

# CSCI-SHU 220: Algorithms

## Dynamic Programming I

NYU Shanghai  
Spring 2025

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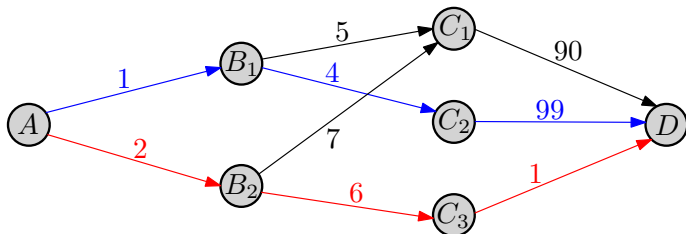
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  - If locally optimal = globally optimal, the greedy algorithm works.
  - If locally optimal  $\neq$  globally optimal, the greedy algorithm fails.
- So for some problems, we have to consider optimality globally.

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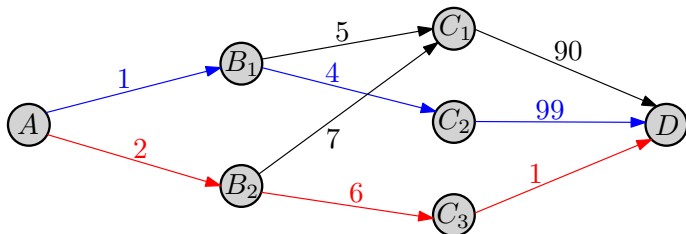
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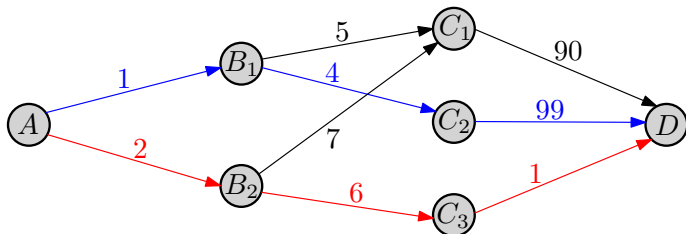
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- Moving  $A \rightarrow B_1$  only costs 1 but brings us to a “bad” position  $B_1$ .  
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- Moving  $A \rightarrow B_1$  only costs 1 but brings us to a “bad” position  $B_1$ . Moving  $A \rightarrow B_2$  costs 2 but brings us to a “good” position  $B_2$ .
- Should consider the **cost** and the **position** simultaneously.

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# Dynamic programming

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- $A \rightarrow B_1$  or  $A \rightarrow B_2$ ? Depend on which of the above two is smaller.
- Knowing the **shortest path** from  $B_1$  to  $D$  and the **shortest path** from  $B_2$  to  $D$ , we can make a **globally optimal choice** at  $A$ , thus directly compute the **shortest path** from  $A$  to  $D$ .

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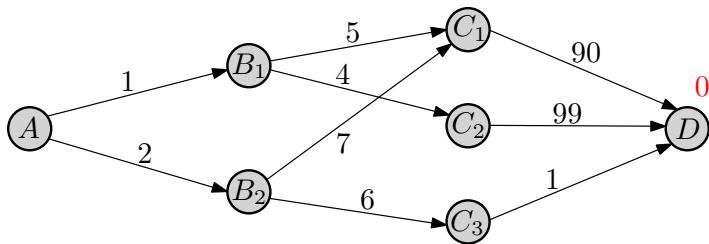
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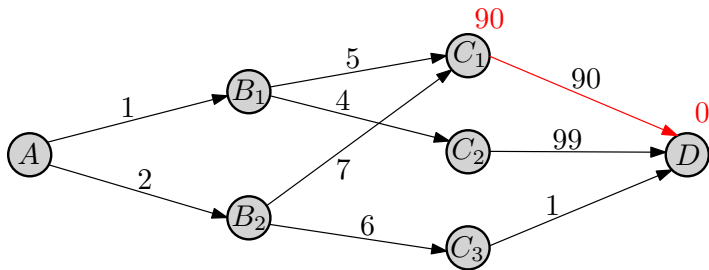
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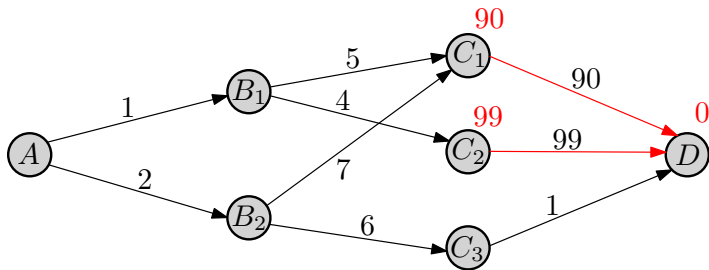
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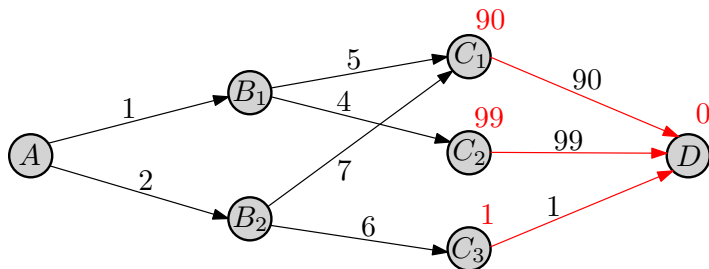
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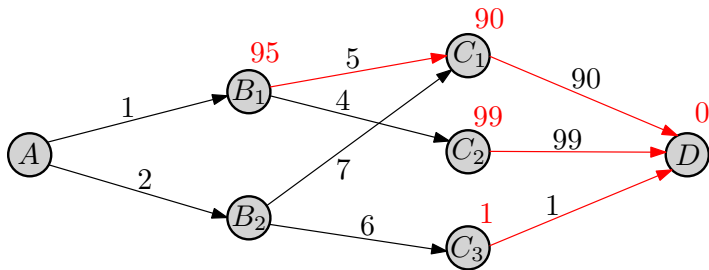
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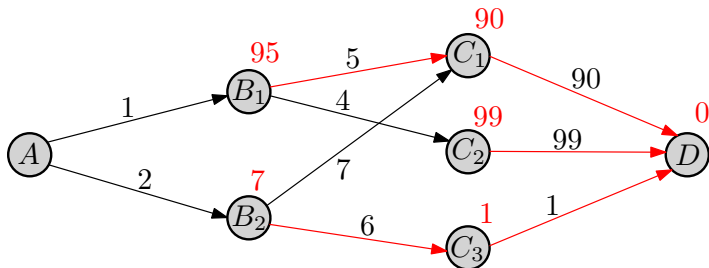
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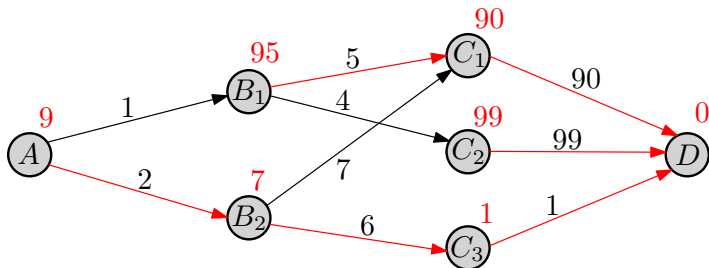
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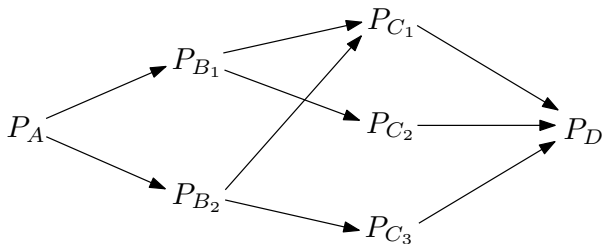
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- **Step 1** is the most **technical** and **important** step.

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For **each choice**  $c$  of the **first** (or **last**) step to construct a solution of  $P$ , the **optimal cost** of a solution taking this choice can be expressed as a function  $f_c(\text{opt}(Q_1), \dots, \text{opt}(Q_r))$ .

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- $C(P)$  = the set of choices of the first (or last) step for  $P$

- $\text{opt}(P) = \min_{c \in C(P)} f_c(\text{opt}(Q_1), \dots, \text{opt}(Q_r))$  for minimization.  
 $\text{opt}(P) = \max_{c \in C(P)} f_c(\text{opt}(Q_1), \dots, \text{opt}(Q_r))$  for maximization.

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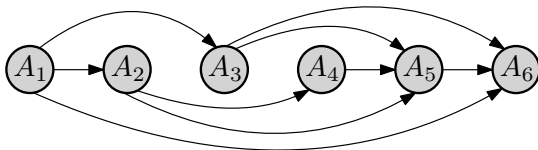
## Problem (shortest path)

Suppose there are  $n$  cities  $A_1, \dots, A_n$  and a set  $E$  of  $m$  edges connecting these cities. Each path directs from a city  $A_i$  to another city  $A_j$  for  $j > i$ , and has a **length**. Our goal is to find a **shortest path** from  $A_1$  to  $A_n$ .

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- $\text{SHORTESTPATH}(n, A_1, \dots, A_n, E)$   
     $\text{opt}[1] \leftarrow 0$   
    **for**  $i = 2, \dots, n$  **do**  
         $E_i \leftarrow \{e \in E : \text{target}(e) = i\}$   
        **if**  $E_i = \emptyset$  **then**  $\text{opt}[i] \leftarrow +\infty$   
        **else**  $\text{opt}[i] \leftarrow \min_{e \in E_i} (\text{length}(e) + \text{opt}[\text{source}(e)])$   
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- Time complexity =  $O(n^2)$  or  $O(n + |E|)$  if implemented carefully

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- If we have edges between all  $\binom{n}{2}$  pairs of cities...  
    
$$T(n) \geq \sum_{i=1}^{n-1} T(i) \implies T(n) = \Omega(2^n)$$

# Dynamic programming

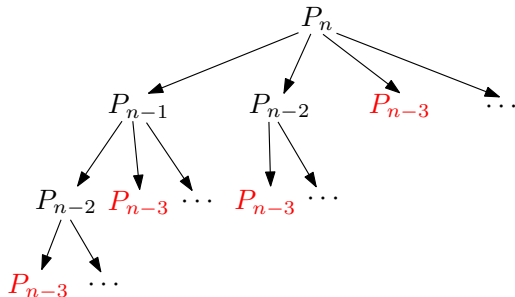
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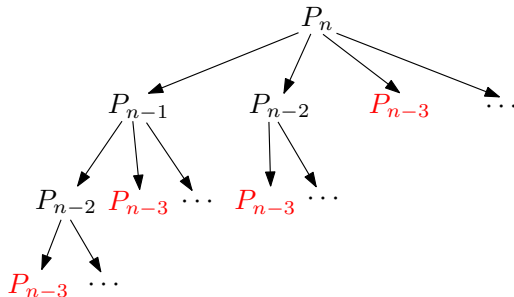
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- When we have  $\binom{n}{2}$  edges,  $P_{n-3}$  is solved **4 times**.



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$\text{last}[i] \leftarrow \arg \min_{e \in E_i} (\text{length}(e) + \text{opt}[\text{source}(e)])$

$\text{path} \leftarrow []$  and  $i \leftarrow n$

**while**  $i > 1$  **do**

$\text{path} \leftarrow [\text{last}[i]] + \text{path}$

$i \leftarrow \text{source}(\text{last}[i])$

**return** ( $\text{opt}[n], \text{path}$ )

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- Can we do even better?



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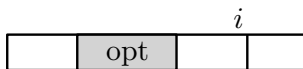
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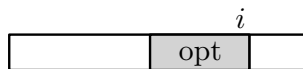
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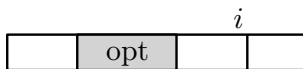
Case 1



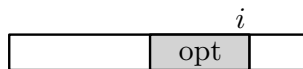
Case 2

# Maximum subarray

- How about using DP?
- In order to use DP, we need to define a set  $\mathcal{S}$  of **subproblems**.
- **First attempt**  
 $P_i$  = computing the maximum subarray of  $A[1 \dots i]$   
 $\mathcal{S} = \{P_1, \dots, P_n\}$
- Try to solve  $P_i$  using the optimal solutions of  $P_1, \dots, P_{i-1}$ ?



Case 1



Case 2

- Seems **impossible**... An optimal solution of  $P_i$  may **end at**  $A[i]$ , and in this case the optimal solutions of  $P_1, \dots, P_{i-1}$  are not helpful.

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- **Second attempt**

$P_i$  = computing the maximum subarray of  $A$  ending at  $A[i]$

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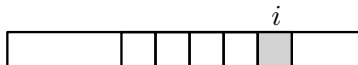
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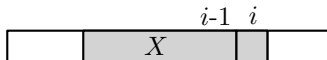
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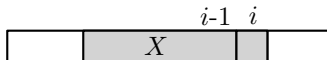
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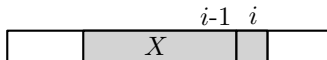
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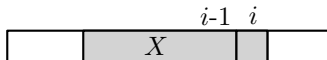
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In NYUSH, there are  $n$  proposed activities  $a_1, \dots, a_n$ , which wish to use the same room. Each activity  $a_i$  has a start time  $s_i$ , a finish time  $f_i$ , and a weight  $w_i > 0$ . We want to select a subset of **compatible** activities with **maximum total weight**.

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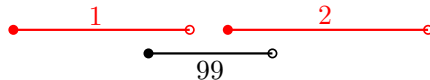


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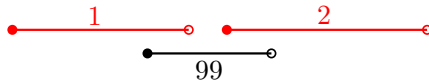


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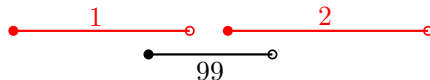
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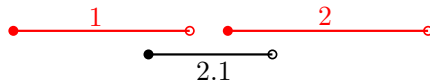
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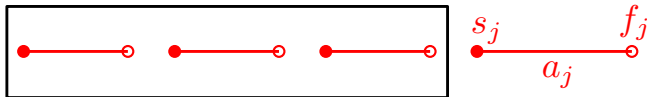
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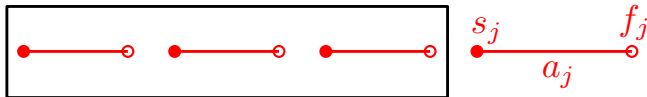




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- $C(P_i) = \{1, \dots, i\}$   
Choosing  $j \in C(P_i)$  means  $a_j$  is the rightmost activity in the solution.

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Sort the activities such that  $F[1] \leq \dots \leq F[n]$

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- A **subsequence** of  $A[1 \dots n]$  is an array  $B[1 \dots m]$  for  $m \leq n$  such that there exists  $i_1 < \dots < i_m$  satisfying  $B[j] = A[i_j]$  for  $j \in \{1, \dots, m\}$ .

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### • Example

6	3	7	5	6	1	9	18	14	4	15
---	---	---	---	---	---	---	----	----	---	----

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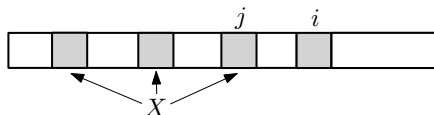
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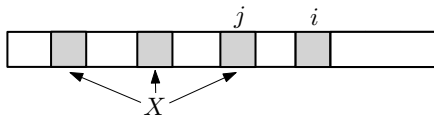
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- The solution consists of  $A[i]$  and an **IS**  $X$  of  $A$  ending at  $A[j]$ .  
**Score** =  $\text{length}(X) + 1$ , maximized when  $\text{length}(X) = \text{opt}(P_j)$ .

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- $\text{LIS}(n, A)$

**for**  $i = 1, \dots, n$  **do**

$m \leftarrow 0$  and  $k \leftarrow 0$

**for**  $j = 1, \dots, i - 1$  **do**

**if**  $A[j] < A[i]$  and  $\text{opt}[j] > m$  **then**

$m \leftarrow \text{opt}[j]$  and  $k \leftarrow j$

$\text{opt}[i] \leftarrow m + 1$  and  $\text{pos}[i] \leftarrow j$

$i^* = \arg \max_{i \in \{1, \dots, n\}} \text{opt}[i]$

$i \leftarrow i^*$  and  $B \leftarrow [A[i]]$

**while**  $\text{pos}[i] > 0$  **do**

$i \leftarrow \text{pos}[i]$  and  $B \leftarrow [A[i]] + B$

**return**  $B$

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- Example**

Z	C	B	A	C	C	K	X	U	L	P
C	K	A	T	U	B	C	X	P	A	Z

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Consider a common subsequence  $A[i_1, \dots, i_m] = B[j_1, \dots, j_m]$  of  $A, B$  and observe the subsequence  $A'[i_1, \dots, i_m]$  of  $A'$ . What do you find?



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- 3 Compute an **LIS of  $A'$** , which corresponds to an **LCS of  $A$  and  $B$** .

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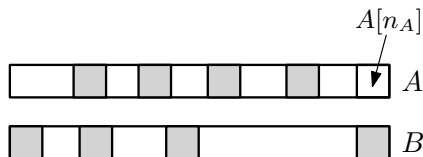
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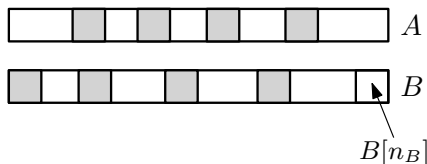
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In this case,  $C$  is an LCS of  $A[1 \dots n_A - 1]$  and  $B$ .

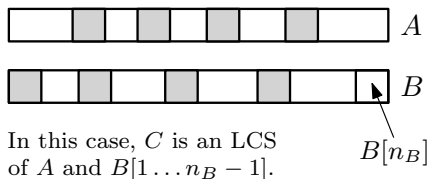
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- **Case 2.**  $C$  doesn't contain  $B[n_B]$ .



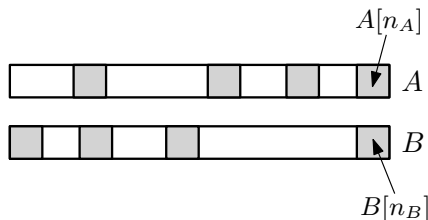
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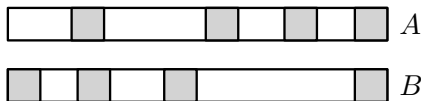
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In this case,  $C$  consists of  $A[n_A] = B[n_B]$  and an LCS of  $A[1 \dots n_A-1]$  and  $B[1 \dots n_B-1]$ .

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- $P_{i,j}$  = computing an LCS of  $A[1 \dots i]$  and  $B[1 \dots j]$ .  
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- **Boundary case**  
 $\text{opt}(P_{i,0}) = \text{opt}(P_{0,j}) = 0$  for all  $i$  and all  $j$

# Longest common subsequence

- $\text{LCS}(n_A, A, n_B, B)$

$\text{opt}[i, 0] \leftarrow 0$  and  $\text{opt}[0, j] \leftarrow 0$  for  $i, j \in \{0, 1, \dots, n\}$

**for**  $i = 1, \dots, n_A$  **do**

**for**  $j = 1, \dots, n_B$  **do**

$\text{opt}[i, j] \leftarrow \max\{\text{opt}[i - 1, j], \text{opt}[i, j - 1]\}$

**if**  $A[i] = B[j]$  and  $\text{opt}[i, j] < \text{opt}[i - 1, j - 1] + 1$  **then**

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**for**  $j = 1, \dots, n_B$  **do**

$\text{opt}[i, j] \leftarrow \max\{\text{opt}[i - 1, j], \text{opt}[i, j - 1]\}$

**if**  $A[i] = B[j]$  and  $\text{opt}[i, j] < \text{opt}[i - 1, j - 1] + 1$  **then**

$\text{opt}[i, j] \leftarrow \text{opt}[i - 1, j - 1] + 1$

**return**  $\text{opt}[n_A, n_B]$

- The above code only returns the **optimum**, i.e., the **length** of an LCS. Try to figure out by yourself how to retrieve an **LCS**!



# Longest common subsequence

- $\text{LCS}(n_A, A, n_B, B)$   
     $\text{opt}[i, 0] \leftarrow 0$  and  $\text{opt}[0, j] \leftarrow 0$  for  $i, j \in \{0, 1, \dots, n\}$   
    **for**  $i = 1, \dots, n_A$  **do**  
        **for**  $j = 1, \dots, n_B$  **do**  
             $\text{opt}[i, j] \leftarrow \max\{\text{opt}[i - 1, j], \text{opt}[i, j - 1]\}$   
            **if**  $A[i] = B[j]$  and  $\text{opt}[i, j] < \text{opt}[i - 1, j - 1] + 1$  **then**  
                 $\text{opt}[i, j] \leftarrow \text{opt}[i - 1, j - 1] + 1$   
    **return**  $\text{opt}[n_A, n_B]$
- The above code only returns the **optimum**, i.e., the **length** of an LCS. Try to figure out by yourself how to retrieve an **LCS**!
- Time complexity =  $O(n_A n_B) = O(n^2)$  where  $n = n_A + n_B$