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6.006 Introduction to Algorithms
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Lecture 19: Dynamic Programming I: Memoization, Fibonacci, Crazy Eights, Guessing

Lecture Overview

- Fibonacci Warmup
- Memoization and subproblems
- Shortest Paths
- Crazy Eights
- Guessing Viewpoint

Readings

CLRS 15

Dynamic Programming (DP)

Big idea: :hard yet simple

- Powerful algorithmic design technique
- Large class of seemingly exponential problems have a polynomial solution (“only”) via DP
- Particularly for optimization problems (min / max) (e.g., shortest paths)

* DP \approx “controlled brute force”

* DP \approx recursion + re-use

Fibonacci Numbers

$$F_1 = F_2 = 1; \quad F_n = F_{n-1} + F_{n-2}$$

Naive Algorithm

follow recursive definition

fib(n):

if $n \leq 2$: return 1

else return fib($n - 1$) + fib($n - 2$)

$$\implies T(n) = T(n - 1) + T(n - 2) + O(1) \approx \phi^n$$

$$\geq 2T(n - 2) + O(1) \geq 2^{n/2}$$

EXPONENTIAL - BAD!

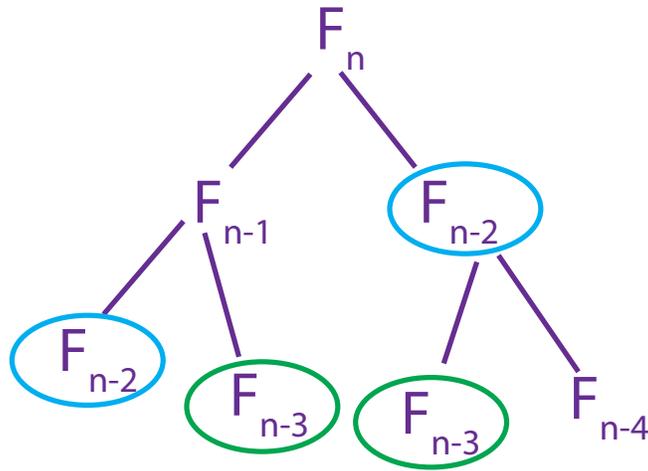


Figure 1: Naive Fibonacci Algorithm

Simple Idea

memoize

```

memo = { }
fib(n):
  if n in memo: return memo[n]
  else: if n ≤ 2 : f = 1
        else: f = fib(n - 1) + fib(n - 2)
                                     free
        memo[n] = f
        return f
T(n) = T(n - 1) + O(1) = O(n)

```

[Side Note: There is also an $O(\lg n)$ -time algorithm for Fibonacci, via different techniques]

* DP \approx recursion + memoization

- remember (memoize) previously solved “subproblems” that make up problem
 - in Fibonacci, subproblems are F_0, F_1, \dots, F_n

- if subproblem already solved, re-use solution

* \implies time = # of subproblems \cdot time/subproblem

- – in fib: # of subproblems is $O(n)$ and time/subproblem is $O(1)$ - giving us a total time of $O(n)$.

Shortest Paths

- Recursive formulation:

$$\delta(s, t) = \min\{w(s, v) + \delta(v, t) \mid (s, v) \in E\}$$
- does this work with memoization?
 no, cycles \implies infinite loops (see Figure 2).

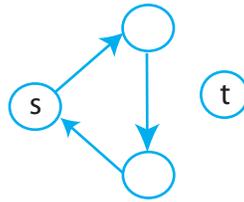


Figure 2: Shortest Paths

- in some sense necessary for neg-weight cycles
- works for directed acyclic graphs in $O(V + E)$
 (recursion effectively DFS/topological sort)
- trick for shortest paths: **removing cyclic dependency.**
 - $\delta_k(s, t)$ = shortest path using $\leq k$ edges

$$= \min\{\delta_{k-1}(s, t)\} \cup \{w(s, v) + \delta_{k-1}(v, t) \mid (s, v) \in E\}$$
 ... except $\delta_k(t, t) = \phi$, $\delta_\phi(s, t) = \infty$ if $s \neq t$
 - $\delta(s, t) = \delta_{n-1}(s, t)$ assuming no negative cycles

$$\implies \text{time} = \underbrace{\# \text{subproblems}}_{O(n^3) \text{ for } s, t, k \dots \text{ really } O(n^2)} \cdot \underbrace{\text{time/subproblem}}_{O(n) \dots \text{ really } \text{deg}V}$$

$$= O\left(V \cdot \sum_V \text{deg}(V)\right) = O(VE)$$

* Subproblem dependency should be acyclic.

Crazy Eights Puzzle

- given a sequence of cards $c[\phi], c[1], \dots, c[n-1]$
e.g., $7\heartsuit, 6\heartsuit, 7\diamondsuit, 3\diamondsuit, 8\clubsuit, J\spadesuit$
- find longest left-to-right “trick” (subsequence)

$c[i_1], c[i_2], \dots, c[i_k]$ ($i_1 < i_2 < \dots < i_k$)
where $c[i_j]$ & $c[i_{j+1}]$ “match” for all j
have some suit or rank or one has rank 8

- recursive formulation:

trick(i) = length of best trick starting at $c[i]$
 $= 1 + \max(\text{trick}(j) \text{ for } j \text{ in range}(i+1, n) \text{ if match}(c[i], c[j]))$
 best = $\max(\text{trick}(i) \text{ for } i \text{ in range}(n))$

- memoize: trick(i) depends only on trick($> i$)

$$\begin{aligned} \Rightarrow \text{time} &= \underbrace{\# \text{subproblems}}_{O(n)} \cdot \underbrace{\text{time/subproblem}}_{O(n)} \\ &= O(n^2) \quad (\text{to find actual trick, trace through max's}) \end{aligned}$$

“Guessing” Viewpoint

- what is the first card in best trick? guess!
i.e., try all possibilities & take best result
- only $O(n)$ choices
- what is next card in best trick from i ? guess!
 - if you pretend you knew, solution becomes easy (using other subproblems)
 - actually pay factor of $O(n)$ to try all
- * use only small $\underbrace{\# \text{choices/guesses}}_{\text{poly}(n) \sim O(1)}$ per subproblem