

CS3000: Algorithms & Data

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Lecture 5:

- Dynamic Programming:
Fibonacci Numbers, Interval Scheduling

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Dynamic Programming

- Don't think too hard about the name
 - *I thought dynamic programming was a good name. It was something not even a congressman could object to. So I used it as an umbrella for my activities. -Bellman*
- Dynamic programming is careful recursion
 - Break the problem up into small pieces
 - Recursively solve the smaller pieces
 - **Key Challenge:** identifying the pieces

Warmup: Fibonacci Numbers

Fibonacci Numbers: Take I

```
FibI(n) :  
  If (n = 0) : return 0  
  ElseIf (n = 1) : return 1  
  Else: return FibI(n-1) + FibI(n-2)
```

- How many recursive calls does **FibI**(n) make?

Fibonacci Numbers: Take II

```
M ← empty array, M[0] ← 0, M[1] ← 1
FibII(n) :
  If (M[n] is not empty) : return M[n]
  ElseIf (M[n] is empty) :
    M[n] ← FibII(n-1) + FibII(n-2)
    return M[n]
```

- How many recursive calls does **FibII (n)** make?

Fibonacci Numbers: Take III

```
FibIII (n) :  
  M[0] ← 0, M[1] ← 1  
  For i = 2, ..., n:  
    M[i] ← M[i-1] + M[i-2]  
  return M[n]
```

- What is the running time of **FibIII** (n) ?

Fibonacci Numbers

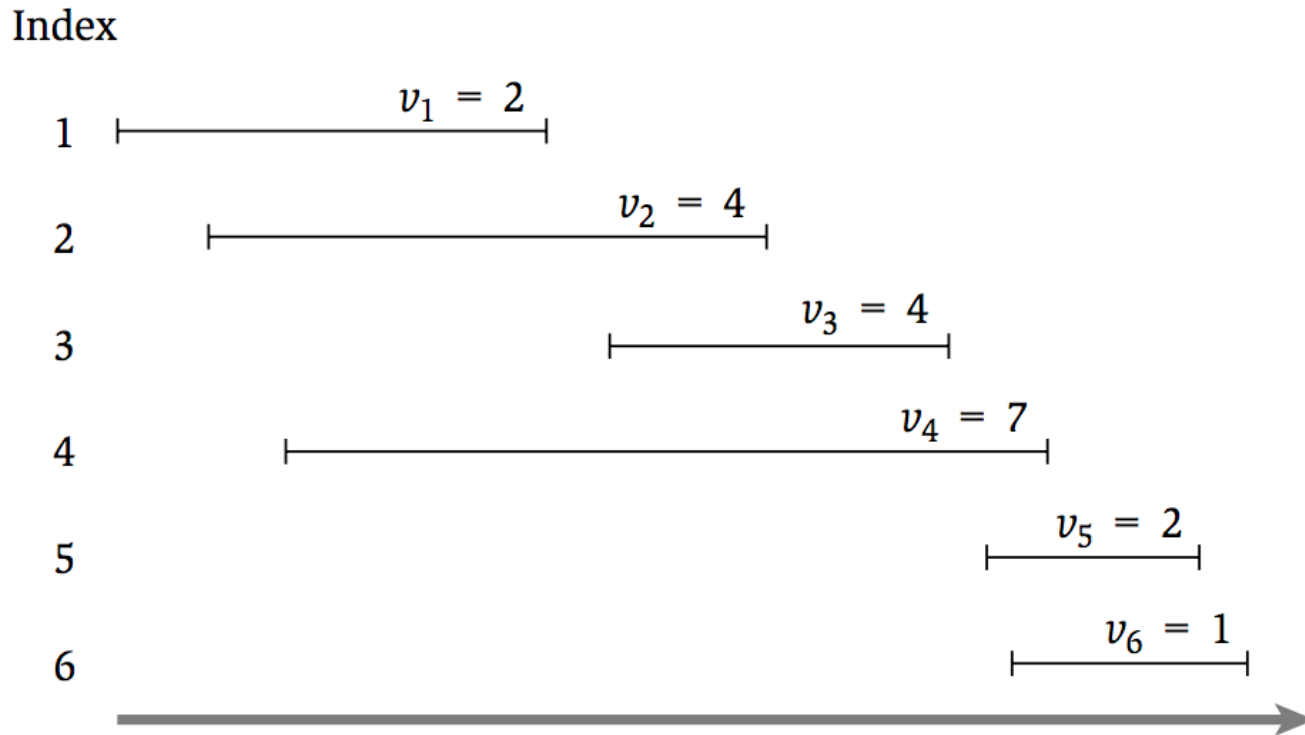
- 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, ...
- $F(n) = F(n - 1) + F(n - 2)$
- Solving the recurrence recursively takes $\approx 1.62^n$ time
 - Problem: Recompute the same values $F(i)$ many times
- Two ways to improve the running time
 - Remember values you've already computed ("top down")
 - Iterate over all values $F(i)$ ("bottom up")
- **Fact:** Can solve even faster using Karatsuba's algorithm!

Dynamic Programming: Interval Scheduling

Interval Scheduling

- How can we optimally schedule a resource?
 - This classroom, a computing cluster, ...
- **Input:** n intervals (s_i, f_i) each with value v_i
 - Assume intervals are sorted so $f_1 < f_2 < \dots < f_n$
- **Output:** a compatible schedule S maximizing the total value of all intervals
 - A **schedule** is a subset of intervals $S \subseteq \{1, \dots, n\}$
 - A schedule S is **compatible** if no $i, j \in S$ overlap
 - The **total value** of S is $\sum_{i \in S} v_i$

Interval Scheduling



Possible Algorithms

- Choose intervals in decreasing order of v_i

Possible Algorithms

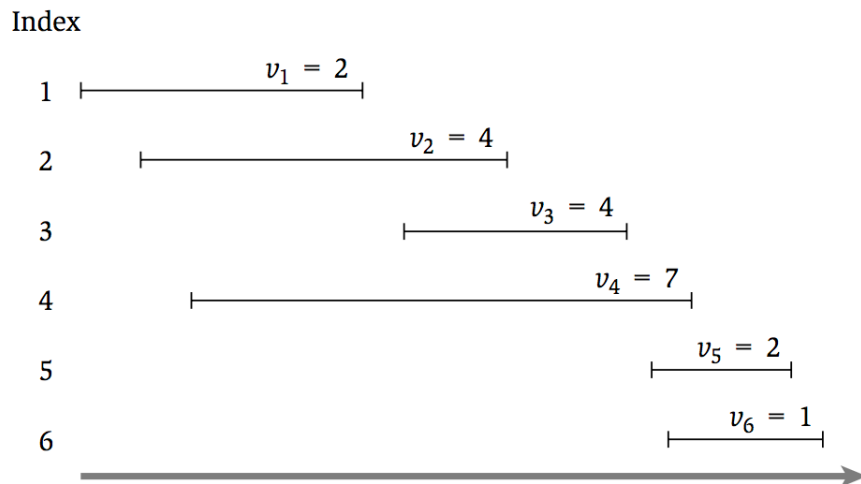
- Choose intervals in increasing order of s_i

Possible Algorithms

- Choose intervals in increasing order of $f_i - s_i$

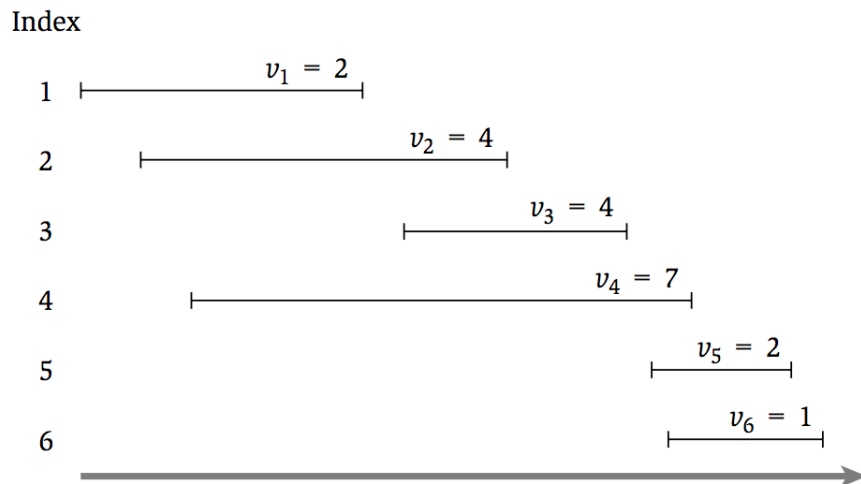
A Recursive Formulation

- Let O be the **optimal** schedule
- **Bold Statement:** O either contains the last interval or it does not.



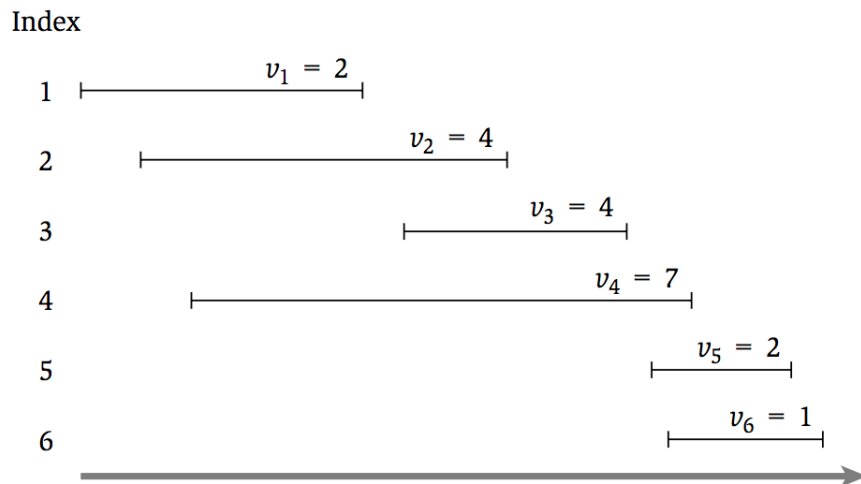
A Recursive Formulation

- Let O be the **optimal** schedule
- **Case 1:** Final interval is not in O (i.e. $6 \notin O$)



A Recursive Formulation

- Let O be the **optimal** schedule
- **Case 2:** Final interval is in O (i.e. $6 \in O$)



A Recursive Formulation

- Let O_i be the **optimal schedule** using only the intervals $\{1, \dots, i\}$
- **Case 1:** Final interval is not in O ($i \notin O$)
 - Then O must be the optimal solution for $\{1, \dots, i - 1\}$
- **Case 2:** Final interval is in O ($i \in O$)
 - Assume intervals are sorted so that $f_1 < f_2 < \dots < f_n$
 - Let $p(i)$ be the largest j such that $f_j < s_i$
 - Then O must be $i +$ the optimal solution for $\{1, \dots, p(i)\}$

A Recursive Formulation

- Let $OPT(i)$ be the **value of the optimal schedule** using only the intervals $\{1, \dots, i\}$
- **Case 1:** Final interval is not in O ($i \notin O$)
 - Then O must be the optimal solution for $\{1, \dots, i - 1\}$
- **Case 2:** Final interval is in O ($i \in O$)
 - Assume intervals are sorted so that $f_1 < f_2 < \dots < f_n$
 - Let $p(i)$ be the largest j such that $f_j < s_i$
 - Then O must be $i +$ the optimal solution for $\{1, \dots, p(i)\}$
- $OPT(i) = \max\{OPT(i - 1), v_n + OPT(p(i))\}$
- $OPT(0) = 0, OPT(1) = v_1$

Interval Scheduling: Take I

```
// All inputs are global vars
FindOPT(n):
  if (n = 0): return 0
  elseif (n = 1): return  $v_1$ 
  else:
    return  $\max\{\text{FindOPT}(n-1), v_n + \text{FindOPT}(p(n))\}$ 
```

- What is the running time of **FindOPT (n)** ?

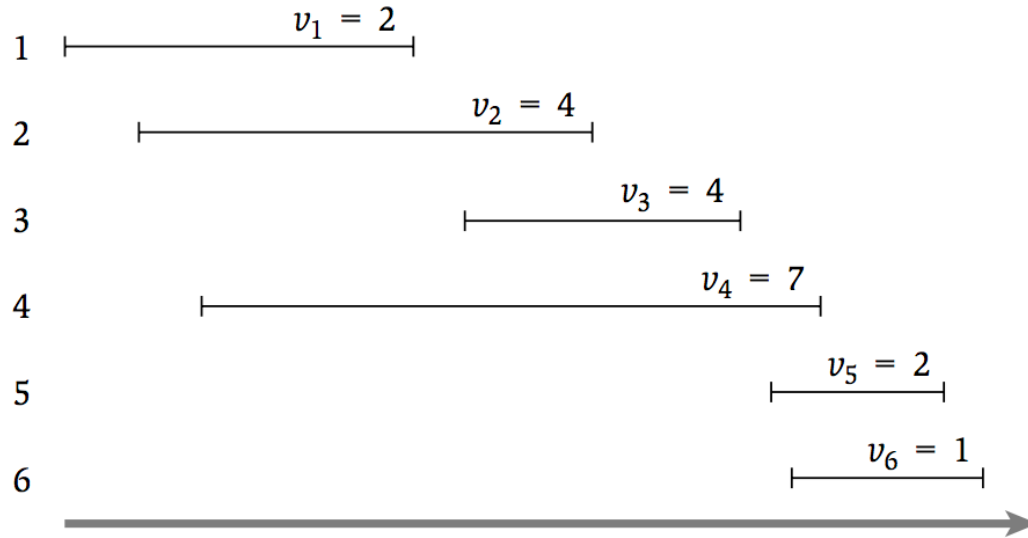
Interval Scheduling: Take II

```
// All inputs are global vars
M ← empty array, M[0] ← 0, M[1] ← v1
FindOPT(n):
  if (M[n] is not empty): return M[n]
  else:
    M[n] ← max{FindOPT(n-1), vn + FindOPT(p(n))}
  return M[n]
```

- What is the running time of **FindOPT (n)** ?

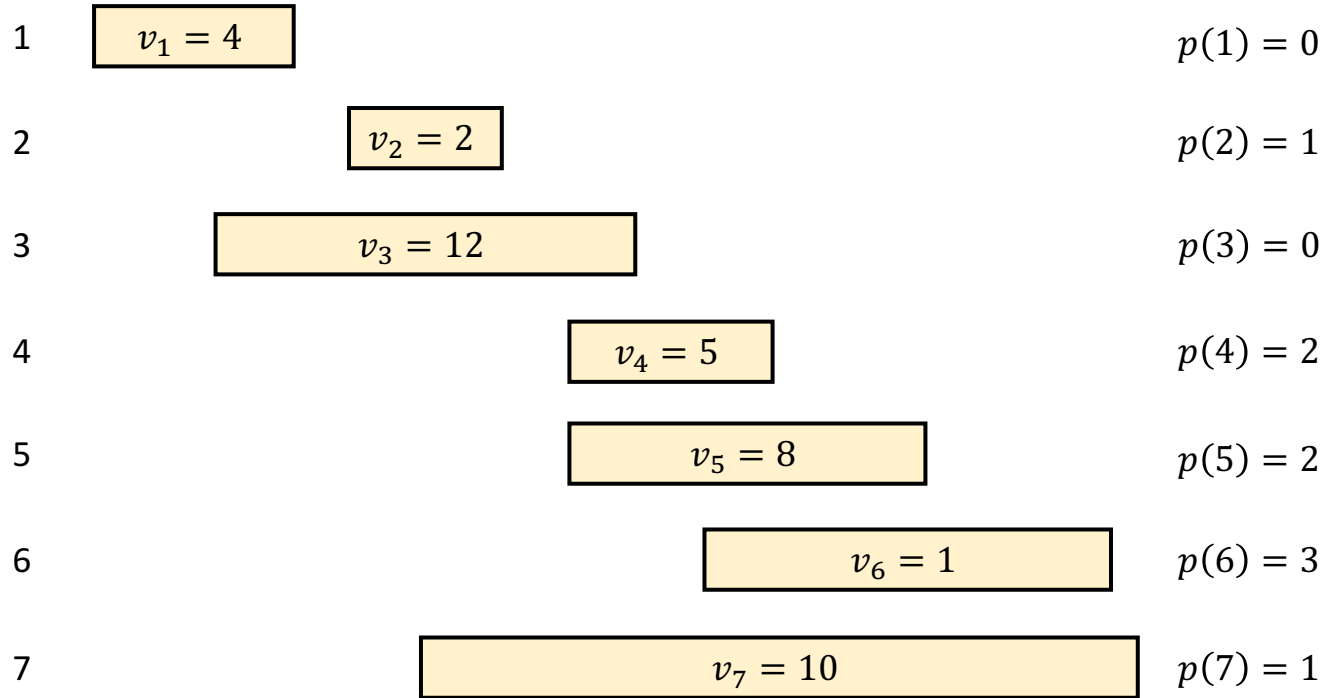
Interval Scheduling: Take II

Index



M[0]	M[1]	M[2]	M[3]	M[4]	M[5]	M[6]

Now You Try



M[0]	M[1]	M[2]	M[3]	M[4]	M[5]	M[6]	M[7]
0	4						

Interval Scheduling: Take III

```
// All inputs are global vars
FindOPT(n):
  M[0] ← 0, M[1] ← v1
  for (i = 2, ..., n):
    M[i] ← max{FindOPT(n-1), vn + FindOPT(p(n))}
  return M[n]
```

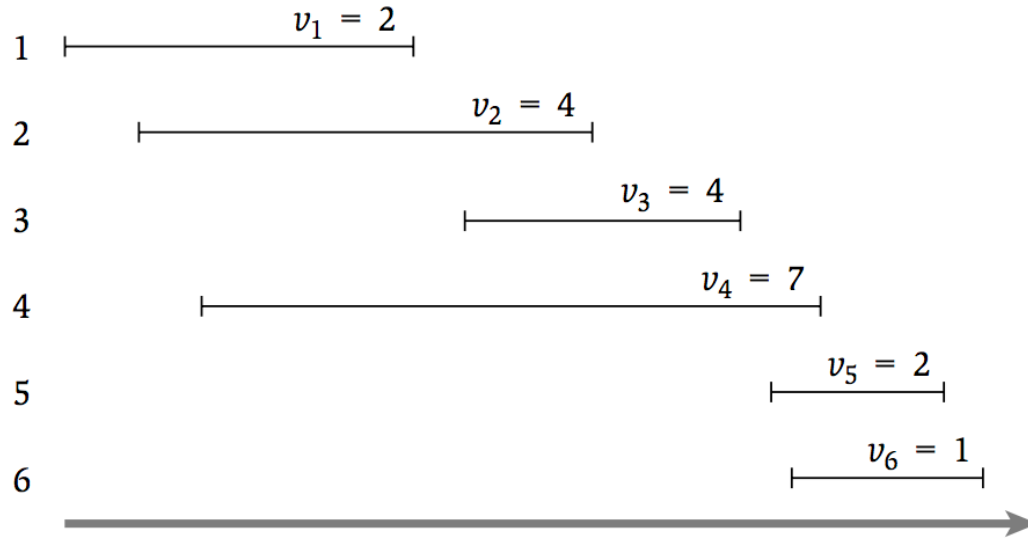
- What is the running time of **FindOPT (n)** ?

Finding the Optimal Schedule

- Let $OPT(i)$ be the **value of the optimal schedule** using only the intervals $\{1, \dots, i\}$
- **Case 1:** Final interval is not in O ($i \notin O$)
- **Case 2:** Final interval is in O ($i \in O$)
- $OPT(i) = \max\{OPT(i - 1), v_n + OPT(p(i))\}$

Interval Scheduling: Take II

Index



M[0]	M[1]	M[2]	M[3]	M[4]	M[5]	M[6]

Interval Scheduling: Take III

```
// All inputs are global vars
FindSched(M,n) :
  if (n = 0): return  $\emptyset$ 
  elseif (n = 1): return {1}
  elseif ( $v_n + M[p(n)] > M[n-1]$ ):
    return {n} + FindSched(M,p(n))
  else:
    return FindSched(M,n-1)
```

- What is the running time of **FindSched(n)** ?

Dynamic Programming Recap

- Express the optimal solution as a **recurrence**
 - Identify a small number of **subproblems**
 - Relate the optimal solution on subproblems
- Efficiently solve for the **value** of the optimum
 - Simple implementation is exponential time
 - **Top-Down**: store solution to subproblems
 - **Bottom-Up**: iterate through subproblems in order
- Find the **solution** using the table of **values**