

Dynamic programming

beOI 2015 Carnival Training
Day 2 - Floris Kint

Notes: <http://bit.ly/1CLLzQr>

Key principle

Don't do anything stupid

Don't do anything twice

Ex 1: Fibonacci numbers

```
int fibo(int n)
{
    if(n==0)
        return 0;
    else if(n==1)
        return 1;
    else
        return fibo(n-1) + fibo(n-2);
}
```

Time complexity: $O(2^n)$

Space complexity (stack): $O(n)$

Ex 1: Fibonacci numbers

```
int fibo(int n)
{
    vector<int> f;
    f.push_back(0);
    f.push_back(1);
    for(int i=2; i<=n; i++)
        f.push_back(f[i-1] + f[i-2]);
    return f[n];
}
```

Time complexity: $O(n)$

Space complexity: $O(n)$

Ex 2: Longest Increasing subsequence

```
int lis(vector<int> &a, int min_value, int start_index)
{
    int best = 0;
    int smallest_found = 999999999;
    for(int i = start_index; i < a.size(); ++i)
    {
        if(a[i] > min_value && a[i] < smallest_found)
        {
            best = max(best, 1+lis(a, a[i], i+1));
            smallest_found = a[i];
        }
    }
    return best;
}
```

Time complexity: very bad

Ex 2: Longest increasing subsequence

```
int lis(vector<int> a)
{
    int n = a.size();
    vector<int> ending_with;
    for(int i=0; i<n; i++)
        ending_with.push_back(0);
    int best = 0;
    for(int i=0; i<n; i++){
        for(int j=0; j < a[i]; j++){
            ending_with[a[i]] = max(ending_with[a[i]], ending_with[j]+1);
            best = max(best, ending_with[a[i]]);
        }
    }
    return best;
}
```

Time complexity: $O(N^2)$

Ex 2: Longest increasing subsequence

```
vector<int> lis(vector<int> a)
{
    int L=1; // Longest so far
    vector<int> smallest_end_for;
    smallest_end_for.push_back(-1);
    smallest_end_for.push_back(0);
    for(int i=1; i<a.size(); i++)
    {
        // Binary search for the best length before a[i]
        int lower=0, upper=L+1;
        while(lower+1 < upper)
        {
            int middle = (lower+upper)/2;
            if(a[smallest_end_for[middle]] < a[i])
                lower = middle;
            else
                upper = middle;
        }
    }
```

```
    int prev_len = lower;
    // If the length is the best so far
    if(prev_len + 1 > L)
    {
        smallest_end_for.push_back(i);
        L++;
    }
    // If this value is the new smallest for this length
    else if(a[i] < a[smallest_end_for[prev_len+1]])
    {
        smallest_end_for[prev_len+1] = i;
    }
}
return L;
}
```

Time complexity: $O(N \cdot \log(N))$

Approaches

Top-down (lazy approach)

If not previously calculated: calculate & store

Use stored solution

Bottom-up

*Build table of solutions from small to large,
each time using the solutions of smaller
problems*

2-Dimensional DP

Cheapest way to go right/down.

1	2	1	3
5	1	10	8
3	12	1	8
13	5	3	2

1 (1)	2 (3)	2 (5)	3 (8)
5 (6)	1 (4)	10 (14)	8 (16)
3 (9)	12 (16)	1 (15)	8 (23)
13 (32)	5 (21)	3 (18)	2 (20)

2-Dimensional DP: Top-down

```
1  int cheapest(int row, int col){
2      if(row == 0 && col == 0)
3          return grid[0][0];
4      if(calculated[row][col]==-1){
5          if(row == 0)
6              calculated[row][col] = grid[row][col] + cheapest(
                    row, col-1);
7          else if(col == 0)
8              calculated[row][col] = grid[row][col] + cheapest(
                    row-1, col);
9          else
10             calculated[row][col] = grid[row][col] + min(
                    cheapest(row-1, col), cheapest(row, col-1));
11     }
12     return calculated[row][col];
13 }
```

2-Dimensional DP: Bottom-up

```
1  int cheapest(int row, int col){
2      calculated[0][0] = grid[0][0];
3      for(int c = 1; c <= col; ++c)
4          calculated[0][c] = calculated[0][c-1] + grid[0][c];
5      for(int r = 1; r <= row; ++r)
6          calculated[r][0] = calculated[r-1][0] + grid[r][0];
7      for(int r = 1; r <= row; ++r)
8          for(int c = 1; c <= col; ++c)
9              calculated[r][c] = grid[r][c] + min(calculated[r-1][c],
10                                                     calculated[r][c-1]);
11     return calculated[row][col];
12 }
```

How to recognize

Knapsack

Sequences (common, increasing...)

Divide and Conquer

Applications

Floyd-Warshall

Bellman-Ford

Exercises