

Dynamic Programming



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Introduction

- Divide-and-Conquer is a top-down method.
 - ❑ Divide the problem / instance into smaller and smaller sub-problem / sub-instances.
 - ❑ Combine the sub-solutions thus obtained the solution of the original problems.
 - ❑ It commonly uses with recursion.
 - ❑ But, it requires extra memory to all the intermediate arguments and return values on the system's internal stack.
 - ❑ And,



Introduction

- Divide-and-Conquer is a top-down method.
 - ❑ Using recursive method to solve the problem, there would have some overlapping sub-instances to be solved.
 - ❑ These overlapping sub-instances / duplication will cause the algorithm inefficient.
- The dynamic programming is used to solve the above problem, avoid calculating the same thing twice.



Introduction

- Dynamic programming on the other hand is bottom-up technique.
 - ❑ Start with the smallest, and hence the simplest, sub-problems / sub-instances.
 - ❑ By combining their solutions, obtain the answers to sub-problems / sub-instances of increasing size.
 - ❑ Until finally arrive at the solution of the original instance.
 - ❑ Usually keeps a table of known results which fills up as sub-instances are solved.



Calculation the binomial coefficient——

➤ Consider the problem of calculating the binomial coefficient:

$$\square {}_nC_r = 1 \quad \text{if } r = 0 \text{ or } r = n$$

$$\square {}_nC_r = {}_{n-1}C_{r-1} + {}_{n-1}C_r \quad \text{if } 0 < r < n$$

$$\square {}_nC_r = 0 \quad \text{otherwise}$$



Calculation the binomial coefficient—

- Use Recursion method to solve the binomial coefficient problem:

```
int C(int n, int r)
{
    if ( $r == 0 \parallel n == r$ )
        return 1;
    else
        return  $C(n-1, r-1) + C(n-1, r)$ ;
}
```



Calculation the binomial coefficient

➤ *Pascal's triangle.*

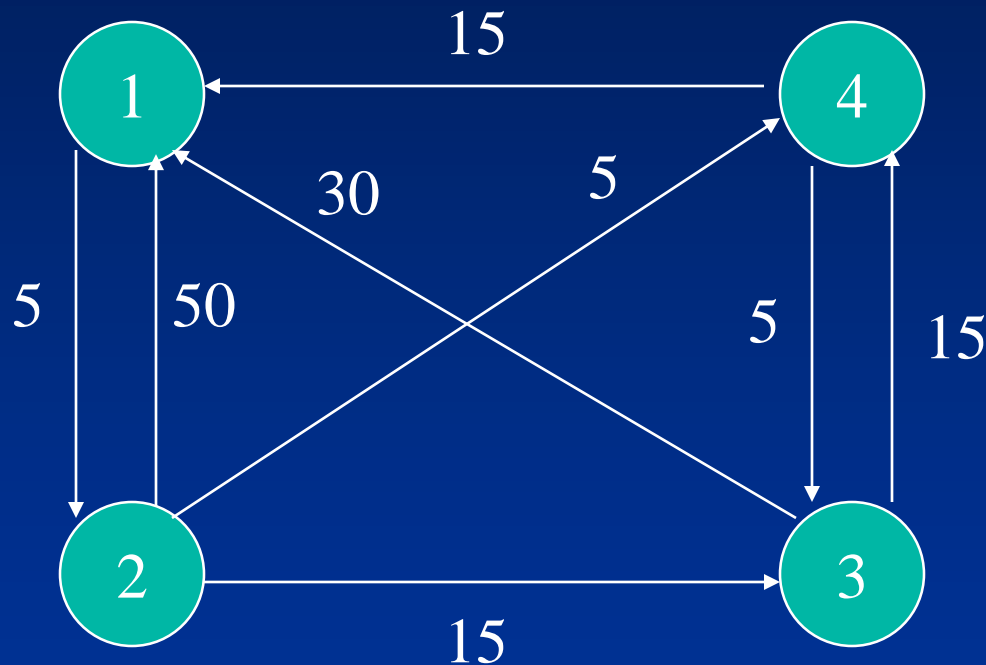
	0	1	2	3	4	...	$r-1$	r
0	1							
1	1	1						
2	1	2	1					
3	1	3	3	1				
4	1	4	6	4	1			
⋮								
⋮								
⋮								
$n-1$								
n								

$$\begin{array}{ccc} C(n-1, r-1) & & C(n-1, r) \\ & \searrow + \downarrow & \\ & & C(n, r) \end{array}$$



Shortest paths problem

- Calculate the length of the shortest path between *each pair of vertices*.



Floyd's algorithm

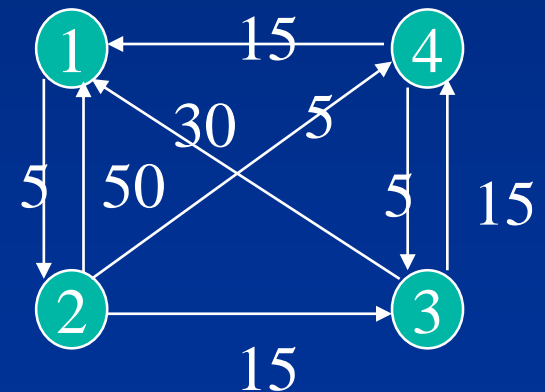
```
public void Floyd (int[ ] arr, int n)
{
    for( int k =1; k < n; k++)
        for (int i = 1; i < n; i++)
            for (int j = 1; j < n; j++)
                arr[i,j] = min(arr[i,j], arr[i,k] + arr[k,j]);
}
```



Shortest paths problem

$$D_0 = L =$$

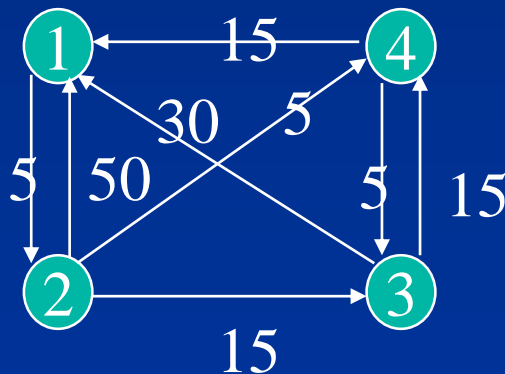
	1	2	3	4
1	0	5	Inf	Inf
2	50	0	15	5
3	30	Inf	0	15
4	15	Inf	5	0



Shortest paths problem

$D_1 =$

	1	2	3	4
1	0	5	Inf	Inf
2	50	0	15	5
3	30	35	0	15
4	15	20	5	0



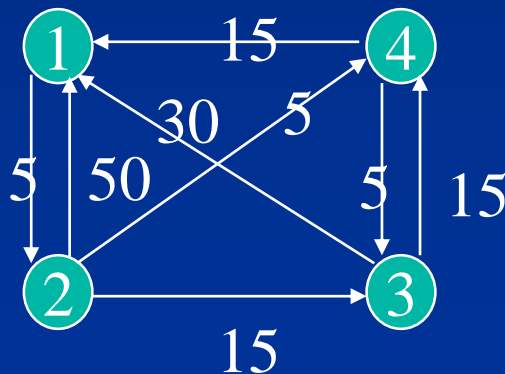
	1	2	3	4
1	0	5	Inf	Inf
2	50	0	15	5
3	30	Inf	0	15
4	15	Inf	5	0



Shortest paths problem

$D_2 =$

	1	2	3	4
1	0	5	20	10
2	50	0	15	5
3	30	35	0	15
4	15	20	5	0



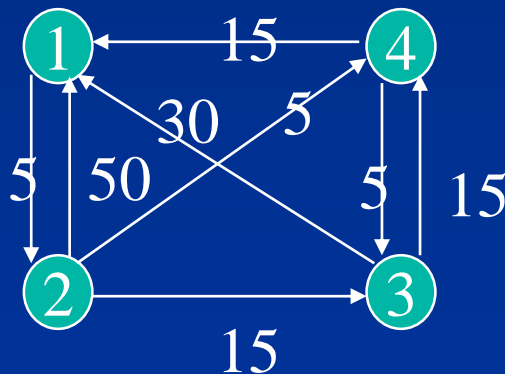
	1	2	3	4
1	0	5	Inf	Inf
2	50	0	15	5
3	30	35	0	15
4	15	20	5	0



Shortest paths problem

$D_3 =$

	1	2	3	4
1	0	5	20	10
2	45	0	15	5
3	30	35	0	15
4	15	20	5	0



	1	2	3	4
1	0	5	20	10
2	50	0	15	5
3	30	35	0	15
4	15	20	5	0

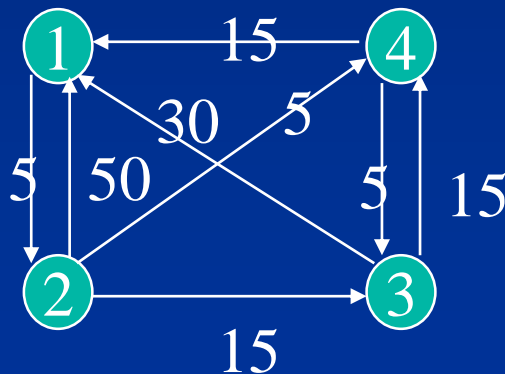


Shortest paths problem



$D_4 =$

	1	2	3	4
1	0	5	15	10
2	20	0	10	5
3	30	35	0	15
4	15	20	5	0



	1	2	3	4
1	0	5	20	10
2	45	0	15	5
3	30	35	0	15
4	15	20	5	0



Complexity time

- The complexity time is $O(n^3)$
- The inner loop needs $O(n)$ times.
- The middle loop also needs n times, each time would do inner loop, so, if include the inner loop, the actual running times for middle loop is $n * n$, $O(n^2)$.
- So, for the outer loop, the complexity time is $n * n^2$, equals to $O(n^3)$.

