# Lecture 25: Dynamic Programming: Matlab Code University of Southern California

Linguistics 285

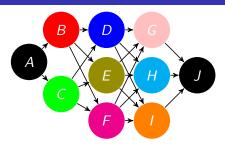
**USC** Linguistics

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### Dynamic Programming Approach

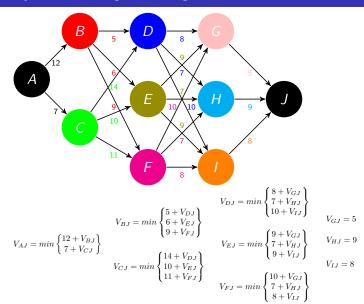
- Dynamic Programming is an alternative search strategy that is faster than Exhaustive search, slower than Greedy search, but gives the optimal solution.
- View a problem as consisting of subproblems:
  - Aim: Solve main problem
  - ▶ To achieve that aim, you need to solve some subproblems
  - ► To achieve the solution to these subproblems, you need to solve a set of subsubproblems
  - ► And so on...
- Dynamic Programming works when the subproblems have similar forms, and when the tiniest subproblems have very easy solutions.

#### Dynamic Programming

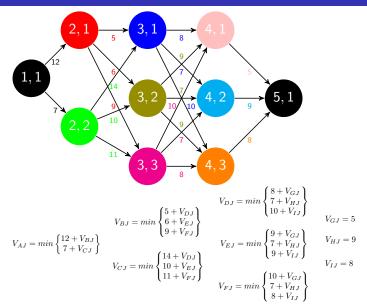


- Main Problem: Shortest path from A to J: V<sub>AI</sub>
- ▶ DP Thinking: Let's say I know the best paths from B to J and C to J: V<sub>BJ</sub> and V<sub>CJ</sub>. Then we would add V<sub>BJ</sub> to the cost from A to B, V<sub>CJ</sub> to the cost from A to C, compare the two, and pick the least.
- So we now have 2 subproblems V<sub>BJ</sub> and V<sub>CJ</sub>. If we could solve those subproblems, we could solve the main problem V<sub>AJ</sub>.
- ▶ But now we can think of V<sub>BJ</sub> as its own problem, and then repeat the thinking: If I knew the solutions to V<sub>DJ</sub>, V<sub>EJ</sub>, and V<sub>FJ</sub>, then we can solve V<sub>BJ</sub>. Same with V<sub>CJ</sub>.
- Continue thinking in this way till we get to: V<sub>GJ</sub>, V<sub>HJ</sub>, V<sub>IJ</sub>, which are easy to solve!

#### Dynamic Programming



## Dynamic Programming solution in Matlab



### Dynamic Programming notation: distances

- cost (or distance) of going from stage 1, state 1 to stage 2, state 1
- $\rightarrow$  d(1,1,2,1)
- ▶ cost (or distance) of going from stage 1, state 1 to stage 2, state 2
- $\rightarrow$  d(1,1,2,2)
- ▶ cost (or distance) of going from stage 2, state 1 to stage 3, state 2
- $\rightarrow$  d(2,1,3,2)
- ▶ cost (or distance) of going from stage k, state i to stage k+1, state j
- $\triangleright$  d(k, i, k+1, j)

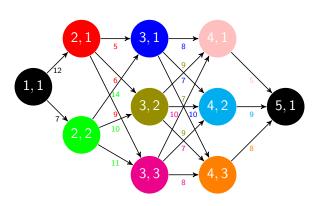
## Dynamic Programming notation: Minimum cost from a node to the end

- minimum cost of going from stage 4, state 1 to end
- ► V(4,1)
- minimum cost of going from stage 3, state 2 to end
- ► V(3, 2)
- Evaluating:
- V(4,1) = 5

$$V(3,2) = min \begin{cases} d(3,2,4,1) + V(4,1) \\ d(3,2,4,2) + V(4,2) \\ d(3,2,4,3) + V(4,3) \end{cases}$$

- Generalizing:
- $V(k,i) = min_i(d(k,i,k+1,j) + V(k+1,j))$

#### Matlab code for DP: Defining the network



```
costs(1,1,2,1) = 12;
costs(1,1,2,2) = 7;
costs(2.1.3.1) = 5:
costs(2,1,3,2) = 6:
costs(2,1,3,3) = 9;
costs(2,2,3,1) = 14;
costs(2,2,3,2) = 10;
costs(2,2,3,3) = 11:
costs(3,1,4,1) = 8:
costs(3,1,4,2) = 7;
costs(3,1,4,3) = 10;
costs(3,2,4,1) = 9;
costs(3.2.4.2) = 7:
costs(3,2,4,3) = 9:
costs(3,3,4,1) = 10;
costs(3,3,4,2) = 7;
costs(3,3,4,3) = 8;
costs(4,1,5,1) = 5;
costs(4.2.5.1) = 9:
costs(4,3,5,1) = 8;
num states = [1 2 3 3 1];
```

#### Matlab code for DP

- ▶ Using this generalized form, we can write a Matlab program, using nested loops, that will start at the end and compute V(k, i) for every node recursively.
- ▶ The last one we compute will be V(1,1) which is the length of the minimum path from beginning to end.

```
d = costs;
V(5,1)=0;
for k=4:-1:1
    for i=1:num_states(k)
        for j = 1:num_states(k+1)
            path_length(j)= d(k,i,k+1,j)+V(k+1,j);
        end
        V(k,i)=min(path_length);
        clear path_length
    end
end
V(1,1)
```

#### Matlab code for DP

- Why is this incomplete?
- We know the minimum length path, but we don't know which states it passes through.
- Now start at the begining. Add the cost of going from stage k to each of the nodes at stage k + 1.
- Find which total is minimal and choose the corresponding state in stage k + 1.

```
path = 0;
index = 1;
for k=1:4
    for j=1:num_states(k+1)
        path_length(j)= d(k,index,k+1,j)+V(k+1,j);
    end
    [minval, index] = min(path_length);
    path(k) = index;
    clear path_length
end
path
```