Advanced Algorithms

Lecture 7: Dynamic programming (cont.)

Announcements

- HW 2 is out! Due next Friday — start early!

- <u>Policy about citation</u>

$$\left(\text{cite all sources for hints, etc.} \right).$$

Last lecture: subset sum

Problem: given n **non-negative** integers A[0], A[1], …, A[n-1] and a "target" S, find if there is a subset of the A[i] that add up to S

- Wrote down recursive algorithm:

  - A[o] is either included or not — split into two "sub-trees"/sub-problems

  - Key obs: if S is small, same sub-problem is solved many times
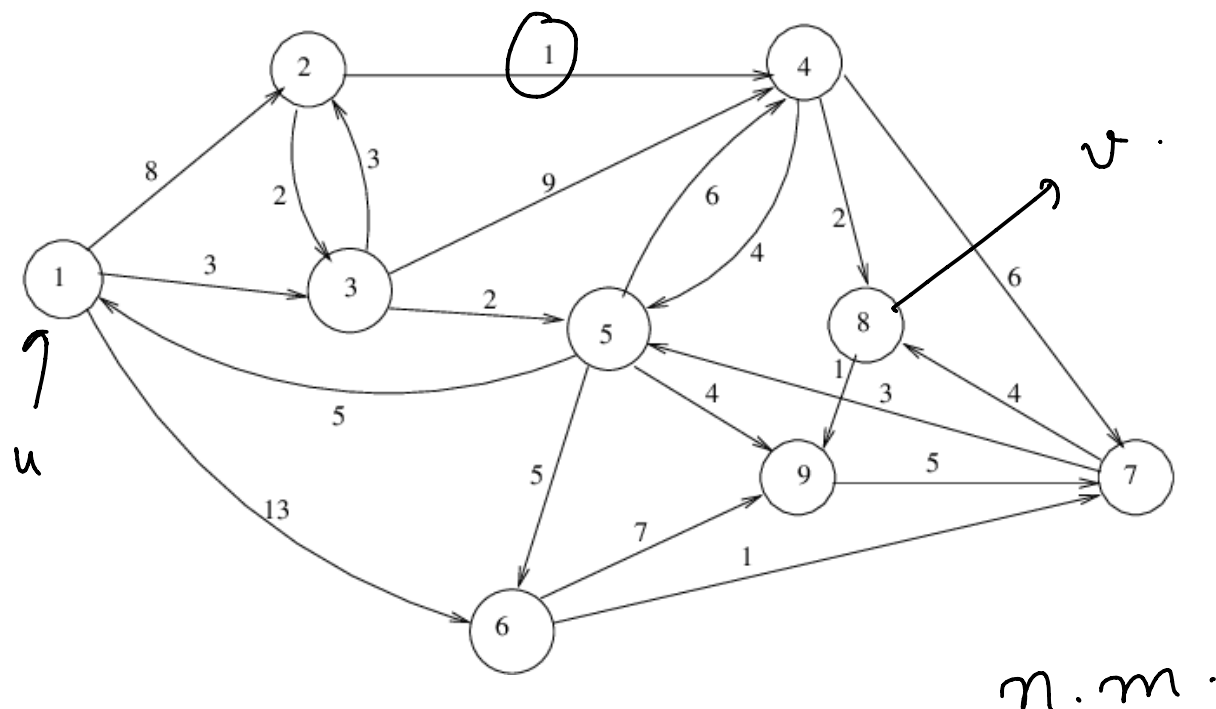
  - Store answers, look-up before computing!

running time = $n \cdot S$.   (memoization).

Last lecture: shortest path

(See notes).

> **Problem:** given a directed graph G = (V, E), two nodes u, v, and a parameter *L*, find the shortest path with *L* "hops" from u —> v

- Recursive algorithm:

- Any L-hop path == (L-1)-hop to a neighbor of v + one edge

- <u>Key obs</u>: only a small <u>number of</u> distinct sub-problems $\leq n \cdot (L+1)$

- Again, <u>look-up before making</u> <u>call, and store answers!</u>

$n \cdot m$.

running time: $(L+1)|E|$; memory = $n(L+1)$.

Common features

ϕ ✓ ✗ ✓ | ✗ ✗ . .

Sequence of decisions to be made ; "reward" only in the end.

- Sequential decision making

- Some resource "depleting" (steps remaining / #remaining)

- **Key:** past decisions lead to some "state"; we can then solve sub-problem starting at the state (ignoring past)

[not true in some applications — MDPs.]

More examples

- Cake-eating

- Traveling salesman problem

Eating schedule

Problem: given *k* pieces of cake, figure out how to maximize "total satisfaction". Constraints: ….

$\beta = 0.8$

Day 1 ; Day 2 ; Day 3; …

given k pieces $k - n_1$

n_1 n_2 · ·

$\log(1+n_1)$ $\beta \log(1+n_2)$ $\beta^2 \{\log(1+n_3)$ …

First come up with a recursive alg; remember answers.

Common features

- Sequential decision making

- Some resource "depleting" (steps remaining / #remaining)

- **Key:** past decisions lead to some "state" (that defines sub-problem); we can then solve sub-problem (ignoring past); if # of sub-problems is small, can "store answers"
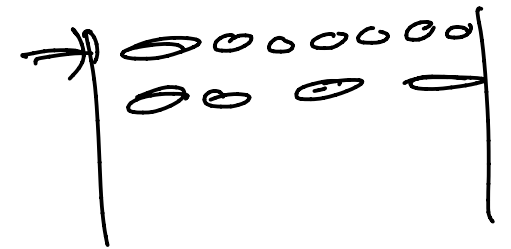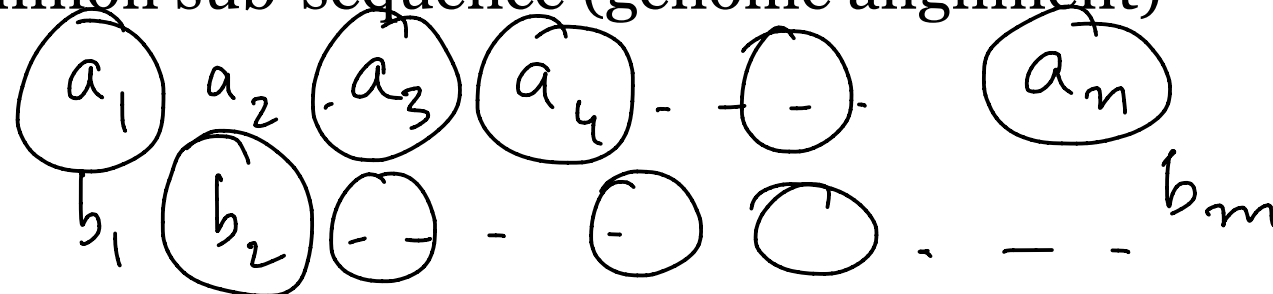
Other examples

define   fib(n):

return   fib(n-1) + fib(n-2);

- fib(n) = fib(n-1) + fib(n-2)

- Type-setting text (how does LaTeX split words across lines?)

- Longest common sub-sequence (genome alignment)

a_1 a_2 a_3 a_4 - $-$ - a_n

b_1 b_2 $-$ - $-$ $-$ - b_m

- Control theory, optimization, scheduling, ...

(see course web-page).

Common issues

$\left(\text{ HW2 , HW3 ... } \right)$

- Defining the "right" sub-problems

- Memory usage! (usually no "smooth" way to trade-off against accuracy) $\longrightarrow$ subset sum used $\underline{n \cdot S}$ space.

- Recursion "done right"

$\frac{n \cdot S}{\downarrow}$

no good way to overcome this in general!

$n S^{1/2}$ space

$n^{1/2}$

$2 ...$

— Some problems have strong lower bounds.

Example: traveling salesmen

2^n

Naive soln: time $= O(n!)$; Space: n^2

Problem: suppose we have *n* "cities" with d_{ij} being distance between cities *i* and *j*. Salesman starts at city 1 (home), needs to travel to each city precisely once and return home. The goal is to minimize the total distance traveled.

5

1

2

4

3

$1, 5, 4, 3, 2, 1$

$1, 2, 4, 3, 5, 1$

$(p_1, p_2, \ldots, p_n)$

- Naive solution?

$\hookrightarrow$ for each permutation $\wedge$ of

$1, \ldots, n$, compute

$n!$

$d_{p_1 p_2} + d_{p_2 p_3} + \ldots + d_{p_n p_1}$ the total length to travel in the order given by p.

Candidate 1:   Greedy strategy:

visit the closest unvisited node.

$\downarrow$

turns out it can lead to

sub-optimal tours.

$\lceil$

$\ell_2 > \ell_1$

Recursive formulation?

Sub-problem in
words:

Starting at u,
visit all the
vertices in S precisely
once, then go to "1":
-minimize total
cost

TSP-Sub (u, S)

✱. Key idea: Sub-problem must
involve the "set of unvisited
vertices". $\rightarrow S$

✱ must remember the "start" $\rightarrow 1$.

✱ where are we at? $\rightarrow u$.

✱ what is the total cost so far?

TSP-Sub(u, S):
    if $S = \phi$, return dist$(u, 1)$. → captures return to start.
    for all $v \in S$:

        compute $\underline{val}$ = dist(u, v) +

        – look-up – ← TSP-Sub$(v, \overline{S \setminus \{v\}})$.

    return the smallest of the 'val' values.

\# of sub-problems?

Defining sub-problems

— Defined by $(u, [S])$

current vertex $\downarrow$

unvisited set. $\rightarrow$

Initially, $u = 1$, $S = \{2, \ldots, n\}$

\# of candidates for u: precisely n.

\# of candidates for S: $\left| \text{subsets of } \{2, 3, \ldots, n\} \right|$

$$= 2^{n-1}$$

\# sub-problems $= n \cdot 2^{n-1} \ll (n-1)!$

Running time

Total running time $= O\left(n^2 \cdot 2^n\right)$.

Correctness