Objectives

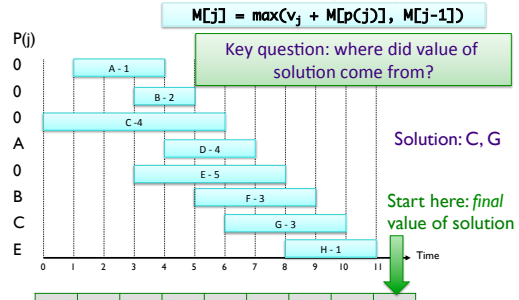
- Dynamic Programming
  - Review: Weighted Interval Scheduling
  - Knapsack
  - Sequence Alignment

Review

- What is the new algorithm design technique we're learning?
- What is our approach for solving these problems?

Review: Find-Solution Examples (1)

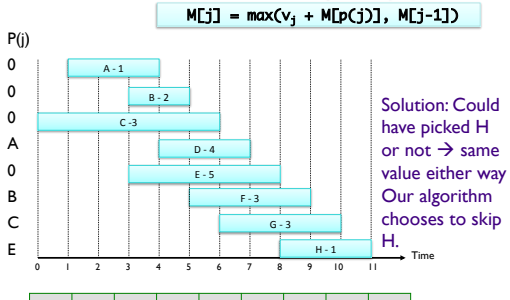
$M[j] = \max(v_j + M[p(j)], M[j-1])$



M	0	A	B	C	D	E	F	G	H
	0	1	2	4	5	5	5	7	7

Review: Find-Solution Examples (2)

$M[j] = \max(v_j + M[p(j)], M[j-1])$



M	0	A	B	C	D	E	F	G	H
	0	1	2	3	5	5	5	6	6

Review

- What is the least segmented squares problem?
- What was our solution to the problem?

Segmented Least Squares: Algorithm Analysis

How do we find the *solution*?

```
INPUT: n, p1,…,pN , c

Segmented-Least-Squares()
   M[0] = 0
   e[0][0] = 0
   for j = 1 to n
      for i = 1 to j
         e[i][j] = least square error for the
                   segment pi,…, pj

   for j = 1 to n
      M[j] = min 1 ≤ i ≤ j (e[i][j] + c + M[i-1])

   return M[n]
```

can be improved to $O(n^2)$ by pre-computing various statistics

$O(n^3)$

$O(n^2)$

- Bottleneck: computing e(i, j) for $O(n^2)$ pairs, O(n) per pair using previous formula

Post-Processing: Finding the Solution

```
FindSegments(j):
  if j = 0:
     output nothing
  else:
     Find an i that minimizes e_{i,j} + c + M[i-1]
     Output the segment {p_i, …, p_j}
     FindSegments(i-1)
```

Cost? $O(n^2)$

Call as: `FindSegments(n)`

KNAPSACK

Knapsack Problem

- Given *n* objects and a "knapsack"
- Item *i* weighs $w_i > 0$ kilograms and has value $v_i > 0$
  - Example: jobs require w_i time
- Knapsack has capacity of *W* kilograms
  - Example: *W* is time interval that resource is available

Goal: fill knapsack so as to maximize total value

W = 11

Item	Value	Weight
1	1	1
2	6	2
3	18	5
4	22	6
5	28	7

Towards a Recurrence…

- What do we know about the knapsack with respect to item *i*?

Towards a Recurrence…

- What do we know about the knapsack with respect to item *i*?
  - Either select item *i* or not
  - If don't select
    - Pick optimum solution of remaining items
  - Otherwise

What happens?
How does problem change?
Formulate the recurrence

Dynamic Programming: False Start

- Def. OPT(i) = max profit subset of items 1, …, i
  - Case 1: OPT does not select item i
    - OPT selects best of { 1, 2, …, i-1 }
  - Case 2: OPT selects item i
    - Accepting item *i* does not immediately imply that we will have to reject other items
      - No known conflicts
    - Without knowing what other items were selected before *i*, we don't know if we have enough room for *i*

➡Need more sub-problems!

Dynamic Programming: Adding a New Variable

- Def. OPT(i, **w**) = max profit subset of items 1, …, i with weight limit **w**
  - Case 1: OPT does not select item *i*
    - OPT selects best of { 1, 2, …, i-1 } using weight limit ***w***
  - Case 2: OPT selects item *i*
    - new weight limit = $w - w_i$
    - OPT selects best of { 1, 2, …, i–1 } using new weight limit, $w - w_i$

$$OPT(i,w) = \begin{cases} 0 & \text{if } i = 0 \\ OPT(i-1,w) & \text{if } w_i > w \\ \max\{\, OPT(i-1,w),\ v_i + OPT(i-1, w-w_i)\,\} & \text{otherwise} \end{cases}$$

Knapsack Problem: Bottom-Up

```
Input: W, N, w1,…,wN, v1,…,vN

for w = 0 to W
   M[0, w] = 0

for i = 1 to N
   for w = 1 to W
      if wi > w :
         M[i, w] = M[i-1, w]
      else
         M[i, w] = max{ M[i-1, w], vi + M[i-1, w-wi] }

return M[n, W]
```


Knapsack Problem: Bottom-Up

- Fill up an n-by-W array

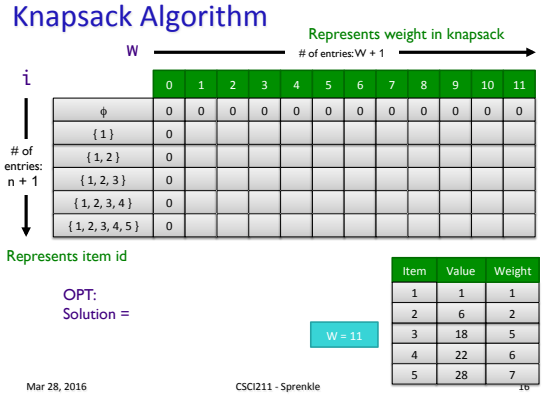
```
Input: W, N, w1,…,wN, v1,…,vN

for w = 0 to W # base case: no items, so value is 0
   M[0, w] = 0

for i = 1 to N     # for all items
   for w = 1 to W  # for all possible weights
      if wi > w :  # item's weight is more than available
         M[i, w] = M[i-1, w]
      else
         M[i, w] = max{ M[i-1, w], vi + M[i-1, w-wi] }

return M[n, W]
```

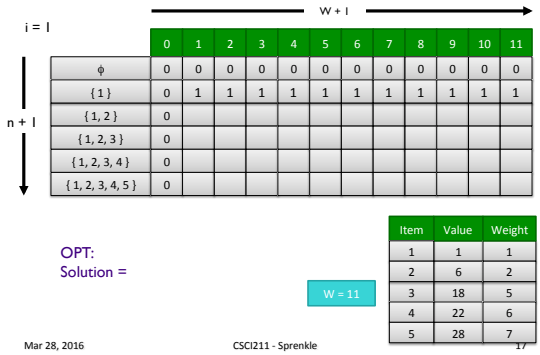

Knapsack Algorithm



	0	1	2	3	4	5	6	7	8	9	10	11
ϕ	0	0	0	0	0	0	0	0	0	0	0	0
{ 1 }	0											
{ 1, 2 }	0											
{ 1, 2, 3 }	0											
{ 1, 2, 3, 4 }	0											
{ 1, 2, 3, 4, 5 }	0											

Item	Value	Weight
1	1	1
2	6	2
3	18	5
4	22	6
5	28	7

Knapsack Algorithm



	0	1	2	3	4	5	6	7	8	9	10	11
ϕ	0	0	0	0	0	0	0	0	0	0	0	0
{ 1 }	0	1	1	1	1	1	1	1	1	1	1	1
{ 1, 2 }	0											
{ 1, 2, 3 }	0											
{ 1, 2, 3, 4 }	0											
{ 1, 2, 3, 4, 5 }	0											

Item	Value	Weight
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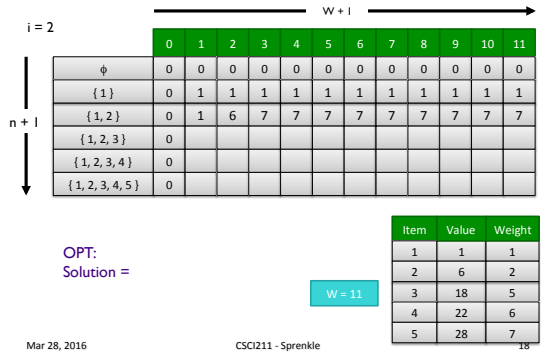
Knapsack Algorithm



	0	1	2	3	4	5	6	7	8	9	10	11
ϕ	0	0	0	0	0	0	0	0	0	0	0	0
{ 1 }	0	1	1	1	1	1	1	1	1	1	1	1
{ 1, 2 }	0	1	6	7	7	7	7	7	7	7	7	7
{ 1, 2, 3 }	0											
{ 1, 2, 3, 4 }	0											
{ 1, 2, 3, 4, 5 }	0											

Item	Value	Weight
1	1	1
2	6	2
3	18	5
4	22	6
5	28	7

Knapsack Algorithm

i = 3

W + 1

n + 1

	0	1	2	3	4	5	6	7	8	9	10	11
ϕ	0	0	0	0	0	0	0	0	0	0	0	0
{ 1 }	0	1	1	1	1	1	1	1	1	1	1	1
{ 1, 2 }	0	1	6	7	7	7	7	7	7	7	7	7
{ 1, 2, 3 }	0	1	6	7	7	18	19	24	25	25	25	25
{ 1, 2, 3, 4 }	0											
{ 1, 2, 3, 4, 5 }	0											

OPT:
Solution =

W = 11

Item	Value	Weight
1	1	1
2	6	2
3	18	5
4	22	6
5	28	7

Knapsack Algorithm

i = 4

W + 1

n + 1

	0	1	2	3	4	5	6	7	8	9	10	11
ϕ	0	0	0	0	0	0	0	0	0	0	0	0
{ 1 }	0	1	1	1	1	1	1	1	1	1	1	1
{ 1, 2 }	0	1	6	7	7	7	7	7	7	7	7	7
{ 1, 2, 3 }	0	1	6	7	7	18	19	24	25	25	25	25
{ 1, 2, 3, 4 }	0	1	6	7	7	18	22	24	28	29	29	40
{ 1, 2, 3, 4, 5 }	0											

OPT:
Solution =

W = 11

Item	Value	Weight
1	1	1
2	6	2
3	18	5
4	22	6
5	28	7

Looking Ahead

- Wiki due Monday
  - Chap 6: 6.1-6.3
- PS8 due Friday