

02-613 Week 10

Algorithms and Advanced Data Structures

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Dynamic Programming

Dynamic programming is type of problem that requires reusing (or storing) values or subproblems.

Bellman-Ford is Dynamic Programming

As a review, Bellman-Ford is the algorithm which finds the shortest path between two points, assuming there can be negative edges (and no negative cycles).

We define the function $\text{OPT}(v, i)$ as the **min cost** from $S \rightarrow v$ in i steps. (S is the start node.)

- If the best $S \rightarrow v$ path uses $< i$ edges, then $\text{OPT}(v, i) = \text{OPT}(v, i - 1)$.
- If the best $S \rightarrow v$ path uses i edges, for some w , then $\text{OPT}(v, i) = d(v, w) + \text{OPT}(w, i - 1)$

Summarized, we have:

$$\text{OPT}(v, i) = \min \begin{cases} \text{OPT}(v, i - 1) \\ \min_{w \in N(v)} [\text{OPT}(w, i - 1) + d(v, w)] \end{cases}$$

Essentially, if we can figure out the set of **OPT**values at the previous iteration, we can solve for all the **OPT**values at the current iteration.

- In the worst case, each recursive case takes $O(n)$. In the worst case for an **OPT**operation, we have n vertices and n (i) steps. Therefore, the entire algorithm takes $O(n^3)$.
- However, this is the naive algorithm. Notice that we probably search for the same **OPT**value multiple times, and therefore it can be more efficient if we store the values.
- We can draw a 2D grid, with one axis representing the vertices (v) and one axis representing allowed path length (i).
- Filling the grid (naively) also takes $O(n^3)$. However, we can also analyze that each update for allowed path length (e.g., one row of the table) only requires iterating through every *edge*. Therefore, we can write the runtime as $O(VE)$ instead.

Subset Sum

Given an integer bound W and n items, each with weight $w_i \in \mathbb{N}$, find a subset S of items to maximize $\sum_{i \in S} w_i$ while $\sum_{i \in S} w_i < W$. To do this, define $\text{OPT}(j, l)$ as the optimal subset considering objects $[1, j]$ with max weight $l \leq w$.

We can define the following recurrence relation:

$$\text{OPT}(j, l) = \max \begin{cases} \text{OPT}(j - 1, l) \\ w_j + \text{OPT}(j - 1, l - w_j) \end{cases}$$

- We can store all the OPT values in a table, and have the our goal be to solve for $\text{OPT}(n, w)$, which is the bottom corner.
- To initialize the table, we can assume $\text{OPT}(0, l) = 0$ and $\text{OPT}(j, 0) = 0$, since they correspond to including zero integers and zero maximum weight, respectively.

Knapsack Problem

Given a bound W , and a collection of items (each with weight w_i and value v_i), find a subset S which maximizes $\sum_{i \in S} v_i$ while keeping $\sum_{i \in S} w_i \leq W$.

The recurrence relation can be defined as

$$\text{OPT}(j, l) = \max \begin{cases} \text{OPT}(j-1, l) \\ v_j + \text{OPT}(j-1, l-w) \end{cases}$$

The base and goal is the same as subset sum.

Edit Distance

Given two strings $A = a_1a_2 \dots a_n$, $B = b_1b_2 \dots b_m$, measure some similarity or distance between A and B . One way we can do this is by **edit distance**. Edit distance, $d(a, b)$ is defined as the minimum number of single character edits needed to turn A into B .

For example, let $A = \text{apple}$, $b = \text{pear}$. The edit distance between A and B is 4, since

```
apple  (del a)
pple   (p -> e)
pele   (l -> a)
peae   (e -> r)
pear
```

How do we calculate this? Let's consider prefixes. Compare only the first letter of each string at a time. There are only three "moves" we can do: replacement, deletion, insertion. Therefore, we can write the following recurrence relation:

- If $A_i == B_j$,
 - $\text{OPT}(i-1, j-1)$ (no change)
- If $A_i != B_j$,
 - $\text{OPT}(i-1, j) + 1$ (insertion)
 - $\text{OPT}(i, j-1) + 1$ (deletion)
 - $\text{OPT}(i-1, j-1) + 1$ (replacement)

The relation is the minimum of all the above choices. From here, we can draw the classic dp table.

		P E A R				
		0	1	2	3	4
0	0	0	1	2	3	4
A	1	1	1	2	2	3
P	2	2	1	2	3	3
P	3	3	2	2	3	4
L	4	4	3	3	3	4
E	5	5	4	3	4	4

Gap Scoring

In the context of a genome, we cannot just insert or delete single nucleotides, because if we do, we may possibly mess up a protein (which one amino acid is three base pairs). For example, consider “misspell” versus “mispell”.

```
misspell
||| |||
mis-pell
```

There is one indel, and 7 matches. Now, consider “spite” versus “suite”. We can either have one mismatch or two indels.

```
spite      s-pite
|X|||     |  |||
suite      su-ite
```

Depending on what we are optimizing over, it may be better to have one mismatch, or two indels. Therefore, we now have the notion of a score, which the user can weigh them differently. Compared to edit distance, where every modification is weighted the same, this one does not, and is a more general case.

Sequence Alignment

- Cost of aligning: c
- Cost of indel: λ

$$\text{score}(i, j) = \max \begin{cases} \text{score}(i-1, j-1) + c \\ \text{score}(i, j-1) + \lambda \\ \text{score}(i-1, j) + \lambda \\ \text{score}(i-1, j-1), & \text{only if } x = y \end{cases}$$

Affine Gaps

Affine Gap is a subproblem of sequence alignment. Consider the following two alignments:

```
ATTTGT      ATTTGT
A--TGA      A-T-GA
```

Intuitively, which is better? (It’s probably the first one.) Affine gap, instead of just considering the gaps, also consider the rest of the sequence. For example,

- the first alignment here would score (1 mismatch + 3 matches + 1 gap + 2 extensions)
- the second alignment here would serve (1 mismatch + 3 matches + 2 gaps + 2 extensions)

This can be done in $O(n^2)$ using three tables, each table having $O(n^2)$ cells, each taking $O(1)$ to fill.

RNA Folding

RNA is a single strand that folds up

- G and C stick together
- A and U stick together
- Bases closer than 4 together cannot pair
- Pairs cannot cross (e.g., if (i, j) and (k, l) pair, then $i < k < l < j$)

At a given iteration, consider i and j :

```
if we match i + j:
    OPT(i + 1, j - 1) + 1
else if we don't match i:
    OPT(i + 1, j)
else if we match on something in k in [i + 4, j):
    OPT(i + 1, k - 1) + OPT(k + 1, j) + 1
```

With this recurrence relation, we need the base cases:

- The top left corner would be $\text{OPT}(i, i + l) \forall l < 4$, which is equal to zero
- We fill from the diagonal, where $i = j$. Because the third case is a loop, we need to start from the diagonal. The above base condition is along the diagonal.
- We only fill half of the entire matrix.

This algorithm has a runtime of $O(n^3)$. This is because there are $O(n^2)$ cells to fill in, and each one takes $O(n)$ time due to the loop.