

# Dynamic Programming

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# Dynamic Programming

1 3D DP

2 DP on Graphs

3 The Knapsack Problem

# 3-D DP

## Floyd-Warshall algorithm

(1) DP for Floyd-Warshall algorithm for APSP on **directed** graphs

**Subproblem:**  $\text{dist}[i, j, k]$ : the length of the shortest path from  $i$  to  $j$  via only nodes in  $v_1 \cdots v_k$

**Goal:**  $\text{dist}[i, j, n], \forall i, j$

# 3-D DP

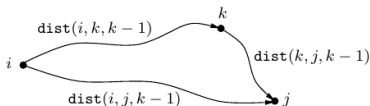
## Floyd-Warshall algorithm

(1) DP for Floyd-Warshall algorithm for APSP on **directed** graphs

Make choice: Is  $v_k$  on the ShortestPath $[i, j, k]$ ?

Recurrence:

$$\text{dist}[i, j, k] = \min\{\text{dist}[i, j, k-1], \text{dist}[i, k, k-1] + \text{dist}[k, j, k-1]\}$$



# 3-D DP

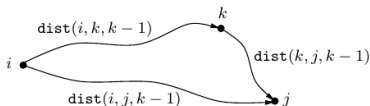
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$$\text{dist}[i, j, k] = \min\{\text{dist}[i, j, k-1], \text{dist}[i, k, k-1] + \text{dist}[k, j, k-1]\}$$



Init:

$$\text{dist}[i, j, 0] = \begin{cases} 0 & i = j \\ w(i, j) & (i, j) \in E \\ \infty & \text{o.w.} \end{cases}$$

## 3-D DP

### Floyd-Warshall algorithm (Problem 6.25)

#### (2) Routing table for Floyd-Warshall algorithm

```
for all  $k \leftarrow 1 \dots n$  do  
  for all  $i \leftarrow 1 \dots n$  do  
    for all  $j \leftarrow 1 \dots n$  do  
      if  $\text{dist}[i, j] > \text{dist}[i, k] + \text{dist}[k, j]$  then  
         $\text{dist}[i, j] \leftarrow \text{dist}[i, k] + \text{dist}[k, j]$ 
```

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Time:  $\Theta(n^3)$    Space:  $\Theta(n^2)$

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         $\text{dist}[i, j] \leftarrow \text{dist}[i, k] + \text{dist}[k, j]$ 
         $\text{Go}[i, j] \leftarrow \text{Go}[i, k]$ 
  
```

Time:  $\Theta(n^3)$    Space:  $\Theta(n^2)$



# 3-D DP

## Floyd-Warshall algorithm (Problem 6.25)

### (2) Routing table for Floyd-Warshall algorithm

```

for all  $i \leftarrow 1 \dots n$  do
    for all  $j \leftarrow 1 \dots n$  do
         $\text{dist}[i, j] \leftarrow \infty$ 
         $\text{Go}[i, j] \leftarrow \text{Nil}$ 
for all  $(i, j) \in E$  do
     $\text{dist}[i, j] \leftarrow w(i, j)$ 
     $\text{Go}[i, j] \leftarrow j$ 
for all  $i \leftarrow 1 \dots n$  do
     $\text{dist}[i, i] \leftarrow 0$ 
     $\text{Go}[i, i] \leftarrow \text{Nil}$ 
  
```

# 3-D DP

## Floyd-Warshall algorithm (Problem 6.25)

### (2) Routing table for Floyd-Warshall algorithm

```

for all  $i \leftarrow 1 \dots n$  do
    for all  $j \leftarrow 1 \dots n$  do
         $\text{dist}[i, j] \leftarrow \infty$ 
         $\text{Go}[i, j] \leftarrow \text{Nil}$ 
for all  $(i, j) \in E$  do
     $\text{dist}[i, j] \leftarrow w(i, j)$ 
     $\text{Go}[i, j] \leftarrow j$ 
for all  $i \leftarrow 1 \dots n$  do
     $\text{dist}[i, i] \leftarrow 0$ 
     $\text{Go}[i, i] \leftarrow \text{Nil}$ 
  
```

```

procedure  $\text{PATH}(i, j)$ 
    if  $\text{Go}[i, j] = \text{Nil}$  then
        Output "No Path."
  
```

```

    Output " $i$ "
    while  $i \neq j$  do
         $i \leftarrow \text{Go}[i, j]$ 
    Output " $i$ "
  
```

## 3-D DP

Floyd-Warshall algorithm (Problem 6.29)

(3) Find minimum-weighted cycle of **directed** graph ( $w(e) > 0$ )

$$\text{dist}[i, i] \leftarrow 0 \implies \text{dist}[i, i] \leftarrow \infty$$

$$\forall i : \text{dist}[i, i] = \infty$$

# 3-D DP

Floyd-Warshall algorithm (Problem 6.29)

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$$\forall i : \text{dist}[i, i] = \infty$$

$$\text{Q: } \exists e : w(e) < 0$$

## 3-D DP

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$$\text{dist}[i, i] \leftarrow 0 \implies \text{dist}[i, i] \leftarrow \infty$$

$$\forall i : \text{dist}[i, i] = \infty$$

$$\text{Q: } \exists e : w(e) < 0$$

$$\exists i : \text{dist}[i, i] < 0$$

$$\forall i : \text{dist}[i, i] \geq 0 (= \infty)$$

# Shortest paths on undirected graphs

## Finding shortest paths in undirected graphs with possibly negative edge weights



2



2

The book "[Algorithms](#)" by Robert Sedgewick and Kevin Wayne hinted that (*see the quote below*) there are efficient algorithms for finding shortest paths in undirected graphs with possibly negative edge weights (**not** by treating an undirected edge as two directed one which means that a single negative edge implies a negative cycle). However, no references are given in the book. Are you aware of any such algorithms?

Q. How can we find shortest paths in undirected (edge-weighted) graphs?

A. For positive edge weights, Dijkstra's algorithm does the job. We just build an `EdgeWeightedDigraph` corresponding to the given `EdgeWeightedGraph` (by adding two directed edges corresponding to each undirected edge, one in each direction) and then run Dijkstra's algorithm. ***If edge weights can be negative (emphasis added)***, efficient algorithms are available, but they are more complicated than the Bellman-Ford algorithm.

algorithms

graph-theory

shortest-path

weighted-graphs

reference-question

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edited Jun 9 at 14:15

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hengxin

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<https://cs.stackexchange.com/q/76578/4911>

# Dynamic Programming

1 3D DP

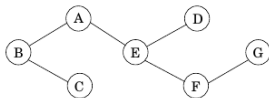
2 DP on Graphs

3 The Knapsack Problem

# Minimum vertex cover on trees

## Minimum vertex cover on trees [Problem: 2.2.18]

- ▶ Undirected tree  $T = (V, E)$ ; **No designated root!**
- ▶ Compute (the size of) a minimum vertex cover of  $T$





# Minimum vertex cover on trees

Rooted  $T$  at any node  $r$ .

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**Subproblem:**  $I(u)$ : the size of an MVC of subtree  $T_u$  rooted at  $u$

**Goal:**  $I(r)$

# Minimum vertex cover on trees

Rooted  $T$  at any node  $r$ .

Subproblem:  $I(u)$ : the size of an MVC of subtree  $T_u$  rooted at  $u$

Goal:  $I(r)$

Make choice: Is  $u$  in MVC $[u]$ ?

Recurrence:

$$I(u) = \min\{\# \text{ children of } u + \sum_{v: \text{ grandchildren of } u} I(v), \\ 1 + \sum_{v: \text{ children of } u} I(v)\}$$

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Recurrence:

$$I(u) = \min\{\# \text{ children of } u + \sum_{v: \text{ grandchildren of } u} I(v), \\ 1 + \sum_{v: \text{ children of } u} I(v)\}$$

Init:  $I(u) = 0$ , if  $u$  is a leaf

# Minimum vertex cover on trees

DFS on  $T$  from root  $r$ :

when  $u$  is “finished”:

**if**  $u$  is a leaf **then**

$$I(u) \leftarrow 0$$

**else**

$$I(u) \leftarrow \dots$$

# Minimum vertex cover on trees

DFS on  $T$  from root  $r$ :

when  $u$  is “finished”:

**if**  $u$  is a leaf **then**

$$I(u) \leftarrow 0$$

**else**

$$I(u) \leftarrow \dots$$

Greedy algorithm (**Rough Proof!**):

Theorem

*There is an MVC which contains no leaves.*

# DP on DAG

## Longest path in DAG (Problem 7.17)

- ▶ Direction:  $\downarrow$  OR  $\rightarrow$
- ▶ Score:  $\geq < 0$

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3. adding an extra sink  $s$
4.  $G \rightarrow G^T$



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2. node weight  $\rightarrow$  edge weight
3. adding an extra sink  $s$
4.  $G \rightarrow G^T$

Compute a longest path from  $s$  in DAG

# DP on DAG

**Subproblem:**  $\text{dist}[v]$ : longest distance from  $s$  to  $v$

**Goal:**  $\text{dist}[v], \forall v \in V$

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**Recurrence:**

$$\text{dist}[v] = \max_{u \rightarrow v} (\text{dist}[u] + w(u \rightarrow v))$$

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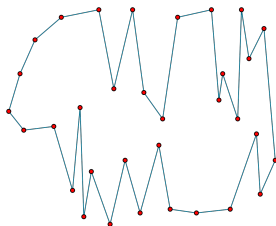
**Init:**  $\text{dist}[s] = 0$

Compute  $\text{dist}[v]$  in topo. order

# Bitonic tour

## Bitonic tour (Problem 7.18)

- Points:  $P[1 \dots n]$ ,  $p_i = (x_i, y_i)$
- $x_1 < x_2 < \dots < x_n$
- Bitonic tour:  $p_1 \rightsquigarrow^{x_i < x_{i+1}} p_n \rightsquigarrow^{x_i > x_{i+1}} p_1$
- Compute a shortest bitonic tour.



# Bitonic tour

$P_{i,j}$  ( $i \leq j$ ): bitonic path  $p_i \rightsquigarrow^{x_i > x_{i+1}} p_1 \rightsquigarrow^{x_i < x_{i+1}} p_j$  includes all  $p_1, p_2, \dots, p_j$

**Subproblem:**  $d[i, j]$ : the length of a shortest bitonic path  $P_{i,j}$

**Goal:**  $d[n, n] = d[n-1, n] + l(p_{n-1}p_n)$

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**Goal:**  $d[n, n] = d[n-1, n] + l(p_{n-1}p_n)$

**Make choice:** Is  $p_{j-1}$  on the increasing path or the decreasing path?

**Recurrence:**

$$d[i, j] = d[i, j-1] + l(p_{j-1}p_j) \quad \forall i < j-1$$

$$d[i, j] = \min_{1 \leq k < j-1} \{d[k, j-1] + l(p_k p_j)\} \quad \forall i = j-1$$



# Bitonic tour

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**Init:**  $d[1, 2] = l(p_1 p_2)$

**Time:**

$$O(n^2) = O(n \log n) + O(n^2) \cdot O(1) + O(n) \cdot O(n)$$

# Dynamic Programming

- 1 3D DP
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- 3 The Knapsack Problem

# The change-making problem

## The change-making problem (Problem 7.12)

- ▶ Coins values:  $x_1 \dots x_n$
- ▶ Amount:  $v$
- ▶ Is it possible to make change for  $v$ ?

# The change-making problem

The change-making problem (Problem 7.12(2), Problem 7.1 (Subset sum))  
(2) Without repetition (0/1)

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Subproblem:  $C[i, w]$ : Make change for  $w$  using only values of  $x_1 \dots x_i$ ?

Goal:  $C[n, v]$

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Goal:  $C[n, v]$

Make choice: Using value  $x_i$  or not?

Recurrence:

$$C[i, w] = C[i - 1, w] \vee (C[i - 1, w - x_i] \wedge w \geq x_i)$$

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Recurrence:

$$C[i, w] = C[i - 1, w] \vee (C[i - 1, w - x_i] \wedge w \geq x_i)$$

Init:

$$C[i, 0] = \text{true}$$

$$C[0, w] = \text{false, if } w > 0$$

$$C[0, 0] = \text{true}$$

Time:  $O(nv)$

# The change-making problem

The change-making problem (Problem 7.12(1))

(1) Unbounded repetition ( $\infty$ )



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**Goal:**  $C[n, v]$

**Make choice:** Using value  $x_i$  or not?

**Recurrence:**

$$C[i, w] = C[i - 1, w] \vee (C[\textcolor{red}{i}, w - x_i] \wedge w \geq x_i)$$

**Init:**

$$C[i, 0] = \text{true}, \forall i = 0 \dots n$$

$$C[0, w] = \text{false}, \text{ if } w > 0$$

**Time:**  $O(nv)$

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Subproblem:  $C[w]$ : Possible to make change for  $w$ ?

Goal:  $C[v]$

# The change-making problem

The change-making problem (Problem 7.12(1))

(1) Unbounded repetition ( $\infty$ )

Subproblem:  $C[w]$ : Possible to make change for  $w$ ?

Goal:  $C[v]$

Make choice: What is the first coin to use?

Recurrence:

$$C[w] = \bigvee_{i: x_i \leq w} C[w - x_i]$$

# The change-making problem

The change-making problem (Problem 7.12(1))

(1) Unbounded repetition ( $\infty$ )

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Recurrence:

$$C[w] = \bigvee_{i: x_i \leq w} C[w - x_i]$$

Init:  $C[0] = \text{true}$

Time:  $O(nv)$

# The change-making problem

The change-making problem (Problem 7.12(1))

(1) Unbounded repetition ( $\infty$ )

$$C[i, w] \text{ vs. } C[w]$$

$$C[i, w] = C[i - 1, w] \vee (C[i, w - x_i] \wedge w \geq x_i)$$

$$C[w] = \bigvee_{i: x_i \leq w} C[w - x_i]$$



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The change-making problem (Problem 7.12(3))

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**Subproblem:**  $C[i, w, l]$ : Possible to make change for  $w$  with  $\leq l$  coins of values of  $x_1 \dots x_i$ ?

**Goal:**  $C[n, v, k]$

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The change-making problem (Problem 7.12(3))

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**Make choice:** Using value  $x_i$  or not?

**Recurrence:**

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**Init:**

$$C[0, 0, l] = \text{true}, \quad C[0, w, l] = \text{false}, \text{ if } w > 0$$

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Goal:  $C[v, k]$

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(3) Unbounded repetition with  $\leq k$  coins

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Goal:  $C[v, k]$

Make choice: What is the first coin to use?

Recurrence:

$$C[w, l] = \bigvee_{i: x_i \leq w} C[w - x_i, l - 1]$$

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