Dynamic Programming

Dynamic Programming

- Transforms a complex optimization problem into a sequence of smaller ones (divide and conquer)
- Problem is divided into a sequence of stages
- Each stage has associated states
- Relies on recursion and principle of optimality
- Forward or backward pass to optimize
- Most general of all solution methodologies

Example: Resource Allocation Problem

A company has \$6000 to invest and 3 investments are available. If d_j thousands of dollars are invested in investment j, then a net present value (in thousands) of $r_i(d_i)$ is obtained.

In particular,

$$r_1(d_1) = \begin{cases} 7d_1 + 2 & d_1 > 0 \\ 0 & d_1 = 0 \end{cases}$$

$$r_2(d_2) = \begin{cases} 3d_2 + 7 & d_2 > 0 \\ 0 & d_2 = 0 \end{cases}$$

$$r_3(d_3) = \begin{cases} 4d_3 + 5 & d_3 > 0 \\ 0 & d_3 = 0 \end{cases}$$

Example Cont.

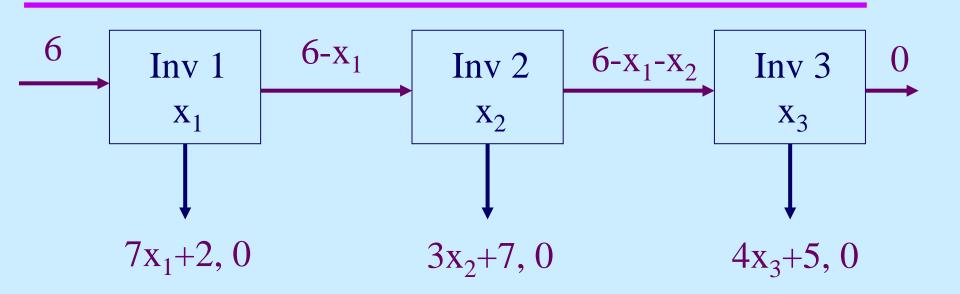
The amount placed in each investment must be an integer multiple of \$1000.

? How should the company allocate \$6000 to maximize the net present value

max
$$r_1(x_1) + r_2(x_2) + r_3(x_3)$$

s.t. $x_1 + x_2 + x_3 = 6$
 $x_1, x_2, x_3 \ge 0$ and integer

DP Functions



In general, n such investments:

 $f_k(d)$ = max net present value by investing d dollars in investments k, k+1, k+2, ..., n

 $f_1(6)$: optimal value compute using f_3 , f_2 , and f_1 values

DP Recursion, Principle of Optimality, and Boundary Conditions

$$f_k(d) = \max \text{ imize } \{r_k(x_k) + f_{k+1}(d - x_k)\} \text{ for } k \le n-1$$

$$0 \le x_k \le d:$$

$$x_k \text{ integer}$$

Principle of optimality: optimal decision at stage k should use optimal decision of later stages

$$f_n(d) = r_n(d)$$
 for $d \ge 0$

To trace the best solution:

Let $x_k(d)$ = amount to invest in alternative k if d dollars are available for alternatives k, k+1, ..., n

Solving with DP

1) Identify DP Function

 $f_k(d)$ = max net present value by investing d dollars in investments k, k+1, k+2, ..., n

2) Construct Recursion

$$f_k(d) = \max \text{ imize } \{r_k(x_k) + f_{k+1}(d - x_k)\}$$

$$0 \le x_k \le d: \qquad \text{for } k \le n-1$$

$$x_k \text{ integer}$$

3) Keep track of best solution

 $x_k(d)$ = amount to invest in alternative k if d dollars are available for alternatives k, k+1, ..., n

Solving with DP

4) Identify the base case (initiate recursion)

$$f_n(d) = r_n(d)$$
 for $d \ge 0$

5) Identify optimal value

$$f_1(n)$$
: optimal value

6) Starting with the base case solve for all necessary function values

Solutions to Recursive Functions (Stage 3)

$$f_3(0) = 0$$
 $x_3(0) = 0$
 $f_3(1) = 9$ $x_3(1) = 1$
 $f_3(2) = 13$ $x_3(2) = 2$
 $f_3(3) = 17$ $x_3(3) = 3$
 $f_3(4) = 21$ $x_3(4) = 4$
 $f_3(5) = 25$ $x_3(5) = 5$
 $f_3(6) = 29$ $x_3(6) = 6$

Solutions to Recursive Functions (Stage 2)

$$f_2(d) = \max i mize \quad \{r_2(x_2) + f_3(d - x_2)\}$$

 $0 \le x_2 \le d$:
 x_2 integer
 $x_2(d) = \text{best value above}$
 $f_2(0) = 0$ $x_2(0) = 0$
 $f_2(1) = 10$ $x_2(1) = 1$
 $f_2(2) = 19$ $x_2(2) = 1$
 $f_2(3) = 23$ $x_2(3) = 1$
 $f_2(4) = 27$ $x_2(4) = 1$
 $f_2(5) = 31$ $x_2(5) = 1$
 $f_2(6) = 35$ $x_2(6) = 1$

Solutions to Recursive Functions (Stage 1)

$$f_1(d) = \max i mize \quad \{r_1(x_1) + f_2(d - x_1)\}$$
 $0 \le x_1 \le d$:
 $x_1 \text{ integer}$
 $x_1(d) = \text{best value above}$

$$f_1(6) = \max\{35,40,43,46,49,47,44\} = 49$$
 $x_1(6) = 4$
Trace back the solution: $x_1 = 4, x_2 = 1, x_3 = 1$

Optimal Solution:Invest \$4000 in 1, \$1000 in 2, and \$1000 in 3 Net Present Value = \$49000

 $(f_2(2))$ $(f_3(1))$

Binary Knapsack Problem

$$\max \sum_{j=1}^{n} c_j x_j$$

$$s.t. \qquad \sum_{j=1}^{n} a_j x_j \leq b$$

$$x_j \in \{0,1\} \text{ for } j=1, ..., n$$

DP Function:

$$f_k(d) = \max \sum_{j=1}^k c_j x_j$$
 for d=0,1,...b
s.t. $\sum_{j=1}^k a_j x_j \le d$ k=1,2,...n
 $x_j \in \{0,1\}$ for j=1, ..., k

Optimal Value: $f_n(b)$

Binary Knapsack Problem

Boundary Conditions:
$$f_1(d) = \begin{cases} c_1 & \text{if } a_1 \leq d \\ 0 & \text{otherwise} \end{cases}$$

Recursion using principle of optimality: for k=2,...nb=0,...,b

$$f_{k}(d) = \begin{cases} f_{k-1}(d) & \text{if } a_{k} > d \\ \max\{f_{k-1}(d), c_{k} + f_{k-1}(d - a_{k})\} & \text{if } a_{k} \le d \\ x_{k} = 0 & x_{k} = 1 \end{cases}$$

To trace: Let $x_k(d)$ be the best value of this variable

Example: Binary Knapsack Problem

$$\max 16x_1 + 19x_2 + 23x_3 + 28x_4$$

$$s.t. 2x_1 + 3x_2 + 4x_3 + 5x_4 \le 7$$

$$x_i \in \{0,1\} \text{for } i=1,...,4$$

$$f_1(d) = \begin{cases} 0\\ 16 \end{cases}$$

if
$$d=0,1$$

if $d \ge 2$

$$\mathbf{x}_1 = \mathbf{0}$$

$$x_1 = 1$$

$$f_2(d) = \begin{cases} 0 \\ 16 \\ 19 \\ 35 \end{cases}$$

if
$$d=0,1$$
 $x_2 = 0$
if $d=2$ $x_2 = 0$
if $d=3,4$ $x_2 = 1$
if $d=5,6,7$ $x_2 = 1$

Example: Binary Knapsack Problem

$$\max 16x_1 + 19x_2 + 23x_3 + 28x_4$$
s.t.
$$2x_1 + 3x_2 + 4x_3 + 5x_4 \le 7$$

$$x_i \in \{0,1\} \text{ for } i=1,...,4$$

$$f_{3}(d) = \begin{cases} f_{2}(d) & \text{if} \quad d=0,1,2,3 \\ 23 & \text{if} \quad d=4 \\ 35 & \text{if} \quad d=5 \\ 39 & \text{if} \quad d=6 \\ 42 & \text{if} \quad d=7 \end{cases} \qquad \begin{aligned} x_{3} &= 0 \\ x_{3} &= 1 \\ x_{3} &= 1 \\ x_{3} &= 1 \end{aligned}$$

$$f_4(7) = \max(42, 28 + f_3(2)) = 44$$
 $x_4 = 1$

Hence,
$$x_4^* = 1$$
, $x_3^* = 0$, $x_2^* = 0$, $x_1^* = 1$

General Knapsack Problem

$$\max \sum_{j=1}^{n} c_{j} x_{j}$$

$$s.t. \sum_{j=1}^{n} a_{j} x_{j} \leq b$$

$$x_{j} \geq 0 \quad \text{and integer for } j=1, ..., n$$

DP Function:

$$g(w) = \max \sum_{j=1}^{n} c_j x_j$$

$$s.t. \qquad \sum_{j=1}^{n} a_j x_j \leq w$$

$$x_j \geq 0 \quad \text{and integer for } j=1, ..., n$$

Optimal Value: g(b)

General Knapsack Problem

Boundary Conditions:

$$g(w) = 0$$

for
$$0 \le w < \min_{i} \{a_i\}$$

Recursion using principle of optimality:

$$g(w) = \max_{j: a_j \le w} \{c_j + g(w - a_j)\} \qquad \text{for } w \ge \min_{j} \{a_j\}$$

To trace: Let x (w) be the index of the variable chosen

Example: General Knapsack Problem

$$\max 11x_1 + 7x_2 + 12x_3$$
s.t.
$$4x_1 + 3x_2 + 5x_3 \leq 10$$

$$x_i \in \{0,1\} \text{ for } i=1,...,3$$

$$g(0) = g(1) = g(2) = 0$$

$$g(3) = 7$$

$$x(3) = 2$$

$$g(4) = 11$$

$$x(4) = 1$$

$$g(5) = 12$$

$$x(5) = 3$$

$$g(6) = 14$$

$$x(6) = 2$$

$$g(7) = 18$$

$$x(7) = 1 \text{ or } 2$$

$$g(8) = 22$$

$$x(8) = 1$$

$$g(9) = 23$$

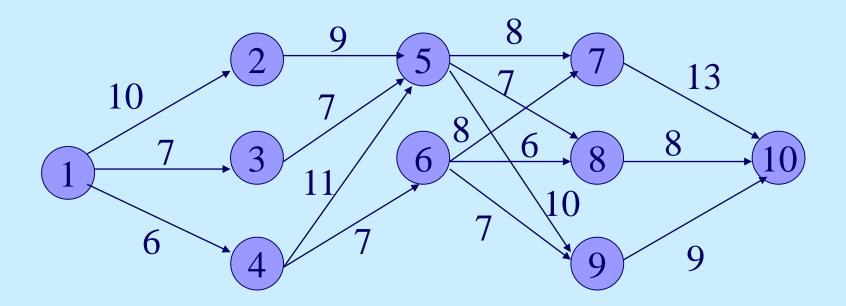
$$x(9) = 1 \text{ or } 3$$

optimal value g(10) = 25,

$$x(10)=1 \text{ or } 2$$

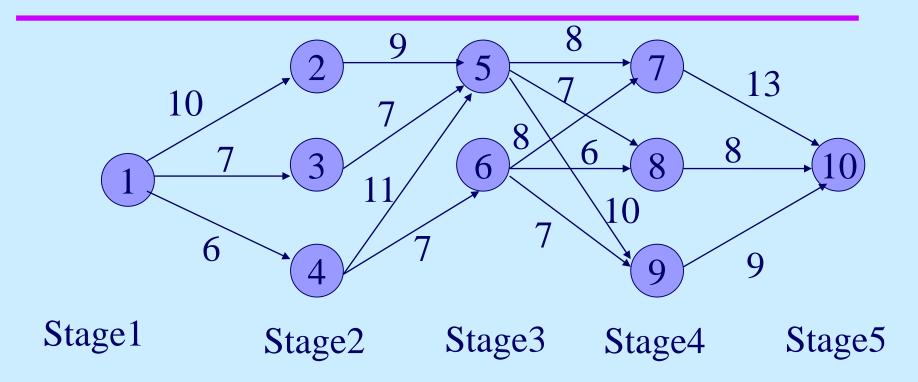
optimal solution:

$$x_1^* = 1$$
, $x_2^* = 2$, $x_3^* = 0$



Numbers on arcs $(c_{ij}$'s) correspond to altitudes G=(N,A)

?Find a path from node 1 to node 10 such that the highest altitude on this path is the minimum among the highest altitudes of all paths



DP Function:

f_t(i)=the highest altitude of a path with the minimum highest altitude from city i in stage t to city 10

Optimal Value: $f_1(1)$

$$f_4(7) = 13$$

 $f_4(8) = 8$

$$f_4(9) = 9$$

Recursion using principle of optimality:

$$f_t(i) = \min_{j: (i,j) \in A} \{ \max(c_{ij}, f_{t+1}(j)) \} t=1,2,3$$

To trace: Let d (i) be the node chosen

$$f_3(5)=8$$

$$d(5)=8$$

$$f_3(6)=8$$

$$d(6)=8$$

$$f_2(2)=9$$

$$d(2)=5$$

$$f_2(3)=8$$

$$d(3)=5$$

$$f_2(4)=8$$

$$d(4)=6$$

optimal value:

$$f_1(1)=8$$

$$d(1)=3 \text{ or } 4$$

optimal solution:

$$1 \rightarrow 3 \rightarrow 5 \rightarrow 8 \rightarrow 10$$

highest altitude: 8

or

$$1 \rightarrow 4 \rightarrow 6 \rightarrow 8 \rightarrow 10$$

highest altitude: 8

Same Example: Network Not Acyclic

Given G=(N,A), not necessarily acyclic, specified source node s, and destination node t, and each arc (i,j) with altitude c_{ij}

? Solve the minimum highest altitude problem from s to t

DP Function:

 $f_k^i \equiv$ best path's highest altitude encountered in going from node i to node t among all paths that use at most k arcs

Optimal Value:

$$f_{n-1}^{s}$$
 where $|N|=n$

Same Example: Network Not Acyclic

Boundary Conditions:

$$f_1^i = \begin{cases} c_{it} & \text{if } (i,t) \in A \\ \infty & \text{otherwise} \end{cases}$$
 $i \neq t$

$$f_{k+1}^{i} = \min_{j:(i,j)\in A} \{ \max(c_{ij}, f_k^{j}) \}$$
 k = 1,..., n - 2

To trace: Let d(i) be the node chosen