

Lecture 25

Dynamic programming

FIT 1008
Introduction to Computer Science

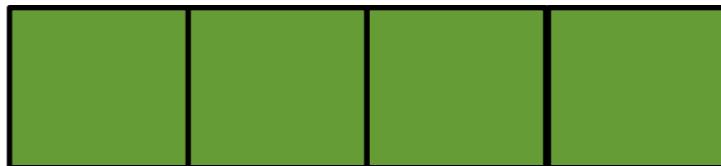
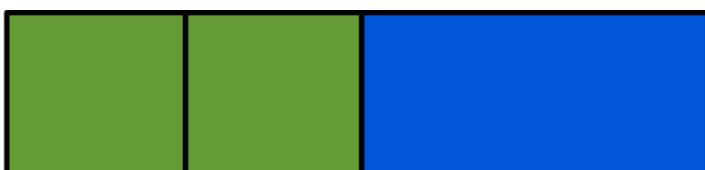
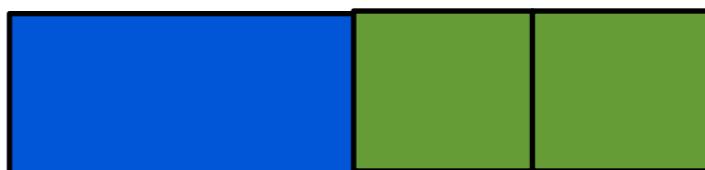


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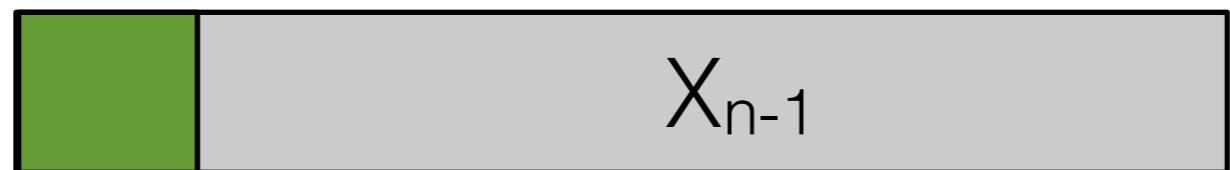
Dynamic Programming

Knapsack

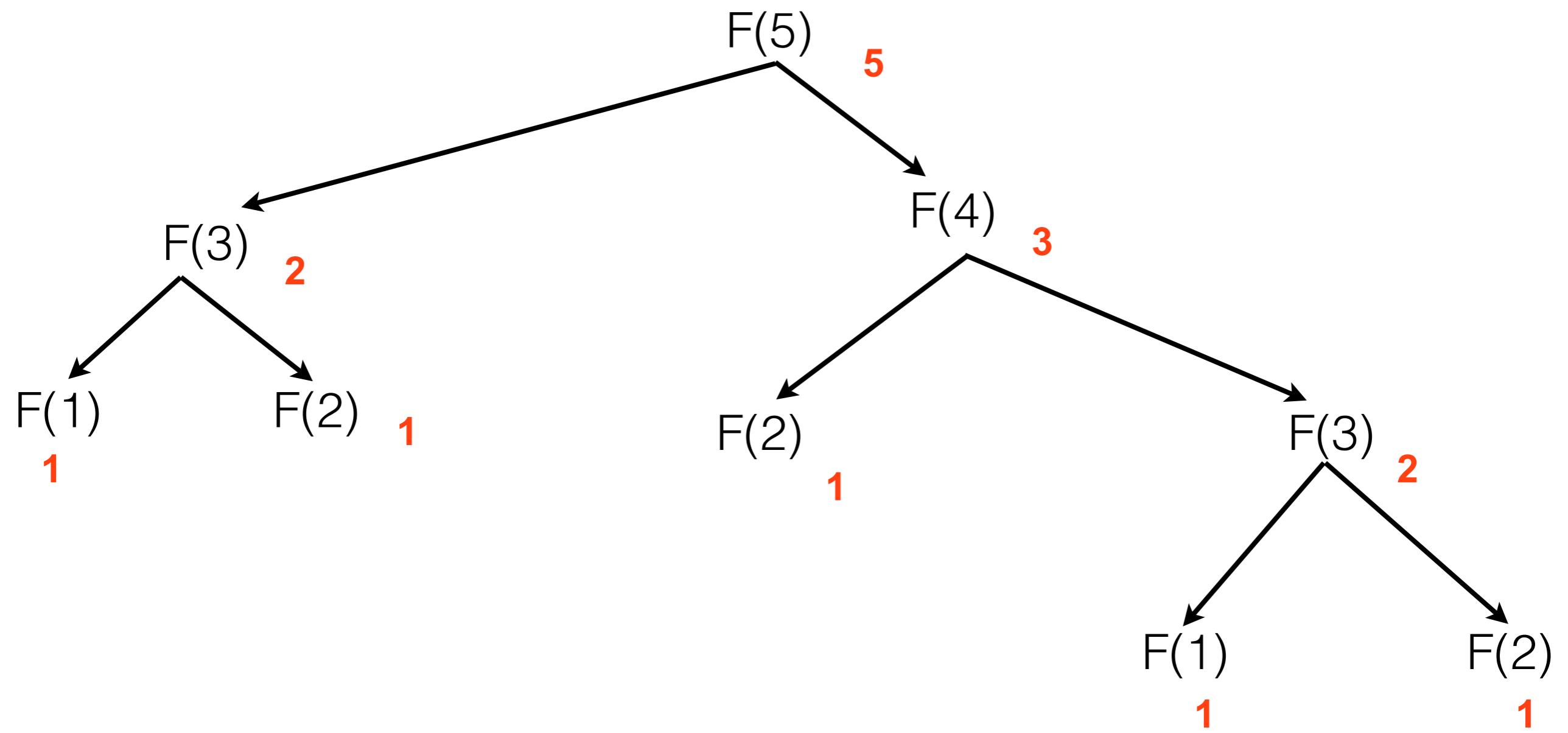


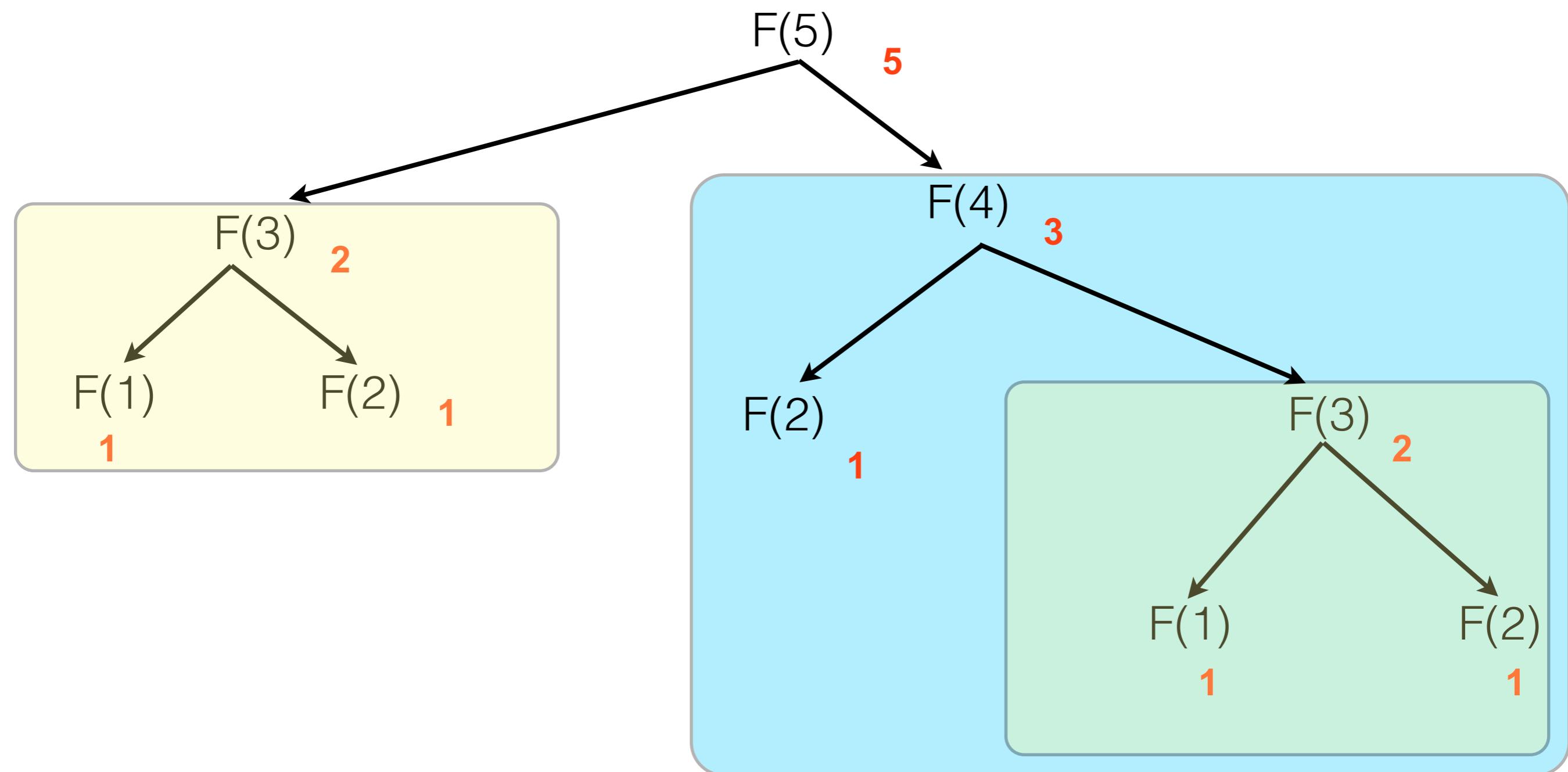


Number of possible tilings = X_n



$$X_n = X_{n-1} + X_{n-2}$$

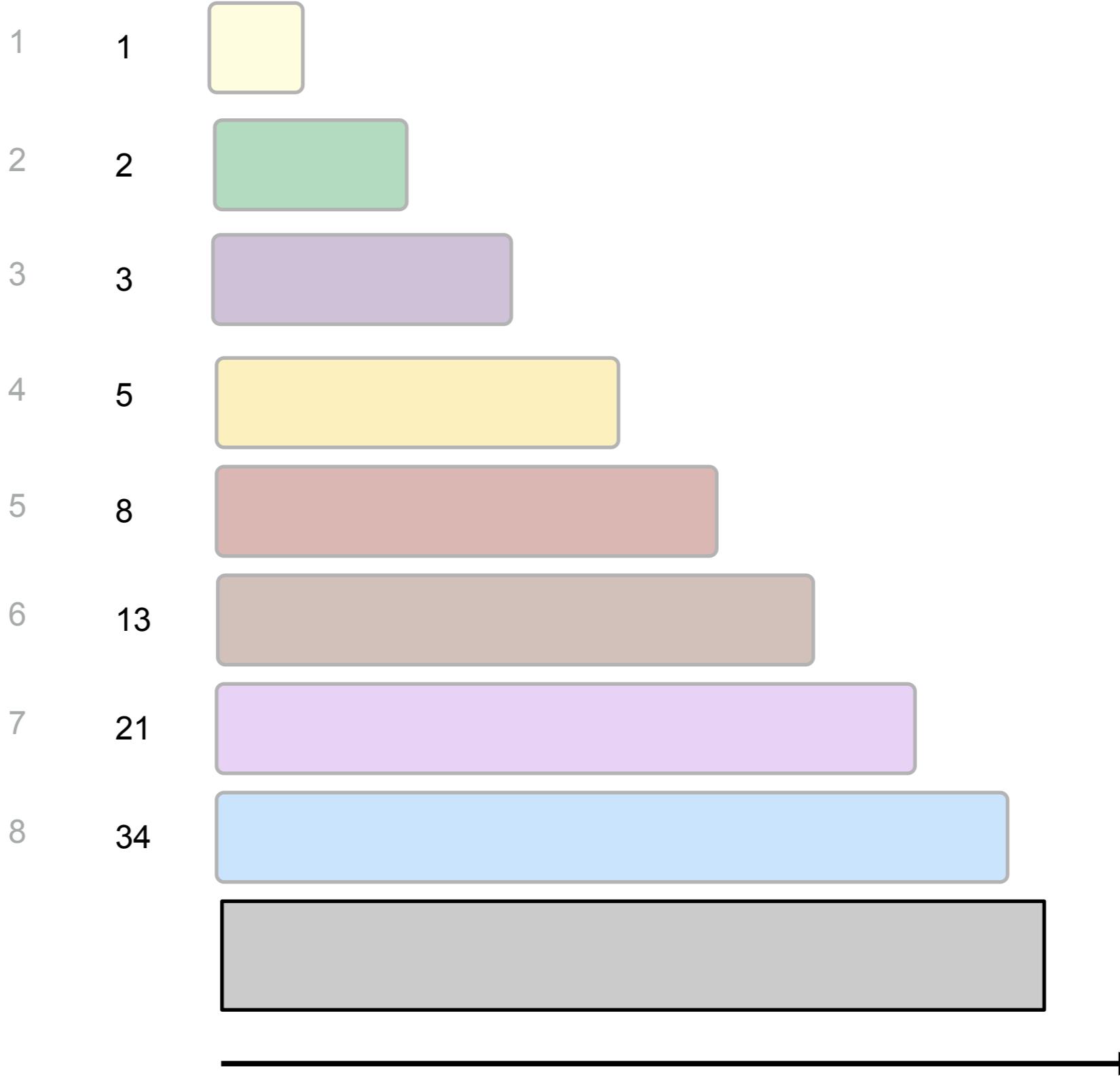






Overlapping subproblems

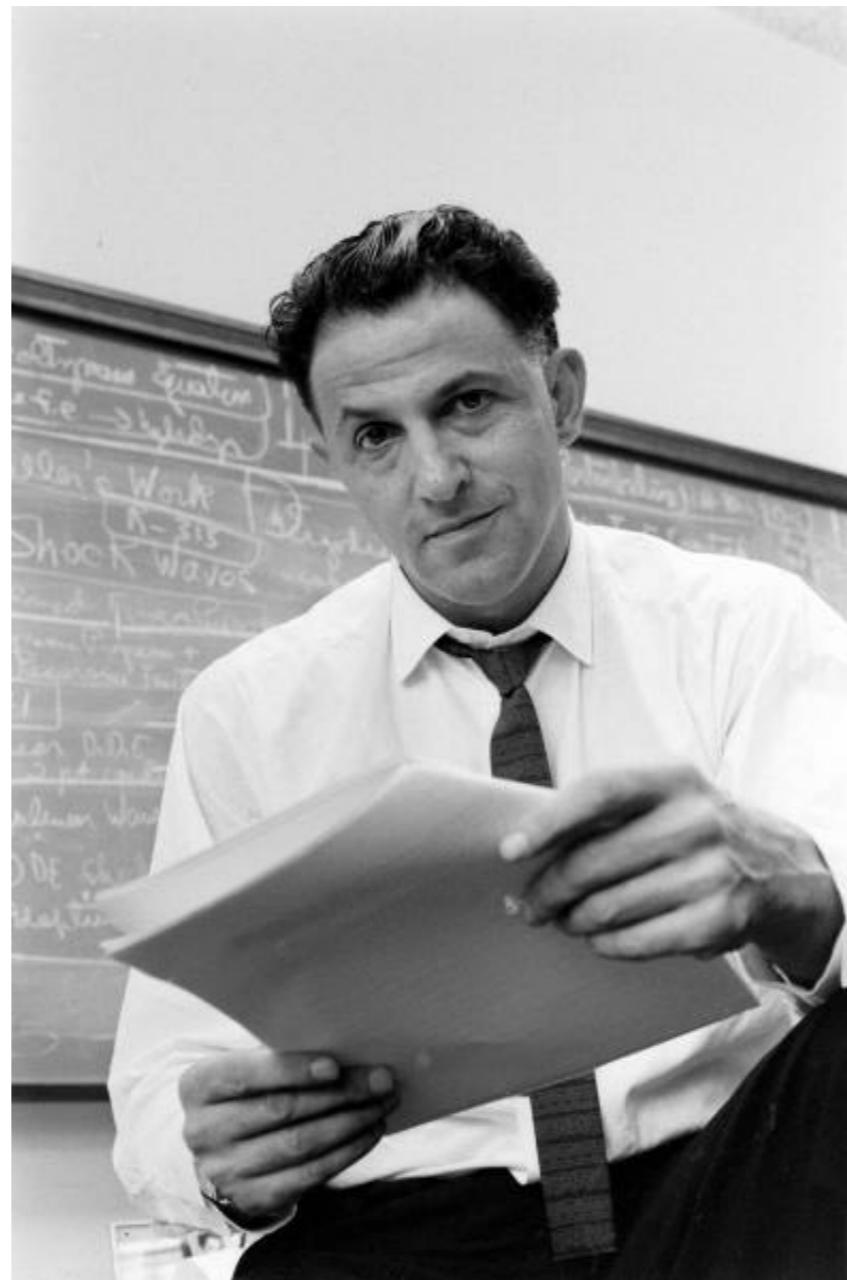
Optimal substructure



Dynamic Programming

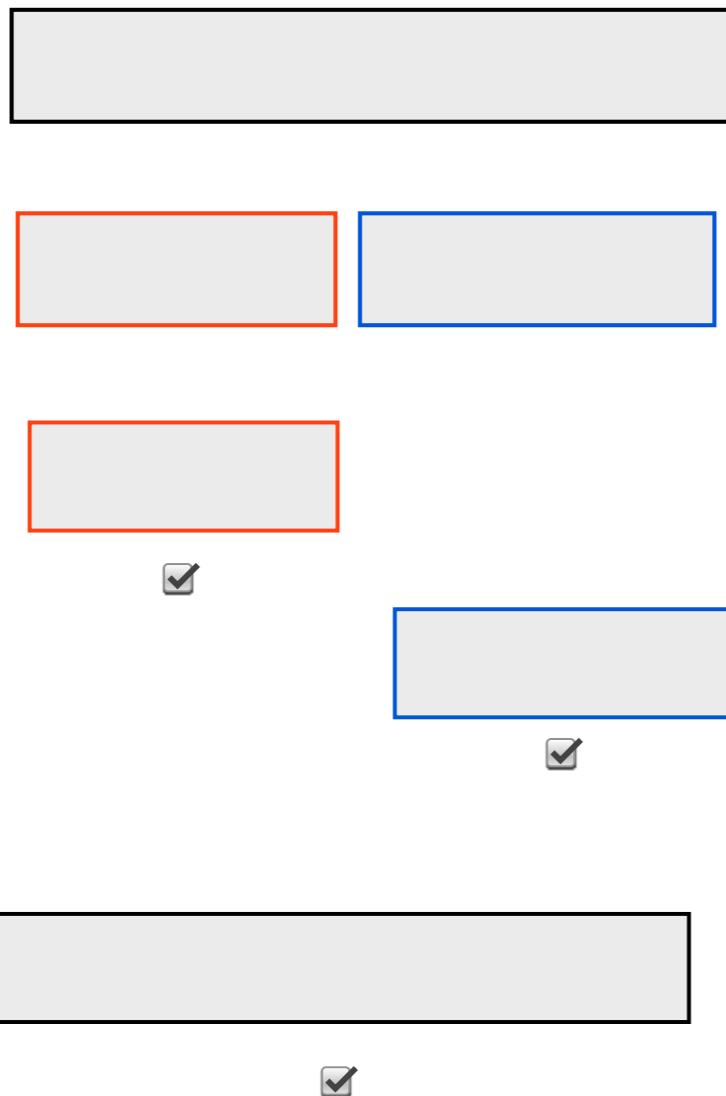
- Solves problems by **solving subproblems**.
- Each subproblem is solved only once, storing relevant information.
- Subproblems may **overlap**.

Richard Bellman

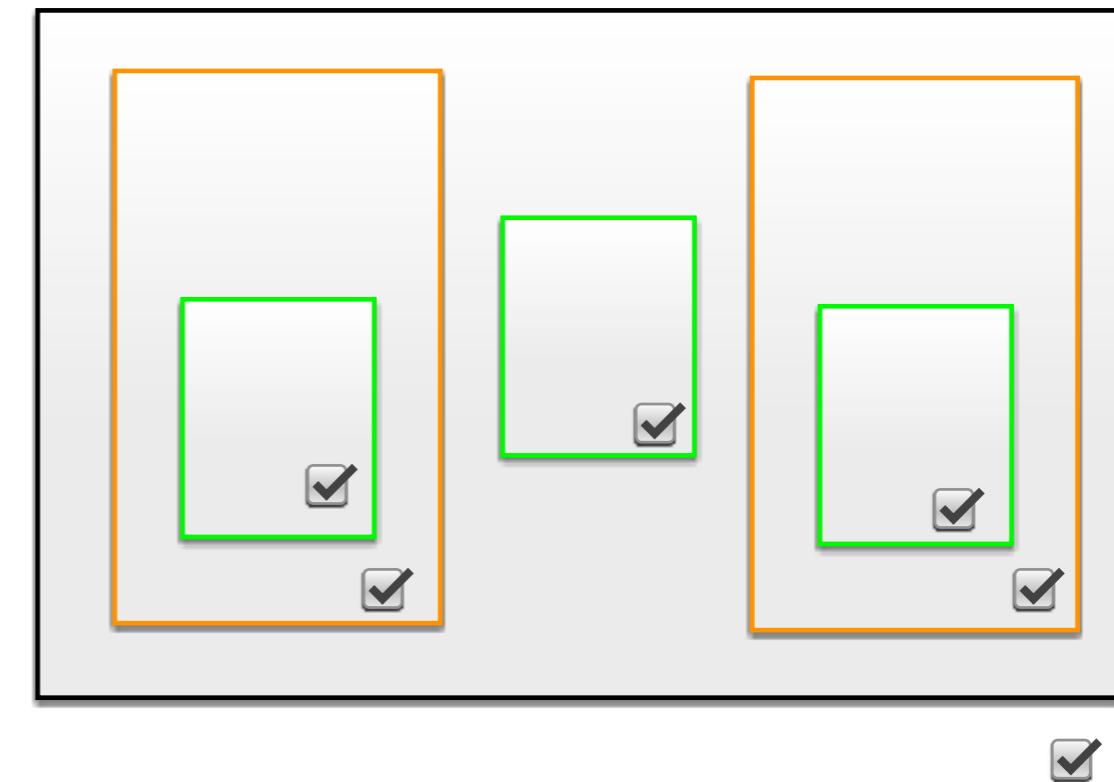


source: <http://lifesun.info/>

Solves problems by **solving subproblems**.



Divide and conquer



Dynamic programming



Subproblems may **overlap**.



20 kg max

Knapsack

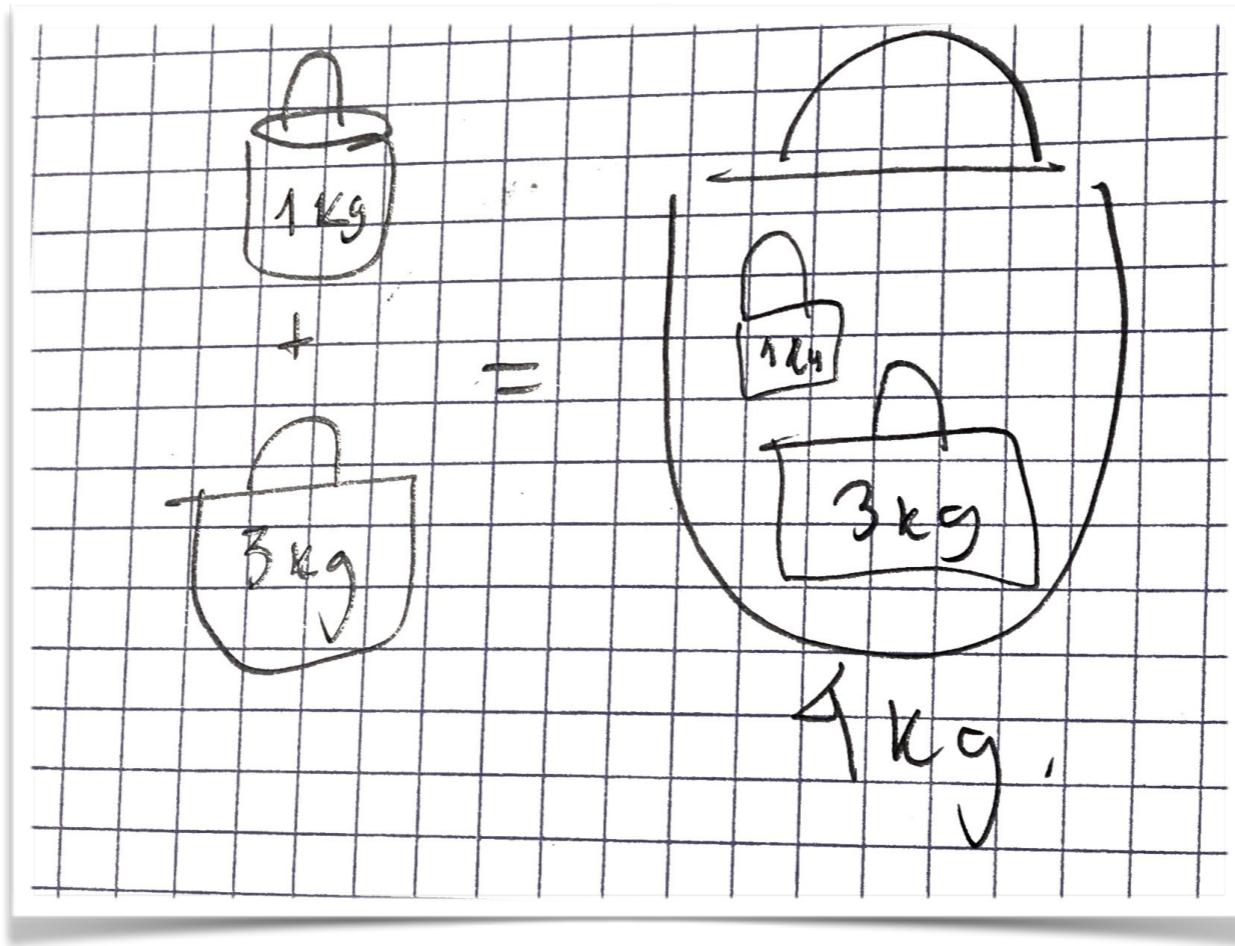
Knapsack

Suppose you are in a treasure cave which contains 6 precious items, with the following weights and monetary value.

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

You want to take as much treasure as you can carry. However, you can only carry up to 20kg. Which items do you take?

What is the maximum value you can take?



Overlapping subproblems

Optimal substructure

Subproblems

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200



Item	1	2	3	4
Weight	20kg	10kg	9kg	4kg
Value	\$4000	\$3500	\$1800	\$400



Item	1	2
Weight	20kg	10kg
Value	\$4000	\$3500



$MV[i, j]$

maximum value in a problem with the first **i** items and capacity **j**

$$0 \leq i \leq 6$$

$$0 \leq j \leq 20$$

assume: weights and capacities are integers.

Fewer Items

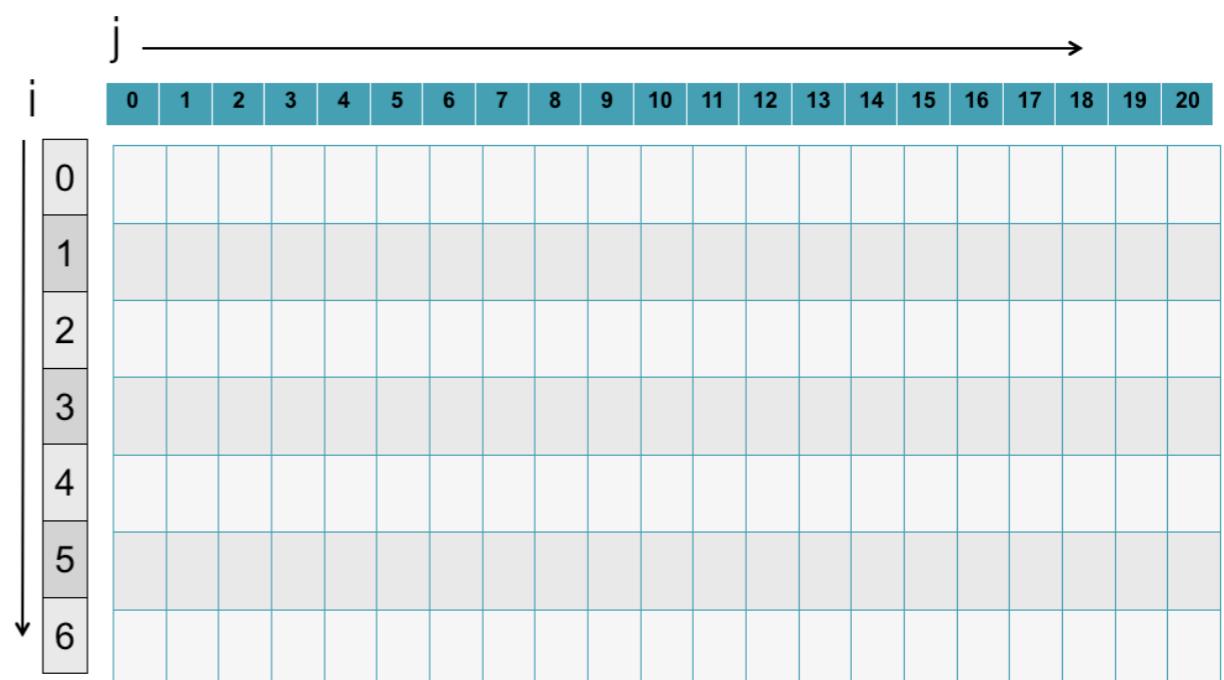
Less capacity



Item	1	2
Weight	20kg	10kg
Value	\$4000	\$3500

Item	1	2	3	4
Weight	20kg	10kg	9kg	4kg
Value	\$4000	\$3500	\$1800	\$400

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200



j →

| 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

$$M[c, n]$$

Find how subproblems are related

$$M[0, j] = 0$$

No items, no value no matter how large the knapsack

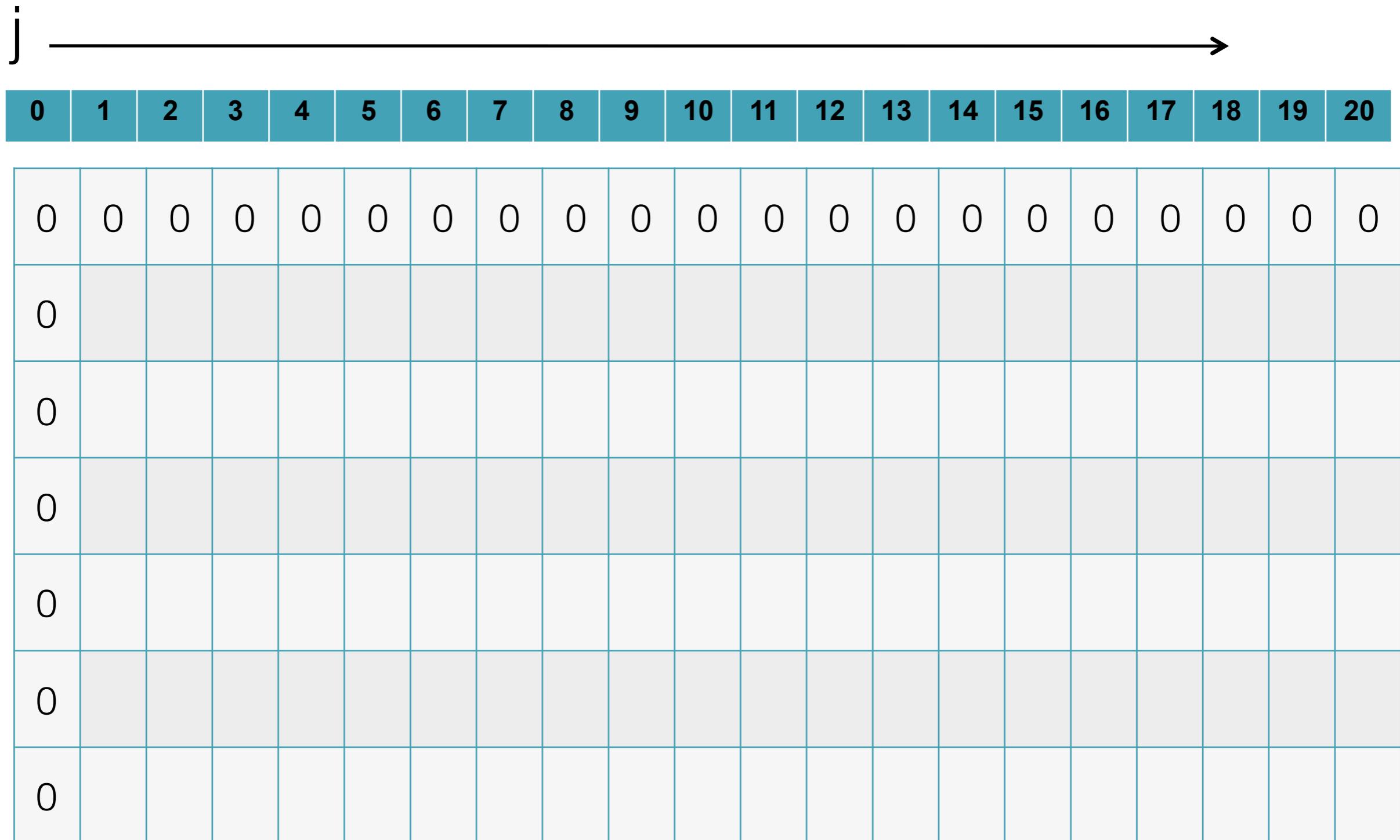
$$M[i, 0] = 0$$

No knapsack, no value no matter how many items

Base case

$$MV[0, j] = 0$$

$$MV[i, 0] = 0$$



Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j —————→

| 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

| 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Item	1	2	3	4	5	6
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Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

| 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
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j →

| 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

| 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

i | 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

0	0 0
1	0 4000
2	0 0 0
3	0
4	0
5	0
6	0

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

i |

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000	
2	0	0 0 0 0 0 0 0 0																			
3	0																				
4	0																				
5	0																				
6	0																				

Adding item 2 as a possibility makes no difference when $j < 10$

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

i |

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

i	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000	
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
3	0																				
4	0																				
5	0																				
6	0																				

Adding item 2 as a possibility makes no difference when $j < 10$

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

i
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0																			
4	0																			
5	0																			
6	0																			

Do not put item 2 in the knapsack: 0

Put item 2 in the knapsack: 3500 + 0

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

i
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0																			
4	0																			
5	0																			
6	0																			

Do not put item 2 in the knapsack: 0

Put item 2 in the knapsack: 3500 + 0

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

i
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0																			
4	0																			
5	0																			
6	0																			

Do not put item 2 in the knapsack: 0

Put item 2 in the knapsack: 3500 + 0

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

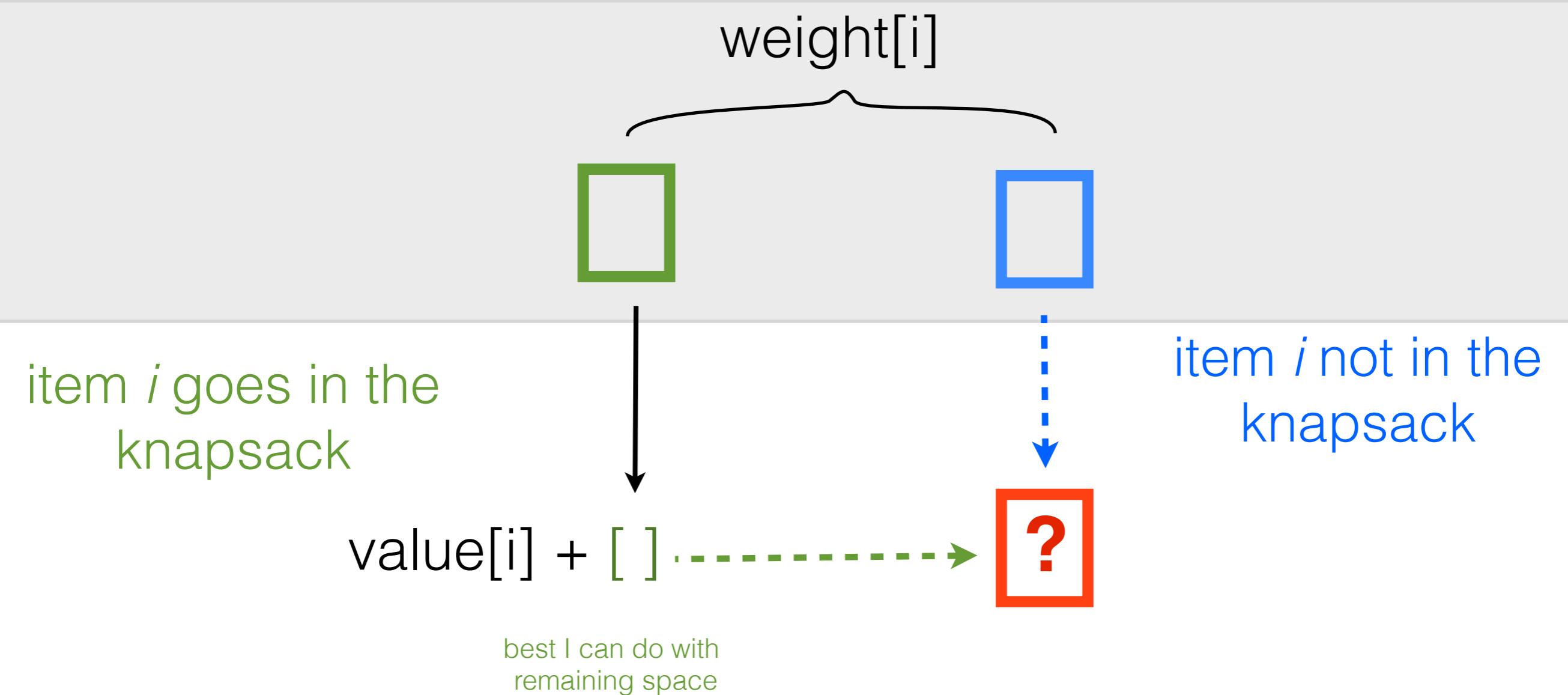
j →

i
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000	
2	0	0	0	0	0	0	0	0	0	0	0	3500	3500	3500	3500	3500	3500	3500	3500	3500	3500
3	0																				
4	0																				
5	0																				
6	0																				

Do not put item 2 in the knapsack: 0

Put item 2 in the knapsack: 3500 + 0



Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

i ↓

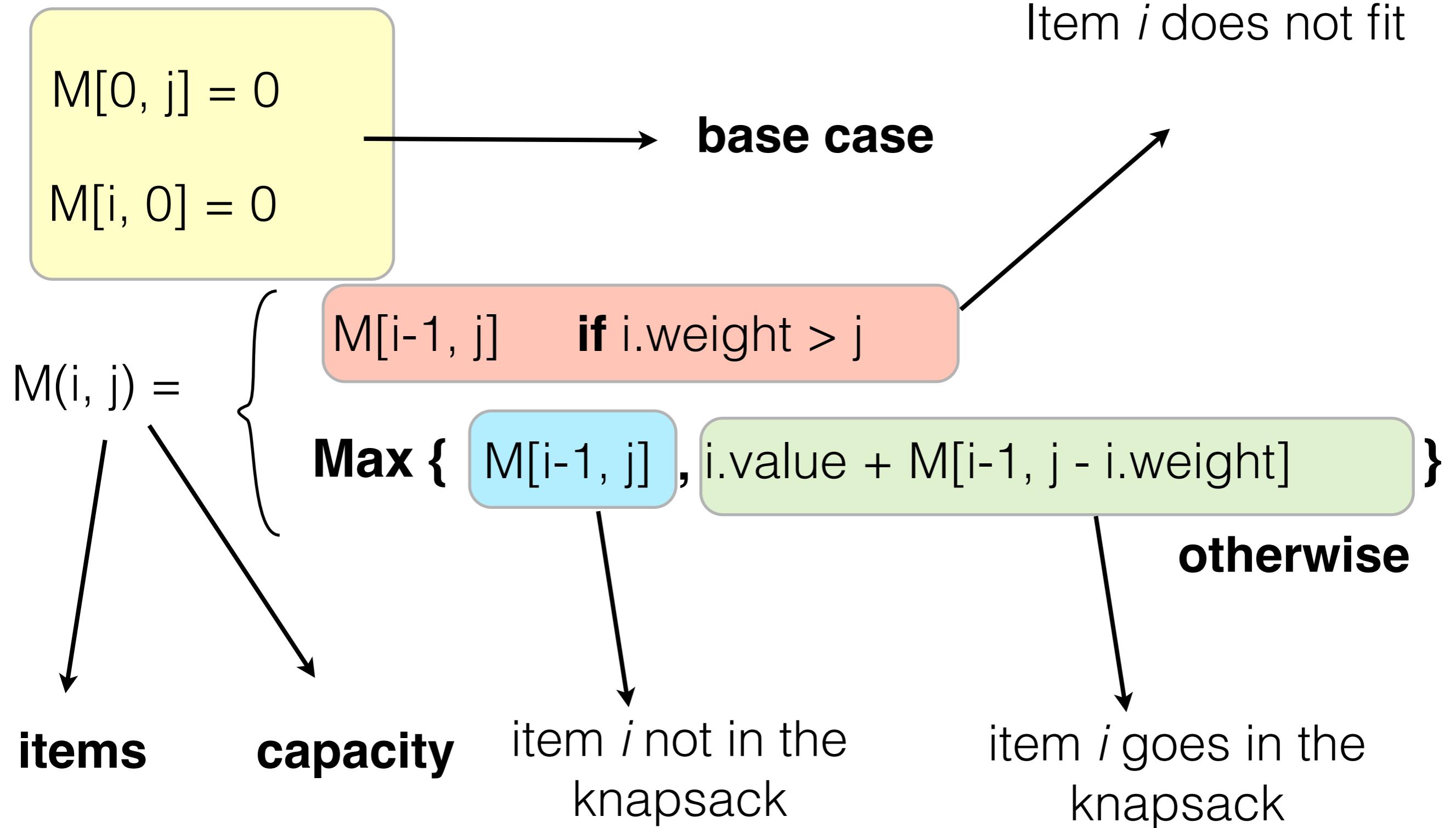
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000
2	0	0	0	0	0	0	0	0	0	3500	3500	3500	3500	3500	3500	3500	3500	3500	4000
3	0	0	0	0	0	0	0	0	1800	3500	3500	3500	3500	3500	3500	3500	3500	5300	5300
4	0	0	0	0	400	400	400	400	1800	3500	3500	3500	3500	3900	3900	3900	3900	5300	5300
5	0	0	1000	1000	1000	1000	1400	1400	1400	1800	3500	3500	4500	4500	4500	4900	4900	4900	5300
6	0	200	1000	1200	1200	1200	1400	1600	1600	1800	3500	3700	4500	4700	4700	4700	4900	5100	5100

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000
2	0	0	0	0	0	0	0	0	0	3500	3500	3500	3500	3500	3500	3500	3500	3500	4000
3	0	0	0	0	0	0	0	0	1800	3500	3500	3500	3500	3500	3500	3500	3500	5300	5300
4	0	0	0	0	400	400	400	400	1800	3500	3500	3500	3500	3900	3900	3900	3900	5300	5300
5	0	0	1000	1000	1000	1000	1400	1400	1400	1800	3500	3500	4500	4500	4500	4900	4900	4900	5300
6	0	200	1000	1200	1200	1200	1400	1600	1600	1800	3500	3700	4500	4700	4700	4700	4900	5100	5100

5500

Knapsack



A horizontal number line starting at 0 and ending at 20. The numbers are labeled from 0 to 20 in increments of 1. An arrow points to the right at the end of the line.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

Item	1	2
Weight	20kg	10kg
Value	\$4000	\$3500



10 Kg

j →

| 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

A 7x10 grid of light blue squares. The first column contains labels 0 through 6 from top to bottom. A thick black border surrounds the entire grid. In the bottom right corner, there is a red circle.

j

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

i

0

1

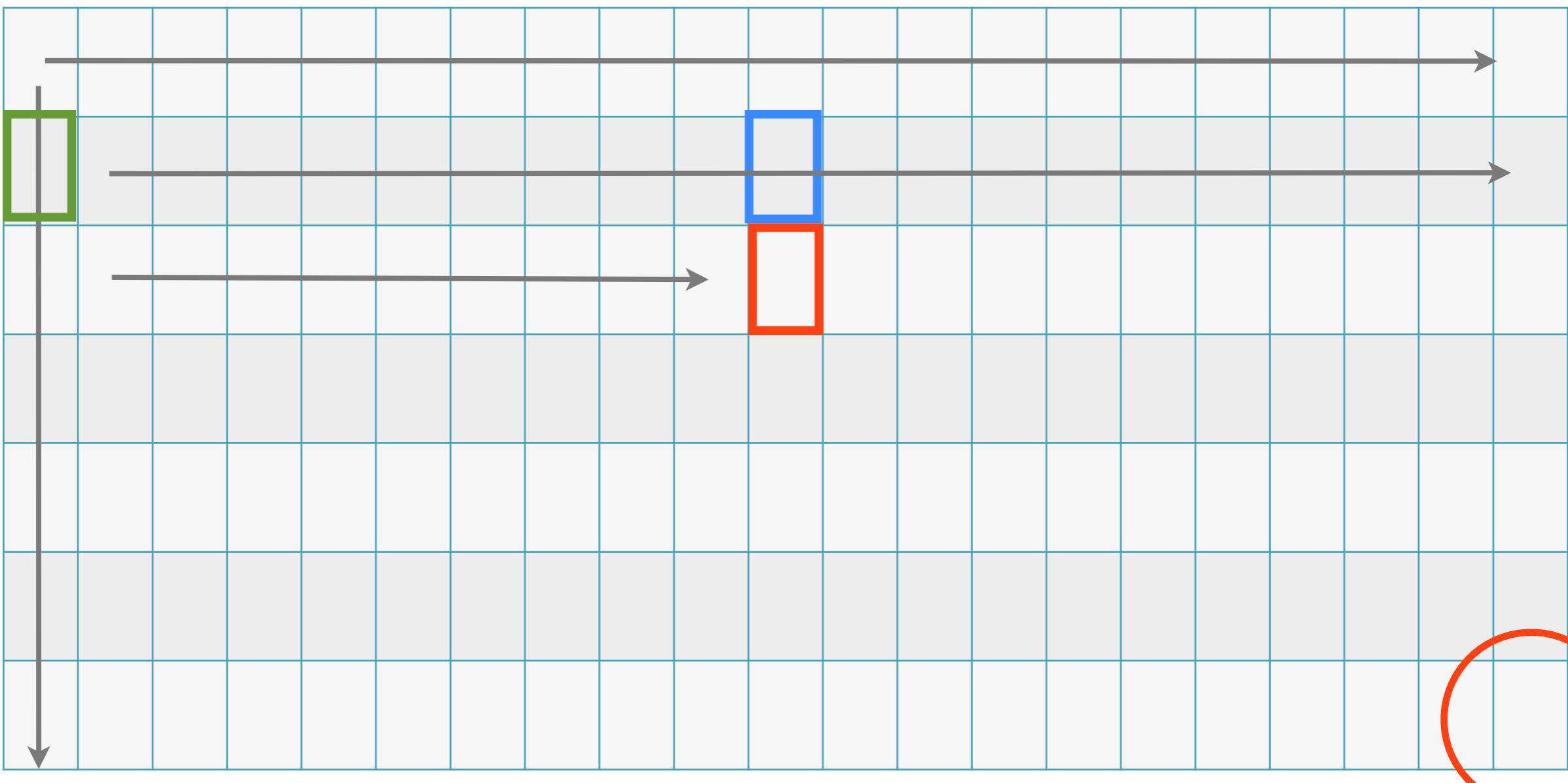
2

3

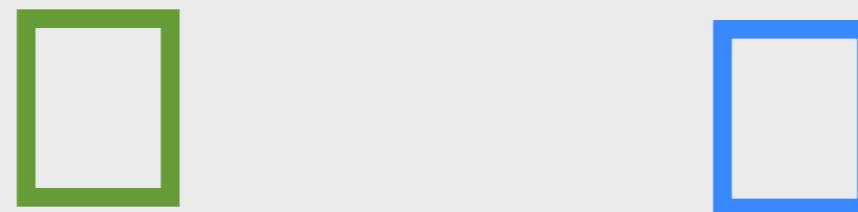
4

5

6



$weight[i]$



item i goes in the
knapsack



$value[i] + [] \xrightarrow{\text{---}} ?$



item i not in the
knapsack



$$MV[0, j] = 0$$

→ **base case**

$$MV[i, 0] = 0$$

$$MV(i, j) = \begin{cases} MV(i-1, j) & \text{if } weights[i] > j \\ \mathbf{Max} \{ MV(i-1, j), values[i] + MV(i-1, j - weights[i]) \} \end{cases}$$

items

capacity

Item	1	2	3	4	5	6
Weight	20kg	10kg	9kg	4kg	2kg	1kg
Value	\$4000	\$3500	\$1800	\$400	\$1000	\$200

j →

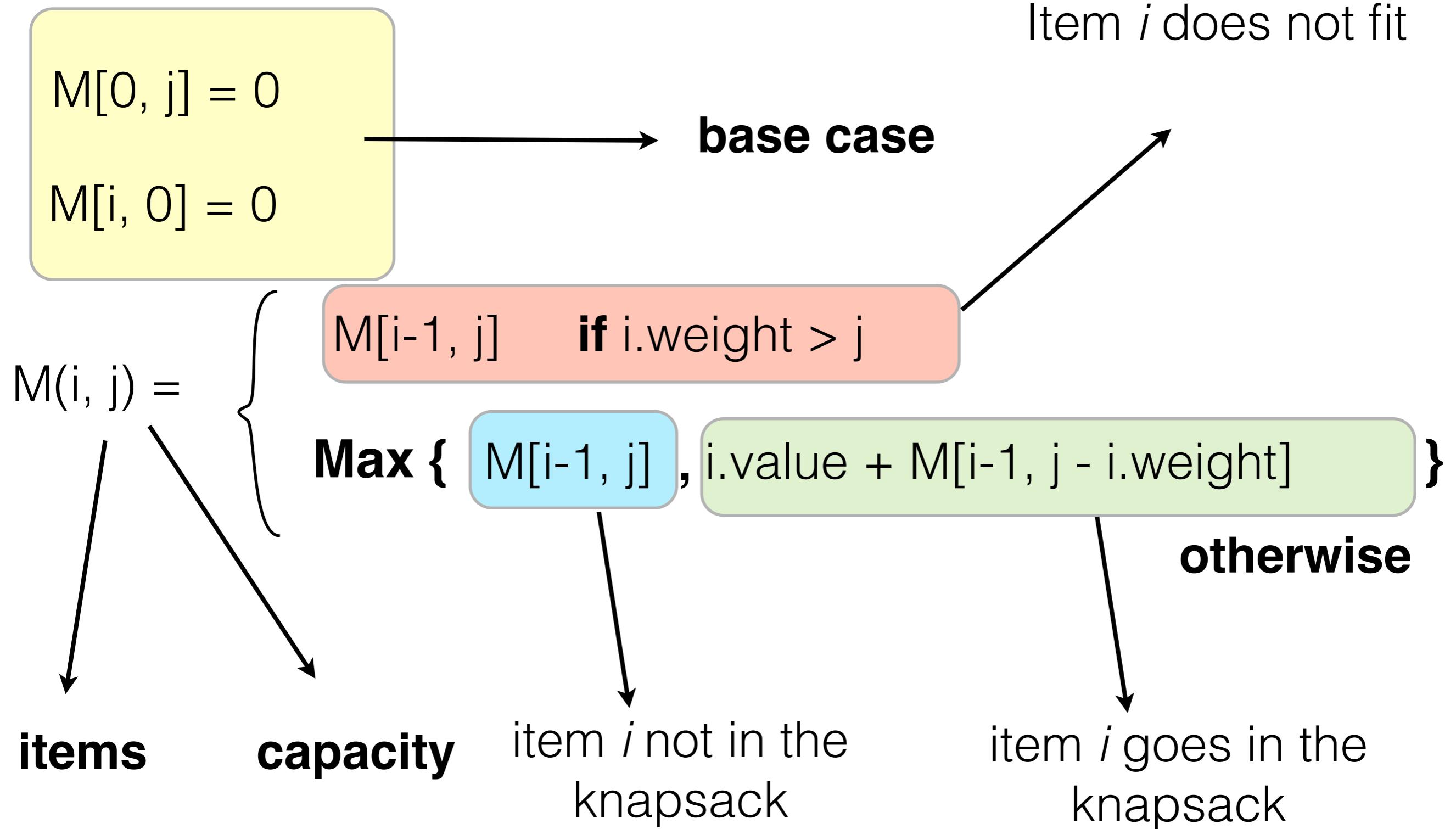
i |

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

↓ 0
1
2
3
4
5
6

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000	
2	0	0	0	0	0	0	0	0	0	3500	3500	3500	3500	3500	3500	3500	3500	3500	3500	4000	
3	0	0	0	0	0	0	0	0	1800	3500	3500	3500	3500	3500	3500	3500	3500	3500	5300	5300	
4	0	0	0	0	400	400	400	400	1800	3500	3500	3500	3500	3900	3900	3900	3900	3900	5300	5300	
5	0	0	1000	1000	1000	1000	1400	1400	1400	1800	3500	3500	4500	4500	4500	4900	4900	4900	5300	5300	
6	0	200	1000	1200	1200	1200	1400	1600	1600	1800	3500	3700	4500	4700	4700	4700	4900	5100	5100	5300	5500

Knapsack

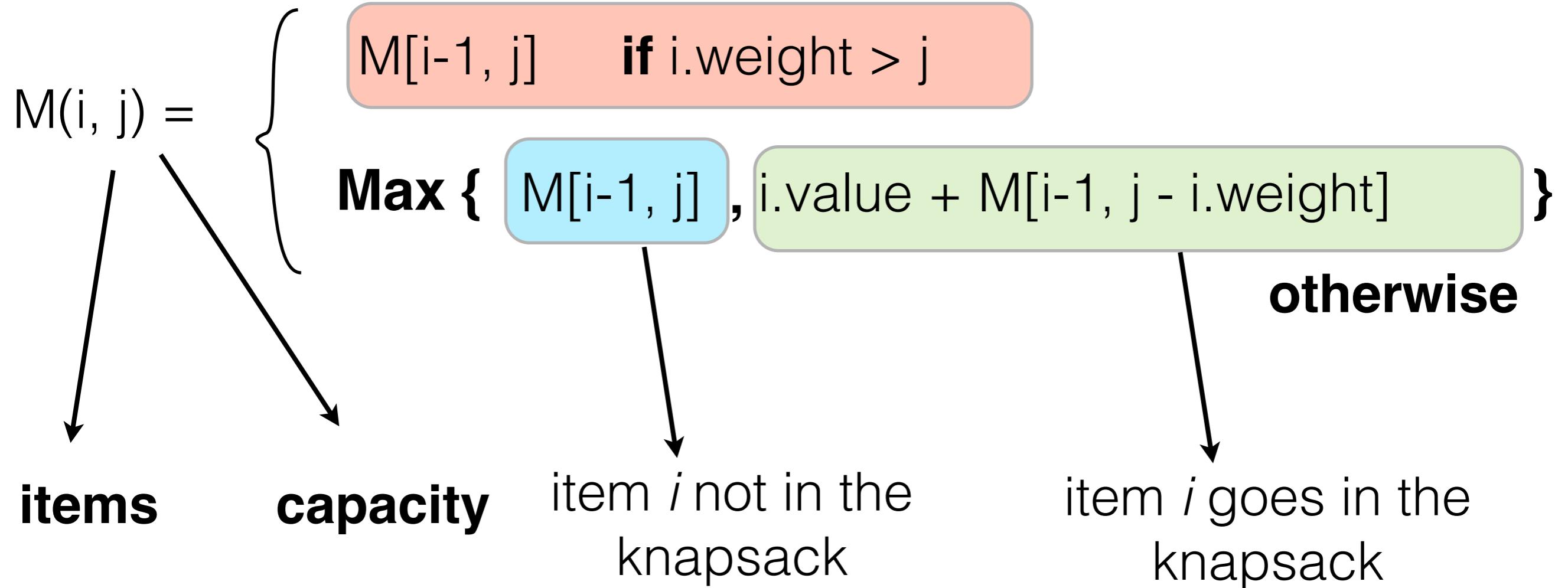


Knapsack

$$M[0, j] = 0$$

$$M[i, 0] = 0$$

base case



A matrix object using numpy

```
import numpy as np

np.zeros((4, 6))

array([[ 0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.]])
```



```
my_table = np.zeros((4, 6))
my_table[2, 3] = -1
my_table

array([[ 0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.],
       [ 0.,  0.,  0., -1.,  0.,  0.],
       [ 0.,  0.,  0.,  0.,  0.,  0.]])
```

enumerate

```
a_list_of_things = ['A', 'B', 'C', 'D', 'E']
```

```
for i, thing in enumerate(a_list_of_things):
    print(i, end=", ")
    print(thing)
```

```
0, A
1, B
2, C
3, D
4, E
```

```
for i, thing in enumerate(a_list_of_things, start=1):
    print(i, end=", ")
    print(thing)
```

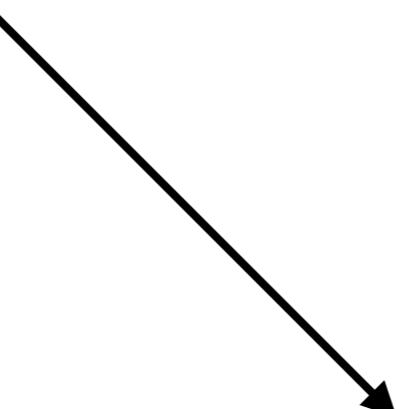
```
1, A
2, B
3, C
4, D
5, E
```

```
class Item:

    def __init__(self, value=0, weight=0):
        assert type(weight) == int
        self.value = value
        self.weight = weight

    def __str__(self):
        # str is meant to be readable, possibly ambiguous
        return "(v={}: w={})".format(self.value, self.weight)

    def __repr__(self):
        # __repr__ is supposed to be unambiguous
        return str(self)
```



The *str* of the standard python list
defaults to *__repr__* for printing its objects

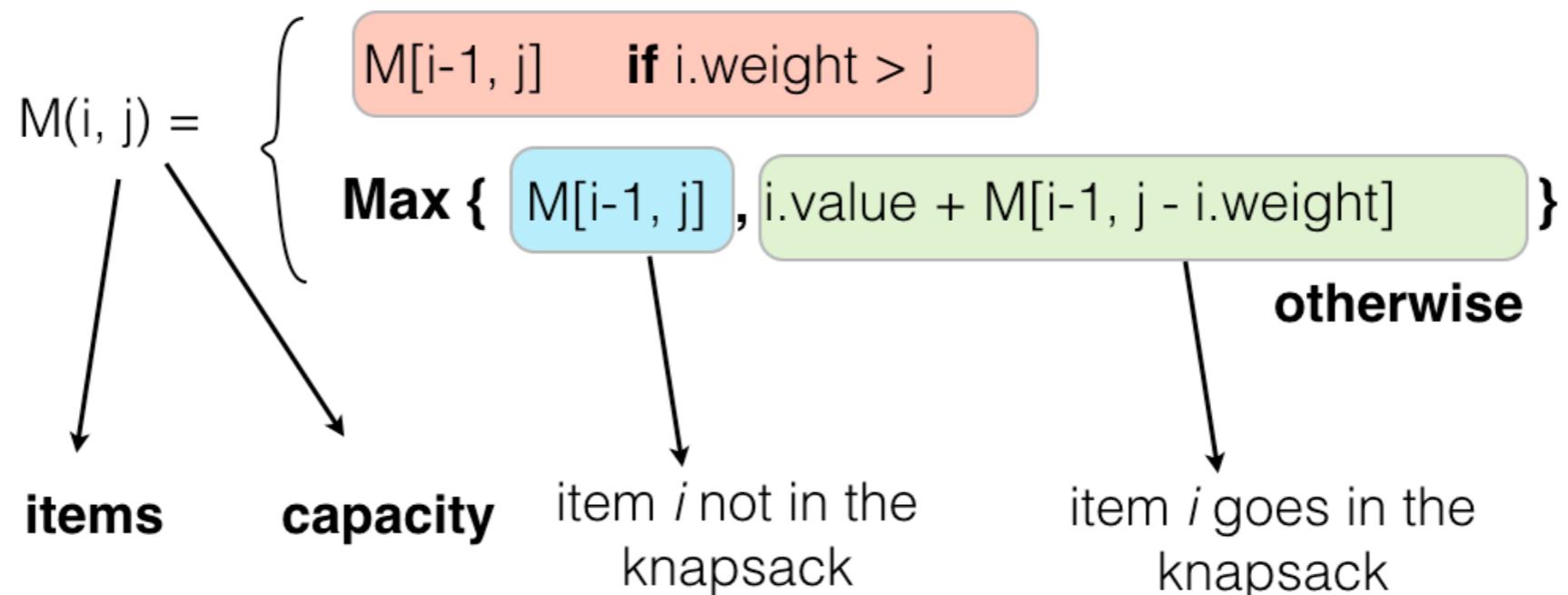
```

def knapsack_value(list_of_items, knapsack_capacity):
    assert len(list_of_items) > 0, "No items"
    assert knapsack_capacity > 0, "No space to store anything?"
    assert type(knapsack_capacity) == int

    table = np.zeros(shape=(len(list_of_items) + 1, knapsack_capacity + 1))

    for i, item in enumerate(list_of_items, start=1):
        for j in range(1, knapsack_capacity+1):
            if item.weight > j:
                table[i, j] = table[i-1, j]
            else:
                table[i, j] = max(table[i-1, j], item.value + table[i-1, j - item.weight])

```



```
def knapsack_value(list_of_items, knapsack_capacity):
    assert len(list_of_items) > 0, "No items"
    assert knapsack_capacity > 0, "No space to store anything?"
    assert type(knapsack_capacity) == int

    table = np.zeros(shape=(len(list_of_items) + 1, knapsack_capacity + 1))

    for i, item in enumerate(list_of_items, start=1):
        for j in range(1, knapsack_capacity+1):
            if item.weight > j:
                table[i, j] = table[i-1, j]
            else:
                table[i, j] = max(table[i-1, j], item.value + table[i-1, j - item.weight])

    return table[-1, -1]
```

Find list of Items

j →

i |

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----

0	1	2	3	4	5	6
7	8	9	10	11	12	13

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000	
2	0	0	0	0	0	0	0	0	0	3500	3500	3500	3500	3500	3500	3500	3500	3500	3500	4000	
3	0	0	0	0	0	0	0	0	1800	3500	3500	3500	3500	3500	3500	3500	3500	3500	5300	5300	
4	0	0	0	0	400	400	400	400	1800	3500	3500	3500	3500	3900	3900	3900	3900	5300	5300	5300	
5	0	0	1000	1000	1000	1000	1400	1400	1400	1800	3500	3500	4500	4500	4500	4900	4900	4900	5300	5300	
6	0	200	1000	1200	1200	1200	1400	1600	1600	1800	3500	3700	4500	4700	4700	4700	4900	5100	5100	5300	5500

Questions

Can you add items whose weight is less than 1 kg?

Can you take fractions of items using this technique?

Dynamic Programming

- Solves problems by **solving subproblems**.
- Each subproblem is solved only once, storing relevant information.
- Subproblems may **overlap**.