

# COMPSCI 311: Introduction to Algorithms

## Lecture 15: Dynamic Programming

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# Dynamic Programming Recipe

- ▶ Step 1: Devise simple recursive algorithm
  - ▶ Flavor: make “first choice”, then recursively solve subproblem
- ▶ Step 2: Write recurrence for optimal value
- ▶ Step 3: Design bottom-up iterative algorithm
- ▶ Weighted interval scheduling: first-choice is binary
- ▶ Rod-cutting: first choice has  $n$  options
- ▶ Subset Sum: first choice is binary, but need to “add a variable” to recurrence

# Subset Sum: Problem Formulation

- ▶ **Input**

- ▶ Items  $1, 2, \dots, n$
- ▶ Weights  $w_i$  for all items (integers)
- ▶ Capacity  $W$

- ▶ **Goal:** select a subset  $S$  whose total weight is as large as possible without exceeding  $W$ .

- ▶ Subset Sum: need to “add a variable” to recurrence

## Step 1: Recursive Algorithm, Binary Choice

Let  $O$  be optimal solution on items 1 through  $j$ . Is  $j \in O$  or not?

SubsetSum( $j$ )

**if**  $j = 0$  **then return** 0

▷ Case 1:  $j \notin O$

$v = \text{SubsetSum}(j - 1)$

▷ Case 2:  $j \in O$

**if**  $w_j \leq W$  **then**

$v = \max(v, w_j + \text{SubsetSum}(j - 1) ?)$

**return**  $v$

▷ else skip b/c can't fit  $w_j$

## Clicker

SubsetSum( $j$ )

**if**  $j = 0$  **then return** 0

$v = \text{SubsetSum}(j - 1)$

**if**  $w_j \leq W$  **then**

$v = \max(v, w_j + \text{SubsetSum}(j - 1)?)$

**return**  $v$

▷ Case 1:  $j \notin O$

▷ Case 2:  $j \in O$

Is there a problem in Case 2?

A. No, it is correct.

B. Yes, you need to consider that the  $j^{\text{th}}$  item may be selected multiple times.

C. Yes, if we take item  $j$ , the remaining capacity changes.

Second call to  $\text{SubsetSum}(j - 1)$  no longer has capacity  $W$ .

Solution: must add extra parameter (problem dimension)

## Step 1: Recursive Algorithm, Add a Variable

Find value of optimal solution  $O$  on items  $\{1, 2, \dots, j\}$  when the remaining capacity is  $w$

SubsetSum( $j, w$ )

**if**  $j = 0$  **then** return 0

▷ Case 1:  $j \notin O$

$v = \text{SubsetSum}(j - 1, w)$

▷ Case 2:  $j \in O$

**if**  $w_j \leq w$  **then**

$v = \max(v, w_j + \text{SubsetSum}(j - 1, w - w_j))$

**return**  $v$

## Step 2: Recurrence

- ▶ Let  $\text{OPT}(j, w)$  be the maximum weight of any subset of items  $\{1, \dots, j\}$  that does not exceed  $w$

$$\text{OPT}(j, w) = \begin{cases} \text{OPT}(j-1, w) & w_j > w \\ \max \left\{ \begin{array}{l} \text{OPT}(j-1, w) \\ w_j + \text{OPT}(j-1, w - w_j) \end{array} \right\} & w_j \leq w \end{cases}$$

- ▶ Base case:  $\text{OPT}(0, w) = 0$  for all  $w = 0, 1, \dots, W$ .
- ▶ Questions
  - ▶ Do we need a base case for  $\text{OPT}(j, 0)$ ? **No**
  - ▶ What is overall optimum to original problem?  **$\text{OPT}(n, W)$**

## From Recurrence to Iterative (“Turn the Crank”)

$$\text{OPT}(j, w) = \begin{cases} \text{OPT}(j - 1, w) & w_j > w \\ \max \left\{ \begin{array}{l} \text{OPT}(j - 1, w) \\ w_j + \text{OPT}(j - 1, w - w_j) \end{array} \right\} & w_j \leq w \end{cases}$$

What size memoization array?  $M[j, w]$  for all values of  $j$  and  $w$   
 $M[0 \dots n, 0 \dots W]$

What order to fill entries? base case first; RHS before LHS  
for  $j$  from  $0 \rightarrow n$ , for  $w$  from  $0 \rightarrow W$

Which entry stores solution to overall problem? Want  $\text{OPT}(n, W)$ : stored in  $M[n, W]$



## Step 3: Iterative Algorithm

SubsetSum( $n, W$ )

Initialize array  $M[0..n, 0..W]$

Set  $M[0, w] = 0$  for  $w = 0, \dots, W$

**for**  $j = 1$  to  $n$  **do**

**for**  $w = 1$  to  $W$  **do**

**if**  $w_j > w$  **then**  $M[j, w] = M[j - 1, w]$

**else**  $M[j, w] = \max(M[j - 1, w], w_j + M[j - 1, w - w_j])$

**return**  $M[n, W]$

Running Time?  $\Theta(nW)$ .

## Clicker

```
for  $j = 1$  to  $n$  do  
  for  $w = 1$  to  $W$  do  
    if  $w_j > w$  then  $M[j, w] = M[j - 1, w]$   
    else  $M[j, w] = \max(M[j - 1, w], w_j + M[j - 1, w - w_j])$ 
```

Suppose we have  $n$  items, and the capacity  $W$  and weights  $w_j$  each have  $m$  decimal digits. Then the running time is:

- A.  $\Theta(nm)$
- B.  $\Theta(n \log_{10} m)$
- C.  $\Theta(n10^m)$
- D.  $\Theta(10^{nm})$

## Polynomial vs. Pseudo-polynomial

If numbers have  $m$  digits, input size is  $\Theta(nm)$ , runtime is  $\Theta(n10^m)$ .

- ▶ **Polynomial time:** polynomial in input size ( $nm$ )
- ▶ **Pseudo-polynomial:** polynomial in number of items ( $n$ ) and *magnitude* of numbers ( $10^m$ )

For numeric problems, input size is *log of magnitude* of the numbers. Poly-time algorithm should be polynomial in  $n$  and  $\log W$ .

Subset Sum:

- ▶ Our solution is pseudo-polynomial
- ▶ No polynomial algorithm is known

# Subset Sum

## MY HOBBY: EMBEDDING NP-COMPLETE PROBLEMS IN RESTAURANT ORDERS

CHOTCHKIES RESTAURANT	
~ APPETIZERS ~	
MIXED FRUIT	2.15
FRENCH FRIES	2.75
SIDE SALAD	3.35
HOT WINGS	3.55
MOZZARELLA STICKS	4.20
SAMPLER PLATE	5.80
~ SANDWICHES ~	
BARBECUE	6.55



# Knapsack Problem

Same as subset sum, but now items have **value** in addition to weight

## Input

- ▶ Items  $1, 2, \dots, n$
- ▶ Weights  $w_i$  for all items (integers)
- ▶ Values  $v_i$  for all items (integers)
- ▶ Capacity  $W$

**Goal:** select subset  $S$  whose total **value** is as large as possible without exceeding  $W$ .

## Clicker

Recall subset-sum recurrence:

$$\text{OPT}(j, w) = \begin{cases} \text{OPT}(j - 1, w) & w_j > w \\ \max \{ \text{OPT}(j - 1, w), \text{ } w_j + \text{OPT}(j - 1, w - w_j) \} & w_j \leq w \end{cases}$$

How should the blue term be rewritten for the knapsack recurrence?

- A.  $w_j + \text{OPT}(j - 1, w - w_j)$
- B.  $w_j + \text{OPT}(j - 1, w - v_j)$
- C.  $v_j + \text{OPT}(j - 1, w - v_j)$
- D.  $v_j + \text{OPT}(j - 1, w - w_j)$

## Clicker

Does our knapsack solution still work if the weights and/or values are real numbers instead of integers?

- A. It still works if both the values and weights are real numbers.
- B. It works if values are real numbers but weights are integers.
- C. It works if weights are real numbers but values are integers.
- D. It does not work if either the weights or values are real numbers.

**Fractional** knapsack problem allows partial objects (think: grains, sand, fluid). Has simple **greedy** solution: choose highest value per weight.