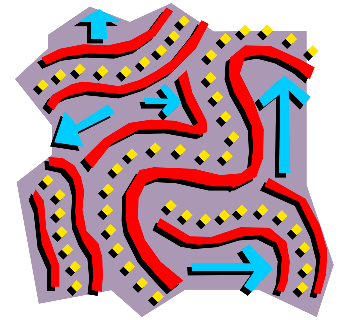
CS 445

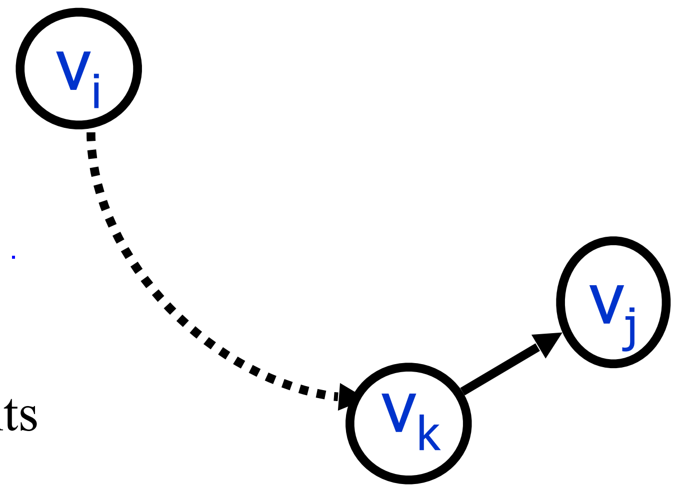
Dynamic Programming

Some of the slides are courtesy of Charles Leiserson with small changes by Carola Wenk

Example: All-Pairs Shortest Paths
Floyd-Warshall alg
(Spring 2021)



- Given a graph G(V,E) with weights (positive and negative) assign to each edges. Assume $V=\{v_1 \ldots v_n\}$.
- Compute a matrix D such that D[i,j] contains the length of the shortest path $v_i \to v_j$
- Also compute a matrix $\Pi[1..n,1..n]$ such that $\Pi[i,j]$ is the vertex that proceed v_j along the shortest path $v_i \to v_j$
- Warshall-Floyd Algorithm computes these tables in $O(n^3)$
- Can you think about alternative approaches when the weights of all edges is positive ?



In the figure to the right, $k = \Pi[i,j]$.
Compare to $\Pi[v_i]$ in Dijkstra or Bellman-Ford

Dynamic Programming:
Example 1: Longest Common Subsequance

We look at sequences of characters (strings)

e.g. *x*=*"ABCA"*

Def: A **subsequence** of *x* is an sequence obtained from *x* by possibly deleting some of its characters (but without changing their order

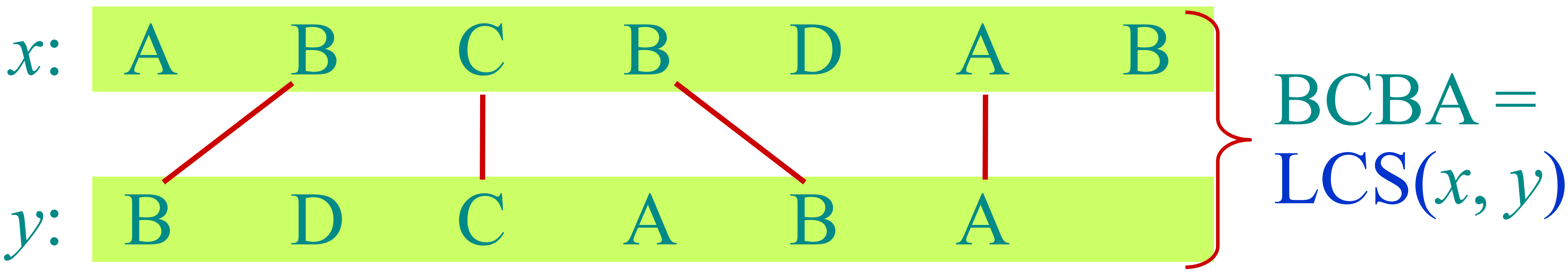
Examples:
"ABC", *"ACA"*, *"AA"*, *"ABCA"*

Def A **prefix** of *x*, denoted *x[1..m]*, is the sequence of the first *m* characters of *x*

Examples:
x[1..4]="ABCA" *x[1..3]="ABC"* *x[1..2]="AB"*
x[1..1]="A" *x[1..0]=""*

Longest Common Subsequence (LCS)

- Given two sequences $x[1 \, . \, . \, m]$ and $y[1 \, . \, . \, n]$, find a longest subsequence common to them both.



Different phrasing: Find a set of a maximum number of segments, such that

•Each segment connects a character of x to an identical character of y,

•Each character is used at most once

•Segments do not intersect.

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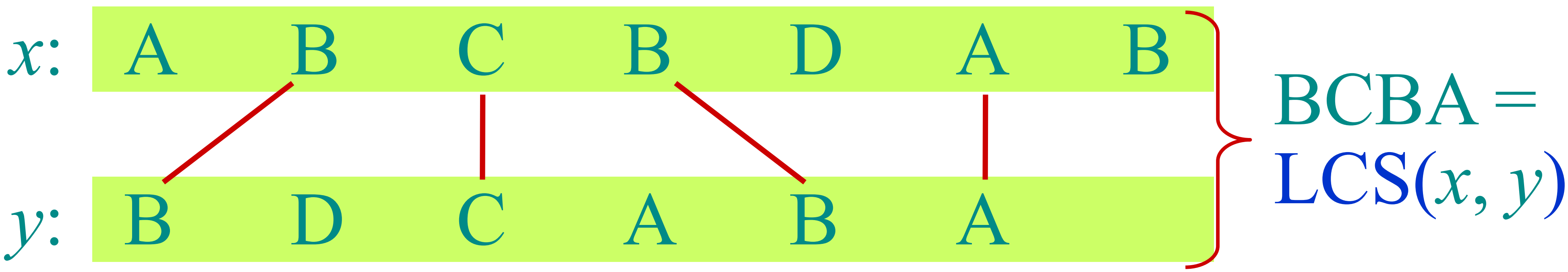
"a" *not* "the"



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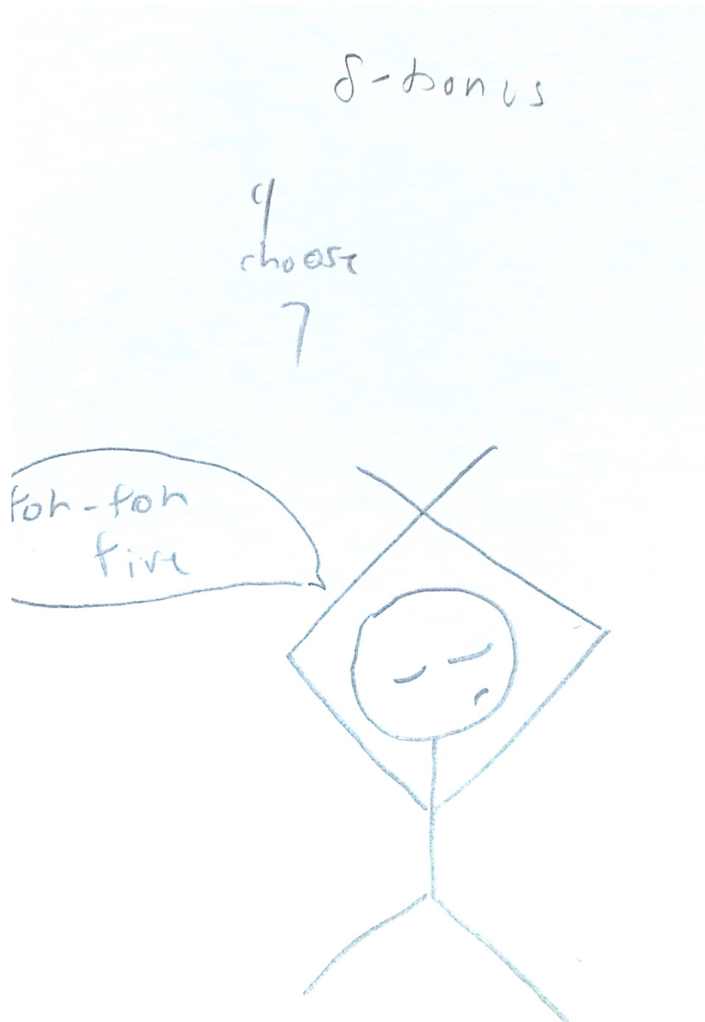
Cs445 salute



Brute-force LCS algorithm

Checking every subsequence of x whether it is also a subsequence of y.

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Analysis

- Checking $= \Theta(m+n)$ time per subsequence.
- 2^m subsequences of x

Worst-case running time $= \Theta((m+n)2^m)$
$= \text{exponential time.}$

Towards a better algorithm

Simplification:

1. Look at the *length* of a longest-common subsequence.
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2. Extend the algorithm to find the LCS itself.

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Strategy: Consider ***prefixes*** of x and y.

- Define $c[i, j] = |\text{LCS}(x[1 \, . \, . \, i], y[1 \, . \, . \, j])|$.
- Then, $c[m, n] = |\text{LCS}(x, y)|$.

Recursive formulation

Observation:

It is impossible that

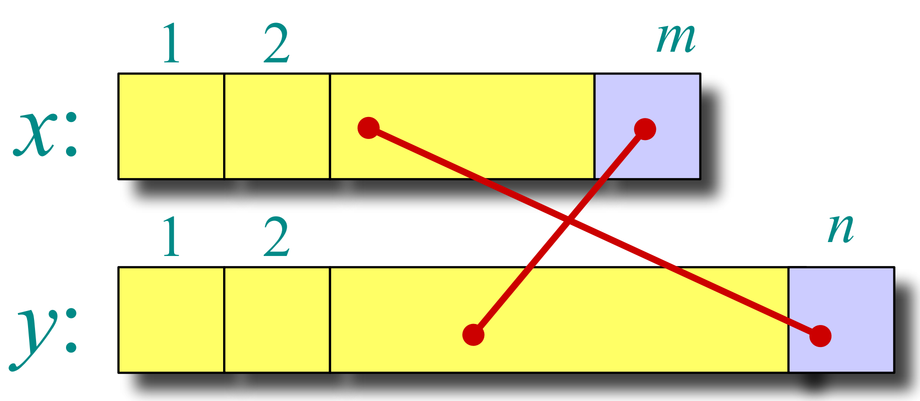
x[m] is matched to an element in *y[1..n-1]* and simultaneously

y[n] is matched to an element in *x[1..m-1]*

(since it must create a pair of crossing segments).

Conclusion *– either x[m] is matched to y[n], or one at least of them is unmatched in* ***OPT.***

*{**OPT** – the optimal solution}*

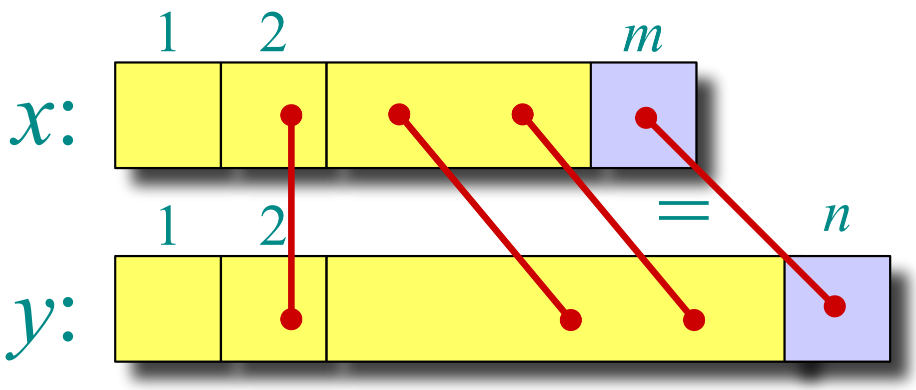


Recursive formaula

Lets just consider the last character of of x and of y

Case (I): $x[m] = y[n]$. Claim: $c[m, n]=c[m-1,n-1]+1$.

Proof.



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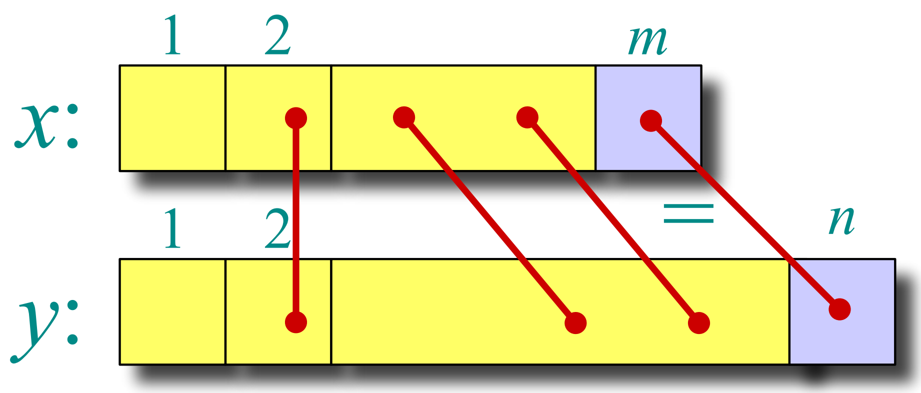


We claim that there is a max matching that matches $x[m]$ to $y[n]$.

Indeed, if $x[m]$ is matched to $y[k]$ (for $k<m$) then $y[n]$ is unmatched (otherwise we have two crossing segments). Hence we can obtain another matching of the same cardinality by matching $x[m]$ to $y[n]$.

This implies that we can find an optimal matching of

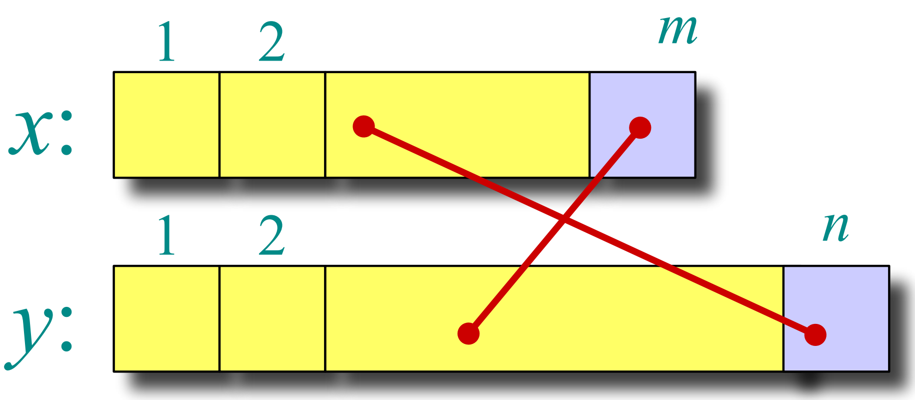
LCS($x[1..m-1]$ to y[$1..n-1$], and add the segment ($x[m],y[n]$).

So $c[m,n]=c[m-1,n-1]+1$

Recursive formulation-cont

Case (II): $x[m] \neq y[n]$ Claim: $c[m,n]=\max\{c[m,n-1], c[m-1,n]\}$

Recall - in LCS($x[1 \,..\, m]$, $y[1 \,..\, n]$) it cannot be that **both** $x[m]$ and $y[n]$ are both matched.



If $x[m]$ is unmatched in OPT then

$$\text{LCS}(x[1 \,..\, \boldsymbol{m}], y[1 \,..\, \boldsymbol{n}]) = \text{LCS}(x[1 \,..\, \boldsymbol{m-1}], y[1 \,..\, \boldsymbol{n}])$$

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c[i,j] For general *i,j*

Since we only care for OPT matching the prefixes, then

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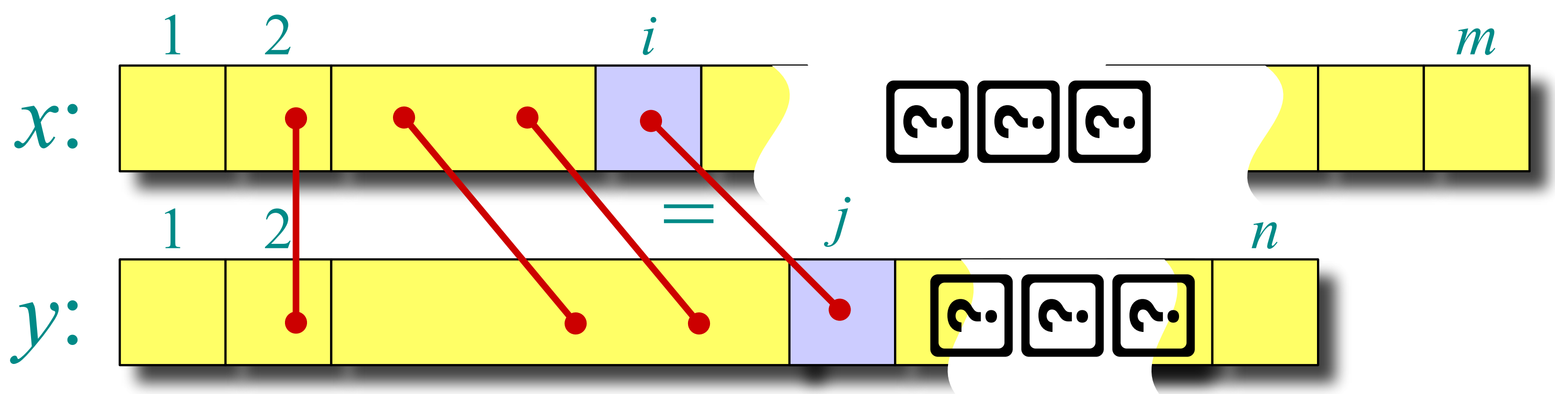

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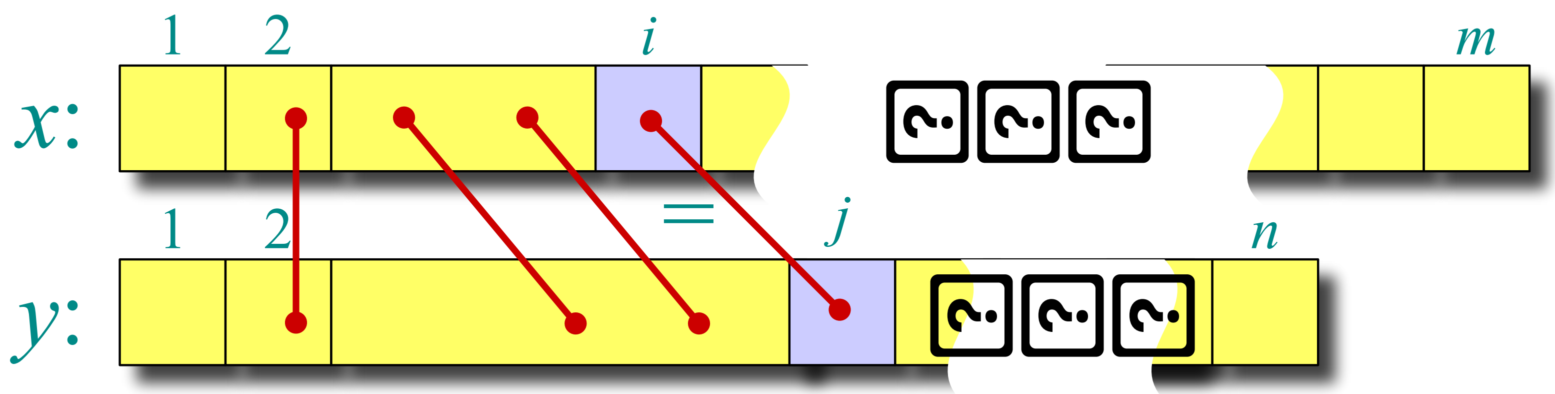

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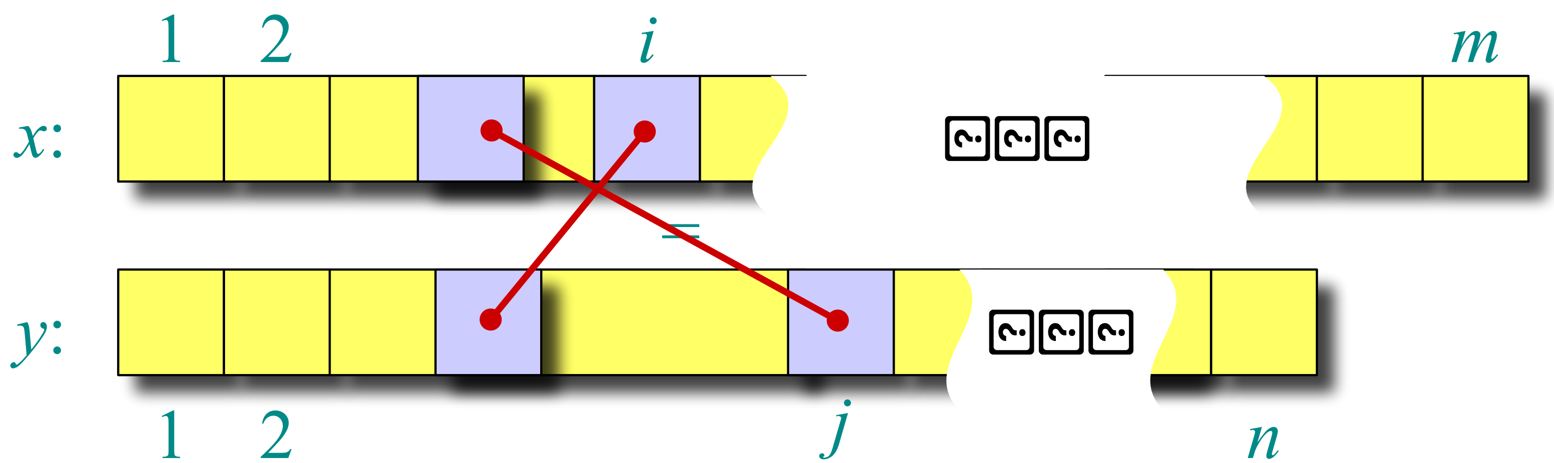
Recursive formulation-cont

Case (II): if $x[i] \neq y[j]$ then $c[i, j] = \max\{c[i-1, j], c[i, j-1]\}$

Recall - in LCS(x[1 . . i], y[1 . . j]) it cannot be that **both** $x[i]$ and $y[j]$ are both matched.



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Dynamic-programming hallmark #1

Optimal substructure

An optimal solution to a problem (instance) contains optimal solutions to subproblems.

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An optimal solution to a problem (instance) contains optimal solutions to subproblems.

If $z = \text{LCS}(x, y)$, then any prefix of z is an LCS of a prefix of x and a prefix of y.

Recursive algorithm for LCS

```
LCS(x, y, i, j)
  if ( i==0 or j=0) return 0
   if x[i] = y[ j]
        then return  LCS(x, y, i–1, j–1) + 1
        else return max{LCS(x, y, i–1, j), LCS(x, y, i, j–1)}
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To call the function LCS(x, y, m,n)

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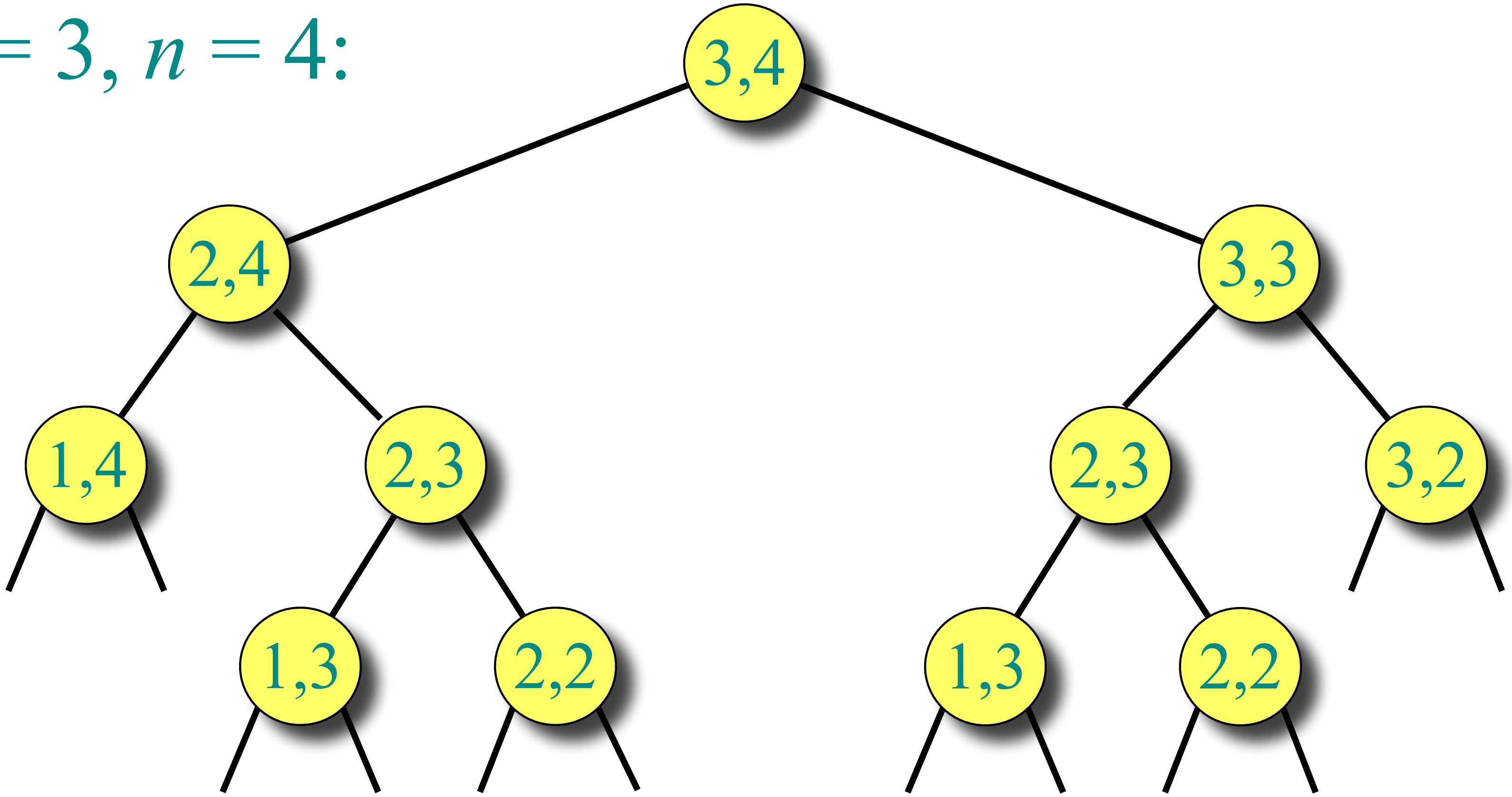
Worst-case: $x[i] \neq y[j]$, for all i,j in which case the algorithm evaluates two subproblems, each with only one parameter decremented.

Recursion tree

$m = 3, n = 4$:



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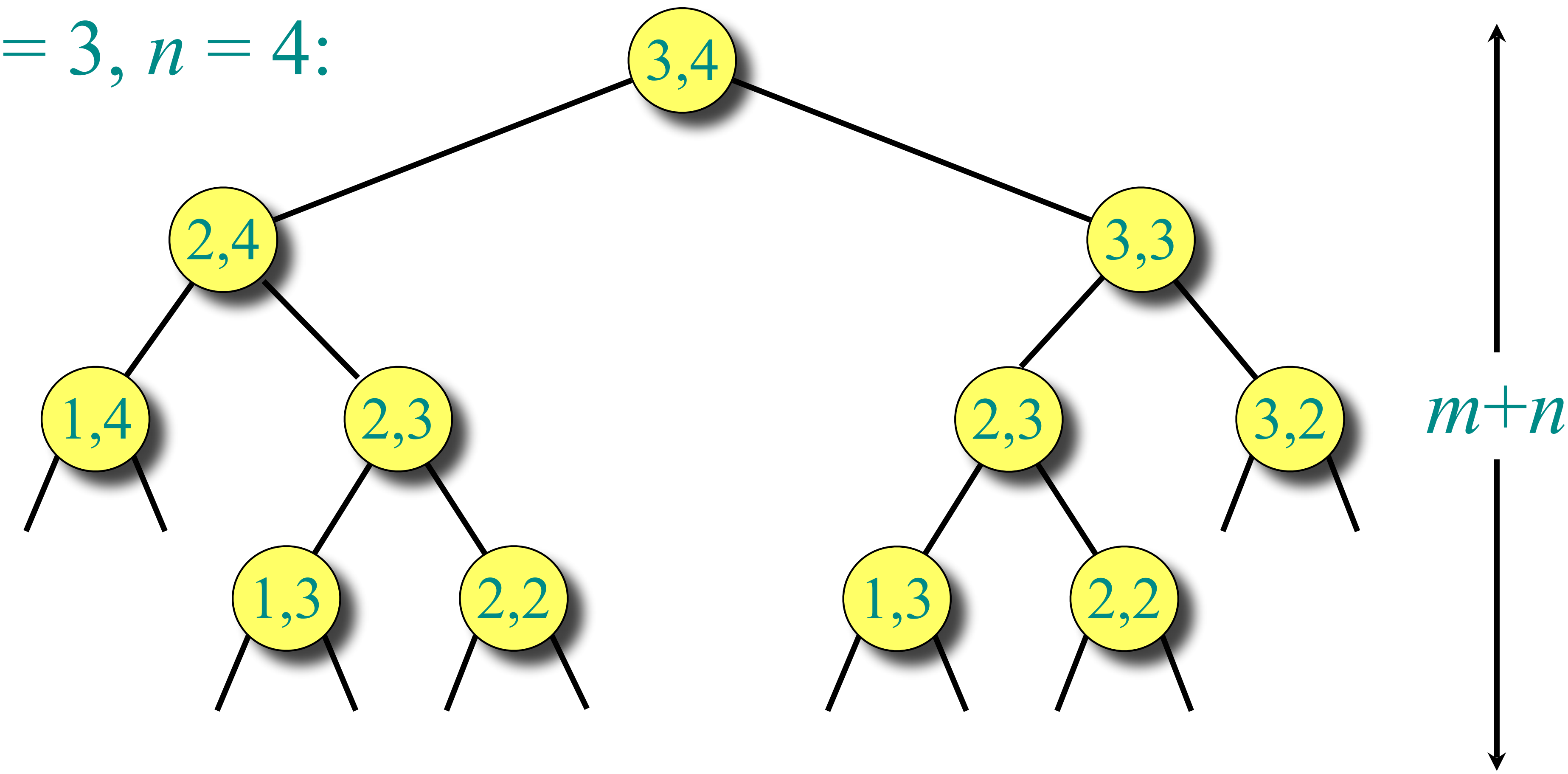

Height $= m + n \Rightarrow$ work potentially 2^{m+n} exponential.

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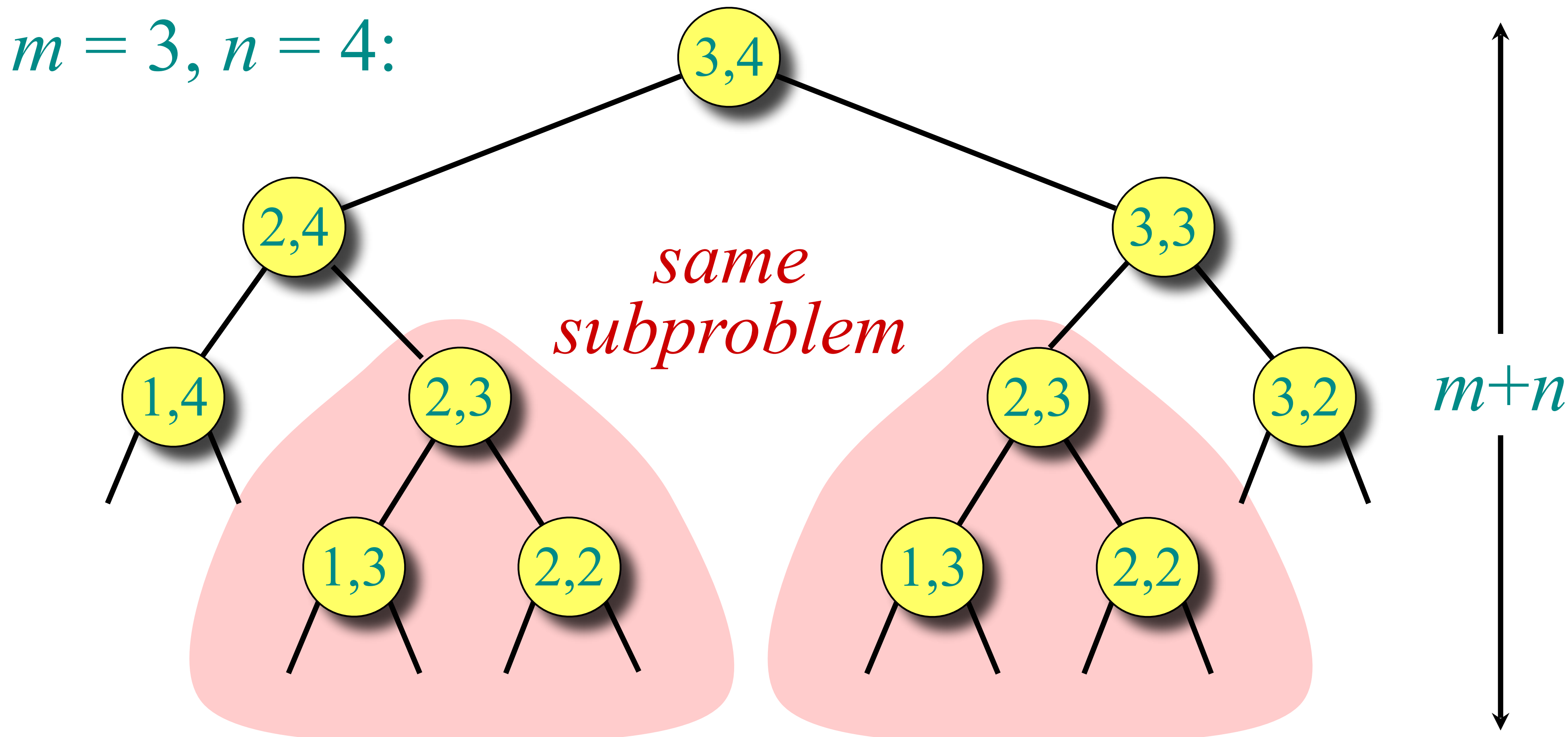

Height $= m + n \Rightarrow$ work potentially 2^{m+n} exponential.
but we're solving subproblems already solved!

Dynamic-programming hallmark #2

Overlapping subproblems

A recursive solution contains a "small" number of distinct subproblems repeated many times.

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A recursive solution contains a "small" number of distinct subproblems repeated many times.

The number of distinct LCS subproblems for two strings of lengths m and n is only mn.

Memoization algorithm

Memoization: After computing a solution to a subproblem, store it in a table. Subsequent calls check the table to avoid redoing work.

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LCS(x, y)
    for i=0 to m   c[i, 0] = 0
    for j=0 to n   c[0, j] = 0

    for i=1 to m
        for j=1 to n
            if (x[i] = y[j] )
                then c[i, j] ← c[ i–1, j–1] + 1
                else c[i, j] ← max{ c[ i–1, j], c[i, j–1] }
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```

Time = $\Theta(mn)$ = constant work per table entry.
Space = $\Theta(mn)$.

LCS: Dynamic-programming algorithm

LCS(X,Y)="BCBA"

X=B D C A B A

Y=A B C B D A B

		1 A	2 B	3 C	4 B	5 D	6 A	7 B
	0	0	0	0	0	0	0	0
1 B	0	0	1	1	1	1	1	1
2 D	0	0	1	1	1	2	2	2
3 C	0	0	1	2	2	2	2	2
4 A	0	1	1	2	2	2	3	3
5 B	0	1	2	2	3	3	3	4
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Reconstruction *z=LCS(x,y)*

IDEA: Compute the table bottom-up. Fill *z* backward.

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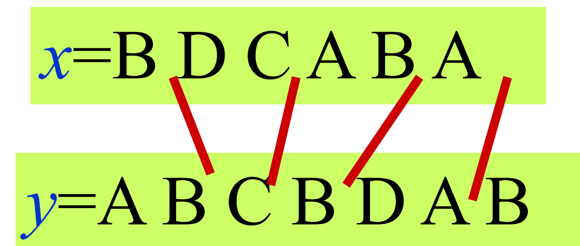

Observation: *c[i;j]≥c[i-1;j]* and *c[i;j] ≥c[i;j-1]*
Proof Sketch: We use a longer prefix, so there are more chars to be match.

LCS Reconstruction:
Set *i=m; j=n; k=c[i;j]*
While(*k*>*0*){
  if (*c[i;j]*>*c[i-1;j]* and *c[i;j]*>*c[i;j-1]*) {
      z[k] = x[i] ;
      i--; j-- ; k-- ;
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x=B D C A B A

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Proof Sketch: We use a longer prefix, so there are more chars to be match.

LCS Reconstruction:

Set $i=m;\ j=n;\ k=c[i;j]$

While($k>0$){

  if ($c[i;j]>c[i-1;j]$ and $c[i;j]>c[i;j-1]$) {

    $z[k] = x[i]$;

    $i--;\ j--\ ;\ k--$;

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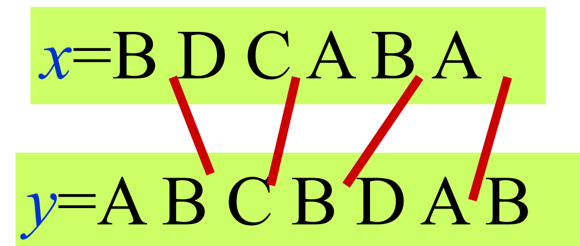

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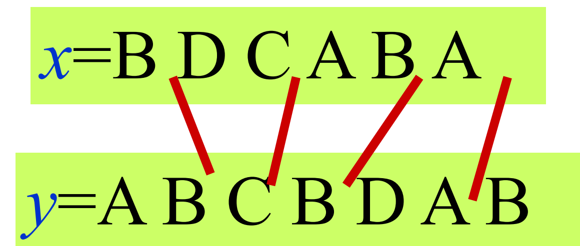

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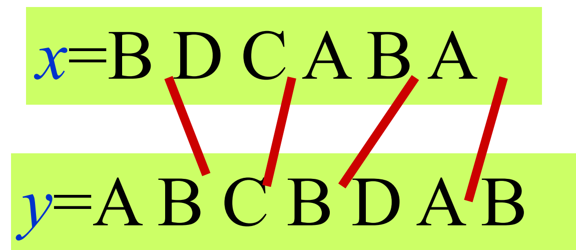

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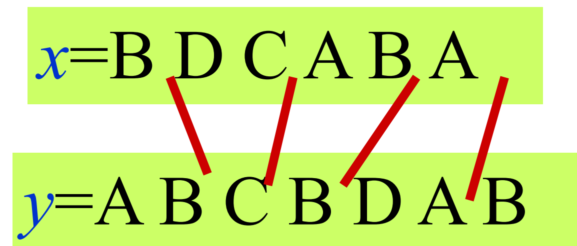

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```

		1 A	2 B	3 C	4 B	5 D	6 A	7 B
	0	0	0	0	0	0	0	0
1B	0	0	1	1	1	1	1	1
2D	0	0	1	1	1	2	2	2
3C	0	0	1	2	2	2	2	2
4A	0	1	1	2	2	2	3	3
5B	0	1	2	2	3	3	3	4
6A	0	1	2	2	3	3	4	4

Reconstruction *z=LCS(x,y)*

IDEA: Compute the table bottom-up. Fill *z* backward.

LCS(x,y)="BCBA"

x=B D C A B A

y=A B C B D A B

Observation: $c[i;j] \geq c[i-1;j]$ and $c[i;j] \geq c[i;j-1]$
Proof Sketch: We use a longer prefix, so there are more chars to be match.

LCS Reconstruction:

```
Set i=m;  j=n;  k=c[i;j]
While(k>0){
  if (c[i;j]>c[i-1;j] and c[i;j]>c[i;j-1] ) {
        z[k] = x[i] ;
        i--; j-- ; k--  ;
  }else // c[i;j]=c[i-1;j] or c[i;j]=c[i-1;j]
  if  (c[i;j]==c[i;j-1]) j-- ;
  else i--  ;
}
```

		1 A	2 B	3 C	4 B	5 D	6 A	7 B
	0	0	0	0	0	0	0	0
1B	0	0	1	1	1	1	1	1
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Set *i=m; j=n; k=c[i;j]*
While(*k*>*0*){
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    z[k] = *x[i]* ;
    i--; j-- ; *k--* ;
  }else // *c[i;j]=c[i-1;j]* or *c[i;j]=c[i-1;j]*
  if (*c[i;j]*==*c[i;j-1]*) *j--* ;
  else *i--* ;
}

		1 A	2 B	3 C	4 B	5 D	6 A	7 B
	0	0	0	0	0	0	0	0
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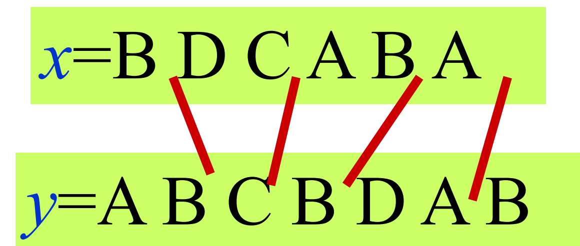

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LCS Reconstruction:

Set $i=m$; $j=n$; $k=c[i;j]$

While($k>0$){

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    $z[k] = x[i]$;

    i--; j-- ; k-- ;

  }else // $c[i;j]=c[i-1;j]$ or $c[i;j]=c[i-1;j]$

  if ($c[i;j]==c[i;j-1]$) j-- ;

  else i-- ;

}

		1 A	2 B	3 C	4 B	5 D	6 A	7 B
	0	0	0	0	0	0	0	0
1 B	0	0	1	1	1	1	1	1
2 D	0	0	1	1	1	2	2	2
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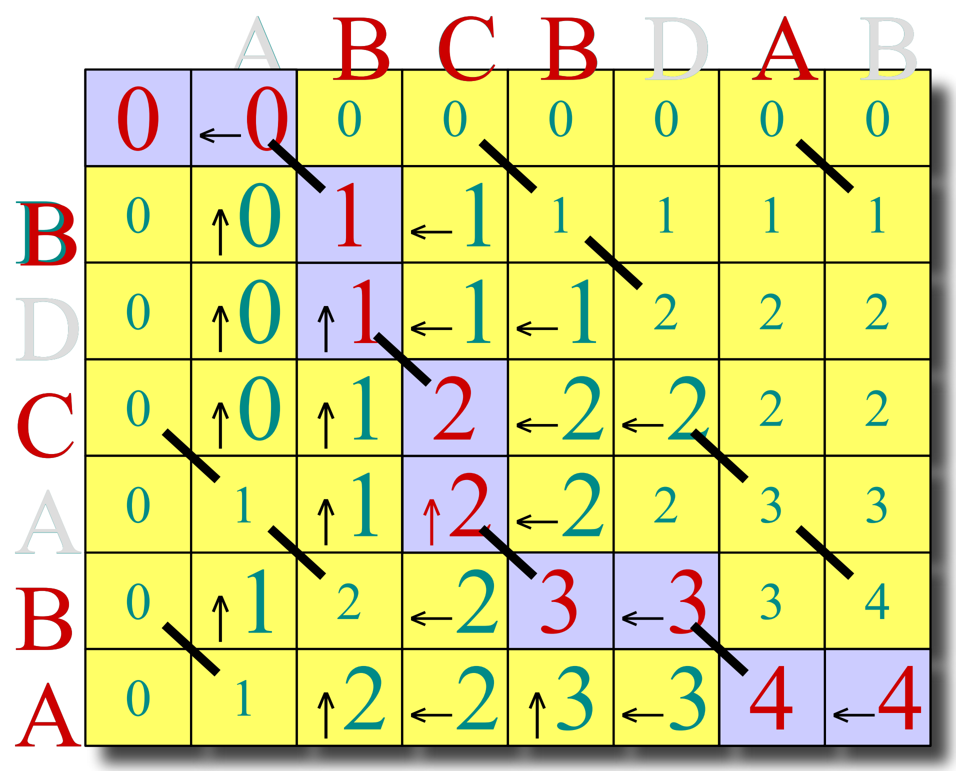
5 B	0	1	2	2	3	3	3	4
6 A	0	1	2	2	3	3	4	4

Reconstructing *z=LCS(X,Y)*

Another idea – While filling *c[]*, add arrows to each cell *c[i,j]* specifying which neighboring cell *c[i,j]* it got its value.

- *c[i,j].flag* = "\ " if *c[i,,j]=c[i-1;j-1]+1*
- *c[i,j].flag* = "↑ " if *c[i,,j]=c[i-1;j]*
- *c[i,j].flag* = "←" if *c[i,,j]=c[i-1;j]*



Example 2: Edit distance

Given strings X, Y, the **edit distance** ***ed***(X, Y) between X and Y is defined as the minimum number of operations that we need to perform on X, in order to obtain Y.

Defintion: An Operations (in this context) Insertion/Deletion/ Replacement of a **single** character.

Examples:

ed(“aaba”, “aaba”) = 0
ed(“aaa”, “aaba”) = 1
ed(“aaaa”, “abaa”) = 1
ed(“baaa”, “”) =4
ed(“baaa”, “aaab”) =2

Note that the term “distance” is a bit misleading: We need both the **value** (how many operations) as well as knowing **which** operations.

Example 3':
``Priced" Edit distance *ed(X,Y)*

Assume also given

InsCost, - the cost of a single **insertion** into *x.*
DelCost - the cost of a single **deletion** from *x,* and
RepCost - the cost of **replacing** one character of *x* by a different character.

Definition: Given strings *X,Y*, the **edit distance** ***ed***(*X,Y*) between X and *Y* is the cheapest sequence of operations, starting on *X* and ending at *Y.*

Problem: Compute ***ed***(*X,Y*), (both the value and the optimal sequence of operations.)

Definition: ***c[i,j]* = Cost(ed(*X[1..i]*, *Y[1..j]*)).**

Will first compute Cost(*c[m,n])*. Then will recover the sequence.

Thm:

Let $c[i,j] = ed(x[1..i], y[1..j])$.
Assume $c[i-1,j-1]$, $c[i-1,j-1]$, $c[i-1,j]$ are already computed.

If $X[i]=Y[j]$ then $c[i,j] = c[i-1,j-1]$
Else // $X[i] \neq Y[j]$

$c[i,j] = \min\{$

$c[i-1,j-1]+RepCost$, //convert $X[1..i-1] \rightarrow Y[1..j-1]$, and replace $y[j$
by $x[i]$

$c[i-1, j] + DelCost$, //delete $X[i]$ and convert $X[1..i-1] \rightarrow Y[1..j]$

$c[i,j-1]+InsCost$ //convert $X[1..i,] \rightarrow Y[1..j-1]$, and insert $Y[i]$

$\}$

$\}$

Algorithm

Memoization: After computing a solution to a subproblem, store it in a table. Subsequent calls check the table to avoid redoing work.

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```
ed(X, Y)
    for i=0 to m   c[i, 0] = i DelCost
    for j=0 to n   c[0, j] = j InsCost

    for i=1 to m
      for j=1 to n
        if (X[i] == Y[j] )
          then c[i, j] ← c[ i–1, j–1]
          else c[i, j] ←min{      c[ i-1 , j ]   +      DelCost,
                                  c[ i-1, j-1 ] +       RepCost,
                                  c[ i , j-1]    +      InsCost
                                  }
```

Algorithm

Memoization: After computing a solution to a subproblem, store it in a table. Subsequent calls check the table to avoid redoing work.

ed(X, Y)

for $i=0$ **to** m $c[i, 0] = i\ DelCost$

for $j=0$ **to** n $c[0, j] = j\ InsCost$

for $i=1$ **to** m

for $j=1$ **to** n

if ($X[i] == Y[j]$)

then $c[i, j] \leftarrow c[i-1, j-1]$

else $c[i, j] \leftarrow min\{$ $c[i-1, j] + DelCost,$

$c[i-1, j-1] + RepCost,$

$c[i, j-1] + InsCost$

$\}$

Time $= \Theta(m\ n)$ = constant work per table entry. Space $= \Theta(m\ n)$.

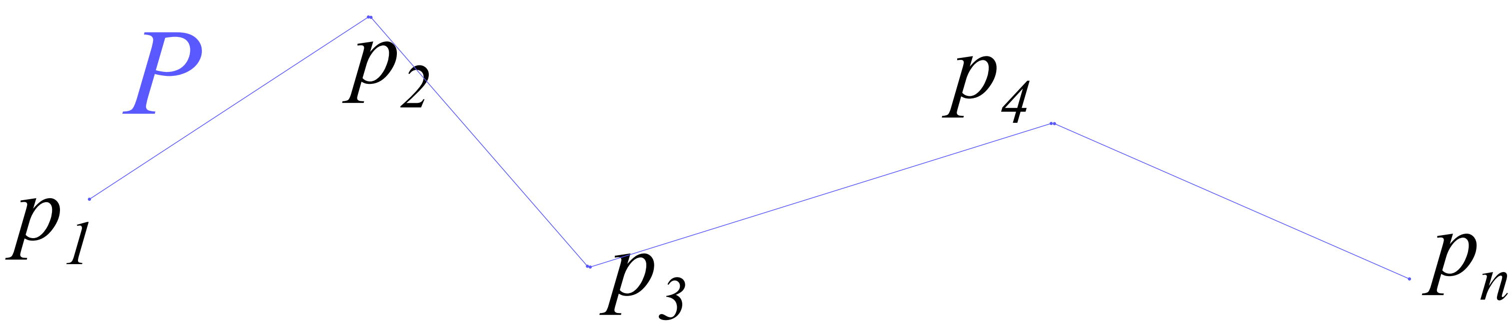
Homework: Compute the sequence of operations.

Compute which characters in x matches which chars in y.

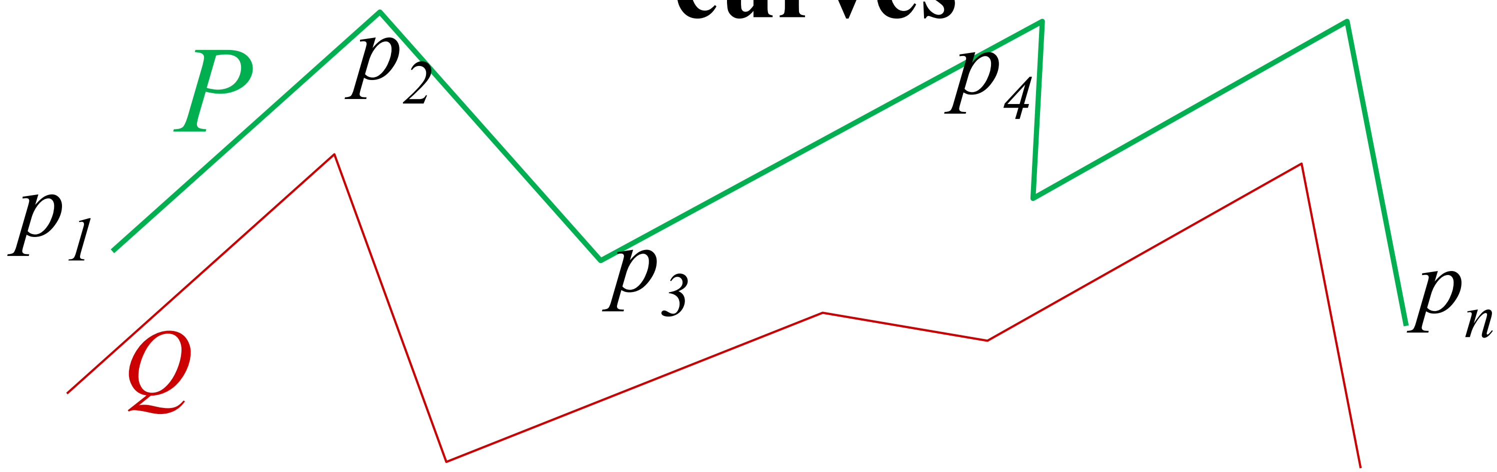
Polygonal Path - definition

We definite a polygonal path $P=\{p_1 \ldots p_n\}$ where

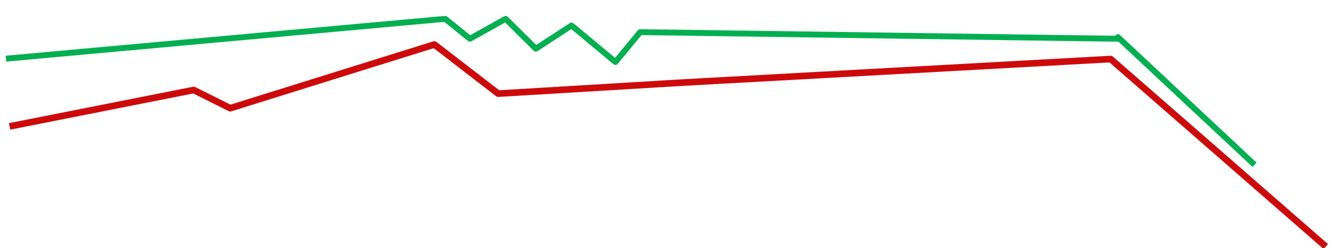
- Each vertex p_i is a point in the plane,
- Vertex p_1 is the first vertex , p_n is the last,
- Vertex p_i is connected to the next vertex p_{i+1} by a straight segment.



Good ways to measure distance between curves



- Should not be effected by how curves are sampled
- Should reflect the "order" of the points along the curves.

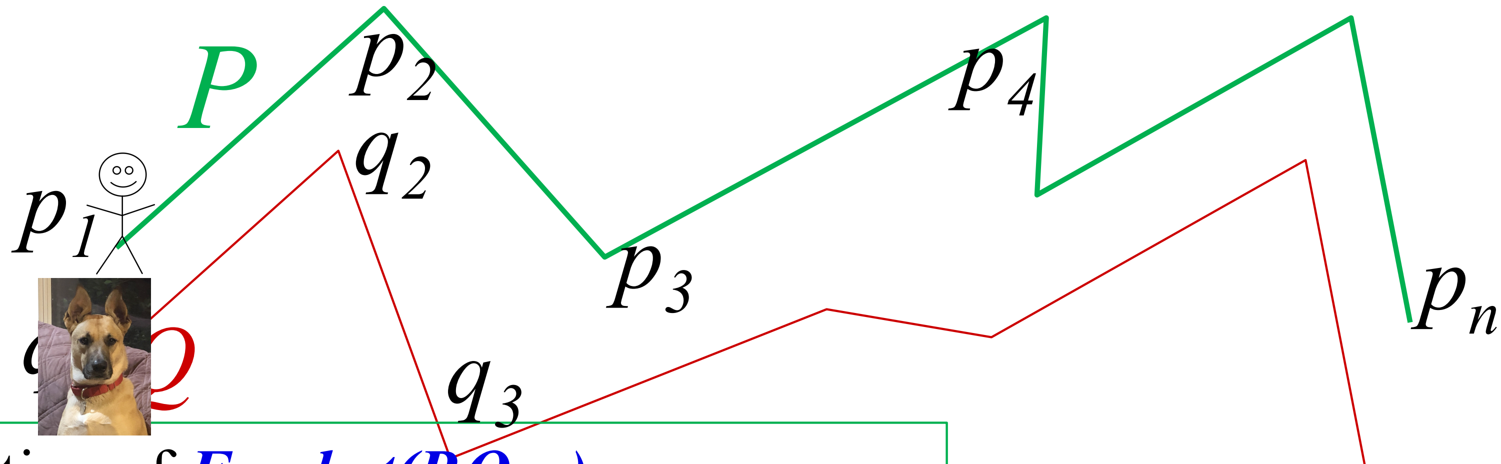


P[1..i] is the polygonal line with the first ***i*** vertices of *P*

Q*[1..j]* is the polygonal line with the first ***j*** vertices of *P*

Problem: Computing the Frechet Distance between polylines

Frechet(P, Q, r)



Definition of ***Frechet(P,Q, r)***

Assume a person walks on ***$P=\{p_1\ldots p_n\}$***

while a dog walks on ***$Q=\{q_1..q_n\}$.***

r is the leash length (part of input).

The **person** starts at ***p_1*** and ends at ***p_n***

The **dog** starts at ***q_1*** and ends at ***q_n***

At each time stamp,

- either the **person** jumps to the next vertex
- Or the **dog** jumps to the next vertex
- Or **both** jumps to the next vertex

- Every instance they stop, we measure whether the distance between person↔dog (the length of the **leash)** $\leq$ ***r***.
- Frechet**(P,Q,r)=YES** if the answer is positive for all time stamps.
- (if not, a longer leash is need. If yes, maybe a shorter one is sufficient.
- So we could use binary search.

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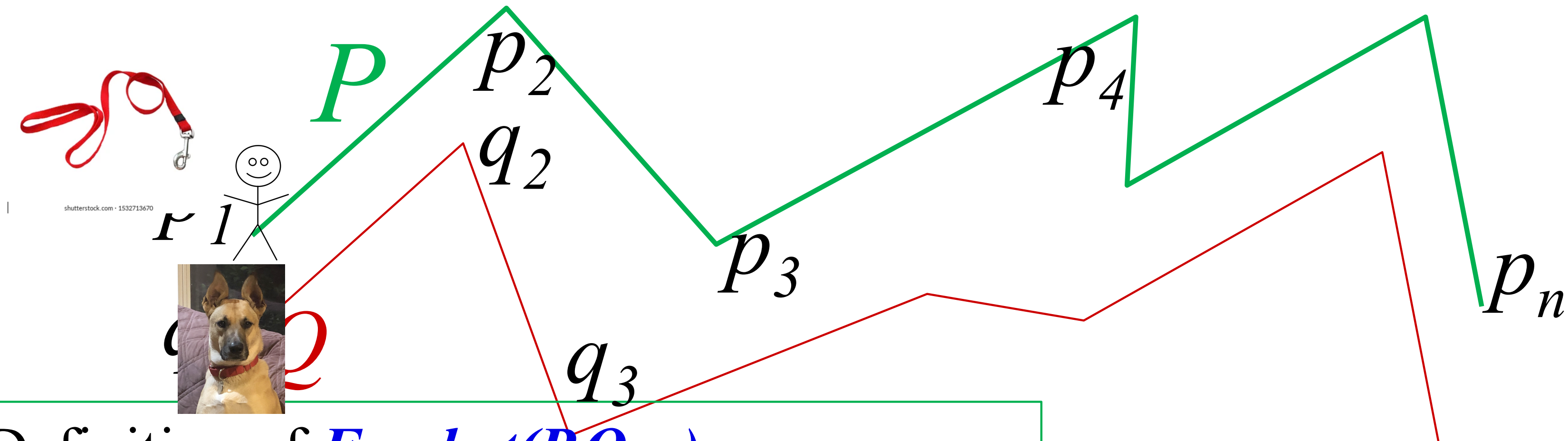
Frechet(P, Q,r)



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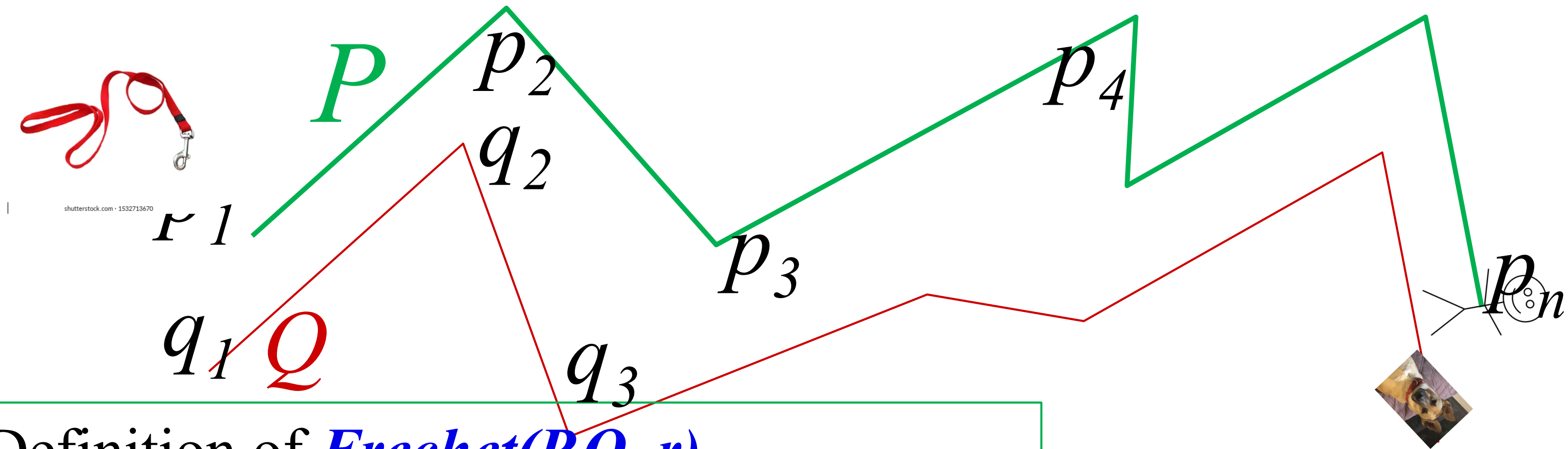

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Computing Frechet(P,Q,r)

Frechet(P,Q,r)
// c[1..n, 1..n] – boolean array
// ***c[i,j]=*** Frechet(P[1..***i***],Q[1..***j***], ***r***)

Init:
c[1,1]= $(\| p_1 - q_1 \| \leq r)$ *(YES/NO)*
For *i=2* to *n* ***c[i,1]=*** $(\| p_i - q_1 \| \leq r)$ *AND c[i-1,1]* *(YES/NO)*
For *j=2* to *n* ***c[1,j]=*** $(\| p_1 - q_j \| \leq r)$ *AND c[1,j-1]*

Computing Frechet (P,Q,r) (cont.)

// c[1..n, 1..n] – boolean array

Init- previous slide

For *i=2* to *n*

For *j=2* to *n*

c[i,j] *= (||* p_i *-* q_j *||* $\leq$ *r)* **AND**

{ ***c[i-1,j-1], // both jumps***

OR ***c[i-1, j]*** *, //* person jumped from p_{i-1} to p_i , dog stays at q_j

OR ***c[i,j-1] .*** *//* person stayed at p_i , dog jumped from q_{j-1} *to* q_{j-}

}

Return *c[n.n]*

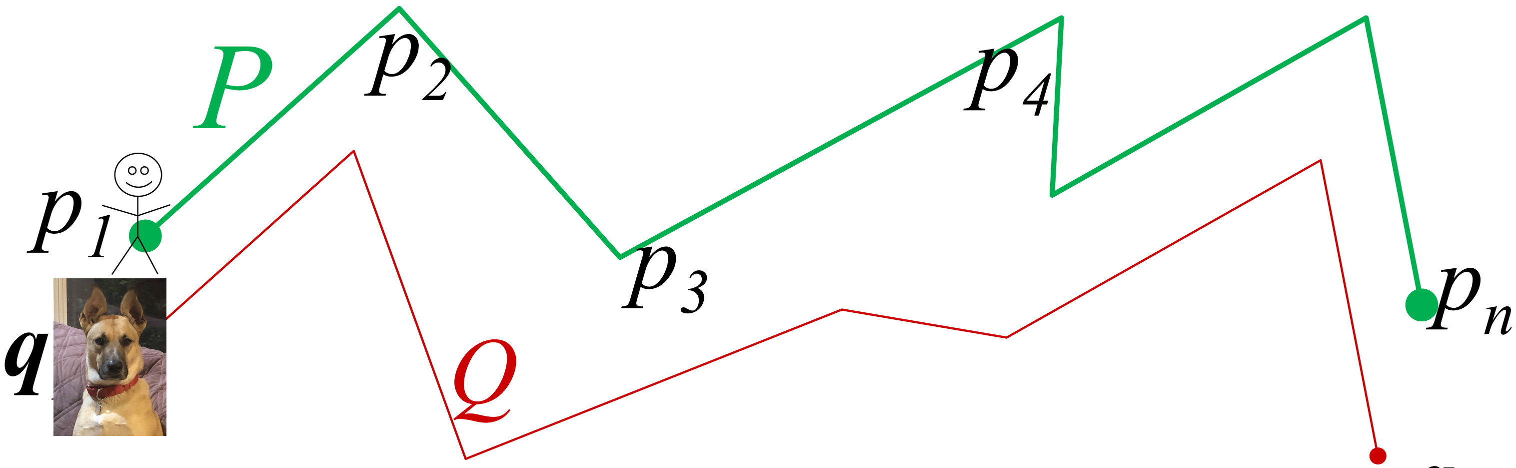
Note – this is only the cost (that is the distance itself. We still need to find what is the series of steps that yield this cost

Comments

- This is actually the **Discrete** Frechet Distance (only distances between vertices counts). We do not discuss the **continuous** version.
- This is only the Decision problem – we actually want the shortest leash. We could use a binary search to approximate it. Exact algorithm outside the scope of this course
- If person/dog could move backward, the problem is called the **weak** Frechet.

Maurice René Fréchet

Problem: Computing
Dynamic Time Warping *dtw(P,Q)* between polylines



Given 2 polygonal curves

$P=\{p_1 \ldots p_n\}$ and $Q=\{q_1..q_m\}$,

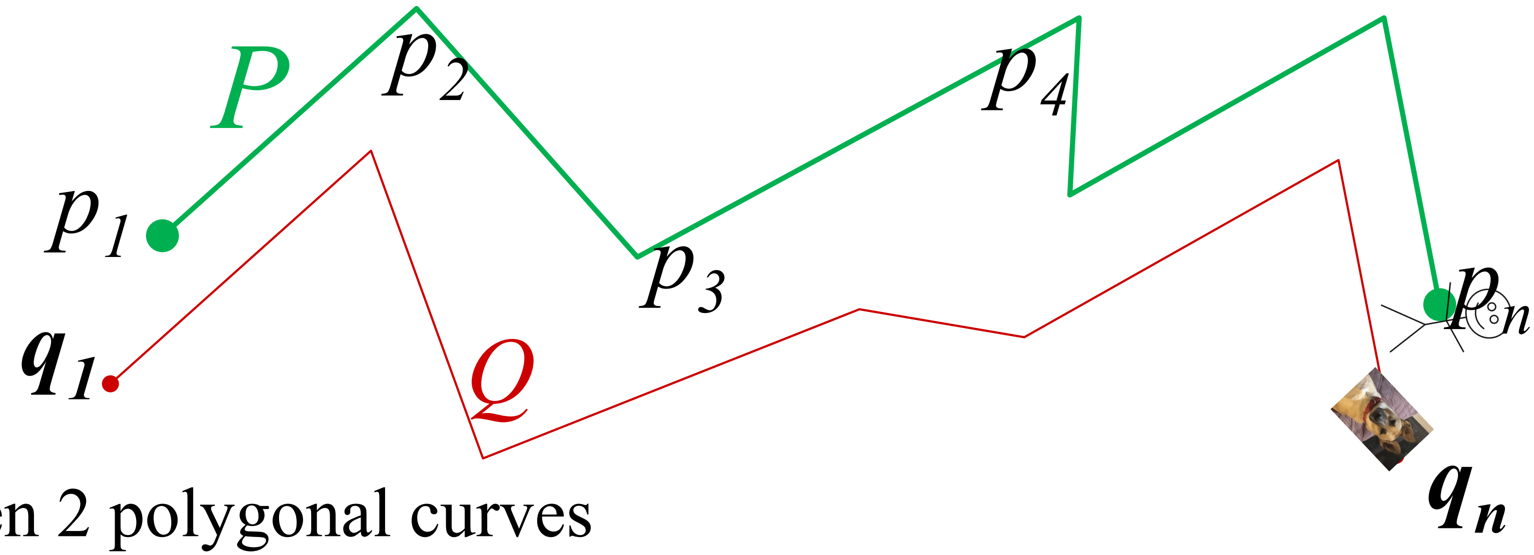
The input is the locations of their vertices (e.g. GIS coordinates)

How similar are *P* to *Q* ?

Need to come up with a number ***dtw(P,Q)***?

So if *dtw(P,Q)< dtw(P,Q')*, then ***P*** is more similar to ***Q***

Problem: Computing Dynamic Time Warping *dtw(P,Q)* between polylines



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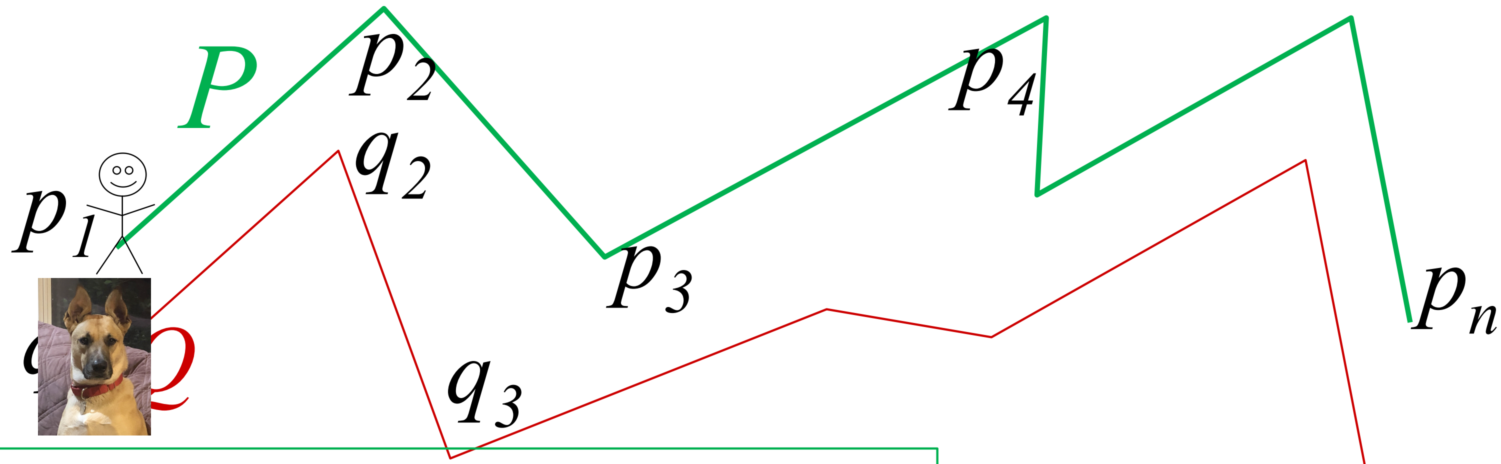
Dynamic Time Warping *dtw(P,Q)*



Definition of ***dtw(P,Q)***

Assume a person walks on $P=\{p_1\ldots p_n\}$

while a dog walks on $Q=\{q_1..q_m\}$.

They **person** starts at p_1 and ends at p_n

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At each time stamp,

•either the **person** jumps to the next vertex

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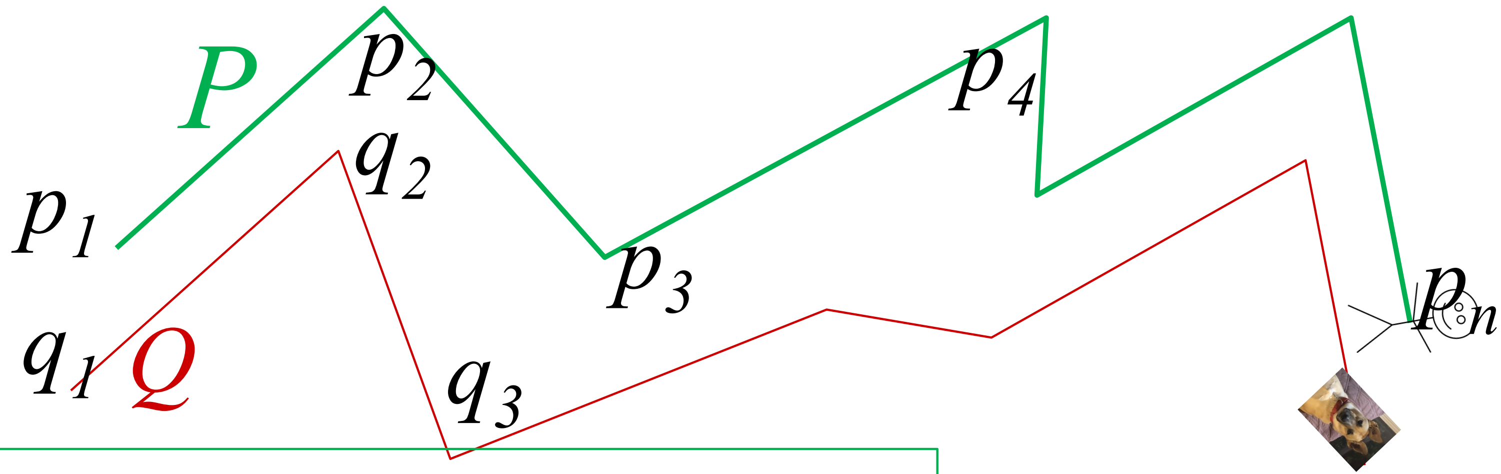
- Every instance they stop, we measure the distance (the length of the **leash**) person↔dog.
- We sum the lengths of all leashes.
- **dtw(P,Q)** is the smallest sum (over all possible sequences)

Dynamic Time Warping *dtw(P,Q)*



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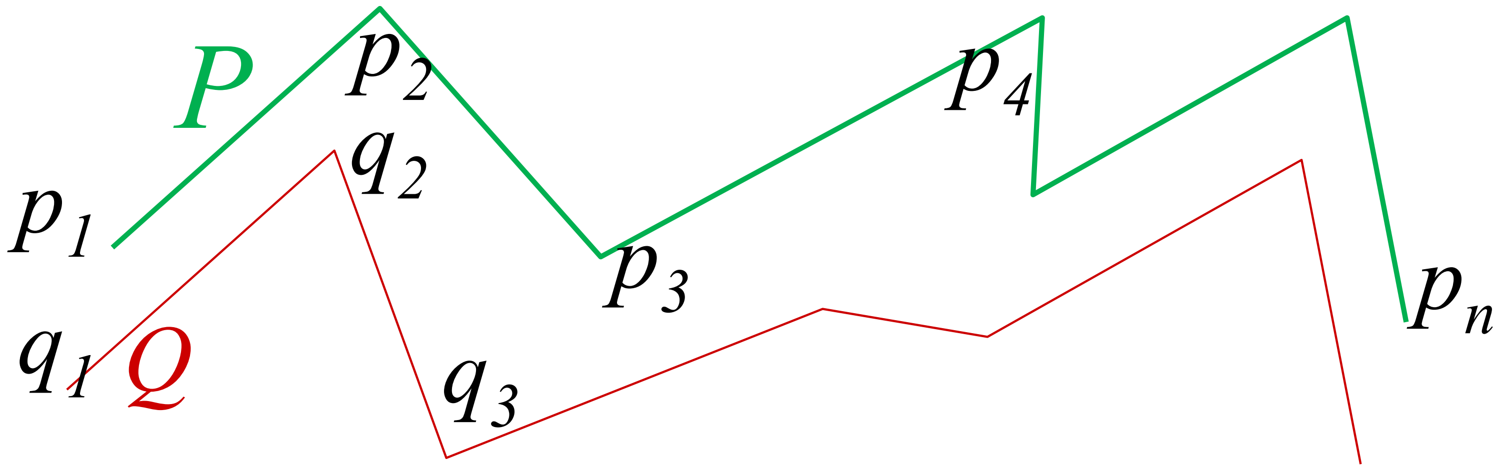
Motivation:



Definition of ***dtw(P,Q)***
Assume a person walks on ***$P=\{p_1\ldots p_n\}$***
while a dog walks on ***$Q=\{q_1..q_m\}$***.

Distance between trajectoris enables finding nearest neighbor, and clustering

But two very similar trajectories might have vertices in very different places

DTW is used in

- Signal processing (speech reco)
- Signature verification
- Analysis of vehicles trajectories for roads networks
- **Improving locations-based services**
- **Animals migrations patters**
- Stocks analysis

Thm 1:

Let $c[i,j]$ = dtw($P[1..i]$, $Q[1..j]$).

Let $\| p_i - q_j \|$ be the between the points p_i *and* q_j

That is, the length of the leash.

For every $i>1$, $j>1$

$$c[1,1] = \| p_1 - q_1 \|$$

$$c[1,j] = c[1,j-1] + \| p_1 - q_j \|$$

$$c[i,1] = c[i-1,1] + \| p_i - q_1 \|$$

Thm 2:

Assume at some time, the person is at p_i while dog at $q_{j.}$
Assume $i>1$ and $j>1$.

What (might have) happened one step ago ?

Three possibilities

Both person and the dog jumped (from p_{i-1} *and from* q_j *) OR*
Person jumped from p_{i-1} to p_i , dog stays at q_j *OR*
Person stayed at p_i , dog jumped from q_{j-1} *to* q_{j-}

Thm 2 cont:

Let $c[i,j]$ = dtw($P[1..i], Q[1..j]$).

If $i>1$ and $j>1$ then

$c[i,j]$ = || p_i - q_j || +

min{

c[i-1,j-1], // both jumps

c[i-1, j] , // person jumped from p_{i-1} to p_i , dog stays at q_j

c[i,j-1] . // person stayed at p_i , dog jumped from q_{j-1} *to* q_{j-}

}

Since we are not sure that when the person is at p_i the dog is at q_j we will compute all such pairs i,j – one of them must happened

Algorithm for computing dtw(P,Q)

Init according to Thm 1.

Fot i=2 to n

For j=2 to n

c[i,j] = || p_i **-** q_j || +

min{

c[i-1,j-1], // both jumps

c[i-1, j] , // person jumped from p_{i-1} to p_i , dog stays at q_j

c[i,j-1] // person stayed at p_i , dog jumped from q_{j-1} *to* q_{j-}

}

Return *c[n.n]*

Note – this is only the cost (that is the distance itself. We still need to find what is the series of steps that yield this cost

Dynamic-programming hallmark #1

(we saw this slide already)

Optimal substructure

An optimal solution to a problem (instance) contains optimal solutions to subproblems.

Dynamic-programming hallmark #1

(we saw this slide already)

Optimal substructure

An optimal solution to a problem (instance) contains optimal solutions to subproblems.

If $z = \text{LCS}(x, y)$, then any prefix of z is an LCS of a prefix of x and a prefix of y.

Dynamic-programming hallmark #2

Overlapping subproblems

A recursive solution contains a "small" number of distinct subproblems repeated many times.

Dynamic-programming hallmark #2

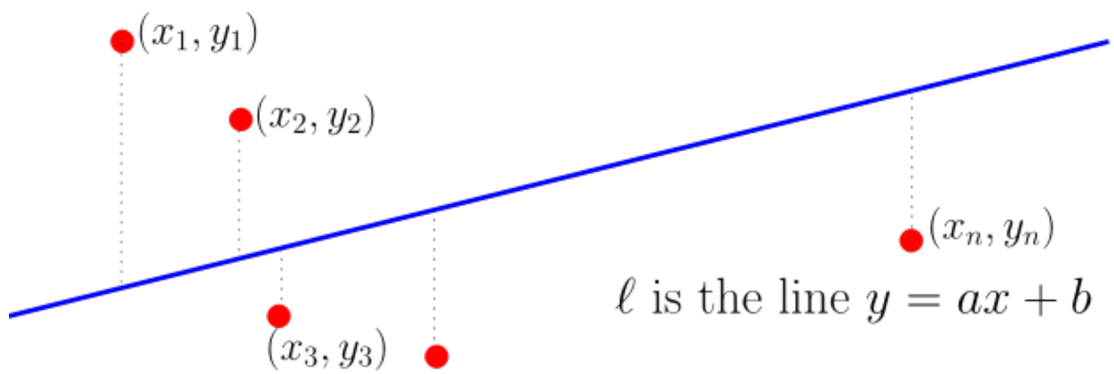
Overlapping subproblems

A recursive solution contains a "small" number of distinct subproblems repeated many times.

The number of distinct LCS subproblems for two strings of lengths m and n is only mn.

Another application of DP: **Clustering**

(source: Kleinberg & Tardos)

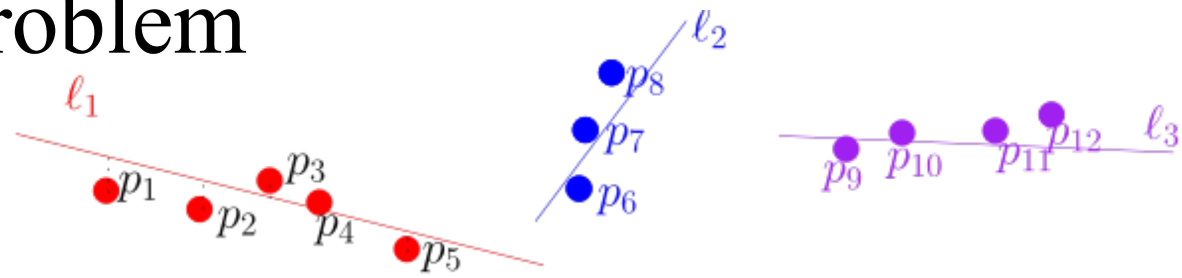


- Given points $P = \{(x_1, y_1), (x_2, y_2), \ldots (x_n, y_n)\}$ find a line minimizing $Err(\ell, P)$
- $$Err(\ell, P) = \sum_{i=1}^{n} (y_i - ax_i - b)^2$$
  that is, the sum of squares of vertical distances from each (x_i, y_i) to ℓ.
- Solution

$$a = \frac{n \sum x_i y_i - (\sum x_i)(\sum y_i)}{n \sum x_i^2 - (\sum x_i)^2}$$

$$b = \frac{\sum y_i - a \sum x_i}{n}.$$

Clustering Problem



- Given points $P = (p_1, p_2, \ldots p_n)$ sorted from left to right, and a panelty R, find optimal k, and partition of P into k **runs**

$$(p_1, p_2 \ldots p_{i_1})(p_{i_1+1}, p_{i_1+2} \ldots p_{i_2}), (p_{i_2+1}, \ldots p_{i_3}) \ldots (p_{i_{k-1}+1} \ldots p_n)$$

and lines $\ell_1 \ldots \ell_k$ (one per each run) So that the sum

$$R + Err(\ell_1, \{p_1, p_2 \ldots p_{i_1}\})+$$

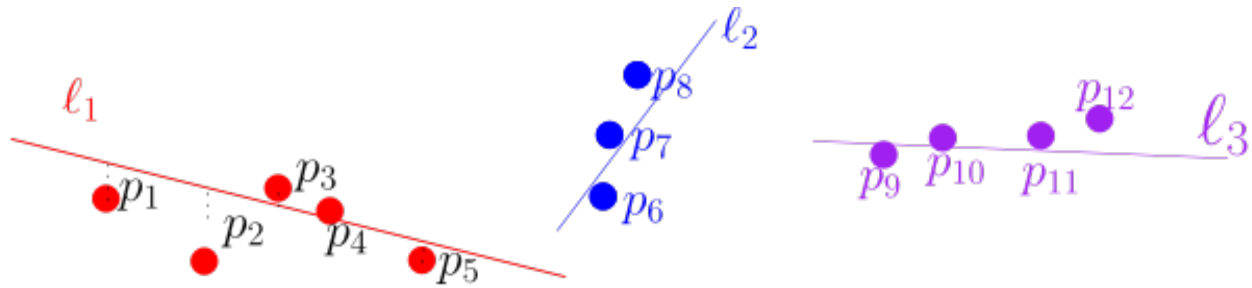
$$R + Err(\ell_2, \{p_{i_1+2} \ldots p_{i_2}\})+$$

$$\vdots$$

$$R + Err(\ell_k, \{p_{i_{k-1}+1} \ldots p_n\})$$

is as small as possible

Note that if R=0, we will probably use n/2 runs $(p_1\ p_2), (p_3, p_4), \ldots (p_{n-1}, p_n)$.
If R is huge, we can afford only one penalty, so only one run $(p_1 \ldots p_n)$.
In the example, $k=3$, $i_1=5$, $i_2=8$



- **Algorithm:**
- **Preprocessing:** $\forall j < i$: **compute the line** ℓ **minimizing the error for the set** $\{p_j, p_{j+1} \ldots p_i\}$**.**

$$\textbf{Let } e[j,i] = Err(\ell, \{p_j, p_{j+1} \ldots p_i\})$$

- **Idea: Let** $c[i]$**=cost of the opt clustering problem for the set** $\{p_1 \ldots p_i\}$**.**
- **Init:** $c[0] = 0$**.**
- **for** $i = 2$ **to** n **do {**

$$c[i] = \min\{R + c[j] + e[j+1, i] \mid 0 \leq j < i\}$$

}

- **return** $c[n]$

Summarizing

- The algorithm takes $O(n^3)$ and $O(n^2)$ space
- (for preprocessing $d[j,i]$)
- Note – we did not discuss how to reconstruct the solution itself. We only calculated its cost