

## CS 362, Lecture 6

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## Today's Outline

- String Alignment
- Matrix Multiplication

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## Example II

- Unfortunately, it can be more difficult to compute the edit distance exactly. Example:

```
A L G O R   I   T H M
A L   T R U I S T I C
```

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## Key Observation

- If we remove the last column in an optimal alignment, the remaining alignment must also be optimal
- Easy to prove by contradiction: Assume there is some better subalignment of all but the last column. Then we can just paste the last column onto this better subalignment to get a better overall alignment.
- Note: The last column can be either: 1) a blank on top aligned with a character on bottom, 2) a character on top aligned with a blank on bottom or 3) a character on top aligned with a character on bottom

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## DP Solution

- To develop a DP algorithm for this problem, we first need to find a recursive definition
- Assume we have a  $m$  length string  $A$  and an  $n$  length string  $B$
- Let  $E(i, j)$  be the edit distance between the first  $i$  characters of  $A$  and the first  $j$  characters of  $B$
- Then what we want to find is  $E(n, m)$

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## Recursive Definition

- Say we want to compute  $E(i, j)$  for some  $i$  and  $j$
- Further say that the “Recursion Fairy” can tell us the solution to  $E(i', j')$ , for all  $i' \leq i$ ,  $j' \leq j$ , *except* for  $i' = i$  and  $j' = j$
- Q: Can we compute  $E(i, j)$  efficiently with help from the our fairy friend?

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## Recursive Definition

There are three possible cases:

- **Insertion:**  $E(i, j) = 1 + E(i, j - 1)$
- **Deletion:**  $E(i, j) = 1 + E(i - 1, j)$
- **Substitution:** If  $a_i = b_j$ ,  $E(i, j) = E(i - 1, j - 1)$ , else  $E(i, j) = E(i - 1, j - 1) + 1$

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## Summary

Let  $I(A[i] \neq B[j]) = 1$  if  $A[i]$  and  $B[j]$  are different, and 0 if they are the same. Then:

$$E(i, j) = \min \left\{ \begin{array}{l} E(i, j - 1) + 1, \\ E(i - 1, j) + 1, \\ E(i - 1, j - 1) + I(A[i] \neq B[j]) \end{array} \right\}$$

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## Base Case(s)

It's not too hard to see that:

- $E(0, j) = j$  for all  $j$ , since the  $j$  characters of  $B$  must be aligned with blanks
- Similarly,  $E(i, 0) = i$  for all  $i$

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## Recursive Alg

- We now have enough info to directly create a recursive algorithm
- The run time of this recursive algorithm would be given by the following recurrence:

$$T(m, 0) = T(0, n) = O(1), \quad T(m, n) = T(m, n-1) + T(m-1, n) + T(m-1, n-1)$$

- $T(n, n) = \Theta(1 + \sqrt{2}^n)$ , which is terribly, terribly slow.

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## Better Idea

- We can build up a  $m \times n$  table which contains all values of  $E(i, j)$
- We start by filling in the base cases for this table: the entries in the 0-th row and 0-th column
- To fill in any other entry, we need to know the values directly above, to the left and above and to the left.
- Thus we can fill in the table in the standard way: left to right and top down to ensure that the entries we need to fill in each cell are always available

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		A	L	G	O	R	I	T	H	M									
	0	→	1	→	2	→	3	→	4	→	5	→	6	→	7	→	8	→	9
A	1	↓	0	→	1	→	2	→	3	→	4	→	5	→	6	→	7	→	8
L	2	↓	1	↓	0	→	1	→	2	→	3	→	4	→	5	→	6	→	7
T	3	↓	2	↓	1	↓	1	→	2	→	3	→	4	→	4	→	5	→	6
R	4	↓	3	↓	2	↓	2	↓	2	→	3	→	4	→	5	→	6	→	7
U	5	↓	4	↓	3	↓	3	↓	3	↓	3	→	4	→	5	→	6	→	7
I	6	↓	5	↓	4	↓	4	↓	4	↓	4	↓	3	→	4	→	5	→	6
S	7	↓	6	↓	5	↓	5	↓	5	↓	5	↓	4	→	4	→	5	→	6
T	8	↓	7	↓	6	↓	6	↓	6	↓	6	↓	5	↓	4	→	5	→	6
I	9	↓	8	↓	7	↓	7	↓	7	↓	7	↓	6	→	5	→	6	→	7
C	10	↓	9	↓	8	↓	8	↓	8	↓	8	↓	7	→	6	→	6	→	7

## The code

```
EditDistance(A[1,..,m],B[1,..,n]){
  for (i=1;i<=m;i++){
    Edit[i,0] = i;}
  for (j=1;j<=n;j++){
    Edit[0,j] = j;}
  for (i=1;i<=m;i++){
    for (j=1;j<=n;j++){
      if (A[i]==B[j]){
        Edit[i,j] = min(Edit[i,j-1]+1,
                        Edit[i-1,j]+1,
                        Edit[i-1,j-1]);
      }else{
        Edit[i,j] = min(Edit[i,j-1]+1,
                        Edit[i-1,j]+1,
                        Edit[i-1,j-1]+1);
      }
    }
  }
  return Edit[m,n];}
```

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## Reconstructing an optimal alignment

- In this code, we do not keep info around to reconstruct the optimal alignment
- However, it is a simple matter to keep around another array which stores, for each cell, a pointer to the cell that was used to achieve the current cell's minimum edit distance
- To reconstruct a solution, we then need only follow these pointers from the bottom right corner up to the top left corner

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## In Class Exercise

- Create a string alignment table for the two strings “abba” and “bab”. Put “abba” at the top of the table and “bab” on the left side
- Q1: ( $i = 1, 2, \dots, 5$ ) What is the  $i$ -th row of your table
- Q6: What is the minimum edit distance and how many alignments achieve it?

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## Take Away

- To solve the string alignment problem, we did the following: 1) formulated the problem recursively 2) built a solution to the recurrence from the bottom up
- Next we'll see how a similar technique can be used to solve the matrix multiplication problem.

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## Matrix Chain Multiplication

Problem:

- We are given a sequence of  $n$  matrices,  $A_1, A_2, \dots, A_n$ , where for  $i = 1, 2, \dots, n$ , matrix  $A_i$  has dimension  $p_{i-1}$  by  $p_i$
- We want to compute the product,  $A_1 A_2 \dots A_n$  as quickly as possible.
- In particular, we want to fully *parenthesize* the expression above so there are no ambiguities about the how the matrices are multiplied
- A product of matrices is *fully parenthesized* if it is either a single matrix, or the product of two fully parenthesized matrix products, surrounded by parentheses

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## Paranthesizing Matrices

- There are many ways to parenthesize the matrices
- Each way gives the same output (because of associativity of matrix multiplications)
- However the way we parenthesize will effect the *time* to compute the output
- Our Goal: Find a parenthesization which requires the minimal number of scalar multiplications

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## Example



- In this example, it's much better to multiply the last two matrices first (this gives us a short, narrow matrix on the right)
- Worse to multiply the first two matrices first (this gives us a short wide matrix on the left)
- In general, our goal is to find ways to always create narrow and short resulting matrices.

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## A Problem

Problem: There can be many ways to parenthesize. E.g.

- $(A_1(A_2(A_3A_4)))$
- $(A_1((A_2A_3)A_4))$
- $((A_1A_2)(A_3A_4))$
- $((A_1(A_2A_3))A_4)$
- $((A_1A_2)A_3)A_4$

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## A Problem

- Let  $P(n)$  be the number of ways to parenthesize  $n$  matrices. Then  $P(1) = 1$
- For  $n \geq 2$ , we know that a fully parenthesized product is the product of two fully parenthesized products, and the split can occur anywhere from  $k = 1$  to  $k = n - 1$ .
- Hence for  $n \geq 2$ :

$$P(n) = \sum_{k=1}^{n-1} P(k)P(n-k)$$

- In the hw, you will show that the solution to this recurrence is  $\Omega(2^n)$

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## The Pattern

Q: Can we develop a DP Solution to this problem?

- **Formulate the problem recursively.** Write down a formula for the whole problem as a simple combination of answers to smaller subproblems
- **Build solutions to your recurrence from the bottom up.** Write an algorithm that starts with the base cases of your recurrence and works its way up to the final solution by considering the intermediate subproblems in the correct order.

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## Key Observation

- Let  $A_{i..j}$  (for  $i \leq j$ ) be the matrix that results from evaluating the product  $A_i A_{i+1} \dots A_j$
- Note that if  $i < j$ , then for some value of  $k$ ,  $i \leq k < j$ , we must first compute  $A_{i..k}$  and  $A_{k+1..j}$ , and then multiply them together to get  $A_{i..j}$
- The cost of this particular parenthesization is then the cost of computing  $A_{i..k}$  plus the cost of computing  $A_{k+1..j}$  plus cost of multiplying  $A_{i..k}$  by  $A_{k+1..j}$

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## The Cost

- $A_{i..k}$  is a  $p_{i-1}$  by  $p_k$  matrix
- $A_{k+1..j}$  is a  $p_k$  by  $p_j$  matrix
- Thus multiplying  $A_{i..k}$  and  $A_{k+1..j}$  takes  $p_{i-1}p_k p_j$  operations

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## Recursive Formulation

- Let  $m(i, j)$  be the minimum cost of computing  $A_{i,j}$
- We've shown that  $m(i, j) \leq m(i, k) + m(k + 1, j) + p_{i-1}p_kp_j$  for any  $k = i, i + 1, \dots, j - 1$
- Further note that the optimal parenthesization must use some value of  $k = i, i + 1, \dots, j - 1$ . So we need only pick the best

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## Recursive Formulation

- $m(i, j) = 0$  if  $i = j$
- $m(i, j) = \min_{i \leq k < j} \{m(i, k) + m(k + 1, j) + p_{i-1}p_kp_j\}$

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## The Recursive Solution

- We now have enough information to write a recursive function to solve the problem
- The recursive solution will have runtime given by the following recurrence:
- $T(1) = 1,$
- $T(n) = 1 + \sum_{k=1}^{n-1} (T(k) + T(n - k) + 1)$
- Unfortunately, the solution to this recurrence is  $\Omega(2^n)$  (as shown on p. 346 of the text)

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## DP Solution

- Note that we must solve one subproblem for each choice of  $i$  and  $j$  satisfying  $1 \leq i \leq j \leq n$
- This is only  $\binom{n}{2} + n = \Theta(n^2)$  subproblems
- The recursive algorithm encounters each subproblem many times in the branches of the recursion tree.
- However, we can just compute these subproblems from the bottom up, storing the results in a table (this is the DP solution)

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## Example

- Consider the sequence of three matrices,  $A_1, A_2, A_3$  whose dimensions are given by the sequence 3, 1, 2, 1, 2
- Let's construct the tables giving the optimal parenthesization
- The  $(i, j)$  entry of the first table will give the optimal cost for computing  $A_{i..j}$ , the  $(i, j)$  entry of the second table will give a  $k$  value which achieves this optimal cost

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## Example

	1	2	3	4
1	0	6	5	10
2	-	0	2	4
3	-	-	0	4
4	-	-	-	0

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## Example

	1	2	3	4
1	-	1	1	1
2	-	-	2	3
3	-	-	-	3
4	-	-	-	-

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## Optimal Parenthesization

- Thus an optimal parenthesization is  $(A_1((A_2A_3)A_4))$

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