



# More Dynamic Programming

CSE 417 Fall 21  
Lecture 12



# A Recursive Function

```
FindOPT(int i, int j, bool[][] rocks, bool[][] eggs)
```

```
    if (i < 0 || j < 0) return -∞
```

```
    if (rocks[i][j]) return -∞
```

```
    if (i == 0 && j == 0) return eggs[0][0]
```

```
    int left = FindOPT(i-1, j, rocks, eggs)
```

```
    int down = FindOPT(i, j-1, rocks, eggs)
```

```
    return Max(left, down) + eggs[i][j]
```

# Recurrence Form

$$OPT(i, j) = \begin{cases} -\infty & \text{if } rocks(i, j) \text{ is true} \\ -\infty & \text{if } i < 0 \text{ or } j < 0 \\ eggs(0, 0) & \text{if } i = 0 \text{ and } j = 0 \\ \max\{OPT(i - 1, j), OPT(i, j - 1)\} + eggs(i, j) & \text{otherwise} \end{cases}$$

Recurrences can also be used for outputs of a recursive function (not just their running times!)

This definition is a little more compact than code.

And you could write a recursive function for a recurrence like this.

# Baby Yoda Searching



r-1	1	1	1	1	3	4	4	<b>4</b>
	1	1	1	1	3	4	4	4
	0	0	1	1	3	3	3	3
	0	$-\infty$	$-\infty$	$-\infty$	3	3	3	3
	0	1	$-\infty$	2	2	2	2	2
0	0	1	2	2	2	2	2	2

Where's the final answer?

In the top right. Where Baby Yoda starts.

X-coordinate

0 c-1

# Pseudocode

```
int eggsSoFar=0;
Boolean rocksInWay=false
for(int x=0; x<c; x++)
    if(rocks[x][0]) rocksInWay = true
    eggsSoFar+=eggs[x][0]
    OPT[x][0]= rocksInWay ?  $-\infty$  : eggsSoFar
```

```
eggsSoFar=0
rocksInWay=false
for(int y=0; y<r; y++)
    eggsSoFar+=eggs[0][y]
    OPT[0][y]= rocksInWay ?  $-\infty$  : eggsSoFar
```

```
for(int y=0; y<r; y++)
    for(int x=0; x<c; x++)
        if(rocks[x][y])
            OPT[x][y]= $-\infty$ 
        else
            OPT[x][y]=max(OPT[x-1][y], OPT[x][y-1])+eggs[x][y]
```

# Updating the Problem

A new twist on the problem.

Baby Yoda can use the force to knock over rocks.

But he can only do it once (he tires out)

How do you decide which rocks to knock over?

Could run the algorithm once for every set of rocks knocked over.

$k$  rocks --  $\Theta(krc)$ . Can we do better?

# Updating the Problem

$OPT(i, j, f)$  is the maximum amount of eggs Baby Yoda can collect on a legal path from  $(i, j)$  to  $(0, 0)$  using the force  $f$  times to knock over rocks.

For simplicity, assume there are no rocks at the starting location  $(r-1, c-1)$

Here was the old rule without the force – how do we update?

$$OPT(i, j) = \begin{cases} -\infty & \text{if } rocks(i, j) \text{ is true} \\ -\infty & \text{if } i < 0 \text{ or } j < 0 \\ eggs(0, 0) & \text{if } i = 0 \text{ and } j = 0 \\ \max\{OPT(i - 1, j), OPT(i, j - 1)\} + eggs(i, j) & \text{otherwise} \end{cases}$$

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Casting Boolean as an integer  
(subtract 1 if you would need to  
knock over rocks)

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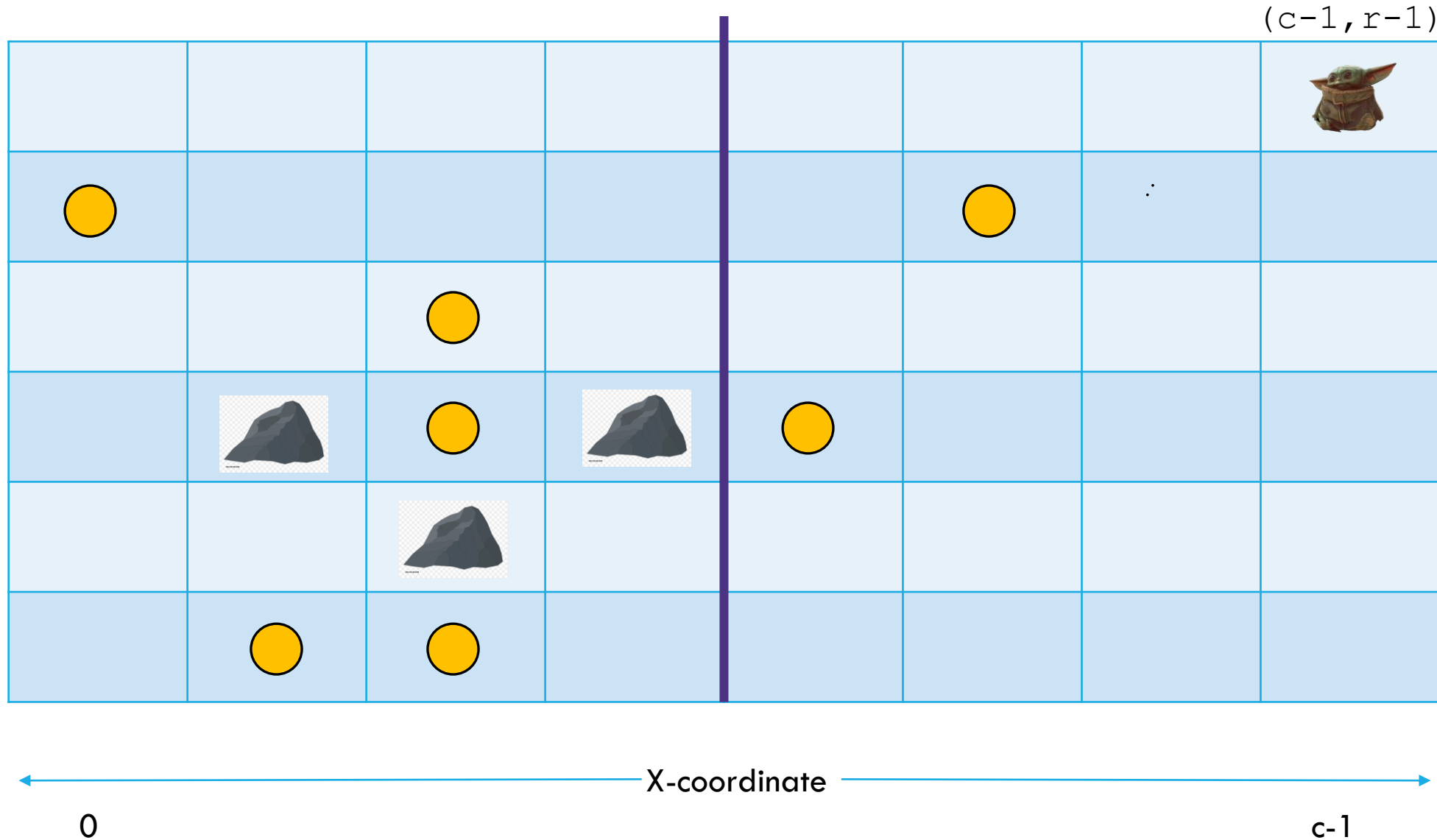
$rocks(i, j)$  doesn't guarantee  $-\infty$  anymore. Only if you were out of force uses before trying to jump onto that location.

# Baby Yoda Searching



What can we fill in?

$a/b$   
 $a$  is for  $(x,y,0)$   
 $b$  is for  $(x,y,1)$



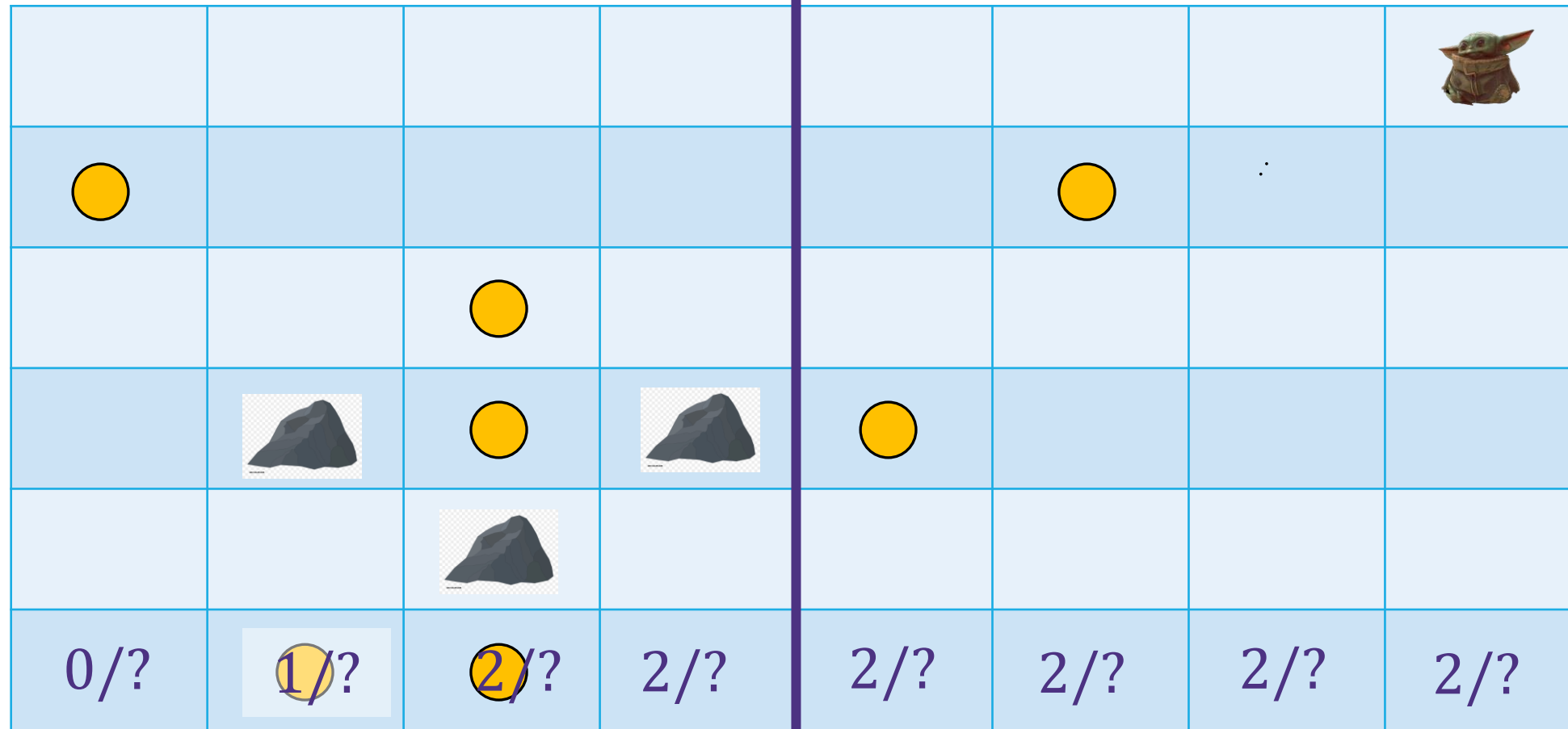
# Baby Yoda Searching



$(c-1, r-1)$

What can we fill in?

$a/b$   
 $a$  is for  $(x,y,0)$   
 $b$  is for  $(x,y,1)$



$r-1$

Y-coordinate

0

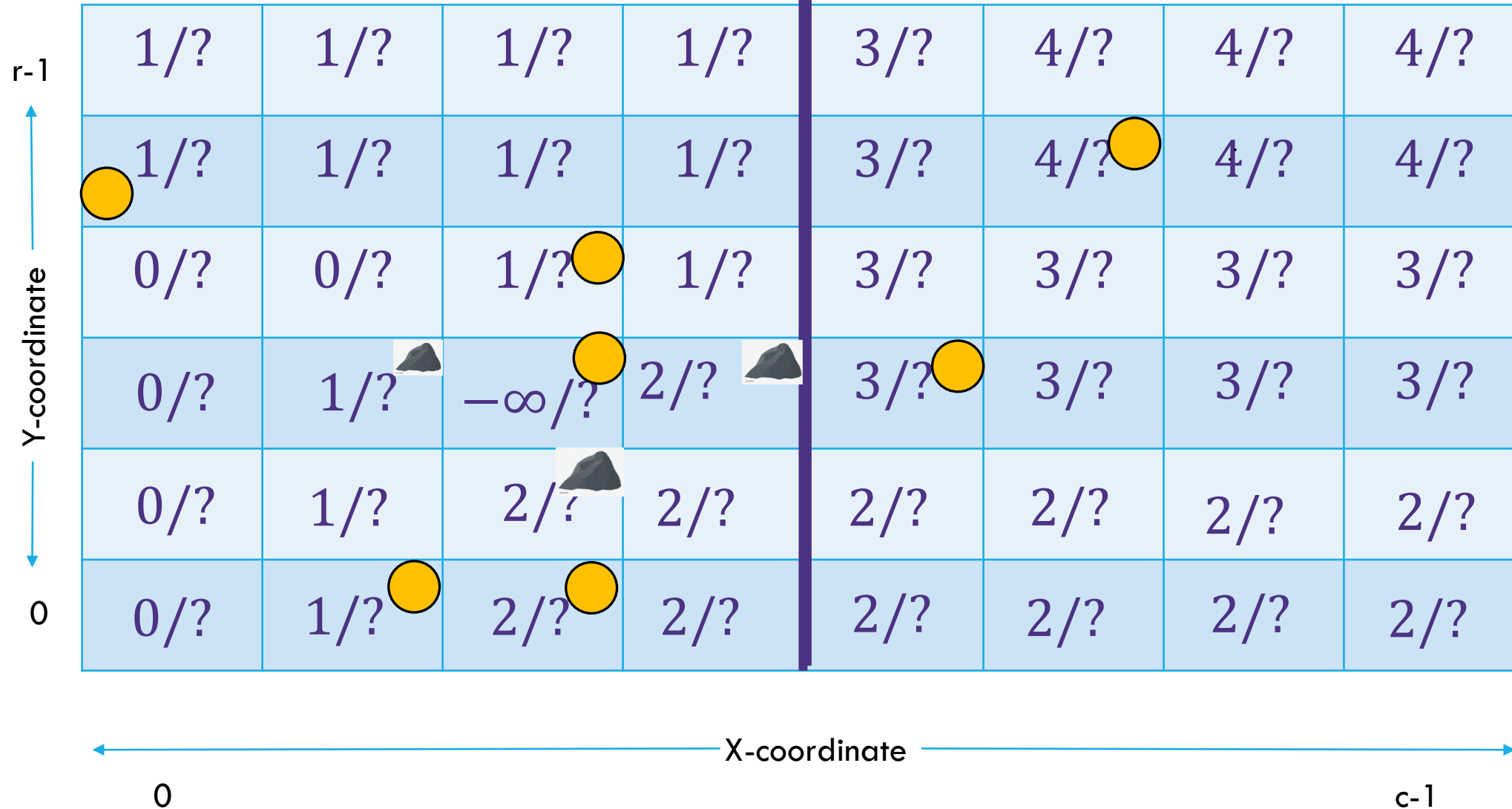
X-coordinate

0

$c-1$

# Baby Yoda Searching

  
 $(c-1, r-1)$



What can we fill in?

Everything with  $f = 0$  in the same order as before.

Entries are slightly different – we're handling rocks differently.

# Baby Yoda Searching



  $(c-1, r-1)$

$r-1$	1/?	1/?	1/?	1/?	3/?	4/?	4/?	4/?
	1/?	1/?	1/?	1/?	3/?	4/?	4/?	4/?
	0/?	0/?	1/?	1/?	3/?	3/?	3/?	3/?
	0/?	1/?	$-\infty$ /?	2/?	3/?	3/?	3/?	3/?
	0/?	1/?	2/?	2/?	2/?	2/?	2/?	2/?
0	0/?	1/?	2/?	2/?	2/?	2/?	2/?	2/?
	X-coordinate							
	0							c-1

What can we fill in?  
 Again from left to right, bottom to top, now filling in

# Baby Yoda Searching



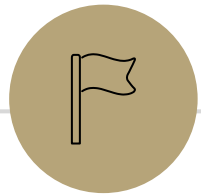
r-1	1/1	1/1	1/4	1/4	3/4	4/5	4/5	4/5
	1/1	1/1	1/4	1/4	3/4	4/5	4/5	4/5
	0/0	0/0	1/4	1/4	3/4	3/4	3/4	3/4
	0/0	1/1	$-\infty/3$	2/3	3/3	3/3	3/3	3/3
	0/0	1/1	2/2	2/2	2/2	2/2	2/2	2/2
0	0/0	1/1	2/2	2/2	2/2	2/2	2/2	2/2

What can we fill in?  
 Again from left to right, bottom to top, now filling in



# Dynamic Programming Process

1. Define the object you're looking for
2. Write a recurrence to say how to find it
3. Design a memoization structure
4. Write an iterative algorithm



# Bells, Whistles, and optimization

# Baby Yoda Searching



$r-1$									
	1/1	1/1	1/4	1/4	3/4	4/5	4/5	4/5	4/5
	1/1	1/1	1/4	1/4	3/4	4/5	4/5	4/5	4/5
	0/0	0/0	1/4	1/4	3/4	3/4	3/4	3/4	3/4
	0/0	1/1	$-\infty/3$	2/3	3/3	3/3	3/3	3/3	3/3
	0/0	1/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2
0	0/0	1/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2

(c-1, r-1)

So should Baby Yoda go left or down?

X-coordinate

0 c-1

# Which Way to Go

When you're taking the `max` in the recursive case, you can also record which option gave you the `max`.

That's the way to go.

We'll ask you to do that once...but for the most part we'll just have you find the number.

# Optimizing

Do we need all that memory?

Let's go back to the simple version (no using the Force)

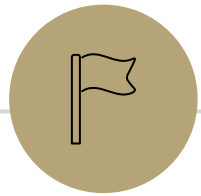
# Recurrence Form

$$OPT(i, j) = \begin{cases} -\infty & \text{if } rocks(i, j) \text{ is true} \\ -\infty & \text{if } i < 0 \text{ or } j < 0 \\ \underline{eggs(0,0)} & \text{if } i = 0 \text{ and } j = 0 \\ \max\{OPT(i-1, j), OPT(i, j-1)\} + eggs(i, j) & \text{otherwise} \end{cases}$$

What values do we need to keep around?







## More Practical Problems



# Edit Distance

Given two strings  $x$  and  $y$ , we'd like to tell how close they are.

Applications?

Spelling suggestions

DNA comparison

# Edit Distance

More formally:

The edit distance between two strings is:

The minimum number of **deletions**, **insertions**, and **substitutions** to transform string  $x$  into string  $y$ .

Deletion: removing one character

Insertion: inserting one character (at any point in the string)

Substitution: replacing one character with one other.

# Example



What's the distance between babyyodas and tastysoda?

B	A	B		Y	Y	O	D	A	S
sub		sub	ins		sub				del
T	A	S	T	Y	S	O	D	A	

Distance: 5, one point for each colored box

Quick Checks – can you explain these?

( If  $x$  has length  $n$  and  $y$  has length  $m$ , the edit distance is at most  $\max(n, m)$  )

$\max(m, n)$

( The distance from  $x$  to  $y$  is the same as from  $y$  to  $x$  (i.e. transforming  $x$  to  $y$  and  $y$  to  $x$  are the same) )

# Finding a recurrence

What information would let us simplify the problem?

What would let us "take one step" toward the solution?

"Handling" one character of  $x$  or  $y$

i.e. choosing one of insert, delete, or substitution and increasing the "distance" by 1

OR realizing the characters are the same and matching for free.

$OPT(i, j)$  is the edit distance of the strings  $x_1x_2 \cdots x_i$  and  $y_1y_2 \cdots y_j$ .  
(we're indexing strings from 1, it'll make things a little prettier).

# The recurrence

"Handling" one character of  $x$  or  $y$

i.e. choosing one of insert, delete, or substitution and increasing the "distance" by 1

OR realizing the characters are the same and matching for free.

Write a recurrence.

What do we need to keep track of? Where we are in each string!

Match right to left – be sure to keep track of characters remaining in each string!

poll now open.

Poll at [Pollev.com/robbie](https://pollev.com/robbie)

# The recurrence

$OPT(i, j)$   
= edit distance btw  
 $x_1 \dots x_i$  ,  $y_1 \dots y_j$

"Handling" one character of  $x$  or  $y$

i.e. choosing one of insert, delete, or substitution and increasing the "distance" by 1

OR realizing the characters are the same and matching for free.

What does delete look like?  $OPT(i - 1, j)$  (delete character from  $x$  match the rest)

Insert  $OPT(i, j - 1)$  Substitution:  $OPT(i - 1, j - 1)$

Matching characters? Also  $OPT(i - 1, j - 1)$  but only if  $x_i = y_j$

# The recurrence

abcod~~e~~f g<sup>w</sup>  
bc~~d~~e fgw

"Handling" one character of  $x$  or  $y$

i.e. choosing one of insert, delete, or substitution and increasing the "distance" by 1

OR realizing the characters are the same and matching for free.

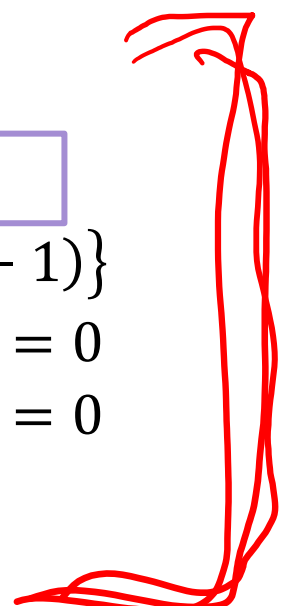
$$OPT(i, j) = \begin{cases} \min\{1 + OPT(i-1, j), 1 + OPT(i, j-1), \mathbb{I}[x_i \neq y_j] + OPT(i-1, j-1)\} & \text{if } i = 0 \\ j & \text{if } j = 0 \\ i & \end{cases}$$

Delete

Insert

Sub and matching

"Indicator" –  
math for "cast  
bool to int"



# Dynamic Programming Process

1. Define the object you're looking for

Minimum Edit Distance between  $x$  and  $y$

2. Write a recurrence to say how to find it



3. Design a memoization structure

4. Write an iterative algorithm

# Memoization

$$OPT(i, j) = \begin{cases} \min\{1 + OPT(i-1, j), 1 + OPT(i, j-1), \mathbb{I}[x_i \neq y_j] + OPT(i-1, j-1)\} & \\ j & \text{if } i = 0 \\ i & \text{if } j = 0 \end{cases}$$

2D array  $n$  by  $m$

$OPT[i][j]$  is  $OPT(i, j)$

del one char from str  
ins  
sub  
"match for free"







# Edit Distance

~~BA~~  
~~TA~~  
 B

OPT(i,j)	0	B, 1	A, 2	B, 3	Y, 4	Y, 5	O, 6	D, 7	A, 8	S, 9
0	0	1	2	3	4	5	6	7	8	9
T 1	1	1	2	3	4	5	6	7	8	9
A 2	2	2	1							
S 3	3									
T 4	4									
Y 5	5									
S 6	6									
O 7	7									
D 8	8									
A 9	9									

$2 + 1$  (left, delete)  
 $2 + 1$  (up, insert)  
 $1 + 0$  (diag, sub)

# Edit Distance

$OPT(i, j)$	0	B, 1	A, 2	B, 3	Y, 4	Y, 5	O, 6	D, 7	A, 8	S, 9
0	0	1	2	3	4	5	6	7	8	9
T 1	1	1	2	3	4	5	6	7	8	9
A 2	2	2	1	2	3	4	5	6	7	8
S 3	3	3	2	2	3	4	5	6	7	7
T 4	4	4	3	3	3	4	5	6	7	8
Y 5	5	5	4	4	3	3	4	5	6	7
S 6	6	6	5	5	4	4	4	5	6	6
O 7	7	7	6	6	5	5	4	5	6	7
D 8	8	8	7	7	6	6	5	4	5	6
A 9	9	9	8	8	7	7	6	6	4	5

# Edit Distance

$OPT(i, j)$	0	B, 1	A, 2	B, 3	Y, 4	Y, 5	O, 6	D, 7	A, 8	S, 9
0	0	1	2	3	4	5	6	7	8	9
T 1	1	1	2	3	4	5	6	7	8	9
A 2	2	2	1	2	3	4	5	6	7	8
S 3	3	3	2	2	3	4	5	6	7	7
T 4	4	4	3	3	3	4	5	6	7	8
Y 5	5	5	4	4	3	3	4	5	6	7
S 6	6	6	5	5	4	4	4	5	6	6
O 7	7	7	6	6	5	5	4	5	6	7
D 8	8	8	7	7	6	6	5	4	5	6
A 9	9	9	8	8	7	7	6	6	4	5

# Edit Distance

$OPT(i, j)$	0	B, 1	A, 2	B, 3	Y, 4	Y, 5	O, 6	D, 7	A, 8	S, 9
0	0	1	2	3	4	5	6	7	8	9
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T 4	4	4	3	3	3	4	5	6	7	8
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S 6	6	6	5	5	4	4	4	5	6	6
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D 8	8	8	7	7	6	6	5	4	5	6
A 9	9	9	8	8	7	7	6	6	4	5

# Dynamic Programming Process

1. Define the object you're looking for

Minimum Edit Distance between  $x$  and  $y$

2. Write a recurrence to say how to find it



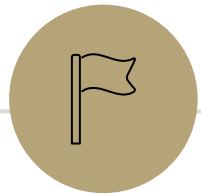
3. Design a memoization structure

$m \times n$  Array

4. Write an iterative algorithm

Outer loop: increasing rows (starting from 1)

Inner loop: increasing column (starting from 1)



**More Problems**

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# Maximum Subarray Sum

We saw an  $O(n \log n)$  divide and conquer algorithm.

Can we do better with DP?

Given: Array  $A[]$

Output:  $i, j$  such that  $A[i] + A[i + 1] + \dots + A[j]$  is maximized.

# Dynamic Programming Process

1. Define the object you're looking for
2. Write a recurrence to say how to find it
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# Maximum Subarray Sum

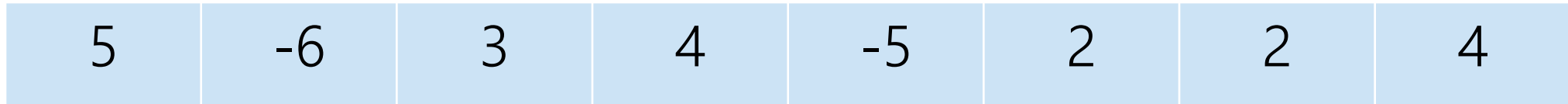
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Given: Array  $A[]$

Output:  $i, j$  such that  $A[i] + A[i + 1] + \dots + A[j]$  is maximized.

Is it enough to know  $OPT(i)$ ?



$OPT(3)$  would give  $i = 2, j = 3$

$OPT(4)$  would give  $i = 2, j = 3$  too

$OPT(7)$  would give  $i = 2, j = 7$  – we need to suddenly backfill with a bunch of elements that weren't optimal...

How do we make a decision on index 7? What information do we need?

If index  $i$  IS going to be included

We need the best subarray **that includes index  $i - 1$**

If we include anything to the left, we'll definitely include index  $i - 1$   
(because of the contiguous requirement)

If index  $i$  isn't included

We need the best subarray up to  $i - 1$ , regardless of whether  $i - 1$  is included.

Need two recursive values:

*INCLUDE*( $i$ ): largest subarray that includes index  $i$

*OPT*( $i$ ): largest subarray among elements 0 to  $i$  (that might or might not include  $i$ )

# Recurrences

$$INCLUDE(i) = \begin{cases} \max\{A[i], A[i] + INCLUDE(i - 1)\} & \text{if } i \geq 0 \\ 0 & \text{otherwise} \end{cases}$$

$$OPT(i) = \begin{cases} \max\{INCLUDE(i), OPT(i - 1)\} & \text{if } i \geq 0 \\ 0 & \text{otherwise} \end{cases}$$



$A$

0	1	2	3	4	5	6	7
5	-6	3	4	-5	2	2	4

$OPT(i)$

0	1	2	3	4	5	6	7
5							

$INCLUDE(i)$

0	1	2	3	4	5	6	7
5							



*A*

0	1	2	3	4	5	6	7
5	-6	3	4	-5	2	2	4

*OPT(i)*

0	1	2	3	4	5	6	7
5	5						

*INCLUDE(i)*

0	1	2	3	4	5	6	7
5	-1						



$A$

0	1	2	3	4	5	6	7
5	-6	3	4	-5	2	2	4

$OPT(i)$

0	1	2	3	4	5	6	7
5	5	5	7	7	7	7	10

$INCLUDE(i)$

0	1	2	3	4	5	6	7
5	-1	3	7	2	4	6	10

# Longest Increasing Subsequence

0	1	2	3	4	5	6	7
5	-6	3	6	-5	2	8	10

Longest set of (not necessarily consecutive) elements that are increasing

4 is optimal for the array above

(indices 2,3,6,7; elements 3,6,8,10)

# Longest Increasing Subsequence

What do we need to know to decide on element  $i$ ?

Is it allowed?

Will the sequence still be increasing if it's included?

Still thinking right to left --

Two indices: index we're looking at, and index of min to its right.

$LIS(i, j)$  is "Number of elements of the maximum increasing subsequence from  $i, \dots, n$  where the minimum element of the sequence is  $A[j]$ "

Need a recurrence

$$LIS(i, j) = \begin{cases} 0 & \text{if } i > n \text{ or } j > n \\ LIS(i + 1, j) & \text{if } A[i] > A[j] \\ \max\{1 + LIS(i + 1, i), LIS(i + 1, j)\} & \text{o/w} \end{cases}$$