

CS 577 - Dynamic Programming

Manolis Vlatakis

Department of Computer Sciences
University of Wisconsin – Madison

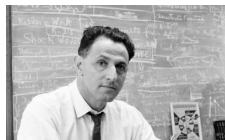
Fall 2024



WISCONSIN
UNIVERSITY OF WISCONSIN-MADISON

DYNAMIC PROGRAMMING

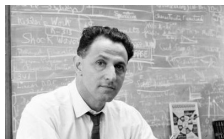
DYNAMIC PROGRAMMING



Richard Bellman

It is “programming” that is “dynamic”!

DYNAMIC PROGRAMMING



Richard Bellman

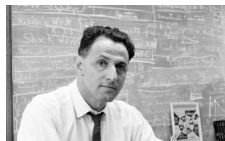
It is “programming” that is “dynamic”!

Why “Dynamic Programming”?

Reasons for the name:

- In the 1950s, “programming” was about “planning” rather than coding.
- “Dynamic” is exciting – Air Force director didn’t like research and wanted pizzazz.
- “Dynamic” sounds better than “linear” (Re: rival Dantzig).

DYNAMIC PROGRAMMING



Richard Bellman

It is “programming” that is “dynamic”!

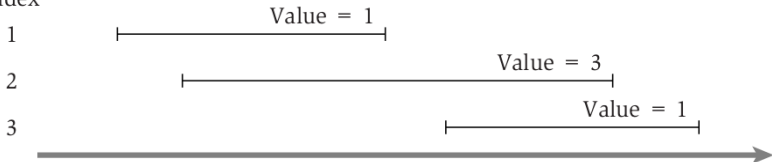
What is it?

- Your new favourite algorithmic technique.
- Extreme Divide and Conquer
- Many sub-problems, but not quite brute-force.
- Dynamic in that it calculates a bunch of solutions from the “smallest” to the “largest”.

WEIGHTED INTERVAL SCHEDULING

WEIGHTED INTERVAL SCHEDULING

Index

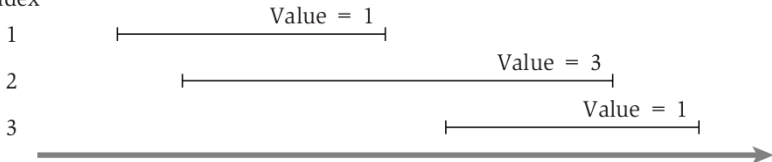


Problem Definition

- Requests: $\sigma = \{r_1, \dots, r_n\}$

WEIGHTED INTERVAL SCHEDULING

Index

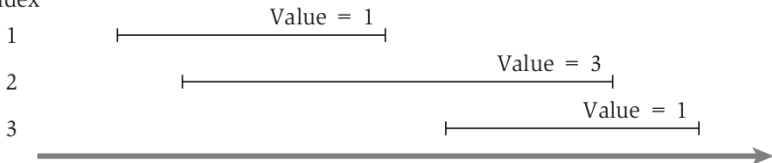


Problem Definition

- Requests: $\sigma = \{r_1, \dots, r_n\}$
- A request $r_i = (s_i, f_i, v_i)$, where s_i is the start time, f_i is the finish time, and v_i is the value.

WEIGHTED INTERVAL SCHEDULING

Index

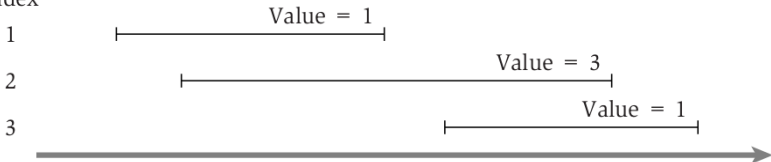


Problem Definition

- Requests: $\sigma = \{r_1, \dots, r_n\}$
- A request $r_i = (s_i, f_i, v_i)$, where s_i is the start time, f_i is the finish time, and v_i is the value.
- Objective: Produce a compatible schedule S that has maximum value.

WEIGHTED INTERVAL SCHEDULING

Index

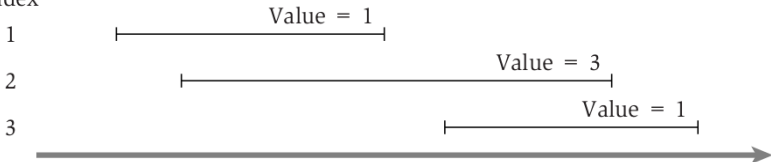


Problem Definition

- Requests: $\sigma = \{r_1, \dots, r_n\}$
- A request $r_i = (s_i, f_i, v_i)$, where s_i is the start time, f_i is the finish time, and v_i is the value.
- Objective: Produce a compatible schedule S that has maximum value.
- Compatible schedule S : $\forall r_i, r_j \in S, f_i \leq s_j \vee f_j \leq s_i$.

WEIGHTED INTERVAL SCHEDULING

Index



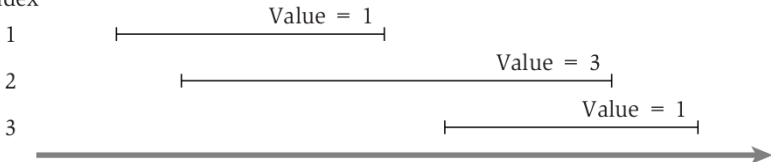
Problem Definition

- Requests: $\sigma = \{r_1, \dots, r_n\}$
- A request $r_i = (s_i, f_i, v_i)$, where s_i is the start time, f_i is the finish time, and v_i is the value.
- Objective: Produce a compatible schedule S that has maximum value.
- Compatible schedule S : $\forall r_i, r_j \in S, f_i \leq s_j \vee f_j \leq s_i$.

🤖 What is the value of the FF heuristic?

WEIGHTED INTERVAL SCHEDULING

Index



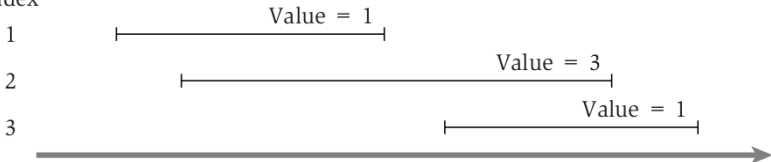
Problem Definition

- Requests: $\sigma = \{r_1, \dots, r_n\}$
- A request $r_i = (s_i, f_i, v_i)$, where s_i is the start time, f_i is the finish time, and v_i is the value.
- Objective: Produce a compatible schedule S that has maximum value.
- Compatible schedule S : $\forall r_i, r_j \in S, f_i \leq s_j \vee f_j \leq s_i$.

🤖 What is the value of the FF heuristic? 2.

WEIGHTED INTERVAL SCHEDULING

Index



Problem Definition

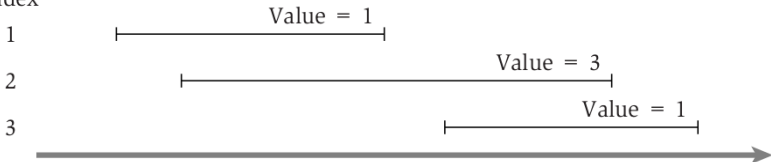
- Requests: $\sigma = \{r_1, \dots, r_n\}$
- A request $r_i = (s_i, f_i, v_i)$, where s_i is the start time, f_i is the finish time, and v_i is the value.
- Objective: Produce a compatible schedule S that has maximum value.
- Compatible schedule S : $\forall r_i, r_j \in S, f_i \leq s_j \vee f_j \leq s_i$.

🤖 What is the value of the FF heuristic? 2.

🤖 What is the optimal value?

WEIGHTED INTERVAL SCHEDULING

Index



Problem Definition

- Requests: $\sigma = \{r_1, \dots, r_n\}$
- A request $r_i = (s_i, f_i, v_i)$, where s_i is the start time, f_i is the finish time, and v_i is the value.
- Objective: Produce a compatible schedule S that has maximum value.
- Compatible schedule S : $\forall r_i, r_j \in S, f_i \leq s_j \vee f_j \leq s_i$.

🤖 What is the value of the FF heuristic? 2.

🤖 What is the optimal value? 3.

RECURSIVE SOLUTION

Recursive Procedure

- 1 Assume σ ordered by finish time (asc).

Proof of optimality.

RECURSIVE SOLUTION

Recursive Procedure

- 1 Assume σ ordered by finish time (asc).
- 2 Find the optimal value in sorted σ of first j items:

Proof of optimality.

RECURSIVE SOLUTION

Recursive Procedure

- 1 Assume σ ordered by finish time (asc).
- 2 Find the optimal value in sorted σ of first j items:
 - 1 Find largest $i < j$ such that $f_i \leq s_j$.

Proof of optimality.

RECURSIVE SOLUTION

Recursive Procedure

- 1 Assume σ ordered by finish time (asc).
- 2 Find the optimal value in sorted σ of first j items:
 - 1 Find largest $i < j$ such that $f_i \leq s_j$.
 - 2 $\text{OPT}(j) = \max(\text{OPT}(j-1), \text{OPT}(i) + v_j)$

Proof of optimality.

RECURSIVE SOLUTION

Recursive Procedure

- 1 Assume σ ordered by finish time (asc).
- 2 Find the optimal value in sorted σ of first j items:
 - 1 Find largest $i < j$ such that $f_i \leq s_j$.
 - 2 $\text{OPT}(j) = \max(\text{OPT}(j-1), \text{OPT}(i) + v_j)$

Proof of optimality.

By strong induction on j .

RECURSIVE SOLUTION

Recursive Procedure

- 1 Assume σ ordered by finish time (asc).
- 2 Find the optimal value in sorted σ of first j items:
 - 1 Find largest $i < j$ such that $f_i \leq s_j$.
 - 2 $\text{OPT}(j) = \max(\text{OPT}(j-1), \text{OPT}(i) + v_j)$

Proof of optimality.

By strong induction on j .

Base cases: $j = 0$ or $j = 1$: Only 1 possible optimal solution.

RECURSIVE SOLUTION

Recursive Procedure

- ① Assume σ ordered by finish time (asc).
- ② Find the optimal value in sorted σ of first j items:
 - ① Find largest $i < j$ such that $f_i \leq s_j$.
 - ② $\text{OPT}(j) = \max(\text{OPT}(j-1), \text{OPT}(i) + v_j)$

Proof of optimality.

By strong induction on j .

Base cases: $j = 0$ or $j = 1$: Only 1 possible optimal solution.

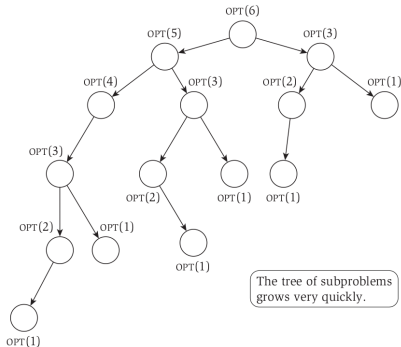
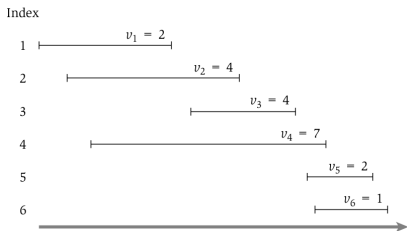
Inductive step:

- By ind hyp, we have opt for $j-1$ and opt for i .
- Sorting order assures the dichotomy that the last interval is either in the solution or not.
- Take the max of whether or not a given interval is included.



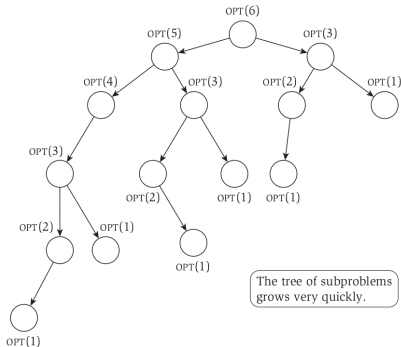
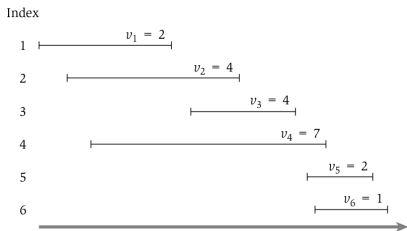
CONSIDER THE RECURSION

$$\text{OPT}(j) = \max(\text{OPT}(j-1), \text{OPT}(i) + v_j)$$



CONSIDER THE RECURSION

$$\text{OPT}(j) = \max(\text{OPT}(j-1), \text{OPT}(i) + v_j)$$

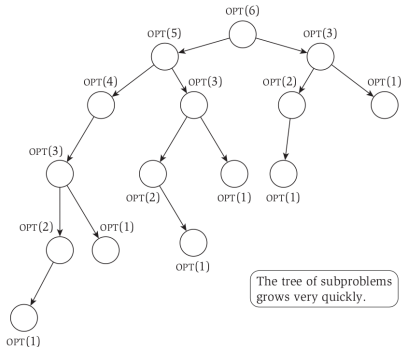
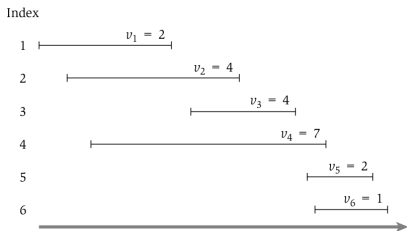


The tree of subproblems grows very quickly.

🤖 What is the asymptotic number of recursive calls with n jobs?

CONSIDER THE RECURSION

$$\text{OPT}(j) = \max(\text{OPT}(j-1), \text{OPT}(i) + v_j)$$



The tree of subproblems grows very quickly.

🤖 What is the asymptotic number of recursive calls with n jobs?
 $O(2^n)$

MEMOIZING THE RECURSION

Memoization

- Not a typo.
- Coined in 1989 by Donald Michie.
- Derived from latin “memorandum”, meaning “to be remembered”.

MEMOIZING THE RECURSION

Memoization

- Not a typo.
- Coined in 1989 by Donald Michie.
- Derived from latin “memorandum”, meaning “to be remembered”.

Basic Technique

- Calculate once: store the value in array and retrieve for future calls.
- Can be implemented recursively, but tends to be more natural as an iterative process.

DYNAMIC PROGRAM SOLUTION

Algorithm: WEIGHTINTDP

Sort σ by finish time

$m[0] := 0$

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

 | Find index i

 | $m[j] = \max(m[j-1], m[i] + v_j)$

end

DYNAMIC PROGRAM SOLUTION

Algorithm: WEIGHTINTDP

Sort σ by finish time

$m[0] := 0$

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

 | Find index i

 | $m[j] = \max(m[j-1], m[i] + v_j)$

end

DP Solutions

- DP algorithms are formulaic.
- We understand how loops work.
- NO Pseudocode.

DYNAMIC PROGRAM SOLUTION

Algorithm: WEIGHTINTDP

Sort σ by finish time

$m[0] := 0$

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

 | Find index i

 | $m[j] = \max(m[j-1], m[i] + v_j)$

end

DP Solutions

- DP algorithms are formulaic.
- We understand how loops work.
- NO Pseudocode.

We want:

- Definitions required for algorithm to work
- Description of matrix
- Bellman Equation
- Location of solution, order to populate the matrix

DYNAMIC PROGRAM SOLUTION

Definitions required for algorithm to work

DYNAMIC PROGRAM SOLUTION

Definitions required for algorithm to work

- σ sorted by finish time, ascending order.
- For a given job at index j , $i_j < j$ is the largest index such that $f_{i_j} \leq s_j$.

DYNAMIC PROGRAM SOLUTION

Definitions required for algorithm to work

- σ sorted by finish time, ascending order.
- For a given job at index j , $i_j < j$ is the largest index such that $f_{i_j} \leq s_j$.

Description of matrix

DYNAMIC PROGRAM SOLUTION

Definitions required for algorithm to work

- σ sorted by finish time, ascending order.
- For a given job at index j , $i_j < j$ is the largest index such that $f_{i_j} \leq s_j$.

Description of matrix

- 1D array M , where $M[j]$ is the maximum value of a compatible schedule for the first j items in sorted σ . Initialize $M[1] = v_1$.

DYNAMIC PROGRAM SOLUTION

Definitions required for algorithm to work

- σ sorted by finish time, ascending order.
- For a given job at index j , $i_j < j$ is the largest index such that $f_{i_j} \leq s_j$.

Description of matrix

- 1D array M , where $M[j]$ is the maximum value of a compatible schedule for the first j items in sorted σ . Initialize $M[1] = v_1$.

Bellman Equation

DYNAMIC PROGRAM SOLUTION

Definitions required for algorithm to work

- σ sorted by finish time, ascending order.
- For a given job at index j , $i_j < j$ is the largest index such that $f_{i_j} \leq s_j$.

Description of matrix

- 1D array M , where $M[j]$ is the maximum value of a compatible schedule for the first j items in sorted σ . Initialize $M[1] = v_1$.

Bellman Equation

- $M[j] = \max\{M[j-1], M[i_j] + v_j\}$

DYNAMIC PROGRAM SOLUTION

Definitions required for algorithm to work

- σ sorted by finish time, ascending order.
- For a given job at index j , $i_j < j$ is the largest index such that $f_{i_j} \leq s_j$.

Description of matrix

- 1D array M , where $M[j]$ is the maximum value of a compatible schedule for the first j items in sorted σ . Initialize $M[1] = v_1$.

Bellman Equation

- $M[j] = \max\{M[j-1], M[i_j] + v_j\}$

Solution, order to populate

DYNAMIC PROGRAM SOLUTION

Definitions required for algorithm to work

- σ sorted by finish time, ascending order.
- For a given job at index j , $i_j < j$ is the largest index such that $f_{i_j} \leq s_j$.

Description of matrix

- 1D array M , where $M[j]$ is the maximum value of a compatible schedule for the first j items in sorted σ . Initialize $M[1] = v_1$.

Bellman Equation

- $M[j] = \max\{M[j-1], M[i_j] + v_j\}$

Solution, order to populate

- The maximum value of a compatible schedule for the n jobs is found at $M[n]$. Populate from 2 to n .

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j-1], m[i] + v_j)$

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j - 1], m[i] + v_j)$

Runtime

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j - 1], m[i] + v_j)$

Runtime

- Preprocessing:

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j - 1], m[i] + v_j)$

Runtime

- Preprocessing:
 - Sorting jobs: $O(n \log n)$.

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j - 1], m[i] + v_j)$

Runtime

- Preprocessing:
 - Sorting jobs: $O(n \log n)$.
- Populate the matrix:

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j - 1], m[i] + v_j)$

Runtime

- Preprocessing:
 - Sorting jobs: $O(n \log n)$.
- Populate the matrix:
 - Number of cells:

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j - 1], m[i] + v_j)$

Runtime

- Preprocessing:
 - Sorting jobs: $O(n \log n)$.
- Populate the matrix:
 - Number of cells: $O(n)$

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j - 1], m[i] + v_j)$

Runtime

- Preprocessing:
 - Sorting jobs: $O(n \log n)$.
- Populate the matrix:
 - Number of cells: $O(n)$
 - Cost per cell:

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j - 1], m[i] + v_j)$

Runtime

- Preprocessing:
 - Sorting jobs: $O(n \log n)$.
- Populate the matrix:
 - Number of cells: $O(n)$
 - Cost per cell: Finding i : $O(n)$ linear search, $O(\log n)$ binary search

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j - 1], m[i] + v_j)$

Runtime

- Preprocessing:
 - Sorting jobs: $O(n \log n)$.
- Populate the matrix:
 - Number of cells: $O(n)$
 - Cost per cell: Finding i : $O(n)$ linear search, $O(\log n)$ binary search

Overall:

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j-1], m[i] + v_j)$

Runtime

- Preprocessing:
 - Sorting jobs: $O(n \log n)$.
- Populate the matrix:
 - Number of cells: $O(n)$
 - Cost per cell: Finding i : $O(n)$ linear search, $O(\log n)$ binary search

Overall: $O(n^2)$ linear search, $O(n \log n)$ binary search

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j-1], m[i] + v_j)$

What about the schedule S ?

ANALYZE THE ALGORITHM

DP Solution

- σ sorted by finish time, ascending order.
- For a given job at index j , $i < j$ is the largest index such that $f_i \leq s_j$.
- Bellman Equation: $m[j] = \max(m[j-1], m[i] + v_j)$

What about the schedule S ?

Trace back from the optimal value:

- Job j is part of the optimal schedule from 1 to j iff $v_j + \text{OPT}(i) \geq \text{OPT}(j-1)$

BASIC DP OUTLINE

Algorithm Template

- Preprocessing of data
- Populate the matrix:
 - Iterate over the cells in the correct order.
 - Understand the work done per cell.

BASIC DP OUTLINE

Algorithm Template

- Preprocessing of data
- Populate the matrix:
 - Iterate over the cells in the correct order.
 - Understand the work done per cell.

Algorithm Guidelines

BASIC DP OUTLINE

Algorithm Template

- Preprocessing of data
- Populate the matrix:
 - Iterate over the cells in the correct order.
 - Understand the work done per cell.

Algorithm Guidelines

- 1 There are only a polynomial number of subproblems.

BASIC DP OUTLINE

Algorithm Template

- Preprocessing of data
- Populate the matrix:
 - Iterate over the cells in the correct order.
 - Understand the work done per cell.

Algorithm Guidelines

- 1 There are only a polynomial number of subproblems.
- 2 The solution to the larger problem can be efficiently calculated from the subproblems.

BASIC DP OUTLINE

Algorithm Template

- Preprocessing of data
- Populate the matrix:
 - Iterate over the cells in the correct order.
 - Understand the work done per cell.

Algorithm Guidelines

- 1 There are only a polynomial number of subproblems.
- 2 The solution to the larger problem can be efficiently calculated from the subproblems.
- 3 Natural ordering of the subproblems from “smallest” to “largest”.

LONGEST INCREASING SUBSEQUENCE

LONGEST INCREASING SUBSEQUENCE

Problem

- Given an integer array $A[1..n]$.
- Find the longest increasing subsequence. That is, let i be a sequence of indexes, we have $A[i_k] < A[i_{k+1}]$ for all k .

LONGEST INCREASING SUBSEQUENCE

Problem

- Given an integer array $A[1..n]$.
- Find the longest increasing subsequence. That is, let i be a sequence of indexes, we have $A[i_k] < A[i_{k+1}]$ for all k .

Subsequence

- For a sequence A , a subsequence S is a subset of A that maintains the same relative order.

LONGEST INCREASING SUBSEQUENCE

Problem

- Given an integer array $A[1..n]$.
- Find the longest increasing subsequence. That is, let i be a sequence of indexes, we have $A[i_k] < A[i_{k+1}]$ for all k .

Subsequence

- For a sequence A , a subsequence S is a subset of A that maintains the same relative order.
- Ex: I like watching the puddles gather rain.
 - puddles: subsequence, substring (contiguous)
 - late train: subsequence, not substring (not contiguous)

LONGEST INCREASING SUBSEQUENCE

Problem

- Given an integer array $A[1..n]$.
- Find the longest increasing subsequence. That is, let i be a sequence of indexes, we have $A[i_k] < A[i_{k+1}]$ for all k .

Subsequence

- For a sequence A , a subsequence S is a subset of A that maintains the same relative order.
- Ex: I like watching the puddles gather rain.
 - puddles: subsequence, substring (contiguous)
 - late train: subsequence, not substring (not contiguous)

🤖 For an array of length n , how many subsequences?

LONGEST INCREASING SUBSEQUENCE

Problem

- Given an integer array $A[1..n]$.
- Find the longest increasing subsequence. That is, let i be a sequence of indexes, we have $A[i_k] < A[i_{k+1}]$ for all k .

Subsequence

- For a sequence A , a subsequence S is a subset of A that maintains the same relative order.
- Ex: I like watching the puddles gather rain.
 - puddles: subsequence, substring (contiguous)
 - late train: subsequence, not substring (not contiguous)

🤖 For an array of length n , how many subsequences? 2^n

RECURSIVE APPROACH

Algorithm: LIS

Input : Integer k , and array of integers $A[1..n]$.

Output: Return length of LIS where every value $> k$.

Exo: Complete the algorithm

RECURSIVE APPROACH

Algorithm: LIS

Input : Integer k , and array of integers $A[1..n]$.

Output: Return length of LIS where every value $> k$.

if $n = 0$ **then return** 0

else if $A[1] \leq k$ **then**

return $\overline{\text{LIS}}(k, A[2..n])$

else

$skip := \text{LIS}(k, A[2..n])$

$take := \text{LIS}(A[1], A[2..n]) + 1$

return $\max\{skip, take\}$

end

RECURSIVE APPROACH

Algorithm: LIS

Input : Integer k , and array of integers $A[1..n]$.

Output: Return length of LIS where every value $> k$.

if $n = 0$ **then return** 0

else if $A[1] \leq k$ **then**

 | **return** LIS($k, A[2..n]$)

else

 | $skip :=$ LIS($k, A[2..n]$)

 | $take :=$ LIS($A[1], A[2..n]$) + 1

 | **return** max{ $skip, take$ }

end

🤖 For an array $A[1..n]$, how would you find the length of the LIS using the LIS(\cdot) algorithm?

RECURSIVE APPROACH

Algorithm: LIS

Input : Integer k , and array of integers $A[1..n]$.

Output: Return length of LIS where every value $> k$.

if $n = 0$ **then return** 0

else if $A[1] \leq k$ **then**

 | **return** LIS($k, A[2..n]$)

else

 | $skip :=$ LIS($k, A[2..n]$)

 | $take :=$ LIS($A[1], A[2..n]$) + 1

 | **return** max{ $skip, take$ }

end

🤖 For an array $A[1..n]$, how would you find the length of the LIS using the LIS(\cdot) algorithm? LIS($-\infty, A[1..n]$)

RECURSIVE APPROACH

Algorithm: LIS

Input : Integer k , and array of integers $A[1..n]$.

Output: Return length of LIS where every value $> k$.

if $n = 0$ **then return** 0

else if $A[1] \leq k$ **then**

 | **return** $LIS(k, A[2..n])$

else

 | $skip := LIS(k, A[2..n])$

 | $take := LIS(A[1], A[2..n]) + 1$

 | **return** $\max\{skip, take\}$

end

🤖 Run time of the algorithm for a length n array?

RECURSIVE APPROACH

Algorithm: LIS

Input : Integer k , and array of integers $A[1..n]$.

Output: Return length of LIS where every value $> k$.

if $n = 0$ **then return** 0

else if $A[1] \leq k$ **then**

 | **return** $LIS(k, A[2..n])$

else

 | $skip := LIS(k, A[2..n])$

 | $take := LIS(A[1], A[2..n]) + 1$

 | **return** $\max\{skip, take\}$

end

🤖 Run time of the algorithm for a length n array? $O(2^n)$

RECURSIVE APPROACH

Algorithm: LIS

Input : Integer k , and array of integers $A[1..n]$.

Output: Return length of LIS where every value $> k$.

if $n = 0$ **then return** 0

else if $A[1] \leq k$ **then**

 | **return** $LIS(k, A[2..n])$

else

 | $skip := LIS(k, A[2..n])$

 | $take := LIS(A[1], A[2..n]) + 1$

 | **return** $\max\{skip, take\}$

end

🤖 Run time of the algorithm for a length n array? $O(2^n)$

🤖 How many distinct recursive calls for a length n array?

RECURSIVE APPROACH

Algorithm: LIS

Input : Integer k , and array of integers $A[1..n]$.

Output: Return length of LIS where every value $> k$.

if $n = 0$ **then return** 0

else if $A[1] \leq k$ **then**

 | **return** $LIS(k, A[2..n])$

else

 | $skip := LIS(k, A[2..n])$

 | $take := LIS(A[1], A[2..n]) + 1$

 | **return** $\max\{skip, take\}$

end

🤖 Run time of the algorithm for a length n array? $O(2^n)$

🤖 How many distinct recursive calls for a length n array? $O(n^2)$

DYNAMIC PROGRAM FOR LIS

Description of matrix

🧠 Number of dimensions of array?

DYNAMIC PROGRAM FOR LIS

Description of matrix

☹️ Number of dimensions of array? 2

DYNAMIC PROGRAM FOR LIS

Description of matrix

2D array L , where $L[i, j]$ is the maximum LIS of $A[j..n]$ with every item $> A[i], i < j$.

DYNAMIC PROGRAM FOR LIS

Description of matrix

2D array L , where $L[i, j]$ is the maximum LIS of $A[j..n]$ with every item $> A[i], i < j$.

Bellman Equation

$$L[i, j] = \begin{cases} 0, & \text{if } j > n \\ L[i, j + 1], & \text{if } A[i] \geq A[j] \\ \max\{L[i, j + 1], L[j, j + 1] + 1\}, & \text{otherwise} \end{cases}$$

DYNAMIC PROGRAM FOR LIS

Description of matrix

2D array L , where $L[i, j]$ is the maximum LIS of $A[j..n]$ with every item $> A[i], i < j$.

Bellman Equation

$$L[i, j] = \begin{cases} 0, & \text{if } j > n \\ L[i, j + 1], & \text{if } A[i] \geq A[j] \\ \max\{L[i, j + 1], L[j, j + 1] + 1\}, & \text{otherwise} \end{cases}$$

Solution and populating L

- Solution in $L[0][1]$; add $A[0] = -\infty$.
- Populate j from n to 1 ; i from 0 to $j - 1$ or $j - 1$ to 0 .

DYNAMIC PROGRAM FOR LIS

Description of matrix

2D array L , where $L[i, j]$ is the maximum LIS of $A[j..n]$ with every item $> A[i], i < j$.

Bellman Equation

$$L[i, j] = \begin{cases} 0, & \text{if } j > n \\ L[i, j + 1], & \text{if } A[i] \geq A[j] \\ \max\{L[i, j + 1], L[j, j + 1] + 1\}, & \text{otherwise} \end{cases}$$

Solution and populating L

- Solution in $L[0][1]$; add $A[0] = -\infty$.
- Populate j from n to 1 ; i from 0 to $j - 1$ or $j - 1$ to 0 .
- 🤖 Run time:

DYNAMIC PROGRAM FOR LIS

Description of matrix

2D array L , where $L[i, j]$ is the maximum LIS of $A[j..n]$ with every item $> A[i], i < j$.

Bellman Equation

$$L[i, j] = \begin{cases} 0, & \text{if } j > n \\ L[i, j + 1], & \text{if } A[i] \geq A[j] \\ \max\{L[i, j + 1], L[j, j + 1] + 1\}, & \text{otherwise} \end{cases}$$

Solution and populating L

- Solution in $L[0][1]$; add $A[0] = -\infty$.
- Populate j from n to 1 ; i from 0 to $j - 1$ or $j - 1$ to 0 .
- Run time: $O(n^2)$

DYNAMIC PROGRAMMING FOR GAMES

DYNAMIC PROGRAMMING FOR GAMES

Games

- Some number of players (1 to many).
- Set of rules with some objective.
- Huge domain, started by Von Neumann, that spans many fields such as Economics, Math, Biology, and Computer Science.

DYNAMIC PROGRAMMING FOR GAMES

Games

- Some number of players (1 to many).
- Set of rules with some objective.
- Huge domain, started by Von Neumann, that spans many fields such as Economics, Math, Biology, and Computer Science.

DP for Games

In many games, DP is a natural paradigm for an optimal strategy.

COINS IN A LINE

Players

Two players:



Alice
(Player A)



Bob
(Player B)

COINS IN A LINE

Players

Two players:



Alice
(Player A)



Bob
(Player B)

Rules

- n (even) coins in a line; each coin has a value.
- Starting with Alice, each player will pick a coin from the head or the tail.

COINS IN A LINE

Players

Two players:



Alice
(Player A)



Bob
(Player B)

Rules

- n (even) coins in a line; each coin has a value.
- Starting with Alice, each player will pick a coin from the head or the tail.
- Winner: Player with the max value at the end; winning player keeps the coins.

GREEDY APPROACHES

Largest Coin

🙄 Give a counter-example.

GREEDY APPROACHES

Largest Coin

[1, 3, 6, 3]

A: 3; [1, 3, 6]

B: 6; [1, 3]

A: 6; [1]

B: 7; []

GREEDY APPROACHES

Largest Coin

Even or Odd

[1, 3, 6, 3, 1, 3]

A: 3; [1, 3, 6, 3, 1]

B: 1; [1, 3, 6, 3]

A: 6; [1, 3, 6]

B: 7; [1, 3]

A: 9; [1]

B: 8; []

GREEDY APPROACHES

Largest Coin

Even or Odd

[1, 3, 6, 3, 1, 3]

A: 3; [1, 3, 6, 3, 1]

B: 1; [1, 3, 6, 3]

A: 6; [1, 3, 6]

B: 7; [1, 3]

A: 9; [1]

B: 8; []

- Alice can always win.

GREEDY APPROACHES

Largest Coin

Even or Odd

[1, 3, 6, 3, 1, 3]

A: 3; [1, 3, 6, 3, 1]

B: 1; [1, 3, 6, 3]

A: 6; [1, 3, 6]

B: 7; [1, 3]

A: 9; [1]

B: 8; []

- Alice can always win.
- But are we optimal?

GREEDY APPROACHES

Largest Coin

Even or Odd

[1, 3, 6, 3, 1, 3]

A: 3; [1, 3, 6, 3, 1]

B: 1; [1, 3, 6, 3]

A: 6; [1, 3, 6]

B: 7; [1, 3]

A: 9; [1]

B: 8; []

- Alice can always win.
- But are we optimal? No

[1, 3, 6, 3, 1, 3]

A: 3; [1, 3, 6, 3, 1]

B: 1; [3, 6, 3, 1]

A: 4; [3, 6, 3]

B: 4; [6, 3]

A: 10; [3]

B: 7; []

NATURAL DICHOTOMY

🤖 What is the natural dichotomy?

NATURAL DICHOTOMY

Head or Tail?

- Two players: Assume that Bob will play optimally.

NATURAL DICHOTOMY

Head or Tail?

- Two players: Assume that Bob will play optimally.
- For Alice's k th turn:
 - Coin array: $C[i..j]$
 - $\max\{c[i] + \text{BobOpt}(c[i+1..j]), c[j] + \text{BobOpt}(c[i..j-1])\}$

NATURAL DICHOTOMY

Head or Tail?

- Two players: Assume that Bob will play optimally.
- For Alice's k th turn:
 - Coin array: $C[i..j]$
 - $\max\{c[i] + \text{BobOpt}(c[i + 1..j]), c[j] + \text{BobOpt}(c[i..j - 1])\}$
- $\text{BobOpt}(c[i..j]) :=$
 $\min\{\text{AliceOpt}(c[i + 1..j]), \text{AliceOpt}(c[i..j - 1])\}$

NATURAL DICHOTOMY

Head or Tail?

- Two players: Assume that Bob will play optimally.
- For Alice's k th turn:
 - Coin array: $C[i..j]$
 - $\max\{c[i] + \text{BobOpt}(c[i+1..j]), c[j] + \text{BobOpt}(c[i..j-1])\}$
- $\text{BobOpt}(c[i..j]) :=$
 $\min\{\text{AliceOpt}(c[i+1..j]), \text{AliceOpt}(c[i..j-1])\}$

🤖 How many dimensions for DP array?

NATURAL DICHOTOMY

Head or Tail?

- Two players: Assume that Bob will play optimally.
- For Alice's k th turn:
 - Coin array: $C[i..j]$
 - $\max\{c[i] + \text{BobOpt}(c[i+1..j]), c[j] + \text{BobOpt}(c[i..j-1])\}$
- $\text{BobOpt}(c[i..j]) :=$
 $\min\{\text{AliceOpt}(c[i+1..j]), \text{AliceOpt}(c[i..j-1])\}$

🤖 How many dimensions for DP array? 2

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.
- Bellman Equation:

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.

- Bellman Equation:

$$M[i, j] = \max\{c[i] + \min\{M[i + 2, j], M[i + 1, j - 1]\}, \\ c[j] + \min\{M[i + 1, j - 1], M[i, j - 2]\}\}$$

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.
- Bellman Equation:
$$M[i, j] = \max\{c[i] + \min\{M[i + 2, j], M[i + 1, j - 1]\}, c[j] + \min\{M[i + 1, j - 1], M[i, j - 2]\}\}$$
- $M[i, i] = c[i]$ for all i .
- $M[i, j] = \max\{c[i], c[j]\}$ for $i = j - 1$.

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.
- Bellman Equation:
$$M[i, j] = \max\{c[i] + \min\{M[i + 2, j], M[i + 1, j - 1]\}, c[j] + \min\{M[i + 1, j - 1], M[i, j - 2]\}\}$$
- $M[i, i] = c[i]$ for all i .
- $M[i, j] = \max\{c[i], c[j]\}$ for $i = j - 1$.
- Populate i from $n - 2$ to 1 ; j from n to 3 for $i < j - 1$.

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.
- Bellman Equation:
$$M[i, j] = \max\{c[i] + \min\{M[i + 2, j], M[i + 1, j - 1]\}, c[j] + \min\{M[i + 1, j - 1], M[i, j - 2]\}\}$$
- $M[i, i] = c[i]$ for all i .
- $M[i, j] = \max\{c[i], c[j]\}$ for $i = j - 1$.
- Populate i from $n - 2$ to 1 ; j from n to 3 for $i < j - 1$.
- Solution:

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.
- Bellman Equation:
$$M[i, j] = \max\{c[i] + \min\{M[i + 2, j], M[i + 1, j - 1]\}, c[j] + \min\{M[i + 1, j - 1], M[i, j - 2]\}\}$$
- $M[i, i] = c[i]$ for all i .
- $M[i, j] = \max\{c[i], c[j]\}$ for $i = j - 1$.
- Populate i from $n - 2$ to 1 ; j from n to 3 for $i < j - 1$.
- Solution: $M[1, n]$

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.
- Bellman Equation:
$$M[i, j] = \max\{c[i] + \min\{M[i + 2, j], M[i + 1, j - 1]\}, c[j] + \min\{M[i + 1, j - 1], M[i, j - 2]\}\}$$
- $M[i, i] = c[i]$ for all i .
- $M[i, j] = \max\{c[i], c[j]\}$ for $i = j - 1$.
- Populate i from $n - 2$ to 1 ; j from n to 3 for $i < j - 1$.
- Solution: $M[1, n]$
- Runtime:

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.
- Bellman Equation:
$$M[i, j] = \max\{c[i] + \min\{M[i + 2, j], M[i + 1, j - 1]\}, c[j] + \min\{M[i + 1, j - 1], M[i, j - 2]\}\}$$
- $M[i, i] = c[i]$ for all i .
- $M[i, j] = \max\{c[i], c[j]\}$ for $i = j - 1$.
- Populate i from $n - 2$ to 1 ; j from n to 3 for $i < j - 1$.
- Solution: $M[1, n]$
- Runtime: $O(n^2)$

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.
- Bellman Equation:
$$M[i, j] = \max\{c[i] + \min\{M[i + 2, j], M[i + 1, j - 1]\}, c[j] + \min\{M[i + 1, j - 1], M[i, j - 2]\}\}$$
- $M[i, i] = c[i]$ for all i .
- $M[i, j] = \max\{c[i], c[j]\}$ for $i = j - 1$.
- Populate i from $n - 2$ to 1 ; j from n to 3 for $i < j - 1$.
- Solution: $M[1, n]$
- Runtime: $O(n^2)$
- Proof of correctness:

HEAD OR TAIL DP

DP Description

- 2D array M :
 - $M[i, j]$ is the maximum value possible for Alice when choosing from $c[i..j]$, assuming Bob plays optimally.
- Bellman Equation:
$$M[i, j] = \max\{c[i] + \min\{M[i + 2, j], M[i + 1, j - 1]\}, c[j] + \min\{M[i + 1, j - 1], M[i, j - 2]\}\}$$
- $M[i, i] = c[i]$ for all i .
- $M[i, j] = \max\{c[i], c[j]\}$ for $i = j - 1$.
- Populate i from $n - 2$ to 1 ; j from n to 3 for $i < j - 1$.
- Solution: $M[1, n]$
- Runtime: $O(n^2)$
- Proof of correctness: Strong induction on the cell population order.

MAX SUBARRAY

MAX SUBARRAY

Problem

Given an array A of integers, find the (non-empty) contiguous subarray of A of maximum sum.

MAX SUBARRAY

Problem

Given an array A of integers, find the (non-empty) contiguous subarray of A of maximum sum.

Exercise – Teams of 3 or so

- Solve the problem in $\Theta(n^2)$.
- Solve the problem in $O(n \log n)$.
- Prove correctness and complexity.

PART 1: GIVE A $\Theta(n^2)$ SOLUTION.

Algorithm: CHECKALLSUBARRAYS

Input : Array A of n ints.

Output: Max subarray in A .

Let M be an empty array

```
for  $i := 1$  to  $len(A)$  do  
  | for  $j := i$  to  $len(A)$  do  
  | | if  $sum(A[i..j]) > sum(M)$  then  
  | | |  $M := A[i..j]$   
  | | end  
  | end  
end  
return  $M$ 
```

PART 1: GIVE A $\Theta(n^2)$ SOLUTION.

Algorithm: CHECKALLSUBARRAYS

Input : Array A of n ints.

Output: Max subarray in A .

Let M be an empty array

```

for  $i := 1$  to  $len(A)$  do
  | for  $j := i$  to  $len(A)$  do
  | | if  $sum(A[i..j]) > sum(M)$ 
  | | |  $M := A[i..j]$ 
  | | end
  | end
end
return  $M$ 
  
```

Analysis

- Correct: Checks all possible contiguous subarrays.

PART 1: GIVE A $\Theta(n^2)$ SOLUTION.

Algorithm: CHECKALLSUBARRAYS

Input : Array A of n ints.

Output: Max subarray in A .

Let M be an empty array

```

for  $i := 1$  to  $\text{len}(A)$  do
  | for  $j := i$  to  $\text{len}(A)$  do
  | | if  $\text{sum}(A[i..j]) > \text{sum}(M)$ 
  | | |  $M := A[i..j]$ 
  | | end
  | end
end
return  $M$ 
  
```

Analysis

- Correct: Checks all possible contiguous subarrays.
- Complexity:
 - Re-calculating the sum will make it $O(n^3)$. Key is to calculate the sum as you iterate.
 - For each i , check $n - i + 1$ ends. Overall:

$$\sum_{i=1}^n i = \frac{n(n+1)}{2} = \Theta(n^2) .$$

PART 2: GIVE AN $O(n \log n)$ SOLUTION.

Algorithm: MAXSUBARRAY

Input : Array A of n ints.

Output: Max subarray in A .

if $|A| = 1$ **then return** $A[1]$

$A_1 := \text{MAXSUBARRAY}(\text{Front-half of } A)$

$A_2 := \text{MAXSUBARRAY}(\text{Back-half of } A)$

$M := \text{MIDMAXSUBARRAY}(A)$

return Array with max sum of $\{A_1, A_2, M\}$

PART 2: GIVE AN $O(n \log n)$ SOLUTION.

Algorithm: MAXSUBARRAY

Input : Array A of n ints.

Output: Max subarray in A .

if $|A| = 1$ then return $A[1]$

$A_1 := \text{MAXSUBARRAY}(\text{Front-half of } A)$

$A_2 := \text{MAXSUBARRAY}(\text{Back-half of } A)$

$M := \text{MIDMAXSUBARRAY}(A)$

return Array with max sum of $\{A_1, A_2, M\}$

Algorithm: MIDMAXSUBARRAY

Input : Array A of n ints.

Output: Max subarray that crosses midpoint A .

$m := \text{mid-point of } A$

$L := \text{max subarray in } A[i, m - 1] \text{ for } i = m - 1 \rightarrow 1$

$R := \text{max subarray in } A[m, j] \text{ for } j = m \rightarrow n$

return $L \cup R$ // subarray formed by combining L and R .

PART 2: GIVE AN $O(n \log n)$ SOLUTION.

Algorithm: MAXSUBARRAY

Input : Array A of n ints.

Output: Max subarray in A .

if $|A| = 1$ **then return** $A[1]$

$A_1 := \text{MAXSUBARRAY}(\text{Front-half of } A)$

$A_2 := \text{MAXSUBARRAY}(\text{Back-half of } A)$

$M := \text{MIDMAXSUBARRAY}(A)$

return Array with max sum of $\{A_1, A_2, M\}$

Analysis

- **Correctness:** By induction, A_1 and A_2 are max for subarray and M is max mid-crossing array.
- **Complexity:** Same recurrence as MERGESORT.

MAX SUBARRAY

Problem

Given an array A of integers, find the (non-empty) contiguous subarray of A of maximum sum.

Exercise – Teams of 3 or so

- Solve the problem in $\Theta(n^2)$.
- Solve the problem in $O(n \log n)$.
- Prove correctness and complexity.
- **With dynamic programming, solve the problem in $O(n)$!**

PART 3: GIVE AN $O(n)$ SOLUTION.

DP Solution

- 1D array s , where $s[i]$ contains the value of the max subarray ending at i . ($O(n)$ cells)
- Bellman equation: $s[i] = \max(s[i-1] + A[i], A[i])$. ($O(1)$ time)
- Solutions is: $\max_j \{s[j]\}$. ($O(n)$ time)

PART 3: GIVE AN $O(n)$ SOLUTION.

DP Solution

- 1D array s , where $s[i]$ contains the value of the max subarray ending at i . ($O(n)$ cells)
- Bellman equation: $s[i] = \max(s[i-1] + A[i], A[i])$. ($O(1)$ time)
- Solutions is: $\max_j \{s[j]\}$. ($O(n)$ time)

But we need the subarray not the value!

PART 3: GIVE AN $O(n)$ SOLUTION.

DP Solution

- 1D array s , where $s[i]$ contains the value of the max subarray ending at i . ($O(n)$ cells)
- Bellman equation: $s[i] = \max(s[i-1] + A[i], A[i])$. ($O(1)$ time)
- Solutions is: $\max_j \{s[j]\}$. ($O(n)$ time)

But we need the subarray not the value!

- Use a parallel array that memoizes the starting index of the subarray ending at i :

$$\text{start}[i] = \begin{cases} \text{start}[i-1] & \text{if } s[i-1] + a[i] > a[i] \\ i & \text{, otherwise} \end{cases}$$

PART 3: GIVE AN $O(n)$ SOLUTION.

DP Solution

- 1D array s , where $s[i]$ contains the value of the max subarray ending at i . ($O(n)$ cells)
- Bellman equation: $s[i] = \max(s[i-1] + A[i], A[i])$. ($O(1)$ time)
- Solutions is: $\max_j \{s[j]\}$. ($O(n)$ time)

But we need the subarray not the value!

- Use a parallel array that memoizes the starting index of the subarray ending at i :

$$\text{start}[i] = \begin{cases} \text{start}[i-1] & \text{if } s[i-1] + a[i] > a[i] \\ i & \text{, otherwise} \end{cases}$$

- Or, trace back from max value at index j until $s[i] = A[i]$.

SUBSET AND KNAPSACK

SUBSET PROBLEM

Problem Definition

- A single machine that we can use for time W .

SUBSET PROBLEM

Problem Definition

- A single machine that we can use for time W .
- A set of jobs: $1, 2, \dots, n$.

SUBSET PROBLEM

Problem Definition

- A single machine that we can use for time W .
- A set of jobs: $1, 2, \dots, n$.
- Each job has a run time: w_1, w_2, \dots, w_n .

SUBSET PROBLEM

Problem Definition

- A single machine that we can use for time W .
- A set of jobs: $1, 2, \dots, n$.
- Each job has a run time: w_1, w_2, \dots, w_n .
- What is the subset S of jobs to run that maximizes $\sum_{i \in S} w_i \leq W$?

SUBSET PROBLEM

Problem Definition

- A single machine that we can use for time W .
- A set of jobs: $1, 2, \dots, n$.
- Each job has a run time: w_1, w_2, \dots, w_n .
- What is the subset S of jobs to run that maximizes $\sum_{i \in S} w_i \leq W$?

Greedy Heuristics

SUBSET PROBLEM

Problem Definition

- A single machine that we can use for time W .
- A set of jobs: $1, 2, \dots, n$.
- Each job has a run time: w_1, w_2, \dots, w_n .
- What is the subset S of jobs to run that maximizes $\sum_{i \in S} w_i \leq W$?

Greedy Heuristics

- Decreasing weights:

SUBSET PROBLEM

Problem Definition

- A single machine that we can use for time W .
- A set of jobs: $1, 2, \dots, n$.
- Each job has a run time: w_1, w_2, \dots, w_n .
- What is the subset S of jobs to run that maximizes $\sum_{i \in S} w_i \leq W$?

Greedy Heuristics

- Decreasing weights: $\{W/2 + 1, W/2, W/2\}$

SUBSET PROBLEM

Problem Definition

- A single machine that we can use for time W .
- A set of jobs: $1, 2, \dots, n$.
- Each job has a run time: w_1, w_2, \dots, w_n .
- What is the subset S of jobs to run that maximizes $\sum_{i \in S} w_i \leq W$?

Greedy Heuristics

- Decreasing weights: $\{W/2 + 1, W/2, W/2\}$
- Increasing weights:

SUBSET PROBLEM

Problem Definition

- A single machine that we can use for time W .
- A set of jobs: $1, 2, \dots, n$.
- Each job has a run time: w_1, w_2, \dots, w_n .
- What is the subset S of jobs to run that maximizes $\sum_{i \in S} w_i \leq W$?

Greedy Heuristics

- Decreasing weights: $\{W/2 + 1, W/2, W/2\}$
- Increasing weights: $\{1, W/2, W/2\}$

DYNAMIC PROGRAMMING APPROACH

1D Approach

- if $n \notin S$, then $v[n] = v[n - 1]$

DYNAMIC PROGRAMMING APPROACH

1D Approach

- if $n \notin S$, then $v[n] = v[n - 1]$
- if $n \in S$, then $v[n] = ?$

DYNAMIC PROGRAMMING APPROACH

1D Approach

- if $n \notin S$, then $v[n] = v[n - 1]$
- if $n \in S$, then $v[n] = ?$
 - Accepting n does automatically exclude other items.

DYNAMIC PROGRAMMING APPROACH

1D Approach

- if $n \notin S$, then $v[n] = v[n - 1]$
- if $n \in S$, then $v[n] = ?$
 - Accepting n does automatically exclude other items.

Need to consider more

To solve $v[n]$, we need to consider:

DYNAMIC PROGRAMMING APPROACH

1D Approach

- if $n \notin S$, then $v[n] = v[n - 1]$
- if $n \in S$, then $v[n] = ?$
 - Accepting n does automatically exclude other items.

Need to consider more

To solve $v[n]$, we need to consider:

- the best solution with $n - 1$ previous items restricted by W , and

DYNAMIC PROGRAMMING APPROACH

1D Approach

- if $n \notin S$, then $v[n] = v[n - 1]$
- if $n \in S$, then $v[n] = ?$
 - Accepting n does automatically exclude other items.

Need to consider more

To solve $v[n]$, we need to consider:

- the best solution with $n - 1$ previous items restricted by W , and
- the best solution with $n - 1$ previous items restricted by $W - w_n$

DYNAMIC PROGRAMMING APPROACH

2D Approach

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i - 1, w], x_{i,w} \cdot (v[i - 1, w - w_i] + w_i))$$

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i - 1, w], x_{i,w} \cdot (v[i - 1, w - w_i] + w_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i - 1, w], x_{i,w} \cdot (v[i - 1, w - w_i] + w_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i
- Solution value: $v[n, W]$.

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i-1, w], x_{i,w} \cdot (v[i-1, w - w_i] + w_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i
- Solution value: $v[n, W]$.

🕒 Running time to populate the matrix:

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i-1, w], x_{i,w} \cdot (v[i-1, w - w_i] + w_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i
- Solution value: $v[n, W]$.

🕒 Running time to populate the matrix: $O(nW)$

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i-1, w], x_{i,w} \cdot (v[i-1, w - w_i] + w_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i
- Solution value: $v[n, W]$.

🤖 Running time to populate the matrix: $O(nW)$

🤖 Is this polynomial?

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i-1, w], x_{i,w} \cdot (v[i-1, w-w_i] + w_i))$$

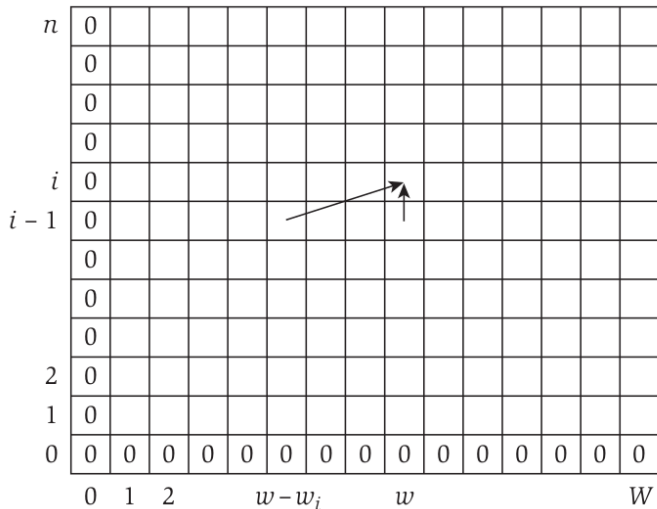
- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i
- Solution value: $v[n, W]$.

🤖 Running time to populate the matrix: $O(nW)$

🤖 Is this polynomial? No, pseudo-polynomial because of W which is unbounded.

SUBSET VISUALIZATION

Matrix Visualization:



SUBSET VISUALIZATION

Example Run:

$W = 6$, items $w_1 = 2$, $w_2 = 2$, $w_3 = 3$

3							
2							
1							
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Initial values

SUBSET VISUALIZATION

Example Run:

$W = 6$, items $w_1 = 2$, $w_2 = 2$, $w_3 = 3$

3							
2							
1							
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Initial values

3							
2							
①	0	0	2	2	2	2	2
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Filling in values for $i = 1$

SUBSET VISUALIZATION

Example Run:

$W = 6$, items $w_1 = 2$, $w_2 = 2$, $w_3 = 3$

3							
2							
1							
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Initial values

3							
2							
①	0	0	2	2	2	2	2
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Filling in values for $i = 1$

3							
②	0	0	2	2	4	4	4
1	0	0	2	2	2	2	2
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Filling in values for $i = 2$

SUBSET VISUALIZATION

Example Run:

$W = 6$, items $w_1 = 2$, $w_2 = 2$, $w_3 = 3$

3							
2							
1							
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Initial values

3							
2							
①	0	0	2	2	2	2	2
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Filling in values for $i = 1$

3							
②	0	0	2	2	4	4	4
1	0	0	2	2	2	2	2
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Filling in values for $i = 2$

3	0	0	2	3	4	5	5
2	0	0	2	2	4	4	4
1	0	0	2	2	2	2	2
0	0	0	0	0	0	0	0
	0	1	2	3	4	5	6

Filling in values for $i = 3$

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i - 1, w], x_{i,w} \cdot (v[i - 1, w - w_i] + w_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i
- Solution value: $v[n, W]$.

How can we recover the subset itself?

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i - 1, w], x_{i,w} \cdot (v[i - 1, w - w_i] + w_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i
- Solution value: $v[n, W]$.

How can we recover the subset itself?

🤖 Running time of recovery of subset:

DYNAMIC PROGRAMMING APPROACH

2D Approach

- 2D Matrix v :
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum sum $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i - 1, w], x_{i,w} \cdot (v[i - 1, w - w_i] + w_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i
- Solution value: $v[n, W]$.

How can we recover the subset itself?

🤖 Running time of recovery of subset: $O(n)$

KNAPSACK EXTENSION



Problem Definition

- You are a thief with a knapsack that can carry W weight of goods.

KNAPSACK EXTENSION



Problem Definition

- You are a thief with a knapsack that can carry W weight of goods.
- A set of items: $1, 2, \dots, n$.

KNAPSACK EXTENSION



Problem Definition

- You are a thief with a knapsack that can carry W weight of goods.
- A set of items: $1, 2, \dots, n$.
- Each item has a weight: w_1, w_2, \dots, w_n .
- Each item has a value: v_1, v_2, \dots, v_n .

KNAPSACK EXTENSION



Problem Definition

- You are a thief with a knapsack that can carry W weight of goods.
- A set of items: $1, 2, \dots, n$.
- Each item has a weight: w_1, w_2, \dots, w_n .
- Each item has a value: v_1, v_2, \dots, v_n .
- What is the subset S of items to steal that maximizes $\sum_{i \in S} v_i$ with the constraint that $\sum_{i \in S} w_i \leq W$?

EXERCISE: SOLVE THIS WITH DP IN $O(nW)$.

EXERCISE: SOLVE THIS WITH DP IN $O(nW)$.

DP Solution

- 2D Matrix:
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum total value with a sum of weights $\leq w$.

EXERCISE: SOLVE THIS WITH DP IN $O(nW)$.

DP Solution

- 2D Matrix:
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum total value with a sum of weights $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.

EXERCISE: SOLVE THIS WITH DP IN $O(nW)$.

DP Solution

- 2D Matrix:
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum total value with a sum of weights $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i - 1, w], x_{i,w} \cdot (v[i - 1, w - w_i] + v_i))$$

EXERCISE: SOLVE THIS WITH DP IN $O(nW)$.

DP Solution

- 2D Matrix:
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum total value with a sum of weights $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i - 1, w], x_{i,w} \cdot (v[i - 1, w - w_i] + v_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i

EXERCISE: SOLVE THIS WITH DP IN $O(nW)$.

DP Solution

- 2D Matrix:
 - i : Item indices from 0 to n .
 - w : Max weight from 0 to W .
 - $v[i, w]$ is the subset of the first i items of maximum total value with a sum of weights $\leq w$.
- Indicator: $x_{i,w} := 0$ if $w_i > w$ and 1 otherwise.
- Bellman Equation:

$$v[i, w] = \max(v[i - 1, w], x_{i,w} \cdot (v[i - 1, w - w_i] + v_i))$$

- $v[0, w] := 0$ for all w and $v[i, 0] := 0$ for all i
- Solution value: $v[n, W]$.

EDIT DISTANCE

EDIT DISTANCE

Problem

Minimum number of letter

- insertions: adding a letter,
- deletions: removing a letter,
- substitutions: replacing a letter

to change string $A[1..m]$ to string $B[1..n]$.

EDIT DISTANCE

Problem

Minimum number of letter

- insertions: adding a letter,
- deletions: removing a letter,
- substitutions: replacing a letter

to change string $A[1..m]$ to string $B[1..n]$.

Ex: TUESDAY \rightarrow THUESDAY \rightarrow THURSDAY

EDIT DISTANCE

Problem

Minimum number of letter

- insertions: adding a letter,
- deletions: removing a letter,
- substitutions: replacing a letter

to change string $A[1..m]$ to string $B[1..n]$.

Ex: TUESDAY \rightarrow THUESDAY \rightarrow THURSDAY

Or, align and count mismatched letters

T UESDAY

THURSDAY

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) =$

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) =$

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) =$

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) = \text{Edit}(i - 1, j) + 1$.

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) = \text{Edit}(i - 1, j) + 1$.
 - Substitution: $\text{Edit}(i, j) =$

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) = \text{Edit}(i - 1, j) + 1$.
 - Substitution: $\text{Edit}(i, j) =$

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) = \text{Edit}(i - 1, j) + 1$.
 - Substitution: $\text{Edit}(i, j) = \text{Edit}(i - 1, j - 1) + 1$.

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) = \text{Edit}(i - 1, j) + 1$.
 - Substitution: $\text{Edit}(i, j) = \text{Edit}(i - 1, j - 1) + A[i] \neq B[j]$

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) = \text{Edit}(i - 1, j) + 1$.
 - Substitution: $\text{Edit}(i, j) = \text{Edit}(i - 1, j - 1) + A[i] \neq B[j]$
 - $i = 0$: $\text{Edit}(i, j) =$

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) = \text{Edit}(i - 1, j) + 1$.
 - Substitution: $\text{Edit}(i, j) = \text{Edit}(i - 1, j - 1) + A[i] \neq B[j]$
 - $i = 0$: $\text{Edit}(i, j) =$

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) = \text{Edit}(i - 1, j) + 1$.
 - Substitution: $\text{Edit}(i, j) = \text{Edit}(i - 1, j - 1) + A[i] \neq B[j]$
 - $i = 0$: $\text{Edit}(i, j) = j$.

RECURSIVE APPROACH

Smaller Subproblems

- Let $A[1..m]$ and $B[1..n]$ be the 2 input strings.
- What is the edit distance for $A[1..i]$ and $B[1..j]$:
 - Insertion: $\text{Edit}(i, j) = \text{Edit}(i, j - 1) + 1$.
 - Deletion: $\text{Edit}(i, j) = \text{Edit}(i - 1, j) + 1$.
 - Substitution: $\text{Edit}(i, j) = \text{Edit}(i - 1, j - 1) + A[i] \neq B[j]$
 - $i = 0$: $\text{Edit}(i, j) = j$.
 - $j = 0$: $\text{Edit}(i, j) = i$.

DYNAMIC PROGRAM FOR EDIT DISTANCE

Description of matrix

🤖 Number of dimensions of array?

DYNAMIC PROGRAM FOR EDIT DISTANCE

Description of matrix

🤖 Number of dimensions of array? 2

DYNAMIC PROGRAM FOR EDIT DISTANCE

Description of matrix

2D array E , where $E[i,j]$ is the edit distance for $A[1..i]$ and $B[1..j]$.

DYNAMIC PROGRAM FOR EDIT DISTANCE

Description of matrix

2D array E , where $E[i, j]$ is the edit distance for $A[1..i]$ and $B[1..j]$.

Bellman Equation

$$E[i, j] = \begin{cases} i, & \text{if } j = 0 \\ j, & \text{if } i = 0 \\ \min\{E[i, j - 1] + 1, E[i - 1, j] + 1, \\ E[i - 1, j - 1] + A[i] \neq B[j]\}, & \text{otherwise} \end{cases}$$

DYNAMIC PROGRAM FOR EDIT DISTANCE

Description of matrix

2D array E , where $E[i, j]$ is the edit distance for $A[1..i]$ and $B[1..j]$.

Bellman Equation

$$E[i, j] = \begin{cases} i, & \text{if } j = 0 \\ j, & \text{if } i = 0 \\ \min\{E[i, j - 1] + 1, E[i - 1, j] + 1, \\ E[i - 1, j - 1] + A[i] \neq B[j]\}, & \text{otherwise} \end{cases}$$

Solution and populating L

- Solution in
- Set $E[0, j] = j$; $E[i, 0] = i$; populate from 1 to n , 1 to m .

DYNAMIC PROGRAM FOR EDIT DISTANCE

Description of matrix

2D array E , where $E[i, j]$ is the edit distance for $A[1..i]$ and $B[1..j]$.

Bellman Equation

$$E[i, j] = \begin{cases} i, & \text{if } j = 0 \\ j, & \text{if } i = 0 \\ \min\{E[i, j - 1] + 1, E[i - 1, j] + 1, \\ \quad E[i - 1, j - 1] + A[i] \neq B[j]\}, & \text{otherwise} \end{cases}$$

Solution and populating L

- Solution in $E[m, n]$
- Set $E[0, j] = j$; $E[i, 0] = i$; populate from 1 to n , 1 to m .
- 🤖 Run time:

DYNAMIC PROGRAM FOR EDIT DISTANCE

Description of matrix

2D array E , where $E[i, j]$ is the edit distance for $A[1..i]$ and $B[1..j]$.

Bellman Equation

$$E[i, j] = \begin{cases} i, & \text{if } j = 0 \\ j, & \text{if } i = 0 \\ \min\{E[i, j - 1] + 1, E[i - 1, j] + 1, \\ \quad E[i - 1, j - 1] + A[i] \neq B[j]\}, & \text{otherwise} \end{cases}$$

Solution and populating L

- Solution in $E[m, n]$
- Set $E[0, j] = j$; $E[i, 0] = i$; populate from 1 to n , 1 to m .
- Run time: $O(mn)$

SPACE SAVINGS

Bellman Equation

$$E[i, j] = \begin{cases} i, & \text{if } j = 0 \\ j, & \text{if } i = 0 \\ \min\{E[i, j - 1] + 1, E[i - 1, j] + 1, \\ \quad E[i - 1, j - 1] + A[i] \neq B[j]\}, & \text{otherwise} \end{cases}$$

How much space do we need?

- Notice that $E[i][j]$ depends on $E[i, j - 1]$, $E[i - 1, j]$, and $E[i - 1, j - 1]$.
- We only need previous and current row of matrix for calculations.

SEQUENCE ALIGNMENT

SEQUENCE ALIGNMENT

Scarites	C	T	A	G	A	T	C	G	T	A	C	C	A	-	-	A	T	T	T	A	C			
Carenum	C	T	A	G	A	T	C	G	T	A	C	C	A	C	A	-	T	A	C	-	T	T	A	C
Pasimachus	A	T	A	G	A	T	C	G	T	A	C	C	A	C	T	A	T	A	G	T	T	A	C	
Pheropsophus	C	T	A	G	A	T	C	G	T	C	C	A	C	-	-	A	C	A	T	A	T	A	C	
Brachinus armiger	A	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	A	T	A	T	A	T	A	C
Brachinus hirsutus	A	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	A	T	A	T	A	T	A	C
Aptinus	C	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	A	C	A	T	A	T	A	C
Pseudomorpha	C	T	A	G	A	T	C	G	T	A	C	C	-	-	-	A	C	A	T	A	T	A	C	

Needleman–Wunsch Problem

- An alphabet S .
- Strings $X = x_1x_2 \dots x_m$ and $Y = y_1y_2 \dots y_n$ from S .
- A matching $M = \{(i, j)\}$ of pairs without crossings, where $i \in [1, m]$ and $j \in [1, n]$.

SEQUENCE ALIGNMENT

Scarites	C	T	T	A	G	A	T	C	G	T	A	C	C	A	-	-	A	T	T	T	A	C			
Carenum	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	A	-	T	A	C	-	T	T	A	C
Pasimachus	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	T	A	T	A	G	T	T	A	C	
Pheropsophus	C	T	T	A	G	A	T	C	G	T	C	C	A	C	-	-	A	C	A	T	A	T	A	C	
Brachinus armiger	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	A	T	A	T	A	T	T	C
Brachinus hirsutus	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	T	A	T	A	T	A	C	
Aptinus	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	A	C	A	T	A	T	A	C
Pseudomorpha	C	T	T	A	G	A	T	C	G	T	A	C	C	-	-	-	A	C	A	T	A	T	A	C	

Needleman–Wunsch Problem

- An alphabet S .
- Strings $X = x_1x_2 \dots x_m$ and $Y = y_1y_2 \dots y_n$ from S .
- A matching $M = \{(i, j)\}$ of pairs without crossings, where $i \in [1, m]$ and $j \in [1, n]$.
- Cost:
 - Gaps (unmatched indexes) have a cost of δ .
 - For each symbol pair $p, q \in S$, α_{pq} is the matching cost.

SEQUENCE ALIGNMENT

Scarites	C	T	T	A	G	A	T	C	G	T	A	C	C	A	-	-	-	A	T	T	T	A	C		
Carenum	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	T	A	C	-	T	T	T	A	C
Pasimachus	T	T	A	G	A	T	C	G	T	A	C	C	A	C	T	A	T	A	G	T	T	A	C		
Pheropsophus	C	T	T	A	G	A	T	C	G	T	C	C	A	C	-	-	-	A	C	A	T	A	C		
Brachinus armiger	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	T	A	T	A	T	C
Brachinus hirsutus	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	T	A	T	A	T	A	C	
Aptinus	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	C	A	T	A	C	
Pseudomorpha	C	T	T	A	G	A	T	C	G	T	A	C	C	-	-	-	A	C	A	T	A	C			

Needleman–Wunsch Problem

- An alphabet S .
- Strings $X = x_1x_2 \dots x_m$ and $Y = y_1y_2 \dots y_n$ from S .
- A matching $M = \{(i, j)\}$ of pairs without crossings, where $i \in [1, m]$ and $j \in [1, n]$.
- Cost:
 - Gaps (unmatched indexes) have a cost of δ .
 - For each symbol pair $p, q \in S$, α_{pq} is the matching cost.
- Goal: Find the matching that minimizes the cost.

SEQUENCE ALIGNMENT

Soarites	C	T	T	A	G	A	T	C	G	T	A	C	C	A	A	-	-	A	A	T	A	T	T	A	C	
Carenum	C	T	T	A	G	A	T	C	G	T	A	C	C	A	A	-	-	T	A	C	-	T	T	T	A	C
Pasimachus	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	T	A	T	A	G	T	T	T	A	C	
Pheropsophus	C	T	T	A	G	A	T	C	G	T	T	C	C	A	C	-	-	-	A	C	A	T	A	T	A	C
Brachinus armiger	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	T	A	T	A	T	A	C
Brachinus hirsutus	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	T	A	T	A	T	A	C
Aptinus	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	C	A	T	T	A	C	
Pseudomorpha	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	C	A	T	T	A	C	

$$\delta = 3; \alpha_{pp} = 0; \alpha_{pq} = 1$$

🤖6: What is the cost of the matching:

o-currance
occurrence

Needleman–Wunsch Problem

- An alphabet S .
- Strings $X = x_1x_2 \dots x_m$ and $Y = y_1y_2 \dots y_n$ from S .
- A matching $M = \{(i, j)\}$ of pairs without crossings, where $i \in [1, m]$ and $j \in [1, n]$.
- Cost:
 - Gaps (unmatched indexes) have a cost of δ .
 - For each symbol pair $p, q \in S$, α_{pq} is the matching cost.
- Goal: Find the matching that minimizes the cost.

SEQUENCE ALIGNMENT

Soarites	C	T	T	A	G	A	T	C	G	T	A	C	C	A	A	-	-	A	T	A	T	T	A	C		
Carenum	C	T	T	A	G	A	T	C	G	T	A	C	C	A	A	-	-	T	A	C	-	T	T	T	A	C
Pasimachus	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	T	A	T	A	G	T	T	T	A	C	
Pheropsophus	C	T	T	A	G	A	T	C	G	T	T	C	C	A	C	-	-	-	A	C	A	T	A	T	A	C
Brachinus armiger	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	T	A	T	A	T	A	C
Brachinus hirsutus	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	T	A	T	A	T	A	C
Aptinus	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	C	A	T	A	T	A	C
Pseudomorpha	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	C	A	T	A	T	A	C

$$\delta = 3; \alpha_{pp} = 0; \alpha_{pq} = 1$$

🤖7: What is the cost of the matching:

o-curr-ance
occurre-nce

Needleman–Wunsch Problem

- An alphabet S .
- Strings $X = x_1x_2 \dots x_m$ and $Y = y_1y_2 \dots y_n$ from S .
- A matching $M = \{(i, j)\}$ of pairs without crossings, where $i \in [1, m]$ and $j \in [1, n]$.
- Cost:
 - Gaps (unmatched indexes) have a cost of δ .
 - For each symbol pair $p, q \in S$, α_{pq} is the matching cost.
- Goal: Find the matching that minimizes the cost.

SEQUENCE ALIGNMENT

Soarites	C	T	T	A	G	A	T	C	G	T	A	C	C	A	A	-	-	A	T	A	T	T	A	C		
Carenum	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	A	-	T	A	C	-	T	T	T	A	C
Pasimachus	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	T	A	T	A	G	T	T	T	A	C	
Pheropsophus	C	T	T	A	G	A	T	C	G	T	T	C	C	A	C	-	-	-	A	C	A	T	A	T	A	C
Brachinus armiger	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	T	A	T	A	T	A	C
Brachinus hirsutus	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	T	A	T	A	T	A	C
Aptinus	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	C	A	T	A	T	A	C
Pseudomorpha	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	-	A	C	A	T	A	T	A	C

$$\delta = 1; \alpha_{pp} = 0; \alpha_{pq} = 4$$

🤖8: What is the cost of the matching:

o-currance
occurrence

Needleman–Wunsch Problem

- An alphabet S .
- Strings $X = x_1x_2 \dots x_m$ and $Y = y_1y_2 \dots y_n$ from S .
- A matching $M = \{(i, j)\}$ of pairs without crossings, where $i \in [1, m]$ and $j \in [1, n]$.
- Cost:
 - Gaps (unmatched indexes) have a cost of δ .
 - For each symbol pair $p, q \in S$, α_{pq} is the matching cost.
- Goal: Find the matching that minimizes the cost.

SEQUENCE ALIGNMENT

Soarites	C	T	T	A	G	A	T	C	G	T	A	C	C	A	A	-	-	A	T	A	T	T	A	C	
Carenum	C	T	T	A	G	A	T	C	G	T	A	C	C	A	A	-	T	A	C	-	T	T	T	A	C
Pasimachus	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	T	A	T	A	G	T	T	T	A	C
Pheropsophus	C	T	T	A	G	A	T	C	G	T	T	C	C	A	C	-	-	A	C	A	T	A	T	A	C
Brachinus armiger	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	A	T	A	T	A	T	A	C
Brachinus hirsutus	A	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	A	T	A	T	A	T	A	C
Aptinus	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	A	C	A	T	A	T	A	C
Pseudomorpha	C	T	T	A	G	A	T	C	G	T	A	C	C	A	C	-	-	A	C	A	T	A	T	A	C

$$\delta = 1; \alpha_{pp} = 0; \alpha_{pq} = 4$$

🤖9: What is the cost of the matching:

o-curr-ance
occur-ence

Needleman–Wunsch Problem

- An alphabet S .
- Strings $X = x_1x_2 \dots x_m$ and $Y = y_1y_2 \dots y_n$ from S .
- A matching $M = \{(i, j)\}$ of pairs without crossings, where $i \in [1, m]$ and $j \in [1, n]$.
- Cost:
 - Gaps (unmatched indexes) have a cost of δ .
 - For each symbol pair $p, q \in S$, α_{pq} is the matching cost.
- Goal: Find the matching that minimizes the cost.

DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Basic Dichotomy

In optimal alignment M , either $(m, n) \in M$ or $(m, n) \notin M$.

DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Basic Dichotomy

In optimal alignment M , either $(m, n) \in M$ or $(m, n) \notin M$.

Lemma 1

Let M be any alignment of X and Y . If $(m, n) \notin M$, then either the m th position of X , or the n th position of Y is not matched in M .

DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Basic Dichotomy

In optimal alignment M , either $(m, n) \in M$ or $(m, n) \notin M$.

Lemma 1

Let M be any alignment of X and Y . If $(m, n) \notin M$, then either the m th position of X , or the n th position of Y is not matched in M .

Proof.



DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Basic Dichotomy

In optimal alignment M , either $(m, n) \in M$ or $(m, n) \notin M$.

Lemma 1

Let M be any alignment of X and Y . If $(m, n) \notin M$, then either the m th position of X , or the n th position of Y is not matched in M .

Proof.

- By way of contradiction, assume that



DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Basic Dichotomy

In optimal alignment M , either $(m, n) \in M$ or $(m, n) \notin M$.

Lemma 1

Let M be any alignment of X and Y . If $(m, n) \notin M$, then either the m th position of X , or the n th position of Y is not matched in M .

Proof.

- By way of contradiction, assume that $(m, n) \notin M$, and $(m, j), (i, n) \in M$ for $i < m$ and $j < n$.



DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Basic Dichotomy

In optimal alignment M , either $(m, n) \in M$ or $(m, n) \notin M$.

Lemma 1

Let M be any alignment of X and Y . If $(m, n) \notin M$, then either the m th position of X , or the n th position of Y is not matched in M .

Proof.

- By way of contradiction, assume that $(m, n) \notin M$, and $(m, j), (i, n) \in M$ for $i < m$ and $j < n$.
- Contradicts the non-crossing requirement.



DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Key Concepts for Optimality

In an optimal alignment M , at least one of the following is true:

- ① $(m, n) \in M$; or
- ② the m th position of X is not matched; or
- ③ the n th position of Y is not matched.

DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Key Concepts for Optimality

In an optimal alignment M , at least one of the following is true:

- 1 $(m, n) \in M$; or
 - 2 the m th position of X is not matched; or
 - 3 the n th position of Y is not matched.
- 🤖 How many dimensions for the matrix?

DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Key Concepts for Optimality

In an optimal alignment M , at least one of the following is true:

- 1 $(m, n) \in M$; or
 - 2 the m th position of X is not matched; or
 - 3 the n th position of Y is not matched.
- 2D matrix called A , where $A[i][j]$ is alignment of minimum cost for $x_1x_2 \dots x_i$ and $y_1y_2 \dots y_j$.

DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Key Concepts for Optimality

In an optimal alignment M , at least one of the following is true:

- 1 $(m, n) \in M$; or
 - 2 the m th position of X is not matched; or
 - 3 the n th position of Y is not matched.
- 2D matrix called A , where $A[i][j]$ is alignment of minimum cost for $x_1x_2 \dots x_i$ and $y_1y_2 \dots y_j$.
 - 🤖 Build the Bellman equation.

DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Key Concepts for Optimality

In an optimal alignment M , at least one of the following is true:

- 1 $(m, n) \in M$; or
 - 2 the m th position of X is not matched; or
 - 3 the n th position of Y is not matched.
- 2D matrix called A , where $A[i][j]$ is alignment of minimum cost for $x_1x_2 \dots x_i$ and $y_1y_2 \dots y_j$.
 - $A[i][j] = \min\{\alpha_{x_iy_j} + A[i-1][j-1], \delta + A[i-1][j], \delta + A[i][j-1]\}$

DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Key Concepts for Optimality

In an optimal alignment M , at least one of the following is true:

- 1 $(m, n) \in M$; or
 - 2 the m th position of X is not matched; or
 - 3 the n th position of Y is not matched.
- 2D matrix called A , where $A[i][j]$ is alignment of minimum cost for $x_1x_2 \dots x_i$ and $y_1y_2 \dots y_j$.
 - $A[i][j] = \min\{\alpha_{x_iy_j} + A[i-1][j-1], \delta + A[i-1][j], \delta + A[i][j-1]\}$
 - Runtime:

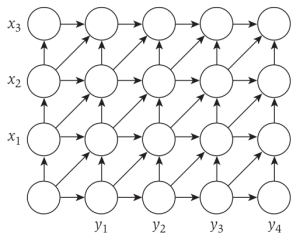
DESIGNING NEEDLEMAN–WUNSCH ALGORITHM

Key Concepts for Optimality

In an optimal alignment M , at least one of the following is true:

- 1 $(m, n) \in M$; or
 - 2 the m th position of X is not matched; or
 - 3 the n th position of Y is not matched.
- 2D matrix called A , where $A[i][j]$ is alignment of minimum cost for $x_1x_2 \dots x_i$ and $y_1y_2 \dots y_j$.
 - $A[i][j] = \min\{\alpha_{x_iy_j} + A[i-1][j-1], \delta + A[i-1][j], \delta + A[i][j-1]\}$
 - Runtime: $O(mn)$.

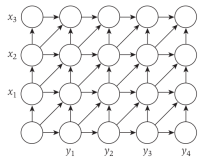
GRAPHING THE ALGORITHM



Theorem 2

Let $f(i, j)$ denote the minimum cost of a path from $(0, 0)$ to (i, j) in G_{XY} . Then, $\forall i, j f(i, j) = A[i][j]$.

GRAPHING THE ALGORITHM

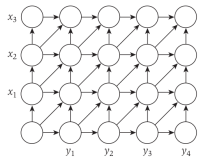


Theorem 2

Let $f(i, j)$ denote the minimum cost of a path from $(0, 0)$ to (i, j) in G_{XY} . Then, $\forall i, j f(i, j) = A[i][j]$.

Proof.

GRAPHING THE ALGORITHM



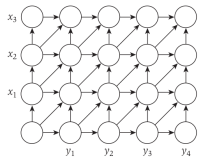
Theorem 2

Let $f(i, j)$ denote the minimum cost of a path from $(0, 0)$ to (i, j) in G_{XY} . Then, $\forall i, j f(i, j) = A[i][j]$.

Proof.

- By strong induction on

GRAPHING THE ALGORITHM



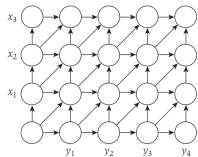
Theorem 2

Let $f(i, j)$ denote the minimum cost of a path from $(0, 0)$ to (i, j) in G_{XY} . Then, $\forall i, j f(i, j) = A[i][j]$.

Proof.

- By strong induction on $(i + j)$.

GRAPHING THE ALGORITHM



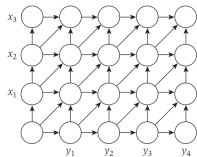
Theorem 2

Let $f(i, j)$ denote the minimum cost of a path from $(0, 0)$ to (i, j) in G_{XY} . Then, $\forall i, j f(i, j) = A[i][j]$.

Proof.

- By strong induction on $(i + j)$.
- Base case:

GRAPHING THE ALGORITHM



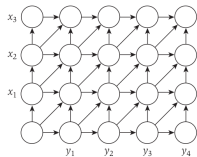
Theorem 2

Let $f(i, j)$ denote the minimum cost of a path from $(0, 0)$ to (i, j) in G_{XY} . Then, $\forall i, j f(i, j) = A[i][j]$.

Proof.

- By strong induction on $(i + j)$.
- Base case: $i + j = 0$. We have $f(0, 0) = 0 = A[0][0]$.
- Induction hypothesis: The claim holds for all pairs (i', j') such that $i' + j' < i + j$.

GRAPHING THE ALGORITHM



Theorem 2

Let $f(i, j)$ denote the minimum cost of a path from $(0, 0)$ to (i, j) in G_{XY} . Then, $\forall i, j \ f(i, j) = A[i][j]$.

Proof.

- By strong induction on $(i + j)$.
- Base case: $i + j = 0$. We have $f(0, 0) = 0 = A[0][0]$.
- Induction hypothesis: The claim holds for all pairs (i', j') such that $i' + j' < i + j$.
- Inductive step:

$$\begin{aligned} f(i, j) &= \min\{\alpha_{x_i y_j} + f(i - 1, j - 1), \delta + f(i - 1, j), \delta + f(i, j - 1)\} \\ &= \min\{\alpha_{x_i y_j} + A[i - 1][j - 1], \delta + A[i - 1][j], \delta + A[i][j - 1]\} \\ &= A[i, j] \end{aligned}$$

□

SEQUENCE ALIGNMENT EXAMPLE

$$A[i][j] = \min\{\alpha_{x_i y_j} + A[i-1][j-1], \delta + A[i-1][j], \delta + A[i][j-1]\}$$

- “mean” vs “name”

- $\delta = 2; \alpha = \begin{cases} 0 & \text{if same letter} \\ 3 & \text{if vowel to consonant} \\ 1 & \text{otherwise} \end{cases}$

n					
a					
e					
m					
-					
	-	n	a	m	e

SEQUENCE ALIGNMENT EXAMPLE

$$A[i][j] = \min\{\alpha_{x_i y_j} + A[i-1][j-1], \delta + A[i-1][j], \delta + A[i][j-1]\}$$

- “mean” vs “name”

- $\delta = 2; \alpha = \begin{cases} 0 & \text{if same letter} \\ 3 & \text{if vowel to consonant} \\ 1 & \text{otherwise} \end{cases}$

n	8	6	5	4	6
a	6	5	3	5	5
e	4	3	2	4	4
m	2	1	3	4	6
-	0	2	4	6	8
	-	n	a	m	e

SEQUENCE ALIGNMENT EXAMPLE

$$A[i][j] = \min\{\alpha_{x_i y_j} + A[i-1][j-1], \delta + A[i-1][j], \delta + A[i][j-1]\}$$

- “mean” vs “name”

- $\delta = 2; \alpha = \begin{cases} 0 & \text{if same letter} \\ 3 & \text{if vowel to consonant} \\ 2 & \text{otherwise} \end{cases}$

n					
a					
e					
m					
-					
	-	n	a	m	e

SEQUENCE ALIGNMENT EXAMPLE

$$A[i][j] = \min\{\alpha_{x_i y_j} + A[i-1][j-1], \delta + A[i-1][j], \delta + A[i][j-1]\}$$

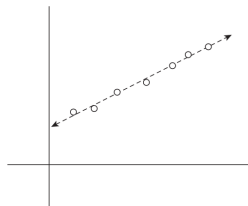
- “mean” vs “name”

- $\delta = 2; \alpha = \begin{cases} 0 & \text{if same letter} \\ 3 & \text{if vowel to consonant} \\ 2 & \text{otherwise} \end{cases}$

n	8	6	6	6	8
a	6	6	4	6	6
e	4	4	4	6	4
m	2	2	4	4	6
-	0	2	4	6	8
	-	n	a	m	e

LEAST SQUARES

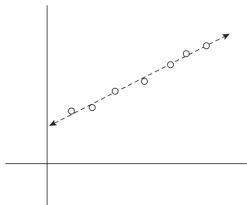
SEGMENTED LEAST SQUARES



Problem Setup

- Set of n points: $P := \{(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)\}$ on the plane.
- Suppose $x_1 < x_2 < \dots < x_n$.
- Find $L : y = ax + b$ that minimizes:
$$\text{Error}(L, P) = \sum_{i=1}^n (y_i - ax_i - b)^2 .$$

SEGMENTED LEAST SQUARES



Problem Setup

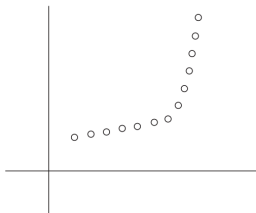
- Set of n points: $P := \{(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)\}$ on the plane.
- Suppose $x_1 < x_2 < \dots < x_n$.
- Find $L : y = ax + b$ that minimizes:

$$\text{Error}(L, P) = \sum_{i=1}^n (y_i - ax_i - b)^2 .$$

Problem Formulation

- Partition the points (by x) into contiguous subsets.
- Minimize the sum of $\text{Error}(L, p_i) + C$ for all subsets, where C is a fixed cost per subset.

SEGMENTED LEAST SQUARES



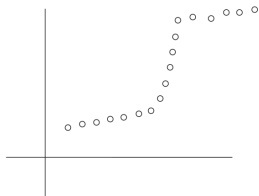
Problem Setup

- Set of n points: $P := \{(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)\}$ on the plane.
- Suppose $x_1 < x_2 < \dots < x_n$.
- Find $L : y = ax + b$ that minimizes:
$$\text{Error}(L, P) = \sum_{i=1}^n (y_i - ax_i - b)^2 .$$

Problem Formulation

- Partition the points (by x) into contiguous subsets.
- Minimize the sum of $\text{Error}(L, p_i) + C$ for all subsets, where C is a fixed cost per subset.

SEGMENTED LEAST SQUARES



Problem Setup

- Set of n points: $P := \{(x_1, y_1), (x_2, y_2), \dots, (x_n, y_n)\}$ on the plane.
- Suppose $x_1 < x_2 < \dots < x_n$.
- Find $L : y = ax + b$ that minimizes:

$$\text{Error}(L, P) = \sum_{i=1}^n (y_i - ax_i - b)^2 .$$

Problem Formulation

- Partition the points (by x) into contiguous subsets.
- Minimize the sum of $\text{Error}(L, p_i) + C$ for all subsets, where C is a fixed cost per subset.

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

- $e_{i,j}$ is the min error for a partition from i to j .

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

- $e_{i,j}$ is the min error for a partition from i to j .
- C is added each time as we are adding a new partition.

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

- $e_{i,j}$ is the min error for a partition from i to j .
- C is added each time as we are adding a new partition.
- $s[i]$ is optimum up to point i .

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

- $e_{i,j}$ is the min error for a partition from i to j .
- C is added each time as we are adding a new partition.
- $s[i]$ is optimum up to point i .

Complexity

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

- $e_{i,j}$ is the min error for a partition from i to j .
- C is added each time as we are adding a new partition.
- $s[i]$ is optimum up to point i .

Complexity

- Preprocessing error calc $e_{i,j}$ can be done in $O(n^3)$.

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

- $e_{i,j}$ is the min error for a partition from i to j .
- C is added each time as we are adding a new partition.
- $s[i]$ is optimum up to point i .

Complexity

- Preprocessing error calc $e_{i,j}$ can be done in $O(n^3)$.
- Number of cells:

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

- $e_{i,j}$ is the min error for a partition from i to j .
- C is added each time as we are adding a new partition.
- $s[i]$ is optimum up to point i .

Complexity

- Preprocessing error calc $e_{i,j}$ can be done in $O(n^3)$.
- Number of cells: $O(n)$.

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

- $e_{i,j}$ is the min error for a partition from i to j .
- C is added each time as we are adding a new partition.
- $s[i]$ is optimum up to point i .

Complexity

- Preprocessing error calc $e_{i,j}$ can be done in $O(n^3)$.
- Number of cells: $O(n)$.
- Work done for cell j :

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

- $e_{i,j}$ is the min error for a partition from i to j .
- C is added each time as we are adding a new partition.
- $s[i]$ is optimum up to point i .

Complexity

- Preprocessing error calc $e_{i,j}$ can be done in $O(n^3)$.
- Number of cells: $O(n)$.
- Work done for cell j : $O(j)$.

DP SOLUTION

$$s[j] = \min_{1 \leq i \leq j} (e_{i,j} + C + s[i - 1])$$

Notes

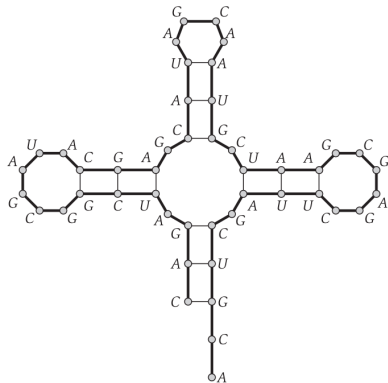
- $e_{i,j}$ is the min error for a partition from i to j .
- C is added each time as we are adding a new partition.
- $s[i]$ is optimum up to point i .

Complexity

- Preprocessing error calc $e_{i,j}$ can be done in $O(n^3)$.
- Number of cells: $O(n)$.
- Work done for cell j : $O(j)$.
- Overall: $O(n^2)$.

RNA SECONDARY STRUCTURE

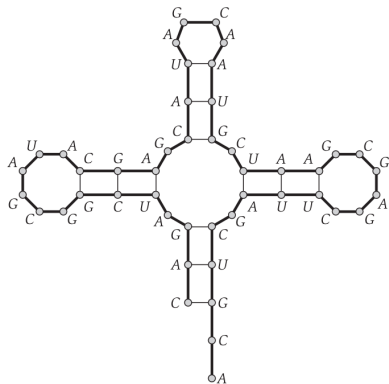
RNA SECONDARY STRUCTURE



Problem Definition

- RNA tends to loop back on itself, forming base pairs.
- RNA alphabet: $\{A, C, G, U\}$.
- Valid pairs: (A, U) or (C, G) .

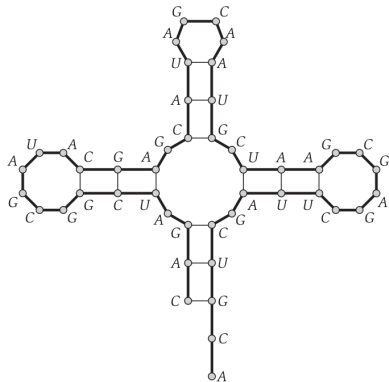
RNA SECONDARY STRUCTURE



Problem Definition

- RNA tends to loop back on itself, forming base pairs.
- RNA alphabet: $\{A, C, G, U\}$.
- Valid pairs: (A, U) or (C, G) .
- Input: n length string:
 $B = b_1b_2 \dots b_n$
- Output: Determine a secondary structure with maximum number of base pairs.

RNA SECONDARY STRUCTURE



Secondary Structure

$S = \{(i, j)\}$, where $i < j$ and $i, j \in \{1, \dots, n\}$, such that:

- ❶ No Sharp turns: $i < j - d$ for some constant d .
- ❷ All pairs are valid.
- ❸ S is a matching: no base appears more than once.
- ❹ Non-crossing: For any $(i, j), (i', j') \in S$, we cannot have $i < i' < j < j'$.

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.
- No sharp turns: $m[j] = 0$ for $j \leq d + 1$.

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.
- No sharp turns: $m[j] = 0$ for $j \leq d + 1$.
- Solution: $m[n]$.

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.
- No sharp turns: $m[j] = 0$ for $j \leq d + 1$.
- Solution: $m[n]$.

Recursive Sub-problems

Dichotomy:

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.
- No sharp turns: $m[j] = 0$ for $j \leq d + 1$.
- Solution: $m[n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[j] = m[j - 1]$.

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.
- No sharp turns: $m[j] = 0$ for $j \leq d + 1$.
- Solution: $m[n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[j] = m[j - 1]$.
- 2 j is paired with $t < j - d$:
 - Non-crossing: No pairs between $[1, t - 1]$ and $[t + 1, j - 1]$.

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.
- No sharp turns: $m[j] = 0$ for $j \leq d + 1$.
- Solution: $m[n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[j] = m[j - 1]$.
- 2 j is paired with $t < j - d$:
 - Non-crossing: No pairs between $[1, t - 1]$ and $[t + 1, j - 1]$.
 - Sub-problems:

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.
- No sharp turns: $m[j] = 0$ for $j \leq d + 1$.
- Solution: $m[n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[j] = m[j - 1]$.
- 2 j is paired with $t < j - d$:
 - Non-crossing: No pairs between $[1, t - 1]$ and $[t + 1, j - 1]$.
 - Sub-problems:
 - 1 Max pairs in $[1, t - 1]$: $m[t - 1]$.

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.
- No sharp turns: $m[j] = 0$ for $j \leq d + 1$.
- Solution: $m[n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[j] = m[j - 1]$.
- 2 j is paired with $t < j - d$:
 - Non-crossing: No pairs between $[1, t - 1]$ and $[t + 1, j - 1]$.
 - Sub-problems:
 - 1 Max pairs in $[1, t - 1]$: $m[t - 1]$.
 - 2 Max pairs in $[t + 1, j - 1]$:

FIRST DYNAMIC PROGRAMMING ATTEMPT

1D Approach

- 1D array m , where $m[j]$ is the maximum # of pairs among: $b_1 b_2 \dots b_j$.
- No sharp turns: $m[j] = 0$ for $j \leq d + 1$.
- Solution: $m[n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[j] = m[j - 1]$.
- 2 j is paired with $t < j - d$:
 - Non-crossing: No pairs between $[1, t - 1]$ and $[t + 1, j - 1]$.
 - Sub-problems:
 - 1 Max pairs in $[1, t - 1]$: $m[t - 1]$.
 - 2 Max pairs in $[t + 1, j - 1]$: Restricted to $b_{t+1} b_{t+2} \dots b_{j-1}$ which current DP does not calculate.

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.
- No sharp turns: $m[i][j] = 0$ for $i \geq j - d$.

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.
- No sharp turns: $m[i][j] = 0$ for $i \geq j - d$.
- Solution:

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.
- No sharp turns: $m[i][j] = 0$ for $i \geq j - d$.
- Solution: $m[1][n]$.

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.
- No sharp turns: $m[i][j] = 0$ for $i \geq j - d$.
- Solution: $m[1][n]$.

Recursive Sub-problems

Dichotomy:

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.
- No sharp turns: $m[i][j] = 0$ for $i \geq j - d$.
- Solution: $m[1][n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[i][j] = m[i][j - 1]$.

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.
- No sharp turns: $m[i][j] = 0$ for $i \geq j - d$.
- Solution: $m[1][n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[i][j] = m[i][j - 1]$.
- 2 j is paired with $i \leq t < j - d$
 - v_{ij} as indicator: 1 if valid pair, 0 otherwise
 - Non-crossing: No pairs between $[i, t - 1]$ and $[t + 1, j - 1]$.

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.
- No sharp turns: $m[i][j] = 0$ for $i \geq j - d$.
- Solution: $m[1][n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[i][j] = m[i][j - 1]$.
- 2 j is paired with $i \leq t < j - d$
 - v_{ij} as indicator: 1 if valid pair, 0 otherwise
 - Non-crossing: No pairs between $[i, t - 1]$ and $[t + 1, j - 1]$.
 - Sub-problems:
 - 1 Max pairs in $[i, t - 1]$: $m[i][t - 1]$.

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.
- No sharp turns: $m[i][j] = 0$ for $i \geq j - d$.
- Solution: $m[1][n]$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[i][j] = m[i][j - 1]$.
- 2 j is paired with $i \leq t < j - d$
 - v_{ij} as indicator: 1 if valid pair, 0 otherwise
 - Non-crossing: No pairs between $[i, t - 1]$ and $[t + 1, j - 1]$.
 - Sub-problems:
 - 1 Max pairs in $[i, t - 1]$: $m[i][t - 1]$.
 - 2 Max pairs in $[t + 1, j - 1]$: $m[t + 1][j - 1]$.

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[i][j] = m[i][j - 1]$.
- 2 j is paired with $i \leq t < j - d$
 - v_{ij} as indicator: 1 if valid pair, 0 otherwise
 - Non-crossing: No pairs between $[i, t - 1]$ and $[t + 1, j - 1]$.
 - Sub-problems:
 - 1 Max pairs in $[i, t - 1]$: $m[i][t - 1]$.
 - 2 Max pairs in $[t + 1, j - 1]$: $m[t + 1][j - 1]$.

 What is the Bellman equation?

SECOND DYNAMIC PROGRAMMING ATTEMPT

2D Approach

- 2D array m , where $m[i][j]$ is the maximum # of pairs among: $b_i b_{i+1} \dots b_j$.

Recursive Sub-problems

Dichotomy:

- 1 j is not a pair: $m[i][j] = m[i][j - 1]$.
- 2 j is paired with $i \leq t < j - d$
 - v_{ij} as indicator: 1 if valid pair, 0 otherwise
 - Non-crossing: No pairs between $[i, t - 1]$ and $[t + 1, j - 1]$.
 - Sub-problems:
 - 1 Max pairs in $[i, t - 1]$: $m[i][t - 1]$.
 - 2 Max pairs in $[t + 1, j - 1]$: $m[t + 1][j - 1]$.

$$m[i][j] = \max(m[i][j - 1], \max_{i \leq t < j - d} \{v_{ij} \cdot (1 + m[i][t - 1] + m[t + 1][j - 1])\})$$

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4				
3				
2				
1				
j	6	7	8	9

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4	0	0	0	
3	0	0		
2	0			
1				
j	6	7	8	9

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4	0	0	0	0
3	0	0	1	
2	0	0		
1	1			
j	6	7	8	9

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4	0	0	0	0
3	0	0	1	1
2	0	0	1	
1	1	1		
j	6	7	8	9

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4	0	0	0	0
3	0	0	1	1
2	0	0	1	1
1	1	1	1	
j	6	7	8	9

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4	0	0	0	0
3	0	0	1	1
2	0	0	1	1
1	1	1	1	2
j	6	7	8	9

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4	0	0	0	0
3	0	0	1	1
2	0	0	1	1
1	1	1	1	2
j	6	7	8	9

Running Time

- # of cells:
- Work per cell:

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4	0	0	0	0
3	0	0	1	1
2	0	0	1	1
1	1	1	1	2
j	6	7	8	9

Running Time

- # of cells: $O(n^2)$.
- Work per cell:

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = \text{ACCGGUAGU}$ and $d = 4$

i				
4	0	0	0	0
3	0	0	1	1
2	0	0	1	1
1	1	1	1	2
j	6	7	8	9

Running Time

- # of cells: $O(n^2)$.
- Work per cell:

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4	0	0	0	0
3	0	0	1	1
2	0	0	1	1
1	1	1	1	2
j	6	7	8	9

Running Time

- # of cells: $O(n^2)$.
- Work per cell: $O(n)$.

RNA SECONDARY STRUCTURE EXAMPLE

$$m[i][j] = \max \left(m[i][j-1], \max_{i \leq t < j-d} \{v_{tj} \cdot (1 + m[i][t-1] + m[t+1][j-1])\} \right)$$

- $B = ACCGGUAGU$ and $d = 4$

i				
4	0	0	0	0
3	0	0	1	1
2	0	0	1	1
1	1	1	1	2
j	6	7	8	9

Running Time

- # of cells: $O(n^2)$.
- Work per cell: $O(n)$.
- Overall: $O(n^3)$.

APPENDIX

REFERENCES

IMAGE SOURCES I



[https://medium.com/neurosapiens/
2-dynamic-programming-9177012dcdd](https://medium.com/neurosapiens/2-dynamic-programming-9177012dcdd)



[https://angelberh7.wordpress.com/2014/10/
08/biografia-de-lester-randolph-ford-jr/](https://angelberh7.wordpress.com/2014/10/08/biografia-de-lester-randolph-ford-jr/)

Source	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
Carman	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
Fairweather	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
Phenograph	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
Brubaker arrange	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
Brubaker tarot	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
Alfiaz	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
Paradise	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50

<http://www.sequence-alignment.com/>



[https://medium.com/koderunners/
genetic-algorithm-part-3-knapsack-problem-b59035](https://medium.com/koderunners/genetic-algorithm-part-3-knapsack-problem-b59035)



WISCONSIN
UNIVERSITY OF WISCONSIN-MADISON

<https://brand.wisc.edu/web/logos/>

IMAGE SOURCES II



https://www.pngfind.com/mpng/mTJmbx_spongebob-squarepants-png-image-spongebob-cartoon



https://www.pngfind.com/mpng/xhJRmT_cheshire-cat-vintage-drawing-alice-in-wonderland