



# STA 5106

# Computational Methods in Statistics I

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# Special Topic 2

## Dynamic Programming



# Dynamic Programming

- Dynamic Programming has emerged as an important tool in finding optimal paths in a variety of situations.
- This tool is useful in finding an optimal trajectory in situations where the decisions are made in stages and decisions made in past stages have future consequences.
- In particular, the decisions are made at discrete indices.
- The cost associated with a trajectory is the sum of costs associated with these individual decisions.



## Example One

- Assume we want to compute the following sum

$$S = \sum_{x_1=1}^K \sum_{x_2=1}^K \cdots \sum_{x_N=1}^K (x_1 x_2 + x_2 x_3 + \dots + x_{N-1} x_N)$$

- Brute-force computation:** the number of computational steps is in the order of  $NK^N$ . That is, there exists a constant  $C$ , such that

$$\frac{\text{Number of computational steps}}{NK^N} \leq C$$

for all  $N$ .

- We write it as  $O(NK^N)$ .



# Graphical Model



- Each  $x_i$  only depends on its neighbors  $x_{i-1}$  and  $x_{i+1}$ . Therefore,

$$S = \sum_{x_1=1}^K \left[ \sum_{x_2=1}^K \left[ K^{N-2} x_1 x_2 + \sum_{x_3=1}^K \left[ K^{N-3} x_2 x_3 + \dots \sum_{x_{N-1}=1}^K \left[ K x_{N-2} x_{N-1} + \sum_{x_N=1}^K x_{N-1} x_N \right] \dots \right] \right] \right]$$

- Compute the sum in backward:
  - For a given  $x_{N-1}$ , compute the sum on  $x_N$ .
  - For a given  $x_{N-2}$ , compute the sum on  $x_{N-1}$ , where the sum on  $x_N$  is also included.
  - Continue the process until the sum on  $x_1$  is done.



# Dynamic Programming

- Formally, we have the following recursive procedure to compute

$$S = \sum_{x_1=1}^K \left[ \sum_{x_2=1}^K \left[ K^{N-2} x_1 x_2 + \sum_{x_3=1}^K \left[ K^{N-3} x_2 x_3 + \cdots \sum_{x_{N-1}=1}^K \left[ K x_{N-2} x_{N-1} + \sum_{x_N=1}^K x_{N-1} x_N \right] \dots \right] \right] \right]$$

1. For each  $x_{N-1}$ , compute  $h(x_{N-1}) = \sum_{x_N=1}^K x_{N-1} x_N$

2. For each  $x_{N-2}$ , compute  $h(x_{N-2}) = \sum_{x_{N-1}=1}^K K x_{N-2} x_{N-1} + h(x_{N-1})$

3. In general, compute  $h(x_i) = \sum_{x_{i+1}=1}^K K^{N-i-1} x_i x_{i+1} + h(x_{i+1}), \quad i = N-2, N-1, \dots, 2$

4. Finally,  $S = \sum_{x_1=1}^K h(x_1)$

- The computational order is  $O(NK^2)$



## Extension

- 1. The interaction can be any function.

General form:

$$S = \sum_{x_1=1}^K \sum_{x_2=1}^K \cdots \sum_{x_N=1}^K (f_1(x_1, x_2) + f_2(x_2, x_3) + \dots + f_{N-1}(x_{N-1}, x_N))$$

- 2. The interaction can be defined for more than two variables.

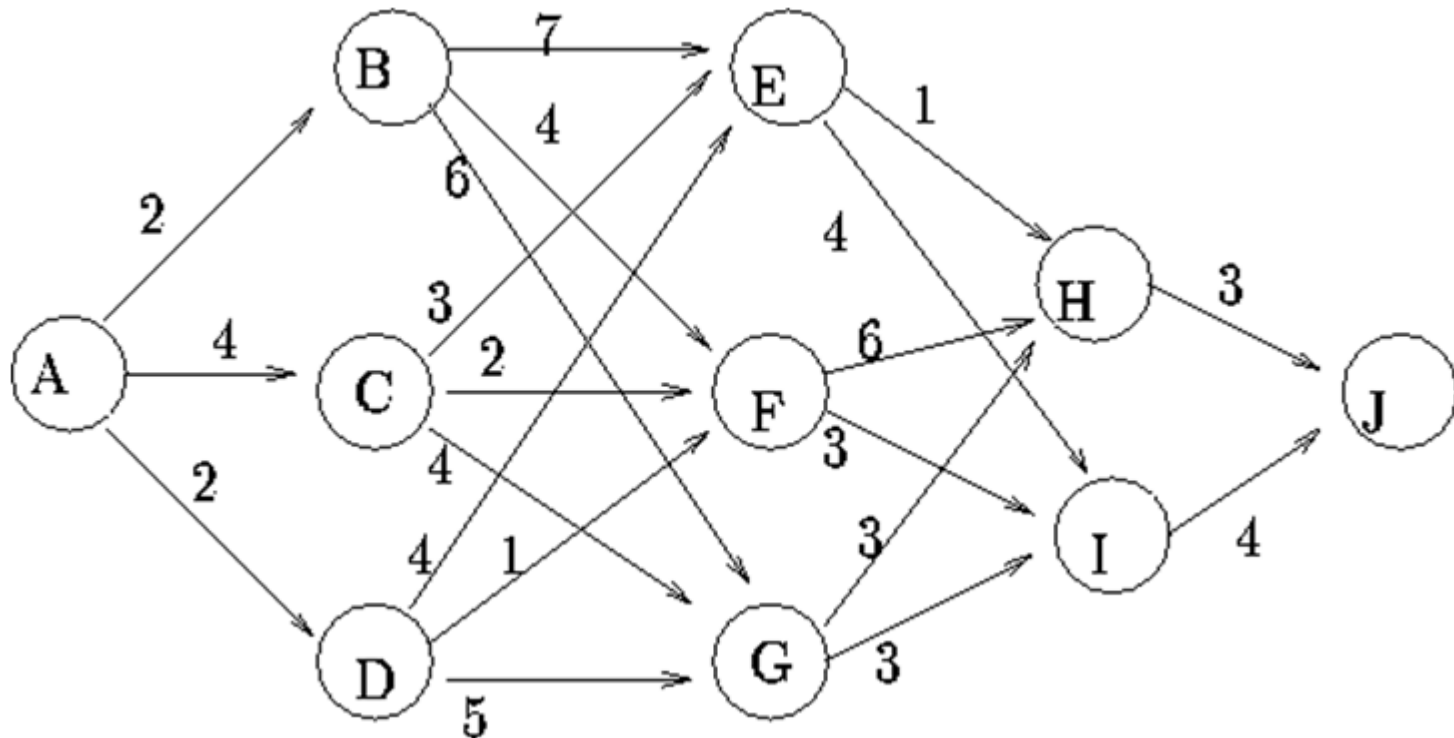
For example:

$$S = \sum_{x_1=1}^K \sum_{x_2=1}^K \cdots \sum_{x_N=1}^K (f_1(x_1, x_2, x_3) + f_2(x_3, x_4) \\ + f_3(x_4, x_5, x_6) + \dots + f_{N-1}(x_{N-1}, x_N))$$



## Example Two

- **Shortest path problem:** Find the shortest path from A to J in the following road network.







# Brute-Force Computation

- ABEHJ:  $2+7+1+3 = 13$
- ABEIJ:  $2+7+4+4 = 17$
- ABFHJ:  $2+4+6+3 = 15$
- ABFIJ:  $2+4+3+4 = 13$
- ABGHJ:  $2+6+3+3 = 14$
- ABGIJ:  $2+6+3+4 = 15$
- ...
- ...
- ADGIJ:  $2+5+3+4 = 14$
- **Number of paths =  $3 \times 3 \times 2 = 18$**



# Backward Dynamic Programming

- Let A be the 1<sup>st</sup> layer, J be the 5<sup>th</sup> layer, and let a, b, c denote the choice in the 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> layers.

## Backward dynamic programming:

- If  $b = E$ , then  $c = H$  ( $4 < 8$ )
- If  $b = F$ , then  $c = I$  ( $7 < 9$ )
- If  $b = G$ , then  $c = H$  ( $6 < 7$ )
- If  $a = B$ , then  $b = E$  or  $F$  ( $11 = 11 < 12$ )
- If  $a = C$ , then  $b = E$  ( $7 < 9 < 10$ )
- If  $a = D$ , then  $b = E$  or  $F$  ( $8 = 8 < 11$ )
- Therefore,  $a = D$ ,  $b = E$  or  $F$ ,  $c = H$  or  $I$  ( $10 < 11 < 13$ ); that is, the shortest path is ADEHJ or ADFIJ.



# Forward Dynamic Programming

## Forward dynamic programming:

- If  $b = E$ , then  $a = D$  ( $6 < 7 < 9$ )
- If  $b = F$ , then  $a = D$  ( $3 < 6 = 6$ )
- If  $b = G$ , then  $a = D$  ( $7 < 8 = 8$ )
- If  $c = H$ , then  $b = E$  ( $7 < 9 < 10$ )
- If  $c = I$ , then  $b = F$  ( $6 < 10 = 10$ )
- Therefore,  $a = D$ ,  $b = E$  or  $F$ ,  $c = H$  or  $I$  ( $10 = 10$ ); that is, the shortest path is ADEHJ or ADFIJ.



## Extension

- The same dynamic programming procedure can be used for maximization/minimization and sum.
- For example, we can efficiently solve optimization problems such as:

$$S = \arg \max_{x_1, x_2, \dots, x_N} (f_1(x_1, x_2) + f_2(x_2, x_3) + \dots + f_{N-1}(x_{N-1}, x_N))$$

and

$$S = \arg \min_{x_1, x_2, \dots, x_N} (f_1(x_1, x_2, x_3) + f_2(x_3, x_4) + f_3(x_4, x_5, x_6) + \dots + f_{N-1}(x_{N-1}, x_N))$$