



DYNAMIC PROGRAMMING, PART 3: SPACE-SAVING TECHNIQUES

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CMP 601 – Algorithms and Theory of Computation —

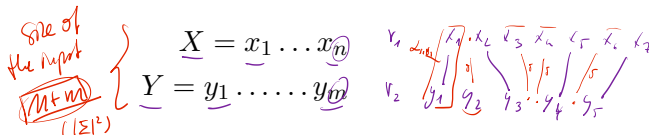
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Outline

1. Minimum cost sequence alignment
2. Space-saving for MCSA
3. Lagniappe

The problem

- Given two sequences over some alphabet $\Sigma = \{A, G, T, C\}$



- find **alignment**: non-crossing matchings of X's to Y's characters
- a minimal cost
 - matching $c, d \in \Sigma$ costs α_{cd}
 - unmatched characters are "gaps" and cost δ

Ex: solve the problem with multiple matchings (but still non-crossing way).

DP table

A → G ?

	A	G	T	C
A	0	~	~	~
G	~	0	~	~
T	~	~	0	~
C	~	~	~	0

DP table



Example

- POST and STOP
- Empty matching costs?

$$UB = (n+m)\delta$$

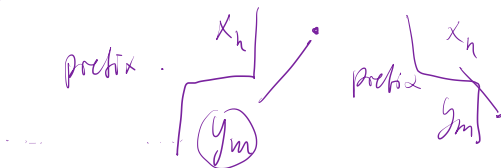
POST:..
 !!STOP
 ...POST
 STOP...

$\delta\delta + \alpha_{SS} + \alpha_{TP} = 6\delta$
 6 δ

POST
 ||| |||
 STOP

Main idea

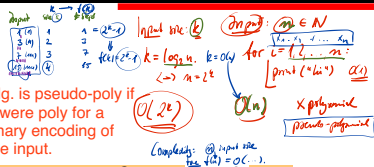
- Look at the last two characters x_n and y_m , either
 - 1 they are **matched**: cost α_{x_n, y_m} , subproblems: prefixes
 $X_{1:n-1}, Y_{1:m-1}$
 - 2 x_n is matched: then y_m must be free (why?): cost δ , prefixes
 $X_{1:n}, Y_{1:m-1}$
 - 3 y_m is matched: then x_n must be free: cost δ , prefixes
 $X_{1:n-1}, Y_{1:m}$



MINIMUM COST SEQUENCE ALIGNMENT

Resultant recursion

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- That gives us a **recursion**.
- Let $A(i, j)$ be the **cost of the best alignment of $X_{1:i}$ and $Y_{1:j}$** .
- We want: $A(n, m)$.
- A satisfies

$$A(i, j) = \begin{cases} \min\{\alpha_{x_i, y_j} + A(i-1, j-1), \delta + A(i-1, j), \delta + A(i, j-1)\}, & i > 0 \wedge j > 0, \\ \delta(i+j), & i \vee j = 0. \end{cases}$$

$$(m+1) \cdot (n+1) = O(nm)$$

- This would be a **backward DP**

Space complexity: $O(nm)$
 Time complexity: $O(nm)$

size of the input
 $n = nm$

$$nm \leq (nm)(nm) \leq k^2$$

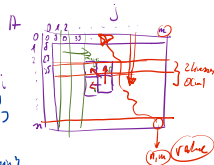
$$O(k^2)$$

$m \leq n$ wlog

reduce: ~~lose the opt. solution~~
 $O(m)$ (lose the values)
 $O(n)$

$A(0, j) = \delta_j \quad j \in [0, m]$
 $A(i, 0) = \delta_i \quad i \in [0, n]$
 for $i = 1, 2, \dots, n$
 for $j = 1, 2, \dots, m$

$$A(i, j) = \min_{x, y} \{ \alpha_{x, y} + A(i-1, j-1), \delta + A(i-1, j), \delta + A(i, j-1) \}$$

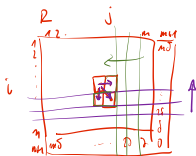


- We can also compute this solution in a forward manner
- Compare x_1 and y_1 , same **trichotomy**, subproblems are now suffixes
- Let $R(i, j)$ be the cost of the best alignment of $X_{i:n}$ and $Y_{j:m}$.
- R satisfies

$$R(1, 1) = A(n, m)$$

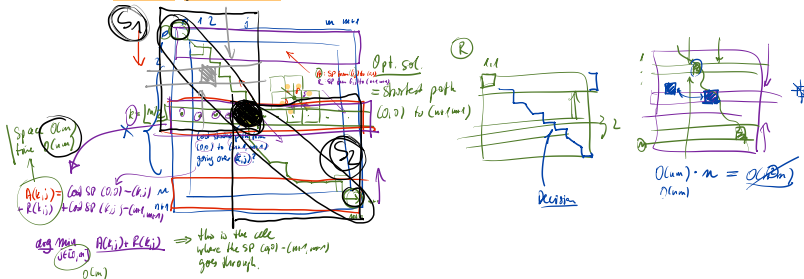
$$R(i, j) = \begin{cases} \min\{\alpha_{x_i, y_j} + R(i+1, j+1), \delta + R(i+1, j), \delta + R(i, j+1)\}, & i \leq n \wedge j \leq m, \\ \delta((n+1-i)(m+1-j)), & (n+1-i)(m+1-j) = 0 \end{cases}$$

$(n+m+2-i-j)\delta$



- Both take space $O(nm)$
- Both take time $O(nm)$, too
- Assume (wlog) $m < n$: space can be reduced to $O(m)$ by propagating only lines
- But we lose the solution

- **Main problem** now: how to recover a solution



- The solution is a shortest path from $(0, 0)$ to $(n + 1, m + 1)$
- If we fix some line k must pass through some (k, j) , for $j \in [0, m + 1]$
- For shortest paths $C((i, j), (i', j'))$ are

$$A(i, j) = C((0, 0), (i, j))$$

$$R(i, j) = C((i, j), (n + 1, m + 1))$$

- We check them all and recursively compute the shortest path

Space: $O(m)$

1. Compute $A(k, j)$ and $R(k, j)$ for $j \in [0, m + 1]$ in $O(nm)$ by propagating rows. *space $O(m)$*
2. Select j such that $A(k, j) + R(k, j)$ is minimal. Then cell (i, k) is on the shortest path. *(k, j)*
3. **Recursively** find the shortest path from $(0, 0)$ to (i, k) and the one from (i, k) to (n, m) . *(k, j)*
4. **Join** the shortest paths.

- Space cost now is $O(m)$

- Time

$$T(n, m) = T(\lfloor n/2 \rfloor, j) + T(\lceil n/2 \rceil, m + 2 - j) + c'nm$$

$$= O(nm).$$

$$\begin{aligned}T(n, m) &\leq T(n/2, j) + T(n/2, m + 2 - j) + c'nm \\&\leq c/2nj + c/2n(m + 2 - j) + c'nm \\&\quad (c/2 + c')nm + cn && \text{for } m \geq c \\&\quad (c/2 + c' + 1)nm && \text{for } c \geq 2c' + 2 \\&cnm.\end{aligned}$$

A memetic algorithm for the Cost-oriented Robotic Assembly Line Balancing Problem

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- Tasks $t_1, \dots, t_{|T|}$
- Set of robots R with fixed cost c_r^f , $r \in R$
- Task t_j takes time p_{r,t_j} on robot r .
- Variable costs are c_{r,t_j}^v for the tasks.
- A cycle time c for the production line.
- Buy robots and assign tasks to them.

Theorem 3.1. *The cRALBP with a given specific order to execute the tasks admits a polynomial time algorithm in the input size.*

Proof. A polynomial time algorithm for the cRALBP with a given specific order to execute the tasks is obtained by a more efficient dynamic program, deciding for each station which prefix of the remaining tasks and which robot will be assigned to it. Let $C(i)$ be the minimal total cost of executing tasks $t_i, t_{i+1}, \dots, t_{|T|}$. These costs satisfy the recurrence

$$C(|T| + 1) = 0,$$

$$C(i) = \min_{\substack{r \in R, k \in \{i+1, \dots, |T|+1\}: \\ \sum_{i \leq j < k} p_{rt_j} \leq c}} \left\{ c_r^f + \sum_{i \leq j < k} c_{rt_j}^v + C(k) \right\} \quad (21)$$

To see the correctness of recurrence (23), note that for initial task i some prefix $T_i, \dots, T_{k-1}$, $k > i$, of the tasks must be executed on the first station by some robot r . This has fixed cost c_r^f and variable cost $\sum_{i \leq j < k} c_{rt_j}^v$. The station is then closed, and we are left with the residual problem of executing the remaining tasks $k, k+1, \dots$ starting at an free station. The optimal cost is obtained by minimizing over all feasible choices of r and k , which must satisfy $\sum_{i \leq j < k} p_{rt_j} \leq c$. Correctness thus follows from a backward induction over i .

The corresponding dynamic programming table has $O(|T|)$ entries and each entry takes time $O(|R||T|)$ to compute. Thus the optimal assignment of robots and tasks to stations can be found in time $O(|T|^2 |R|)$. $\square$