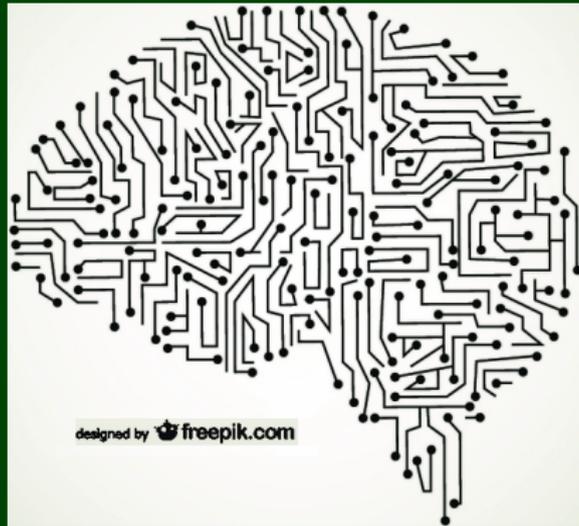


# CS 2

## Introduction to Programming Methods

# Dynamic Programming

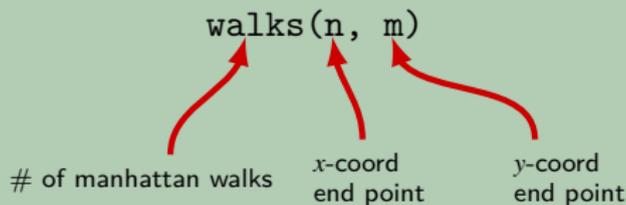


## Manhattan Walks

How many Manhattan Walks are there from  $(0,0)$  to  $(n,m)$ ?

As we're doing this, it's **crucial** to give a **combinatorial meaning** to every function, argument, etc. This is going to feel a lot like writing a recursive method, and there's a reason for that.

## Combinatorial Meaning



## Writing a Recurrence

$$\text{walks}(n, m) = \text{walks}(n - 1, m) + \text{walks}(n, m - 1)$$

# of walks to  $(n,m)$       # of walks to  $(n,m)$  that end with "right"      # of walks to  $(n,m)$  that end with "up"

## Writing a Recurrence

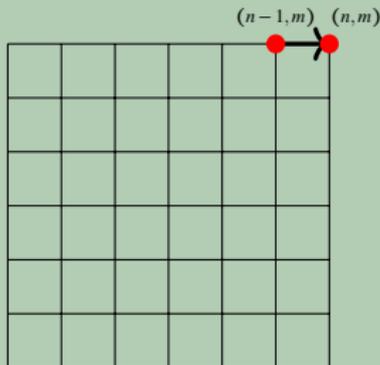
$$\text{walks}(n, m) = \text{walks}(n - 1, m) + \text{walks}(n, m - 1)$$

# of walks to  $(n, m)$

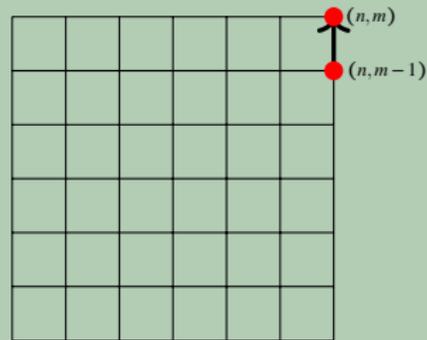
# of walks to  $(n, m)$   
that end with "right"

# of walks to  $(n, m)$   
that end with "up"

## The Recurrence Pictorially



The last step is "right"



The last step is "up"

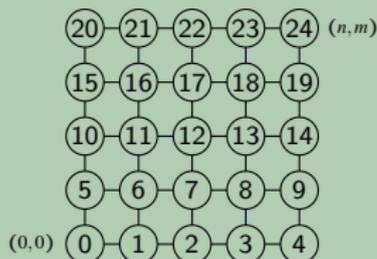
## Memoization

```

1 walks(n, m) {
2   if ((n, m) == (0, 0)) {
3     return 1;
4   }
5   else if ((n, m) ∈ memo) {
6     return memo[(n, m)];
7   }
8   else {
9     memo[(n, m)] = walks(n - 1, m) + walks(n, m - 1);
10    return memo[(n, m)];
11  }
12 }

```

## “Bottom-Up”



- Fill in all the base cases:  $(0,0)$ .
- Now, look for the next cell we can fill in:  $(1,0)$  only depends on  $(0,0)$
- Fill in the entire row
- Repeat.

## Is This Worth It?

```
>> walks(3, 2)
>>   walks(2, 2)
>>     walks(1, 2)
>>       walks(0, 2)
>>         walks(0, 1)
>>           walks(0, 0)
>>     walks(1, 1)
>>       walks(0, 1)
>>         walks(0, 0)
>>     walks(1, 0)
>>       walks(0, 0)
>>   walks(2, 1)
>>     walks(1, 1)
>>       walks(0, 1)
>>         walks(0, 0)
>>     walks(1, 0)
>>       walks(0, 0)
>>   walks(2, 0)
>>     walks(1, 0)
>>       walks(0, 0)
>>   walks(3, 1)
>>     walks(2, 1)
>>       walks(1, 1)
>>         walks(0, 1)
>>           walks(0, 0)
>>       walks(1, 0)
>>         walks(0, 0)
>>     walks(2, 0)
>>       walks(1, 0)
>>         walks(0, 0)
>>   walks(3, 0)
>>     walks(2, 0)
>>       walks(1, 0)
>>         walks(0, 0)
```

## Is This Worth It?

Function Call	# Of Unique Calls	# Of Total Calls
walks(0, 0)	0	1
walks(1, 1)	3	5
walks(2, 2)	8	19
walks(3, 3)	15	69
walks(4, 4)	24	251
walks(5, 5)	35	923
walks(6, 6)	48	3431
walks(7, 7)	63	12869
walks(8, 8)	80	48619
walks(9, 9)	99	184755
walks(10, 10)	120	705431

The number of unique calls grows **quadratically**

The number of total calls grows **exponentially**

## Find The LCS

Given two strings  $s_1$  and  $s_2$ , find the **longest common subsequence** that they share. Note that the characters do not have to be contiguous.

For example, if  $s_1 = abcdef$  and  $s_2 = axxcxxdexxf$ , then the LCS is  $acdef$ .

With DP, it's often useful to start with a simpler version and massage the answer into the original:

## Find The Length of LCS

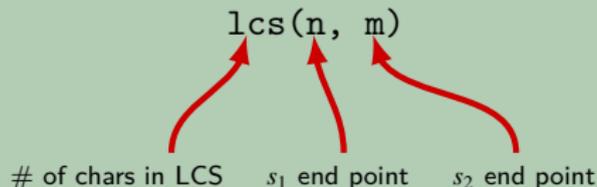
Given two strings  $s_1$  and  $s_2$ , find the **length of the longest common subsequence** that they share. Note that the characters do not have to be contiguous.

For example, if  $s_1 = abcdef$  and  $s_2 = axxcxxdexxf$ , then the length of the LCS is 5.

## Find The Length of LCS

Given two strings  $s_1$  and  $s_2$ , find the **length of the longest common subsequence** that they share. Note that the characters do not have to be contiguous.

## Combinatorial Meaning



To write a recurrence, the question we ask is “what are the options to deal with the last character(s)?”

- Don't match the last character of  $s_1$
- Don't match the last character of  $s_2$
- Match the last character of  $s_1$  with  $s_2$  if possible

- Don't match the last character of  $s_1$
- Don't match the last character of  $s_2$
- Match the last character of  $s_1$  with  $s_2$  if possible

## Writing a Recurrence

end with a match

$$lcs(n, m) = \begin{cases} lcs(n-1, m-1) + 1 & \text{if } s_1[n] = s_2[m] \\ \max(lcs(n-1, m), lcs(n, m-1)) & \text{otherwise} \end{cases}$$

↑ the length of the lcs of  $s_1[0..n]$  and  $s_2[0..m]$ 
↑ don't use  $s_1[n]$ 
↑ don't use  $s_2[m]$

Next up, how do we order the recursive calls?

	$s_1[0]$	$s_1[1]$	$s_1[2]$	$s_1[3]$	$s_1[4]$
$s_2[0]$	00	01	02	03	04
$s_2[1]$	05	06	07	08	09
$s_2[2]$	10	11	12	14	15
$s_2[3]$					

If we're calculating  $\text{lcs}(n, m)$ , we need to already know:

- $\text{lcs}(n - 1, m)$
- $\text{lcs}(n, m - 1)$
- $\text{lcs}(n - 1, m - 1)$

	a	c	d	e	r
a	1	1	1	1	1
r	1	1	1	1	2
c	1	2	2	2	2
e	1	2	2	3	3

If we're calculating  $\text{lcs}(n, m)$ , we need to already know:

- $\text{lcs}(n - 1, m)$
- $\text{lcs}(n, m - 1)$
- $\text{lcs}(n - 1, m - 1)$

## Partitions

Given a set of  $n$  elements, find  $S_1$  and  $S_2$  such that  $|\text{sum}(S_1) - \text{sum}(S_2)|$  is minimized.

## Partitions

Given a set of  $n$  elements, find the minimum difference:  
 $|\text{sum}(S_1) - \text{sum}(S_2)|$ .

## Partitions

Given a set of  $n$  elements, can we make  $S_1$  and  $S_2$  such that  $\text{sum}(S_1) = \text{sum}(S_2)$ .

## Partitions

Given a set of  $n$  elements, can we make  $S_1$  and  $S_2$  such that  $\text{sum}(S_1) = \text{sum}(S_2)$ .

## Interleave

Given three Strings,  $s_1$ ,  $s_2$ , and  $t$ , determine if the characters of  $s_1$  and  $s_2$  can be interleaved to make  $t$ .

## Tiling

Given  $1 \times 2$  and  $2 \times 1$  dominos, how many ways can we tile a  $2 \times n$  board?