

Algorithms and Data Structures

Lecture 4:

*Recursion,
Dynamic programming,
Divide & Conquer
Sequence Alignment, Quicksort*

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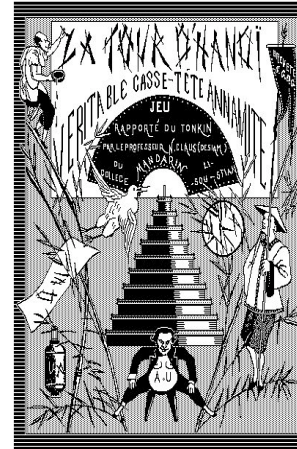
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Tower of Hanoi



- Tower of Hanoi puzzle, marketed in 1883 by Professor N. CLAUS (DE SIAM), an anagram pseudonym for Professor Édouard LUCAS (D'AMEINS).
- The game consists of demolishing the tower level by level, and reconstructing it in a neighboring place, conforming to the rules given.

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Tower of Hanoi

Move all plates from peg **A** to peg **C**

Plates can be moved one by one from one peg to another peg

At no stages should a smaller plate come below a bigger plate

An extra peg **B** can be used.



Move N-1 smallest discs to pole B.



Move largest disc to pole C.



Move N-1 smallest discs to pole C.



Tower of Hanoi



Move N-1 smallest discs to pole B.



Move largest disc to pole C.



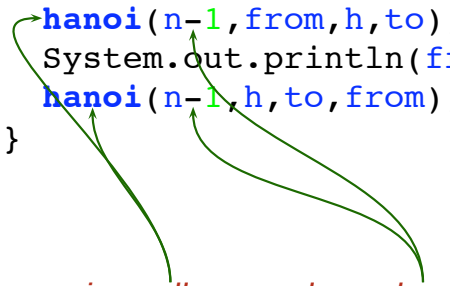
Move N-1 smallest discs to pole C.



Recursion

A *recursive method* is a method that directly or indirectly makes a *call to itself*.

```
void hanoi(int n, char from, char to, char h){
    if(n>0){
        hanoi(n-1, from, h, to);
        System.out.println(from+" --> "+to);
        hanoi(n-1, h, to, from);
    }
}
```



The *recursive calls* on *values closer to 0*.

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Recursion

```
void hanoi(int n, char from, char to, char help){
    if(n>0){
        hanoi(n-1, from, help, to);
        System.out.println(from+" --> "+to);
        hanoi(n-1, help, to, from);
    }
}
```

The Base Case. Always have at least one case that is solved *without recursion*. In `hanoi`, 0 and all negative integers are base cases: do nothing!

Progress towards the base case. All recursive calls must be done with *arguments that get closer* to the base case. In `hanoi`, when calling with a positive integer `x`, the recursive calls are with `x-1`

You gotta believe! Always assume that the *recursive calls work*. And complete the solution for the actual value!

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Fibonacci numbers

Consider the following sequence of numbers

1 1 1+1 2 1+2 3 2+3 5 3+5 8 5+8 13 8+13 21

Strange as it seems it has very nice properties, it occurs in many places and has magazines dedicated to it!

We can define the n -th element of the sequence:

$$fib(n) = \begin{cases} 1 & \text{if } n = 0 \text{ or } n = 1 \\ fib(n-1) + fib(n-2) & \text{if } n \geq 2 \end{cases}$$

Fibonacci numbers

A program that computes the n -th fibonacci number:

```
int fib(int n){
    if(n==0 || n==1)
        return 1;
    else
        return fib(n-1) + fib(n-2);
}
```

Fibonacci numbers

Nice, all the *rules* are followed (**base cases**, **progression**, **belief!**)

BUT! The recursive calls are **overlapping**:

To compute `fib(5)` we call `fib(4)` and `fib(3)`

To compute `fib(4)` we call `fib(3)` and `fib(2)`

to compute `fib(3)` we call `fib(2)` and `fib(1)`

To compute `fib(2)` we call `fib(1)` and `fib(0)`

This leads to **very inefficient** programs!

More about this later today, first

a good use of recursion ...

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Divide and Conquer

A problem solving technique that leads to recursive solutions.

A **divide and conquer algorithm** is an efficient recursive algorithm that consists of **2 parts**:

Divide: Smaller problems are solved recursively (except the base cases!)

Conquer: The solution to the original problem is formed from the solutions to the subproblems.

Hopefully **all subproblems** are much **smaller** than the original one and the subproblems **do not overlap!**

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Divide & Conquer and Sorting

Sort an array using *Divide and Conquer*:

To sort an array of size N .

Divide the array into two halves.

Recursively sort the two parts.

Put together the sorted parts to a sorted whole.

What to do for **putting together** depends on how we
choose to divide

Quicksort

To sort an array of size 10.

13	81	92	43	31	65	57	26	75	0
----	----	----	----	----	----	----	----	----	---

Divide the array in two halves.

13	81	92	43	31	65	57	26	75	0
----	----	----	----	----	----	----	----	----	---

 Pivot?

Partition

13	0	26	43	57	31	65	92	75	81
----	---	----	----	----	----	----	----	----	----

Recursively sort the two parts. (Believe! **Quicksort**)

0	13	26	31	43	57	65	75	81	92
---	----	----	----	----	----	----	----	----	----

Put together the sorted parts.

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Quicksort

Auxiliary methods

1. **Find a good pivot.** An element in the array that has more or less as many elements smaller as it has larger in the array.
Find it in constant time!
Median of 3 among $a[\text{low}]$, $a[\text{mid}]$ and $a[\text{high}]$
2. **Partition.** All smaller than the pivot to the left, all larger to the right.
Loop through the array from low upwards and from high downwards.
Stop on elements that are on the wrong half.
Exchange elements when needed and continue looping until all elements are in the proper half.

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Quicksort

```
void quicksort(T [ ] a, int low, int high ){  
    if( small array )  
        insertionSort( a, low, high );  
    else{  
        int middle = ( low + high ) / 2;  
        sort low, middle, high  
        partition  
        quicksort( a, low, i - 1 );  
        // Pivot at i  
        quicksort( a, i + 1, high );  
    }  
}
```

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Quicksort

Small array

$\text{low} + \text{CUTOFF} > \text{high}$

where **CUTOFF** can be around 10.

Quicksort

sort low, middle, high

```
if( a[ middle ].compareTo( a[ low ] ) < 0 )  
    swapReferences( a, low, middle );  
if( a[ high ].compareTo( a[ low ] ) < 0 )  
    swapReferences( a, low, high );  
if( a[ high ].compareTo( a[ middle ] ) < 0 )  
    swapReferences( a, middle, high );
```

Quicksort

Partition

```
// Place pivot at position high - 1
swapReferences( a, middle, high - 1 );
T pivot = a[ high - 1 ];
// Begin partitioning
int i, j;
for( i = low, j = high - 1; ; ){
    while( a[ ++i ].compareTo( pivot ) < 0 );
    while( pivot.compareTo( a[ --j ] ) < 0 );
    if( i >= j ) break;
    swapReferences( a, i, j );
}
// Restore pivot
swapReferences( a, i, high - 1 );
```

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Quicksort - analysis

$T(N)$ time to sort an array of size N

Divide it into two halves takes $\mathcal{O}(c)$ to pick the pivot and

$\mathcal{O}(N)$ to partition. So division is $\mathcal{O}(N)$.

Recursively sort the two parts will take

$$T(N_{small}) + T(N_{large})$$

Put together the solutions do nothing!

So

$$T(N) = T(N_{small}) + T(N_{large}) + \mathcal{O}(N)$$

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Quicksort - analysis

$$T(N) = T(N_{small}) + T(N_{large}) + \mathcal{O}(N)$$

If we manage to divide the array in equal sized parts we will get

$$T(N) = 2T\left(\frac{N}{2}\right) + N = 4T\left(\frac{N}{4}\right) + 2\frac{N}{2} + N = \dots$$

$$= NT(1) + N\log(N)$$

$T(N)$ is $\mathcal{O}(N\log(N))$ if we manage to find a good pivot in constant time!

Compare with $\mathcal{O}(N^2)$ for insertion sort!

Fibonacci's problem

Look once more at the definition of $fib(n)$:

$$fib(n) = \begin{cases} 1 & \text{if } n = 0 \text{ or } n = 1 \\ fib(n-1) + fib(n-2) & \text{if } n \geq 2 \end{cases}$$

An obvious java program

```
int fib(int n){
    if(n==0 || n==1)
        return 1;
    else
        return fib(n-1) + fib(n-2);
}
```

leads to an *explosion* of recursive calls with values being computed once and again!

The Problem

```

fib(8)
  fib(7)
    fib(6)
      fib(5)
        fib(4)
          fib(3)
            fib(2)
              fib(1)
        fib(3)
          fib(2)
            fib(1)
      fib(4)
        fib(3)
          fib(2)
            fib(1)
    fib(5)
      fib(4)
        fib(3)
          fib(2)
            fib(1)
      fib(3)
        fib(2)
          fib(1)
  fib(6)
    fib(5)
      fib(4)
        fib(3)
          fib(2)
            fib(1)
      fib(3)
        fib(2)
          fib(1)
    fib(4)
      fib(3)
        fib(2)
          fib(1)
      fib(2)
        fib(1)
    fib(1)

```

and it is not over ...

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Memoaization

Whenever we have to compute a value, check in a memo whether we already have computed it!

This means that when we compute a value for the first time, we have to record it in a memo!

```

BigInteger [] memo;

BigInteger fib(int n){
    if(n == 0 || n == 1)
        memo[n]=BigInteger.ONE;
    else
        if(memo[n].equals(BigInteger.ZERO))
            memo[n]=fib(n-2).add(fib(n-1));
    return memo[n];
}

```

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Bottom-up: Dynamic programming

It is easy to realize that we can fill the array from the base cases and forward! And that we only need 2 values any point!

```

BigInteger fibIt(int n){
    BigInteger fn_1 = BigInteger.ONE;
    BigInteger fn_2 = BigInteger.ZERO;
    while(n-- > 0){
        fn_1 = fn_1.add(fn_2);
        fn_2 = fn_1.subtract(fn_2);
    }
    return fn_1;
}

```

In short from a *recursive* formulation of the problem to an *iterative* program that recalls computed values that are further needed

STUDYING PROGRAMS

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Sequence Comparison

A more advanced application of dynamic programming

A widely applied topic: file comparisson, spelling correction, information retrieval and searching for similarities among biosequences.

How similar are the strings VERONICA and MARTIN?

How similar are spinach and rice? (according to peptide sequences of Triosephosphate Isomerase):

CNGTKESITKLVSIDLNSATLEAD__VDVVVAPPFVYIDQVKSSLTGRVEISA

CNGTTDQVDKIVKILNEGQIASTDVVEVVVSPPYVFLPVVKSQLRPEIQVAA

And monkeys and humans?

MNGRKQNLGELIGTLNAAKVPAD__TEVVCAPPTAYIDFARQKLDPKIAVAA

MNGRKQSLGELIGTLNAAKVPAD__TEVVCAPPTAYIDFARQKLDPKIAVAA

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Minimal Edit Distance

One such string comparison problem can be stated as
Align two strings in such a way that the number of
commands needed to transform one into the other is
minimal.

VERONICA
MARTIN__

requires 7 changes (editing commands)
while

VERONICA
MART_IN_

requires only 6!
as well as

VERONICA
MAR_TIN_

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Minimal Edit Distance

Or, more formally

Given 2 strings compute *an alignment* that *minimizes the edit distance* between them

For strings a and b , the distance $\delta(a, b)$ is

$$\delta(a, b) = \sum \delta(a_i, b_i)$$

for the aligned strings (possibly with gaps) where

$$\delta(a_i, b_i) = \begin{cases} 0 & \text{if } a_i = b_i \\ 1 & \text{if } a_i \neq b_i \end{cases}$$

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Minimal Edit Distance

First attempt

Enumerate all alignments and their distances and choose
an alignment with minimum distance.

Unfortunately ... *there are too many!*
For strings of lengths m and n there are

$$\frac{(m+n)!}{m!n!}$$

alignments and for $n = m = 150$ this is approximately 10^{90} !

Minimal Edit Distance

Second attempt

Based on the observation that *Any prefix of the optimal alignment is an optimal alignment of prefixes* use the
recursion

$$\mu(i, j) = \begin{cases} j & \text{for } i = 0 \\ i & \text{for } j = 0 \\ \min \begin{cases} \mu(i-1, j) + 1 \\ \mu(i, j-1) + 1 \\ \mu(i-1, j-1) + \delta(a_{i-1}, b_{j-1}) \end{cases} & \text{otherwise} \end{cases}$$

where $\mu(i, j)$ is the minimal cost of aligning the prefixes of a
and b of lengths i and j respectively. Base cases
correspond to empty prefixes, indexes in the strings are

$0 \dots m-1, 0 \dots n-1$ Uploaded By: anonymous

Minimal Edit Distance

Third attempt - Dynamic Programming

Each step of the recursion requires **3 values**. Try to find a way of recording the values in a bottom-up fashion.

		"	v	e	r	o	n	i	c	a
"	0	1	2	3	4	5	6	7	8	
m	1	1	2	3						
a	2	2	2	3						
r	3	3	3	2						
t	4									
i	5									
n	6									

" v ve ver vero veron
 " _ _ _ _ _
 veron veron veron

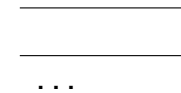
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Minimal Edit Distance

Dynamic Programming

The matrix can be filled in different ways so that the values needed in the computation are available:

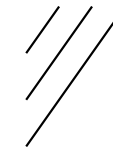
• Row by row



• Column by column



• Antidiagonal by antidiagonal



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Dynamic Programming

• The problem is stated as an **optimization** problem.

• Optimal values are **defined recursively**.

• **Efficient solutions** are derived **memorizing already computed values** (using **dynamic programming**)

• In some problems, e.g. sequence alignment, not only the optimal value is of interest, but also how it is achieved.

```
>java SequenceAlignment1 veronica martin
6
veronica
mar-ti-n
```

In this case extra space must be used to trace it back

Tracing back an alignment

When a value is chosen for $\mu(i, j)$ by taking

$$\min \begin{cases} \mu(i-1, j) + 1 \\ \mu(i, j-1) + 1 \\ \mu(i-1, j-1) + \delta(a_{i-1}, b_{j-1}) \end{cases}$$

we record also **the coordinates** of the chosen alternative:

		"	v	e	r	o	n	i	c	a
"	0	1	2	3	4	5	6	7	8	
m	1	1	2	3						
a	2	2	2	3						
r	3	3	3	2						

We record that for $\mu(3, 3)$ we come from cell (2, 2)

Tracing back an alignment

We have to do this for each cell in the matrix, we need a matrix of

```
class Coord{
    int i, j;
    Coord(int x, int y){
        i=x; j=y;
    }
}
```

We fill both matrices during the same traversal of all possible alignments

The optimal alignment is then recovered by tracing the coordinates back from the value corresponding to the alignment of the complete strings.

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Sequence Alignment in Bioinformatics

DNA and proteins are built as long chains of chemical components (*biosequences*) conventionally denoted by letters

A G C T for ADN

A C D E F G H I K L M N P Q R S T V W Y
for proteins

Biosequences are compared in the hope that what holds for a sequence also holds for *similar* sequences.

The way of comparing biosequences is by finding *good alignments*

Alignments are good when they *maximize similarity*

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Sequence Alignment in Bioinformatics

Score matrices

Similarity between biosequences is built up from how similar the letters are.

There is not only match/mismatch but *matrices* that describe how similar each pair of letters is

This is related to how likely it is that a letter is the result of a mutation from some ancestor

There are *many!* computed *score matrices*: (e.g. gonnet)

	C	S	T	P	A	G	N	D	E	
C	12	0	0	-3	0	-2	-2	-3	-3	...
S	0	2	2	0	1	0	1	0	0	

...

Sequence Alignment in Bioinformatics

Dynamic programming made sequence alignment feasible.

Many optimizations have been proposed: to *minimize the space* required for computations; heuristics that *reduce* the portion of μ that is explored

There are now search engines for huge databases: **BLAST** the Basic Local Alignment Search Tool.

Original sources:

A general method applicable to search for similarities in the amino acid sequence of two proteins by Needleman and Wunch, JBL 1970.

Identification of common molecular subsequences by Smith and Waterman, JBL 1981.

Basic Local Alignment Search Tool by Altschul et al., JBL 1990.