Algorithms Theory

14 – Dynamic Programming (1)

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Outline

- General approach, differences to a recursive solution
- Basic example: Computation of the Fibonacci numbers

Method of dynamic programming

Recursive approach: Solve a problem by solving several smaller analogous subproblems of the same type. Then combine these solutions to generate a solution to the original problem.

Drawback: Repeated computation of solutions

Dynamic-programming method: Once a subproblem has been solved, store its solution in a table so that it can be retrieved later by simple table lookup.

Example: Fibonacci numbers

$f(0) = 0$
$f(1) = 1$
$f(n) = f(n-1) + f(n-2)$, for $n \geq 2$

Remark:

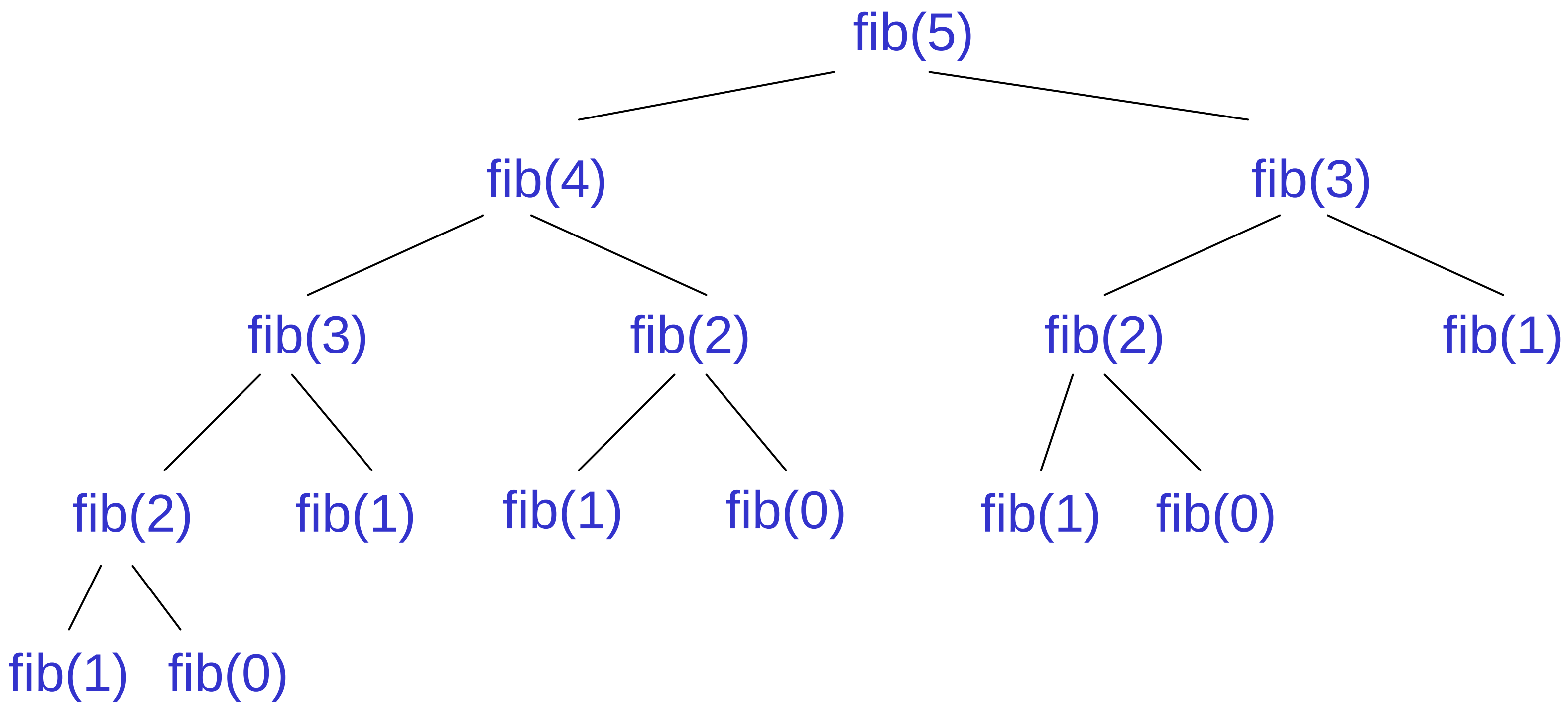
$$f(n) = \left[\frac{1}{\sqrt{5}} (1.618\ldots)^n \right]$$

Straightforward implementation:

procedure *fib* (*n* : *integer*) : *integer*
if (*n* == 0) or (*n* ==1)
    then return *n*
    else return *fib*(*n* – 1) + *fib*(*n* – 2)

Example: Fibonacci numbers

Recursion tree:



Repeated computation!

$$T(n) \approx \left[\left(1 + \frac{1}{\sqrt{5}}\right) \left(\frac{\sqrt{5}+1}{2}\right)^n - 1 \right] \approx \left[1.447 \times 1.618^n - 1\right]$$

Dynamic programming

Approach:

1. Recursively define problem P.

2. Determine a set T consisting of all subproblems that have to be solved during the computation of a solution to P.

3. Find an order $T_0, \ldots, T_k$ of the subproblems in T such that during the computation of a solution to T_i only subproblems T_j with $j < i$ arise.

4. Solve $T_0, \ldots, T_k$ in this order and store the solutions.

Example: Fibonacci numbers

1. Recursive definition of the Fibonacci numbers, based on the standard equation.

2. $T = \{ f(0),..., f(n\text{-}1)\}$

3. $T_i = f(i), \quad i = 0,...,n-1$

4. Computation of *fib*(i), for $i \geq 2$, only requires the results of the last two subproblems *fib*(i – 1) and *fib*(i – 2).

Example: Fibonacci numbers

Computation by dynamic programming, version 1:

procedure *fib*(n : *integer*) : *integer*

$f_0 := 0$; $f_1 := 1$
for $k := 2$ **to** n **do**
    $f_k := f_{k-1} + f_{k-2}$
return f_n

Example: Fibonacci numbers

Computation by dynamic programming, version 2:

procedure *fib* (n : *integer*) : *integer*

```
f_secondlast := 0; f_last := 1
for k := 2 to n do
        f_current := f_last + f_secondlast
        f_secondlast := f_last
        f_last := f_current
if n ≤ 1 then return n else return f_current ;
```

Linear running time, constant space requirement!

Computation of the Fibonacci numbers using memoization

Compute each number exactly once, store it in an array $F[0...n]$:

procedure *fib* (n : *integer*) : *integer*
$F[0] := 0$; $F[1] := 1$;
for $i := 2$ **to** n **do**
        $F[i] := \infty$;
return *lookupfib*(n)

The procedure *lookupfib* is defined as follows:

procedure *lookupfib*(k : *integer*) : *integer*
if $F[k] < \infty$
    then return $F[k]$
    else $F[k] :=$ *lookupfib*($k - 1$) + *lookupfib*($k - 2$);
            return $F[k]$