

# Algorithms and Data Structures 2

## Exam Notes

### Week 3: Dynamic Programming II

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## 1 General Methodology and Theory

### Dynamic Programming Principles

- **Optimal substructure:** Break problem into overlapping subproblems.
- **Recurrence relation:** Express solution to larger subproblem in terms of smaller subproblems.
- **Evaluation order:** Fill DP table bottom-up or use memoized recursion (top-down).
- **Time/space complexity:** Usually proportional to number of subproblems.

### Subset Sum and Knapsack

**Problem:** Given  $n$  items with weight  $w_i$  and value  $v_i$ , and capacity  $W$ , maximize

$$\sum_{i \in S} v_i \quad \text{s.t.} \quad \sum_{i \in S} w_i \leq W.$$

**Recurrence:**

$$OPT(i, w) = \begin{cases} OPT(i-1, w), & \text{if } w < w_i, \\ \max(OPT(i-1, w), v_i + OPT(i-1, w - w_i)), & \text{otherwise.} \end{cases}$$

**Algorithm (bottom-up):**

```
Array M[0..n][0..W]
Initialize M[0][w] = 0 for all w
For i = 1..n:
  For w = 0..W:
    if w < wi:
      M[i][w] = M[i-1][w]
    else:
      M[i][w] = max(M[i-1][w], vi + M[i-1][w-wi])
Return M[n][W]
```

**Complexity:**  $O(nW)$  time,  $O(nW)$  space (can be optimized to  $O(W)$ ).

### Sequence Alignment

**Problem:** Given strings  $X = x_1 \dots x_m$  and  $Y = y_1 \dots y_n$ , gap penalty  $\delta$ , mismatch costs  $\alpha_{pq}$ , find minimum-cost alignment.

**Recurrence:**

$$OPT(i, j) = \min \begin{cases} \alpha_{x_i y_j} + OPT(i-1, j-1), \\ \delta + OPT(i-1, j), \\ \delta + OPT(i, j-1). \end{cases}$$

**Algorithm:**

```

Array A[0..m][0..n]
A[i][0] = i*, A[0][j] = j*
For i=1..m:
  For j=1..n:
    A[i][j] = min( [xi,yj]+A[i-1][j-1],
                  + A[i-1][j],
                  + A[i][j-1] )
Return A[m][n]

```

**Complexity:**  $O(mn)$  time,  $O(mn)$  space. Backtracking reconstructs alignment.

## Longest Palindromic Subsequence

Let  $S[1..n]$  be input string. Define  $L(i, j)$  = length of longest palindromic subsequence in  $S[i..j]$ .

$$L(i, j) = \begin{cases} 1, & i = j, \\ 2, & i + 1 = j \wedge S[i] = S[j], \\ \max(L(i + 1, j), L(i, j - 1)), & S[i] \neq S[j], \\ 2 + L(i + 1, j - 1), & S[i] = S[j]. \end{cases}$$

Algorithm builds  $n \times n$  table.

## Supporting Math Tools

- Max/min operators, recurrence solving.
- Pseudo-polynomial runtime:  $O(nW)$  depends on  $W$ .
- Backtracking in DP tables for solution reconstruction.

## 2 Notes from Slides and Textbook

- Knapsack: dynamic programming with recurrence (6.11),  $O(nW)$  time.
- Sequence alignment: recurrence (6.16),  $O(mn)$  time and space, shortest-path graph interpretation.
- DP design steps:
  1. Formulate recursively.
  2. Define subproblems.
  3. Identify base cases.
  4. Choose memoization structure and evaluation order.

## 3 Solutions to Problem Set

### Exercise 1: Knapsack

Items: (5, 7), (2, 6), (3, 3), (2, 1), capacity  $W = 6$ .

We fill DP table  $M[i, w]$ . Optimal solution: pick items (2,6) and (3,3), weight = 5, value = 9.

### Exercise 2: Sequence Alignment

Strings: APPLE vs PAPE, gap penalty  $\delta = 2$ , mismatch costs as given.

DP table constructed; minimal alignment cost = 3. Alignment:

A	P	P	L	E
A	P	-	P	E

### Exercise 3: Book Shop

**Recurrence:**

$$OPT(i, x) = \max(OPT(i-1, x), s_i + OPT(i-1, x - h_i)).$$

**Algorithm:**

1. Input:  $n$ , budget  $x$ , arrays  $h_i, s_i$ .
2. Initialize  $D[0..x] = 0$ .
3. For each book  $i$ : for  $j = x$  down to  $h_i$ :  $D[j] = \max(D[j], s_i + D[j - h_i])$ .
4. Answer =  $D[x]$ .

**Time:**  $O(nx)$ , **Space:**  $O(x)$ .

### Exercise 4: Longest Palindrome Subsequence

**Recurrence:** See general section. Build DP table of size  $n \times n$ . **Pseudocode:**

1. Initialize  $L[i, i] = 1$ .
2. For subseq length  $\ell = 2..n$ , fill table using recurrence.
3. Answer:  $L[1, n]$ .

**Time:**  $O(n^2)$ , space  $O(n^2)$ .

### Exercise 5: Defending Zion (KT 6.8)

Let  $D[t] = \max$  robots destroyed up to time  $t$ . Recurrence:

$$D[t] = \max(D[t-1], \max_{j \leq t} \{D[t-j] + \min(x_t, f(j))\}).$$

Compute in  $O(n^2)$ . Possible optimizations depending on  $f(\cdot)$ .

### Puzzle: The Blind Man

Divide 52 cards into two piles: take any 10 cards, flip them over. Each pile then has same number of face-up cards.

## 4 Summary

- **Knapsack recurrence:**  $OPT(i, w) = \max(OPT(i-1, w), v_i + OPT(i-1, w - w_i))$ .
- **Sequence alignment recurrence:**  $OPT(i, j) = \min(\alpha_{x_i y_j} + OPT(i-1, j-1), \delta + OPT(i-1, j), \delta + OPT(i, j-1))$ .
- **Longest palindrome subsequence:**  $L(i, j) = 2 + L(i+1, j-1)$  if  $S[i] = S[j]$ , else  $\max(L(i+1, j), L(i, j-1))$ .
- **Defending Zion:**  $D[t] = \max(D[t-1], \max_{j \leq t} \{D[t-j] + \min(x_t, f(j))\})$ .
- **Complexities:** Knapsack  $O(nW)$ , Sequence alignment  $O(mn)$ , LPS  $O(n^2)$ , Zion  $O(n^2)$ .