CSE 421
Algorithms

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Lecture 20
Memory Efficient Longest Common Subsequence

Longest Common Subsequence

- $C=c_1\ldots c_g$ is a subsequence of $A=a_1\ldots a_m$ if C can be obtained by removing elements from A (but retaining order)
- LCS(A, B): A maximum length sequence that is a subsequence of both A and B

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LCS Optimization

- $A = a_1a_2\ldots a_m$
- $B = b_1b_2\ldots b_n$

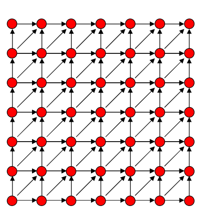
- Opt[j, k] is the length of $LCS(a_1a_2\ldots a_j, b_1b_2\ldots b_k)$

Optimization recurrence

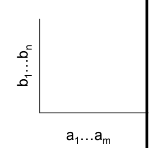
If $a_j = b_k$, Opt[j,k] = 1 + Opt[j-1, k-1]

If a_j != b_k, Opt[j,k] = max(Opt[j-1,k], Opt[j,k-1])

Dynamic Programming Computation



Storing the path information




```
A[1..m],  B[1..n]
for i := 1 to m     Opt[i, 0] := 0;
for j := 1 to n     Opt[0,j] := 0;
Opt[0,0] := 0;
for i := 1 to m
        for j := 1 to n
                if A[i] = B[j]  {  Opt[i,j] := 1 + Opt[i-1,j-1];  Best[i,j] := Diag; }
                else if Opt[i-1, j] >= Opt[i, j-1]
                        {  Opt[i, j] := Opt[i-1, j], Best[i,j] := Left; }
                else    {  Opt[i, j] := Opt[i, j-1], Best[i,j] := Down; }
```

Algorithm Performance

- O(nm) time and O(nm) space
- On current desktop machines
  - n, m < 10,000 is easy
  - n, m > 1,000,000 is prohibitive
- Space is more likely to be the bounding resource than time

Observations about the Algorithm

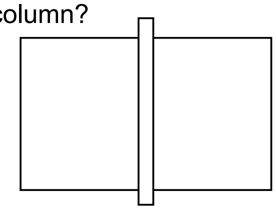
- The computation can be done in O(m+n) space if we only need one column of the Opt values or Best Values
- The algorithm can be run from either end of the strings

Computing LCS in O(nm) time and O(n+m) space

- Divide and conquer algorithm
- Recomputing values used to save space

Divide and Conquer Algorithm

- Where does the best path cross the middle column?



- For a fixed i, and for each j, compute the LCS that has a_i matched with b_j

Constrained LCS

- $LCS_{i,j}(A,B)$: The LCS such that
  - $a_1,\ldots,a_i$ paired with elements of $b_1,\ldots,b_j$
  - $a_{i+1},\ldots,a_m$ paired with elements of $b_{j+1},\ldots,b_n$
- $LCS_{4,3}$(abbacbb, cbbaa)

A = RRSSRTTRTS
B=RTSRRSTST

Compute $LCS_{5,0}(A,B)$, $LCS_{5,1}(A,B),\ldots,LCS_{5,9}(A,B)$

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Compute $LCS_{5,0}(A,B)$, $LCS_{5,1}(A,B)$,…,$LCS_{5,9}(A,B)$

j	left	right
0	0	4
1	1	4
2	1	3
3	2	3
4	3	3
5	3	2
6	3	2
7	3	1
8	4	1
9	4	0

Computing the middle column

- From the left, compute $LCS(a_1 \ldots a_{m/2}, b_1 \ldots b_j)$
- From the right, compute $LCS(a_{m/2+1} \ldots a_m, b_{j+1} \ldots b_n)$
- Add values for corresponding j's

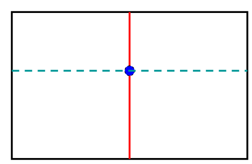
- Note – this is space efficient

Divide and Conquer

- $A = a_1,\ldots,a_m$ $\qquad$ $B = b_1,\ldots,b_n$
- Find j such that
  - $LCS(a_1 \ldots a_{m/2}, b_1 \ldots b_j)$ and
  - $LCS(a_{m/2+1} \ldots a_m, b_{j+1} \ldots b_n)$ yield optimal solution
- Recurse

Algorithm Analysis

- $T(m,n) = T(m/2, j) + T(m/2, n-j) + cnm$



Prove by induction that $T(m,n) \le 2cmn$

Memory Efficient LCS Summary

- We can afford O(nm) time, but we can't afford O(nm) space
- If we only want to compute the length of the LCS, we can easily reduce space to O(n+m)
- Avoid storing the value by recomputing values
  - Divide and conquer used to reduce problem sizes

Shortest Path Problem

- Dijkstra's Single Source Shortest Paths Algorithm
  - O(mlog n) time, positive cost edges
- General case – handling negative edges
- If there exists a negative cost cycle, the shortest path is not defined
- Bellman-Ford Algorithm
  - O(mn) time for graphs with negative cost edges

Lemma

- If a graph has no negative cost cycles, then the shortest paths are simple paths
- Shortest paths have at most n-1 edges

Shortest paths with a fixed number of edges

- Find the shortest path from v to w with exactly k edges

Express as a recurrence

- $Opt_k(w) = \min_x [Opt_{k-1}(x) + c_{xw}]$
- $Opt_0(w) = 0$ if v=w and infinity otherwise

Algorithm, Version 1

```
foreach w
        M[0, w] = infinity;
M[0, v] = 0;
for i = 1 to n-1
        foreach w
                M[i, w] = min_x(M[i-1,x] + cost[x,w]);
```