

Assignment

Dynamic Programming Assignment

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Problem Analysis

Given n students and n topics, we need to calculate the number of ways to assign topics to students such that each student gets exactly one topic they like.

Dynamic Programming Approach

State Representation

We define a state $dp[mask]$ where $mask$ is a bitmask of length n that represents which topics have already been assigned. Each bit in the mask indicates whether a topic has been assigned or not (1 for assigned, 0 for not assigned).

Transition

For each student i , we iterate through all possible topics. If a topic j has not been assigned yet and the student i likes the topic j , we can assign the topic j to student i and transition to the new state. This can be represented as $dp[new_mask] += dp[mask]$, where new_mask is obtained by setting the j -th bit in $mask$.

Base Case

The base case is $dp[0] = 1$, meaning there is one way to assign topics when no topics have been assigned yet.

Recurrence Relation

The recurrence relation can be written as: $dp[mask | (1 \ll j)] += dp[mask]$ where $|$ is the bitwise OR operation, and $(1 \ll j)$ sets the j -th bit.

Algorithm:

1. Initialize a dp array of size 2^n with all elements set to 0.
2. Set the base case $dp[0] = 1$.

3. Iterate through all states represented by mask from 0 to $2^n - 1$.
4. For each state mask, count the number of bits set to 1 to determine which student we are considering.
5. For each topic j, check if the j-th bit is not set in mask and if the current student likes topic j. If both conditions are met, update $dp[mask | (1 \ll j)]$.

Conclusion

The assignment problem of determining the number of ways to assign n topics to n students, where each student gets exactly one topic they like, can be efficiently solved using dynamic programming with bit masking. By defining a state $dp[mask]$ where mask represents the set of already assigned topics, we can systematically explore all possible assignments through a series of state transitions.