

TODAY: Dynamic Programming V

- review of past DPs
- pro tips for DP
 - subproblem choices
 - recurrences via guessing
 - adding subproblems when stuck
 - accounting running time
- Subset Sum & Coin Changing DPs
- pseudopolynomial time

Recall: 5 steps to DP / recursive algorithm:

- ① Subproblems definition
- ② Recurrence relating subproblems acyclicly
- ③ Base cases for recurrence
- ④ Solve original problem using subproblem(s)
(and recursion + memoization OR bottom-up loops)
- ⑤ Time analysis

"SR. BST"

Generic example: (DP for all problems!)

- ① $x(a, b)$ some function
- ② $x(a, b) = R(a, b, x(a', b'))$ for $(a', b') \uparrow$ some topo. order (a, b)
- ③ $x(a, b) = B(a, b)$ for (a, b) where $R(a, b)$ fails

④ TOP DOWN:

$$\text{memo} = \{\}$$

def $x(a, b)$:

 if (a, b) not in memo:

 if base case:

$$\text{memo}[a, b] = B(a, b)$$

 else:

$$\text{memo}[a, b] = R(a, b, x)$$

return $\text{memo}[a, b]$

$S(x)$

OR

BOTTOM UP:

$$x = \{\}$$

for (a, b) in

topo. order:

if base case:

$$x[a, b] = B(a, b)$$

else:

 looks up

$$x[a, b] = R(a, b, x)$$

$S(x)$

- ⑤ time = $\sum_{(a, b)} \left\{ \begin{array}{l} \text{time for } B(a, b) \text{ if base case} \\ \text{time for } R(a, b, x) \end{array} \right\}$
- EXCLUDING TIME TO RECURSE
(treating calls to x as $O(1)$ time!)

\leq # choices for (a, b)

- max $\left\{ \begin{array}{l} \text{time for } g(a, b), \\ \text{time for } h(a, b, x) \mid (a, b) \end{array} \right\}$

Pro tips for DP:

① Subproblem choices:

- if input is a sequence S (or string/array)
 - try prefixes $S[:i]$ or suffixes $S[i:]$
(mostly personal preference which)
 - if you seem to need both, probably need:
alt. coin game } - try substrings $S[i:j]$ (more subprobs.
arith. parens. } \Rightarrow slower but can then split in middle)
- if input is multiple sequences
 - try subproblems defined by prefixes/suffixes/substrings of each
- if input includes an integer
 - try smaller values of that integer

①'

- if fail to come up with recurrence:
 - seem to need multiple answers to one subproblem (not just one "best")
arith. parens. }
L.I.S. }
TODAY }
 - subproblem doesn't capture all you need to know
SSSP {
 - relation has cycles
then you probably need to add more subproblems
 - Similar to "graph duplication" trick
 \rightarrow need to know vertex AND some extra information

② Recurrence via "guessing":

- try to identify a feature of the subproblem's solution that, if you knew, lets you reduce to one or more "smaller" subproblems (recursion)
- for prefix $S[:i]$, feature is typically "what to do with/at $S[i-1]$ ", then reduce to / recurse on $S[:i-1]$
- for suffix $S[i:]$, feature is typically "what to do with/at $S[i]$ ", then reduce to / recurse on $S[i+1:]$
- for substring $S[i:j]$, recursion is typically on $S[i:k(-1)] \& S[k(+1):j]$ and feature includes k ($i \leq k \leq j$)
- try all options for this feature \leftarrow ^{via} _{for loop} & take the best resulting solution

typically min/max \leftarrow

/OR/AND

\uparrow TODAY

\hookrightarrow combining recursive solutions with this choice of feature

Alternate view: "lucky algorithms" [Teela Brown]

- guess the feature of the solution
 - imagine algorithm makes lucky (correct) guesses, always
 - then recurse & combine into solution
- \hookrightarrow simulate this with real algorithm via for loop over choices & taking best result

Past DPs:

- [L16] Fibonacci
- [L16] DAG SSSP
- [L17] SSSP (B-F)
- [L17] Rod cutting
- [R16] Text justification
- [R16] L.I.S.
- [R17] L.C.S.
- [L18] Edit distance
- [R17] Alt. coin game
- [L19] Arith. parens.
- [L19] Egg drop

① subprobs.

- smaller n
- vertex v
- + # edges
- Smaller rod
- suffixes
- suffixes + $A[i]$ ^{use}
- A prefix, B prefix
- A prefix, B prefix
- Substrings
- Substrings + \min/\max
- smaller floors/eggs

② guess/choice

- nothing
- last edge on path $\xrightarrow{S \rightarrow V}$
- last edge on path $\xrightarrow{S \rightarrow V}$
- last/first piece
- first linebreak
- next $A[j]$ used
- drop from A or B?
- rightmost edit
- coin to take
- root operation
- first drop height

- [L20] Subset sum
- [L20] Change making

{ suffixes +
{ smaller t }

include $A[i]$?
uses of $A[i]$

Subset sum: given n^1 integers $A = \{a_0, a_1, \dots, a_{n-1}\}$ and target sum t

is there a subset $S \subseteq A$ with $\sum(S) = t$?

- e.g. given rods of various lengths & want to span a given length exactly
→ Lego → batteries

- e.g. pack $1 \times a_i$ rectangles into $2 \times \frac{\sum A}{2}$ rect.
⇒ $t = \frac{\sum A}{2} \sim$ special case called Partition

First attempt: suffixes

① subproblem $x(i) =$ is there a subset $S \subseteq A[i:]$ with $\sum(S) = t$? **WRONG**

$$\Rightarrow \# \text{ subproblems} = n+1$$

② guess whether $A[i] \in S$

recurrence: $x(i) = \text{OR}(x(i+1),$ $\leftarrow A[i] \notin S$
 $x(i+1) \text{ if } a_i \leq t)$ $\leftarrow A[i] \in S$
↳ need smaller t

Second attempt: + smaller t

① subproblem $x(i, s)$ = is there a subset $S \subseteq A[i:]$ with $\sum(S) = s$?

$$\Rightarrow \# \text{ subproblems} = (n+1) \cdot (t+1)$$

② guess whether $A[i] \in S \leftarrow 2 \text{ choices}$
recurrence: $x(i, s) = \text{OR} (x(i+1, s),$ $\leftarrow A[i] \notin S$
 $x(i+1, s-a_i) \text{ if } a_i \leq s)$ $\leftarrow A[i] \in S$

$$\Rightarrow \text{time / subproblem} = O(1)$$

acyclic: decreasing i is a topological order

③ base cases: $x(n, 0) = \text{TRUE}$

$$x(n, >0) = \text{FALSE}$$

④ solve problem: $x(0, t)$

⑤ time = # subproblems \cdot time / subprob.
 $O(nt)$ $O(1)$
 $= O(n t)$

Submultiset sum: given n integers $A = \{a_0, a_1, \dots, a_{n-1}\}$ and target sum t positive
coin denom's.

(change making) find $m_0, m_1, \dots, m_{n-1} \geq 0$ with $\sum_{i=0}^{n-1} m_i \cdot a_i = t$

minimizing $\sum_{i=0}^{n-1} m_i$ $\#$ of each coin
total # coins

- greedy algorithm is optimal for e.g. U.S./Euro coins but not e.g. for $A = \{1, 5, 18, 25\}$, $t = 36$

[“What This Country Needs is an 18¢ Piece by Shallit ‘03”]

① subproblem $x(i, s) = \min \sum_{j=i}^{n-1} m_j$ s.t. $\sum_{j=i}^{n-1} m_j \cdot a_j = s$
 $\Rightarrow \# \text{ subproblems} = (n+1) \cdot (t+1)$

② guess $m_i \in \{0, 1, \dots, \text{largest } m \text{ with } m \cdot a_i \leq s\}$
recurrence:

$$x(i, s) = \min \{m_i + x(i+1, s - m_i \cdot a_i) \mid 0 \leq m_i \leq \frac{s}{a_i}\}$$

$$\Rightarrow \text{time/subproblem} = O(t)$$

③ acyclic: decreasing i

base cases: $x(n, 0) = 0$

$x(n, >0) = \infty$ (invalid solution)

④ solve problem: $x(0, t)$

$$\begin{aligned} \text{time} &= O(nt) \cdot O(t) \\ &= O(nt^2) \end{aligned}$$

AMAZING: effectively trying all possible subsets!
... but is this actually fast?

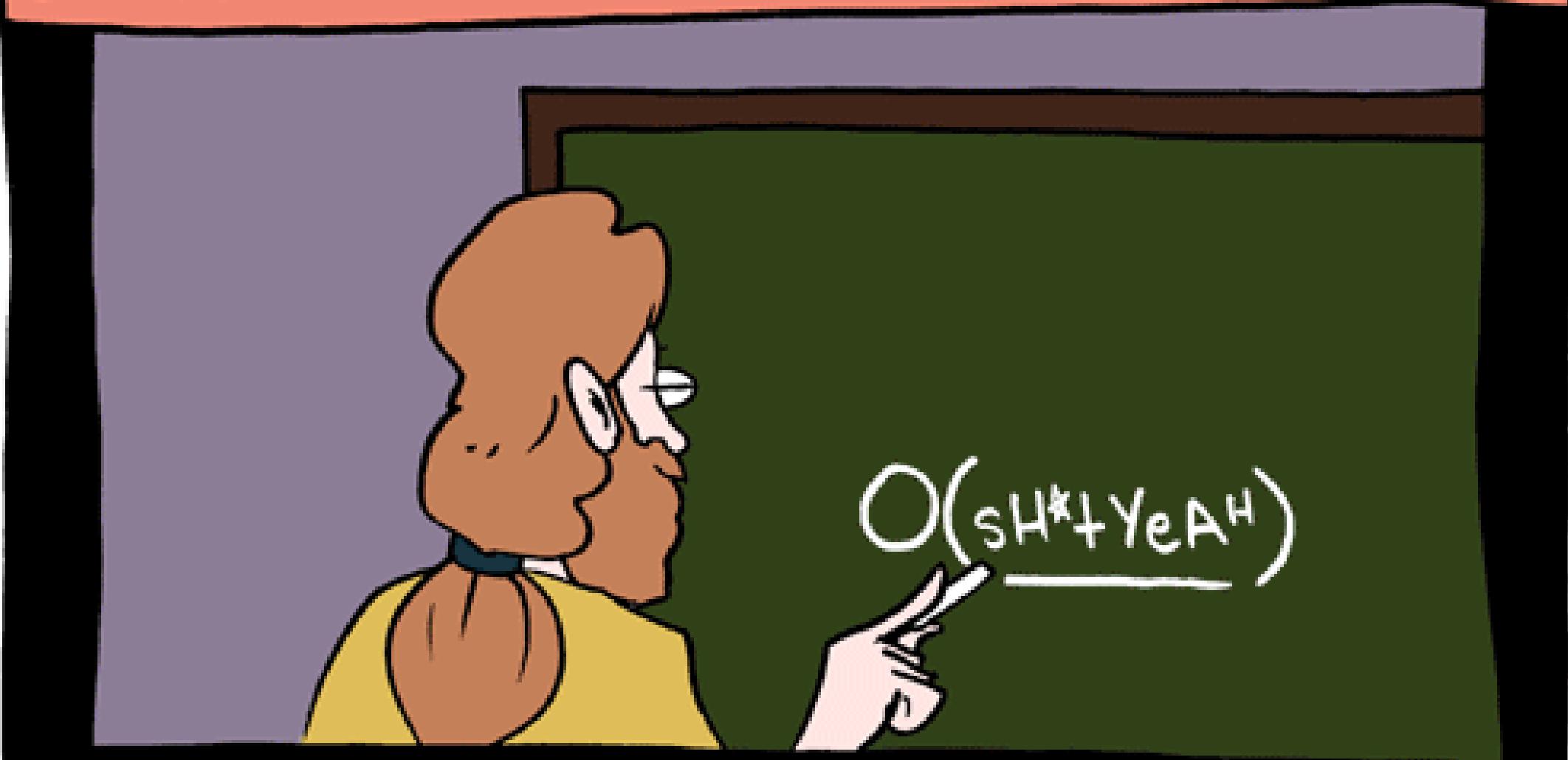
Polynomial time = polynomial in input size
- here $\Theta(n)$ if number t fits in a word
 $O(n \lg t)$ in general (can assume $a_i \leq t$)
- t is exponential in $\lg t$ (not polynomial)

Pseudopolynomial time = polynomial in
the problem size AND the numbers in input
here: t & a_i 's
- $\Theta(n t)$ is pseudopolynomial

==

Remember: polynomial - GOOD
exponential - BAD
pseudo poly. - SO SO

DR. DEMAINE CREATED AN ALGORITHM THAT
SOLVED ALL MATHEMATICAL THEOREMS.



```
# top-down, memoized
memo = {}
def x(a, b):
    if (a, b) not in memo:
        if base case:
            memo[a, b] = B(a, b)
        else:
            memo[a, b] = R(a, b, x)
    return memo[a, b]
s(x)
```

B = Base Case
R = Recurrence
S = Solution

```
# bottom-up
```

```
x = {}
```

B = Base Case
R = Recurrence
S = Solution

```
for (a, b) in topological order:  
    if base case:  
        x[a, b] = B(a, b)
```

```
    else:  
        x[a, b] = R(a, b, x)
```

s(x)

B = Base Case
R = Recurrence
S = Solution

```
def R(a, b, x):  
    best = math.inf  
    for choice in choices:  
        subcost = x(a', b')  
        cost = c(subcost, choice)  
        if cost < best:  
            best = cost  
    return best
```

B = Base Case
R = Recurrence
S = Solution

```
def R(a, b, x):
```

```
    guess choice from choices
    subcost = x(a', b')
    return c(subcost, choice)
```

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smaller n

vertex v

+ # edges

smaller rod

suffixes

suffixes + ^{use} $A[i]$

A prefix, B prefix

A prefix, B prefix

Substrings

substrings + ^{min/} \max

smaller floors/eggs

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nothing

last edge ^{S→V} on path

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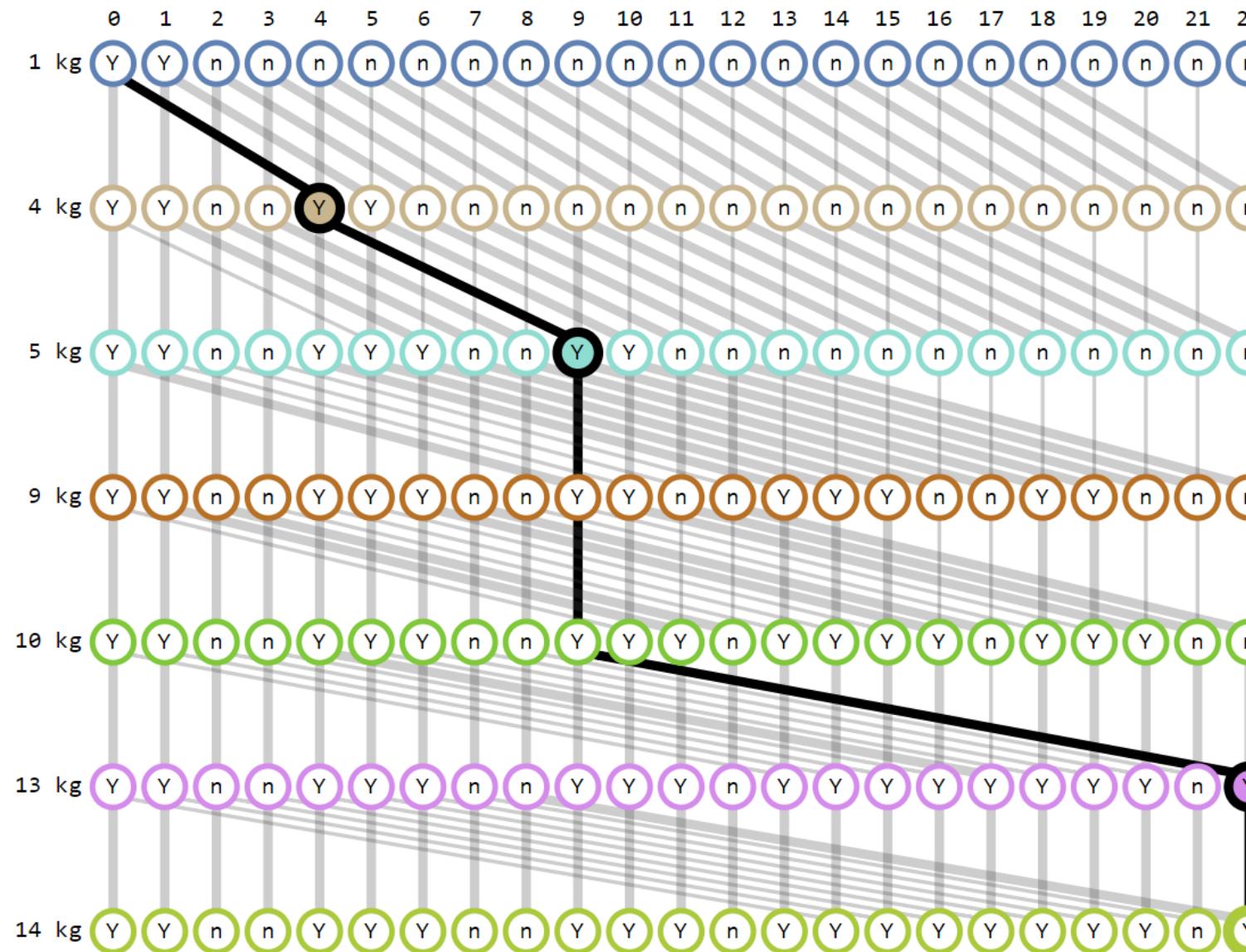
```
def subset_sum(A, t): # bottom up
    x = [[None]*(t+1) for i in range(len(A)+1)]
    x[0][0] = True
    for s in range(1, t+1):
        x[0][s] = False
    for i in reversed(range(len(A))):
        for s in range(t+1):
            if A[i] <= s:
                x[i][s] = x[i+1][s] or \
                           x[i+1][s-A[i]]
            else:
                x[i][s] = x[i+1][s]
    return x[0][t]
```

Reset

Solve Bottom-Up

Solve Top-Down

Target Sum



Take?	Largest Subset	Sum to 22 kg?
No	<ul style="list-style-type: none"> 1 kg 4 kg 5 kg 9 kg 10 kg 13 kg 14 kg 	Yes
No	<ul style="list-style-type: none"> 1 kg 4 kg 5 kg 9 kg 10 kg 13 kg 	No, only 20 kg
Yes	<ul style="list-style-type: none"> 14 kg 	

```
def submultiset_sum(A, t): # b-up change making
    x = [[None]*(t+1) for i in range(len(A)+1)]
    x[n][0] = True
    for s in range(1, t+1):
        x[n][s] = False
    for i in reversed(range(len(A))):
        for s in range(t+1):
            x[i][s] = min(
                m_i + x[i+1][s - m_i*A[i]]
                for m_i in range(s // A[i] + 1))
    return x[0][t]
```

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