

Dynamic Programming

9/27/2017

These slides will be put on:

github.com/AuburnACM/Competitive-Programming

Agenda

- Announcements
- What is Dynamic Programming?
- Common DP problems
 - Maximum Subsequence
 - Longest Increasing Subsequence
 - Knapsack
 - Egg Drop
- Your Turn!

Announcements - Last Week's Mock

September 24 Mock													
Rank	Team	Solved	Time	A	B	C	D	E	F	G	H	I	J
1	Mitch Price	5	336	1 13				1 15	1 166	1 35		4 47 (+60)	
2	Amy Cheng	3	188					1 17		1 49		1 122	
3	Matt Bonsall	3	231	1 -- (+20)				1 17		1 51		4 103 (+60)	
4	Turner Atwood	3	250					1 8		1 22		8 80 (+140)	
5	Chengyu Tang	3	292			1 -- (+20)		5 30 (+80)		1 46		2 116 (+20)	
6	Henry Rice	2	140					1 49		2 71 (+20)		1 -- (+20)	
7	Nirmit Patel	1	137					1 137		3 -- (+60)			
8	Robby March	1	204	13 -- (+260)				7 84 (+120)		1 -- (+20)			
9	Nicholas Tkalych	1	226					8 86 (+140)		8 -- (+160)			
10	Andrew McGehee	0	0					1 -- (+20)					

Last Week's Mock

- A Classy Problem
- Amazing Race
- Bundles of Joy
- Flipping Cards
- I've Been Everywhere, Man
- Matrix Keypad
- Popular Vote
- Rubik's Revenge
- Scaling Recipes
- Space Junk
- The Magical 3

User - Defined Comparator

TSP - like DP $O(N^2 2^N)$

DPish or Tree Solution

Union Find (Stack Depth Issues)

Data Structure

Pattern Matching

Implementation (Be careful with edge cases!)

Search (optional bit manipulation)

Implementation (Floating Point Issues)

Algebra / Geometry (Floating Point issues)

Number Theory, (Didn't appear in the mock).

Announcements - This Week's Mock

- Sunday October 1st, at 2:00 PM in this room (seminar room)
- Will focus on DP, Union Find, and Prefix Trees
- More guided format

Other ACM Announcements

- Tea Time at Momma Goldberg's (on Thach) tomorrow at 6:00!
- For any questions / comments / concerns / or just to get in contact with other ACM members, feel free to join us on slack!
 - AuburnACM.slack.com
- Workiva will be giving a Tech Talk on October 24th on Cloud Computing
- If you have any ideas for / would like to give a tech talk, let us know!

What is Dynamic Programming?

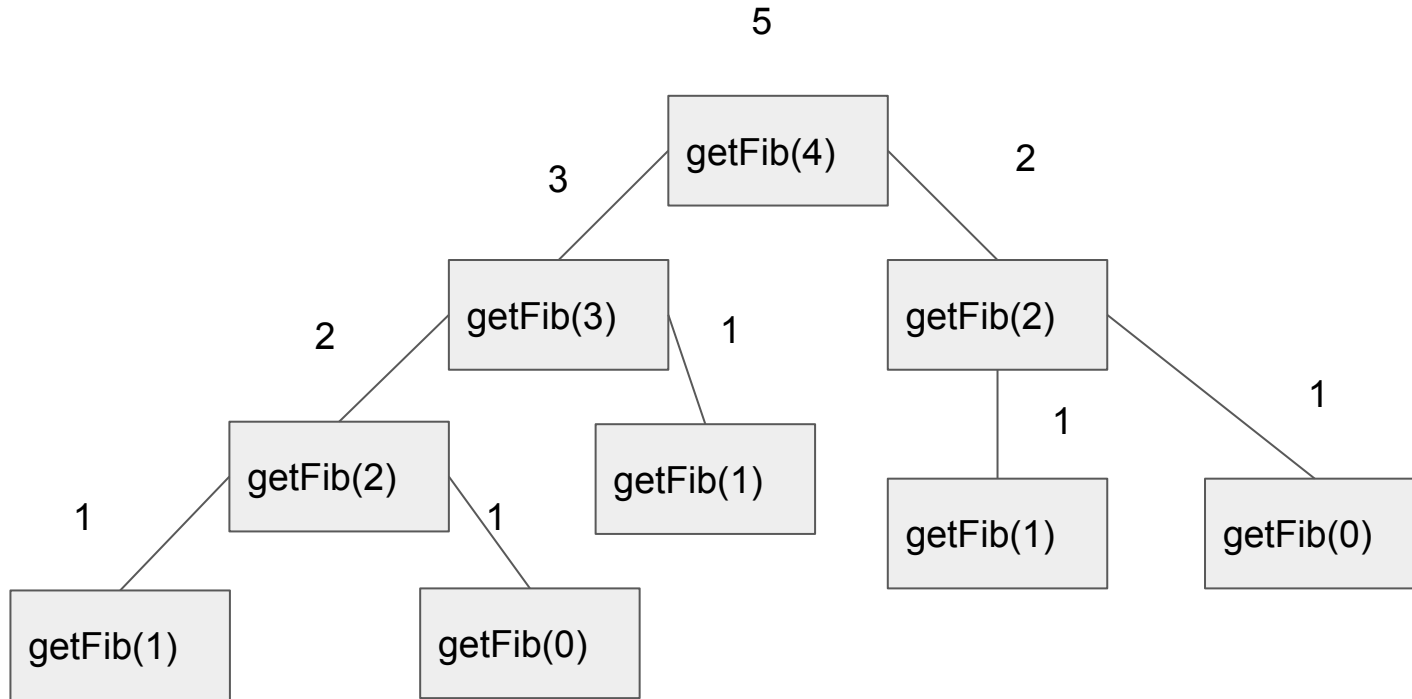
- Ignore the name (it is intentionally scary)
- Basically, it just means you remember the result of a previous computation, rather than having to re-calculate it again!
- Example: write a function that calculates the Nth fibonacci number
- 1, 1, 2, 3, 5, 8, 13, 21, 34, 55,
- $\text{Fib}(0) = \text{Fib}(1) = 1$, otherwise $\text{Fib}(N) = \text{Fib}(N-1) + \text{Fib}(N-2)$

```
static int getFib(int N)
```

One Possible Solution

```
static int getFib(int N) {  
    if (N == 0 || N == 1) {  
        return 1;  
    }  
    return getFib(N-1) + getFib(N-2);  
}
```


Call Structure



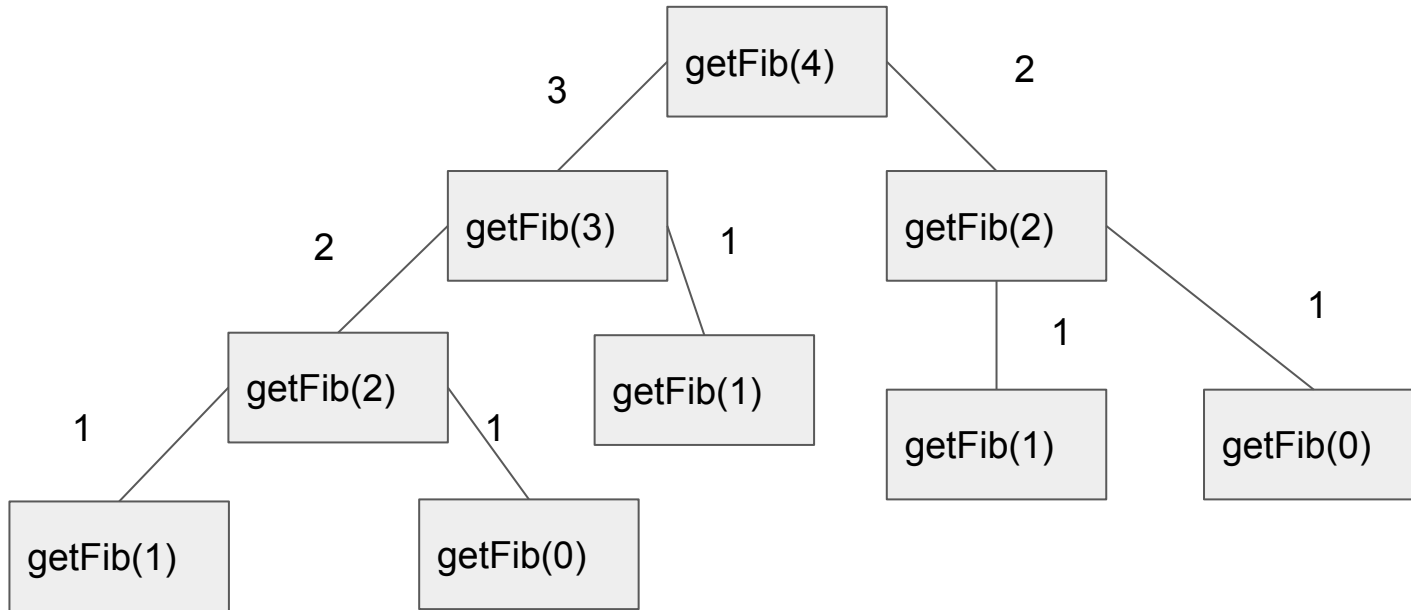
An Improvement

```
int[] solutions = new int[100];
```

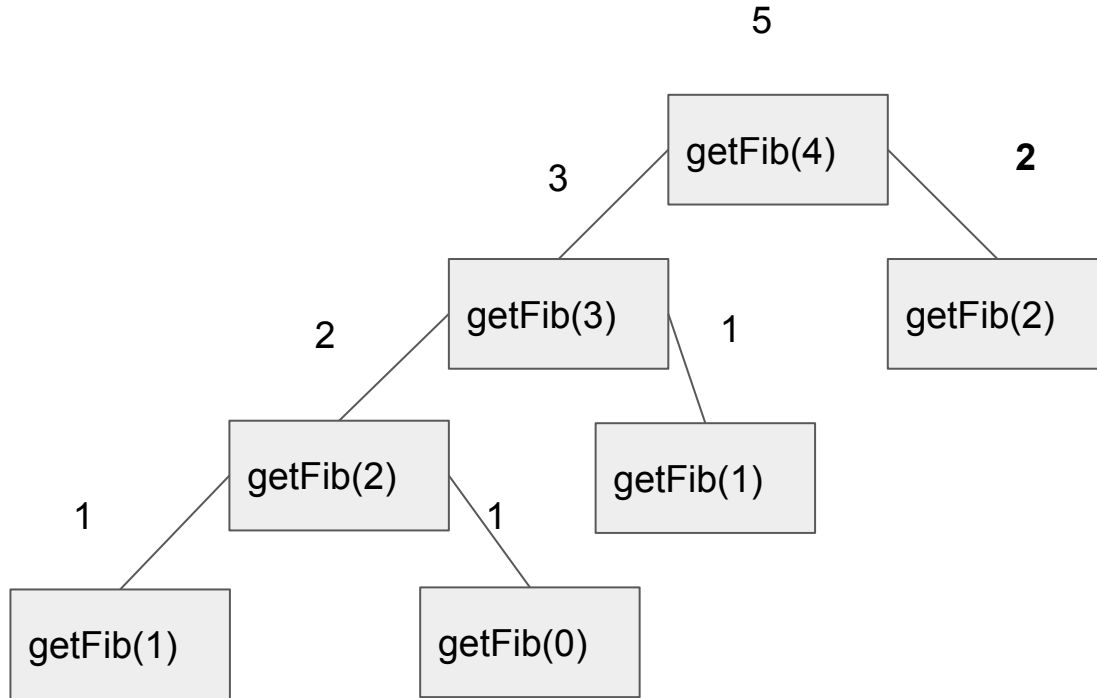
```
static int getFib(int N) {  
    if (N == 0 || N == 1) {  
        return 1;  
    }  
    if (solutions[N] == 0) {  
        solutions[N] = getFib(N-1) + getFib(N-2);  
    }  
    return solutions[N]  
}
```

Call Structure - Before

5



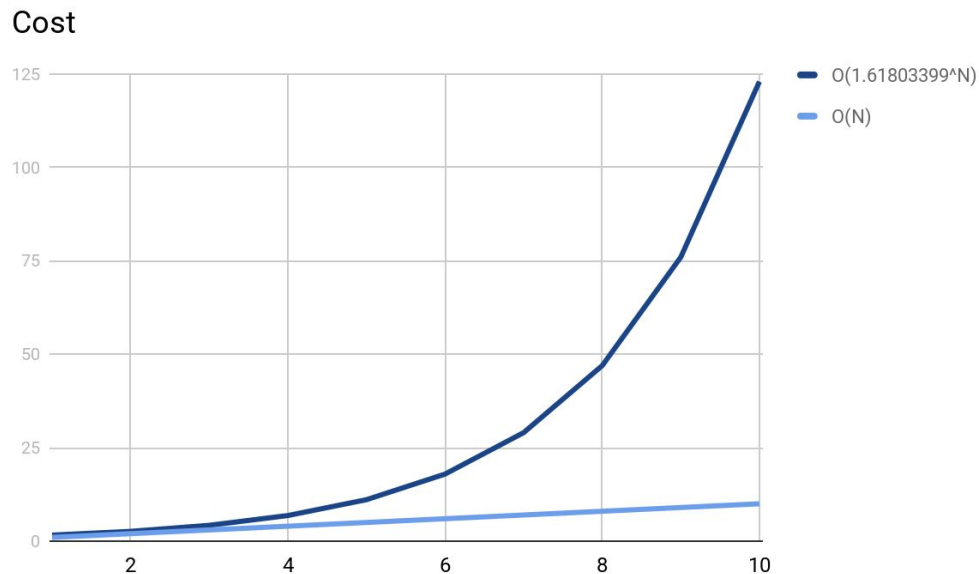
Call Structure - After



Improvement

Before - $O(1.61803399^N)$

After - $O(N)$



Further Changes

Recursive calls have an overhead, so we can replace it with:

```
static int getFib(int N) {  
    if (N < 2) return 1;  
    int[] fibs = new int[N + 1];  
    fibs[0] = fibs[1] = 1;  
    for (int i = 2; i <= N; i++) {  
        fibs[i] = fibs[i-1] + fibs[i-2];  
    }  
    return fibs[N];  
}
```

What is Dynamic Programming?

More formally, a dynamic programming problem aims to solve a problem with 2 properties:

Optimal Substructure (In other words, we can get the answer to a problem using the answer to other subproblems).

Overlapping Subproblems (These subproblems actually have something in common).

Maximum Subarray

We are given an array of numbers and we need to find a subarray (a range of consecutive elements in the array) that sums to the largest value:

-2, 1, -3, **4**, **-1**, **2**, 1, -5, 4

The maximum subarray is 4, -1, 2, 1, which sums to 6.

Maximum Subarray

Optimal Substructure:

$$\text{maxSum}(A) = \max(0, \text{maxSumEndingAt}(A, 0) \dots \text{maxSumEndingAt}(A, N-1))$$

$$\text{maxSumEndingAt}(A, i) = \max(\text{maxSumEndingAt}(A, i-1) + A[i], A[i])$$

Overlapping Subproblems:

Rather than recalculate `maxSumEndingAt`, we can simply store it in a variable as we iterate over the array.

Maximum Subarray

```
int maxSum(int[] A) {  
    int runningTotal = 0, max = 0;  
    for (int i = 0; i < A.length; i++) {  
        runningTotal = Math.max(A[i], runningTotal + A[i]);  
        max = Math.max(max, runningTotal);  
    }  
    return max;  
}
```

Longest Increasing Subsequence

a i e m c k g o b j f n d l h p

Given a list of elements, find the length of the longest subsequence in those elements that is monotonically increasing.

Longest Increasing Subsequence

Optimal substructure:

Let $\text{smallestNthElement}(A, n, i)$ be the smallest element of $A[:i]$ that terminates an increasing subsequence of length n in $A[:i]$. Then:

```
lengthLongestIncreasing(A, i) =  
    lengthLongestIncreasing(A, i-1) + 1 if  $A[i] >$   
         $\text{smallestNthElement}(A, \text{lengthLongestIncreasing}(A, i-1), i-1)$   
    lengthLongestIncreasing(A, i-1) otherwise.
```

Longest Increasing Subsequence

Overlapping subproblems:

We can keep a mapping of N to `smallestNthElement`, updating it as we iterate over i .

For each iteration, we can find the first element in the mapping $\geq A[i]$ and replace that element with $A[i]$.

Longest Increasing Subsequence

```
static int longestIncreasingSubsequence(int[] A) {
    int[] smallest = new int[A.length];
    Arrays.fill(smallest, Integer.MAX_VALUE);
    int length = 0;
    for (int i = 0; i < A.length; i++) {
        int insertAt = 0;
        for (int j = 0; j < A.length; j++) {
            if (smallest[j] >= A[i]) {
                insertAt = j;
                break;
            }
        }
        smallest[insertAt] = A[i];
        length = Math.max(length, insertAt + 1);
    }
    return length;
}
```

Longest Increasing Subsequence

But wait, there's more!

Because smallest is monotonically increasing, we can use a binary search or another $\log(N)$ find operation to improve our performance even further!

Knapsack

Imagine this:

You break into a house, carrying a knapsack to hold your loot, which can hold up to W pounds.

Knowing the weight / value of every item in the house, maximize the value of items your knapsack can hold without breaking. We will assume integer weights / values.

- 0/1
- Bounded
- Unbounded (What we will talk about)

Unbounded Knapsack

Optimal Substructure:

Let's say I can hold up to W pounds. There are N items numbered $0 \dots N-1$, where $\text{weight}(i)$ is the weight of the i th item and $\text{value}(i)$ is the value of the i th item.

$$\begin{aligned} \text{MaxLoot}(W) = & \\ & \max \text{ for } i \text{ in } 0 \dots N-1 \\ & \quad \text{value}(i) + \text{MaxLoot}(W - \text{weight}(i)), \\ & \text{MaxLoot}(W-1) \end{aligned}$$

Overlapping Subproblems:

Since $\text{MaxLoot}(W)$ only depends on previous values of MaxLoot , we can store these answers rather than recomputing them.

Unbounded Knapsack

```
static int maxValue(Item[] items, int maxWeight) {  
    int[] best = new int[maxWeight+1];  
    for (int w = 1; w <= maxWeight; w++) {  
        best[w] = best[w-1];  
        for (Item item : items) {  
            if (w - item.weight >= 0) {  
                best[w] = Math.max(best[w-item.weight] + item.value, best[w]);  
            }  
        }  
    }  
    return best[maxWeight];  
}
```

Egg Drop Problem

Let's say you want to find the highest floor that you can drop an egg from without it cracking. (With floors numbered 1 to N)

If you only have 1 egg, you have to test floor 1, floor 2, floor 3.... Etc.

If you have N or more eggs, we can binary search... so we only need the ceiling of $\log_2 N$ drops or less

What if we have K eggs, where $1 < K < N$? Can we determine the maximum # of drops needed if we use an optimal strategy?

Egg Drop Problem

Optimal substructure:

Let $\text{FirstDrop}(N, K, F)$ mean the worst-case # of drops if I am using an optimal strategy for N floors and K eggs after an initial first drop from floor F .

Now $\text{FirstDrop}(N, K, F) = 1 + \max(\text{EggDrop}(F-1, K-1), \text{EggDrop}(N-F, K))$

We know $\text{EggDrop}(N, 1) = N$, $\text{EggDrop}(0, K) = 0$, and $\text{EggDrop}(1, K) = 1$.

Finally, $\text{EggDrop}(N, K) = \min(\text{FirstDrop}(N, K, F) \text{ for } F \text{ in } 0 \dots K-1)$

Egg Drop Problem

```
static int eggDrop(int N, int K) {
    int[][] memo = new int[N+1][K+1];
    for (int i = 1; i <= K; i++) {
        memo[1][i] = 1;
        memo[0][i] = 0;
    }
    for (int j = 1; j <= K; j++) memo[j][1] = j;
    for (int eggs = 2; eggs <= K; eggs++) {
        for (int floor = 2; floor <= N; floor++) {
            memo[floor][eggs] = Integer.MAX_VALUE;
            for (int firstDrop = 1; firstDrop <= floor; firstDrop++) {
                memo[floor][eggs] = Math.min(memo[floor][eggs], 1 +
                    Math.max(memo[firstDrop-1][eggs-1], memo[floor-firstDrop][eggs]));
            }
        }
    }
    return memo[N][K]
}
```

Your Turn!

- Maximum Subarray - Profits
 - auacm.com/problem/profits
- Unbounded Knapsack - Candy Store
 - auacm.com/problem/candystore
- Egg Drop (with a twist) - Mailbox Manufacturer's Problem
 - open.kattis.com/problems/mailbox
- Roll Your Own - Digit Sum
 - open.kattis.com/problems/digitsum