

Dynamic Programming

- Aim for recursive backtracking brute force + recursion
  - · Describe the problem you're trying to solve
    - What do I need to remember about past decisions?

INPUT

- What am I trying to Figure out about future decisions? Output
- · Design à reursive algorithm
  - What is the next decision?
- Removing redundancy adding efficiency
  - Memo ization structure
  - Evaluation order
  - Andyze time

EDIT DISTANCE  # insertions deletions replacements	ALGORITHMS ALEXRITMS ALTRUISTIC
	lib curses
ALGORIST IC 001101010111 We'r- looking for a sequence of pairs  ALGORI THMS  ALGORI THMS  ALTIZUIS  (past)  Rep  Rep  Rep  Rep  ALTIZUIS  Rep  ALTIZUIS  Rep  ALTIZUIS  Rep  ALTIZUIS  Rep  Rep  Rep  ALTIZUIS  ALTIZUIS  Rep  ALTIZUIS  ALTIZUIS  ALTIZUIS  Rep  ALTIZUIS  ALT	
Let (future)  Edit(iij) = edit distance between  Prefix A(1-i)  Indeprefix B[1-j]  Recursive question: What's in the last column?  What's the last op?	
Ins Del	Rep
ALGORS ALTRUIS	S ALGOR S ALTRUIS
Edit(i,j-1)+1	+1 Edit(1-1,j-1) + 0
min	
	25 15 +0 rgr /5
Ins us of s	~  X  ~  S  ~  X  ~  S  ~  X  ~  S

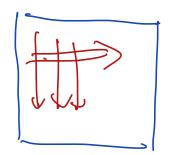
$$Com 0... \begin{cases} i & \text{if } j=0 \\ j & \text{if } i=0 \end{cases}$$

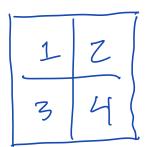
$$Edit(i,j) = \begin{cases} Edit(i,j-1)+1 \\ Edit(i-1,j)+1 \\ Edit(i-1,j-1)+[A[i] \neq B[j]] \end{cases}$$
otherwise points in the property of the property

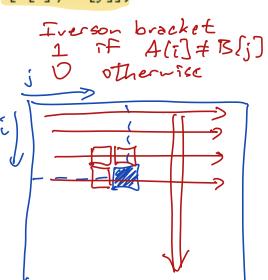
## Membitation

Data Structure = Zd array Edit[0.-m, 0.-n]

Eval Order







EDITDISTANCE (A[1..m], B[1..n]):

for 
$$j \leftarrow 0$$
 to  $n$ 
 $Edit[0,j] \leftarrow j$ 

for  $i \leftarrow 1$  to  $m$ 
 $Edit[i,0] \leftarrow i$ 

for  $j \leftarrow 1$  to  $n$ 
 $ins \leftarrow Edit[i,j-1]+1$ 
 $del \leftarrow Edit[i-1,j]+1$ 

if  $A[i] = B[j]$ 
 $rep \leftarrow Edit[i-1,j-1]$ 

else

 $rep \leftarrow Edit[i-1,j-1]+1$ 
 $Edit[i,j] \leftarrow \min\{ins,del,rep\}$ 

return  $Edit[m,n]$ 

Recurrence

