

CSCI 303 Lecture Notes

03/09/2010

LCS - Least Common Subsequence Problem

We are given two strings: ① $x = (x_1, \dots, x_n)$
 ② $y = (y_1, \dots, y_m)$

$Q(x, y) \triangleq$ Length of LCS of x and y

$Q(x, y) = \begin{cases} 1 & \text{if } x_1 = y_1 \\ 0 & \text{otherwise} \end{cases}$ $m = n = 1$
 $|x| = |y| = 1$ Basis

$\begin{cases} 1 & \text{if } y_1 \in (x_1, \dots, x_n) \\ 0 & \text{otherwise} \end{cases}$ if $m = 1$

$\begin{cases} 1 & \text{if } x_1 \in (y_1, \dots, y_m) \\ 0 & \text{otherwise} \end{cases}$ if $n = 1$

Dynamic Programming

Substructure optimality

$Q([x_2, \dots, x_n], [y_2, \dots, y_m]) + 1$ if $x_1 = y_1, m > 1, n > 1$
 $\max \left(\begin{matrix} Q([x_1, \dots, x_n], [y_2, \dots, y_m]) \\ Q([x_2, \dots, x_n], [y_1, \dots, y_m]) \end{matrix} \right)$ if $x_1 \neq y_1$

Dynamic Programming Q Table (is backwards from how book does it)

Q	$Q([x_1, \dots, x_n], [y_1, \dots, y_m])$	$[1n][2m]$	$[1n][3m]$...	$[1n][nm]$
	$[2n][1m]$	$[2n][2m]$			✓
	$[3n][1m]$	$[3n][2m]$	$[3n][3m]$		✓
	⋮				✓
	⋮				✓
	⋮				✓
	⋮				✓
	$[n, n][1, m]$	✓	✓	✓	✓
					$[mn][nm]$

✓ means it's trivial to compute

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Example

	A	B	B	A	B	B	A	A	
A	4	3	3	3	3	2	2	1	[8,8] [1,6] AAAABB
A	4	3	3	3	2	2	2	1	[2,6] AAABB
A	4	3	3	3	2	2	2	1	⋮ ABB
A	3	3	3	3	2	1	1	1	⋮ ABB
B	2	2	2	2	2	1	0	0	BB
B	1	1	1	1	1	1	0	0	[8,8] [6,6] B

Q [ABBA BBA], (AAAABB)
= 4 ✓

$$\begin{matrix} [AA] \\ [BB] \end{matrix} = \begin{matrix} \max([AA][B] \\ [A][BB]) \end{matrix}$$

Rules: (A) - If you go up diagonally, you add one
(B) - If you go vertically and horizontally, you don't add one

(A) - If you're starting with the same letter, go up diagonally
(B) - If you're starting with different letters, take the max of vertical and horizontal neighbors

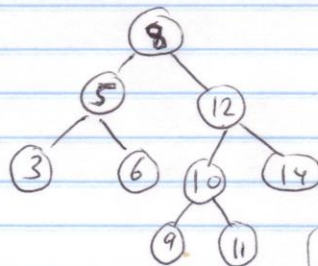
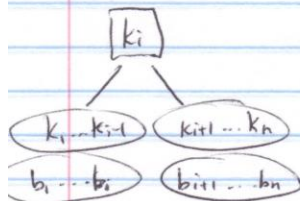
- To determine LCS, look at every time you go up diagonal and incremented by 1. Each of those is part of the LCS when you trace it back.

So LCS = ABBB

BINARY SEARCH TREES

→ If bigger, go right, if smaller, go left
→ Then recurse

$k_1 \dots k_n$ $b_1 \dots b_n$



- Optimizing is like Huffman Code
- Both can be solved by dynamic programming

○ = present
□ = absent

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11
12, 13, 14