

Advanced Computer Contest Preparation

Lecture 18

STATE COMPRESSION BITMASK DP

Sample Problem: Travelling Salesman Problem

- ⦿ There are N cities connected by M weighted roads
- ⦿ You start in any city and end in any city
- ⦿ You want to visit every city
- ⦿ You can visit cities more than once
- ⦿ What is the length of the shortest possible path?

Solutions?

- ⦿ Preprocess:
 - Run an all-pairs shortest path algorithm so we can get distance between any 2 cities in $O(1)$ time in the future
 - Floyd-Warshall runs in $O(N^3)$ time; very short code
- ⦿ Brute force?
 - Try every possible permutation of cities to visit
 - Runtime: $O(N!)$

State Compression

- ⦿ DP revolves around the concept of subproblems, or states
- ⦿ These states must be able to be represented in memory
 - Easy to convert to some array/map location
- ⦿ Sometimes, states are complex
 - Many variables
 - Abstract variables
- ⦿ State compression involves turning a complex state into a simpler representation

Bitmask

- ⦿ Used when the state has several variables and each can either be true (1) or false (0)
- ⦿ A single integer is used to represent all of these variables
 - Integers are represented in binary in a computer
 - Each digit is called a bit
- ⦿ Size of data type in bits corresponds to how many variables we can store
 - **short** = 16, **int** = 32, **long long** = 64
- ⦿ Similar functionality to a **bool** array, but can be indexed by arrays and maps

Bitwise Operations

- ⦿ Bitwise AND (&)
 - Takes each corresponding bit and performs the AND function
 - e.g. $7 \& 13 = 5$
- ⦿ Bitwise OR (|)
 - Takes each corresponding bit and performs the OR function
 - e.g. $5 | 9 = 13$
- ⦿ Bitwise XOR (^)
 - Takes each corresponding bit and performs the XOR function
 - e.g. $7 \wedge 13 = 10$

Bitwise Operations

- ⦿ Complement (\sim)
 - Flips all bits
- ⦿ Left shift (\ll)
 - Takes bits and shifts it left a specified number of times
 - Same as doubling repeatedly
 - e.g. $11 \ll 2 = 44$
- ⦿ Right shift (\gg)
 - Takes bits and shifts it right a specified number of times
 - Same as halving repeatedly
 - e.g. $45 \gg 3 = 5$

Bitmask Tips

- ⦿ Check if bit is set (equal to 1)
 - `if (n & (1 << k))`
- ⦿ Set a bit
 - `n |= (1 << k)`
- ⦿ Unset a bit
 - `n &= ~(1 << k)`
- ⦿ Flip a bit
 - `n ^= (1 << k)`
- ⦿ Get number with first k bits set
 - `(1 << k) - 1`

Travelling Salesman – DP Solution

- ⦿ The overall problem is:
 - What is the length of the shortest path that visits all cities?
- ⦿ The subproblems are:
 - If the last city we visited was city i , what is the length of the shortest path that visits some subset of the N cities?
 - We will use a bitmask to represent which cities have been visited
 - If bit i is set, city i has been visited

DP Solution

- ⊙ Let $p(i, st)$ be the minimum distance of a path ending on city i that visits all nodes with bits set in st
- ⊙ Copy st into another variable, called $st2$, and unset bit i
- ⊙ Base case: $p(i, st) = 0$ if no bits are set in $st2$ ($st2 = 0$)
 - Explanation: city i is the first city visited
- ⊙ $p(i, st) = \min(p(j, st2) + \text{dist}(j, i))$ if bit j is set in $st2$
 - Explanation: go to city i from city j with state $st2$

Pseudocode – Recursive

```
int solve(int node, int state){
    if (dp[node][state] != INF) return dp[node][state];
    int state2 = state & ~(1 << node);
    if (!state2) return dp[node][state] = 0;
    for (int i = 0; i < N; i++){
        if (state2 & (1 << i)){
            dp[node][state] = min(dp[node][state],
                                   solve(i, state2) + dist[i][node]);
        }
    }
    return dp[node][state];
}

//get input, init DP array to INF, do all pairs shortest path (Floyd-Warshall)
int ans = INF;
for (int i = 0; i < N; i++) ans = min(ans, solve(i, (1 << N) - 1);
print(ans);
```

Analysis

- ⦿ How many states are there?
 - $O(N \times 2^N)$
- ⦿ How many subproblems does each state depend on?
 - $O(N)$
- ⦿ What is the time complexity needed to compute the solution to a problem?
 - $O(N)$
- ⦿ Therefore, the final time complexity is $O(N^2 \times 2^N)$

THANK YOU!