

# Dynamic Programming Ideas & Examples

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# Dynamic Programming What, Why, and How

# Dynamic Programming: what

- When an algorithm has a name programming in it, it is most likely an optimization algorithm.
- For example, integer programming is an optimization algorithm to find the mathematical solution with integer variables constraints.
- Dynamic in 'dynamic programming' means that we can find the optimal solution dynamically from the sub-solutions.

- Let's start with a simple example.
- Fibonacci sequence is defined mathematically as follows:  $F(n) = F(n-1) + F(n-2)$  if  $n > 2$  where  $F(0) = 0, F(1) = 1$ .
- It means  $n^{th}$  number is the sum of the previous two numbers.
- Thus, the sequence goes like this: 0, 1, 1, 2, 3, 8, 13  
...

# Solution with a Brutal Force Method

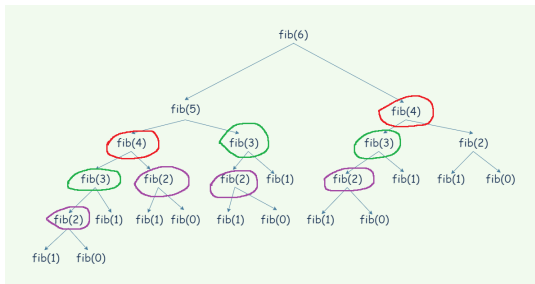
- We can make Python code to get  $n^{th}$  Fibonacci number easily using recursion as follows:



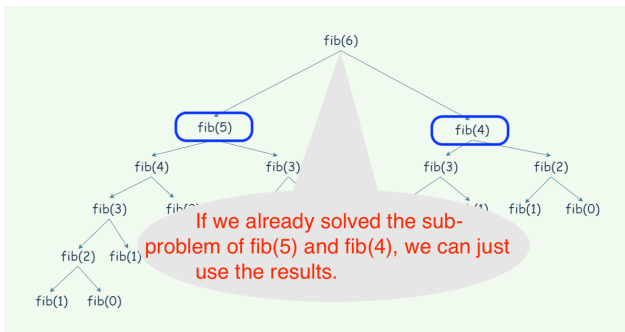
## Code #

```
1 def fib(n):  
2     if n < 0: return -1 # Input error  
3     if n == 0: return 0  
4     if n == 1: return 1  
5     return fib(n-1) + fib(n-2)
```

- However, we soon realize that this approach using recursion is not a good solution, as it takes so much time to get the result when  $n$  is a large number.
- It is because this algorithm should recompute multiple times to get the results that are already computed.
- This diagram shows the duplications to get the result of  $\text{fib}(6)$ .



- In this example, if we already have the solution of the subproblem, in this case,  $\text{fib}(5)$  and  $\text{fib}(4)$ , we can easily get the result.





# Better solution with DP 1

- To apply this idea, we can iteratively get all the sub-solutions in a list.
- To get the solution of  $f(6)$ , we can just retrieve solutions from the list and add them.



## Code #

```
1 def fib(n):
2     subsolutions = [0] * n # make a list of size n
3
4     subsolutions[0] = 0
5     subsolutions[1] = 1
6     for i in range(2, n): # get subsolutions from 2 to (n-1)
7         subsolutions[i] = subsolutions[i-1] + subsolutions[i-2]
8     return subsolutions[n-1] + subsolutions[n-2]
```

# Better solution with DP 2

- We also can get the solution recursively by caching (memoizing) the sub-solutions in a dictionary.



## Code #

```
1 def fib(n):
2     if n in subsolutions: # we already have the result
3         return subsolutions[n]
4     else:
5         result = fib(n-1) + fib(n-2)
6         subsolutions[n] = result # memoization
7         return subsolutions[n]
```

# Why DP?

- $T(n) = O(2^n)$
- $T(n) = O(n)$

	bf	dp1	dp2
$n = 15$	0.029	0.031	0.030
$n = 35$	3.438	0.028	0.028
$n = 100$	N/A	0.030	0.029

- This is theoretical time to compute the Fibonacci numbers.
- We can see that we can get results only with DP when  $n$  becomes large.
- It is no wonder that we couldn't get the results when  $n$  is 100.

<i>N</i>	TIME (MSEC)	
	RECURSIVE	DP
10	0	0
20	1	0
30	8	0
40	922	0
50	113770	0

# Decorator Pattern in Python

- Decorator pattern is one of the design patterns to enhance the functionality of an original method without modifying it.
- Python uses @ to use the decorator method.
- Python has a decorator method (`@functools.lru_cache(None)`) for memoizing.



## Code #

```
1 import functools
2
3 @functools.lru_cache(None)
4 def fib(n):
5     if n == 0: return 0
6     elif n == 1: return 1
7     else:
8         return fib(n-1) + fib(n-2)
```

# Simple Example of Dynamic Programming

# Question

You are a professional robber planning to rob houses along a street. Each house has a certain amount of money stashed; the only constraint stopping you from robbing each of them is that **adjacent houses have security systems connected, and it will automatically contact the police if two adjacent houses were broken into** on the same night.



Given an integer array `nums` representing the amount of money of each house, **return the maximum amount of money** you can rob tonight without alerting the police.

# Input/Output 1

- Input: `nums = [1,2,3,1]`
- Output: 4
- Constraints:  $1 \leq \text{nums.length} \leq 100$  and  $0 \leq \text{nums}[i] \leq 400$
- Explanation: Rob house 1 (money = 1) and then rob house 3 (money = 3).
- Total amount you can rob =  $1 + 3 = 4$ .

With brutal force algorithm, we get  $(1 + 3)$ ,  $(1 + 1)$ , and  $(2 + 1)$ . We can check that  $1 + 3$  is the maximum value.

## Input/Output 2

- Input:  $\text{nums} = [2, 7, 9, 3, 1]$
- Output: 12
- Constraints: same as before
- Explanation: Rob house 1 (money = 2), rob house 3 (money = 9) and rob house 5 (money = 1).
- Total amount you can rob =  $2 + 9 + 1 = 12$ .

With brutal force algorithm, we get  $(2 + 9 + 1)$ ,  $(2 + 3)$ ,  $(2 + 1)$ , and  $(7 + 3)$ . We can check that  $(2 + 9 + 1)$  is the maximum value.

# How to solve DP Problems

- Step 1: Define what are variables and functions.
- Step 2: Find what is the recursion formula.
- Step 3: Find what are the initial values.
- Step 4: Select top down (recursion) or bottom up (table).

- Step 1: Let's say  $f(n)$  is the Largest amount that you can rob from first house to the  $n^{th}$  indexed house.
- Step 1: Let's say  $A_n$  is the amount of maximum money at the  $n^{th}$  index house.
- Step 2: At  $n^{th}$  house, we can select the last (previous) house  $f(n)$  or current house ( $A_n$ ) and  $f(n-2)$ .  
So the recursion formula is  
 $\max(A_n + f(n-2), f(n-1))$ .
- Step 3:  $f(0) = A_0$  and  $f(1) = \max(A_0, A_1)$ .
- Step 4: We can use both approaches.

# Bottom up (Iteration)



## Code #

```
1 def f(nums):
2     size = len(nums)
3     if size == 0: return 0
4     if size == 1: return nums[0]
5
6     A = [0] * size
7     for (index, value) in enumerate(nums):
8         if index == 0: A[0] = value
9         elif index == 1: A[1] = max(A[0], value)
10        else: A[index] = max(value + A[index - 2], A[index - 1])
11    return A[-1]
```

- This implementation computes the  $A_n$  iteratively.
- Notice that we should check the special cases when the input size is 0 or 1 (lines 3–4).

# Top down (Recursion)



## Code #

```
1 def f(nums):
2     size = len(nums)
3     if size == 0: return 0
4     if size == 1: return nums[0]
5     return f0(nums, len(nums)-1)
6
7 cache = {}
8 def f0(nums, n):
9     if n in cache: return cache[n]
10    else:
11        if n == 0: result = nums[0]
12        elif n == 1: result = max(nums[0], nums[1])
13        else: result = max(nums[n] + f0(nums, n - 2), f0(nums, n
14            ↪ - 1))
15    cache[n] = result
16    return result
```

- This is one of the easy DP problems, as it is relatively easy to find the relationship between  $f(n)$  and  $f(n-1)$ .
- Also, we see a pattern  $\max(A + f(n-1), f(n))$  which we will see over and over again in DP problems.
- Hard DP problems are nothing more than the problems that are hard to identify the pattern.



- For some questions, it is easier to understand and solve DP problems using the bottom-up method with a table and iteration.
- But for other questions, it is easier to understand and solve DP problems using the top-down method with a cache and recursion.
- So, it is important to solve as many questions as possible to understand the relationship between  $f(n)$  and  $f(n-1)$ .

- You can find more DP questions in the dp\_questions.pdf file. When you send your answers to me using an email, I will send you the answers with some explanations.