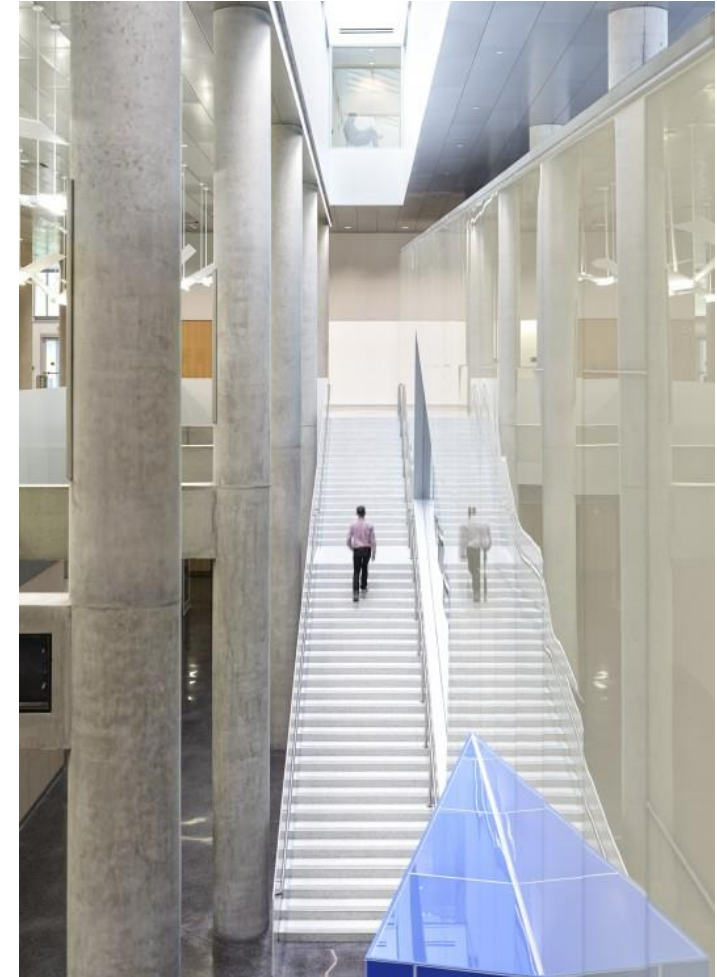


# Dynamic Programming



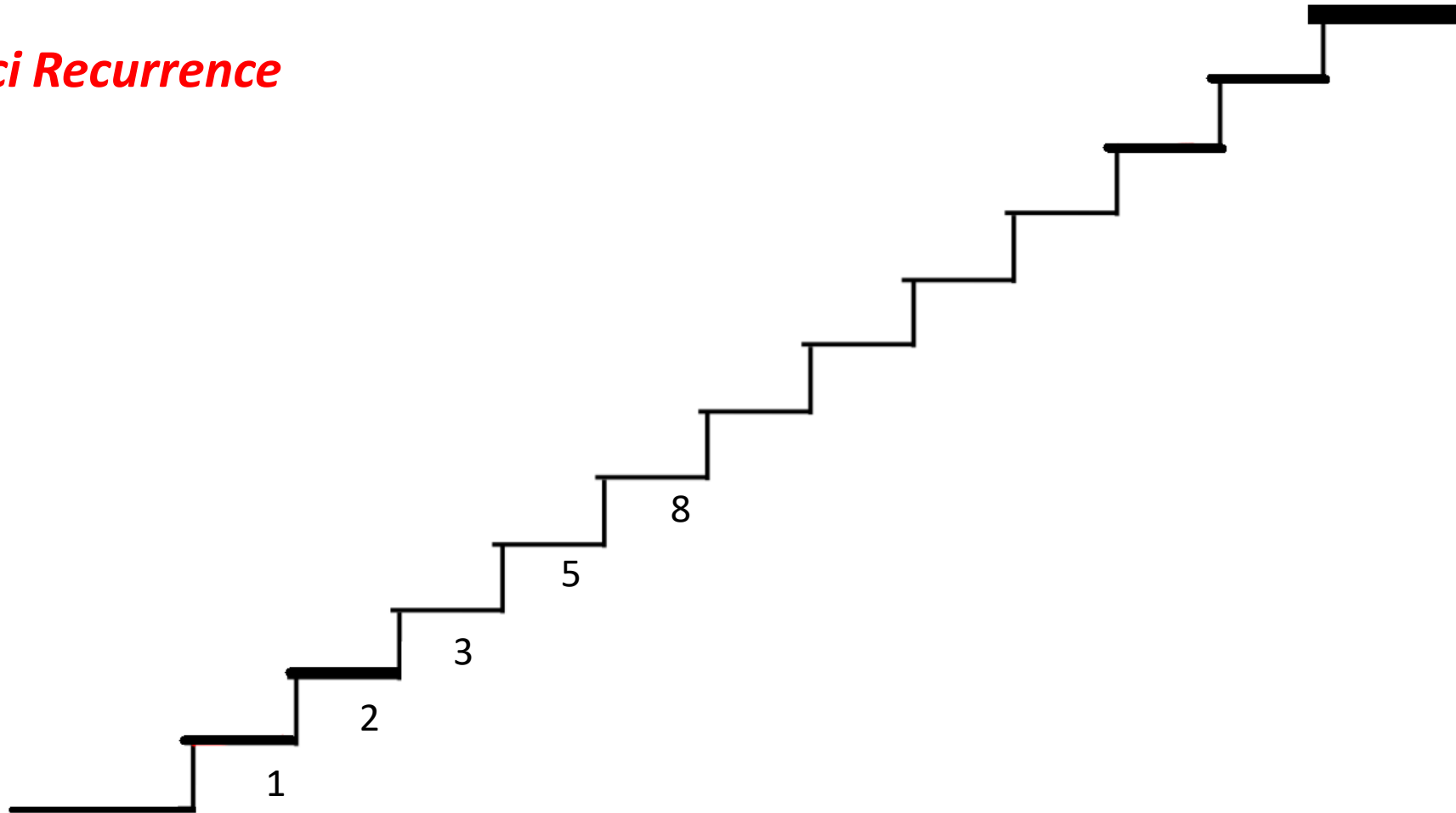
 alamy stock photo

P1NYBK  
www.alamy.com



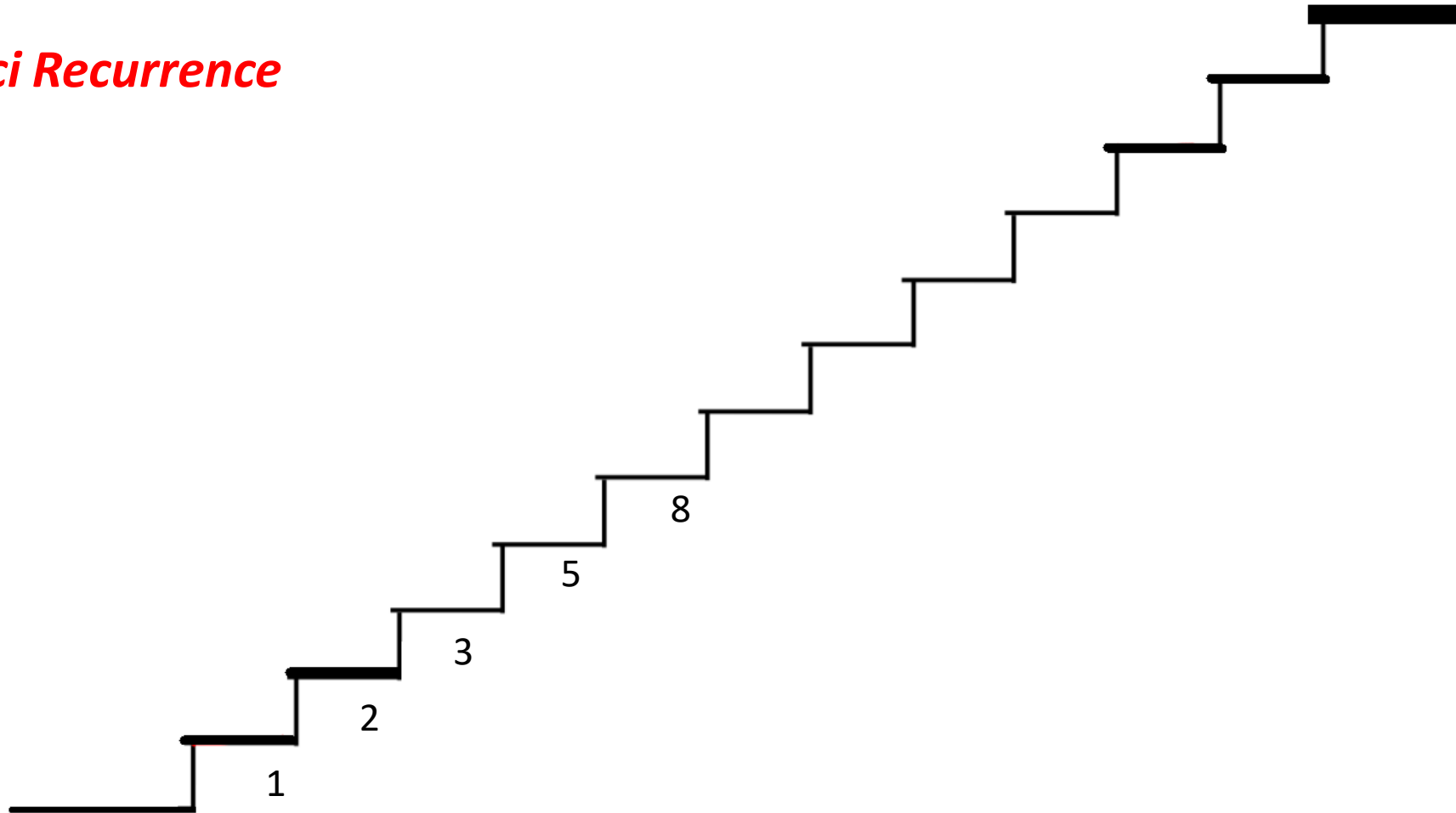
$$T(n) = T(n-2) + T(n-2)$$

*Fibonacci Recurrence*



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*Fibonacci Recurrence*

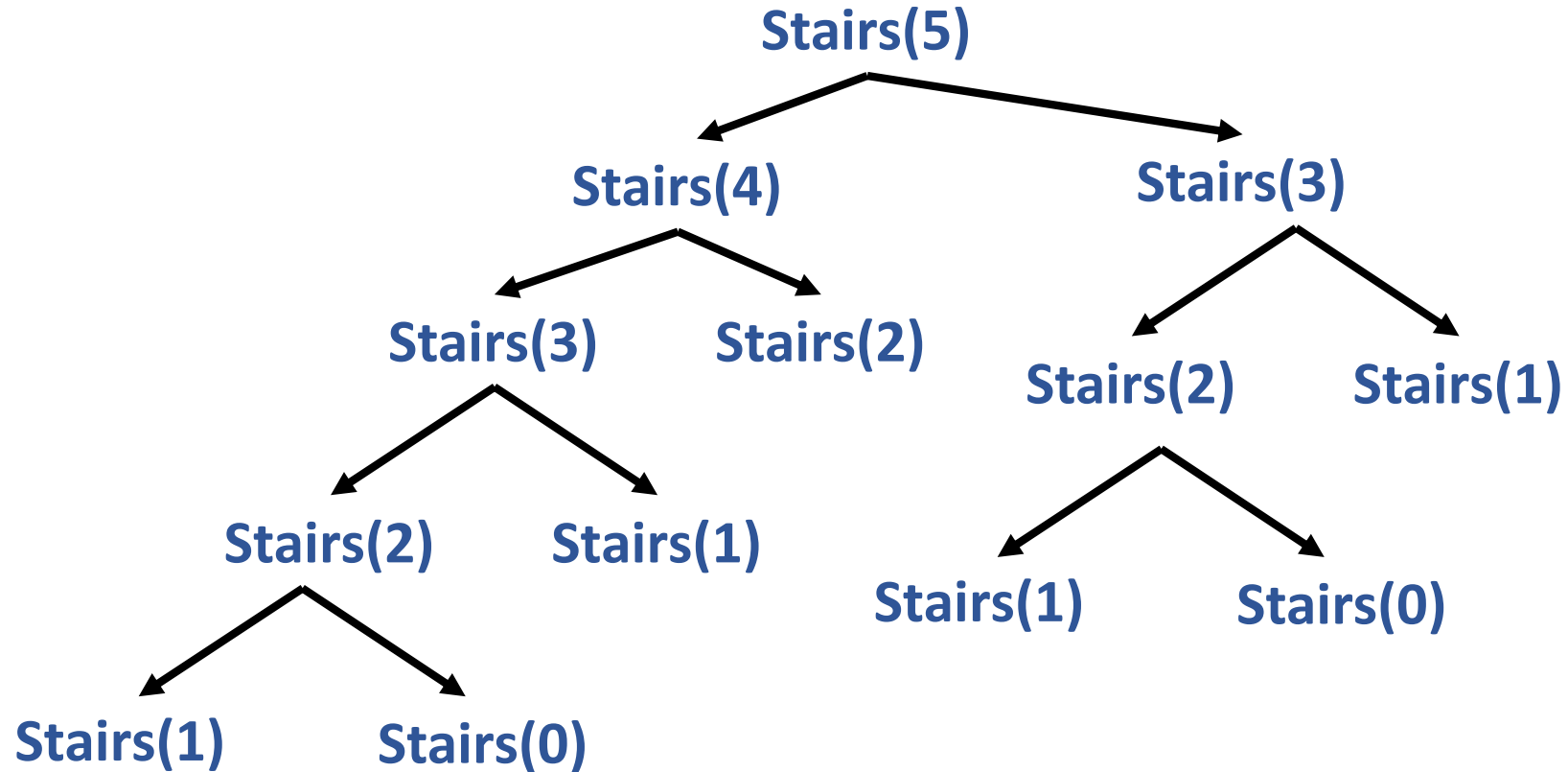


Stairs(n)

If  $n \leq 1$  return 1

Return  $\text{Stairs}(n-1) + \text{Stairs}(n-2)$

**We are calling same thing several times**



**Initialize memory M**

Initialize memory M

Stairs(n)

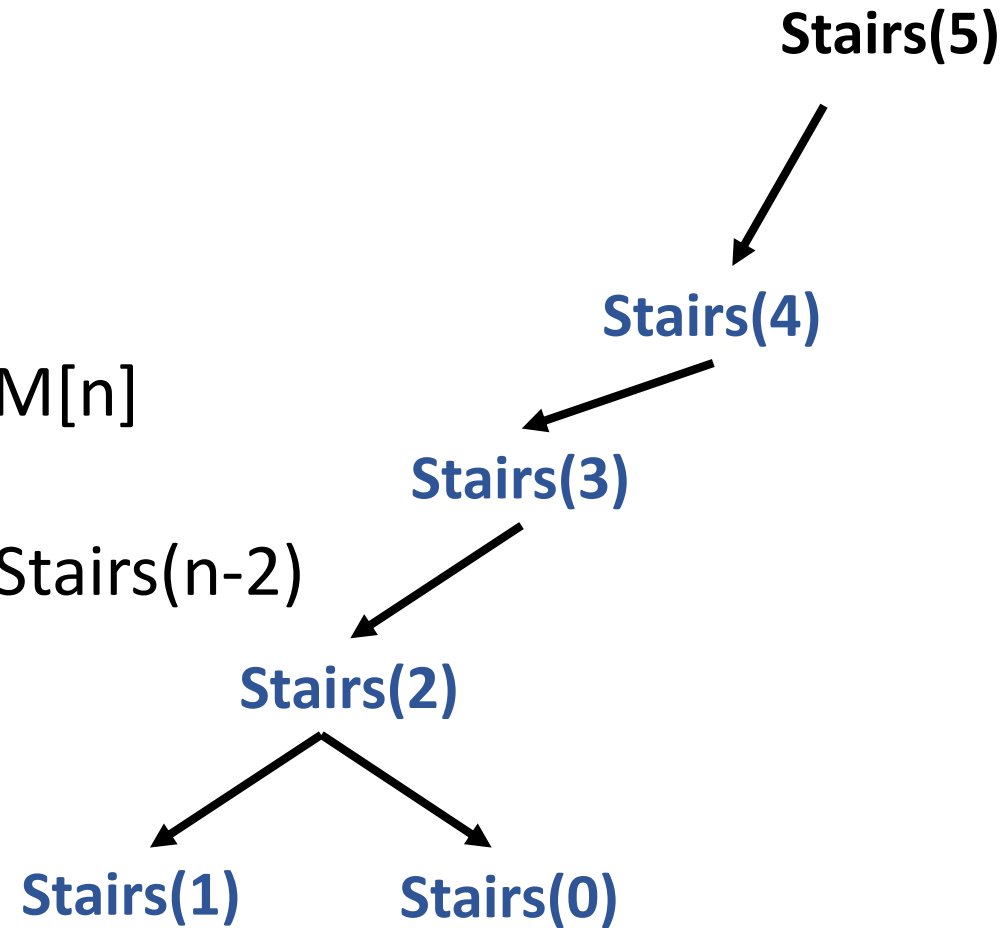
If  $n \leq 1$ , return 1

If n is in M[n] , return M[n]

Answer= Stairs(n-1) + Stairs(n-2)

M[n]=answer

Return Answer



M

Initialize memory M

Stairs(n)

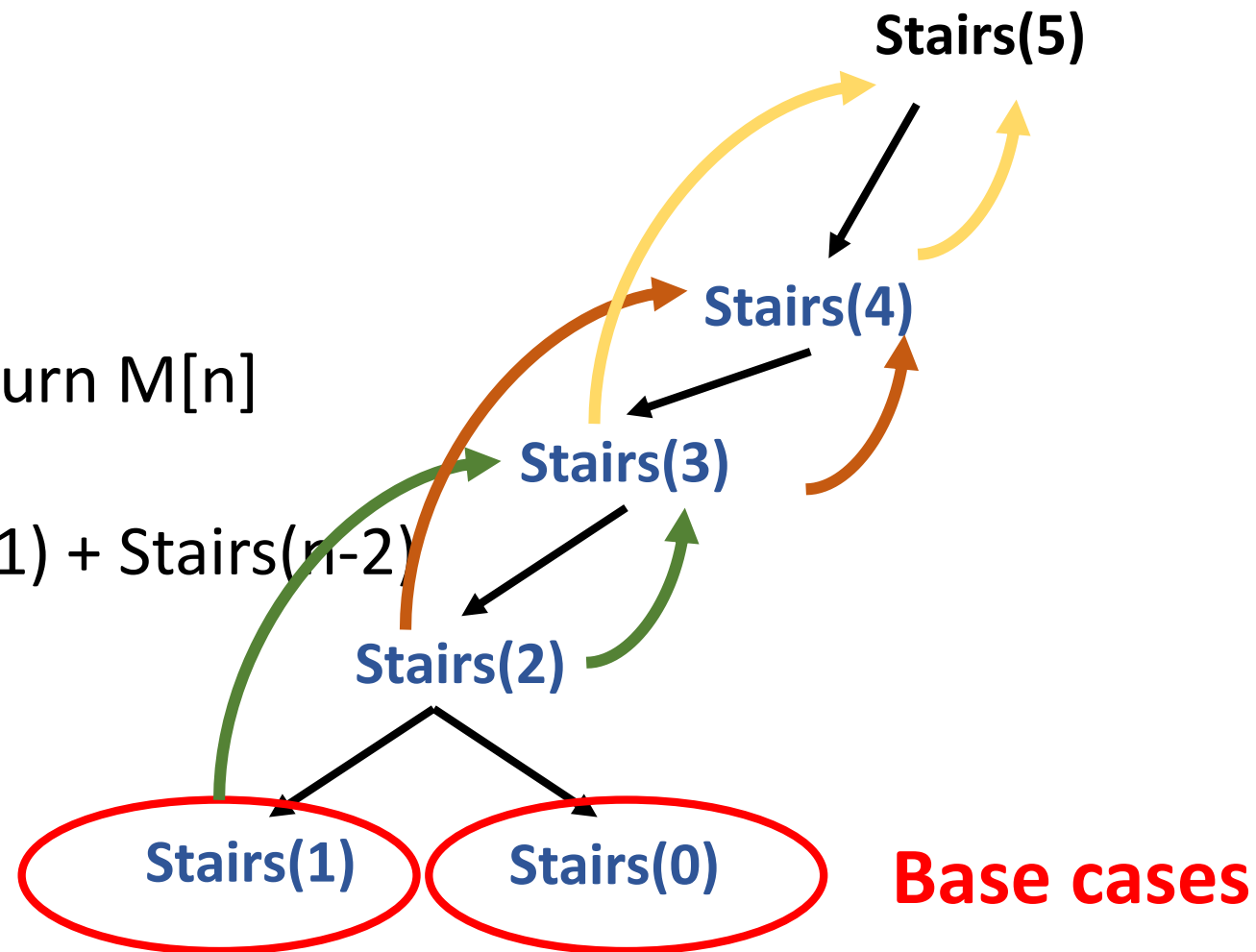
If  $n \leq 1$ , return 1

If n is in M[n] , return M[n]

Answer= Stairs(n-1) + Stairs(n-2)

M[n]=answer

Return Answer



M



Initialize memory M

$\theta(n)$  running time

$\theta(n)$  Memory

Stairs(n)

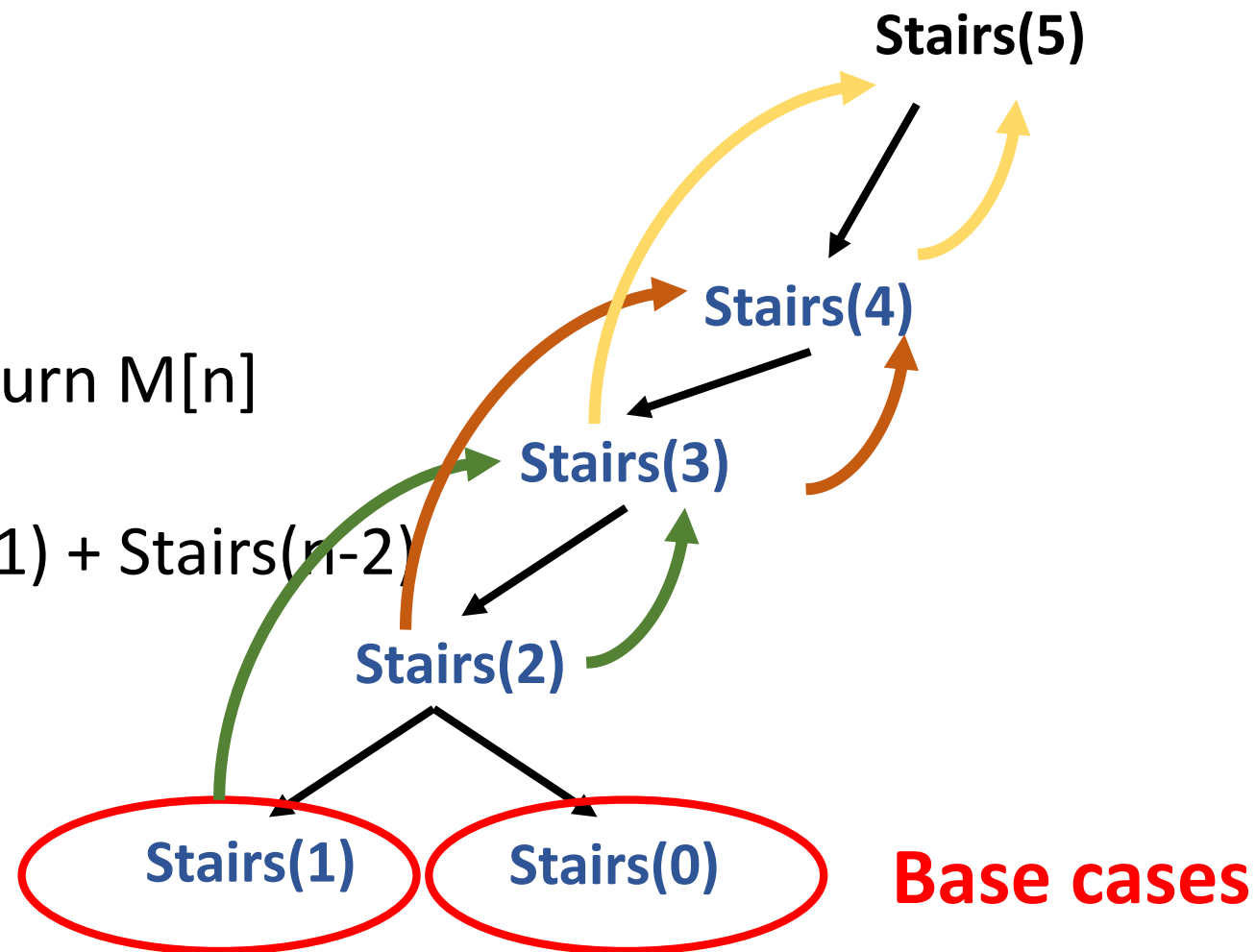
If  $n \leq 1$ , return 1

If n is in M[n] , return M[n]

Answer= Stairs(n-1) + Stairs(n-2)

M[n]=answer

Return Answer



M
1
1
2
3
5
8

Initialize memory M

$\theta(n)$  running time

$\theta(n)$  Memory

Stairs(n)

Stairs(5)

M

If **What are the big ideas?**

If **• Memorize**

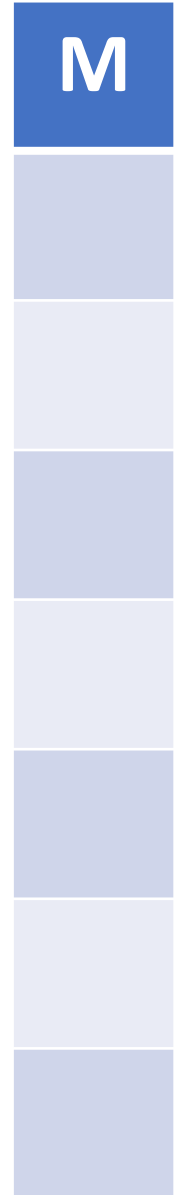
An **• Start from small problems**

M[n]=answer

Return Answer

Stairs(1)

Stairs(0)



Stair(n)

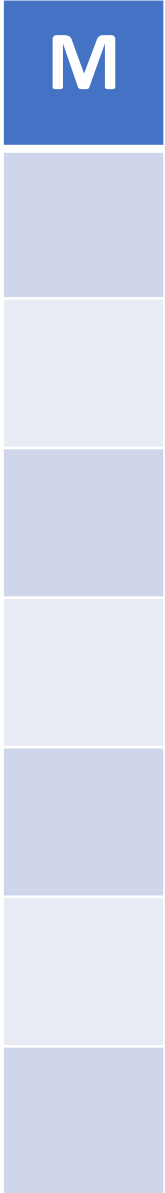
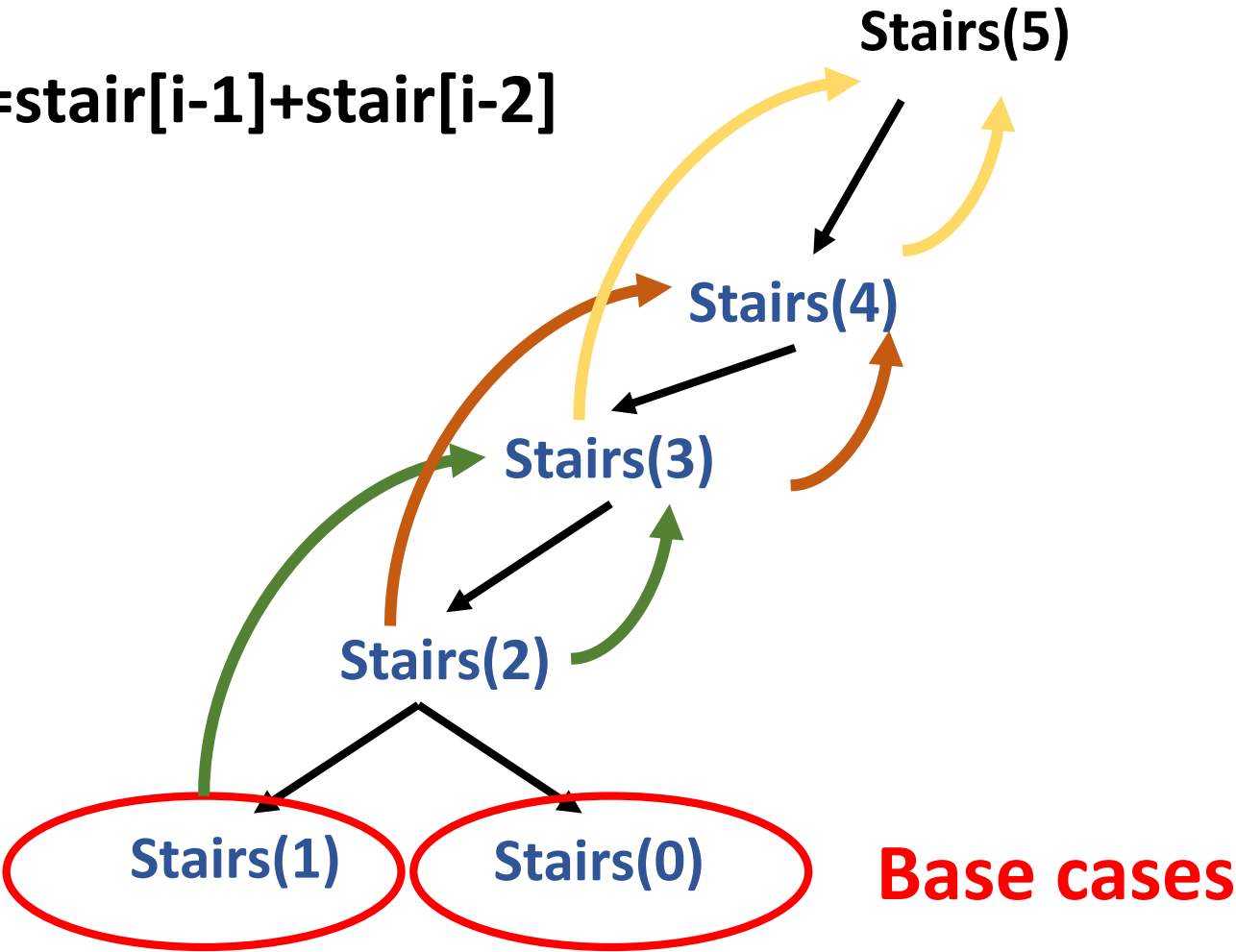
Stair[0]=1

Stair[1]=1

for i=2 to n:

    Stair[i]=stair[i-1]+stair[i-2]

return stair[i]



**Stair(n)**

**3 ways of the solution**

**Stair[0]=1**

**Stair[1]=1**

**for i=2 to n:**

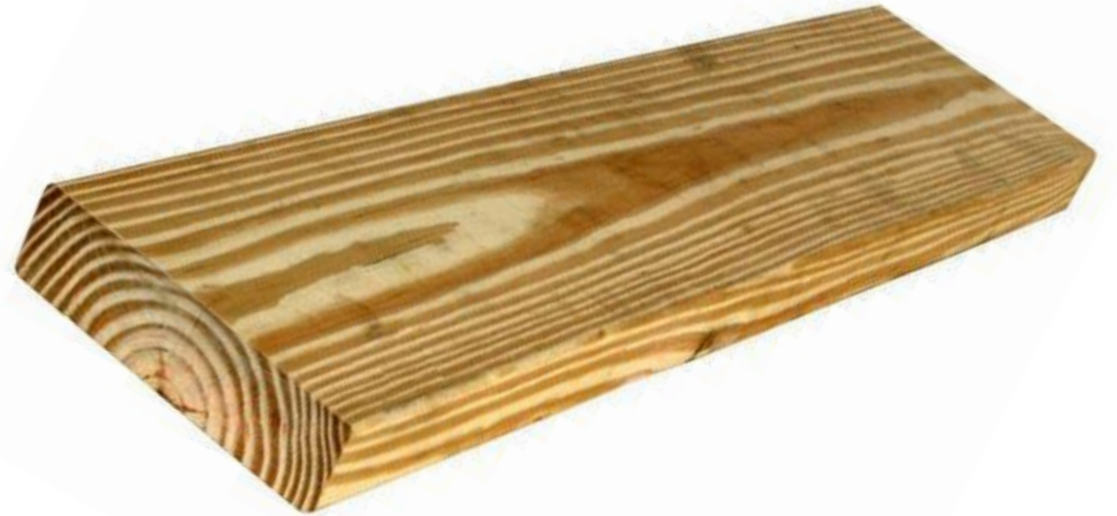
**Stair[i]=stair[i-1]+stair[i-2]**

**return stair[i]**

# Dynamic Programming

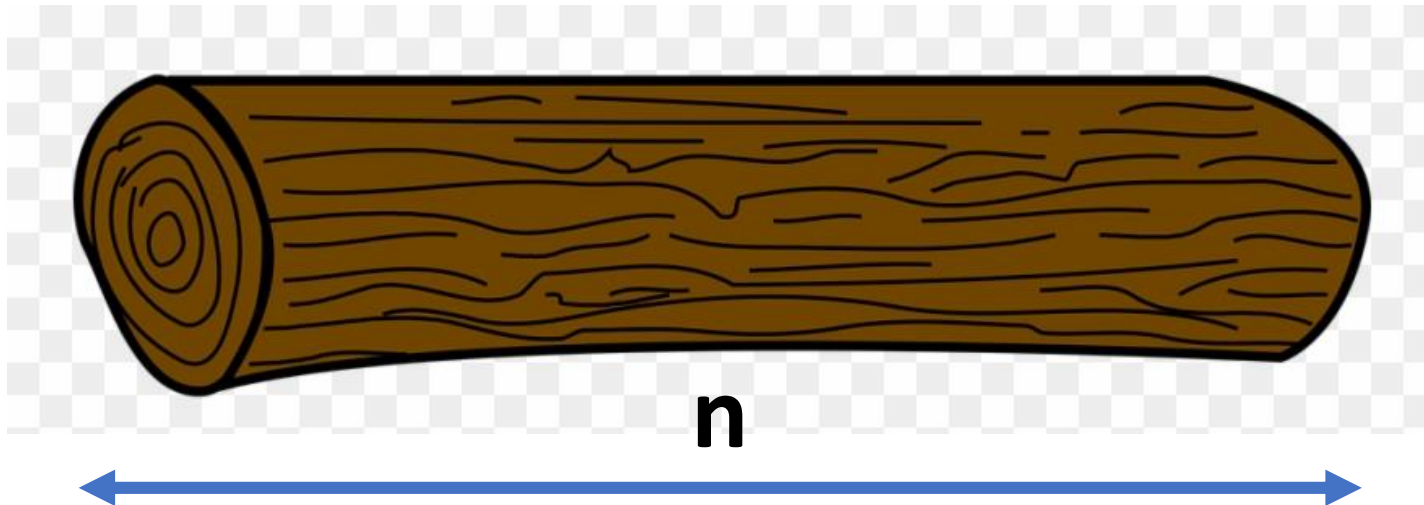
1. Has a **recursive solution** to the problem
2. Has **memory**
3. Pick the **correct order** for evaluating the smaller problems

# Wood Cutting Problem



# Wood Cutting Problem

1"	2"	3"	4"	5"	6"	7"	8"
10\$	16\$	27\$	48\$	50\$	90\$	100\$	130\$



# Wood Cutting Problem

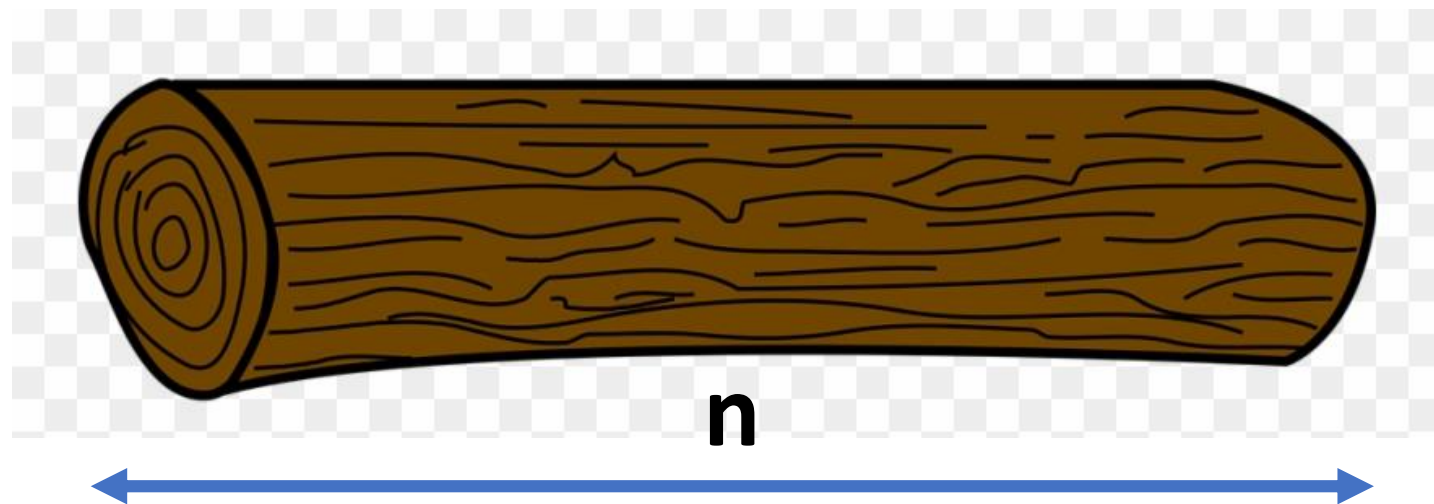
Input to the problem :  $n, (p_1, p_2, \dots, p_n)$  :  $n$  is total dimension of the wood log,  
 $P_i$  prices of an 'i' length wood plank

Goal: Max profit, i.e.,

Output  $(c_1, c_2, \dots, c_k)$  the width of cuts to make

Subject to:

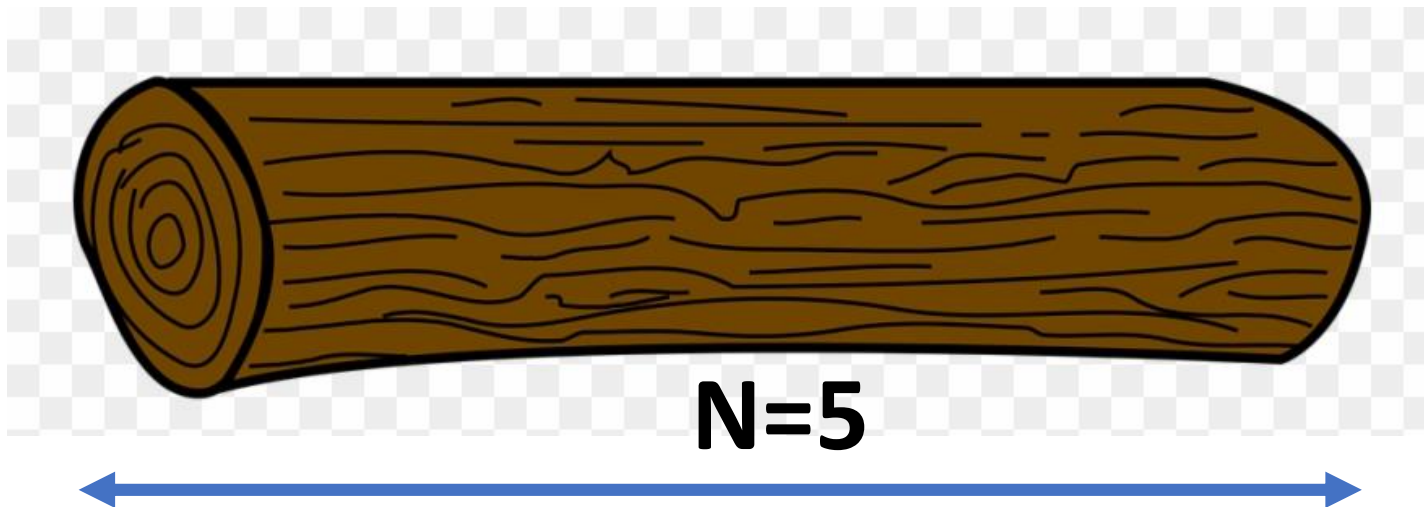
$$\sum_{j=1}^k c_j = n$$





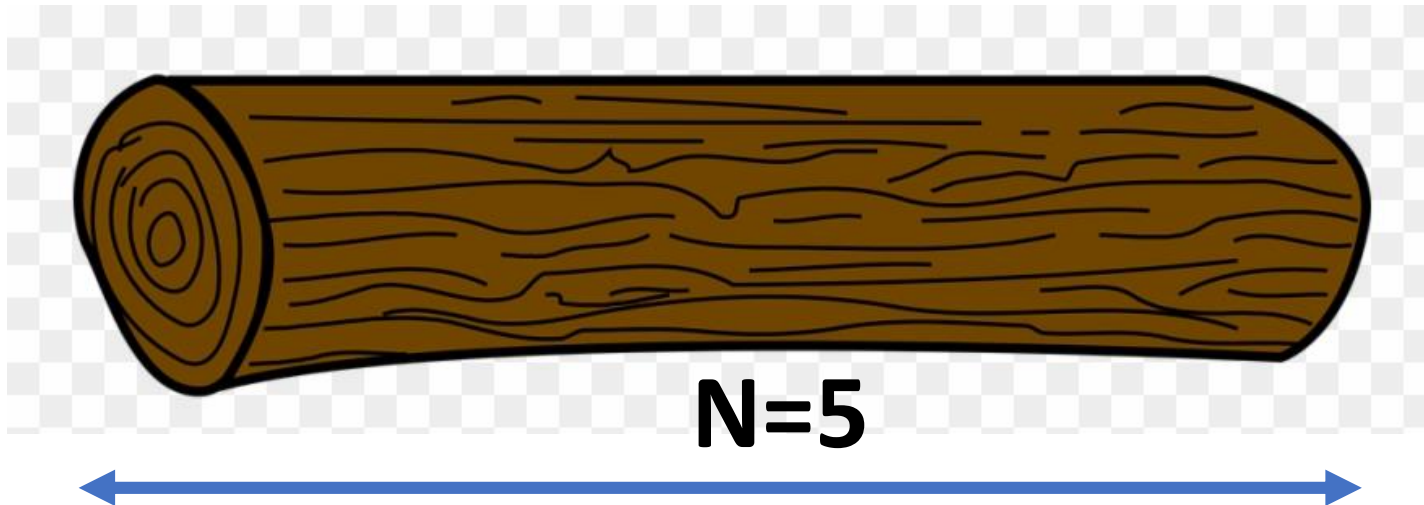
# Can we try Greedy approach?

1"	2"	3"	4"	5"
1\$	6\$	7\$	8\$	10\$



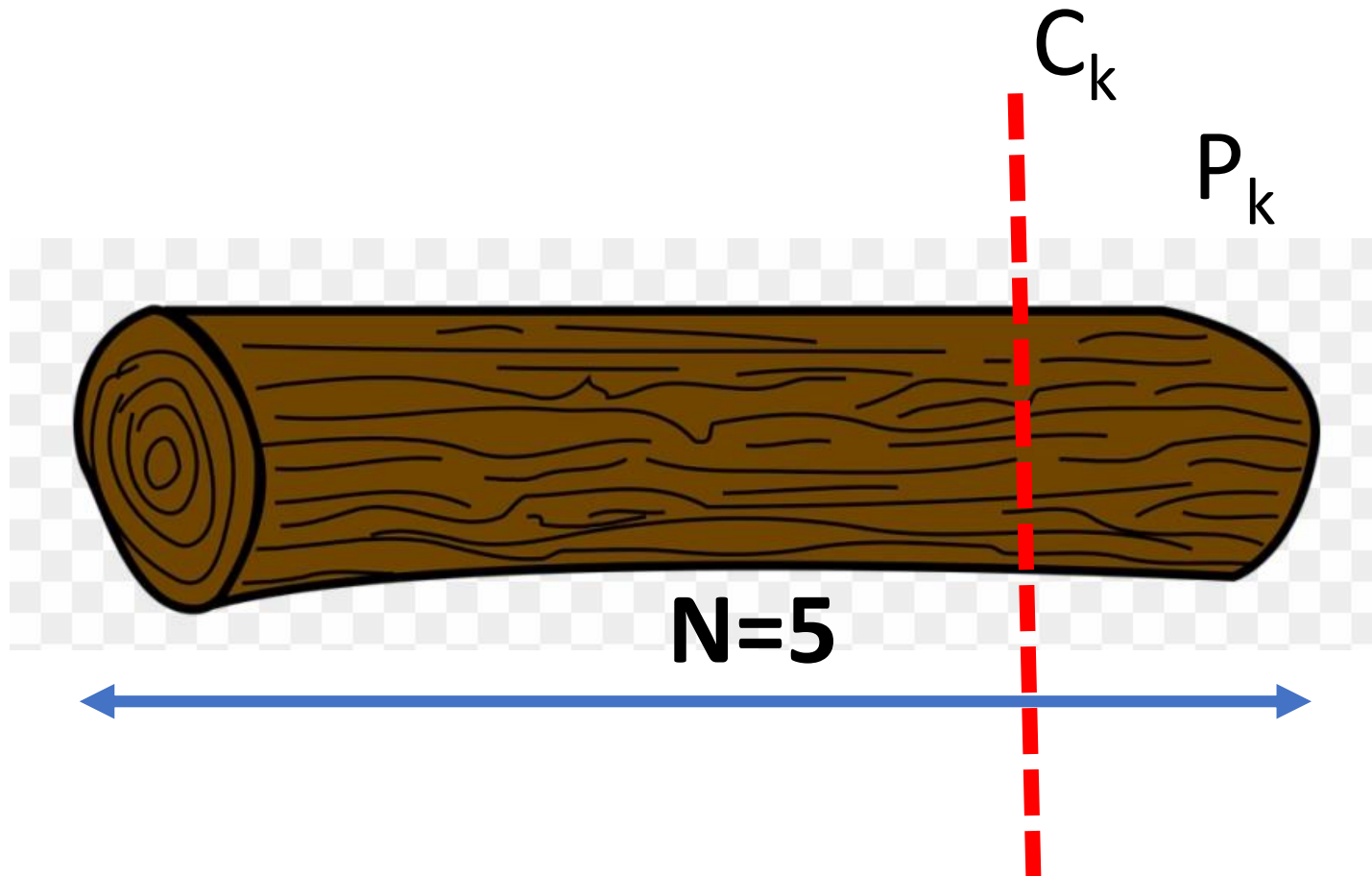
# How about average?

1"	2"	3"	4"	5"	6"
1\$	18\$	24\$	36\$	50\$	50\$



# Observation

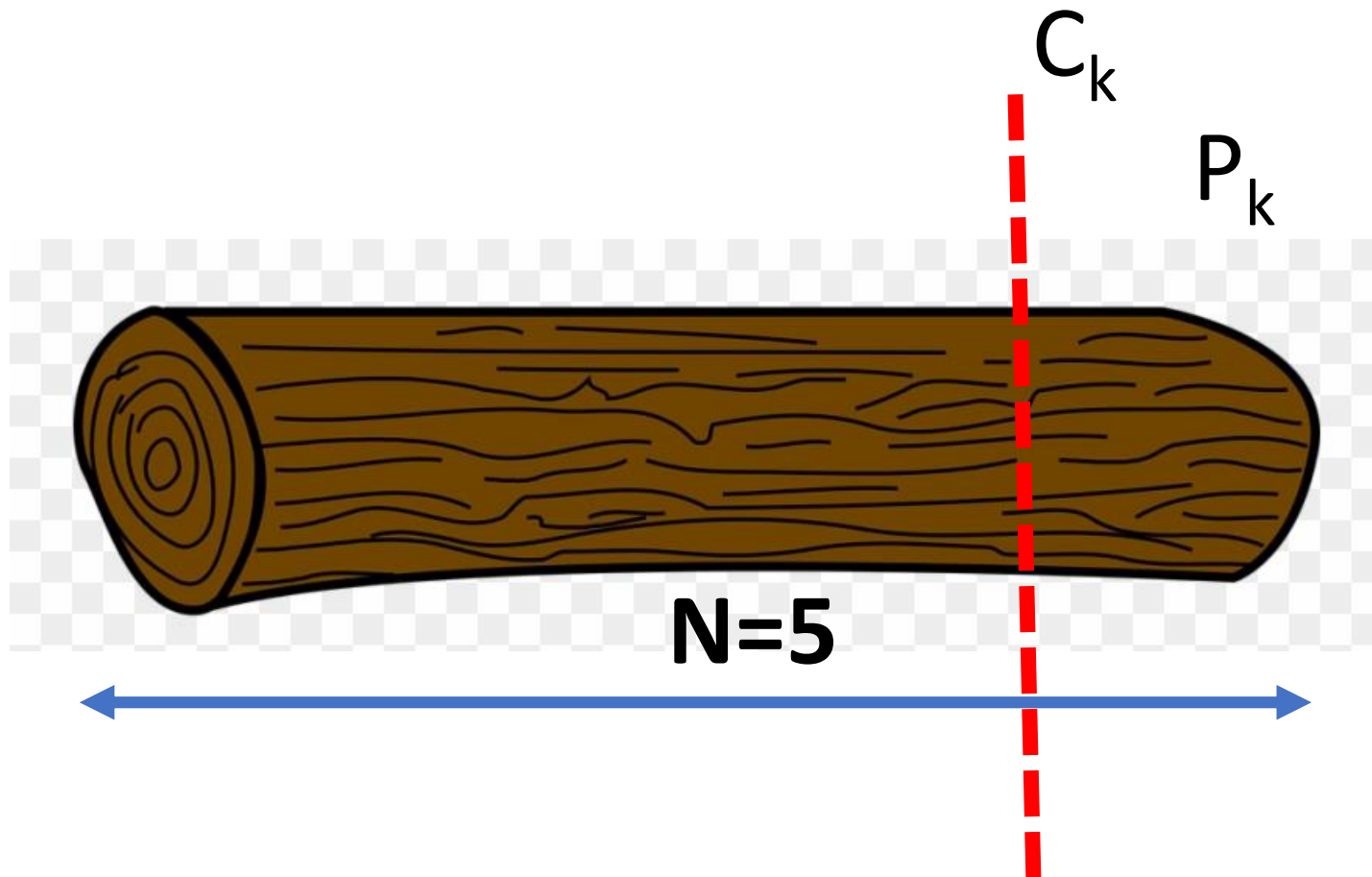
Best<sub>N</sub> : Best profit for an 'n' thick wood log



$$\text{Best}_N = P_k + \text{Best}_{N-P_k}$$

# Observation

Best<sub>N</sub> : Best profit for an 'n' thick wood log

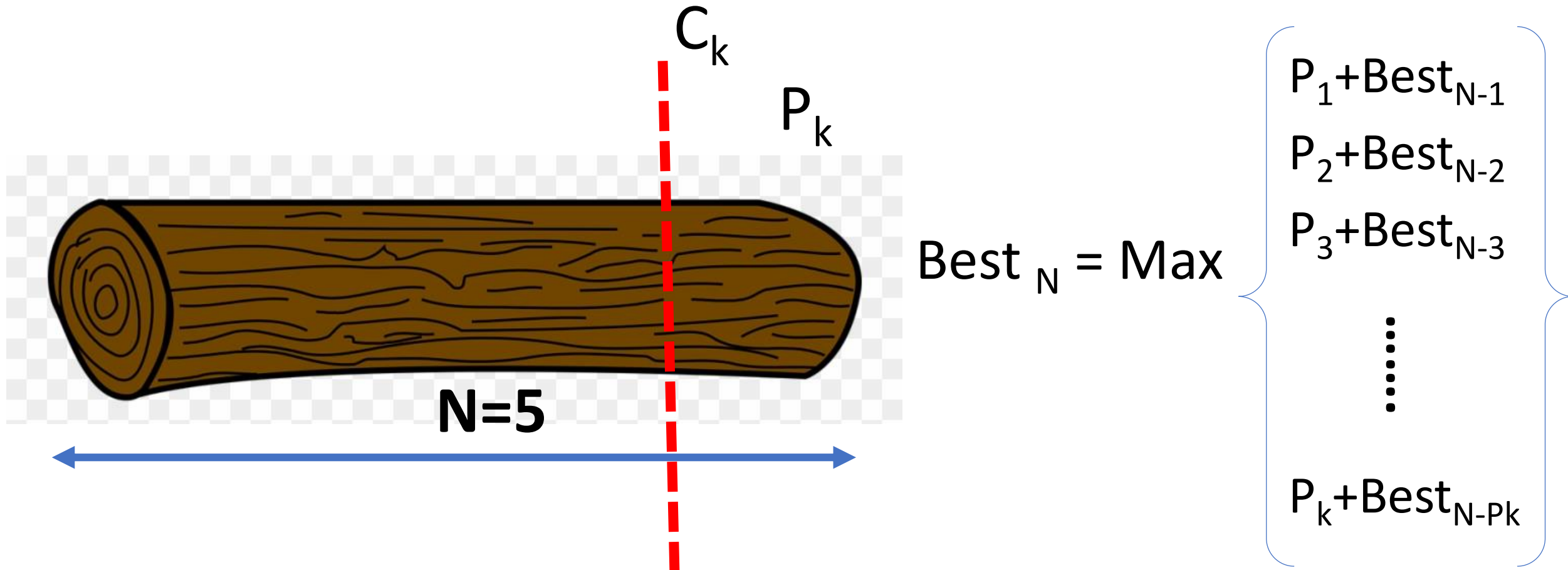


$$\text{Best}_N = P_k + \text{Best}_{N-P_k}$$

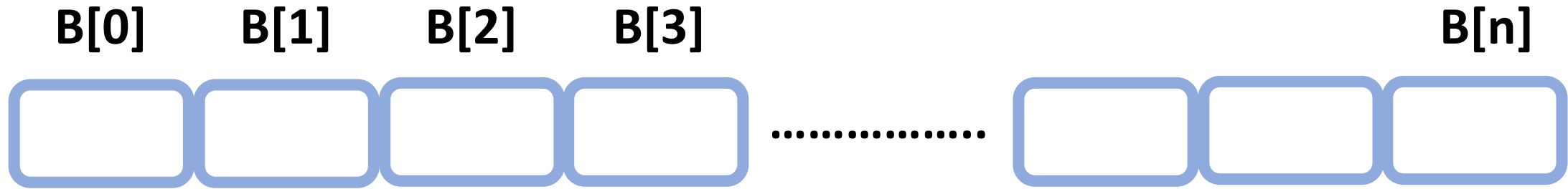
How many choices are  
there for this  $P_k$ ? **N**

# Solution $\leftrightarrow$ Observation

Best<sub>N</sub> : Best profit for an 'n' thick wood log



The best price is stored at  $B[i]$ , if the wooden log size is  $i$



BestLogs( $n, (p_1, p_2, p_3, \dots, p_n)$ )

if  $n \leq 0$  return 0

Initiate  $B[0 \dots n]$

$B[0] = 0$

for  $i = 1$  to  $n$ :

Set  $B[i] = \text{Max}_{j=1}^i \{ P_j + B[i-j] \}$

Return  $B[n]$

Picked the order of evaluation of  
the smaller problems

$\theta(n)$

$\theta(n)$

$\theta(n^2)$

# Which Cuts?

BestLogs( $n, (p_1, p_2, p_3, \dots, p_n)$ )

if  $n \leq 0$  return 0

Initiate  $B[0 \dots n]$

Initiate Choice[1...n]

$B[0] = 0$

for  $i = 1$  to  $n$ :

Set  $B[i] = \text{Max}_{j = 1}^i \{ P_j + B[i-j] \}$

Choice[i] = the best of  $j$

Return  $B[n]$  , Choice[i]



# Which Cuts?

BestLogs( $n, (p_1, p_2, p_3, \dots, p_n)$ )

if  $n \leq 0$  return 0

Initiate  $B[0 \dots n]$

Initiate Choice[1...n]

$B[0] = 0$

for  $i = 1$  to  $n$ :

Set  $B[i] = \text{Max}_{j = 1}^i \{ P_j + B[i-j] \}$

Choice[i] = the best of  $j$

Return  $B[n]$  , Choice[i]