Dynamic Poegramming

Divide and enquer:

- Divide the subposhlom into indépendent subposhloms - solve each subposhlom indépendently
- combine the solutions.

Divide the subproblem into a series of overlapping subproblems.

- sohe them & need ontra care

- combine the solutions.

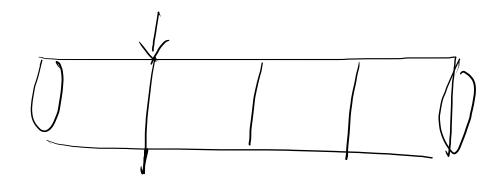
Dynamic Programming:	J+	solves	Optimisation	posbloms.
main idea	n –		2 1 la la John 8	∞ \approx a

- = compute the solutions to the subposterns once
- Sotore the schulin of the subposhloms in a table / Lietinary
- = They can be reused (scheatedly) in a later stage

It trades space for time

Rod culting problem A vod of length n unit. A table of prices pi for i = 1,2,..., n Where pi is the price of a rod of length ? Find the maximum revenue ent the rod into Lifterent bieces and sell it.

longth i price bi 5 8 10/ The shop owner has a rod of leggth 4 1 + 1 + 1 + 1 A simple augorithm



- Try all possible cuts of the rod - Track the best solution.

running time: 2 $< 0 \left(\frac{n}{2} \right)$

can we do better?

rè marimum revenue maximum revenue = m for a rod of length? Ingeneral: maxing an initial cut into two bie ees of length i and N-i - optimally cutting those two bieces - we donot know ahead of time which inital ent gives the optimum revenue. - we have to consider all bossible value for i and biex that with the manimum revenue.

rn = max {pn, x,+m-1, x2+m-27 · · · · , xn-1+x,}

Questin:
Do we really need two subposiblems?

 $\forall n = \max_{1 \leq i \leq n} \{ b_i + \forall n - i \}$

Algorith rod culting rod-icut (P,n) 2 = max { 2, P[i] + rod-cut (P, n-i) } return 9

several entporthems are callon many times.

Top-down approach memoised-rod-ent (P,n) det v[0,-,n] be a new array for i= Iton 7 5 = -N return memoized rod-cut_aux (Pn) memoised-rod-cut-hux (P,n) running time 6 < (m) > 0 H of independent subporbloms return o/n3 if $\gamma = 0$ X time taxen without recursive call $\begin{array}{c}
9 = 0 \\
elle \\
9 = -8
\end{array}$ for i = 1 to n 2 = mar ? 2, P[i] + momorised-cut-rod-aux (f, n) } ~/m = 2 y-curr 9

Two ways to solve the problem 10 Top-Lown with momoisation

2. Bottom up with tabulation