

Algorithms for Programming Contests - Week 08

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Fibonacci Numbers

Definition

The *Fibonacci Numbers* are the numbers $(F_n)_{n \in \mathbb{N}}$ recursively defined by

$$F_n := \begin{cases} 0 & \text{if } n = 0 \\ 1 & \text{if } n = 1 \\ F_{n-2} + F_{n-1} & \text{if } n \geq 2 \end{cases}$$

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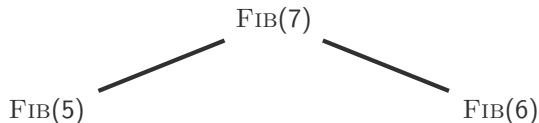
Fibonacci Numbers

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$\text{FIB}(7)$

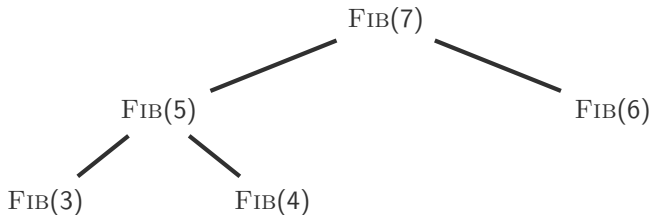
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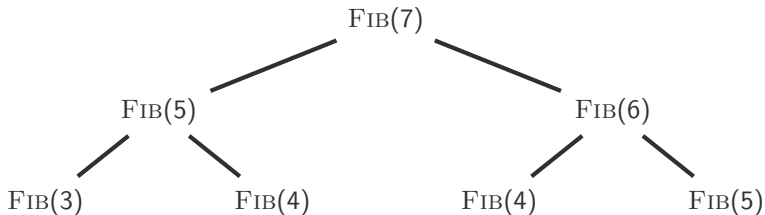
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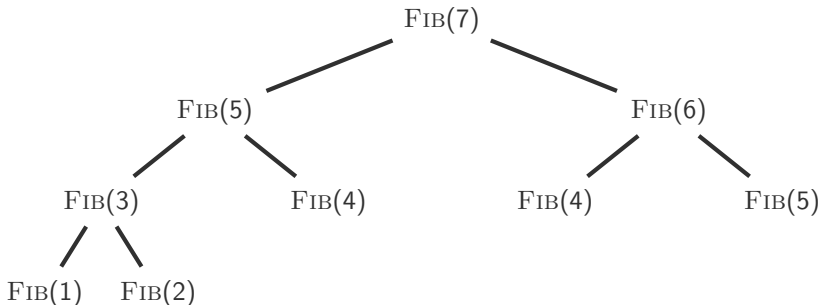
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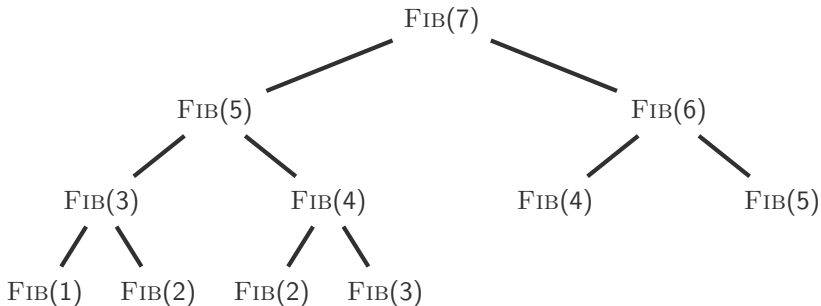
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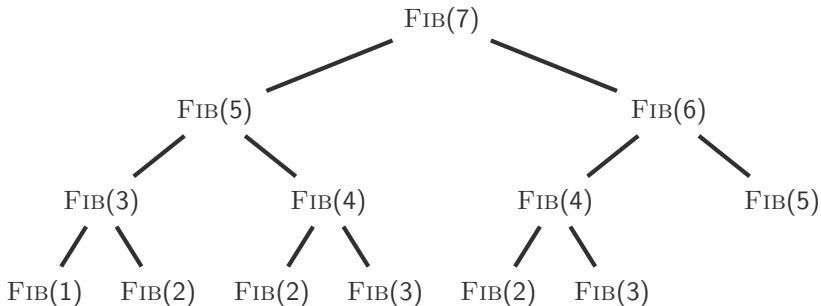
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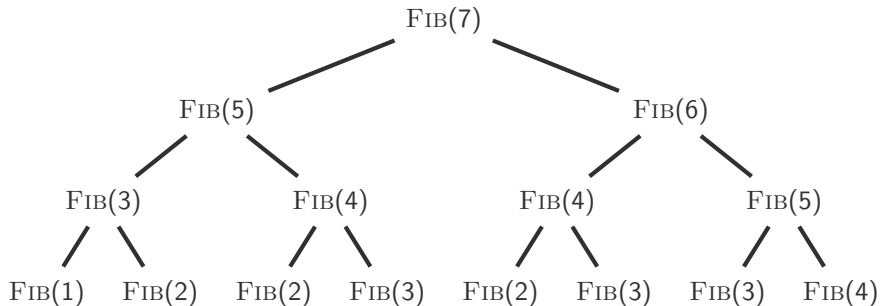
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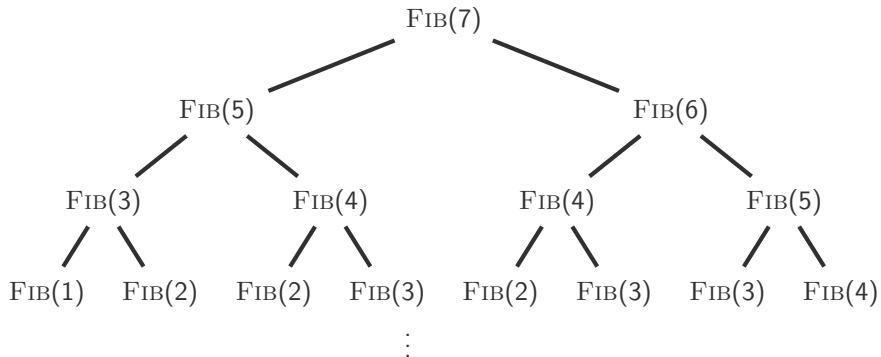
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Execution Times

n	C	OCaml	Rust	Julia	Python
5	0:00.00	0:00.00	0:00.00	0:00.30	0:00.01
10	0:00.00	0:00.00	0:00.00	0:00.31	0:00.01
15	0:00.00	0:00.00	0:00.00	0:00.31	0:00.01
20	0:00.00	0:00.00	0:00.00	0:00.31	0:00.02
25	0:00.00	0:00.01	0:00.00	0:00.32	0:00.05
30	0:00.01	0:00.05	0:00.02	0:00.31	0:00.38
40	0:01.86	0:06.53	0:01.86	0:00.30	TIMEOUT
50	TIMEOUT	TIMEOUT	TIMEOUT	0:00.30	TIMEOUT

Two approaches

Algorithm Bottom-Up

procedure FIB(n)

 Initialize array f of size $n + 1$

$f[0] \leftarrow 0$

$f[1] \leftarrow 1$

for $i = 2, 3, \dots, n$ **do**

$f[i] \leftarrow f[i - 2] + f[i - 1]$

return $f[n]$

Two approaches

Algorithm Bottom-Up

```
procedure FIB( $n$ )  
  Initialize array  $f$  of size  $n + 1$   
   $f[0] \leftarrow 0$   
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  return  $f[n]$ 
```

Algorithm Top-Down

Statically initialize CACHE

```
procedure FIB( $n$ )  
  if  $n < 2$  then  
    return  $n$   
  if CACHE( $n$ ) empty then  
    CACHE( $n$ )  $\leftarrow$  FIB( $n - 2$ ) + FIB( $n - 1$ )  
  return CACHE( $n$ )
```

Execution Times

E.g. Bottom-Up:

n	C	OCaml	Rust	Julia	Python
5	0:00.00	0:00.00	0:00.00	0:00.32	0:00.05
10	0:00.00	0:00.00	0:00.00	0:00.31	0:00.05
15	0:00.00	0:00.00	0:00.00	0:00.30	0:00.05
20	0:00.00	0:00.00	0:00.00	0:00.32	0:00.05
25	0:00.00	0:00.00	0:00.00	0:00.30	0:00.05
30	0:00.00	0:00.00	0:00.00	0:00.30	0:00.05
40	0:00.00	0:00.00	0:00.00	0:00.32	0:00.05
50	0:00.00	0:00.00	0:00.00	0:00.32	0:00.05

Dynamic Programming

Whenever a problem

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- ② subproblems are generated repeatedly

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one can use Dynamic Programming (DP).

DP: Two approaches

Top-Down - Memoization

- Recursive computation
- Save results as they appear (HashMap)

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Bottom-Up

- Fill table for all smaller subproblems first
- Save results in array

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Better cache locality

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No Hash collisions possible

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- Fill table for all smaller subproblems first
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Better cache locality

No Hash collisions possible

Good for dense statespace

Two approaches

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- Let I be the set of all inputs, and write $g(i)$ for the desired output on input $i \in I$.

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- Let I be the set of all inputs, and write $g(i)$ for the desired output on input $i \in I$.
- For each $i \in I$, assume there are subproblems $i_1, \dots, i_k \in I$ (with $k \in \mathbb{N}$) s.t. $g(i)$ can be solved by solving $g(i_1), \dots, g(i_k)$ and combining the results with some function f_i , i.e.

$$g(i) = f_i(g(i_1), \dots, g(i_k))$$

Write $s(i) := (i_1, \dots, i_k)$ and assume there is some procedure SUBPROBLEMS computing s .

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Then, for some $i_0 \in I$, we can find $g(i_0)$...

Top-Down approach

...Top-Down:

- Start with i_0
- Look up if the result is already cached
- If not, recursively call subproblems and compute result
- Store result in cache
- Return result

- └ Dynamic Programming
 - └ Top-Down vs. Bottom-Up

Algorithm DP (Top-Down)

Statically initialize CACHE

```
procedure G( $i$ )  
  if CACHE( $i$ ) empty then  
    ( $i_1, \dots, i_k$ )  $\leftarrow$  SUBPROBLEMS( $i$ )  
    CACHE( $i$ )  $\leftarrow$   $f_i(G(i_1), \dots, G(i_k))$   
  return CACHE( $i$ )
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Top-Down: Remark

- For Rust, the [cached](#) crate can easily convert any function to a cached version

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- However, crates cannot be used in our course!

Bottom-Up approach

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- Iteratively fill table with results of needed subproblems, in "increasing" order

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- Let $S := \{i \in I \mid i \leq i_0\}$

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- Let $S := \{i \in I \mid i \leq i_0\}$
- Assume we have ranking/unranking functions for S , i.e. bijections

$$r : \{0, 1, \dots, |S| - 1\} \rightarrow S,$$

$$u : S \rightarrow \{0, 1, \dots, |S| - 1\}$$

where $u = r^{-1}$.

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- Return $G[u(i_0)]$.

- └ Dynamic Programming
 - └ Top-Down vs. Bottom-Up

Algorithm DP (Bottom-Up)

```
procedure  $G(i)$   
  Initialize array  $G$  of size  $|S|$   
  for  $j = 0, 1, \dots, |S| - 1$  do  
     $i \leftarrow r(j)$   
     $(i_1, \dots, i_k) \leftarrow \text{SUBPROBLEMS}(i)$   
     $(j_1, \dots, j_k) \leftarrow (u(i_1), \dots, u(i_k))$   
     $G[j] \leftarrow f_i(G[j_1], \dots, G[j_k])$   
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- However, coming up with good ranking functions is usually very hard!
- In practice, often
 - multi-dimensional array used, i.e. instances are ranked by tuples
 - need not implement "real" instances S and ranking/unranking functions, instead directly work on indices (index tuples)

Change Making

What is the minimum number of coins to make 40 cents?



1\$



25¢



20¢



1¢

What are the subproblems?

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$$g(i) = \begin{cases} \min \{g(j) \mid j \in s(i)\} + 1 & \text{if } s(i) \neq () \\ 0 & \text{if } s(i) = () \text{ and } i = 0 \\ \text{IMPOSSIBLE} & \text{if } s(i) = () \text{ and } i > 0 \end{cases}$$

0/1 Knapsack

Maximum capacity $W = 10$



Values v_i :

10

40

30

50

Weights w_i :

5

4

6

3

0/1 Knapsack

Maximum capacity $W = 10$



Values v_i :	10	40	30	50
----------------	----	----	----	----

Weights w_i :	5	4	6	3
-----------------	---	---	---	---

Possible approach: Build 2-dimensional table $G[n + 1][W + 1]$ where $G[i, w]$ considers a backpack of size $w \leq W$ and items $1, \dots, i$ only. Recurse as follows:

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Recurse as follows:

$$G[i, w] \leftarrow \begin{cases} 0 & \text{if } i = 0 \\ G[i - 1, w] & \text{if } i > 0 \wedge w_i > w \\ \max(G[i - 1, w], G[i - 1, w - w_i] + v_i) & \text{if } i > 0 \wedge w_i \leq w \end{cases}$$





0/1 Knapsack

				
v_i :	10	40	30	50
w_i :	5	4	6	3
w				
0	0	0	0	0
1	0	0	0	0
2	0	0	0	0

Max. capacity $W = 10$

$$\max \left(\begin{array}{l} G[i-1, w], \\ G[i-1, w - w_i] + v_i \end{array} \right)$$





0/1 Knapsack

				
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4	0	0			

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2	0	0	0	0	0
3	0	0	0	0	50
4	0	0	40		

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0	0	0	0	0
1	0	0	0	0
2	0	0	0	0
3	0	0	0	50
4	0	0	40	

Max. capacity $W = 10$

$$\max \left(\begin{array}{l} G[i-1, w], \\ G[i-1, w - w_i] + v_i \end{array} \right)$$





0/1 Knapsack

				
v_i :	10	40	30	50
w_i :	5	4	6	3
w				
0	0	0	0	0
1	0	0	0	0
2	0	0	0	0
3	0	0	0	50
4	0	0	40 ← 40	

Max. capacity $W = 10$

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v_i :	10	40	30	50
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1	0	0	0	0
2	0	0	0	0
3	0	0	0	50
4	0	0	40	40

Max. capacity $W = 10$

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0	0	0	0	0
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3	0	0	0	50
4	0	40	40	50

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1	0	0	0	0
2	0	0	0	0
3	0	0	0	50
4	0	0	40	50
5	0	10	40	50
6	0	10	40	50

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5	0	10	40	40
6	0	10	40	40
7	0	10	40	40

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6	0	10	40	40
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4	0	0	40	50
5	0	10	40	50
6	0	10	40	50
7	0	10	40	90
8	0	10	40	90
9	0	10	50	90
10	0	10	50	90

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0/1 Knapsack





				
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6	0	10	40	50
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$$\max \begin{pmatrix} G[i-1, w], \\ G[i-1, w - w_i] + v_i \end{pmatrix}$$

How to compute the solution?

0/1 Knapsack

				
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6	0	10	40	50
7	0	10	40	90
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9	0	10	50	90
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$$\max \begin{pmatrix} G[i-1, w], \\ G[i-1, w-w_i] + v_i \end{pmatrix}$$

How to compute the

solution?

predecessor array storing

incoming edge

Longest Increasing Subsequence

Problem

Given a sequence of numbers

0, 8, 4, 12, 2, 10, 6, 14, 1, 9, 5, 13, 3, 11, 7, 15

What is the length of the longest *increasing subsequence* (LIS)?

Longest Increasing Subsequence

Problem

Given a sequence of numbers

0, 8, 4, 12, 2, 10, 6, 14, 1, 9, 5, 13, 3, 11, 7, 15

What is the length of the longest *increasing subsequence* (LIS)?

Answer

6. But how? What are the subproblems?

Longest Increasing Subsequence

Problem

Given a sequence of numbers

0, 8, 4, 12, 2, 10, 6, 14, 1, 9, 5, 13, 3, 11, 7, 15

What is the length of the longest *increasing subsequence* (LIS)?

Answer

6. Compute the solution for shorter sequences and build up.

$s[i] :=$ "What is the length of the longest increasing subsequence that ends at the position i ."

v[i]	0,	8,	4,	12,	2,	10,	6,	14,	1,	9
s[i]	1									

Longest Increasing Subsequence

$s[i]$:= "What is the length of the longest increasing subsequence that ends at the position i ."

$v[i]$	0,	8,	4,	12,	2,	10,	6,	14,	1,	9
$s[i]$	1	2								

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$s[i]$:= "What is the length of the longest increasing subsequence that ends at the position i ."

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$s[i]$	1	2	2							

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Observation

$s[j]$ is one longer than the maximum sequence ending at values smaller than $v[j]$.

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Easy algorithm

Compute $s[i] = \max \{ s[j] \mid j < i \wedge v[j] < v[i] \} + 1$.

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Easy algorithm

Compute $s[i] = \max \{ s[j] \mid j < i \wedge v[j] < v[i] \} + 1$. $\mathcal{O}(n^2)$

LIS: improved algorithm

$m[l] :=$ "What is the index j with a minimum value $v[j]$, s.t. there is a LIS of length l ending at $v[j]$."

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[illegible]

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i	0	1	2	3	4	5	6	7	8	9
v[i]	0	8	4	12	2	10	6	14	1	9
m[i]										

```

if v.length() == 0:
    return 0

parent[0] = None
m[0] = 0
maxlength = 1

for i in {1, 2, ..., v.length() - 1}:
    if v[i] <= v[m[0]]:
        parent[i] = None
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    # Binary Search for smallest j, s.t.
    # v[i] <= v[m[j]] and j < i
    j = search()
    parent[i] = m[j - 1]
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    if j + 1 > maxlength:
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m[i]	0	0	2							

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i	0	1	2	3	4	5	6	7	8	9
v[i]	0	8	4	12	2	10	6	14	1	9
m[i]	0	0	4	5						

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LIS: Remarks

- Second version runs in $\mathcal{O}(n \log n)$

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- Fredman also showed: worst-case complexity of any LIS algorithm in $\Omega(n \log n)$