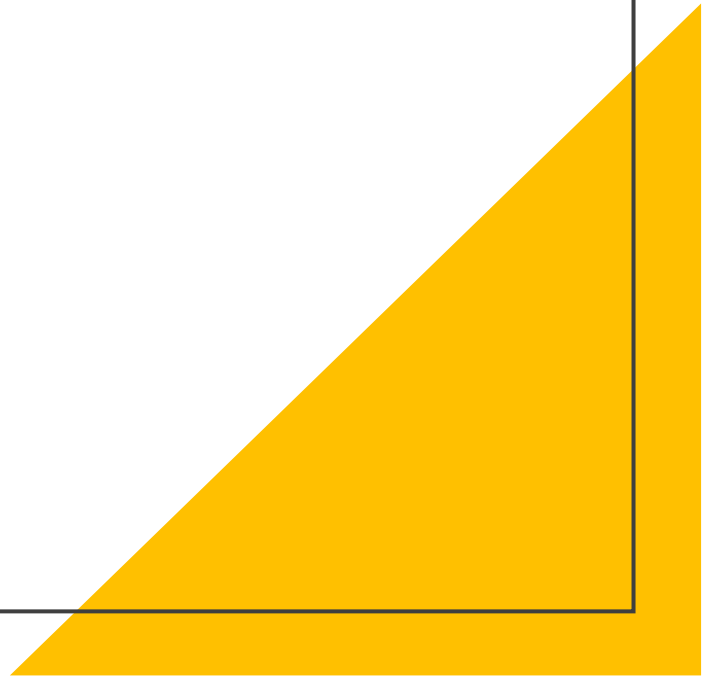



Dynamic Programming

2

日月卦長





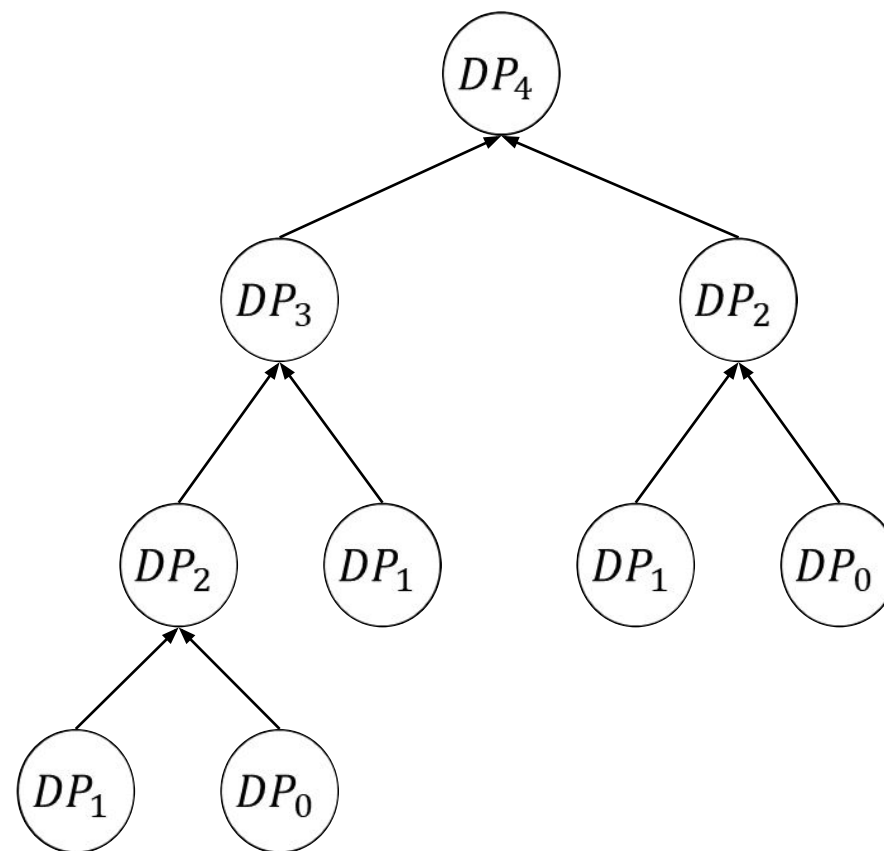
動態規劃 & 有向無環圖

DP & DAG



費式數列

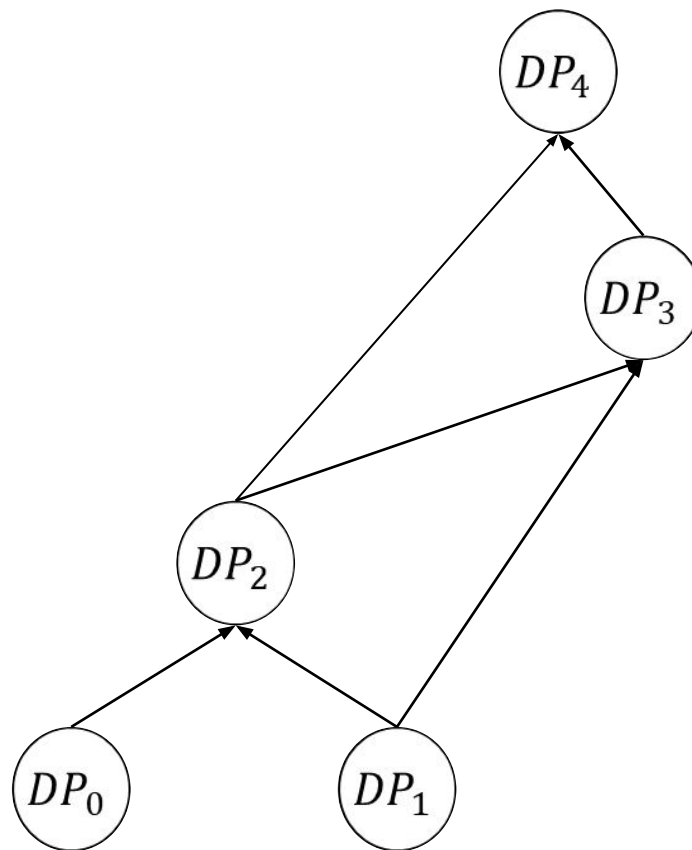
$$DP_n = \begin{cases} 1 & , n \leq 1 \\ DP_{n-1} + DP_{n-2}, n > 1 \end{cases}$$



費式數列

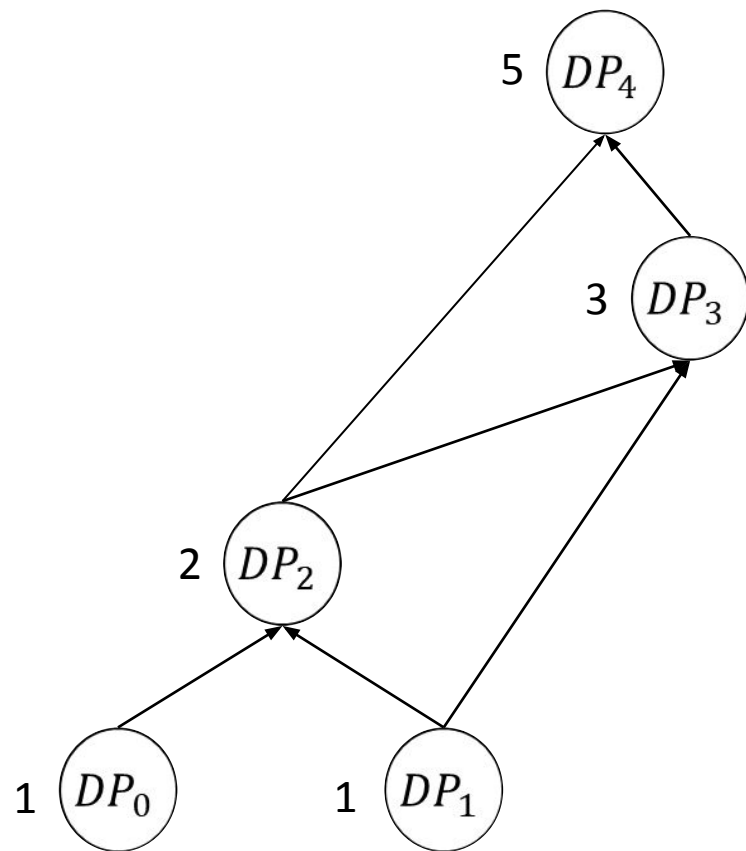
$$DP_n = \begin{cases} 1 & , n \leq 1 \\ DP_{n-1} + DP_{n-2}, n > 1 \end{cases}$$

```
map<int, long long> DP;  
long long f(int n) {  
    if (n <= 1) return 1;  
    if (DP.count(n)) return DP[n];  
    return DP[n] = f(n - 1) + f(n - 2);  
}
```



DP 與 DAG 的關係

- 將狀態看成點
- 狀態轉移式定義了有向邊
- 會變出一張 DAG
- 狀態的計算順序就是拓撲排序



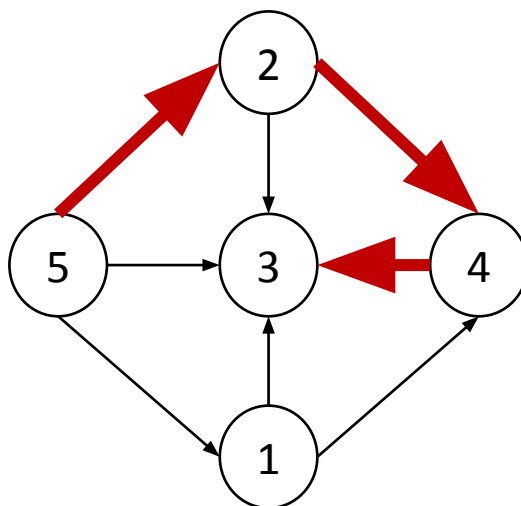
$$DP_n = \begin{cases} 1 & , n \leq 1 \\ DP_{n-1} + DP_{n-2} & , n > 1 \end{cases}$$

Atcoder Edu Dp Contest – G. Longest Path

- https://atcoder.jp/contests/dp/tasks/dp_g
- 給你一個有向無環圖，問你最長路徑的長度

這個問題在一般圖上是 NP complete

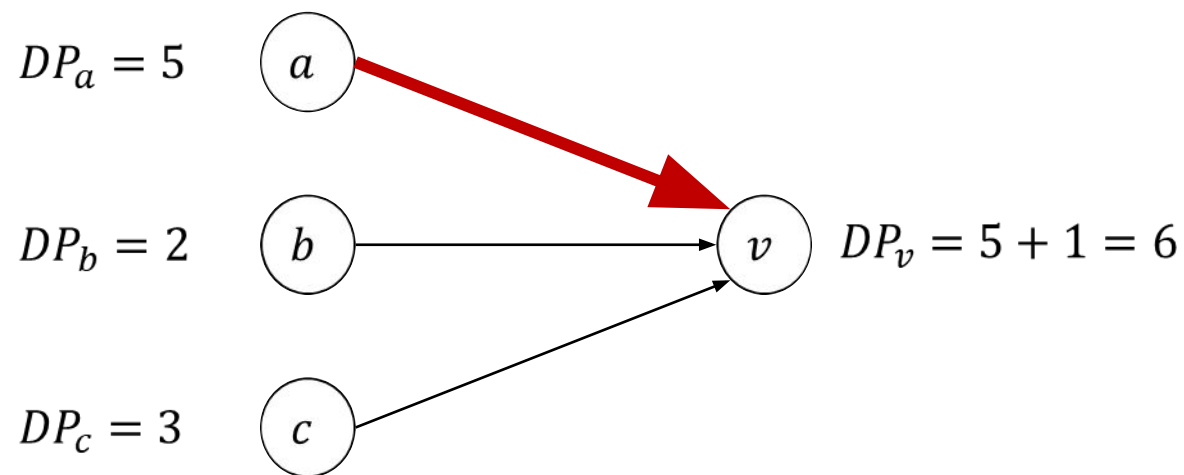
5 8
5 3
2 3
2 4
5 2
5 1
1 4
4 3
1 3



狀態轉移式

•

$$DP_v = \begin{cases} 0 & , degree^{in}(v) = 0 \\ \max_{(u,v) \in E} \{DP_u\} + 1 & , degree^{in}(v) > 0 \end{cases}$$



Top Down – 反著存圖

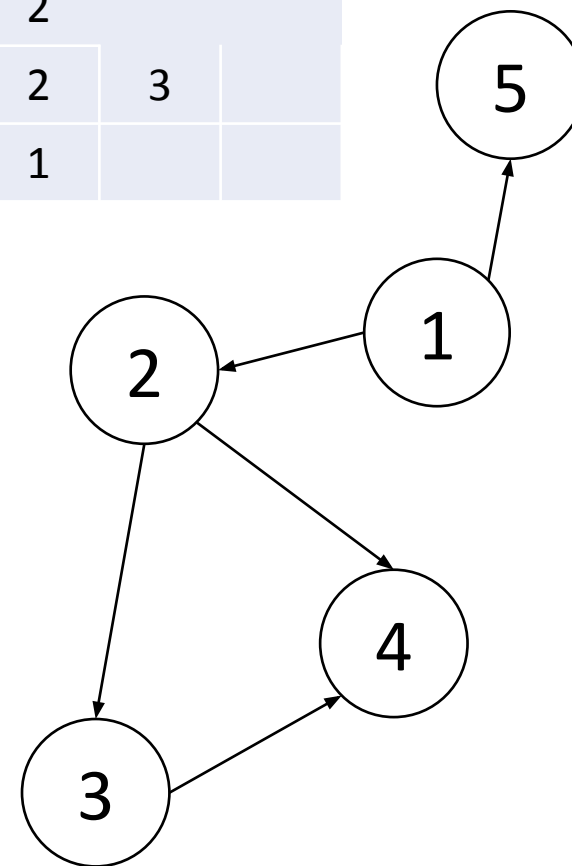
n 個點, m 條邊

5 6
1 2
2 3
2 4
1 5
3 4

m 條邊

```
vector<vector<int>> rG;  
int n, m;  
cin >> n >> m;  
rG.assign(n + 1, {});  
while (m--) {  
    int u, v;  
    cin >> u >> v;  
    rG[v].emplace_back(u);  
}
```

1			
2	1		
3	2		
4	2	3	
5	1		



Top Down – 照著公式寫

```
vector<int> DP;
int dfs(int v) {
    if (DP[v] != -1) return DP[v];
    for (int u : rG[v])
        DP[v] = max(DP[v], dfs(u));
    return DP[v] += 1;
}
int solve(int n) {
    DP.assign(rG.size(), -1);
    int ans = 0;
    for (int v = 1; v <= n; ++v)
        ans = max(ans, dfs(v));
    return ans;
}
```

Bottom Up – 紀錄 in-degree

1	2	3	4	5
0	1	1	2	1

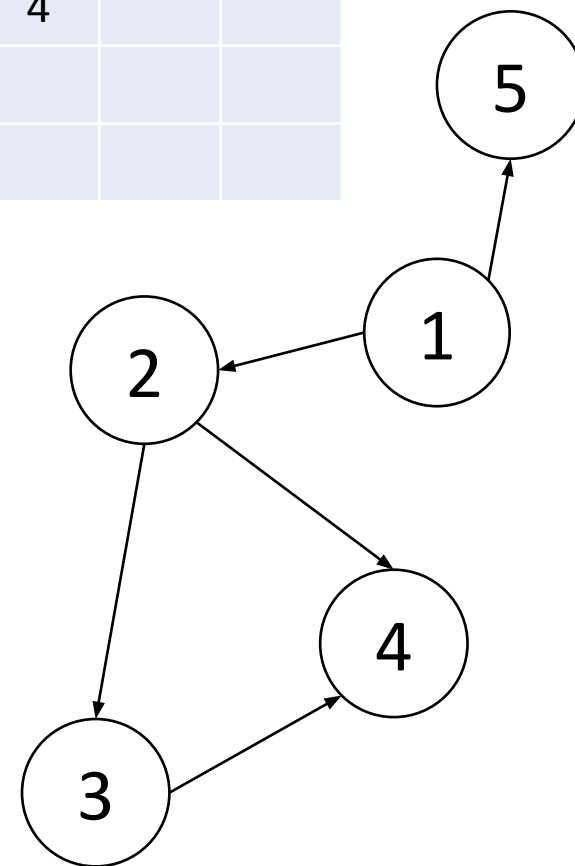
n 個點, m 條邊

5 6
1 2
2 3
2 4
1 5
3 4

m 條邊

```
vector<vector<int>> G;  
vector<int> in;  
int n, m;  
cin >> n >> m;  
G.assign(n + 1, {});  
in.assign(n + 1, 0);  
while (m--) {  
    int u, v;  
    cin >> u >> v;  
    G[u].emplace_back(v);  
    ++in[v];  
}
```

1	2	5	
2	3	4	
3	4		
4			
5			



Bottom Up – 拓樸排序時順便計算

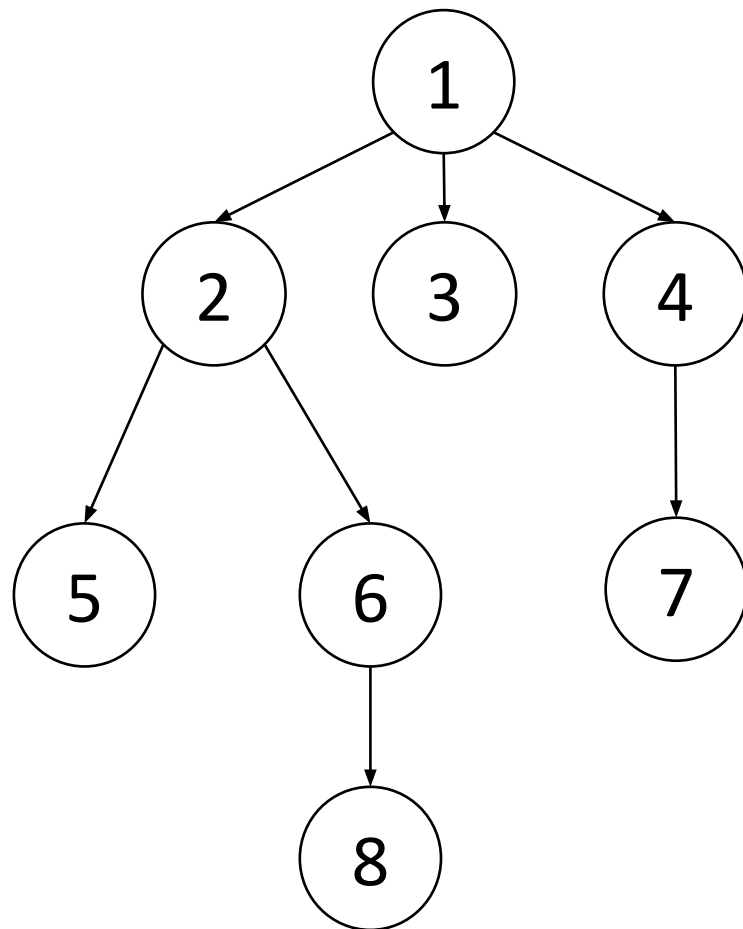
```
int solve(int n) {
    vector<int> DP(G.size(), 0);
    vector<int> Q;
    for (int u = 1; u <= n; ++u)
        if (in[u] == 0)
            Q.emplace_back(u);
    for (size_t i = 0; i < Q.size(); ++i) {
        int u = Q[i];
        for (auto v : G[u]) {
            DP[v] = max(DP[v], DP[u] + 1);
            if (--in[v] == 0)
                Q.emplace_back(v);
        }
    }
    return *max_element(DP.begin(), DP.end());
}
```

樹上動態規劃

Dynamic Programming on Tree

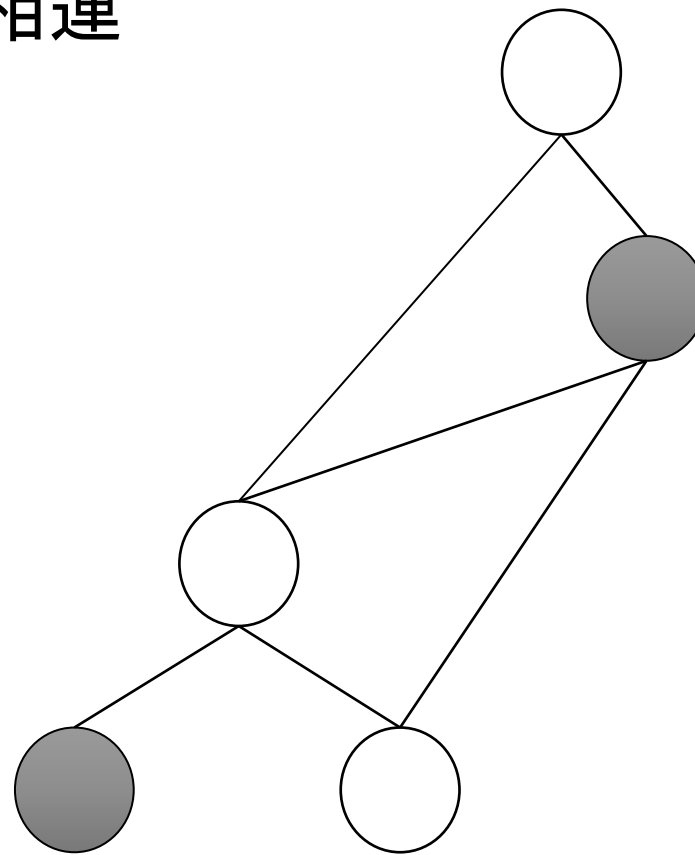


有根樹 \subset 有向無環圖



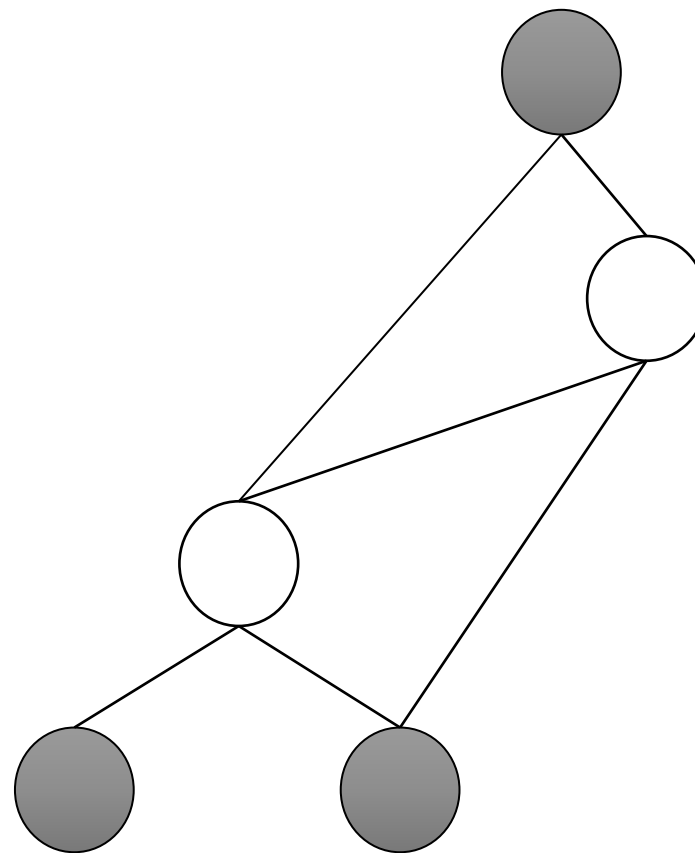
獨立集 Independent set

- 一張圖，選一些點，這些點彼此之間沒有邊相連



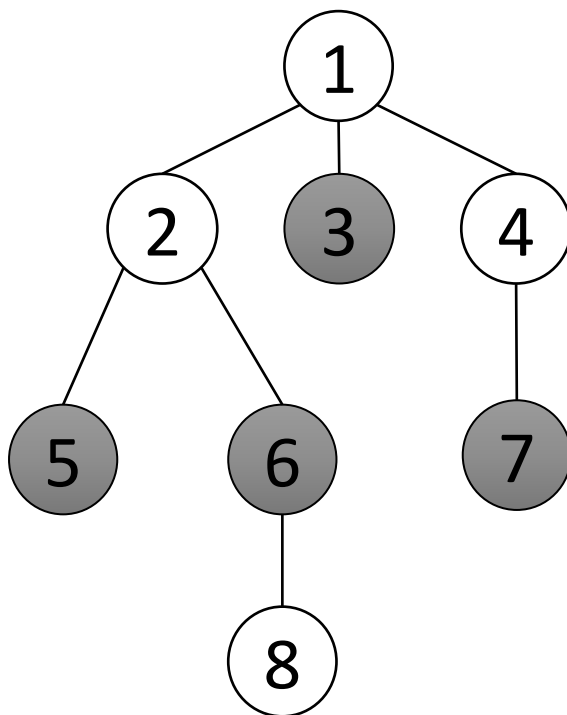
最大獨立集 Maximum independent set

- 一張圖中，點數量最多的獨立集
- 找出最大獨立集在一般圖上是 NP hard
- 但是在樹、二分圖等特殊圖上存在高效演算法(方法不同)



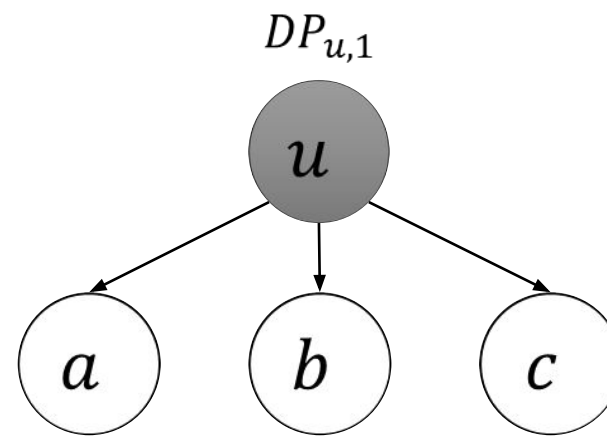
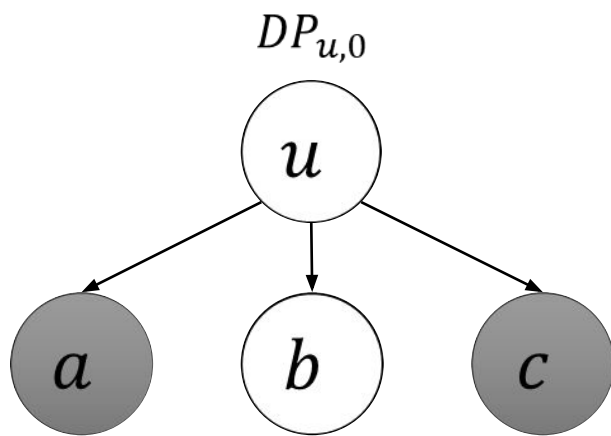
樹上最大獨立集

- 輸入一棵有 n 個點的樹，要挑選一群彼此不相鄰的點，而且挑選的點越多點越好。請計算最多可以挑多少點。



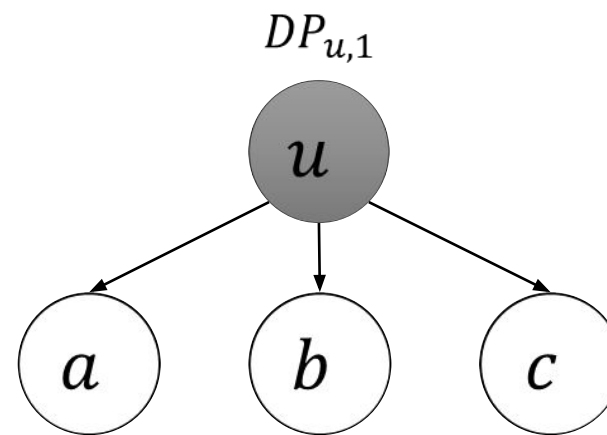
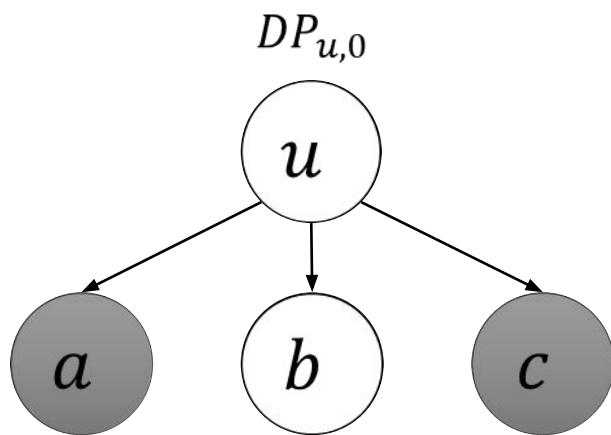
定義狀態

- 假設是有根樹
- $DP_{u,0}$ 表示以 u 為根的子樹，不選 u 時的最佳值
- $DP_{u,1}$ 表示以 u 為根的子樹，選 u 時的最佳值



狀態轉移式

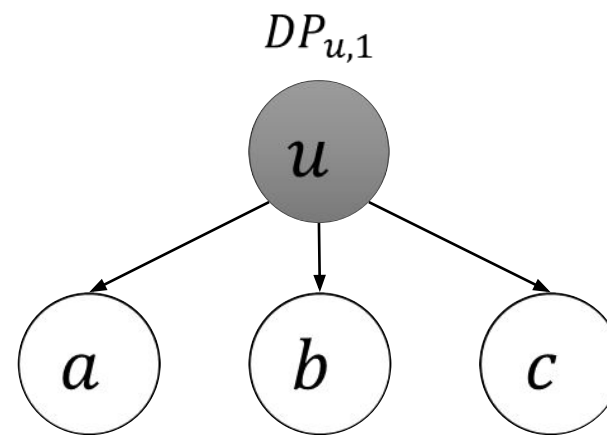
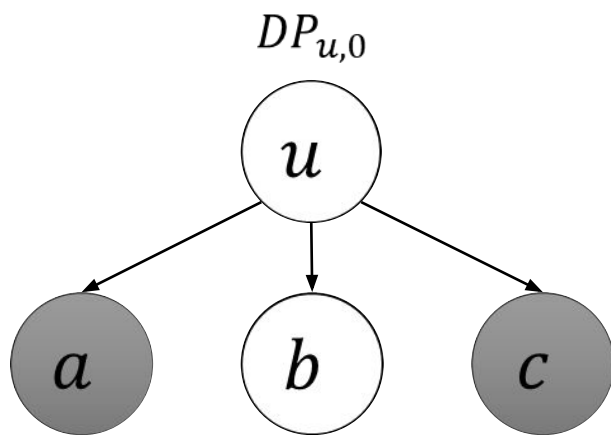
- 不選 u 時， u 的小孩要選不選都是可以的
- 選 u 時， u 的小孩都不能選



狀態轉移式

- $$DP_{u,0} = \sum_{v \in \text{child}(u)} \max\{DP_{v,0}, DP_{v,1}\}$$

$$DP_{u,1} = \sum_{v \in \text{child}(u)} DP_{v,0}$$



無根樹的輸入 (與圖的輸入相同)

1	2	5	
2	1	3	4
3	2		
4	2		
5	1		

n 個點

5

1 2

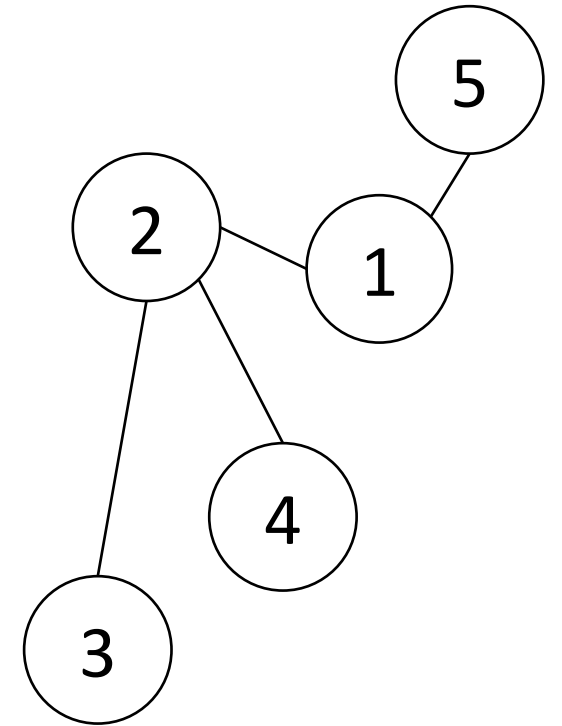
2 3

2 4

1 5

$n - 1$ 條邊

```
vector<vector<int>> Tree;
int n;
cin >> n;
Tree.assign(n + 1, {});
for (int i = 0; i < n - 1; ++i) {
    int u, v;
    cin >> u >> v;
    Tree[u].emplace_back(v);
    Tree[v].emplace_back(u);
}
```



程式碼

```
vector<int> DP[2];
int dfs(int u, int pick, int parent = -1) {
    if (u == parent) return 0;
    if (DP[pick][u]) return DP[pick][u];
    if (Tree[u].size() == 1) return pick; // 葉子
    for (auto v : Tree[u]) {
        if (pick == 0) {
            DP[pick][u] += max(dfs(v, 0, u), dfs(v, 1, u));
        } else {
            DP[pick][u] += dfs(v, 0, u);
        }
    }
    return DP[pick][u];
}
int solve(int n) {
    DP[0] = DP[1] = vector<int>(n + 1, 0);
    return max(dfs(1, 0), dfs(1, 1));
}
```

Travelling salesman problem

旅行推銷員問題



Travelling salesman problem



Travelling salesman problem

示意圖



旅行推銷員問題

- 日日是聖地亞戈集團的推銷員
他要去美國的 $n(n \leq 15)$ 個城市中推銷金坷垃
城市的編號為 $0 \sim n - 1$
- 設 $dist(x, y)$ 表示城市 x 到城市 y 的距離
- 日日想從聖地亞戈 (城市 0) 出發，經過所有城市恰好各一次後回到聖地亞戈，請你幫助伯爵為日日找出總距離最少的路徑

範例輸入輸出

Input

4

0 10 15 20

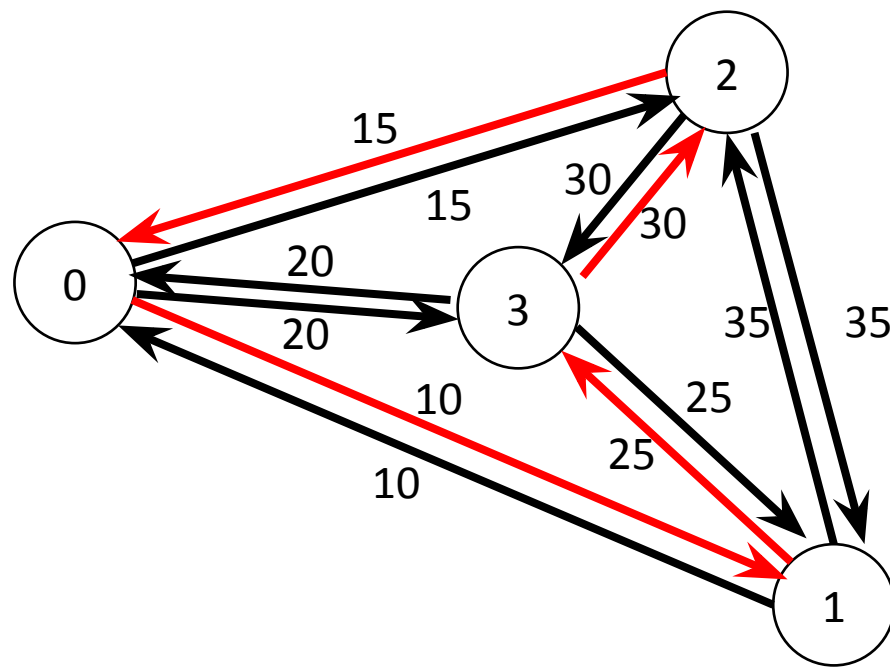
10 0 35 25

15 35 0 30

20 25 30 0

Output

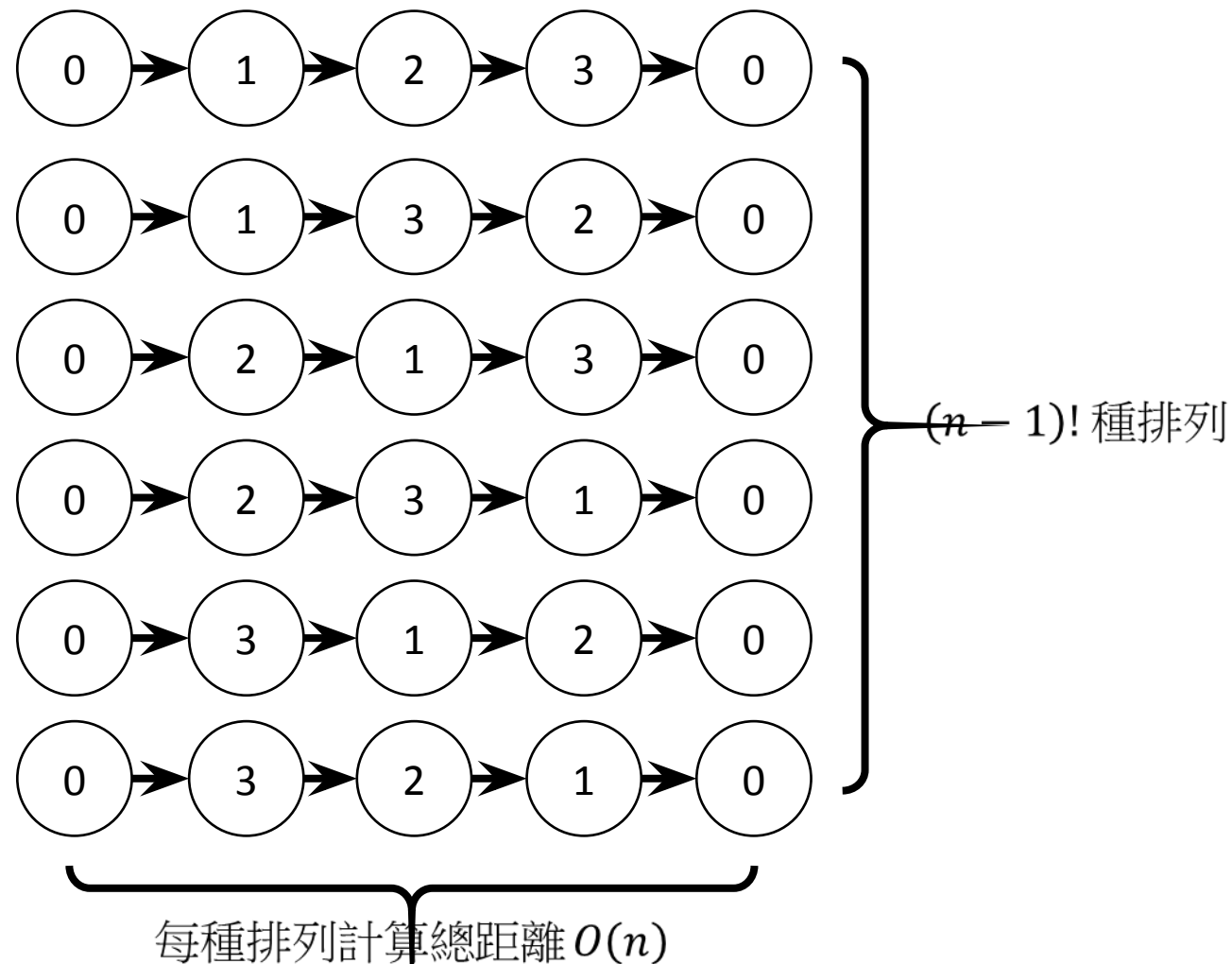
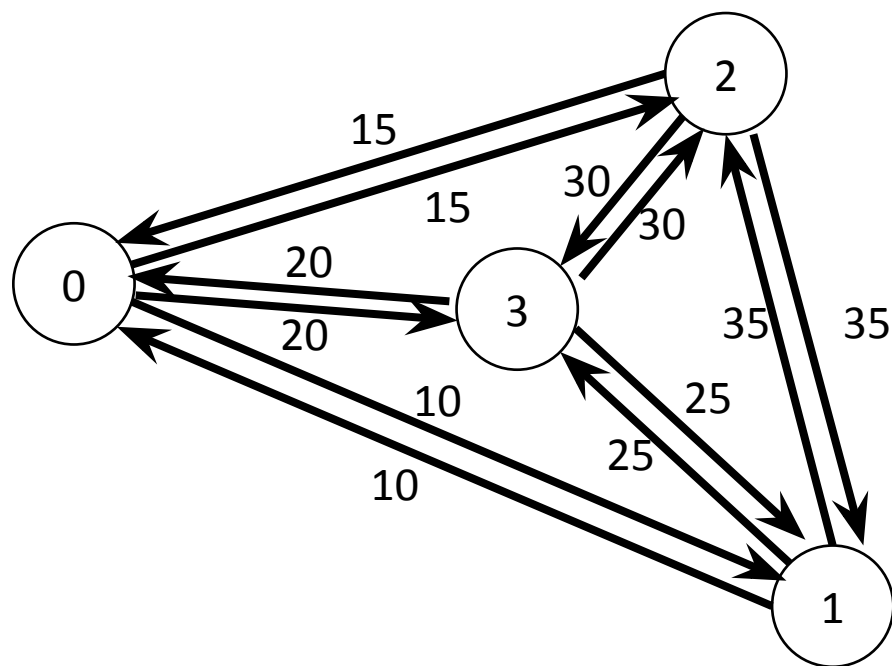
80



順序: 0 -> 1 -> 3 -> 2 -> 0

$$10 + 25 + 30 + 15 = 80$$

暴力法 $O(n!)$



暴力法程式碼

```
const int MAXN = 15;
int n; // 點的編號為 0 ~ n-1
int dist[MAXN][MAXN];

vector<bool> used;
int ans;

void dfs(int x, int cost);

int solve() {
    used.resize(n, false);
    ans = 0x3f3f3f3f;
    dfs(0, 0);
    return ans;
}
```

```
void dfs(int x, int cost) {
    bool isAllTrue = true;
    for (auto y : used) isAllTrue &= y;
    if (isAllTrue && x == 0) {
        ans = min(ans, cost);
        return;
    }
    for (int y = 0; y < n; ++y) {
        if (y == x || used[y]) continue;
        used[y] = true;
        dfs(y, cost + dist[x][y]);
        used[y] = false;
    }
}
```

無法成為 DP 的原因

```
const int MAXN = 15;
int n; // 點的編號為 0 ~ n-1
int dist[MAXN][MAXN];
```

```
vector<bool> used;
int ans;
```

```
void dfs(int x, int cost);
```

```
int solve() {
    used.resize(n, false);
    ans = 0x3f3f3f3f;
    dfs(0, 0);
    return ans;
}
```

```
void dfs(int x, int cost) {
    bool isAllTrue = true;
    for (auto y : used) isAllTrue &= y;
    if (isAllTrue && x == 0) {
        ans = min(ans, cost);
        return;
    }
    for (int y = 0; y < n; ++y) {
        if (y == x || used[y]) continue;
        used[y] = true;
        dfs(y, cost + dist[x][y]);
        used[y] = false;
    }
}
```

Step 1: 反向思考讓 ans 變成 local 變數

```
const int MAXN = 15;
int n; // 點的編號為 0 ~ n-1
int dist[MAXN][MAXN];

vector<bool> used;

void dfs(int x);

int solve() {
    used.resize(n, true);
    return dfs(0);
}
```

```
int dfs(int x) {
    bool isAllFalse = true;
    for (auto y : used) isAllFalse &= !y;
    if (isAllFalse) {
        if (x == 0) return 0;
        return 0x3f3f3f3f;
    }
    int ans = 0x3f3f3f3f;
    for (int y = 0; y < n; ++y) {
        if (y == x || !used[y]) continue;
        used[y] = false;
        ans = min(ans, dfs(y) + dist[y][x]);
        used[y] = true;
    }
    return ans;
}
```

Step 2: used 可以直接當成參數

```
const int MAXN = 15;
int n; // 點的編號為 0 ~ n-1
int dist[MAXN][MAXN];

void dfs(int x);

int solve() {
    vector<bool> used(n, true);
    return dfs(0, used);
}
```

```
int dfs(int x, vector<bool> used) {
    bool isAllFalse = true;
    for (auto y : used) isAllFalse &= !y;
    if (isAllFalse) {
        if (x == 0) return 0;
        return 0x3f3f3f3f;
    }
    int ans = 0x3f3f3f3f;
    for (int y = 0; y < n; ++y) {
        if (y == x || !used[y]) continue;
        used[y] = false;
        ans = min(ans, dfs(y, used) + dist[y][x]);
        used[y] = true;
    }
    return ans;
}
```

Step 3: 記憶算過的答案

```
const int MAXN = 15;
int n; // 點的編號為 0 ~ n-1
int dist[MAXN][MAXN];

map<tuple<int, vector<bool>>, int> DP;
void dfs(int x);

int solve() {
    vector<bool> used(n, true);
    return dfs(0, used);
}
```

```
int dfs(int x, vector<bool> used) {
    bool isAllFalse = true;
    for (auto y : used) isAllFalse &= !y;
    if (isAllFalse) {
        if (x == 0) return 0;
        return 0x3f3f3f3f;
    }
    if (DP.count({x, used})) return DP[{x, used}];
    int ans = 0x3f3f3f3f;
    for (int y = 0; y < n; ++y) {
        if (y == x || !used[y]) continue;
        used[y] = false;
        ans = min(ans, dfs(y, used) + dist[y][x]);
        used[y] = true;
    }
    return DP[{x, used}] = ans;
}
```


used 的範圍

- $n \leq 15$

```
vector<bool> used(n, true);
```

- 把true當成1，false當成0

- 整個 used 可以編碼成 $0 \sim 2^n - 1$ 的正整數

- $2^n \leq 2^{15} = 32768$ 不需要用map存！

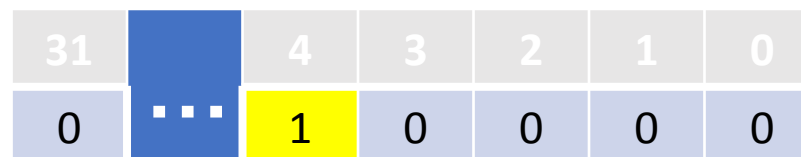
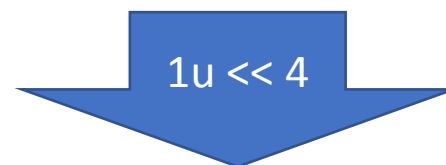
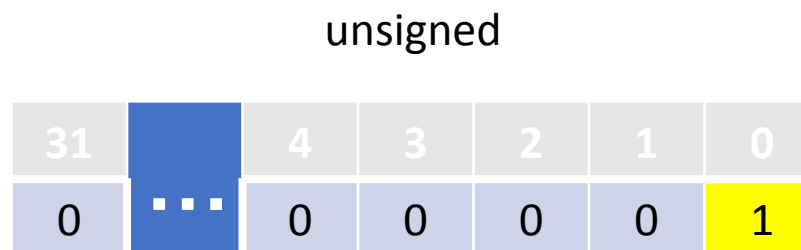
Shift

- $a \ll b$ 表示 $a \times 2^b$

- $1u \ll 0 = 1$

- $1u \ll 1 = 2$

- $1u \ll 4 = 16$



陣列操作 □ 位元操作

- `vector<bool> used(n, true);` □ `unsigned used = (1u << n) - 1;`
- `if(used[y] == true)` □ `if (used & (1u << y) != 0)`
- `if(used[y] == false)` □ `if (used & (1u << y) == 0)`
- `used[y] = !used[y]` □ `used ^= (1u << y)`

狀態壓縮 DP (位元 DP)

```
const int MAXN = 15;
int n; // 點的編號為 0 ~ n-1
int dist[MAXN][MAXN];

int DP[MAXN][1u << MAXN];
void dfs(int x);

int solve() {
    return dfs(0, (1u << n) - 1);
}
```

```
int dfs(int x, unsigned used) {
    if (used == 0) {
        if (x == 0) return 0;
        return 0x3f3f3f3f;
    }
    if (DP[x][used]) return DP[x][used];
    int ans = 0x3f3f3f3f;
    for (int y = 0; y < n; ++y) {
        if (y == x || (used & (1u << y)) == 0)
            continue;
        used ^= (1u << y);
        ans = min(ans, dfs(y, used) + dist[y][x]);
        used ^= (1u << y);
    }
    return DP[x][used] = ans;
}
```

時間複雜度

- 狀態數量 $n \times 2^n$

```
int DP[MAXN][1u << MAXN];
```

- 計算每個狀態的時間 $O(n)$

```
for (int y = 0; y < n; ++y)
```

- $O(n^2 2^n)$

迴圈版本

```
int solve() {
    for (unsigned U = 0; U < (1u << n); ++U) {
        for (int x = 0; x < n; ++x) {
            if (U == 0) {
                if (x == 0) DP[x][U] = 0;
                else DP[x][U] = 0x3f3f3f3f;
                continue;
            }
            int ans = 0x3f3f3f3f;
            for (int y = 0; y < n; ++y) {
                if (y == x || (U & (1u << y)) == 0)
                    continue;
                U ^= (1u << y);
                ans = min(ans, DP[y][U] + dist[y][x]);
                U ^= (1u << y);
            }
            DP[x][U] = ans;
        }
    }
    return DP[0][(1u << n) - 1];
}
```