

Design & Analysis of Algorithms

COMP 482 / ELEC 420



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Dynamic Programming (and a little Greediness)

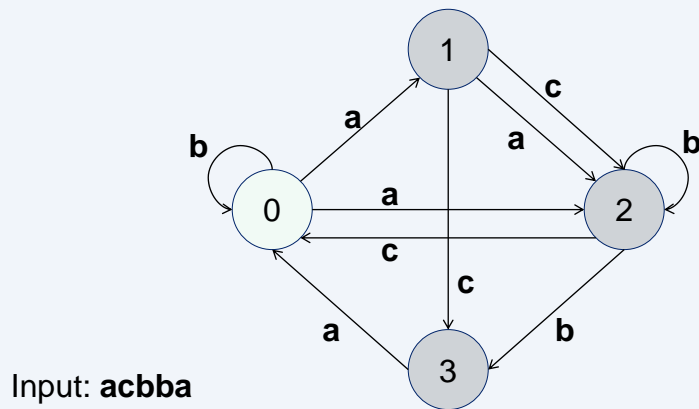
- Viterbi Algorithm

To do:
[CLRS] 15
#5

- Knapsack

- (See also the text examples.)

A Precursor Example to Viterbi Algorithm



Algorithm for calculating set of paths?

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Viterbi – Toy Example Problem



A Hidden Markov Model
 Hidden states **H,L** Observable outputs **A,C,G,T**

Example from Didier Gonze's adaptation of Borodovsky & Ekisheva (2006), p. 80-81

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Viterbi – Toy Example Problem



Observed output: **GGCACTGAA**

One example path, **LLHHHHLLL**, has probability

$$= p(\mathbf{S} \rightarrow \mathbf{L}) \times p(\mathbf{G} | \mathbf{L}) \times p(\mathbf{L} \rightarrow \mathbf{L}) \times p(\mathbf{G} | \mathbf{L}) \times p(\mathbf{L} \rightarrow \mathbf{H}) \times p(\mathbf{C} | \mathbf{H}) \times p(\mathbf{H} \rightarrow \mathbf{H}) \times p(\mathbf{A} | \mathbf{H}) \times \dots$$

$$= \mathbf{0.5} \times \mathbf{0.2} \times \mathbf{0.6} \times \mathbf{0.2} \times \mathbf{0.4} \times \mathbf{0.3} \times \mathbf{0.5} \times \mathbf{0.2} \times \dots$$

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Viterbi – Toy Example Problem

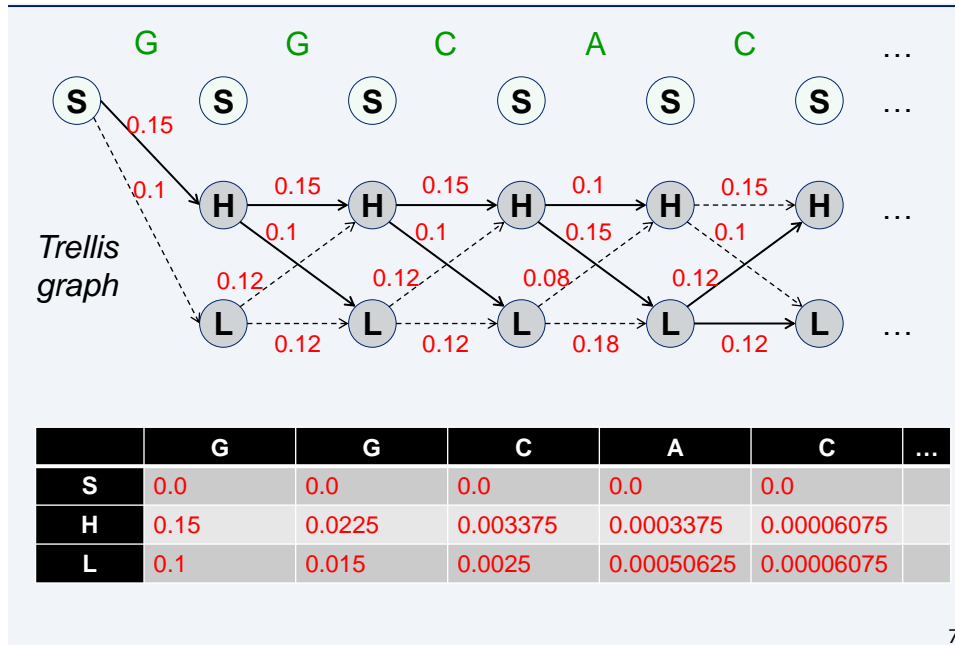


Observed output: **GGCACTGAA**

Algorithm for calculating **most likely** paths?

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Viterbi – Two Traditional Views of Algorithm



Using Logarithms for Numerical Precision

	<u>Formula</u>	<u>Range</u>	<u>Goal</u>
Replace	$x = a \cdot b \cdot \dots$	[0,1]	Max
with	$\log x = \log a + \log b + \dots$	$[-\infty, 0]$	Max
or	$-\log x = -\log a + -\log b + \dots$	$[\infty, 0]$	Min

A Few Uses of Viterbi Algorithm

Bioinformatics

- Sequence alignment & prediction
- Inferring evolutionary relationships

NLP

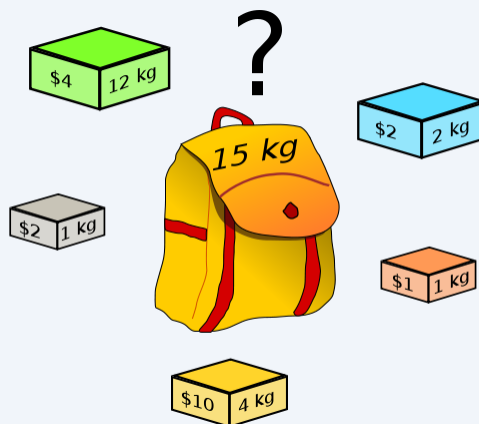
- speech, handwriting, text recognition

Convolutional coding

- Noisy communications
- Hard drives
- Often implemented in hardware

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Knapsack Example Problem



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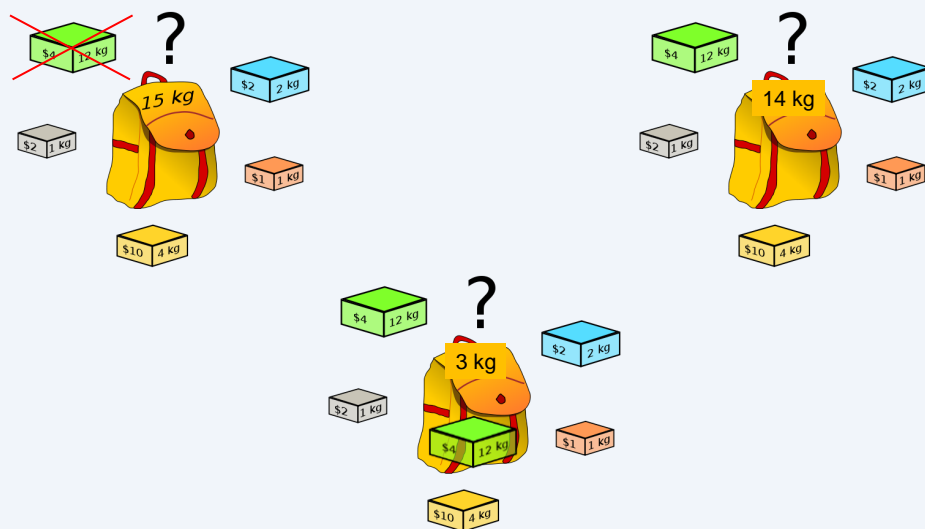
A Few Applications of Knapsack Problem

- Manufacturing
 - Cutting material for parts
- Financial decision making
 - Budgeting
 - Portfolio selection
 - Asset-back securitization
 - Combinatorial auctions
- Merkle-Hellman cryptosystem

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Knapsack with Repetition (aka Unbounded Knapsack)

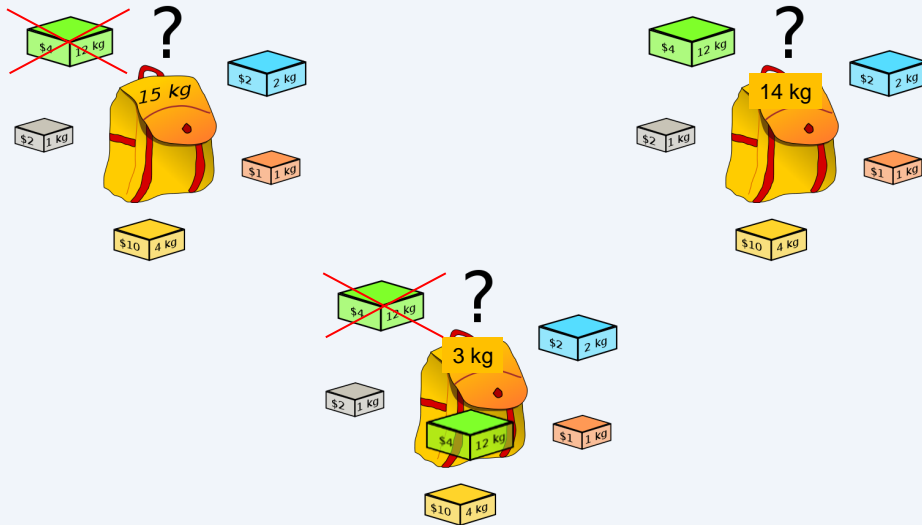
Solve which subproblem(s)?



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Knapsack without Repetition (aka 0-1 Knapsack)

Solve which subproblem(s)?



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Analyze Knapsack Algorithms

But isn't Knapsack NP-Complete!?

Pseudo-polynomial

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Knapsack Problems Reworded

Maximize $\sum_{i=1}^n v_i x_i$

Subject to $\sum_{i=1}^n w_i x_i \leq W$

$x_i \in \mathbb{N}$ or $x_i \in \{0,1\}$

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Knapsack with Repetition – Greedy

Diagram illustrating the Greedy Knapsack problem with repetition. A yellow backpack is shown with a large question mark above it, indicating the selection process. Various items are shown as 3D boxes with their value and weight. To the right, a list of items is provided with their value per kilogram calculated.

Item	Value	Weight	Value/kg
Yellow box	\$10	4 kg	\$2.5/kg
Grey box	\$2	1 kg	\$2/kg
Blue box	\$2	2 kg	\$1/kg
Orange box	\$1	1 kg	\$1/kg
Green box	\$4	12 kg	\$.3/kg

Later – Prove always \geq half of optimal.

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Knapsack without Repetition – Greedy

Items and their value-to-weight ratios:

- \$10 4 kg = \$2.5/kg
- \$2 1 kg = \$2/kg
- \$2 2 kg = \$1/kg
- \$1 1 kg = \$1/kg
- \$4 12 kg = \$.3/kg

Construct example when this strategy is bad?

Later – Return to this problem.

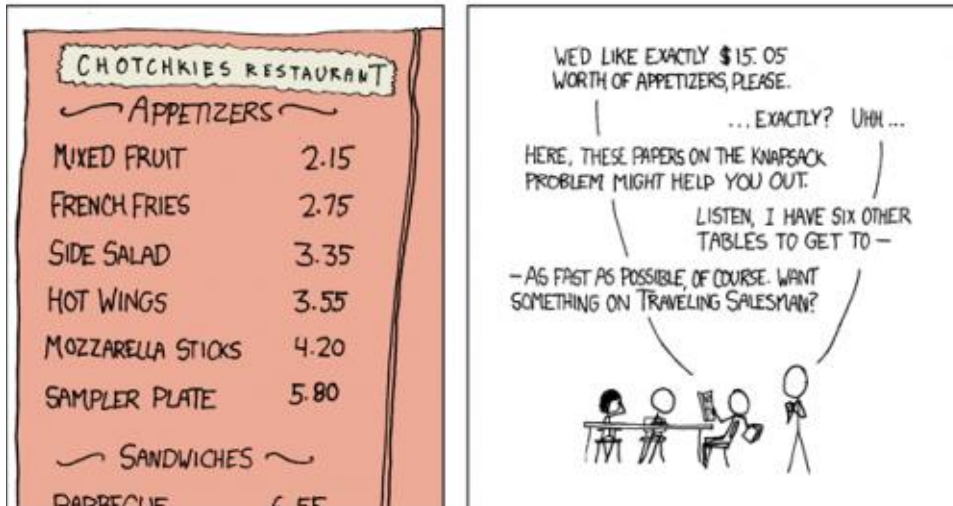
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Supplementary Resources

- Viterbi – Lots online, but most expects background in application area or in Hidden Markov Models.
- Viterbi algorithm
- Wikipedia Knapsack problem

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MY HOBBY:
EMBEDDING NP-COMPLETE PROBLEMS IN RESTAURANT ORDERS



Special case: Subset sum