

# Dynamic Programming

①

→ Greedy & Dynamic

— Both solve optimization problem

In greedy, we follow a method to find optimal e.g. dijkstra, Kruskal.

In dynamic, we find all possible solutions then select the right one.

↳ We use recursive formulae,  
(not recursion) we use iteration

• It uses principle of optimality

We can solve with sequence of decision.

In greedy, it's taken 1 time

e.g

$$fib(n) = \begin{cases} 0 & \text{if } n=0 \\ 1 & \text{if } n=1 \\ fib(n-2) + fib(n-1) & \text{if } n>1 \end{cases}$$

~~if~~ int fib(int n)

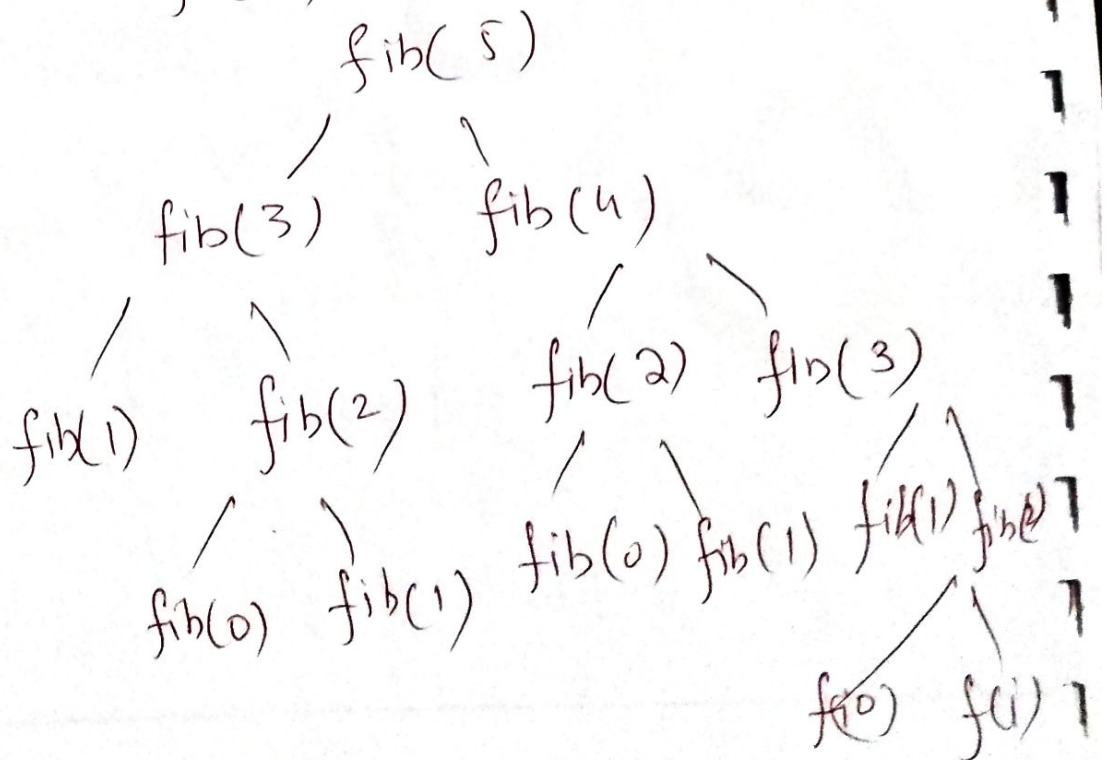
if ( n <= 1 )

return n;

return fib(n-2) + fib(n-1);

0 1 1 2 3 5 8 13

assume f(5)  $\Rightarrow$  9604 15 calls





$$\text{fib}(n-2) + \text{fib}(n-1)$$

calling 2 time (assume)  
 $n-2 \approx n-1$

$$T(n) = 2T(n-1) + 1$$

So

$$O(2^n)$$

exponential time (too much)

if we see here, it's been

called  $\text{fib}(1)$  many times.

We can reduce this. (by memorization)

let's take array.

f	1	-1	-1	-1	-1	-1
	0	1	2	3	4	5

f	1	1	-1	-1	-1	-1
---	---	---	----	----	----	----

f	0	1	-1	-1	-1	-1
---	---	---	----	----	----	----

	0	1	1	-1	-1	-1
--	---	---	---	----	----	----

	0	1	1	2	-1	-1
--	---	---	---	---	----	----

	0	1	1	2	3	-1
	0	1	1	2	3	5

Only 6 call  $n+1$  calls

So it's  $O(n)$

Polynomial to linear

Some difference always there

We use loop/iteration.

int fib(int n)

if ( $n \leq 1$ )  
return n

$f[0] = 0$   $F[1] = 1$

for ( $i = 2; i \leq n; i++$ )

{  $F[i] = F[i-2] + F[i-1]$

}  
return  $F[n]$ ;



# 0-1 Knapsack

(3)

$m=8$

$P = \{1, 2, 5, 6\}$

$n=4$   $w = \{2, 3, 4, 5\}$

$2^n$  if we see  
all solutions

Table = V

obj ↓			0	1	2	3	4	5	6	7	8
$P_i$	$w_i$	<del>obj</del>	0	0	0	0	0	0	0	0	0
1	2	1	0	0	1	1	1	1	1	1	1
2	3	2	0	0	1	2	2	3	3	3	3
5	4	3	0	0	1	2	5	5	6	7	7
6	5	4	0	0	1	2	5	6	6	7	8

$$V[i, w] = \max \left\{ V[i-1, w], V[i-1, w-w_i] + P_i \right\}$$

$$V[4, 1] = \max \left\{ V[3, 1], V[3, 1-5] + 6 \right\}$$

$\{3, 1\} \quad \{3, -4\}$

$$V[4,5] = [3,5], [3,5-5+6]$$

④

$$\begin{matrix} \text{max} \\ = [3,5], [3,6] \end{matrix}$$

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⑤ ✓

Now we need sequence of decision

$x_1, x_2, x_3, x_4$

what to include what not to include

from table check max profit in last  
add obj 4

$$= 8$$

$$8 - 6 = 2$$

check 2 in 3rd row.

check if it exist in row 2  
then don't include it

$$② - 2 = 0$$

if ~~then~~ not ~~then~~ add obj 2

$x_1, x_2, x_3, x_4$

0 1 0 1