Lecture #3: Dynamic Programming and Memoization

COSC 3020: Algorithms and Data Structures

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¹with material from various sources

Outline

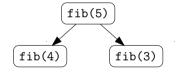
- □ Dynamic Programming

Learning Goals

- ightarrow Be able to solve recursive problems more efficiently.
- > Know when to apply these techniques and when to let the compiler take care of it.

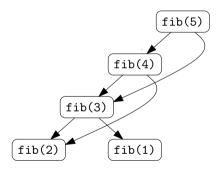
Fibonacci

Finish the recursion tree for fib(5)...



Fixing Fib with Iteration

What we really want is to "share" nodes in the recursion tree:



5

Fixing Fib with Iteration and Dynamic Programming

Here's one fix that "walks down" the left of the tree:

```
function fib_dp(n) {
  var fib old = 1;
  var fib = 1;
  var fib new;
                                             fib(5)
  while(n > 2) {
    fib new = fib + fib old;
                                       fib(4)
    fib old = fib:
    fib = fib new;
    --n;
                                 fib(3)
  return fib;
                           fib(2)
                                       fib(1)
```

Fixing Fib with Recursion and Memoization

Here's another fix that stores solutions it has calculated before:

```
var fib solns = [];
fib solns[1] = 1;
fib solns[2] = 1:
function fib memo(n) {
  // If we don't know the answer, compute it.
  if(fib solns[n] === undefined)
    fib solns[n] = fib memo(n-1) +
                   fib memo(n-2):
  return fib solns[n];
```

Dynamic Programming vs. Memoization

Both ways of avoiding repeatedly computing the same thing and can make exponential computations linear.

- ▷ Dynamic programming is not necessarily recursion.

Recursion/Divide and conquer + memoization = top-down dynamic programming starting with the "smallest" thing and building up = bottom-up dynamic programming

Recursion vs. Iteration

Which one is more efficient? Recursion or iteration?

Recursion vs. Iteration

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It's probably easier to shoot yourself in the foot without noticing when you use recursion, and the call stack may carry around more memory than you really need to store, but otherwise...

Neither is more efficient.

Managing the Call Stack: Tail Recursion

```
function endlesslyGreet() {
  console.log("Hello world!");
  endlesslyGreet();
}
```

This is clearly infinite recursion. The call stack will get as deep as it can get and then bomb, right?

Managing the Call Stack: Tail Recursion

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This is clearly infinite recursion. The call stack will get as deep as it can get and then bomb, right?

But...why have a call stack? There's no (need to) return to the caller.

Not all JavaScript runtimes implement this, but run it on Safari or a webkit-based browser and it won't give a stack overflow!

Tail Recursion

A function is "tail recursive" if for any recursive call in the function, that call is the last thing the function needs to do before returning.

In that case, we don't need to have a recursive call. Replace the current call with the recursive one.

That's what most compilers will do (and some JavaScript runtimes).

Tail Recursive?

Tail Recursive?

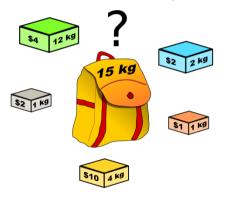
Tail Recursive?

Examples

All Pairs Shortest Path – Floyd-Warshall Algorithm

Knapsack Problem

We are given a set of n items, where each item i is specified by a size s_i and a value v_i . The size of the knapsack is S. The goal is to find the subset of items of maximum total value such that sum of their sizes is at most S (they all fit into the knapsack).



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Knapsack Problem: Recursive Solution

```
function ks(items, cap) {
  if(items.length == 0) return 0;
 var result = 0;
  for(var i = 0; i < items.length; i++) {</pre>
    var it = items[i],
        newItems = items.filter(i => i !== it);
    result = Math.max(result, ks(newItems, cap));
    if(it.size <= cap)</pre>
      result = Math.max(result, it.value +
          ks(newItems, cap - it.size));
 return result:
```

Knapsack Problem: Recursive Solution + Memoization

```
var cache = [];
function ks_memo(items, cap) {
  if(items.length == 0) return 0;
  var key = JSON.stringify(items);
  if(cache[kev] === undefined) cache[kev] = [];
  if(cache[key][cap] !== undefined)
    return cache[kev][cap];
  var result = 0:
  for(var i = 0; i < items.length; i++) {</pre>
    var it = items[i],
        newItems = items.filter(i => i !== it);
    result = Math.max(result, ks_memo(newItems, cap));
    if(it.size <= cap)</pre>
      result = Math.max(result, it.value +
          ks_memo(newItems, cap - it.size));
  cache[key][cap] = result;
  return result;
```

Knapsack Problem: Bottom-up Dynamic Programming

```
function ks dp(items, cap) {
 var cache = [];
  for(var i = 0; i <= items.length; i++) {</pre>
    cache[i] = []:
    for(var s = 0; s \le cap; s++) {
        if(i == 0 || s == 0) cache[i][s] = 0;
        else if(items[i-1].size <= s)</pre>
          cache[i][s] = Math.max(cache[i-1][s],
              items[i-1].value +
              cache[i-1][s-items[i-1].size]);
        else
              cache[i][s] = cache[i-1][s]:
 return cache[items.length][cap];
```

Knapsack Problem: Greedy Solution (NOT Dynamic Programming)

```
function ks_greedy(items, cap) {
  items.sort((a, b) => b.value - a.value);
  var result = 0;
  items.forEach(function(it) {
     if(it.size <= cap) {
        result += it.value;
        cap -= it.size;
     }
  });
  return result;
}</pre>
```

Do try this at home

Floyd-Warshall

https://www.cs.usfca.edu/~galles/visualization/Floyd.html
Knapsack https://algorithm-visualizer.org/
 dynamic-programming/knapsack-problem