

Dynamic Programming

→ Used largely to solve -optimisation problems in industries

Ex:- Viterbi Algorithm

Junction - tree algorithm

Bellman - ford algo

Dijkstra's Algo

Steps:- (Major)

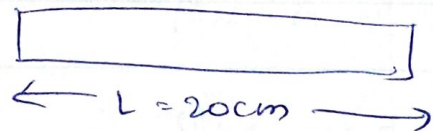
1) You have to make a sequence of steps

2) Either maximise or minimise

→ Mostly used when we make a "sequence of decisions"

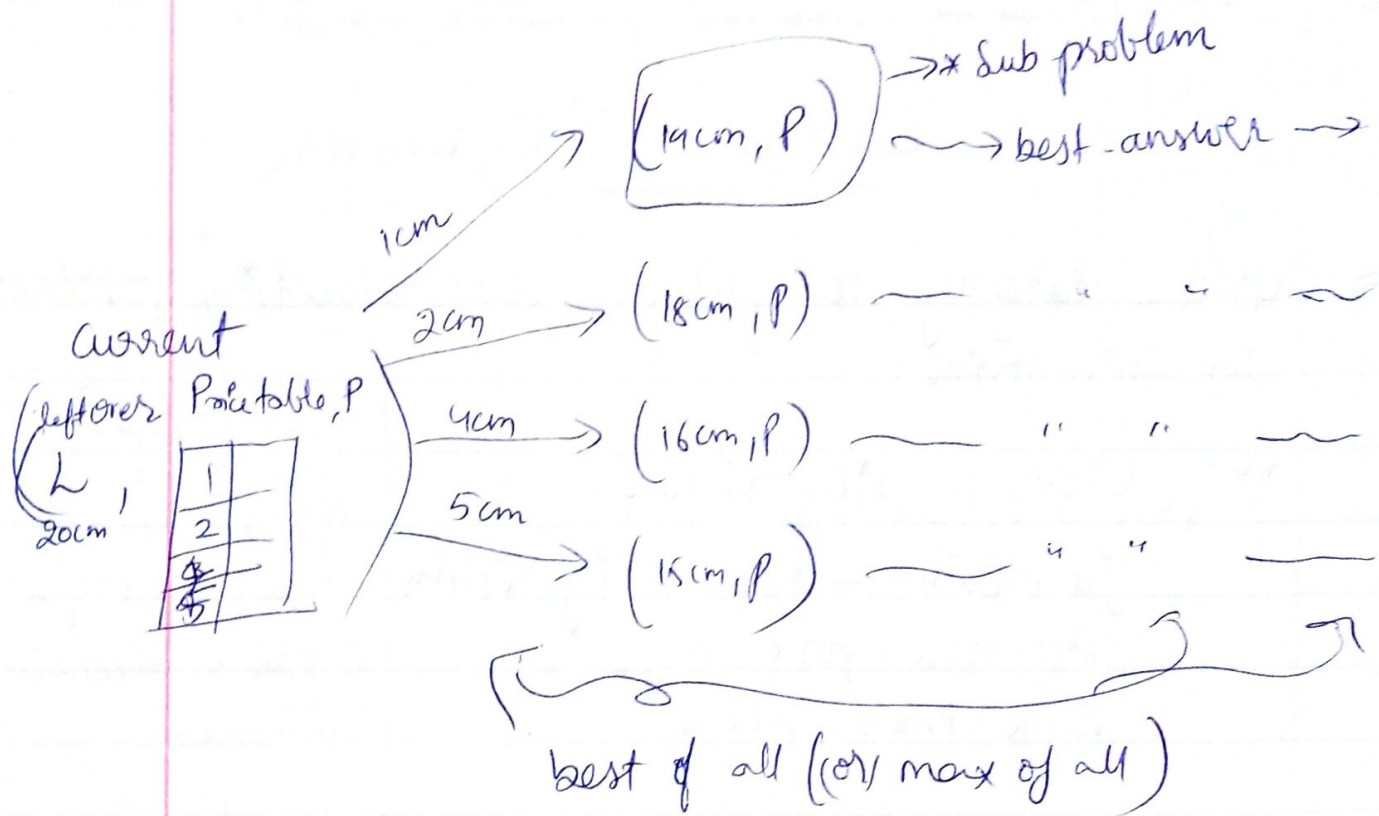
Rod - Cutting Problem:-

| cm | \$/unit |
|-----|------------|
| 1cm | 20 \$/unit |
| 2cm | 28 |
| 4 | 36 |
| 5 | 45 |



Optimal Sub-structure:-

① First stage your decision (the first step) and consider left-over part - next



Revenue:

- for 1 cm path : $20\$ + \text{Best Revenue } (19, P)$
- for 2 cm path : $28\$ + \text{Best Revenue } (18, P)$
- for 4 cm path : $36\$ + \text{Best Revenue } (16, P)$
- for 5 cm path : $45\$ + \text{Best Revenue } (15, P)$

max is the best for 20 cm.

STEPS AFTER FINDING OPTIMAL SUB-STRUCTURE

- 1) Write a recurrence
- 2) Memoize the recurrence
- 3)

Rod Cutting Pblm:-

1. Write a Recurrence:-

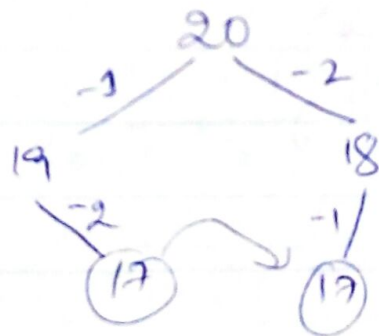
$$\text{max-Rev}(L, P) = \max \left\{ \begin{array}{l} 20 + \text{max-Rev}(L-1, P) \\ 28 + \text{max-Rev}(L-2, P) \\ 36 + \text{max-Rev}(L-4, P) \\ 45 + \text{max-Rev}(L-5, P) \end{array} \right\}$$

base-cases
 $\text{max-Rev}(0, P) = 0$
 $\text{max-Rev}(L, P) = -\infty$
if $L < 0$

2) Memoizing:

① Rec Top-Down - using the recursion. As you solve a problem, fill it in the hash table.

Ex:



→ hook it up, when you are solving a similar problem.

③ Bottom-Up approach:-

→ solve the problems of smaller size and fill it in the ~~new~~ hash table (memoize).

→ later "run the for loop" & solve the problem.

$$T[3] = \max \begin{cases} 0 \\ T[0] + 1.8 = 1.8 \\ T[-1] + 2 = -\infty \end{cases}$$

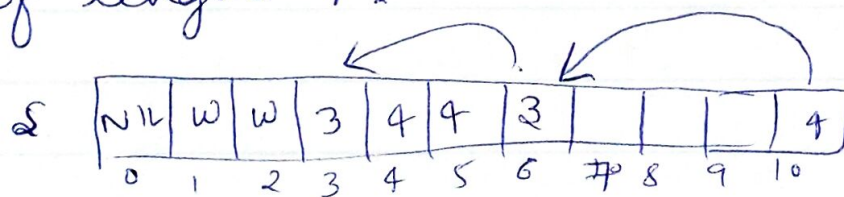
$$T[4] = \max \begin{cases} 0 \\ T[0] + 2 = 2 \\ T[1] + 1.8 = 1.8 \end{cases}$$

$$\vdots$$

→ To recover a solution, we write another table, which is going to annotate the decision that is giving us the best solution

→ ① After filling up the decision table, look out for decision at $S[10]$, it gives to cut the rod of length 4.

②



② Next, if you cut the rod of length "4", then you'll be left with 'rod of length '6'.

③ At '6', the decision is to cut the rod of length "3". If you cut the rod of length "3", then you'll be left with rod of length '3'.

4. Recover the solution:

Ex: -

| | | am | \$ |
|-------|---|-----|----|
| J_1 | 3 | 1.8 | |
| J_2 | 4 | 2 | |

$$L = 10$$

$$T[0] = 0$$

for $i = 1$ to L

$$T[i] = \max \begin{cases} T[i-1] + p_i \\ T[i-1_n] + p_n \end{cases}$$

L : Natural numbers

J_1, \dots, J_n } natural numbers

$$L = 10$$

memo-table $T =$

| | | | | | | | | | | | |
|-----------|---|---|---|-----|---|---|---|---|---|---|----|
| $-\infty$ | 0 | 0 | 0 | 1.8 | 2 | 3 | 3 | | | 4 | |
| < 0 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

decision $S =$

| | | | | | | | | | | |
|------|------|------|---|---|---|-----|--|--|--|-----|
| will | wast | wast | 3 | 4 | 4 | 3.6 | | | | 5.6 |
|------|------|------|---|---|---|-----|--|--|--|-----|

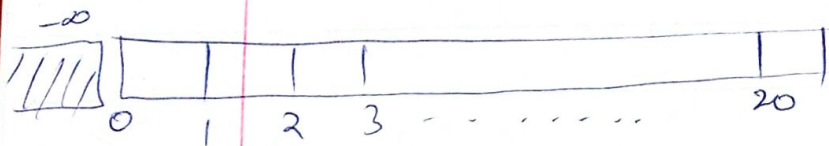
→ optimal cost to go

$$T[1] = \max \begin{cases} T[-2] + 1.8 = -\infty \\ T[-3] + 2 = -\infty \end{cases}$$

~~$R(1, P)$~~

- ① Rod-cutting(1, P)
- ② Rod-cutting(2, P)
- ③ Rod-cutting(4, P)
- ④ Rod-cutting(5, P)

→
memoize table:



for $l = 1$ to L

$$T(L) = \max \begin{cases} 20 + T(L-1) \\ 28 + T(L-2) \\ 36 + T(L-4) \\ 45 + T(L-5) \end{cases}$$

4. At ~~to~~ '3', the decision ~~is~~ to cut the rod of length '3'.

5. ~~So~~ so, finally the decision is $[4 \rightarrow 3 \rightarrow 3]$