

28/03/2024

## PROGRAMAZ. DINAMICA: PARTE 3

ARGO. OGGI : ALTRE 2 PROBL. DI P.D.

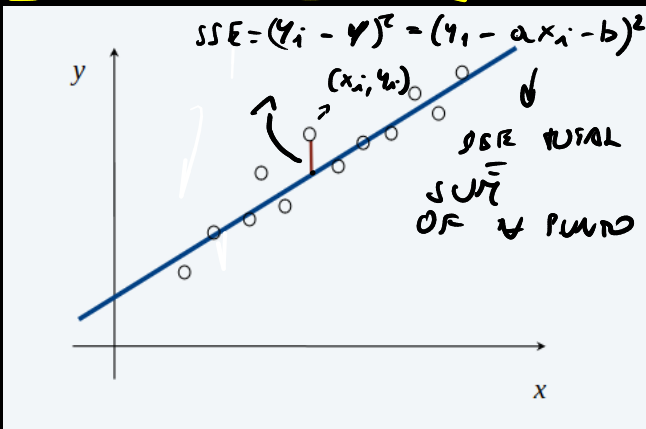
• STATISTICA PR.

→ PR U COMPLEX FORMULATION

### 1° PROBL.: SEGMENTED LEAST SQUARE

"PROB. BASE"

#### LEAST SQUARES



- INPUT :  $n$  PUNTI GRAFICO

- OUTPUT : RETTA  $y = mx + b$

• SSU (SUM OF SQUARE ERROR)  
↳ DA MINIMIZZARE

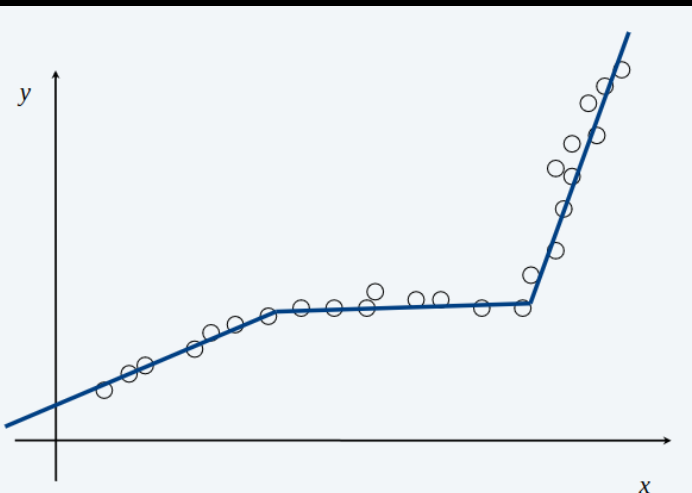
Solution. Calculus  $\Rightarrow$  min error is achieved when



$$a = \frac{n \sum_i x_i y_i - (\sum_i x_i)(\sum_i y_i)}{n \sum_i x_i^2 - (\sum_i x_i)^2}, \quad b = \frac{\sum_i y_i - a \sum_i x_i}{n}$$

### PROBL. OF LEZIONE

#### SEGMENTED LEAST SQUARE



INPUT  $\rightarrow$  = A L. SQUARE MA "NON LINEARE"

OUTPUT  $\rightarrow$  SERIE DI LINEE CHE MINIMIZZA  $F(x)$ . MA CHE E'?

## F(x) GOAL

MISURA DI PRECISIONE

→

$$F(x) = E + cL \quad \rightarrow \quad E = \sum \text{OF SSE DI } \forall \text{ LINEA}$$

$$L = \text{NUM. LINEE}$$

→ MISURA DI PARSIMONIA

## PROJECT ALGO

OPT

$$= \text{OPT}(i)$$

SSE OF

SEGMENT  $i-1$

↓

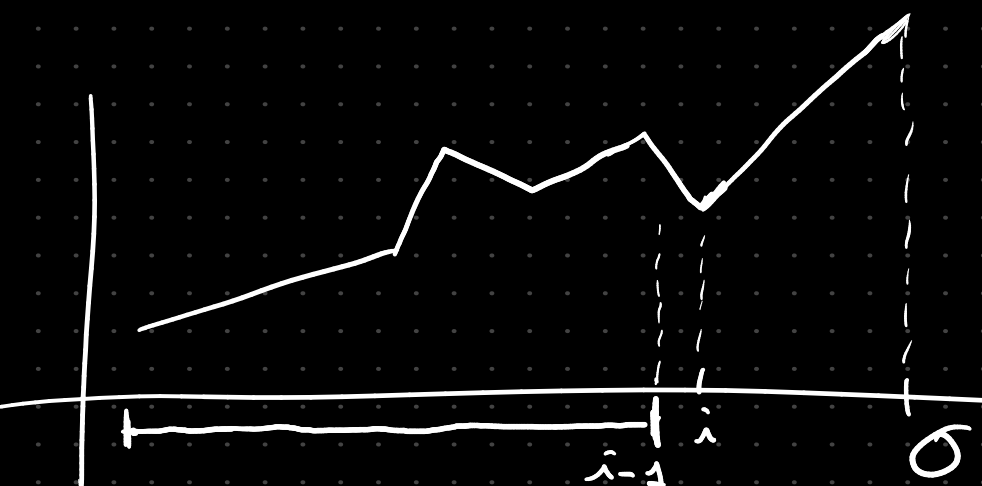
SOL. SUBPROBL.

$$\text{DA } 1 \text{ A } i-1$$

$$+ \text{OPT}(i-1)$$

DEF SUBPROBLEM

SIA ESSO UNA OPT, e SIA  $i-6$  "UNA BUSTA".



COME X ALTRI PROBLEMI:

SIN. EXCHANGE

$$\text{OPT} = \underbrace{\text{SSU}(i, 6)}_{\substack{\downarrow \\ \text{SOL. TRA } i-6}} + \underbrace{\text{OPT}(i-1)}_{\substack{\downarrow \\ \text{SOL. PUNTI PRIMA}}} \rightarrow \text{ARG. (W.I.I.)}$$

DETTO CIÒ, USANDO I SEGUENTI STRUMENTI.....

- $\text{OPT}(J) = \text{MIN. COST FOR } P_1, \dots, P_J$
- $e_{ij} = \text{SSU OF } P_i, \dots, P_J$

COME CALCOLO OPT(J)?


- $e_{ij}$   $\leadsto$  "ULTIMO" SEGMENTO OF SOL. PER UN  $i \leq j$
- COSTO TOT =  $e_{ij} + c + \text{OPT}(i-1)$

EQ. BELLMAN  $\leadsto$  EQ. X DEF. RELAZIONI TRA  
OPT

$$\text{OPT}(J) = \begin{cases} 0 & J = 0 \\ \min_{1 \leq i \leq J} \{ e_{ij} + c + \text{OPT}(i-1) \} & J > 0 \end{cases}$$

CODE

SEGMENTED-LEAST-SQUARES( $n, p_1, \dots, p_n, c$ )

FOR  $j = 1$  TO  $n$  ]  $\leadsto$  CALCOLO TUTTI I  
FOR  $i = 1$  TO  $j$  ] POSSIBILI  $e_{ij}$ .   
Compute the SSE  $e_{ij}$  for the points  $p_i, p_{i+1}, \dots, p_j$ .

$M[0] \leftarrow 0$ .

FOR  $j = 1$  TO  $n$

$M[j] \leftarrow \min_{1 \leq i \leq j} \{ e_{ij} + c + M[i-1] \}$ .

previously computed value

RETURN  $M[n]$ .  $\leadsto$  goal = OPT( $n$ )

CALCOLO  $e_{ij} \forall i, j$   
c.c.  $i \leq j \leadsto$  OCCURRA  
 $O(n^2)$

COSTO

TIME  $\leadsto O(n^3)$

SPACE  $\leadsto O(n^2)$

TIME,

WHY  $O(n^3)$ ?



x CALCOLO  $q_{i,j} =$   
 $= O(n)$  ☆

IMPROVE!

- $\forall i$ , MI RICALCO PRIMA LE  $q$   $\Sigma$  CUMULATIVE:

$$\left[ \begin{array}{cccc} \sum_{k=1}^i x_k & \sum_{k=1}^i y_k & \sum_{k=1}^i x_k^2 & \sum_{k=1}^i x_k y_k \end{array} \right] \begin{array}{l} \text{RICALCOLO TUTTO} \\ \text{BUT ADD ADD} \\ i \end{array}$$

• CALCOLO  $q_{i,j} = q(i)$

CON QUESTO TRICK  
HO GIÀ TUTTO PRONTO  
X CALCOLARE IL  
VALORE

## 2° PROBL: KNAPSACK PROBLEM

DESCRIBIONE

- ZAINO CON  $W$  = LIM. PESO

- OGGETTI CON

$$\left[ \begin{array}{l} \rightarrow p = \text{PESO} \\ \rightarrow v = \text{VALORE} \end{array} \right] \Rightarrow \begin{array}{l} \forall i \exists \\ i \in N \end{array}$$

SOLUZIONE

- SUBSET OBJ. DOVE  $\left\{ \begin{array}{l} \rightarrow \Sigma \text{ PESI} \leq W \\ \rightarrow \Sigma \text{ VALORI} \uparrow \text{ POSSIBILE} \end{array} \right.$

# IDEA ALGO

## IDEA "FALSA"

- DEF. SOTTO PROBLEM

- $OPT[i] = \text{VAL. OTTIMO X FIRST } i \text{ OGG.}$
- $\text{GOAL} = OPT[n]$

- RELAZIONE TRA SUBPROBLEM

SA  $OPT(i)$ :

- $OPT(i) \nexists \text{ CHOOSE } i$ :

$$\sim OPT(i-1) = OPT(i)$$

SUBSTRUCTURE OPT  
(EXCHANGE ARG.)

- // CHOOSE  $i$ :

$\sim$  BENE, MA POI? NON HO INFO SU COSA  
POSSO SCARTARE SUBITO E COSA NO.

$\sim$  E SE  $\nexists$  SAPPIAMO COSA SONO GLI  
ALTRI OGG., NON SAPPIAMO NEANCHE  
SE C'E' SPAZIO A  $i$

## SOL. MIGLIORE

- $OPT(i, w) = \text{VAL. OTT. U PRIMI } i \text{ OGG U LIMITE } w.$
- $\text{GOAL: } OPT(n, W)$

### RELAZIONI SUBPROB:

- CASO  $OPT(i, w) \nexists \text{ CHOOSE } i$ :

$$\sim OPT(i-1, w) = OPT(i, w)$$

• CASO OPT(i, w) choose i:

$$\sim \text{OPT}(i, w) = \text{OPT}(i-1, w - w_i) + V_i$$

## EQ. BELLMAN

$$\text{OPT}(i, w) = \begin{cases} 0 & i=0 \\ \text{OPT}(i-1, w) & w_i > w \\ \max \{ \text{OPT}(i-1, w), \text{OPT}(i-1, w - w_i) + V_i \} & \text{ELSE} \end{cases}$$

## CODE

KNAPSACK(n, W, w1, ..., wn, v1, ..., vn)

FOR w = 0 TO W

M[0, w] ← 0.

MATRIX n x W → 1° riga ALL 0

FOR i = 1 TO n

FOR w = 0 TO W

IF (w<sub>i</sub> > w) M[i, w] ← M[i-1, w].

ELSE M[i, w] ← max { M[i-1, w], v<sub>i</sub> + M[i-1, w - w<sub>i</sub>] }.

previously computed values



RETURN M[n, W].

CREO  
MATRICE

QUESTO PERMETTE ANCHE DI "CREARE LA SOLUZIONE".

• INFATTI OPT(i, w) PRENDE i SE:

$$\underbrace{M[i, w] > M[i-1, w]} \rightarrow \text{pos. } i-1 = M[i-1, w - w_i]$$

• IF NOT : SCORRO IN ALTO.

Costo

- $O(1)$  x ACC. MATRIX
- $\Theta(nk)$  CREATION MATRIX
- $\Theta(nk)$  SPAZIO OCCUPATO

Quindi

$$\text{TIME} = \Theta(nk)$$

$$\text{SPACE} = \Theta(nk)$$

N.B.

$\Theta(nk)$  NON È POLINOMIALE, MA

PSEUDO-POLINOMIALE  $\rightarrow$  POL. NEL VALORE DI  
INPUT E NON  
NELLO SUA SIZE.