

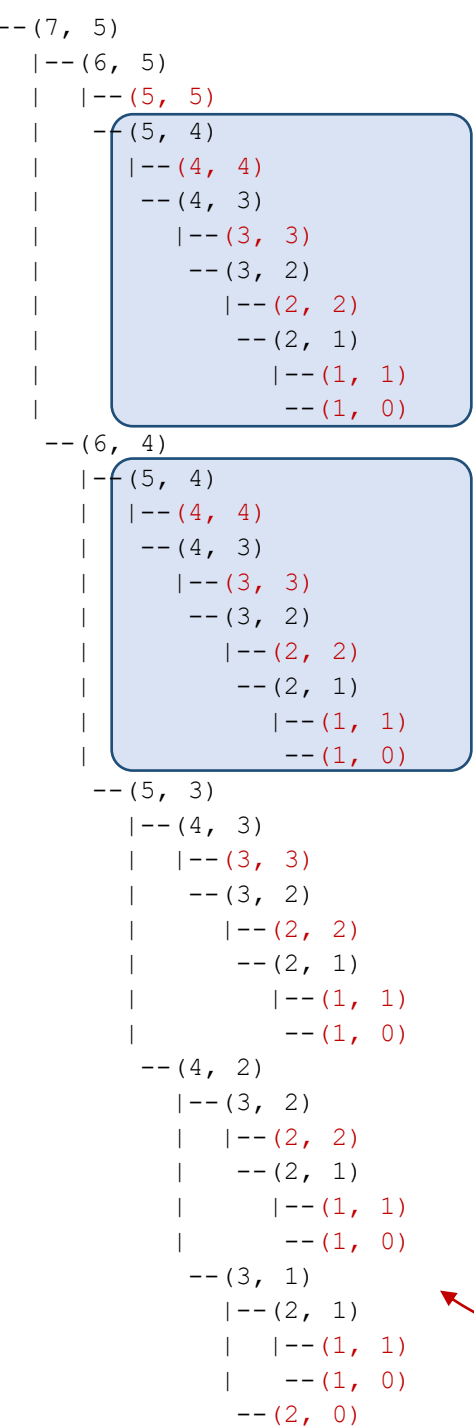
Dynamic programming

- memoization
- decorator memoized / `functools.cache`
- systematic subproblem computation

Binomial coefficient

$$\binom{n}{k} = \begin{cases} 1 & \text{if } k = 0 \text{ or } k = n \\ \binom{n-1}{k} + \binom{n-1}{k-1} & \text{otherwise} \end{cases}$$

identical computations



binomial_recursive.py

```
def binomial(n, k):
    if k == 0 or k == n:
        return 1
    return binomial(n - 1, k) + binomial(n - 1, k - 1)
```

recursion tree for binomial(7, 5)

Dynamic Programming



Remember solutions already found
(memoization)

- Technique sometimes applicable when running time otherwise becomes exponential
- Only applicable if stuff to be remembered is manageable

Binomial Coefficient

Dynamic programming using a dictionary

recursion tree for
`binomial(7, 5)`

```
-- (7, 5)
| -- (6, 5)
| | -- (5, 5)
| | -- (5, 4)
| | | -- (4, 4)
| | | -- (4, 3)
| | | | -- (3, 3)
| | | | -- (3, 2)
| | | | | -- (2, 2)
| | | | | -- (2, 1)
| | | | | | -- (1, 1)
| | | | | | -- (1, 0)
| | -- (6, 4)
| | | -- (5, 4)
| | | -- (5, 3)
| | | | -- (4, 3)
| | | | -- (4, 2)
| | | | | -- (3, 2)
| | | | | -- (3, 1)
| | | | | | -- (2, 1)
| | | | | | -- (2, 0)
```

`binomial_dictionary.py`

```
answers = {} # answers[(n, k)] = binomial(n, k)

def binomial(n, k):
    if (n, k) not in answers:
        if k == 0 or k == n:
            answer = 1
        else:
            answer = binomial(n - 1, k) + binomial(n - 1, k - 1)
        answers[(n, k)] = answer
    return answers[(n, k)]
```

Python shell

```
> binomial(6, 3)
| 20
> answers
| {(3, 3): 1, (2, 2): 1, (1, 1): 1, (1, 0): 1, (2, 1): 2, (3, 2): 3, (4, 3): 4, (2, 0): 1, (3, 1): 3, (4, 2): 6, (5, 3): 10, (3, 0): 1, (4, 1): 4, (5, 2): 10, (6, 3): 20}
```

- Use a dictionary `answers` to store already computed values

reuse value stored in dictionary `answers`

Question – What is the order of the size of the dictionary `answers` after calling `binomial(n, k)` ?

```
binomial_dictionary.py
```

```
answers = {} # answers[(n, k)] = binomial(n, k)
def binomial(n, k):
    if (n, k) not in answers:
        if k == 0 or k == n:
            answer = 1
        else:
            answer = binomial(n - 1, k) + binomial(n - 1, k - 1)
        answers[(n, k)] = answer
    return answers[(n, k)]
```

- a) $\max(n, k)$
- b) $n + k$
-  c) $n * k$
- d) n^k
- e) k^n
- f) Don't know

Binomial Coefficient

Dynamic programming using decorator

- Use a decorator (@memoize) that implements the functionality of remembering the results of previous function calls

binomial_decorator.py

```
def memoize(f):  
    # answers[args] = f(*args)  
    answers = {}  
  
    def wrapper(*args):  
        if args not in answers:  
            answers[args] = f(*args)  
        return answers[args]  
  
    return wrapper
```

```
@memoize  
def binomial(n, k):  
    if k == 0 or k == n:  
        return 1  
    else:  
        return binomial(n - 1, k) + binomial(n - 1, k - 1)
```

binomial_decorator_trace.py

```

def trace(f): # decorator to trace recursive calls
    indent = 0

    def wrapper(*args):
        nonlocal indent

        spaces = '| ' * indent
        arg_str = ', '.join(map(repr, args))
        print(spaces + f'{f.__name__}({arg_str})')
        indent += 1
        result = f(*args)
        indent -= 1
        print(spaces + f'> {result}')
        return result

    return wrapper

def memoize(f):
    answers = {}

    def wrapper(*args):
        if args not in answers:
            answers[args] = f(*args)
        return answers[args]

    wrapper.__name__ = f.__name__ + '_memoize'

    return wrapper

@trace
@memoize
def binomial(n, k):
    if k == 0 or k == n:
        return 1
    return binomial(n - 1, k) + binomial(n-1, k-1)

print(binomial(5, 2))

```

Python shell (without @memoize)

```

binomial(5, 2)
| binomial(4, 2)
| | binomial(3, 2)
| | | binomial(2, 2)
| | | > 1
| | | binomial(2, 1)
| | | | binomial(1, 1)
| | | | > 1
| | | | binomial(1, 0)
| | | | > 1
| | | > 2
| | > 3
| | binomial(3, 1)
| | | binomial(2, 1)
| | | | binomial(1, 1)
| | | | > 1
| | | | binomial(1, 0)
| | | | > 1
| | | > 2
| | > 3
| | binomial(2, 0)
| | > 1
| > 3
> 6
binomial(4, 1)
| binomial(3, 1)
| | binomial(2, 1)
| | | binomial(1, 1)
| | | > 1
| | | binomial(1, 0)
| | | > 1
| | > 2
| | binomial(2, 0)
| | > 1
| > 3
| binomial(3, 0)
| > 1
| > 4
> 10
10

```

Python shell (with @memoize)

```

binomial_memoize(5, 2)
| binomial_memoize(4, 2)
| | binomial_memoize(3, 2)
| | | binomial_memoize(2, 2)
| | | > 1
| | | binomial_memoize(2, 1)
| | | | binomial_memoize(1, 1)
| | | | > 1
| | | | binomial_memoize(1, 0)
| | | | > 1
| | | > 2
| | > 3
| | binomial_memoize(3, 1)
| | | binomial_memoize(2, 1)
| | | > 2
| | | binomial_memoize(2, 0)
| | | > 1
| | > 3
| > 6
| binomial_memoize(4, 1)
| | binomial_memoize(3, 1)
| | > 3
| | binomial_memoize(3, 0)
| | > 1
| > 4
> 10
10

```

without assigning `wrapper.__name__`
the name shown would be `wrapper`

saved recursive calls
when using memoization

Dynamic programming using cache decorator

```
bionomial_cache.py
```

```
from functools import cache

@cache
def binomial(n, k):
    if k == 0 or k == n:
        return 1
    else:
        return binomial(n - 1, k) + binomial(n - 1, k - 1)
```

- The decorators `@cache` (since Python 3.9) and `@lru_cache(maxsize=None)` in the standard library `functools` supports the same as the decorator `@memoize`
- By default `@lru_cache` at most remembers (caches) 128 previous function calls, always evicting **Least Recently Used** entries from its dictionary

Subset sum using dynamic programming

- In the subset sum problem (Exercise 13.4) we are given a number x and a list of numbers \mathbb{L} , and want to determine if a subset of \mathbb{L} has sum x

$$\mathbb{L} = [3, 7, 2, 11, 13, 4, 8] \quad x = 22 = 7 + 11 + 4$$

- Let $S(v, k)$ denote if it is possible to **achieve value v with a subset of $\mathbb{L}[:k]$** , i.e. $S(v, k) = \text{True}$ if and only if a subset of the first k values in \mathbb{L} has sum v
- $S(v, k)$ can be computed from the recurrence

$$S(v, k) = \begin{cases} \text{True} & \text{if } k = 0 \text{ and } v = 0 \\ \text{False} & \text{if } k = 0 \text{ and } v \neq 0 \\ S(v, k-1) \text{ or } S(v - \mathbb{L}[k-1], k-1) & \text{otherwise} \end{cases}$$

Subset sum using dynamic programming

```
subset_sum_dp.py
```

```
def subset_sum(x, L):  
    @memoize  
    def solve(value, k):  
        if k == 0:  
            return value == 0  
        return solve(value, k - 1) or solve(value - L[k - 1], k - 1)  
    return solve(x, len(L))
```

```
Python shell
```

```
> subset_sum(11, [2, 3, 8, 11, -1])  
| True  
> subset_sum(6, [2, 3, 8, 11, -1])  
| False
```

Question – What is a bound on the size order of the memoization table if all values are positive integers?

subset_sum_dp.py

```
def subset_sum(x, L):  
    @memoize  
    def solve(value, k):  
        if k == 0:  
            return value == 0  
        return solve(value, k-1) or solve(value - L[k-1], k-1)  
    return solve(x, len(L))
```


Python shell

```
> subset_sum(11, [2, 3, 8, 11, -1])  
| True  
> subset_sum(6, [2, 3, 8, 11, -1])  
| False
```


a) $\text{len}(L)$

b) $\text{sum}(L)$

c) x

 d) $2^{\text{len}(L)}$

e) $\text{len}(L)$

 f) $\text{len}(L) * \text{sum}(L)$

g) Don't know

Subset sum using dynamic programming

```
subset_sum_dp.py
```

```
def subset_sum_solution(x, L):  
    @memoize  
    def solve(value, k):  
        if k == 0:  
            if value == 0:  
                return []  
            else:  
                return None  
        solution = solve(value, k - 1)  
        if solution != None:  
            return solution  
        solution = solve(value - L[k - 1], k - 1)  
        if solution != None:  
            return solution + [L[k - 1]]  
        return None  
    return solve(x, len(L))
```

```
Python shell
```

```
> subset_sum_solution(11, [2, 3, 8, 11, -1])  
| [3, 8]  
> subset_sum_solution(6, [2, 3, 8, 11, -1])  
| None
```

Knapsack problem

	Volume	Value
0	3	6
1	3	7
2	2	8
3	5	9

- Given a **knapsack** with volume **capacity C**, and set of **objects** with different **volumes and value**
- **Objective:** Find a subset of the objects that fits in the knapsack (sum of volume \leq capacity) and has maximal value
- **Example:** If $C = 5$ and the volume and weights are given by the table, then the maximal value 15 can be achieved by the 2nd and 3rd object
- Let $V(c, k)$ denote the **maximum value achievable by a subset of the first k objects within capacity c**

$$V(c, k) = \begin{cases} 0 & \text{if } k = 0 \\ V(c, k - 1) & \text{volume}[k-1] > c \\ \max\{V(c, k - 1), \text{value}[k - 1] + V(c - \text{volume}[k - 1], k - 1)\} & \text{otherwise} \end{cases}$$

Knapsack – maximum value

`knapsack.py`

```
def knapsack_value(volume, value, capacity):  
    @memoize  
    def solve(c, k): # solve with capacity c and objects 0..k-1  
        if k == 0: # no objects to put in knapsack  
            return 0  
        v = solve(c, k - 1) # try without object k-1  
        if volume[k - 1] <= c: # try also with object k-1 if space  
            v = max(v, value[k - 1] + solve(c - volume[k - 1], k - 1))  
        return v  
    return solve(capacity, len(volume))
```

Python shell

```
> volumes = [3, 3, 2, 5]  
> values = [6, 7, 8, 9]  
> knapsack_value(volumes, values, 5)  
| 15
```

Knapsack – maximum value and objects

knapsack.py

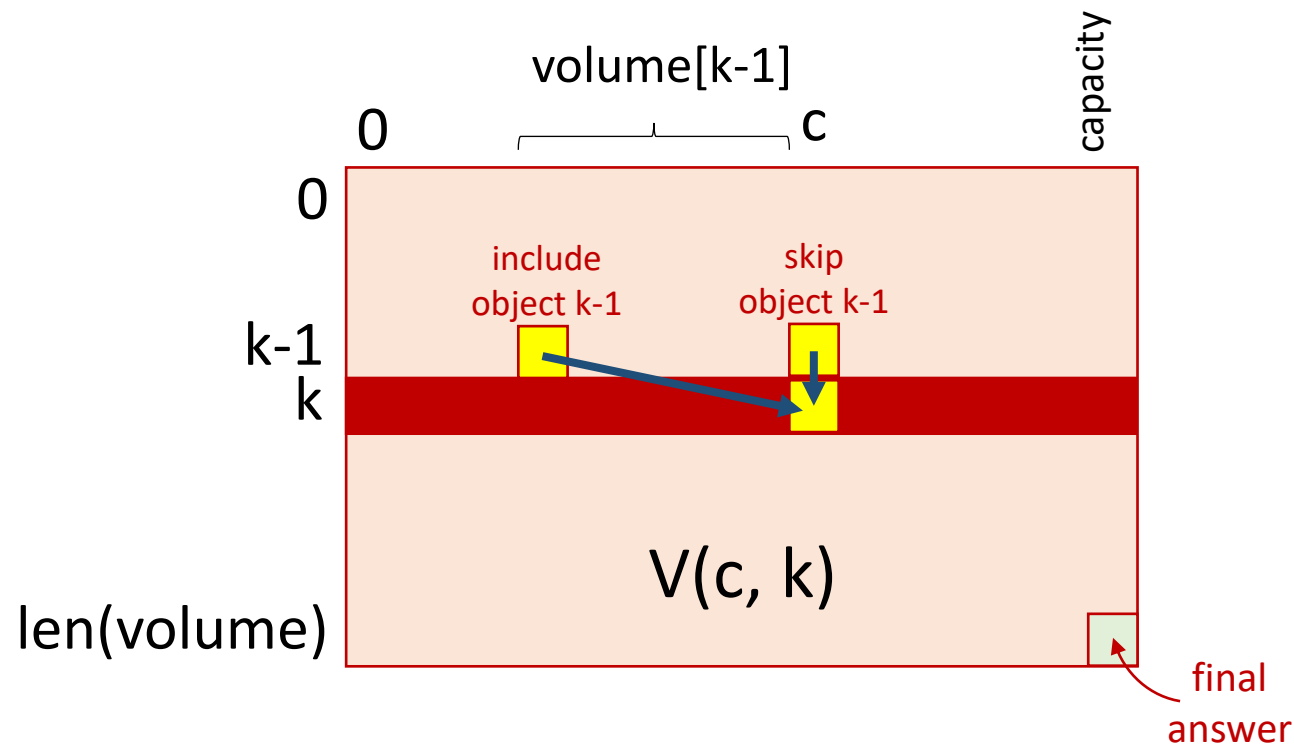
```
def knapsack(volume, value, capacity):  
    @memoize  
    def solve(c, k): # solve with capacity c and objects 0..k-1  
        if k == 0: # no objects to put in knapsack  
            return 0, []  
        v, solution = solve(c, k - 1) # try without object k-1  
        if volume[k - 1] <= c: # try also with object k-1 if space  
            v2, sol2 = solve(c - volume[k - 1], k - 1)  
            v2 = v2 + value[k - 1]  
            if v2 > v:  
                v = v2  
                solution = sol2 + [k - 1]  
        return v, solution  
    return solve(capacity, len(volume))
```

Python shell

```
> volumes = [3, 3, 2, 5]  
> values = [6, 7, 8, 9]  
> knapsack(volumes, values, 5)  
| (15, [1, 2])
```

Knapsack - Table

$$V(c, k) = \begin{cases} 0 & \text{if } k = 0 \\ V(c, k - 1) & \text{value}[k-1] > c \\ \max\{V(c, k - 1), \text{value}[k - 1] + V(c - \text{volume}[k - 1], k - 1)\} & \text{otherwise} \end{cases}$$



- systematic fill out table
- only need to remember two rows

Knapsack – Systematic table fill out

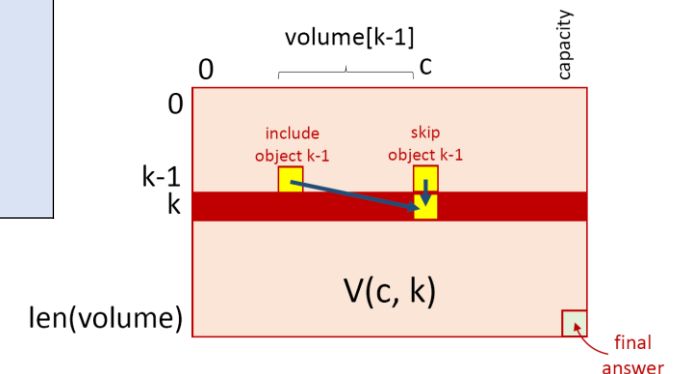
knapsack_systematic.py

```
def knapsack(volume, value, capacity):  
    ① solutions = [(0, [])] * (capacity + 1)  
    ② for obj in range(len(volume)): ⑤  
        for c in reversed(range(volume[obj], capacity + 1)): ④  
            prev_v, prev_solution = solutions[c - volume[obj]]  
            v = value[obj] + prev_v  
            if solutions[c][0] < v:  
                ③ solutions[c] = v, prev_solution + [obj]  
  
    return solutions[capacity]
```

Python shell

```
> volumes = [3, 3, 2, 5]  
> values = [6, 7, 8, 9]  
> knapsack(volumes, values, 5)  
| (15, [1, 2])
```

- ① base case $k = 0$
- ② consider each object
- ③ solutions[c:] current row
solutions[:c] previous row
- ④ compute next row right-to-left
- ⑤ solutions[:volume[obj]]
unchanged from previous row



Summary

- Dynamic programming is a general approach for recursive problems where one tries to avoid recomputing the same expressions repeatedly
- **Solution 1: Memoization**
 - add dictionary to function to remember previous results
 - decorate with a `@memoize` decorator
- **Solution 2: Systematic table fill out**
 - can need to compute more values than when using memoization
 - can discard results not needed any longer (reduced memory usage)

Coding competitions and online judges

If you like to practice your coding skills, there are many online “judges” with numerous exercises and where you can upload and test your solutions.

- [Project Euler](#)
- [Kattis](#)
- [Google Code Jam](#)
- [CodeForces](#)
- [Topcoder](#)

Google Code Jam

codingcompetitions.withgoogle.com/codejam

code jam

print "hello, world!"

- Coding competition
- Qualification round 2022 (April 2, 01:00 – April 3, 04:00)
- In 2021 there was 37.000 participants for the qualification round

Scoreboard 2017

Rank	Contestant	Score	Penalty	A. Oversized Pancake Flipper		B. Tidy Numbers		C. Bathroom Stalls			D. Fashion Show	
				5pt	10pt	5pt	15pt	5pt	10pt	15pt	10pt	25pt
1	FatalEagle	100	55:12	4:02	4:29	9:02	9:25	22:30	22:50	23:13	54:48	55:12
2	ACMonster	100	57:32	3:41	4:02	11:37	11:58	25:03	25:27	26:01	57:08	57:32
3	y0105w49	100	58:00	8:28	8:58	16:20	16:47	31:34 1 wrong try	32:03	32:36	53:27	54:00
621	MathCrusader	75	11:52:45	1:52:49	1:53:20	2:11:37 1 wrong try	2:12:05	2:18:48	2:19:18	2:19:48	11:24:45 6 wrong tries	-- 1 wrong try
622	Siddhant22	75	12:07:37	2:15:58 1 wrong try	2:18:01	3:05:10	3:06:39	4:42:18	4:43:32	4:46:14	11:59:37 1 wrong try	Time expired
623	daimi89 Me	75	12:18:31	6:21:53	6:22:58	7:15:07	7:15:54	7:52:33	7:53:13	7:54:04	12:14:31 1 wrong try	--
624	plamenko	75	12:19:28	11:20	11:56	27:38	28:23	42:34	43:17	43:55	12:11:28 2 wrong tries	-- 1 wrong try

Google Code Jam - Qualification Round 2017

Problem A: Oversized Pancake Flipper ([description](#))

- N pancakes each with exactly one happy chocolate side
- K-flipper that can flip K consecutive pancakes
- Problem: Find minimum number of flips to make all pancakes happy, if possible

