6.006 Lecture 18

Nov. 15, 2016

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Today: Dynamic Programming II

-5 easy steps

- rod cutting

- textivistification

- parent pointers
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Summary * DP × "careful brute force" = guessing + recursion + memoization ~ dividing into reasonable # subproblems whose solutions relate - acycliclyusually via guessing parts of solution * time = #subproblems . time / subproblem treat recursive calls as O(1) = # subproblems , # guess choices . time/guess - essentially an lamortization different runtime analysis from what - count each subproblem only once we've done in past after 1st time, costs O(1) via memoization Out- of- the-box - analysis:

view algorithm from "outside"

how many times is subproblem of called from above? PP=> \le once!

how much time do we spend

just in that subroutine,

excluding recursion?

Total time = \(\) time spent over whole .

(omputation on subproblem of excluding recursion)

Fibonacci: n recursive calls

n-1 n-2

n-2

n-3

n-4

★ DP often ≈ shortest path in some DAG

★ 5 easy steps to dynamic programming:

1) define subproblems count # subproblems

ally

ax

these

3) relate subproblem solutions

Count # subproblem

Count # choices

Count # choices

Count # choices

Count # subproblem

Count # subproblem

Count # subproblem

Count # subproblems

Count # subproble

Trecurse + memoize time = time/subprobs

OR build DP table bottom up x #subprobs

+ check subprops acyclic / topulogical order

(5) solve original problem:

= a subproblem

or by combining subprob solutions (=>extra time)

1)	subprobs subprobs	Fibonacci Fix for 1 = K = N	SSSP (Bellman) SK(S,V) FreV OEK= V =min S=V pathusing K edges	APSP (Floyd Warshall) (F) & U,veV Y 0= K= V = min u-v path Using only Intermediate modes Im \$1K3
	gvess £ Choices	nothing 1	edge into v indegree(v)+1	Va.V = V3 Whether to use node K 2
3	recurrence time/subprob	Fk=Fk++Fk-a (1)	δ _K (S,v) = min 3 δ _{K+} (S,u)+w(u,v) (u,v) ∈ E 3 Θ (1+ indegree (v))	(k)=min { (k-1) (k-1)+(k-1) O(1)
9	topo order total fine	For k=1n (n)	For k=0,1,,1v1-1 for v=V \(\theta(VE)\)	For vev
5	Original Problems !	em Fn no	Sm-(s,v) Y veV	Cuv Yu,vEV

Rod Cutting:

Scenario: o you manofacture steel rods

o you sell in integer length segments

o different lengths get different prices

(price /length not constant!

size 1 can be more expensive than

size 2?)

ength i 1 1 2 3 4 5 6 7 ...

price pi 3 4 10 11 7 15 15

Formulation

Subprublems ;

Ti= max revenue for rod of length i

subproblems = n

guess: best initial cut (leftmost)

choices i.

recurrence:

 $\Gamma_i = \max_{j} \left(p_j + \Gamma_{n-j} \right)$

time / subprob (i)

topo order for i=1...ntotal time $\theta(n^2)$

original problem

Algorithm with memoization

memo =
$$33$$
 \leftarrow init empty dictionary

def $r(p,n)$

if n in memo; return memo $[n]$

if $n=0$; return 0

ans = -1

for i in range $(1,n)$

ans $=\max(ans, p(i)+r(p,n-i))$

memo $[n] = ans$

return ans

$$=$$
 $O(n^2)$

it Justificati	ion! split te	ext into	"good"	lines	
- can mo blah	Ms Word Open O many work when very bo blah blah l a h ylonglong longword	lines	blah blah		(3)

- define badness (i,j) for line of words [iij]

e.g. & if total length > page width

(page width - total length)3 otherwise

- goal' split words into lines to minimize & badness

① subproblem = min badness for suffix words [i:] \Rightarrow # subproblems = $\Theta(n)$ where n = # words

② guessing = where to end |st |ine , say [i:j] \Rightarrow # choices = N-i = O(n)

(3)

3) recurrence!

DAG

to recover actual solution in addition to cost, Store parent pointers (which guess used at each Subproblem) & "walk back" -typically:

remember argmin largmax in addition to min/max

-eg. text justification:

minimize this pointer (3) DP [i] = min (badness (i,j) + DP [j][0],j)

for j in range (d+1,n+1) DP [n] = (P, None)

while i is not None; Start line before word i i= DP[i] [1]

- just like memoization & bottom up this transformation is automatic (no thinking required)