## Week 5 Notes

Monday, February 20, 2023 8:46 AM

**Dynamic Programing** 

**Change Problem** 

Finding the minimum number of coins for change

```
\begin{aligned} & \operatorname{DPChange}(\textit{money}, \textit{coins}) \\ & \textit{MinNumCoins}(0) \leftarrow 0 \\ & \text{for } \textit{m} \; \text{from 1 to } \textit{money} \colon \\ & \textit{MinNumCoins}(\textit{m}) \leftarrow \infty \\ & \text{for } \textit{i} \; \text{from 1 to } |\textit{coins}| \colon \\ & \text{if } \textit{m} \geq \textit{coin}_i \colon \\ & \textit{NumCoins} \leftarrow \textit{MinNumCoins}(\textit{m} - \textit{coin}_i) + 1 \\ & \text{if } \textit{NumCoins} < \textit{MinNumCoins}(\textit{m}) \colon \\ & \textit{MinNumCoins}(\textit{m}) \leftarrow \textit{NumCoins} \end{aligned}
```

"Programming" in "Dynamic Programming" has nothing to do with programming.

The Alignment Game

```
ATGTTATA
ATCGTCC
```

return MinNumCoins(money)

Remove all symbols from two strings in such a way that the number of points is maximized

Remove the 1st symbol with both strings:

```
1 point if the symbols match
0 points if they don't match
```

Remove the 1st symbol from one of the strings

0 points

Example

```
AT- GTTATA
ATCGT-C - C
11 11 = 4
```

Alignment of two strings is two row matrix:

```
1st row: symbols of the 1st string (in order) interspersed by "-" 2nd row: symbols of the 2st string (in order) interspersed by "-"
```

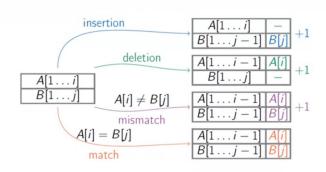
**Computing Edit Distance** 

Given string A[1...n] and B[1...m]. What is and optimal alignment of i-prefix A[1..i] of the first

string and a j-prefix B[1...j] of the second string

The last column of the optimal alignment is either an insertion, a deletion, a mismatch, or a match.

What is left is an optimal alignment of the corresponding tow prefixes.



$$D(i,j) = \min \begin{cases} D(i,j-1) + 1 \\ D(i-1,j) + 1 \\ D(i-1,j-1) + 1 & \text{if } A[i] \neq B[j] \\ D(i-1,j-1) & \text{if } A[i] = B[j] \end{cases}$$

Reconstructing an Optimal Alignment

The back tracking pointers that we stored will help us to reconstruct an optimal alignment

```
OutputAlignment(i, j)

if i = 0 and j = 0:
   return

if backtrack(i,j) = \downarrow:
   OutputAlignment(i - 1, j)
   print \boxed{A[i]}

else if backtrack(i,j) = \rightarrow:
   OutputAlignment(i, j - 1)
   print \boxed{B[j]}

else:
   OutputAlignment(i - 1, j - 1)
   print \boxed{B[j]}
```