Dynamic Programming I

Lecture Overview

- Fibonacci Warmup
- Memoization and subproblems
- Shortest Paths
- Crazy Eights
- Guessing Viewpoint

Readings

CLRS 15

Dynamic Programming (DP)

Big idea: :hard yet simple

- Powerful algorithmic design technique
- Large class of seemingly exponential problems have a polynomial solution ("only") via DP
- Particularly for optimization problems (min/max) (e.g., shortest paths)
- * DP \approx "controlled brute force"
- * DP \approx recursion + re-use

Fibonacci Numbers

$$F_1 = F_2 = 1; \quad F_n = F_{n-1} + F_{n-2}$$

Naive Algorithm

follow recursive definition

$$\begin{array}{l} \underline{\mathrm{fib}}(n) \colon \\ & \mathrm{if} \ n \leq 2 \colon \mathrm{return} \ 1 \\ & \mathrm{else} \ \mathrm{return} \ \mathrm{fib}(n-1) + \mathrm{fib}(n-2) \\ \Longrightarrow \ T(n) = T(n-1) + T(n-2) + O(1) \approx \phi^n \\ & \geq 2T(n-2) + O(1) \geq 2^{n/2} \\ & \qquad \qquad \mathrm{EXPONENTIAL} \ - \ \mathrm{BAD!} \end{array}$$

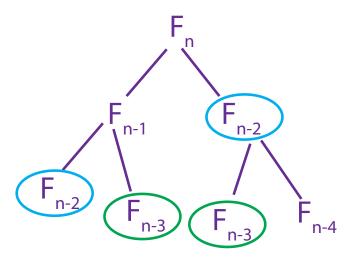


Figure 1: Naive Fibonacci Algorithm

Simple Idea

memoize

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\begin{aligned} \text{memo} &= \{ \ \} \\ \text{fib}(n) \colon \\ &\quad \text{if $n$ in memo: return memo}[n] \\ &\quad \text{else: } if \ n \leq 2 : f = 1 \\ &\quad \text{else: } f = \text{fib}(n-1) + \underbrace{\text{fib}(n-2)}_{\text{free}} \\ &\quad \text{memo}[n] = f \\ &\quad \text{return } f \\ T(n) &= T(n-1) + O(1) = O(n) \end{aligned}
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[Side Note: There is also an $O(\lg n)$ - time algorithm for Fibonacci, via different techniques]

- * DP \approx recursion + memoization
 - remember (<u>memoize</u>) previously solved "subproblems" that make up problem
 - in Fibonacci, subproblems are F_0, F_1, \cdots, F_n
 - $\bullet\,$ if subproblem already solved, re-use solution
- * \Longrightarrow time = # of subproblems · time/subproblem
 - - in fib: \sharp of subproblems is O(n) and time/subproblem is O(1) giving us a total time of O(n).

Shortest Paths

- Recursive formulation: $\delta(s,t) = \min\{w(s,v) + \delta(v,t) \, \Big| \, (s,v) \, \epsilon \, E\}$
- does this work with memoization?
 no, cycles \imp infinite loops (see Figure 2).

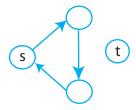


Figure 2: Shortest Paths

- in some sense necessary for neg-weight cycles
- works for directed acyclic graphs in O(V + E) (recursion effectively DFS/topological sort)
- trick for shortest paths: removing cyclic dependency.
 - $\delta_k(s,t) = \text{shortest path using} \le k \text{ edges}$ $= \min\{\delta_{k-1}(s,t)\} \cup \{w(s,v) + \delta_{k-1}(v,t) \, \big| \, (s,v) \, \epsilon \, E\}$ $\ldots \text{ except } \delta_k(t,t) = \phi, \ \delta_\phi(s,t) = \infty \text{ if } s \ne t$ $\delta(s,t) = \delta_{n-1}(s,t) \text{ assuming no negative cycles}$

$$\implies \text{time} = \underbrace{\sharp \text{ subproblems}}_{O(n^3) \text{ for } s,t,k\cdots \text{ really } O(n^2)} \underbrace{\text{ time/subproblem}}_{O(n)\cdots \text{ really deg}V}$$

$$= O(V \cdot \sum_{V} \deg(V)) = O(VE)$$

^{*} Subproblem dependency should be acyclic.

Crazy Eights Puzzle

- given a sequence of cards $c[\phi], c[1], \dots, c[n-1]$ e.g., $7 \circlearrowleft, 6 \circlearrowleft, 7 \diamondsuit, 3 \diamondsuit, 8 \clubsuit, J \spadesuit$
- find longest left-to-right "trick" (subsequence)

$$c[i_1], c[i_2], \cdots c[i_k]$$
 $(i_1 < i_2 < \cdots i_k)$
where $c[i_j] \& c[i_{j+1}]$ "match" for all j
have some suit or rank or one has rank 8

• recursive formulation:

$$\begin{aligned} \operatorname{trick}(i) &= \operatorname{length} \text{ of best trick starting at } c[i] \\ &= 1 + \max(\operatorname{trick}(j) \operatorname{for} j \operatorname{in range}(i+1,n) \operatorname{if match } (c[i], \, c[j])) \\ \operatorname{best} &= \max(\operatorname{trick}(i) \operatorname{for} i \operatorname{in range}(n)) \end{aligned}$$

• memoize: trick(i) depends only on trick(>i)

$$\implies \text{time} = \underbrace{\sharp \, \text{subproblems}}_{O(n)} \cdot \underbrace{\underbrace{\text{time/subproblem}}_{O(n)}}_{O(n)}$$

$$= O(n^2) \quad \text{(to find actual trick, trace through max's)}$$

"Guessing" Viewpoint

- what is the first card in best trick? guess! i.e., try all possibilities & take best result - only O(n) choices
- \bullet what is next card in best trick from i? guess!
 - if you pretend you knew, solution becomes easy (using other subproblems)
 - actually pay factor of O(n) to try all
- * use only small $\underbrace{\sharp \text{choices/guesses}}_{\text{poly}(n) \sim O(1)}$ per subproblem

Source: http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-spring-2008/lecture-notes/lec19.pdf