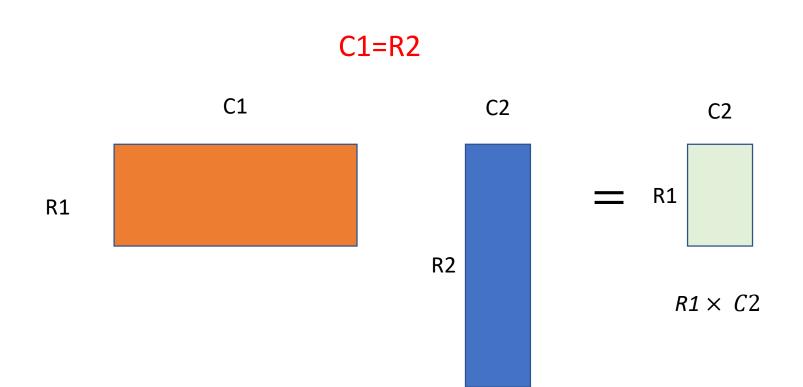
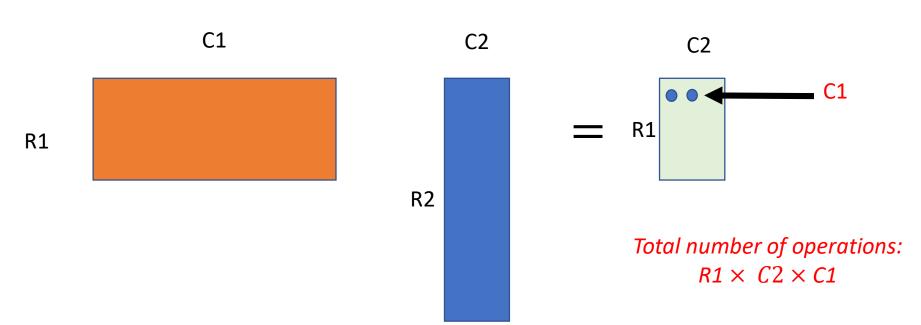
Dynamic Programming

lecture 2



M1 M2 M3

C1=R2

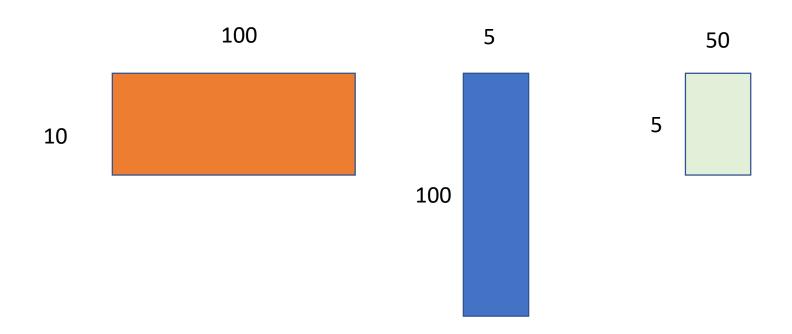


$$A_1 \cdot A_2 \cdot A_3$$

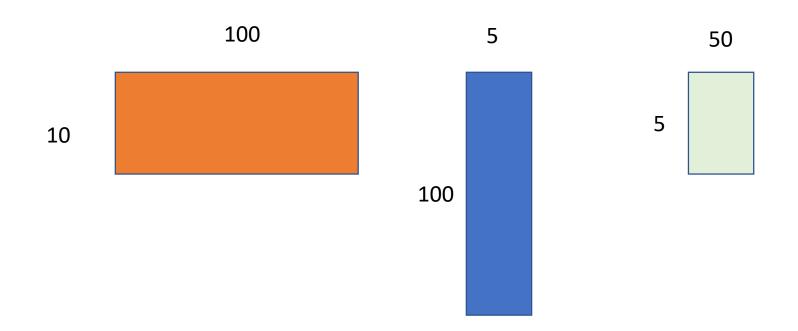
Associative

$$(A_1 . A_2). A_3$$
 $A_1 . (A_2 . A_3)$

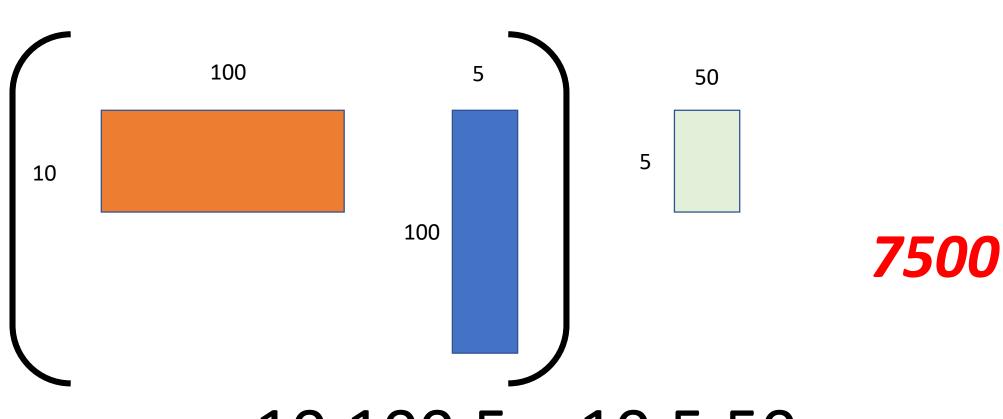
$A_1 . A_2 . A_3$



$(A_1 . A_2). A_3$

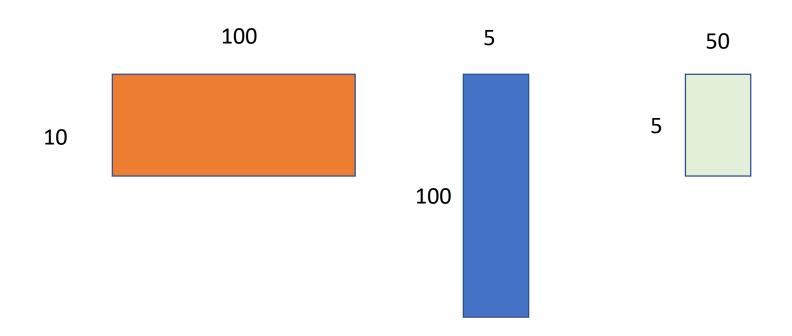


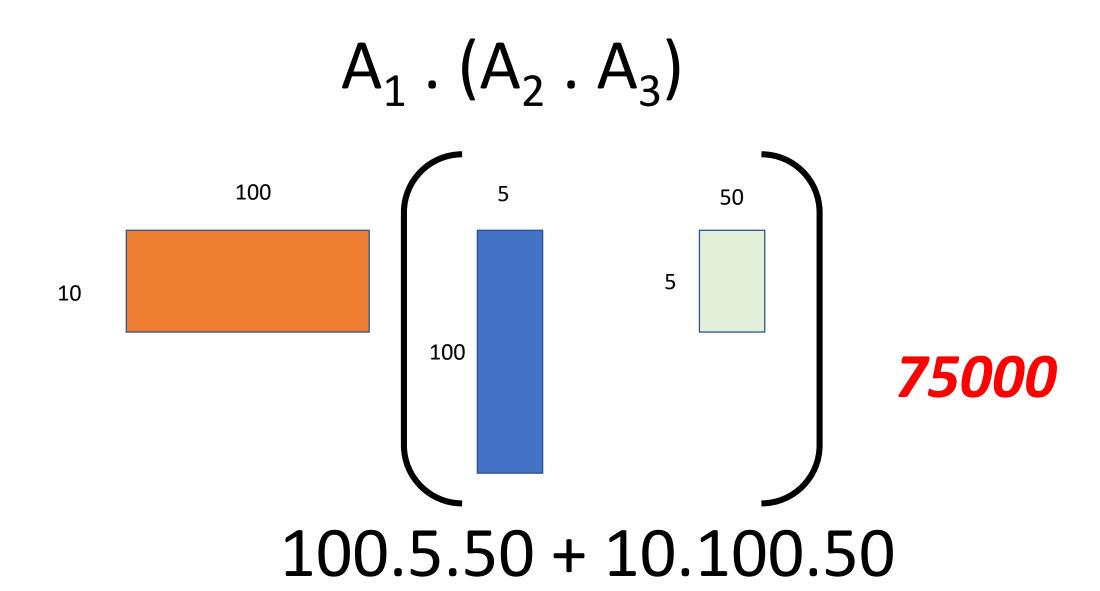




10.100.5 + 10.5.50

$A_1 \cdot (A_2 \cdot A_3)$





Order Matters

$$A_1 \cdot A_2 \cdot A_3 \cdot \cdot \cdot \cdot A_n$$
N-1 multiplication

$$A_1 \cdot A_2 \cdot A_3 \cdot \cdot \cdot \cdot A_n$$

$$P(n) = P(1).P(n-1) +$$

$$A_1$$
. A_2 . A_3 A_n

$$A_1 \cdot A_2 \cdot A_3 \cdot \cdot \cdot \cdot A_n$$

$$P(n) = P(1).P(n-1) + P(2).P(n-2) +$$

$$A_1 \cdot A_2 \cdot A_3 \cdot \cdot \cdot A_n$$

$$A_1 \cdot A_2 \cdot A_3 \cdot \cdot \cdot \cdot A_n$$

$$P(n) = P(1).P(n-1) + P(2).P(n-2) + P(3).P(n-3) +$$

$$A_1 \cdot A_2 \cdot A_3 \cdot A_4 \cdot \cdot \cdot A_n$$

$$A_1 \cdot A_2 \cdot A_3 \cdot \cdot \cdot \cdot A_n$$

$$P(n) = P(1).P(n-1) + P(2).P(n-2) + P(3).P(n-3) + + P(n-1)P(1)$$

$$A_1 \cdot A_2 \cdot A_3 \cdot A_{n-1} \cdot A_n$$

$$A_1 \cdot A_2 \cdot A_3 \cdot \cdot \cdot \cdot A_n$$

$$P(n) = P(1).P(n-1) + P(2).P(n-2) + P(3).P(n-3) + + P(n-1)P(1)$$

$$=\sum_{i=1}^{n-1} P(i).P(n-i) \approx 4^n$$

$$A_1 \cdot A_2 \cdot A_3 \cdot \dots \cdot A_l \cdot A_{l+1} \cdot \dots \cdot A_n$$

Optimal last step: A[1...l] . A[l+1,....n]

$$B[1,n] = B[1,l] + B[l+1,n] + R_1.C_l.C_{l+1}$$

Optimal last step: A[1...l] . A[l+1,....n]

B[1,n]= smallest number of operations needed to multiply the chain

$$B[1,n] = B[1,l] + B[l+1,n] + R_1.C_l.C_{l+1}$$

How many choices we have for I? I∈ [1,n-1]

$$B[1,1]$$
 $B[1,2]$ $B[1,n-2]$ $B[1,n-1]$ $B[2,n]$ $B[3,n]$... $B[n-1,n]$ $B[n,n]$ $B[n-1,n]$ $B[n-1,n]$ $B[n-1,n]$ $B[n-1,n]$ $B[n-1,n]$

Which Order to Solve?

$$A_1 . A_2 . A_3 A_{n-1} . A_n$$

$$B(i,i)=0$$

$$B(i,j) = min \frac{j-1}{k=i} B(i,k) + B(k+1,j) + R_iC_kC_j$$

Which Order to Solve?

$$A_1 . A_2 . A_3 A_{n-1} . A_n$$

$$B(i,i)=0$$

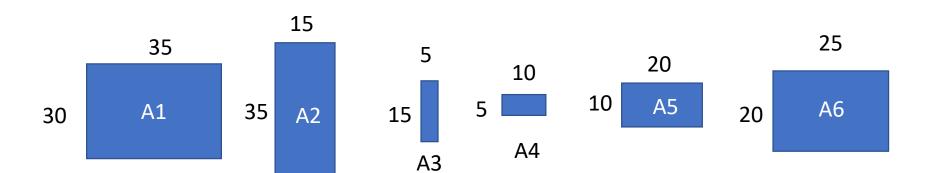
$$B(i,j) = min \frac{j-1}{k=i} B(i,k) + B(k+1,j) + R_iC_kC_j$$

Which Order to Solve?

$$A_1 . A_2 . A_3 A_{n-1} . A_n$$

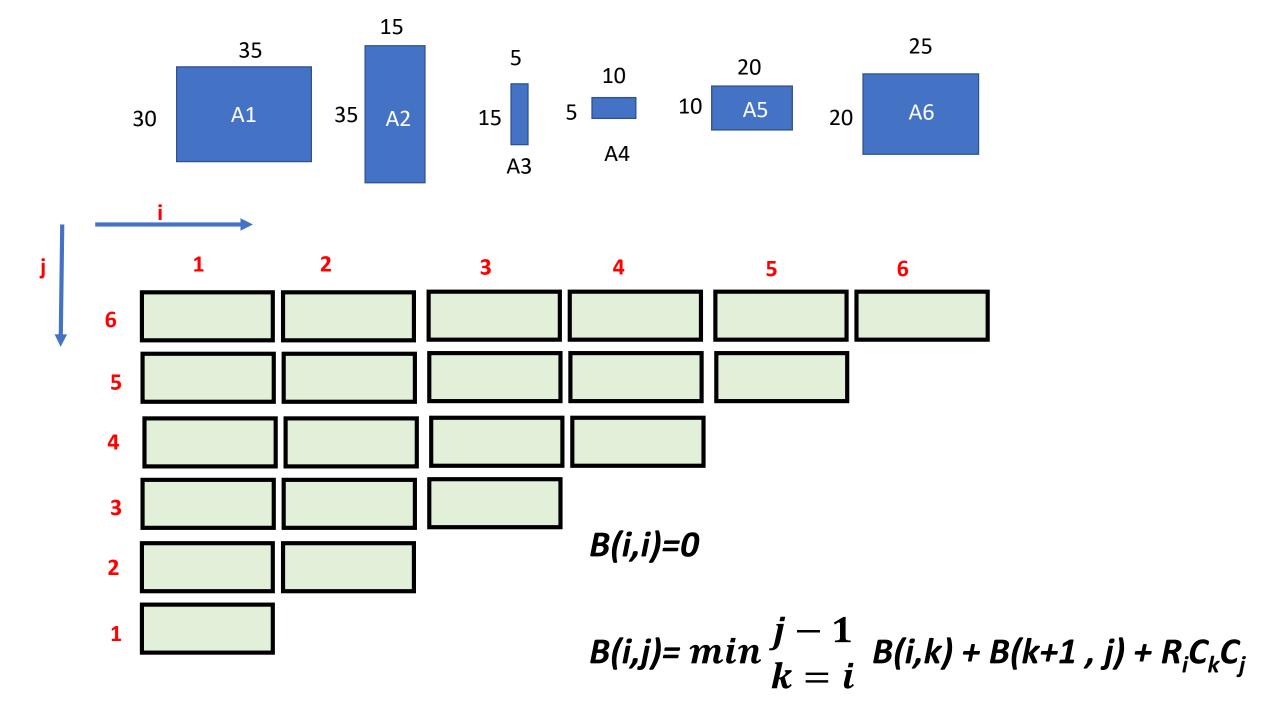
K=3

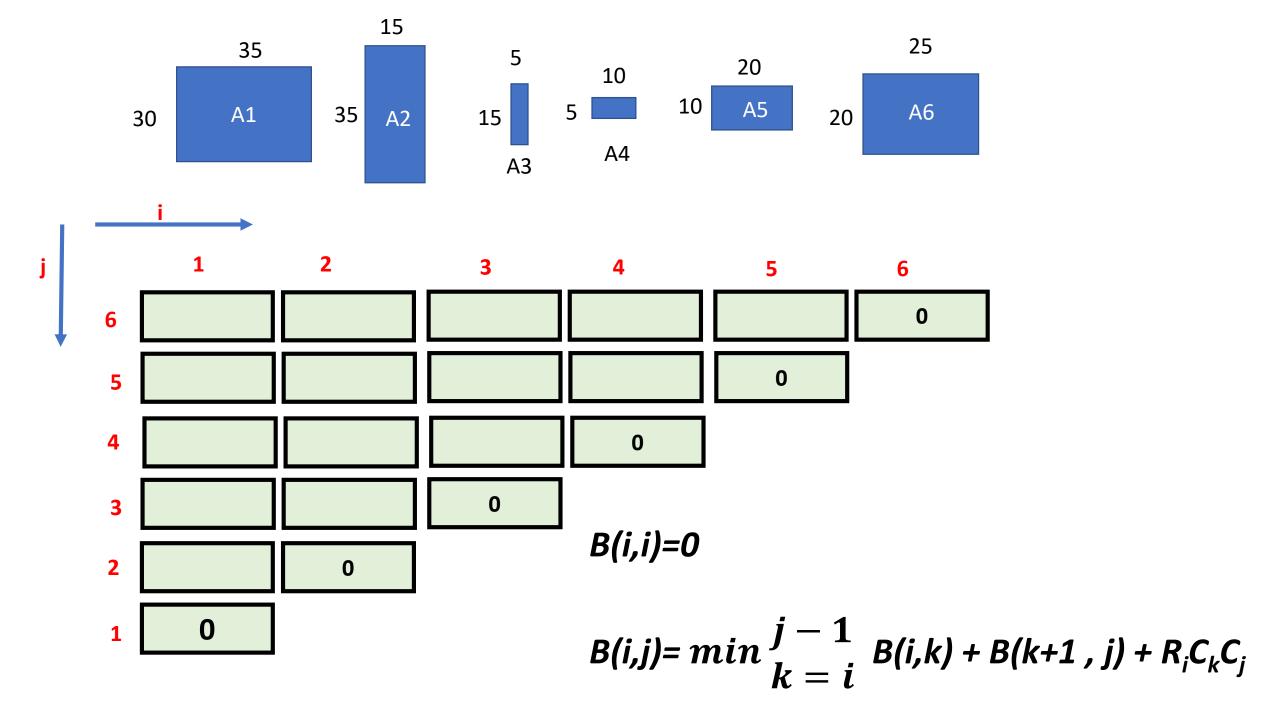
$$B(i,i)=0$$
 $i=2$ $j=n-1$ $B(i,j)=min {j-1 \atop k=i} B(i,k) + B(k+1,j) + R_iC_kC_j$

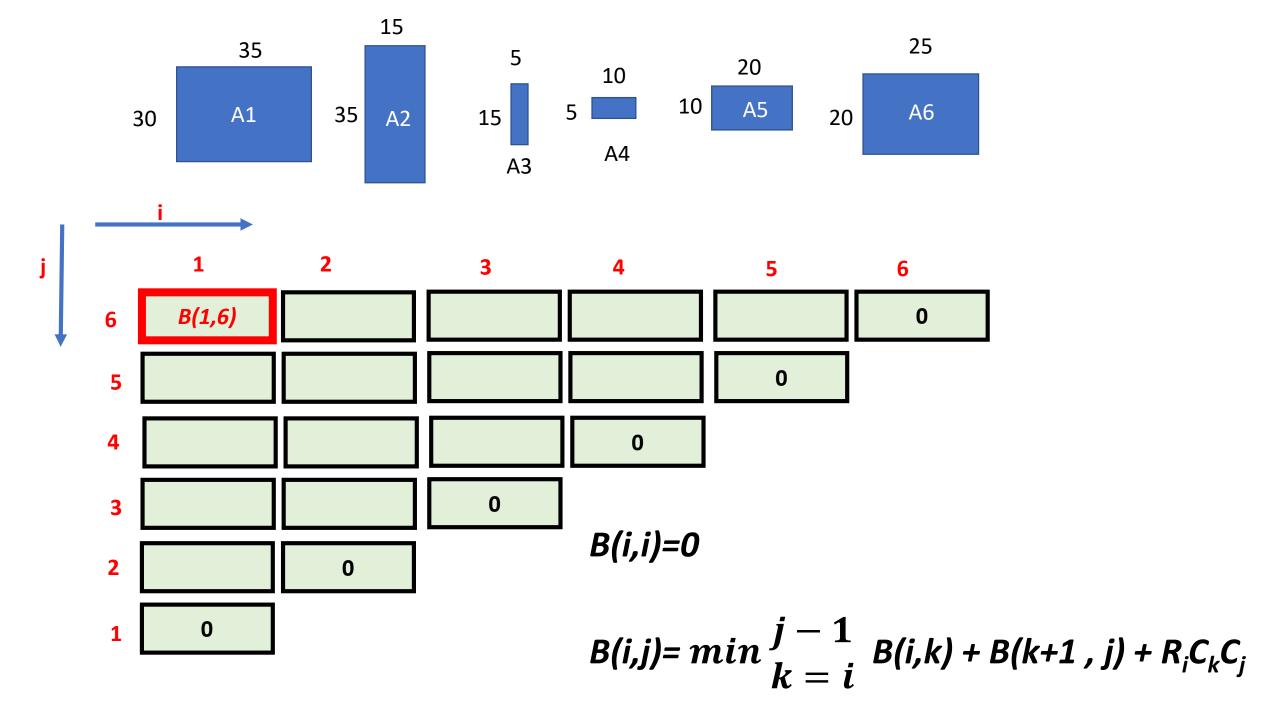


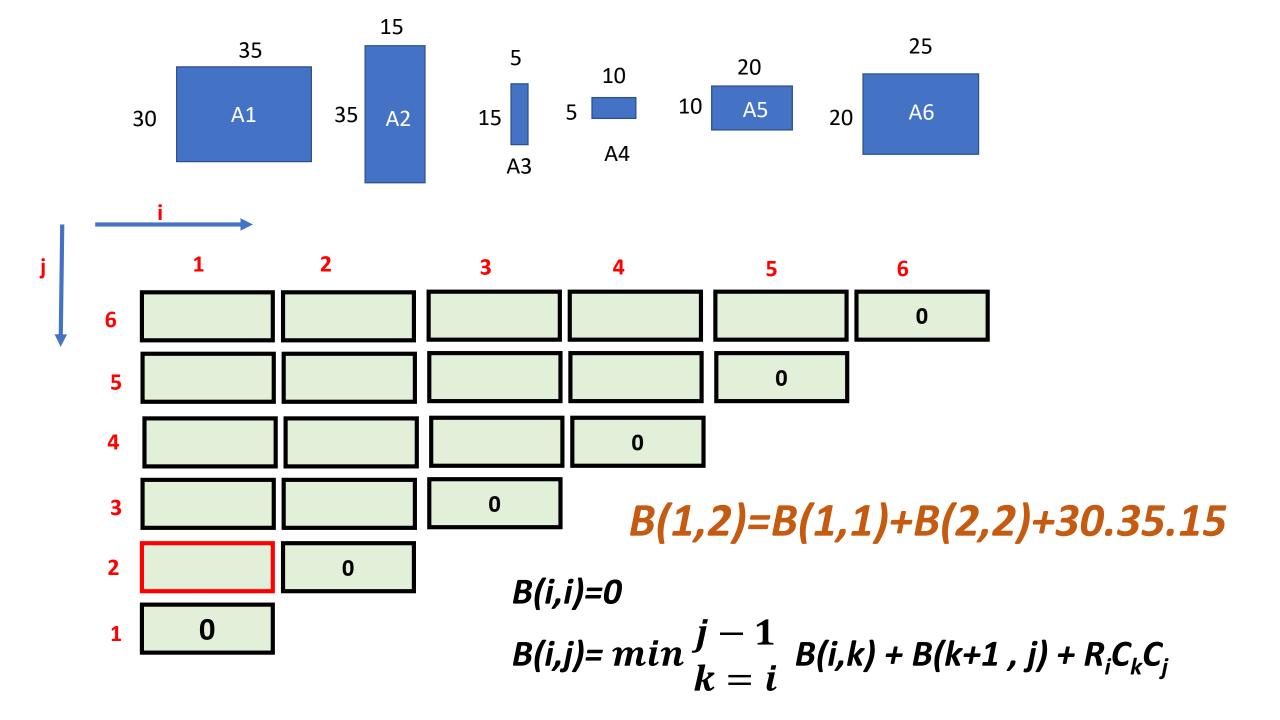
$$B(i,i)=0$$

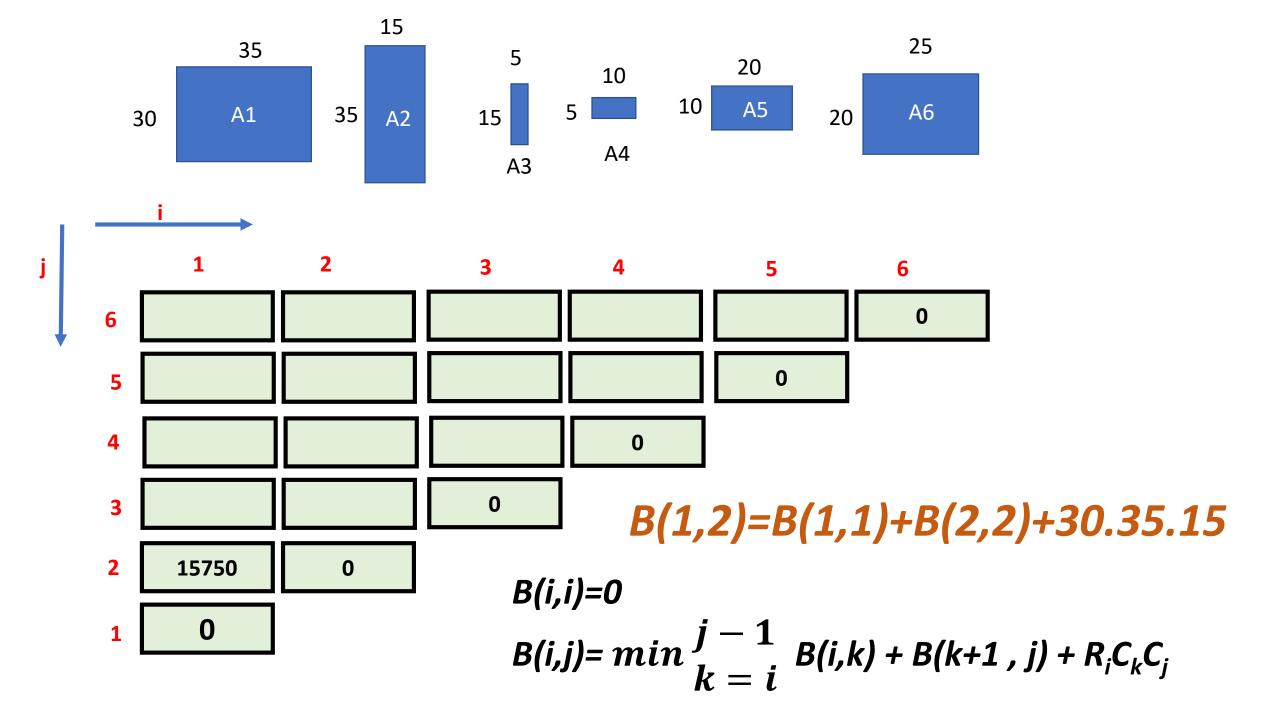
$$B(i,j) = min \frac{j-1}{k=i} B(i,k) + B(k+1,j) + R_iC_kC_j$$

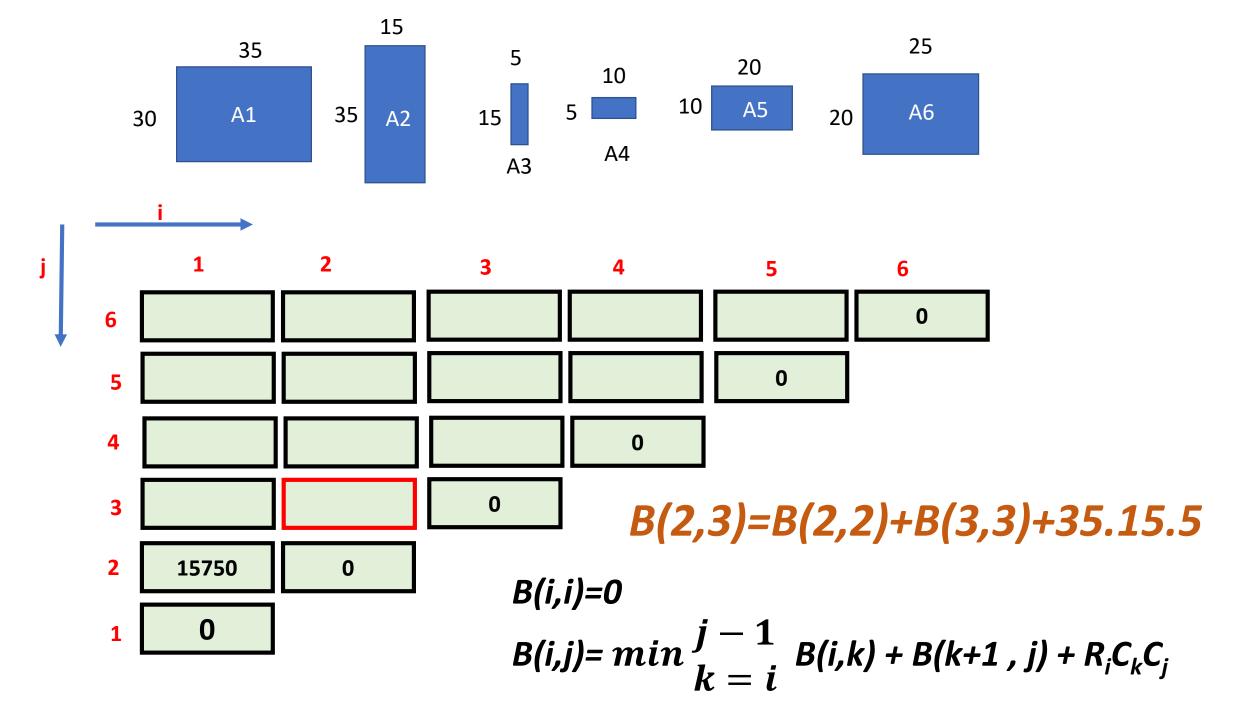


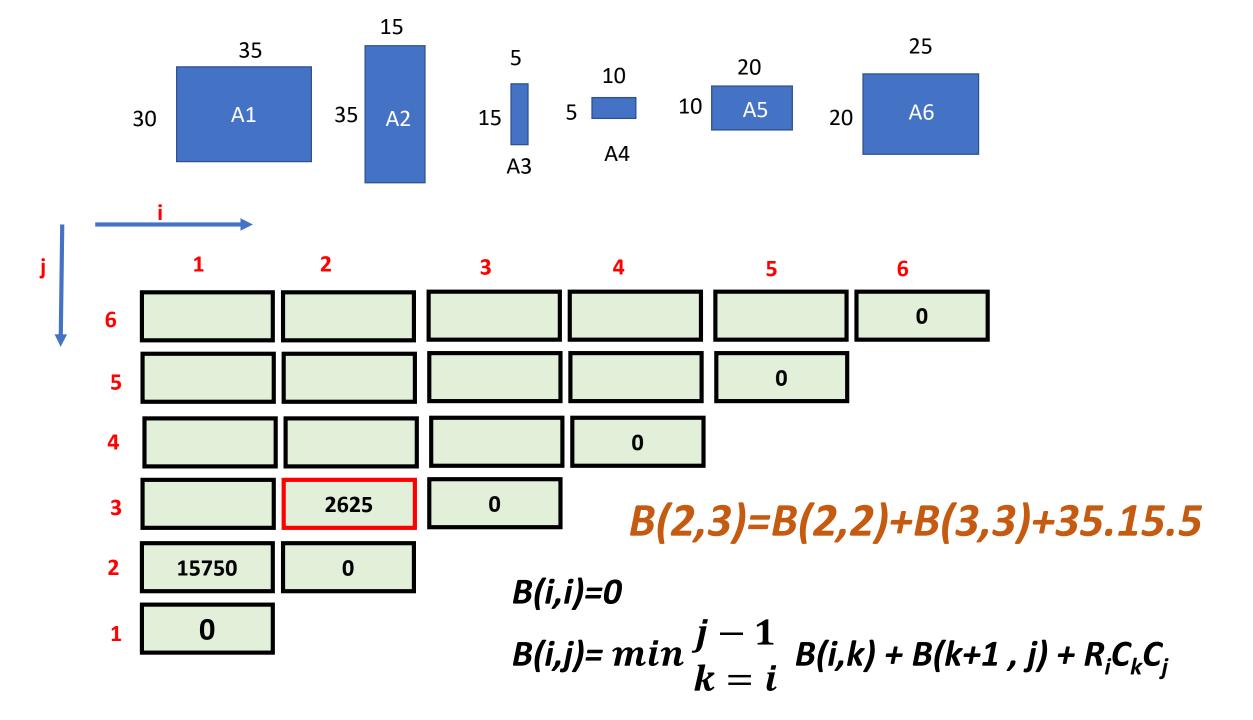


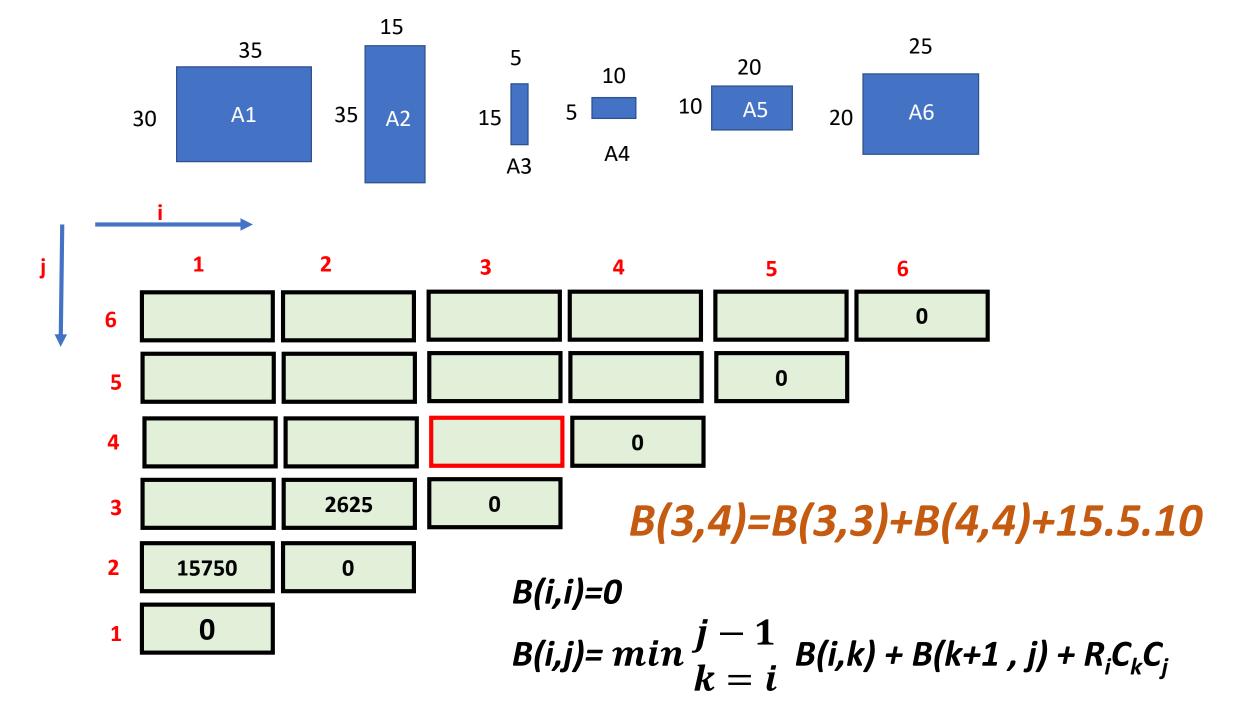


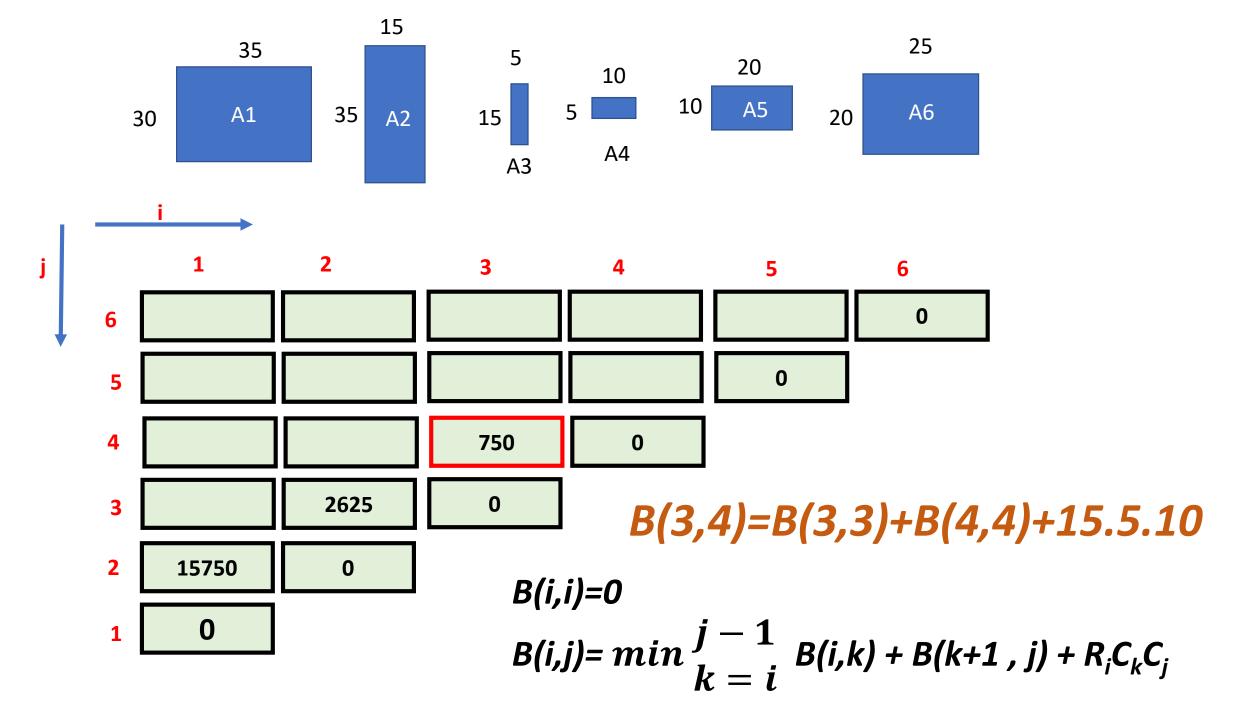


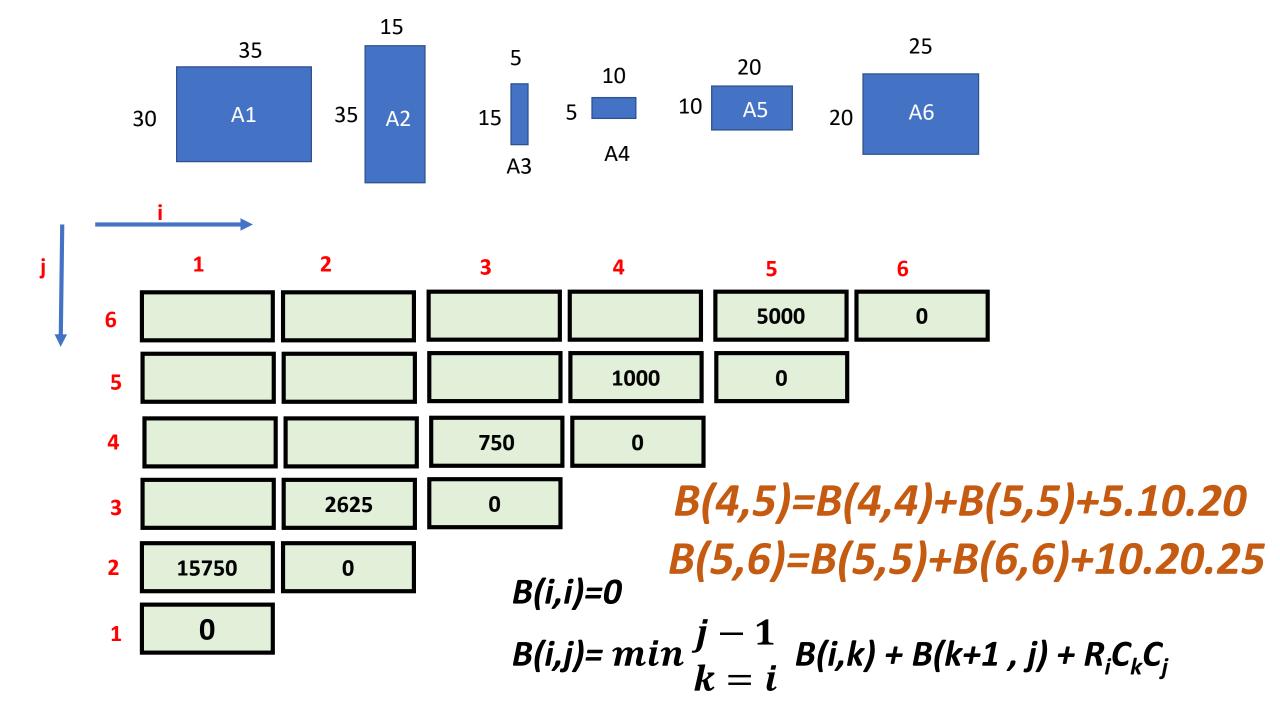


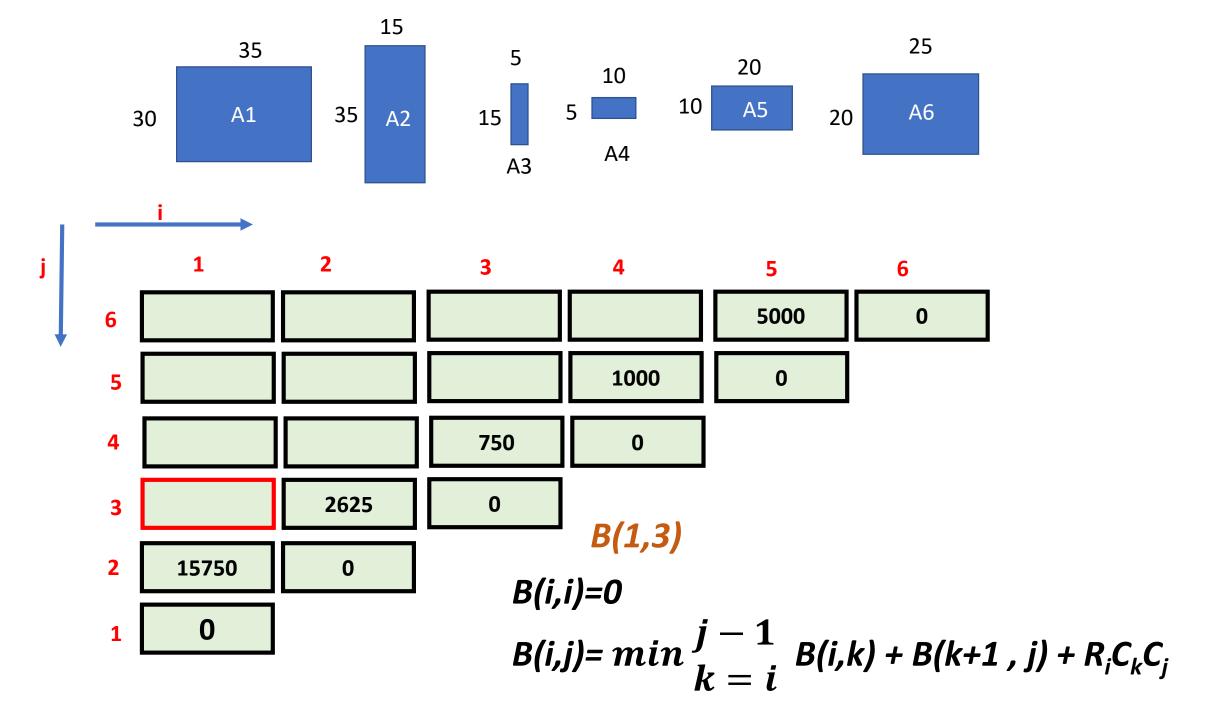


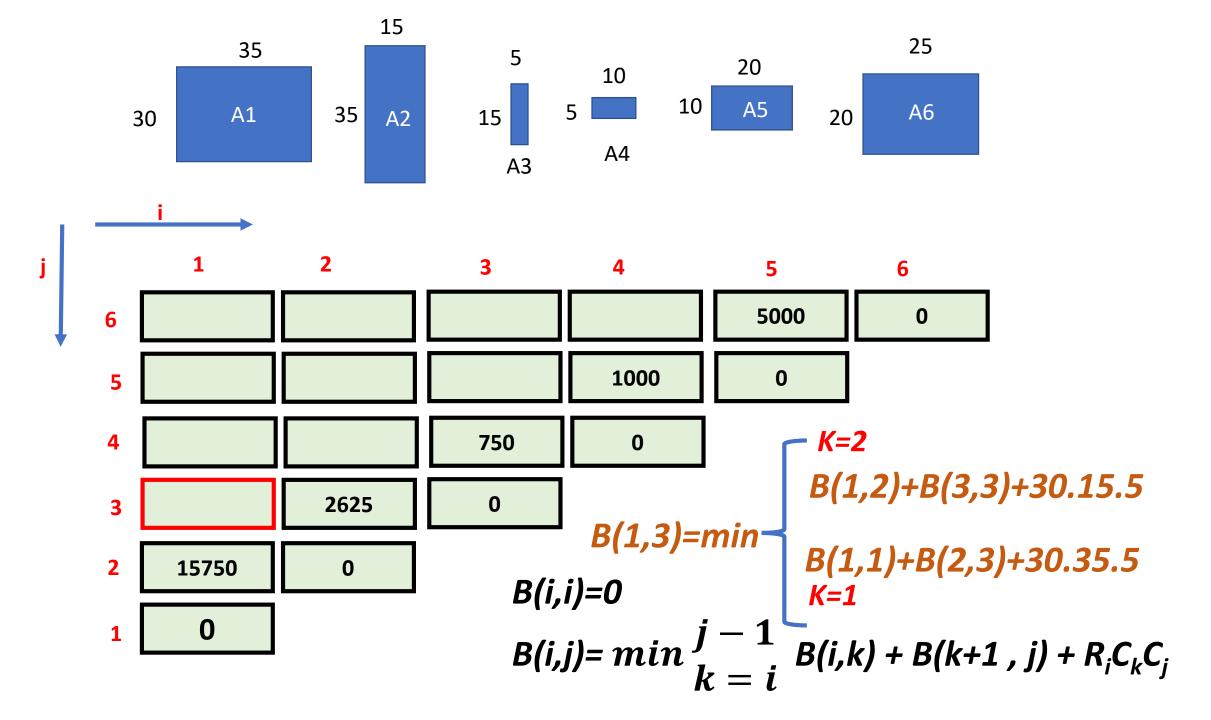


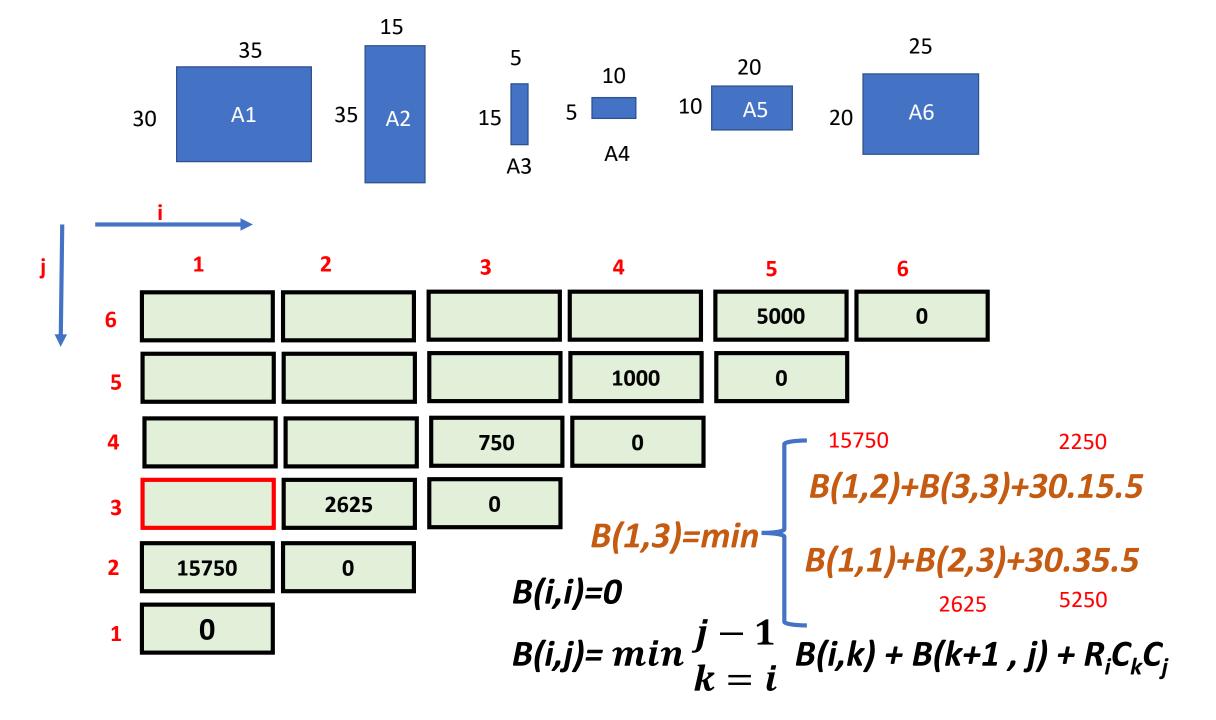


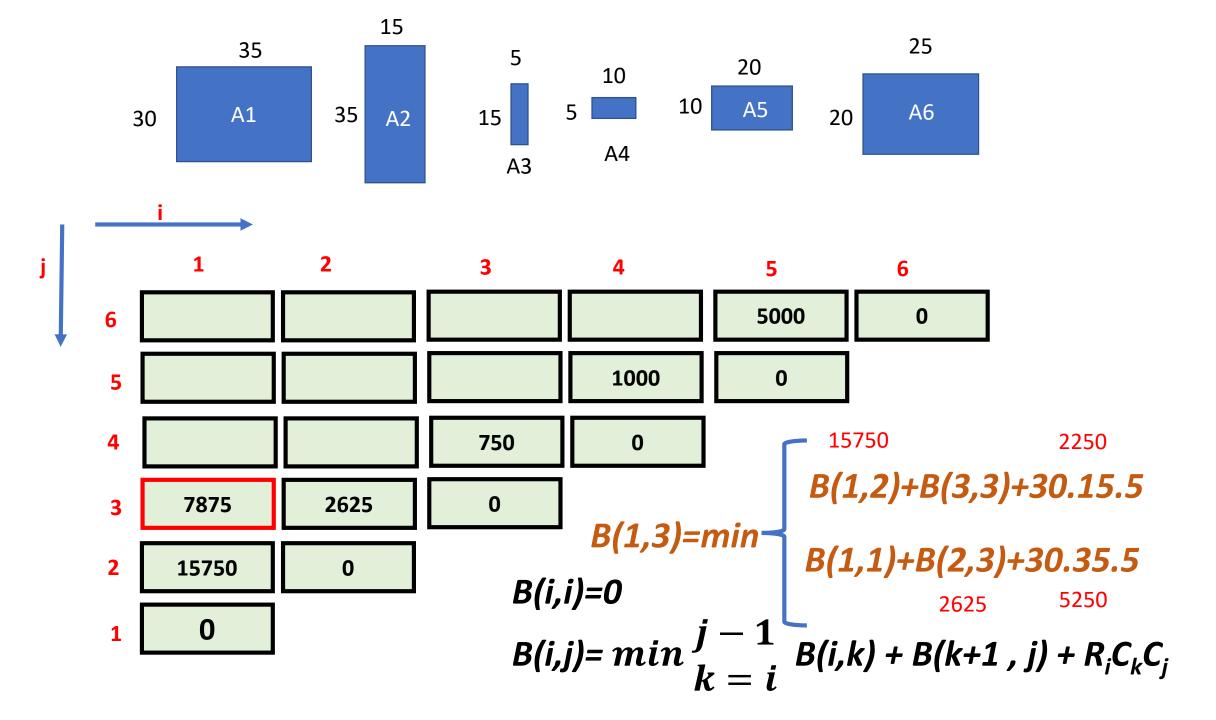


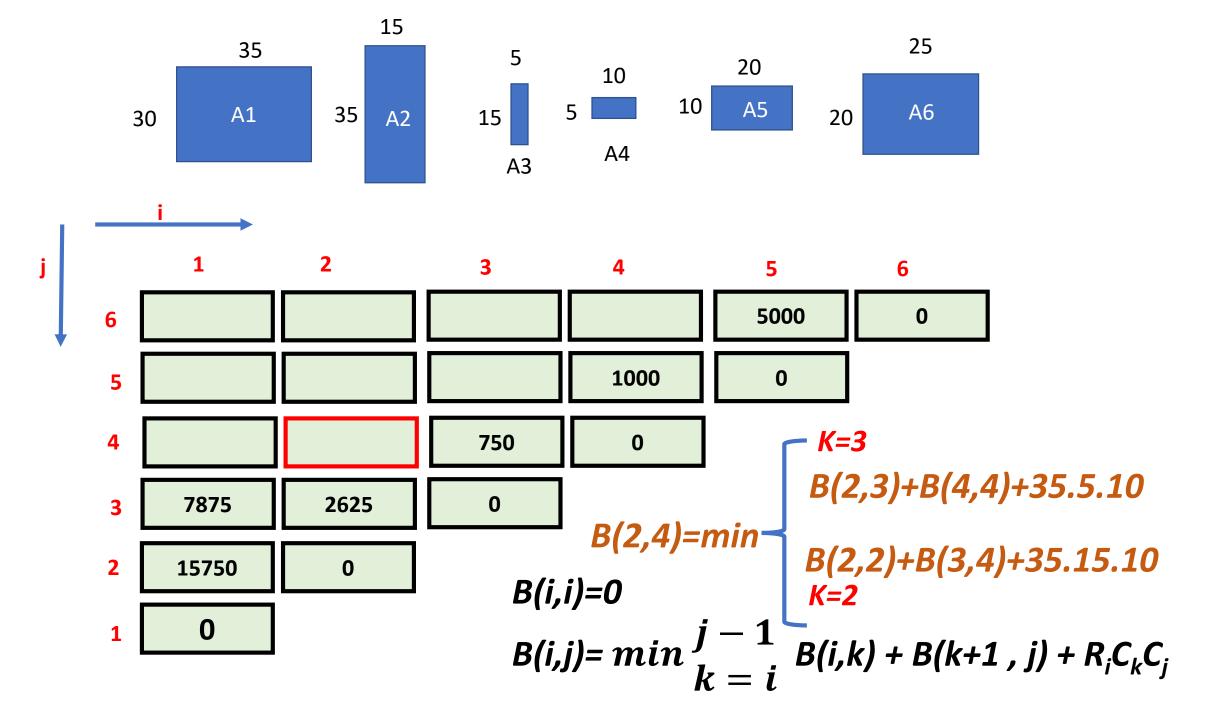


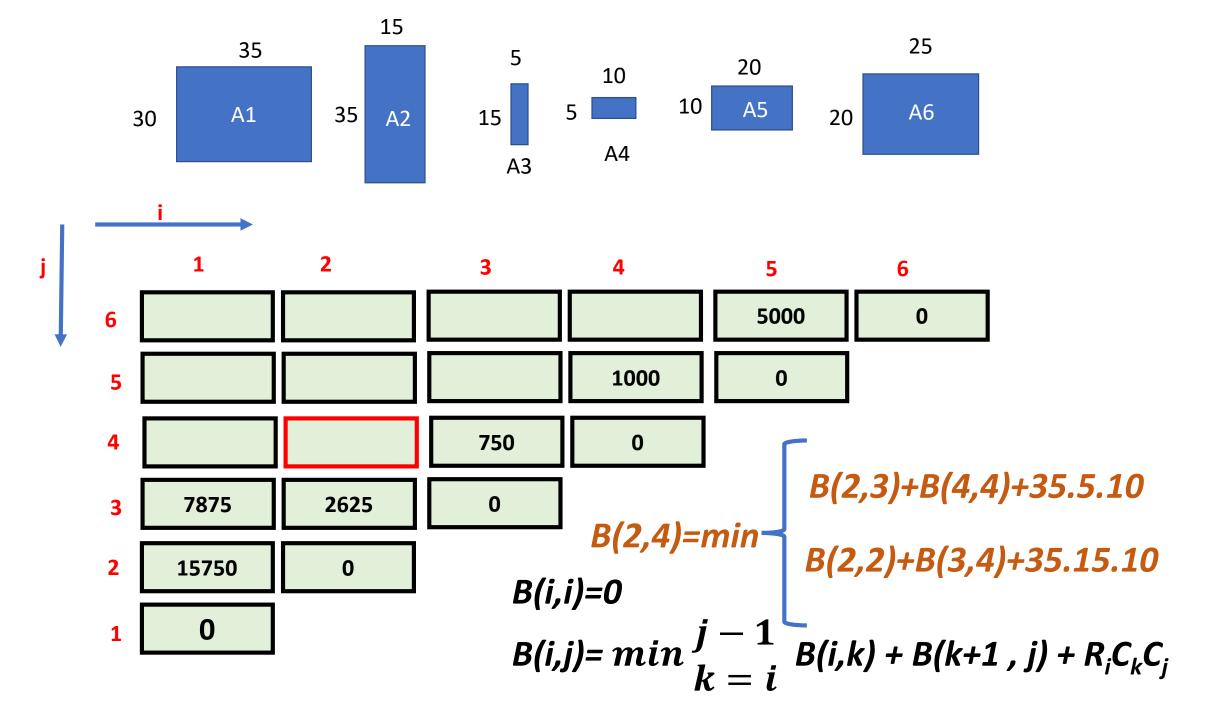


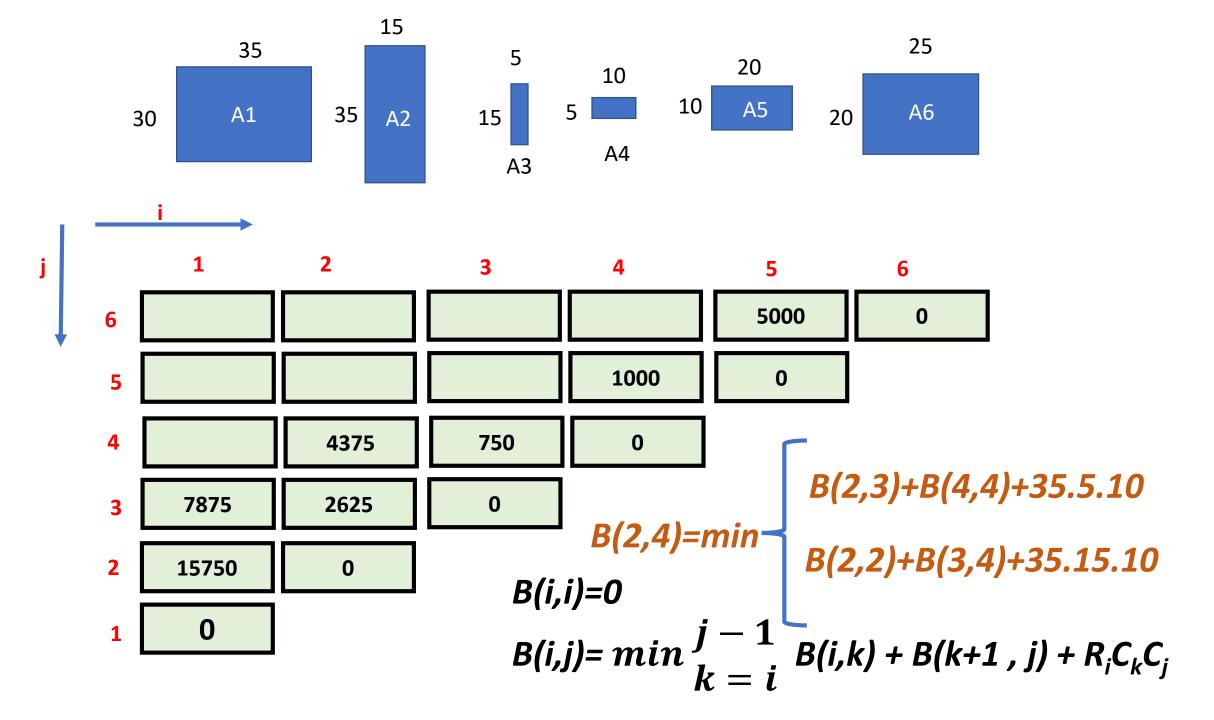


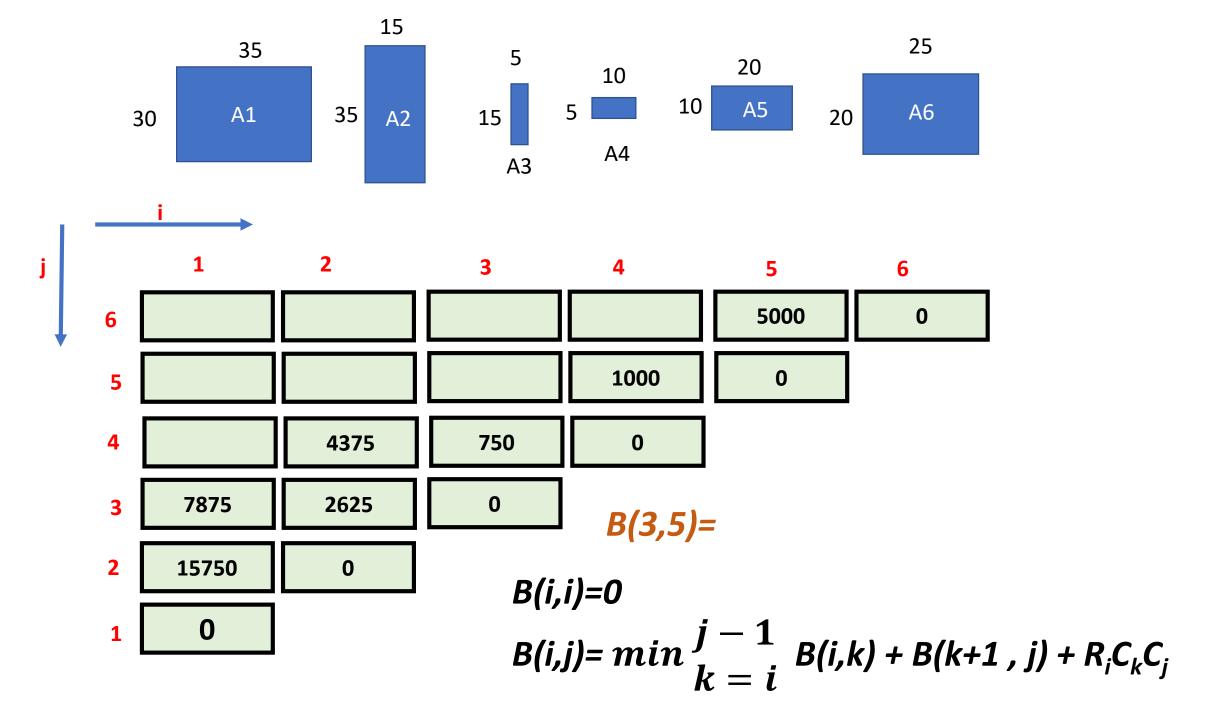


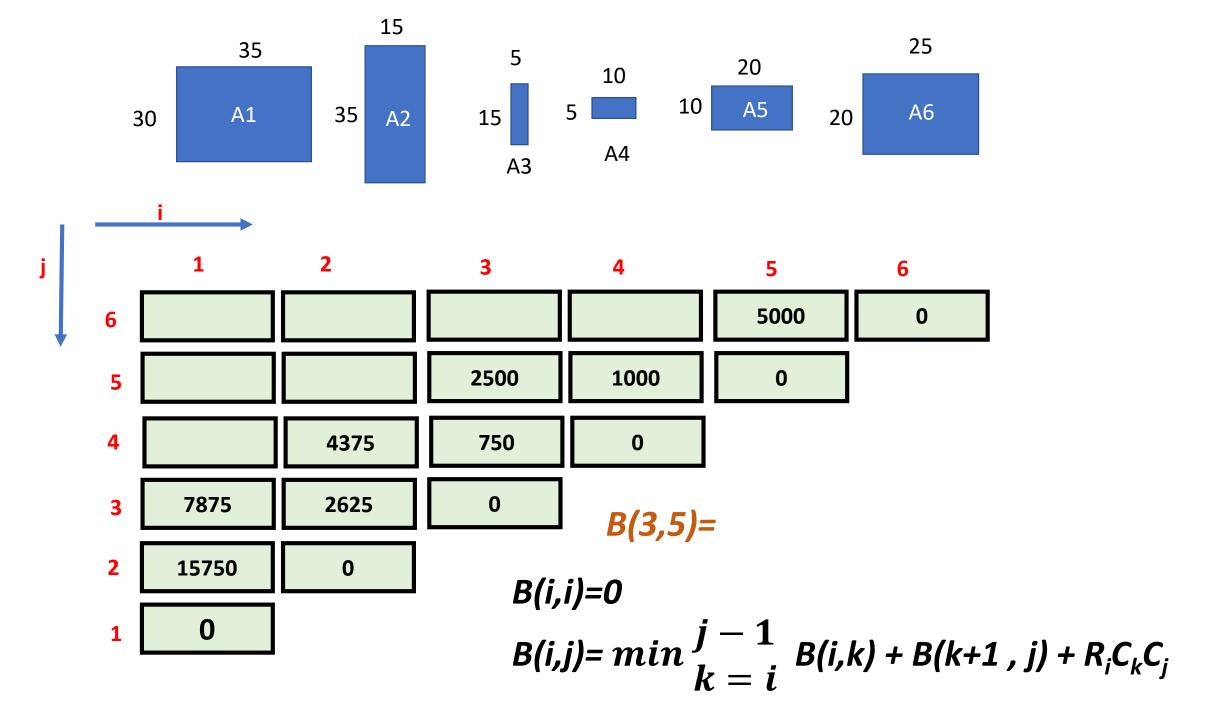


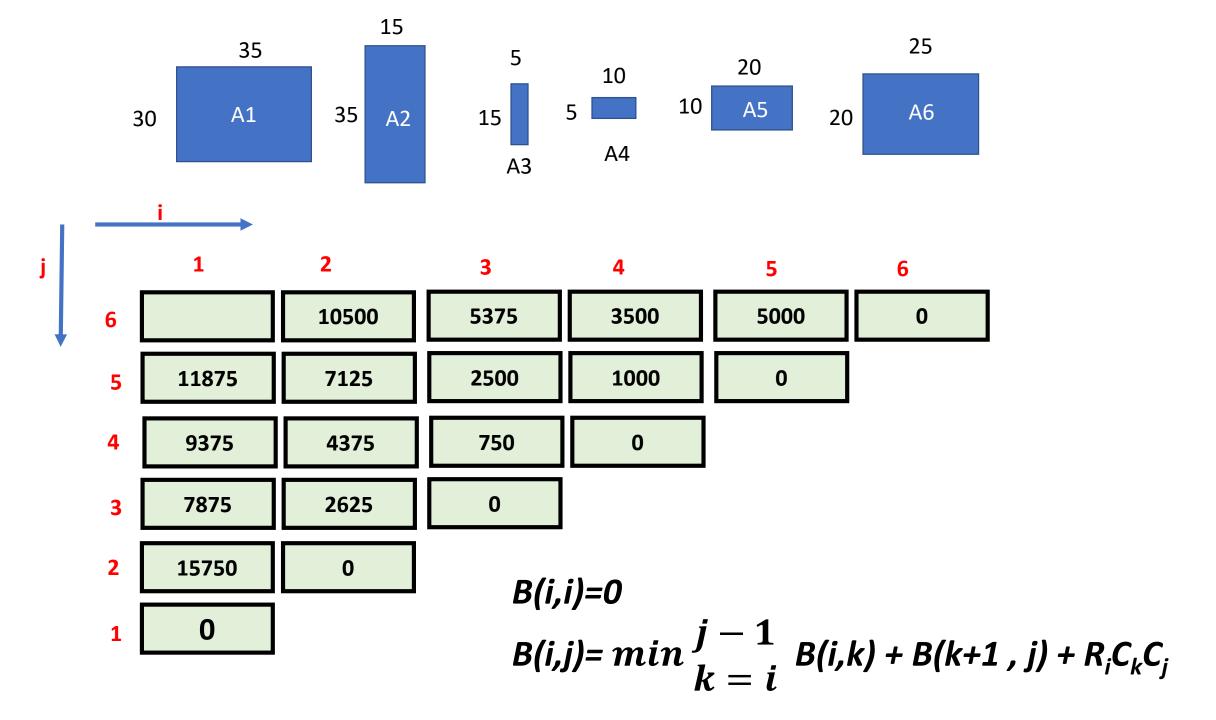


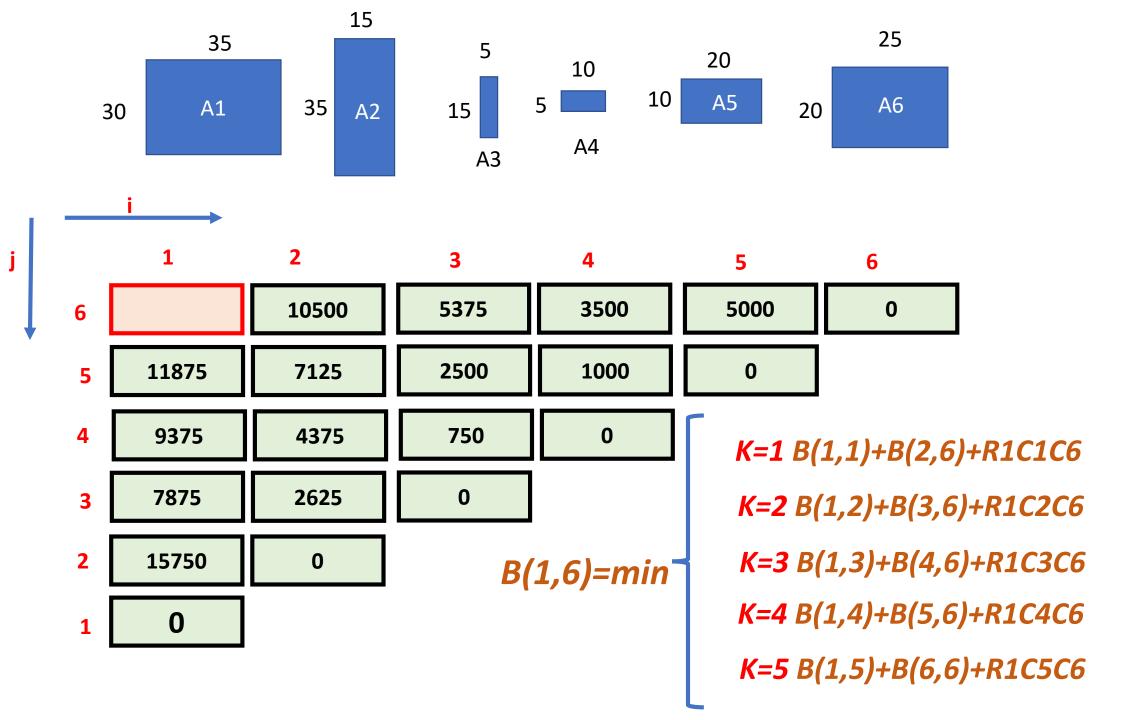


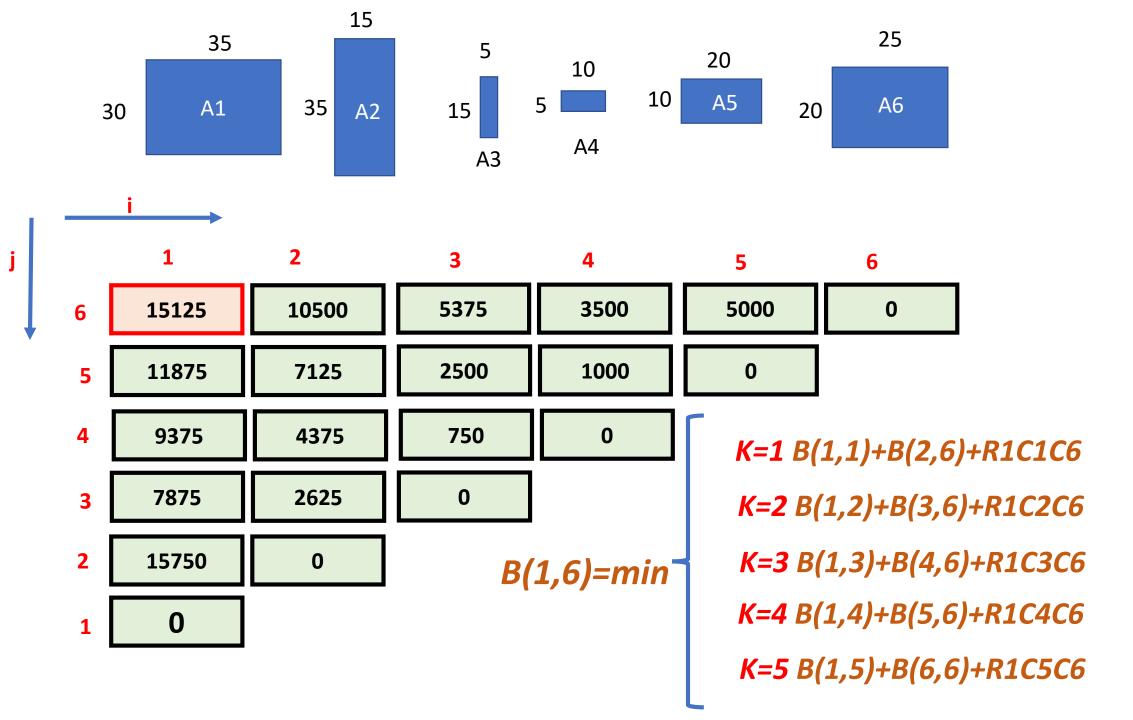












Matrix Chain Multiplication

Initialize array m[x,y] to zero Starting at diagonal, working toward upper left

 $\theta(n^2)$

Compute B[i,j] according to:

$$B(i,i)=0$$

$$B(i,j) = \min_{k=i}^{j-1} B(i,k) + B(k+1,j) + R_i C_k C_j$$
 $\theta(n)$

Runtime: $\theta(n3)$









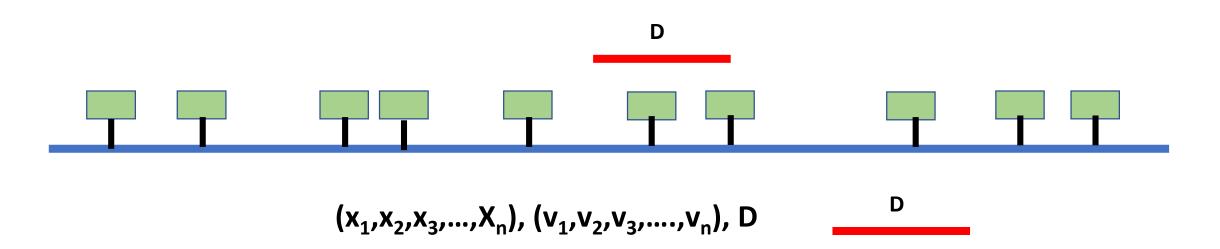


 $(x_1,x_2,x_3,...,X_n)$: mile markers

 $(v_1, v_2, v_3, ..., v_n)$: Viewership, e.g., v_i = number of people that view billboard at x_i

D: distance parameters, can not place ads that are closer than D miles apart

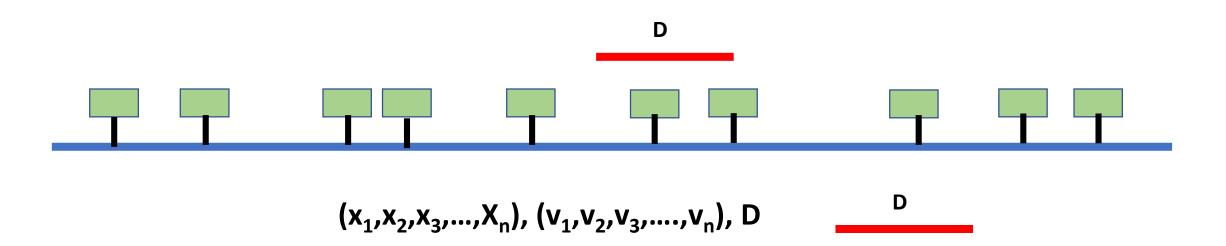
Goal: is to maximize viewership for an acceptable campaign



 $Best_n = max \ viewership \ for \ an \ acceptable \ campaign \ that \ considers \ the \ first \ n \ billboards$

Best_i= max viewership for an acceptable campaign that considers the first j billboards

$$\mathsf{Best}_{j} = \mathsf{max} - \begin{cases} \mathsf{Best}_{j-1} \\ \mathsf{V_j} + \mathsf{Best}_{(\mathsf{closest billboard that is atleastD away)} \end{cases}$$

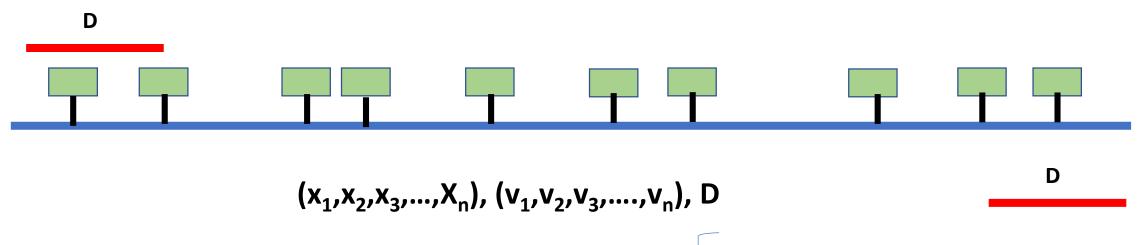


 $Best_n = max \ viewership \ for \ an \ acceptable \ campaign \ that \ considers \ the \ first \ n \ billboards$

Best_i= max viewership for an acceptable campaign that considers the first j billboards

Best_j= max
$$V_j$$
+Best_(closest billboard that is atleastD away)

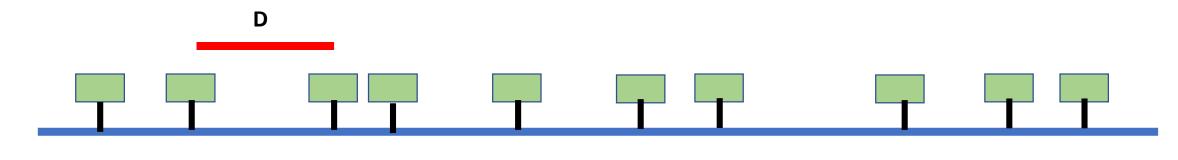
Closest-Buddy



Best₁ =
$$v_1$$

Best₂ = Max (Best1, v2+Best_{Closest-Buddy})

Best_j = max
$$V_j + Best_{(closest billboard that is atleastD away)}$$

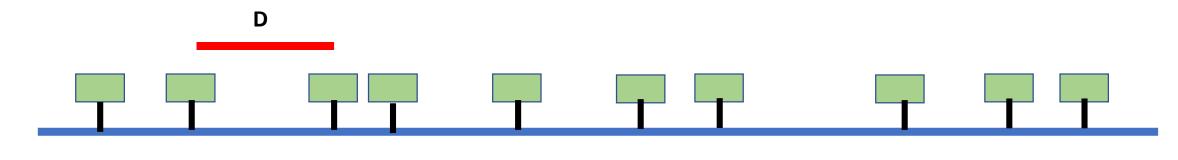


$$(x_1,x_2,x_3,...,X_n)$$
, $(v_1,v_2,v_3,....,v_n)$, D

$$Best_1 = v_1$$

$$Best_2 = Max (Best_1, v_2 + Best_{Closest-Buddy})$$

Best₃ = Max (Best₂ ,
$$v_3$$
+Best_{Closest-Buddy})
= Max(v_2 , v_3 +Best₁)



$$(x_1,x_2,x_3,...,X_n)$$
, $(v_1,v_2,v_3,....,v_n)$, D

$$Best_1 = v_1$$

$$Best_2 = Max (Best_1, v_2 + Best_{Closest-Buddy})$$

Best₃ = Max (Best₂ ,
$$v_3$$
+Best_{Closest-Buddy})
= Max(v_2 , v_3 +Best₁)

$$Best_{j} = max - \begin{cases} Best_{j-1} \\ V_{j} + Best_{cl(j)} \end{cases}$$

Cl(j) := closest buddy that is at least D distance away

Best[0]=0

For i=1 to n

cl=i-1

while(dist(x[cl],x[i]<D) cl--;

Best[i]=max {best[i-1] , v[i]+best[cl] }

 $\theta(n)$

 $\theta(n)$

But, we can do better? Next class

Return best[n]

 $\theta(n^2)$