Dynamic Programming

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Today we're going to cover

Dynamic Programming

What is dynamic programming?

- A problem solving paradigm
- Similar in some respects to both divide and conquer and backtracking
- Divide and conquer recap:
 - Split the problem into independent subproblems
 - Solve each subproblem recursively
 - Combine the solutions to subproblems into a solution for the given problem

Dynamic programming:

- Split the problem into overlapping subproblems
- Solve each subproblem recursively
- Combine the solutions to subproblems into a solution for the given problem
- Don't compute the answer to the same problem more than once

Dynamic programming formulation

- 1. Formulate the problem in terms of smaller versions of the problem (recursively)
- 2. Turn this formulation into a recursive function
- 3. Memoize the function (remember results that have been computed)

Dynamic programming formulation

```
map<problem, value> memory;
```

```
value dp(problem P) {
    if (is base case(P)) {
        return base_case_value(P);
    }
       (memory.find(P) != memory.end()) {
    if
        return memory[P];
    }
    value result = some value;
    for (problem Q in subproblems(P)) {
        result = combine(result, dp(Q));
    }
    memory[Q] = result;
    return result;
```

The first two numbers in the Fibonacci sequence are 1 and 1. All other numbers in the sequence are defined as the sum of the previous two numbers in the sequence.

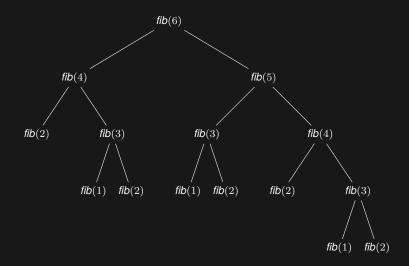
- ► Task: Find the *n*th number in the Fibonacci sequence
- Let's solve this with dynamic programming
- 1. Formulate the problem in terms of smaller versions of the problem (recursively)

fibonacci(1) = 1 fibonacci(2) = 1 fibonacci(n) = fibonacci(n - 2) + fibonacci(n - 1)

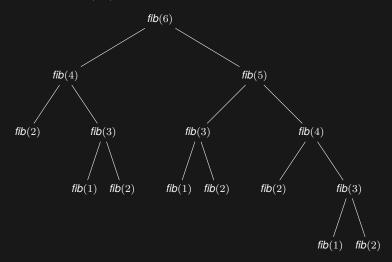
2. Turn this formulation into a recursive function

```
int fibonacci(int n) {
    if (n <= 2) {
        return 1;
    }
    int res = fibonacci(n - 2) + fibonacci(n - 1);
    return res;
}</pre>
```

What is the time complexity of this?



► What is the time complexity of this? Exponential, almost O(2ⁿ)



3. Memoize the function (remember results that have been computed)

```
map<int, int> mem;
int fibonacci(int n) {
    <u>if (n <= 2) {</u>
        return 1;
    }
    if (mem.find(n) != mem.end()) {
        return mem[n];
    }
    int res = fibonacci(n - 2) + fibonacci(n - 1);
    mem[n] = res;
    return res;
```

```
int mem[1000];
for (int i = 0; i < 1000; i++)
    mem[i] = -1;
int fibonacci(int n) {
    if (n <= 2) {
        return 1;
    }
    if (mem[n] != -1) {
        return mem[n];
    }
    int res = fibonacci(n - 2) + fibonacci(n - 1);
    mem[n] = res;
    return res;
}
```

- What is the time complexity now?
- ▶ We have *n* possible inputs to the function: 1, 2, ..., *n*.
- Each input will either:
 - be computed, and the result saved
 - be returned from the memory
- Each input will be computed at most once
- ► Time complexity is O(n × f), where f is the time complexity of computing an input if we assume that the recursive calls are returned directly from memory (O(1))
- ► Since we're only doing constant amount of work to compute the answer to an input, *f* = *O*(1)
- ► Total time complexity is *O*(*n*)

► Given an array arr[0], arr[1], ..., arr[n - 1] of integers, find the interval with the highest sum

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- ► The maximum sum of an interval in this array is 13
- But how do we solve this in general?
 - Easy to loop through all $\approx n^2$ intervals, and calculate their sums, but that is $O(n^3)$
 - We could use our static range sum trick to get this down to $O(n^2)$
 - Can we do better with dynamic programming?

- First step is to formulate this recursively
- Let max_sum(i) be the maximum sum interval in the range 0,...,i
- Base case: $\max_sum(0) = \max(0, arr[0])$
- ► What about max_sum(*i*)?
- What does $\max_sum(i-1)$ return?
- Is it possible to combine solutions to subproblems with smaller *i* into a solution for *i*?
- At least it's not obvious...

- Let's try changing perspective
- Let max_sum(i) be the maximum sum interval in the range 0,..., i, that ends at i
- Base case: $\max_sum(0) = arr[0]$
- $\max_sum(i) = \max(arr[i], arr[i] + \max_sum(i-1))$
- ► Then the answer is just max _{0≤i<n} { max_sum(i) }

Next step is to turn this into a function

```
int arr[1000];
```

```
int max_sum(int i) {
    if (i == 0) {
        return arr[i];
    }
    int res = max(arr[i], arr[i] + max_sum(i - 1));
    return res;
}
```

Final step is to memoize the function

```
int arr[1000];
int mem[1000];
bool comp[1000];
memset(comp, 0, sizeof(comp));
int max sum(int i) {
    if (i == 0) {
        return arr[i];
    }
    if (comp[i]) {
        return mem[i];
    }
    int res = max(arr[i], arr[i] + max_sum(i - 1));
    mem[i] = res;
    comp[i] = true;
    return res;
}
```

 Then the answer is just the maximum over all interval ends

```
int maximum = 0;
for (int i = 0; i < n; i++) {
    maximum = max(maximum, best_sum(i));
}
```

printf("%d\n", maximum);

 If you want to find the maximum sum interval in multiple arrays, remember to clear the memory in between

- What about time complexity?
- ► There are *n* possible inputs to the function
- ► Each input is processed in *O*(1) time, assuming recursive calls are *O*(1)
- ► Time complexity is *O*(*n*)

- Given an array of coin denominations d₀, d₂, ..., d_{n-1}, and some amount x: What is minimum number of coins needed to represent the value x?
- Remember the greedy algorithm for Coin change?
- It didn't always give the optimal solution, and sometimes it didn't even give a solution at all...
- What about dynamic programming?

- First step: formulate the problem recursively
- Let opt(*i*, *x*) denote the minimum number of coins needed to represent the value *x* if we're only allowed to use the coin denominations *d*₀, ..., *d_i*
- ▶ Base case: $opt(i, x) = \infty$ if x < 0
- Base case: opt(i, 0) = 0
- Base case: $opt(-1, x) = \infty$

•
$$\operatorname{opt}(i, \mathbf{x}) = \min \begin{cases} 1 + \operatorname{opt}(i, \mathbf{x} - \mathbf{d}_i) \\ \operatorname{opt}(i - 1, \mathbf{x}) \end{cases}$$

```
int INF = 100000;
int d[10];
int opt(int i, int x) {
    if (x < 0) return INF;
    if (x == 0) return 0;
    if (i == -1) return INF;
    int res = INF;
    res = min(res, 1 + opt(i, x - d[i]));
    res = min(res, opt(i - 1, x));
    return res;
}
```

```
int INF = 100000;
int d[10];
<u>int mem[10][10000];</u>
memset(mem, -1, sizeof(mem));
int opt(int i, int x) {
    if (x < 0) return INF;
    if (x == 0) return 0;
    if (i == -1) return INF;
    if (mem[i][x] != -1) return mem[i][x];
    int res = INF;
    res = min(res, 1 + opt(i, x - d[i]));
    res = min(res, opt(i - 1, x));
    mem[i][x] = res;
    return res;
```

- Time complexity?
- Number of possible inputs are $n \times x$
- ► Each input will be processed in *O*(1) time, assuming recursive calls are constant
- Total time complexity is $O(n \times x)$

- How do we know which coins the optimal solution used?
- We can store backpointers, or some extra information, to trace backwards through the states
- ► See example...

- ► Given an array a[0], a[1], ..., a[n 1] of integers, what is the length of the longest increasing subsequence?
- First, what is a subsequence?
- If we delete zero or more elements from a, then we have a subsequence of a
- Example: a = [5, 1, 8, 1, 9, 2]
- [5, 8, 9] is a subsequence
- ▶ [1,1] is a subsequence
- [5, 1, 8, 1, 9, 2] is a subsequence
- ► [] is a subsequence
- ► [8,5] is not a subsequence
- ► [10] is **not** a subsequence

- ► Given an array a[0], a[1], ..., a[n 1] of integers, what is the length of the longest increasing subsequence?
- An increasing subsequence of a is a subsequence of a such that the elements are in (strictly) increasing order
- ► [5, 8, 9] and [1, 8, 9] are the longest increasing subsequences of *a* = [5, 1, 8, 1, 9, 2]
- How do we compute the length of the longest increasing subsequence?
- ► There are 2ⁿ subsequences, so we can go through all of them
- ► That would result in an O(n2ⁿ) algorithm, which can only handle n ≤ 23
- What about dynamic programming?

- ► Let lis(*i*) denote the length of the longest increasing subsequence of the array *a*[0], ..., *a*[*i*]
- ► Base case: lis(0) = 1
- ▶ What about lis(*i*)?
- We have the same issue as in the maximum sum problem, so let's try changing perspective

- ► Let lis(*i*) denote the length of the longest increasing subsequence of the array a[0], ..., a[*i*], that ends at *i*
- Base case: we don't need one
- ► $\operatorname{lis}(i) = \max(1, \max_{j \text{ s.t. } a[j] < a[i]} \{1 + \operatorname{lis}(j)\})$

```
int a[1000];
int mem[1000];
memset(mem, -1, sizeof(mem));
int lis(int i) {
    if (mem[i] != -1) {
       return mem[i];
    }
    int res = 1;
    for (int j = 0; j < i; j++) {
        if (a[j] < a[i]) {
            res = max(res, 1 + lis(j));
    }
    mem[i] = res;
    return res;
```

```
Longest increasing subsequence
```

And then the longest increasing subsequence can be found by checking all endpoints:

```
int mx = 0;
for (int i = 0; i < n; i++) {
    mx = max(mx, lis(i));
}
```

```
printf("%d\n", mx);
```

- ► Time complexity?
- ► There are *n* possible inputs
- ► Each input is computed in O(n) time, assuming recursive calls are O(1)
- Total time complexity is $O(n^2)$
- ► This will be fast enough for n ≤ 10 000, much better than the brute force method!

- ► Given two strings (or arrays of integers) a[0], ..., a[n-1] and b[0], ..., b[m-1], find the length of the longest subsequence that they have in common.
- ► *a* ="b<u>an</u>an<u>inn</u>"
- ▶ b ="kaninan"
- The longest common subsequence of a and b, "aninn", has length 5

- ► Let lcs(*i*, *j*) be the length of the longest common subsequence of the strings *a*[0], ..., *a*[*i*] and *b*[0], ..., *b*[*j*]
- Base case: $lcs(-1, \mathbf{j}) = 0$
- Base case: lcs(i, -1) = 0

►
$$\operatorname{lcs}(i,j) = \max \begin{cases} \operatorname{lcs}(i,j-1) \\ \operatorname{lcs}(i-1,j) \\ 1 + \operatorname{lcs}(i-1,j-1) & \text{if } \boldsymbol{a}[i] = \boldsymbol{b}[j] \end{cases}$$

```
string a = "bananinn",
       b = "kaninan":
int mem[1000][1000];
memset(mem, -1, sizeof(mem));
int lcs(int i, int j) {
    if (i == -1 || j == -1) {
        return 0:
    }
    if (mem[i][j] != -1) {
       return mem[i][j];
    int res = 0;
    res = max(res, lcs(i, j - 1));
    res = max(res, lcs(i - 1, j));
    if (a[i] == b[j]) {
        res = max(res, 1 + lcs(i - 1, j - 1));
    }
    mem[i][j] = res;
    return res:
```

- ► Time complexity?
- There are $n \times m$ possible inputs
- ► Each input is processed in O(1), assuming recursive calls are O(1)
- Total time complexity is $O(n \times m)$

DP over bitmasks

- Remember the bitmask representation of subsets?
- ► Each subset of *n* elements are mapped to an integer in the range 0, ..., 2ⁿ - 1
- This makes it easy to do dynamic programming over subsets

- We have a graph of *n* vertices, and a cost c_{i,j} between each pair of vertices *i*, *j*. We want to find a cycle through all vertices in the graph so that the sum of the edge costs in the cycle is minimal.
- This problem is NP-Hard, so there is no known deterministic polynomial time algorithm that solves it
- Simple to do in O(n!) by going through all permutations of the vertices, but that's too slow if n > 11
- Can we go higher if we use dynamic programming?

- Without loss of generality, assume we start and end the cycle at vertex 0
- Let tsp(*i*, *S*) represent the cheapest way to go through all vertices in the graph and back to vertex 0, if we're currently at vertex *i* and we've already visited the vertices in the set *S*
- ► Base case: $tsp(i, all vertices) = c_{i,0}$
- ► Otherwise $tsp(i, S) = min_{j \notin S} \{ c_{i,j} + tsp(j, S \cup \{j\}) \}$

```
const int N = 20;
const int INF = 100000000:
int c[N][N];
int mem[N][1<<N];</pre>
memset(mem, -1, sizeof(mem));
int tsp(int i, int S) {
    if (S == ((1 << N) - 1)) {
        return c[i][0];
    }
    if (mem[i][S] != -1) {
        return mem[i][S];
    }
    int res = INF;
    <u>for (in</u>t j = 0; j < N; j++) {
        if (S & (1 << j))
             continue:
        res = min(res, c[i][j] + tsp(j, S | (1 << j)));</pre>
    }
    mem[i][S] = res;
    return res:
}
```

Then the optimal solution can be found as follows:

printf("%d\n", tsp(0, 1<<0));</pre>

- ► Time complexity?
- There are $n \times 2^n$ possible inputs
- ► Each input is computed in O(n) assuming recursive calls are O(1)
- Total time complexity is $O(n^2 2^n)$
- ► Now *n* can go up to about 20

