

## 18.7

# Dynamic Programming: Postscript

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# Some Tips

- ① Problems where there is a natural linear ordering: sequences, paths, intervals, DAGs etc. Recursion based on ordering (left to right or right to left or topological sort) usually works.
- ② Problems involving trees: recursion based on subtrees.
- ③ More generally:
  - ① Problem admits a natural recursive divide and conquer
  - ② If optimal solution for whole problem can be simply composed from optimal solution for each separate pieces then plain divide and conquer works directly
  - ③ If optimal solution depends on all pieces then can apply dynamic programming if interface/interaction between pieces is limited. Augment recursion to not simply find an optimum solution but also an optimum solution for each possible way to interact with the other pieces.

# Examples

- ① Longest Increasing Subsequence: break sequence in the middle say. What is the interaction between the two pieces in a solution?
- ② Sequence Alignment: break both sequences in two pieces each. What is the interaction between the two sets of pieces?
- ③ Independent Set in a Tree: break tree at root into subtrees. What is the interaction between the subtrees?
- ④ Independent Set in an graph: break graph into two graphs. What is the interaction? Very high!
- ⑤ Knapsack: Split items into two sets of half each. What is the interaction?