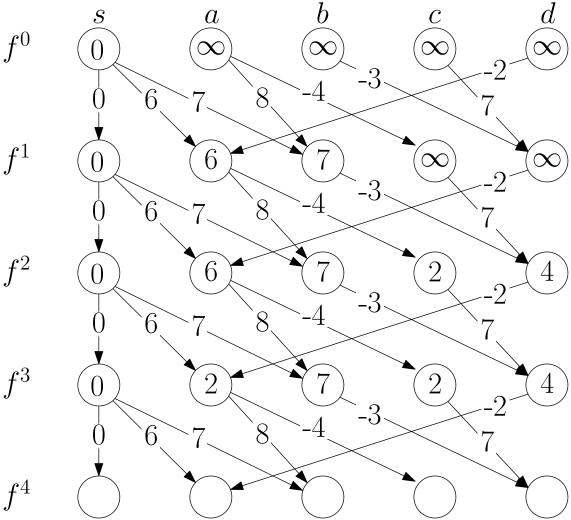

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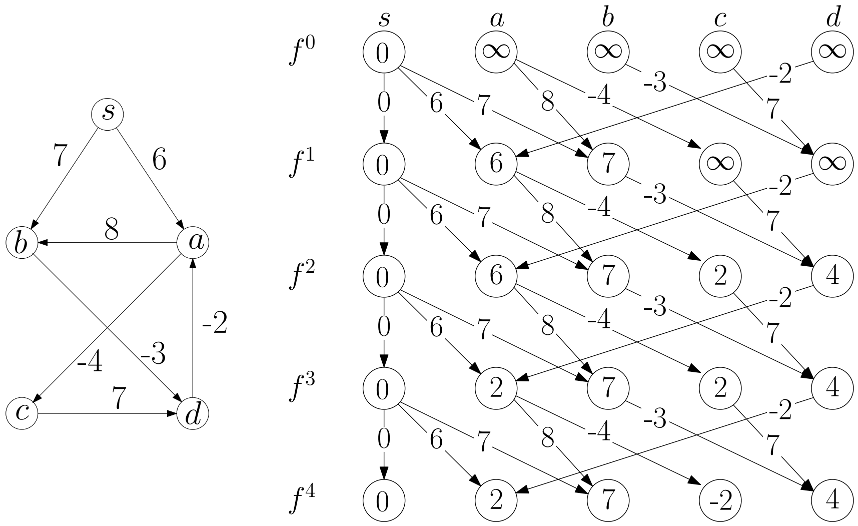

dynamic-programming(G, w, s)

```
f^0[s] ← 0 and f^0[v] ← ∞ for any v ∈ V \ {s}
for ℓ ← 1 to n − 1 do
    copy f^{ℓ−1} → f^ℓ
    for each (u, v) ∈ E
        if f^{ℓ−1}[u] + w(u, v) < f^ℓ[v]
            f^ℓ[v] ← f^{ℓ−1}[u] + w(u, v)
return (f^{n−1}[v])_{v∈V}
```

Obs. Assuming there are no negative cycles, then a shortest path contains at most $n - 1$ edges

dynamic-programming(G, w, s)

1. $f^0[s] \leftarrow 0$ and $f^0[v] \leftarrow \infty$ for any $v \in V \setminus \{s\}$
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7. return $(f^{n-1}[v])_{v \in V}$

Obs. Assuming there are no negative cycles, then a shortest path contains at most $n-1$ edges

Q: What if there are negative cycles?

Dynamic Programming With Negative Cycle Detection

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    copy f^{ℓ−1} → f^ℓ
    for each (u, v) ∈ E
        if f^{ℓ−1}[u] + w(u, v) < f^ℓ[v]
            f^ℓ[v] ← f^{ℓ−1}[u] + w(u, v)
for each (u, v) ∈ E
    if f^{n−1}[u] + w(u, v) < f^{n−1}[v]
        report "negative cycle exists" and exit
return (f^{n−1}[v])_{v∈V}
```

Dynamic Programming with Better Space Usage

dynamic-programming(G, w, s)

$f^{\text{old}}[s] \leftarrow 0$ and $f^{\text{old}}[v] \leftarrow \infty$ for any $v \in V \setminus \{s\}$
for $\ell \leftarrow 1$ to $n-1$ do
    copy $f^{\text{old}} \rightarrow f^{\text{new}}$
    for each $(u, v) \in E$
        if $f^{\text{old}}[u] + w(u, v) < f^{\text{new}}[v]$
            $f^{\text{new}}[v] \leftarrow f^{\text{old}}[u] + w(u, v)$
    copy $f^{\text{new}} \rightarrow f^{\text{old}}$
return f^{old}

- f^{ℓ} only depends on $f^{\ell-1}$: only need to vectors

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6. $f^{\text{new}}[v] \leftarrow f^{\text{old}}[u] + w(u, v)$
7. copy $f^{\text{new}} \rightarrow f^{\text{old}}$
8. return f^{old}

- f^{ℓ} only depends on $f^{\ell-1}$: only need to vectors
- only need 1 vector!

Dynamic Programming with Better Space Usage

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$f[s] \leftarrow 0$ and $f[v] \leftarrow \infty$ for any $v \in V \setminus \{s\}$
for $\ell \leftarrow 1$ to $n-1$ do
    copy $f \to f$
    for each $(u, v) \in E$
        if $f[u] + w(u, v) < f[v]$
            $f[v] \leftarrow f[u] + w(u, v)$
    copy $f \to f$
return f

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- After iteration ℓ, $f[v]$ is at most the length of the shortest path from s to v that uses at most ℓ edges

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- This is OK: it can only "accelerate" the process!
- After iteration ℓ, $f[v]$ is at most the length of the shortest path from s to v that uses at most ℓ edges
- $f[v]$ is always the length of some path from s to v

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4. if $f[u] + w(u,v) < f[v]$
5. $f[v] \leftarrow f[u] + w(u,v)$
6. return f

- After iteration ℓ, $f[v]$ is at most the length of the shortest path from s to v that uses at most ℓ edges
- $f[v]$ is always the length of some path from s to v
- Assuming there are no negative cycles, after iteration $n-1$, $f[v]$ = length of shortest path from s to v

Bellman-Ford Algorithm

Bellman-Ford(G, w, s)

$f[s] \leftarrow 0$ and $f[v] \leftarrow \infty$ for any $v \in V \setminus \{s\}$
for $\ell \leftarrow 1$ to n do
    $updated \leftarrow$ false
    for each $(u, v) \in E$
        if $f[u] + w(u, v) < f[v]$
            $f[v] \leftarrow f[u] + w(u, v)$
            $updated \leftarrow$ true
    if not $updated$, then return f
output "negative cycle exists"

Bellman-Ford Algorithm

Bellman-Ford(G, w, s)

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2. for $\ell \leftarrow 1$ to n do
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4. $\quad$ for each $(u, v) \in E$
5. $\quad\quad$ if $f[u] + w(u, v) < f[v]$
6. $\quad\quad\quad$ $f[v] \leftarrow f[u] + w(u, v)$, $\pi[v] \leftarrow u$
7. $\quad\quad\quad$ $updated \leftarrow$ true
8. $\quad$ if not $updated$, then return f
9. output "negative cycle exists"

- $\pi[v]$: the parent of v in the shortest path tree

Bellman-Ford Algorithm

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```
f[s] ← 0 and f[v] ← ∞ for any v ∈ V \ {s}
for ℓ ← 1 to n do
    updated ← false
    for each (u, v) ∈ E
        if f[u] + w(u, v) < f[v]
            f[v] ← f[u] + w(u, v), π[v] ← u
            updated ← true
    if not updated, then return f
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```

- $\pi[v]$: the parent of v in the shortest path tree
- Running time $= O(nm)$

Outline

All-Pair Shortest Paths

All Pair Shortest Paths

Input: directed graph $G = (V, E)$,
$w : E \to \mathbb{R}$ (can be negative)

Output: shortest path from u to v for every $u, v \in V$

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- Running time $= O(n^2 m)$

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- It is convenient to assume $V = \{1, 2, 3, \cdots, n\}$

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- For simplicity, extend the w values to non-edges:

$$w(i,j) = \begin{cases} 0 & i = j \\ \text{weight of edge } (i,j) & i \neq j, (i,j) \in E \\ \infty & i \neq j, (i,j) \notin E \end{cases}$$

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Cells for Floyd-Warshall Algorithm

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Cells for Floyd-Warshall Algorithm

- First try: $f[i,j]$ is length of shortest path from i to j

Design a Dynamic Programming Algorithm

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$$w(i,j) = \begin{cases} 0 & i = j \\ \text{weight of edge } (i,j) & i \neq j, (i,j) \in E \\ \infty & i \neq j, (i,j) \notin E \end{cases}$$

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Cells for Floyd-Warshall Algorithm

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- Issue: do not know in which order we compute $f[i,j]$'s

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Floyd-Warshall(G, w)

$f^0 \leftarrow w$
for $k \leftarrow 1$ to n do
    copy $f^{k-1} \rightarrow f^k$
    for $i \leftarrow 1$ to n do
        for $j \leftarrow 1$ to n do
            if $f^{k-1}[i,k] + f^{k-1}[k,j] < f^k[i,j]$ then
                $f^k[i,j] \leftarrow f^{k-1}[i,k] + f^{k-1}[k,j]$

Floyd-Warshall(G, w)

$f^{\text{old}} \leftarrow w$
for $k \leftarrow 1$ to n do
    copy $f^{\text{old}} \rightarrow f^{\text{new}}$
    for $i \leftarrow 1$ to n do
        for $j \leftarrow 1$ to n do
            if $f^{\text{old}}[i,k] + f^{\text{old}}[k,j] < f^{\text{new}}[i,j]$ then
                $f^{\text{new}}[i,j] \leftarrow f^{\text{old}}[i,k] + f^{\text{old}}[k,j]$

Floyd-Warshall(G, w)

```
f^old ← w
for k ← 1 to n do
    copy f^old → f^new
    for i ← 1 to n do
        for j ← 1 to n do
            if f^old[i, k] + f^old[k, j] < f^new[i, j] then
                f^new[i, j] ← f^old[i, k] + f^old[k, j]
```

Floyd-Warshall(G, w)

$f \leftarrow w$
for $k \leftarrow 1$ to n do
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Lemma Assume there are no negative cycles in G. After iteration k, for $i, j \in V$, $f[i, j]$ is exactly the length of shortest path from i to j that only uses vertices in $\{1, 2, 3, \cdots, k\}$ as intermediate vertices.

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- Running time $= O(n^3)$.

Recovering Shortest Paths

Floyd-Warshall(G, w)

```
f ← w, π[i, j] ← ⊥ for every i, j ∈ V
for k ← 1 to n do
    for i ← 1 to n do
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```

print-path(i, j)

```
if π[i, j] = ⊥ then
    if i ≠ j then print(i, ",")
else
    print-path(i, π[i, j]), print-path(π[i, j], j)
```

Detecting Negative Cycles

Floyd-Warshall(G, w)

1. $f \leftarrow w$, $\pi[i,j] \leftarrow \perp$ for every $i, j \in V$
2. for $k \leftarrow 1$ to n do
3.   for $i \leftarrow 1$ to n do
4.   for $j \leftarrow 1$ to n do
5.   if $f[i,k] + f[k,j] < f[i,j]$ then
6. $f[i,j] \leftarrow f[i,k] + f[k,j]$, $\pi[i,j] \leftarrow k$

Detecting Negative Cycles

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for k ← 1 to n do
    for i ← 1 to n do
        for j ← 1 to n do
            if f[i, k] + f[k, j] < f[i, j] then
                report "negative cycle exists" and exit
```

Outline

Matrix Chain Multiplication

Matrix Chain Multiplication

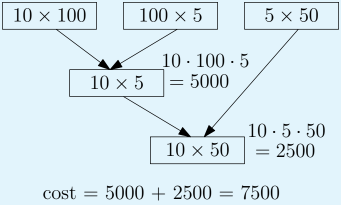
Input: n matrices $A_1, A_2, \cdots, A_n$ of sizes $r_1 \times c_1, r_2 \times c_2, \cdots, r_n \times c_n$, such that $c_i = r_{i+1}$ for every $i = 1, 2, \cdots, n-1$.

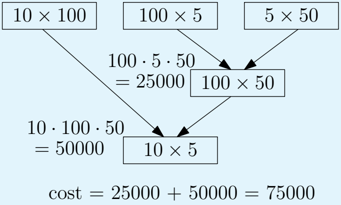
Output: the order of computing $A_1 A_2 \cdots A_n$ with the minimum number of multiplications

Fact Multiplying two matrices of size $r \times k$ and $k \times c$ takes $r \times k \times c$ multiplications.

Example:

- $A_1 : 10 \times 100, \quad A_2 : 100 \times 5, \quad A_3 : 5 \times 50$





- $(A_1 A_2) A_3$: $10 \times 100 \times 5 + 10 \times 5 \times 50 = 7500$
- $A_1 (A_2 A_3)$: $100 \times 5 \times 50 + 10 \times 100 \times 50 = 75000$

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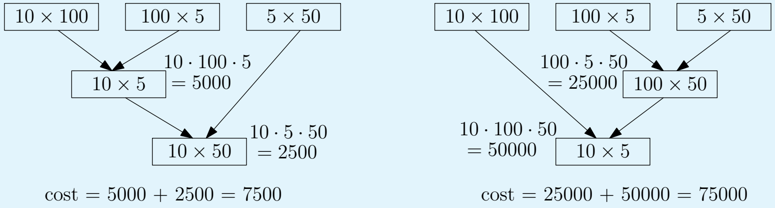

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Matrix Chain Multiplication: Design DP

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- $opt[i, j]$: the minimum cost of computing $A_i A_{i+1} \cdots A_j$

$$opt[i, j] = \begin{cases} 0 & i = j \\ \min_{k: i \le k < j} \left(opt[i, k] + opt[k+1, j] + r_i c_k c_j \right) & i < j \end{cases}$$

matrix-chain-multiplication$(n, r[1..n], c[1..n])$

```
let opt[i, i] ← 0 for every i = 1, 2, ··· , n
for ℓ ← 2 to n
    for i ← 1 to n − ℓ + 1
        j ← i + ℓ − 1
        opt[i, j] ← ∞
        for k ← i to j − 1
            if opt[i, k] + opt[k + 1, j] + r_i c_k c_j < opt[i, j]
                opt[i, j] ← opt[i, k] + opt[k + 1, j] + r_i c_k c_j
return opt[1, n]
```

Outline

Dynamic Programming

- Break up a problem into many overlapping sub-problems
- Build solutions for larger and larger sub-problems
- Use a table to store solutions for sub-problems for reuse

Definition of Cells for Problems We Learnt

- Weighted interval scheduling: $opt[i]$ = value of instance defined by jobs $\{1, 2, \cdots, i\}$
- Subset sum, knapsack: $opt[i, W']$ = value of instance with items $\{1, 2, \cdots, i\}$ and budget W'
- Longest common subsequence: $opt[i, j]$ = value of instance defined by $A[1..i]$ and $B[1..j]$
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- Matrix chain multiplication: $opt[i, j]$ = value of instances defined by matrices i to j
- Shortest paths in DAG: $f[v]$ = length of shortest path from s to v
- Bellman-Ford: $f^{\ell}[v]$ = length of shortest path from s to v that uses at most ℓ edges
- Floyd-Warshall: $f^{k}[i, j]$ = length of shortest path from i to j that only uses $\{1, 2, \cdots, k\}$ as intermediate vertices

Exercise: Counting Number of Domino Coverings

Input: n

Output: number of ways to cover a $n \times 2$ grid using domino tiles

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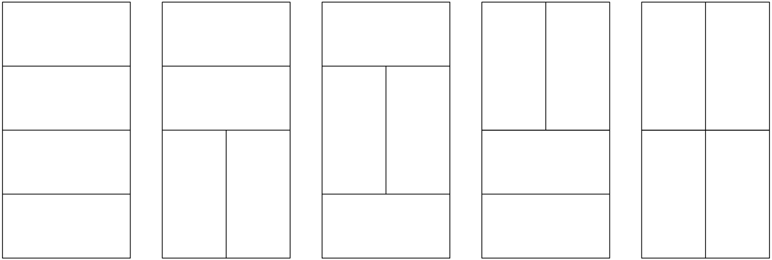

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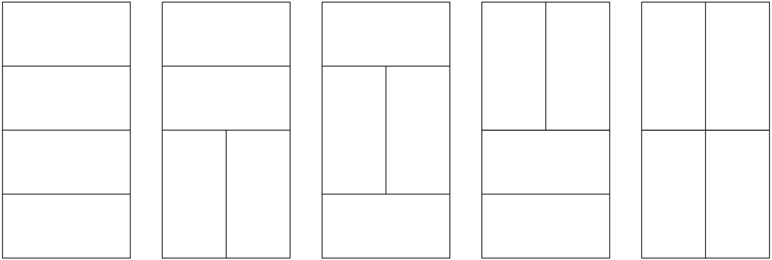

- How about number of ways to cover a $n \times 3$ grid?

Exercise: Maximum-Weight Subset with Gaps

Input: n, integers $w_1, w_2, \cdots, w_n \geq 0$.

Output: a set $S \subseteq \{1, 2, 3 \cdots, n\}$ that

$$\text{maximizes } \sum_{i \in S} w_i \qquad \text{s.t.}$$

$$\forall i, j \in S, i \neq j, \text{ we have } |i - j| \geq 2.$$

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- Example: $n = 7, w = (10, 80, 100, 90, 30, 50, 70)$
- Choose items $2, 4, 7$: value $= 80 + 90 + 70 = 240$

Def. Given a sequence $A = (a_1, a_2, \cdots, a_n)$ of n numbers, an increasing subsequence of A is a subsequence $(A_{i_1}, A_{i_2}, A_{i_3}, \cdots, A_{i,t})$ such that $1 \leq i_1 < i_2 < i_3 < \cdots < i_t \leq n$ and $a_{i_1} < a_{i_2} < a_{i_3} < \cdots < a_{i_t}$.

Exercise: Longest Increasing Subsequence

Input: $A = (a_1, a_2, \cdots, a_n)$ of n numbers

Output: The length of the longest increasing sub-sequence of A

Example:

- Input: $(10, 3, 9, 8, 2, 5, 7, 1, 12)$

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Example:

- Input: $(10, 3, 9, 8, 2, 5, 7, 1, 12)$
- Output: 4

Def. A sequence $X[1..m]$ of numbers is oscillating if $X[i] < X[i+1]$ for all even $i \le m-1$, and $X[i] > X[i+1]$ for all odd $i \le m-1$.

Example:

- $5, 3, 9, 7, 8, 6, 12, 11$ is an oscillating sequence:
  $5 > 3 < 9 > 7 < 8 > 6 < 12 > 11$

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Example:

- $5, 3, 9, 7, 8, 6, 12, 11$ is an oscillating sequence: $5 > 3 < 9 > 7 < 8 > 6 < 12 > 11$

Exercise: Longest Oscillating Subsequence

Input: A sequence A of n numbers

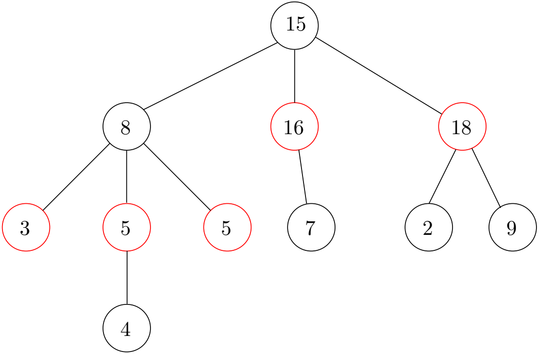
Output: The length of the longest oscillating subsequence of A

- Recall: an independent set of $G = (V, E)$ is a set $U \subseteq V$ such that there are no edges between vertices in U.

Maximum Weighted Independent Set in A Tree

Input: a tree with node weights

Output: the independent set of the tree with the maximum total weight



maximum-weight independent set has weight 47.