



## Unit III

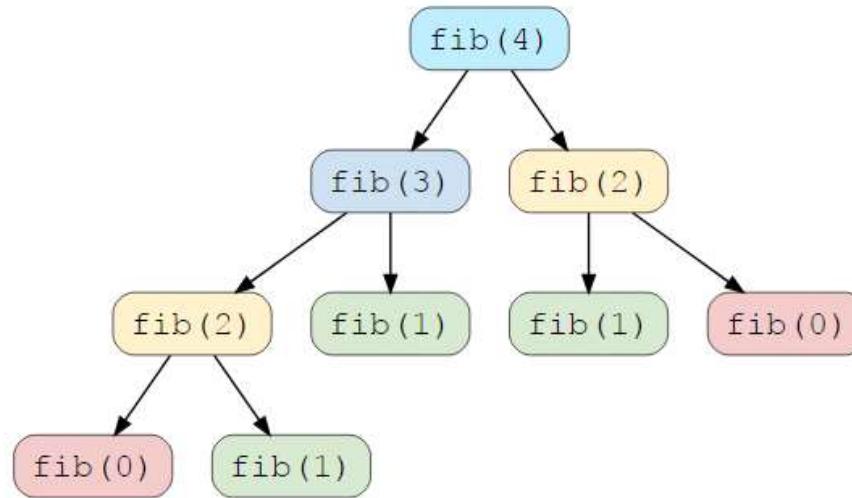


# Dynamic Programming and Greedy Technique

- Dynamic Programming
  - *Computing a Binomial Coefficient*
  - Warshall's algorithm
  - Floyd's algorithm
  - Optimal Binary Search Trees
  - Knapsack Problem and Memory functions

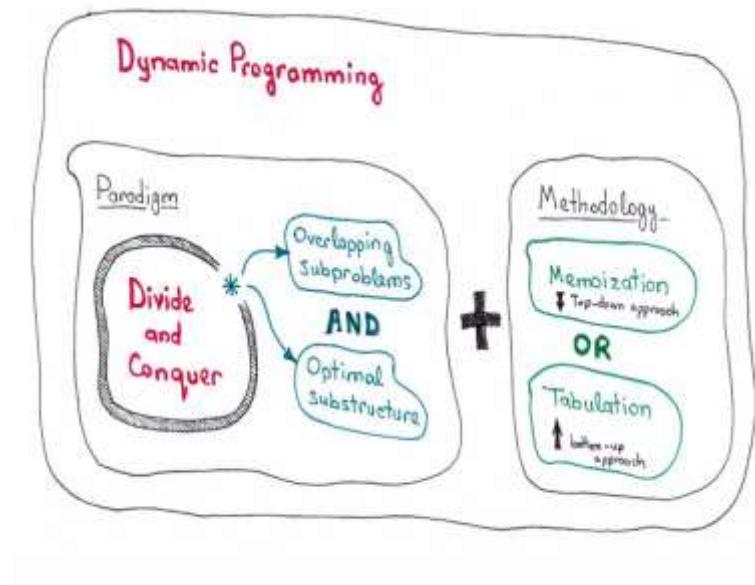
# Dynamic Programming

- Dynamic programming – pblm ☐ similar sub problems ☐ reuse the solution
- **Characteristics**
  - Overlapping sub problems – solving same sub problems
  - Optimal substructure property – optimal solution can be built from sub problem
  - Example : Fibonacci series



# Dynamic Programming

- **Methodology**
  - Top-down with memoization
    - Storing the result of already solved sub-problem is called memoization
  - Bottom-up with Tabulation
    - Sub-problems (bottom – up)



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# Difference between Divide and conquer and Dynamic Programming

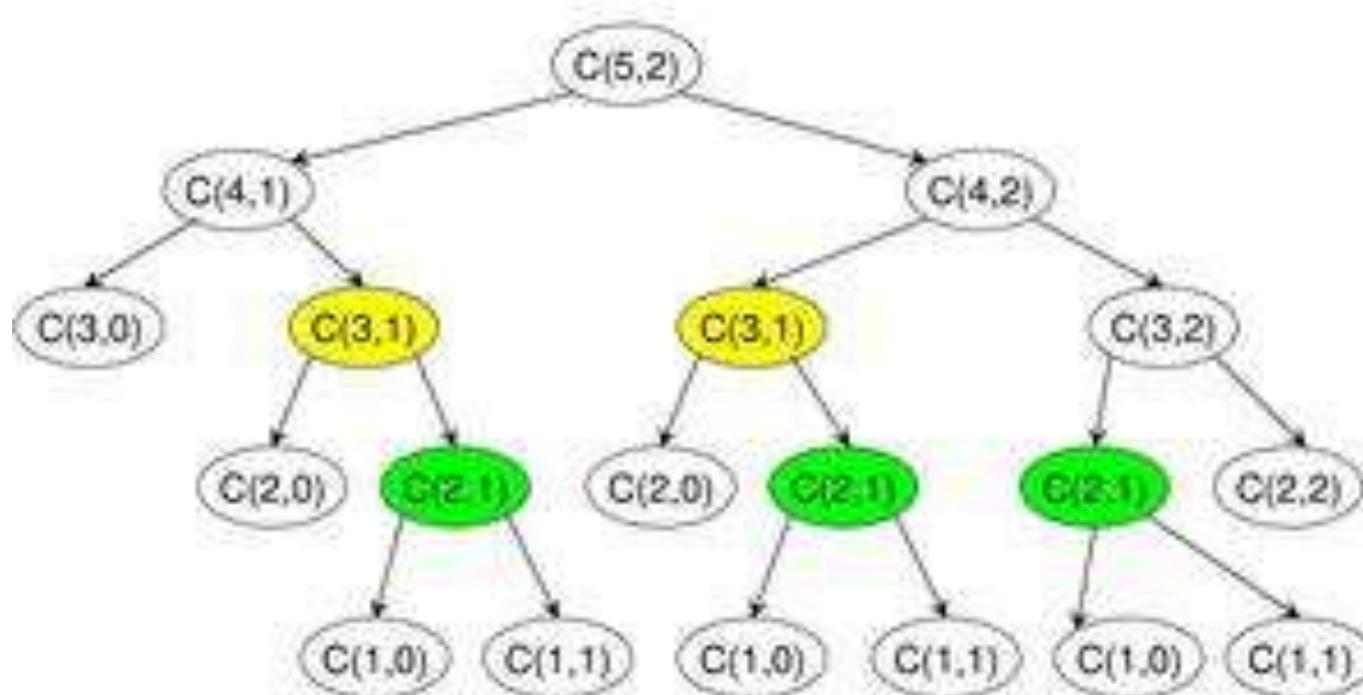
<b>Divide and conquer</b>	<b>Dynamic Programming</b>
Sub problems are not dependent on each other	Sub problems are dependent on each other
Doesn't store the solution of sub-problem	Stores the solution of sub problem

# Computing a Binomial Coefficient

- Binomial coefficient – computation of no of ways r items that can be chosen from n elements  $C(n, r)$
- $C(n, k) = n! / (n-k)! * k!$
- $C(n, k) = C(n-1, k-1) + C(n-1, k)$ ,  $n > k, k > 0$
- $C(n, 0) = 1, C(n, n) = 1$
- Example:
- 1<sup>st</sup> formula :  $C(4,2) \square 4! / (2!) * 2! \square 24 / 4 \square 6$
- 2<sup>nd</sup> formula :  $C(4,2) \square C(3,1) + C(3,2) \square \dots \square 6$
- $C(4,2) \square$  how many two combinations of elements can be picked from set of 4 elements
- Example: possibilities of 1,2,3,4  $\square (1,2) (1,3) (1,4) (2,3) (2,4) (3,4)$

# Computing a Binomial Coefficient

- Example :  $C(5,2)$
- $C(n, k) = C(n-1, k-1) + C(n-1, k)$ ,  $n > k, k > 0$
- $C(n,0) = 1, C(n,n) = 1$



# Computing a Binomial Coefficient - Tabulation

	0	1	2	3	4	5	...	$(k-1)$	$k$
0	1								
1	1	1							
2	1	2	1						
3	1	3	3	1					
4	1	4	6	4	1				
5									
:									
$k$	1								1
:									
$(n-1)$	1						$C(n-1,$	$C(n-1,k)$	
							$k-1)$		
$n$	1								$C(n,k)$

# Computing a Binomial Coefficient - Algorithm

**Algorithm** *Binomial*( $n, k$ )

```
for  $i \leftarrow 0$  to  $n$  do // fill out the table row wise  
for  $i = 0$  to  $\min(i, k)$  do  
  if  $j == 0$  or  $j == i$  then  $C[i, j] \leftarrow 1$  // IC  
  else  $C[i, j] \leftarrow C[i-1, j-1] + C[i-1, j]$  // recursive  
    relation  
return  $C[n, k]$ 
```

# Computing a Binomial Coefficient - Analysis

- Cost of the algorithm – table
- Sum – 2 parts (upper and lower triangle)
- $A(n, k) = \text{sum for upper triangle} + \text{sum for the lower rectangle}$

The derivation starts with the formula  $A(n, k) = \sum_{i=1}^k \sum_{j=1}^{i-1} 1 + \sum_{i=k+1}^n \sum_{j=1}^k 1$ . Red annotations show the simplification into two summations:  $\sum_{i=1}^k ((i-1) \rightarrow i + i)$  and  $\sum_{i=k+1}^n (n - i + 1)$ . These are further simplified into  $\sum_{i=1}^k (i-1) + \sum_{i=k+1}^n k$ , then into  $\left[ \sum_{i=1}^k i - \sum_{i=1}^k i \right] + k \sum_{i=k+1}^n 1$ , and finally into  $\frac{k(k+1)}{2} - (n - k + 1) + k [n - (k+1) + 1]$ .

$$\begin{aligned} A(n, k) &= \sum_{i=1}^k \sum_{j=1}^{i-1} 1 + \sum_{i=k+1}^n \sum_{j=1}^k 1 \\ &\Rightarrow \sum_{i=1}^k ((i-1) \rightarrow i + i) + \sum_{i=k+1}^n (n - i + 1) \\ &\Rightarrow \sum_{i=1}^k (i-1) + \sum_{i=k+1}^n k \\ &\Rightarrow \left[ \sum_{i=1}^k i - \sum_{i=1}^k i \right] + k \sum_{i=k+1}^n 1 \\ &\Rightarrow \frac{k(k+1)}{2} - (n - k + 1) + k [n - (k+1) + 1] \end{aligned}$$

# Computing a Binomial Coefficient - Analysis

$$\Rightarrow \frac{k^2 + k}{2} - k + k [n - k - x + 1]$$

$$\Rightarrow \frac{k^2 + k - 2k + 2(nk - k^2)}{2}$$

$$\Rightarrow \frac{k^2 - k + 2nk - 2k^2}{2}$$

$$\Rightarrow \frac{-k^2 - k + 2nk}{2}$$

$$\approx nk$$

$\boxed{\Theta(nk)}$

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