

CS 312: Algorithms
Intro to Dynamic Programming

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Last Compiled: October 31, 2018

Algorithm Design Techniques

- ▶ Greedy
- ▶ Divide and Conquer
- ▶ **Dynamic Programming**
- ▶ Network Flows

Learning Goals

	Greedy	Divide and Conquer	Dynamic Programming
Formulate problem			
Design algorithm		✓	✓
Prove correctness	✓		
Analyze running time		✓	
Specific algorithms	✓		✓

Weighted Interval Scheduling

- ▶ Television scheduling problem: Given n shows with start time s_i and finish time f_i , watch as many shows as possible, with no overlap.
- ▶ A Twist: Each show has a value v_i and want a set of shows S , with no overlap and maximum value $\sum_{i \in S} v_i$.
- ▶ Greedy? [Example on board.](#)
- ▶ Problem formulation
 - ▶ Show (job) j has value v_j , start time s_j , finish time f_j
 - ▶ Assume shows sorted by finishing time $f_1 \leq f_2 \leq \dots \leq f_n$
 - ▶ Shows i and j are **compatible** if they don't overlap
 - ▶ **Goal:** selected subset of non-overlapping jobs with maximum value

Dynamic Programming Recipe

- ▶ **Step 1:** Devise simple recursive algorithm
 - ▶ Make *one decision* by trying all possibilities
 - ▶ Use a recursive solver to evaluate the value of each
 - ▶ **Problem:** it does redundant work, often exponential time
- ▶ **Step 2:** Write recurrence for optimal value
- ▶ **Step 3:** Design iterative algorithm

Step 1: Recursive Algorithm

- ▶ **Observation:** Let O be the optimal solution. Either $n \in O$ or $n \notin O$. In either case, we can reduce the problem to a *smaller instance* of the same problem.
- ▶ Recursive algorithm to find **value** of optimal subset of first j shows

Compute-Value(j)

Base case: if $j = 0$ return 0

Case 1: $j \in O$

Let p_j be highest-numbered show compatible with j
 $\text{val1} = v_j + \text{Compute-Value}(p_j)$

Case 2: $j \notin O$

$\text{val2} = \text{Compute-Value}(j - 1)$

return $\max(\text{val1}, \text{val2})$

Running Time?

- ▶ Board work
- ▶ **Problem:** running time is exponential in n (recursion tree). But redundant work is done. Only n unique subproblems.

Step 2: Recurrence

- ▶ Recurrence = shorter, mathematical, description of recursive structure for optimal value
- ▶ Let $\text{OPT}(j)$ be the value of optimal subset of first j jobs
- ▶ Let p_j be highest-numbered job that is compatible with j

$$\begin{aligned}\text{OPT}(0) &= 0 \\ \text{OPT}(j) &= \max\left\{\underbrace{v_j + \text{OPT}(p_j)}_{\text{Case 1}}, \underbrace{\text{OPT}(j-1)}_{\text{Case 2}}\right\}\end{aligned}$$

Step 3: Iterative "Bottom-Up" Algorithm

WeighedIS

Initialize array $M[0 \dots n]$ to hold optimal values
 $M[0] = 0$ ▷ Value of empty set
for $j = 1$ to n **do**
 $M[j] = \max(v_j + M[p_j], M[j-1])$
end for

- ▶ Example execution
- ▶ Running time? $O(n)$
- ▶ Usually direct "wrapping" of recurrence in appropriate for loop. Pay attention to dependence on previously-computed entries of M to know which direction to iterate.

Review

- ▶ Recursive algorithm → recurrence → iterative algorithm

Epilogue: Recovering the Solution (1)

Idea: modify the algorithm to what choice is made at each iteration

WeighedIS

Initialize array $M[0 \dots n]$ to hold optimal values
Initialize array $\text{choose}[1 \dots n]$ to hold choices
 $M[0] = 0$
for $j = 1$ to n **do**
 $M[j] = \max(v_j + M[p_j], M[j-1])$
 Set $\text{choose}[j] = 1$ if first value is bigger, and 0 otherwise
end for

Epilogue: Recovering the Solution (2)

Then trace back from end and "execute" the choices

Use algorithm above to fill in M and choose arrays
 $O = \{\}$
 $j = n$
while $j > 0$ **do**
 if $\text{choose}(j) == 1$ **then**
 $O = O \cup \{j\}$
 $j = p_j$
 else
 $j = j - 1$
 end if
end while

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Dynamic Programming Outlook

- ▶ First example: Weighted Interval Scheduling
 - ▶ Binary first choice: $j \in O$ or $j \notin O$?
- ▶ Next time: rod-cutting
 - ▶ First choice has n options