

Dynamic Programming

Garcia):

h a list with an even number of non-negative integers.
er in turn takes either the leftmost number or the

get the largest possible sum.

orting with (6, 12, 0, 8), you (as first player) should take
ever the second player takes, you also get the 12, for a

ur opponent plays perfectly (i.e., to get as much as pos-
an you maximize your sum?

s with exhaustive game-tree search.

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Still Another Idea from CS61A

is that we are recomputing intermediate results many

emoize the intermediate results. Here, we pass in an
($N = V.length$) of memoized results, initialized to -1.

```
bestSum(int[] V, int left, int right, int total, int[][] memo) {
    if (left > right)
        return total;
    if (memo[left][right] != -1)
        return memo[left][right];
    int L = total - bestSum(V, left+1, right, total-V[left], memo);
    int R = total - bestSum(V, left, right-1, total-V[right], memo);
    memo[left][right] = Math.max(L, R);
    return memo[left][right];
}
```

number of recursive calls to bestSum must be $O(N^2)$, for
length of V , an enormous improvement from $\Theta(2^N)$!

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Longest Common Subsequence

length of the longest string that is a subsequence of
other strings.

longest common subsequence of
"lls_sea_shells_by_the_seashore" and
"ld_salt_sellers_at_the_salt_mines"

"_sells_the_sae" (length 23)

string, for example.

recursive algorithm:

```
longestCommonSubsequence(S0[0..k0-1], S1[0..k1-1])
longestCommonSubsequence(S0, String S1, int k1) {
    if (k1 == 0) return 0;
    if (S0[k0-1] == S1[k1-1]) return 1 + longestCommonSubsequence(S0, k0-1, S1, k1-1);
    return Math.max(longestCommonSubsequence(S0, k0-1, S1, k1), longestCommonSubsequence(S0, k0, S1, k1-1));
}
```

but obviously memoizable.

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Lecture #35

programming and memoization.

Git.

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Obvious Program

makes it easy, again:

```
bestSum(int[] V) {
    int n = V.length;
    int total = 0;
    for (int i = 0; i < n; i++) total += V[i];
    return bestSum(V, 0, n-1, total);
}
```

largest sum obtainable by the first player in the choosing
in the list $V[LEFT .. RIGHT]$, assuming that $TOTAL$ is the
sum of all the elements in $V[LEFT .. RIGHT]$. */

```
bestSum(int[] V, int left, int right, int total) {
    if (left > right)
        return total;
    int L = total - bestSum(V, left+1, right, total-V[left]);
    int R = total - bestSum(V, left, right-1, total-V[right]);
    return Math.max(L, R);
}
```

$C(0) = 1$, $C(N) = 2C(N-1)$; so $C(N) \in \Theta(2^N)$

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Iterative Version

recursive version, but the usual presentation of this
as *dynamic programming*—is iterative:

```
longestCommonSubsequence(int[] V) {
    int n = V.length;
    int[][] memo = new int[n][n];
    for (int i = 0; i < n; i++)
        for (int j = 0; j < n; j++)
            memo[i][j] = -1;
    return longestCommonSubsequence(0, 0, n-1, n-1, memo);
}
```

memo[0][V.length-1];

figure out ahead of time the order in which the memo-
will fill in memo, and write an explicit loop.

needed to check whether result exists.

by other unless it's necessary to save space?

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Memoized Longest Common Subsequence

```
longest common subsequence of S0[0..k0-1]
-1] (pseudo Java) */
String S0, int k0, String S1, int k1) {
    new int[k0+1][k1+1];
    : memo) Arrays.fill(row, -1);
    k0, S1, k1, memo);

int lls(String S0, int k0, String S1, int k1, int[][] memo) {
    k1 == 0) return 0;
    l1 == -1) {
        == S1[k1-1])
    l1] = 1 + lls(S0, k0-1, S1, k1-1, memo);

    l1] = Math.max(lls(S0, k0-1, S1, k1, memo),
        lls(S0, k0, S1, k1-1, memo));

    ][k1];
}
```

Will the memoized version be? $\Theta(k_0 \cdot k_1)$

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Memoized Longest Common Subsequence

```
longest common subsequence of S0[0..k0-1]
-1] (pseudo Java) */
String S0, int k0, String S1, int k1) {
    new int[k0+1][k1+1];
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int lls(String S0, int k0, String S1, int k1, int[][] memo) {
    k1 == 0) return 0;
    l1 == -1) {
        == S1[k1-1])
    l1] = 1 + lls(S0, k0-1, S1, k1-1, memo);

    l1] = Math.max(lls(S0, k0-1, S1, k1, memo),
        lls(S0, k0, S1, k1-1, memo));

    ][k1];
}
```

Will the memoized version be?

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A Little History

by Linus Torvalds and others in the Linux community when
er of their previous, proprietary VCS (Bitkeeper) with-
e version.

Development effort seems to have taken about 2-3 months,
the 2.6.12 Linux kernel release in June, 2005.

name, according to Wikipedia,

Linus has quipped about the name Git, which is British
slang meaning "unpleasant person". Torvalds said: "I'm
a cynical bastard, and I name all my projects after myself.
'git', now 'git.'" The man page describes Git as "the
distributed version tracker."

It is a collection of basic primitives (now called "plumbing")
designed to provide desired functionality.

High-level commands ("porcelain") built on top of these to
provide a convenient user interface.

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Case Study in System and Data-Structure Design

Git is a distributed version-control system, apparently the most pop-
ular currently.

Git, it stores snapshots (*versions*) of the files and direc-
tories of a project, keeping track of their relationships,
commits, and log messages.

Git is *distributed*, in that there can be many copies of a given repos-
itory supporting independent development, with machinery to
reconcile versions between repositories.

Git is extremely fast (as these things go).

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Conceptual Structure

Git components consist of four types of *object*:

1. *blob*: typically hold contents of files.

2. *tree*: directory structures of files.

3. *commit*: Contain references to trees and additional information
such as author, date, log message).

4. *tag*: references to commits or other objects, with additional
information, intended to identify releases, other important ver-
sions, and various useful information. (Won't mention further to-

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Major User-Level Features (I)

Git is a graph of versions or snapshots (called *commits*)
of a project.

Git's structure reflects ancestry: which versions came from
which.

Each commit
contains

1. a pointer to a tree of files (like a Unix directory).

2. information about who committed and when.

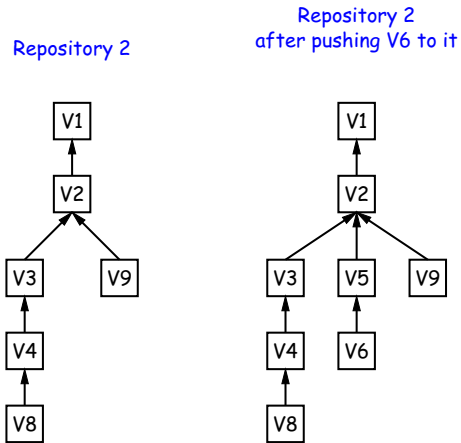
3. a log message.

4. a pointer to the previous commit (or commits, if there was a merge) from which
it was derived.

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Version Histories in Two Repositories



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Internals

A repository is contained in a directory.
It may either be *bare* (just a collection of objects and trees) or may be included as part of a working directory.
The repository is stored in various *objects* corresponding to other "leaf" content), trees, and commits.
For example, data in files is *compressed*.
We *periodically collect* the objects from time to time to save additional space.

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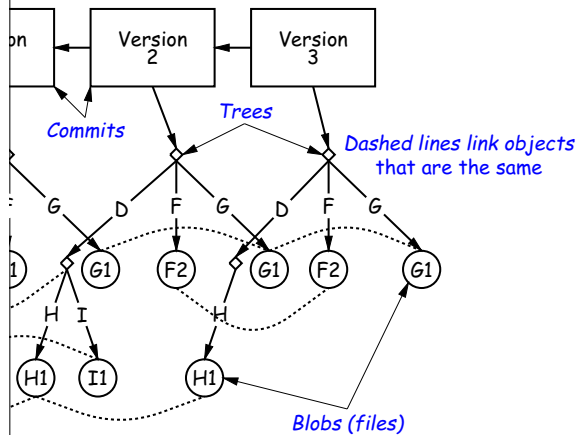
Content-Addressable File System

A simple way of naming objects that is universal.
Instead of names, then, as pointers.
Which objects don't you have?" problem in an obvious way.
What is invariant about an object, regardless of repository? Its *contents*.
Use the contents as the name for obvious reasons.
Use the *hash of the contents* as the address.
That doesn't work!
Use it anyway!!

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Commits, Trees, Files



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Major User-Level Features (II)

Each object has a name that uniquely identifies it to all versions.
Users can transmit collections of versions to each other.
Making a commit from repository *A* to repository *B* requires the transmission of those objects (files or directory trees) that *B* does not yet have (allowing speedy updating of repositories).
Users maintain named *branches*, which are simply identifiers for commits that are updated to keep track of the most recent commits in various lines of development.
Branches are essentially named pointers to particular commits. Branches in that they are not usually changed.

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The Pointer Problem

How do we represent pointers between repositories if they are files. How should we represent pointers between repositories?
How do we transmit collections of versions to each other?
How do we transmit those objects that are missing in the target repository?
How do we know which those are?
How do we maintain a counter in each repository to give each object there a unique name?
But how can that work consistently for two independent repositories?

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SHA1

SHA1 (Secure Hash Function 1).

and with this using the `hashlib` module in Python3.

commits in Git are therefore 160-bit hash codes of con-

commits. A commit in the shared CS61B repository could be fetched with

```
git checkout e59849201956766218a3ad6ee1c3aab37dfec3fe
```

How A Broken Idea Can Work

to use a hash function that is so unlikely to have a collision, we can ignore that possibility.

Secure Hash Functions have relevant property.

A function, f , is designed to withstand cryptanalytic attacks. It should have

pre-image resistance: given $h = f(m)$, should be computationally infeasible to find such a message m .

second-pre-image resistance: given message m_1 , should be infeasible to find $m_2 \neq m_1$ such that $f(m_1) = f(m_2)$.

collision resistance: should be difficult to find **any** two messages such that $f(m_1) = f(m_2)$.

Without these properties, a scheme of using hash of contents as name is likely to fail, even when system is used maliciously.