

CSE 331: Algorithms & Complexity “Top-Down DP”

Prof. Charlie Anne Carlson (She/Her)

Lecture 29

Monday Nov 10th, 2025



University at Buffalo®

DYNAMIC

"IT'S IMPOSSIBLE TO USE THE WORD 'DYNAMIC' IN THE PEJORATIVE SENSE... THUS, I THOUGHT 'DYNAMIC PROGRAMMING' WAS A GOOD NAME."

— RICHARD BELLMAN, EXPLAINING HOW HE PICKED A NAME FOR HIS MATH RESEARCH TO TRY TO PROTECT IT FROM CRITICISM (EYE OF THE HURRICANE, 1984)

ENTROPY

"YOU SHOULD CALL IT 'ENTROPY'... NO ONE KNOWS WHAT ENTROPY REALLY IS, SO IN A DEBATE YOU WILL ALWAYS HAVE THE ADVANTAGE."

— JOHN VON NEUMANN, TO CLAUDE SHANNON, ON WHY HE SHOULD BORROW THE PHYSICS TERM IN INFORMATION THEORY (AS TOLD TO MYRON TRIBUS)

DYNAMIC ENTROPY

SCIENCE TIP: IF YOU HAVE A COOL CONCEPT YOU NEED A NAME FOR, TRY "DYNAMIC ENTROPY."

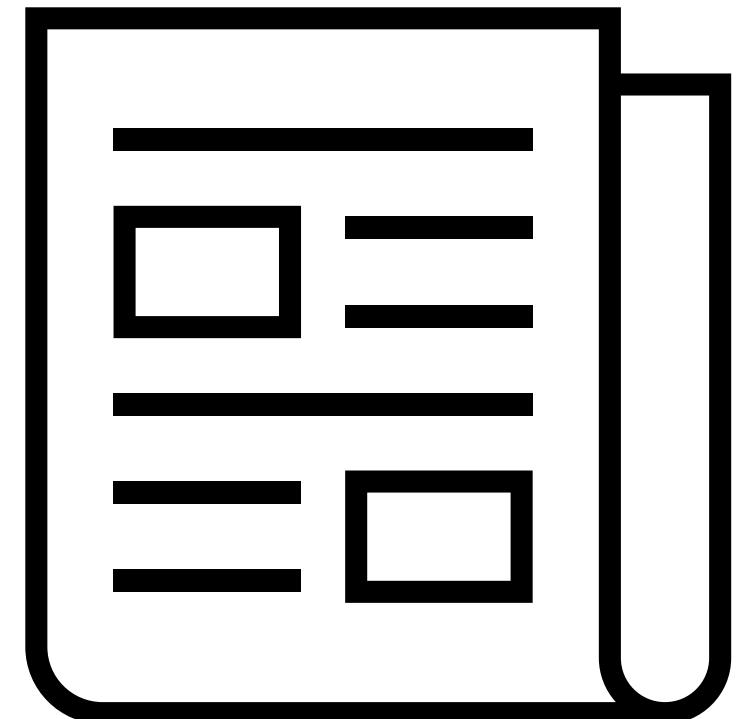
Schedule

1. Course Updates
2. Weighted Interval Scheduling
3. Top-Down
4. Recovering Solution
5. Bottom-Up



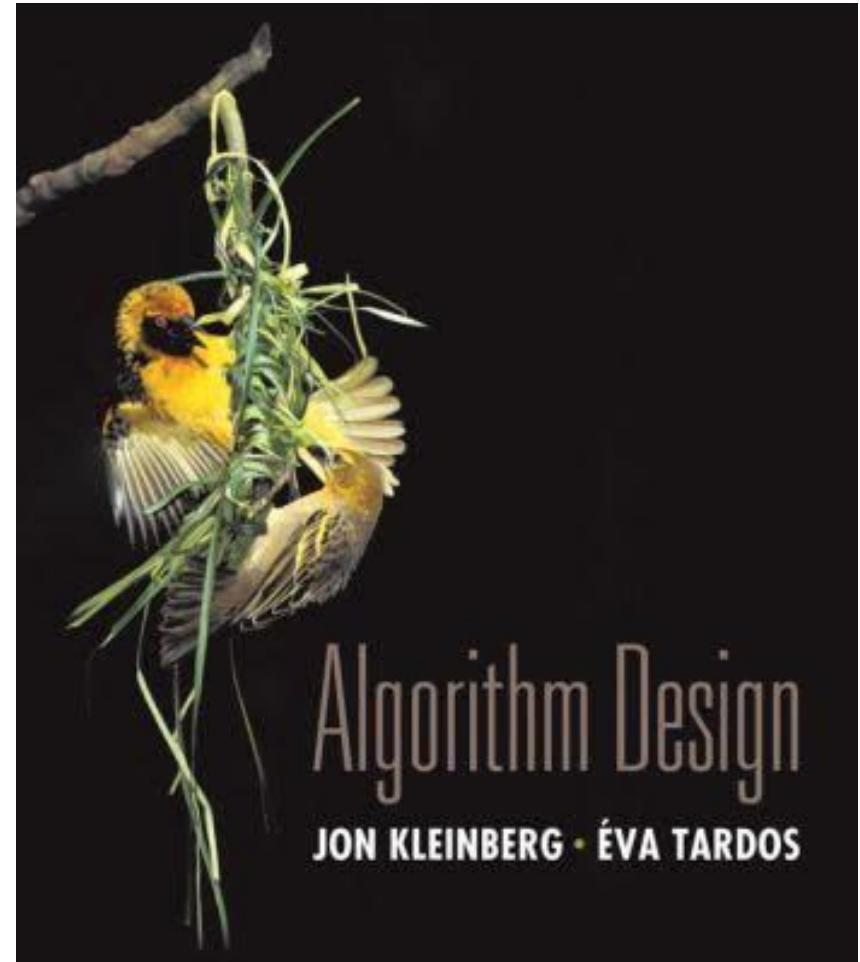
Course Updates

- HW 6 Due Tomorrow
- HW 7 Out Tomorrow
 - Due November 18th
- Group Project
 - Code 3 Due November 24th
 - Reflections 3 Due December 1st
- Next Quiz is December 1st



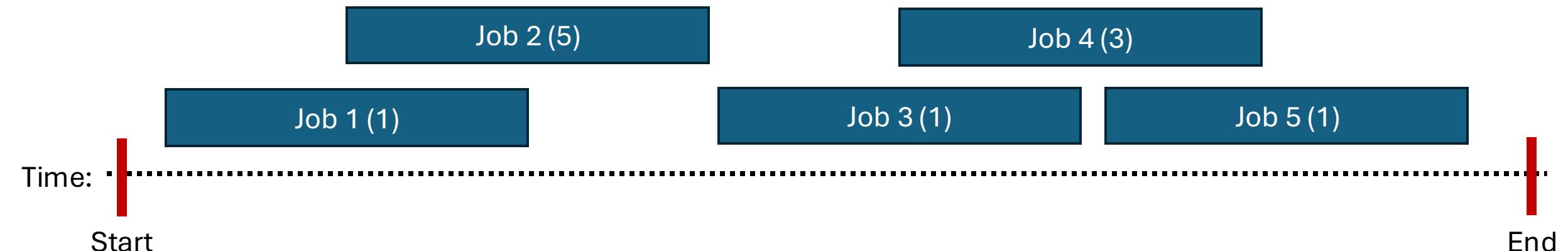
Reading

- You should have read:
 - Finished 6.1
 - Finished 6.2
- Before Next Class:
 - Start 6.4



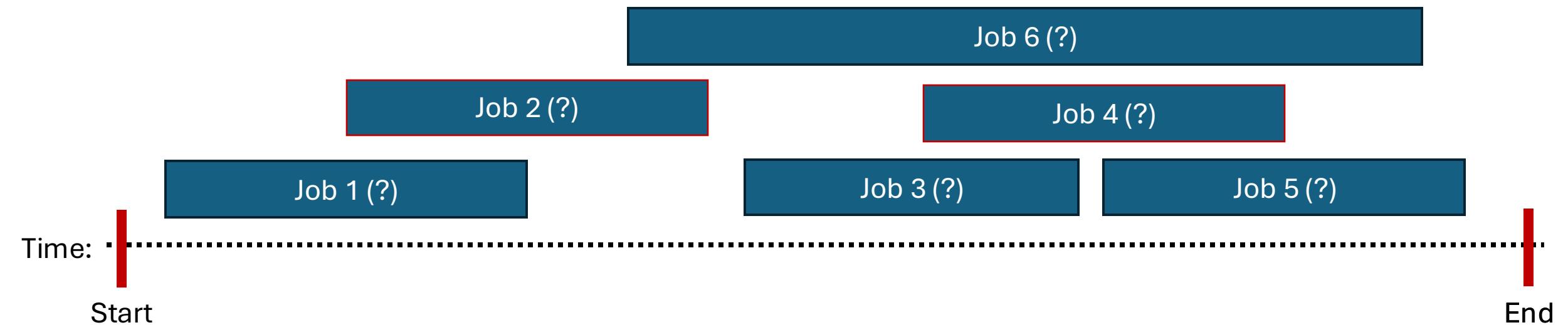
Weighted Interval Scheduling

- **Input:** A list of n jobs L
 - Each job i has a start time s_i and finish time f_i
 - Two jobs are “compatible” if they don’t overlap
 - Each job i has a weight v_i
- **Goal:** Find the max-weight subset of mutually compatible jobs.



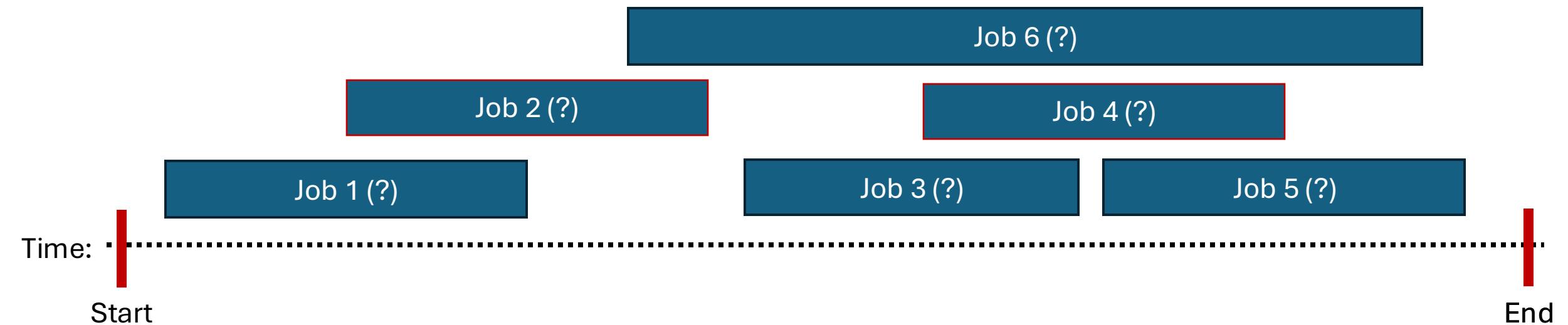
Divide & Conquer Approach

- **Question:** Consider an arbitrary instance with optimal solution OPT. What do we know about job 1?



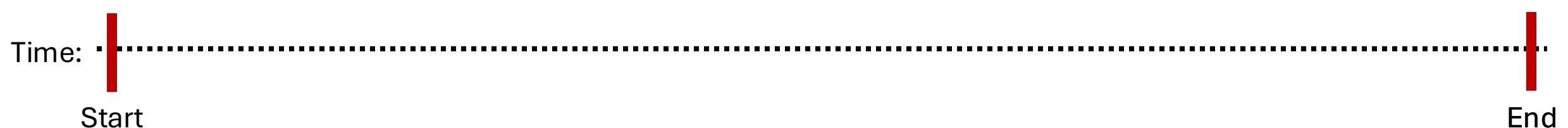
Binary Choice

- **Question:** Consider an arbitrary instance with optimal solution OPT. What do we know about job 1?
- **Answer:** It is either in OPT or it is not.



Binary Choice

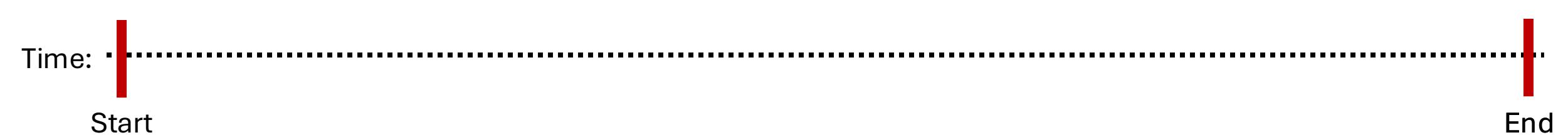
- Assume our list of n jobs are sorted by finish times.
- For all $j \in [n]$,
 - Let S_j be the optimal solution on the first j jobs.
 - Let $\text{OPT}(j)$ be the value of that solution.
 - Let $p(j)$ be largest i such that $i < j$ and Job i is computable with Job j .
 - Let $p(j) = 0$ if no jobs exist.



Binary Choice

- Now we can write

$$OPT(j) = \max\{(\nu_j + OPT(p(j))), OPT(j - 1)\}$$



Binary Choice

- Now we can write

$$OPT(j) = \max\{v_j + OPT(p(j)), OPT(j-1)\}$$

English: The optimum solution for the first j jobs either uses Job j or it does not. The maximum of these two choices is the optimum.

Time:

Start

End

Binary Choice

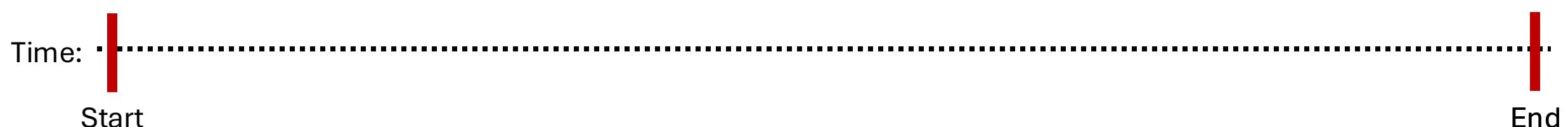
- Now we can write

We take Job J.

We consider the next job.

$$OPT(j) = \max\{v_j + OPT(p(j)), OPT(j - 1)\}$$

English: The optimum solution for the first j jobs either uses Job j or it does not. The maximum of these two choices is the optimum.



Binary Choice Algorithm

Brute-Force(L) :

 Sort L by job finish times.

 Compute $p[i]$ for each i using binary search.

 Return Compute-Opt(n)

Compute-Opt(j) :

 If ($j == 0$) :

 Return 0

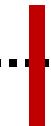
 else:

 Return Max(Compute-Opt($j-1$), $v[j] + \text{Compute-Opt}(p[j])$)

Time:



Start



End

Question: What is the runtime?

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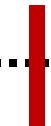
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Time:



Start



End

Question: What is the runtime?

Brute-Force(L) :

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$\boxed{O(n \log(n))}$

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 Return Max(Compute-Opt($j-1$), $v[j] + \text{Compute-Opt}(p[j])$)

Time:



Start



End

Answer: Could be exponential

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Time:



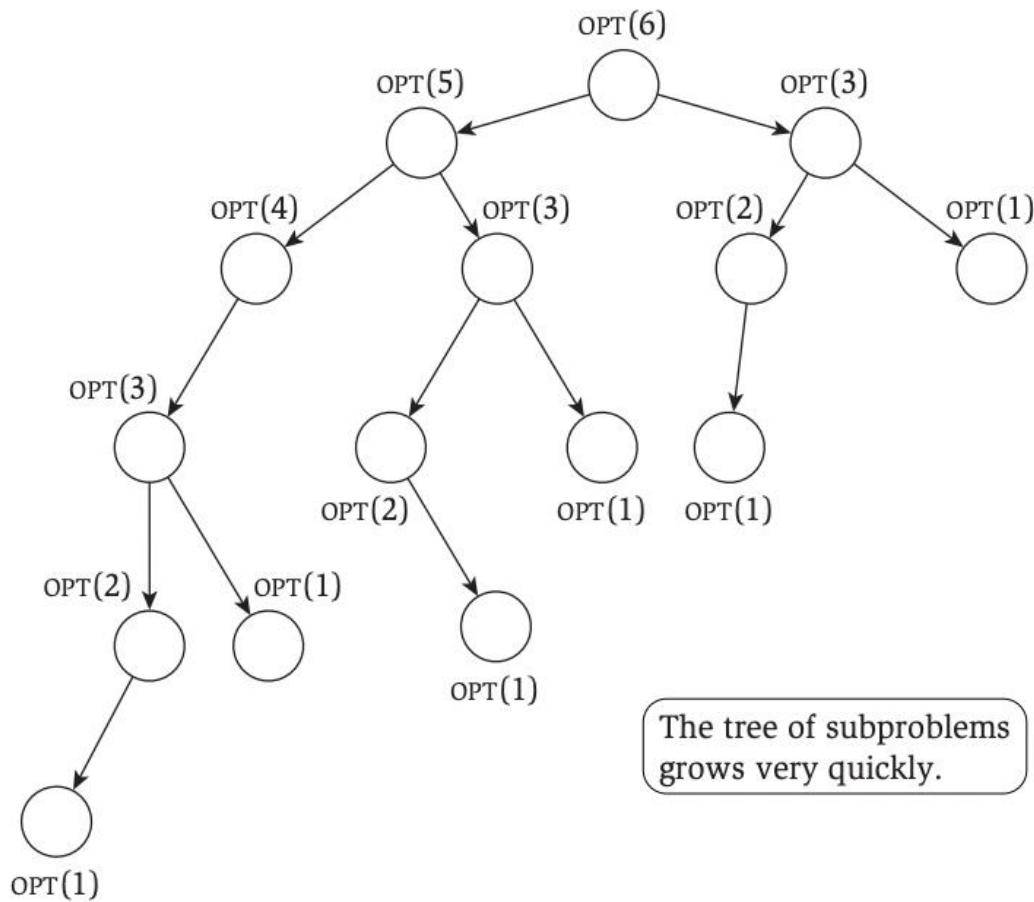
Start



End

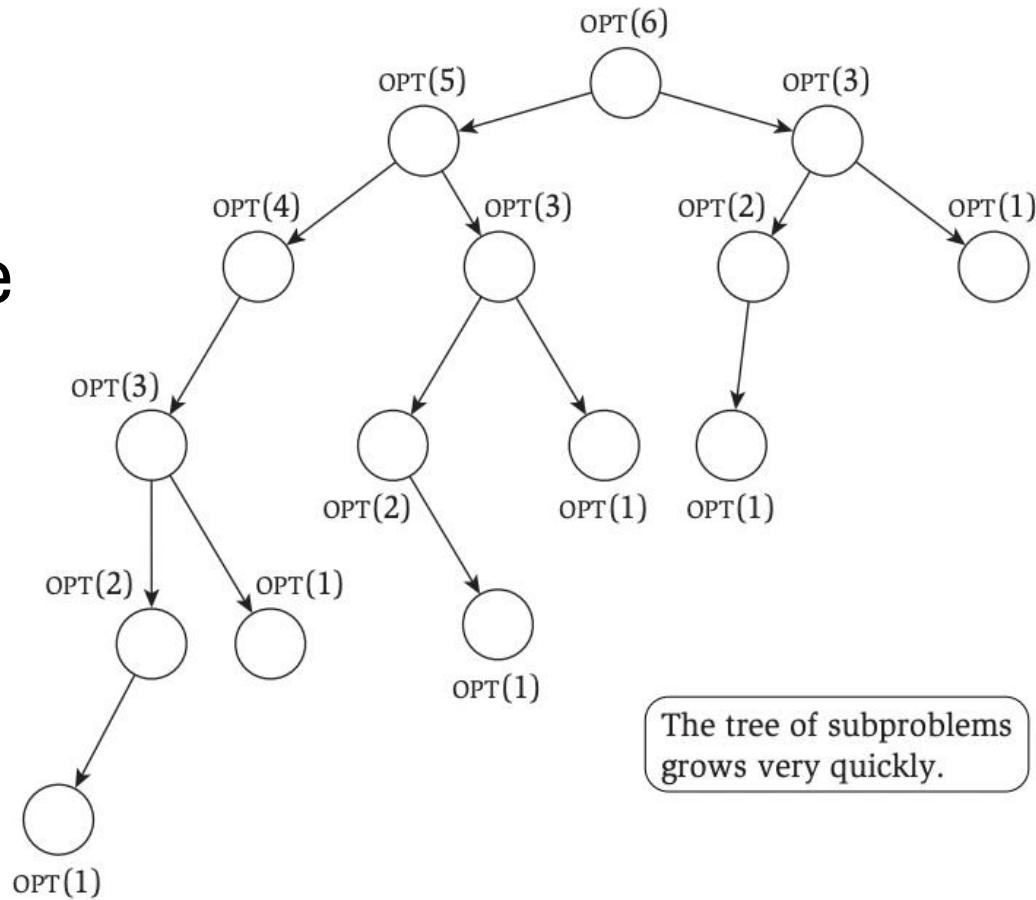
Recursion Tree

- For each $\text{OPT}(i)$ we draw an arrow to the subproblems we need to solve to solve it.
- It is possible that the tree has linear depth, and each internal node has two children.
- Notice that some problems appear more than once!



Memoization

- Notice that some problems appear more than once!
- What if our algorithm never computed the answer to the same subproblem more than once?
- Let's keep track of our answers using an array.



Memoization Runtime

Brute-Force(L) :

Sort L by job finish times.

Compute $p[i]$ for each i using binary search.

Global $M = []$, $M[0] = 0$

Return Compute-Opt(n)

M -Compute-Opt(j) :

If j not in M :

$M[j] = \text{Max}(\text{M-Compute-Opt}(j-1), v[j] + \text{M-Compute-Opt}(p[j]))$

Return $M[j]$

Time:



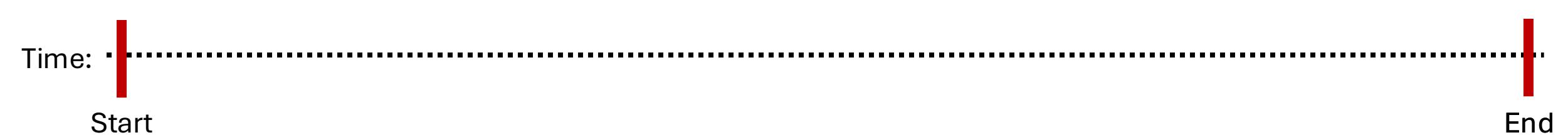
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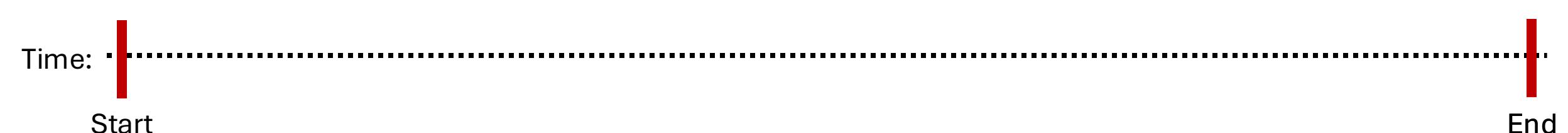
Memoization Runtime

- We will show that the runtime is $O(n \log(n))$.
 - The preprocessing takes $O(n \log(n))$ time.
 - The M-Compute-Opt(n) call takes $O(n)$ time.



Memoization Runtime

- The $M\text{-Compute-Opt}(n)$ call takes $O(n)$ time.
 - To bound the runtime, we will introduce a "progress measure". Namely, we will track how many entries in M are uninitialized.
 - Each time we initialize an entry of M , we make two recursive calls which takes constant time.
 - Since M will only have at most $O(n)$ entries, it follows that the runtime is at most $O(n)$ as desired.



Top-Down Dynamic Programming

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Return $M[j]$

Time:

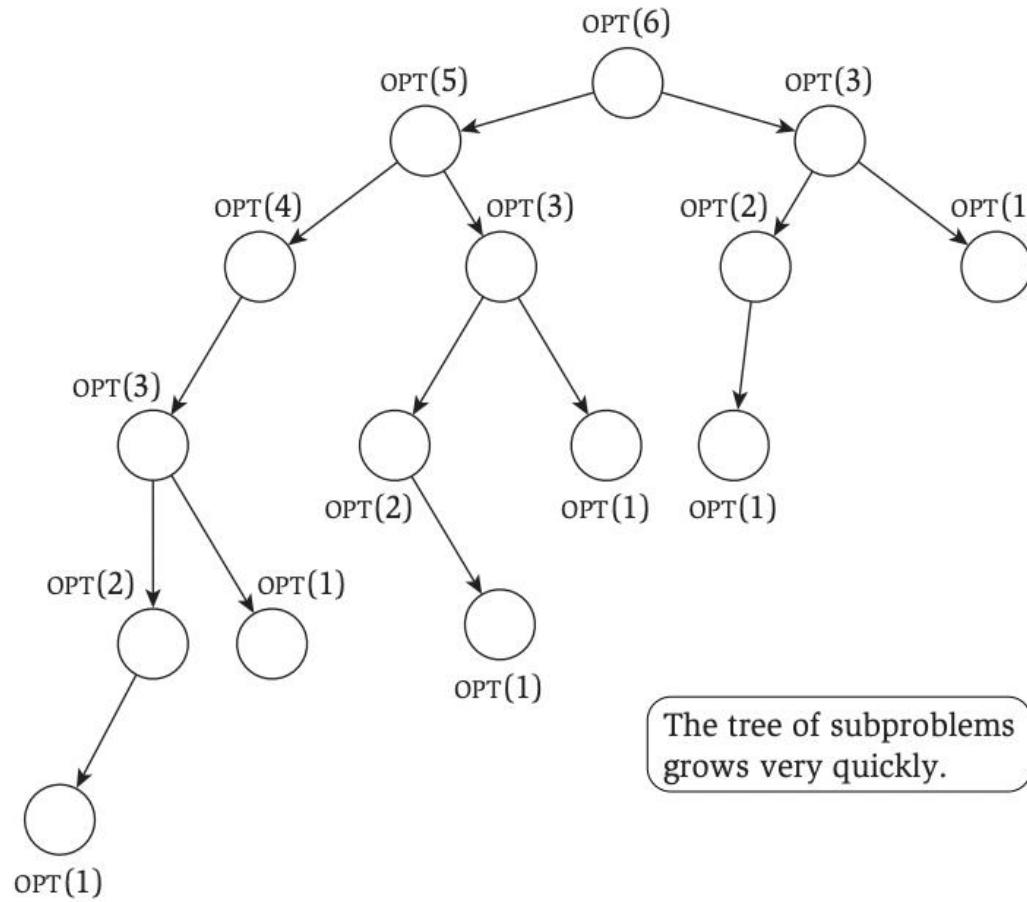


Start



End

Top-Down Dynamic Programming



Recovering Solution

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Return $M[j]$

Question: How do we recover the solution?

Recovering Solution

Brute-Force(L) :

Sort L by job finish times.

Compute $p[i]$ for each i using binary search.

Global $M = []$, $M[0] = 0$

Compute-Opt(n)

Return Find-Solution(n)

Find-Solution(j) :

If $j == 0$:

 return []

Else if $v[j] + M - \text{Compute-Opt}(p[j]) > M - \text{Compute-Opt}(j-1)$:

 return [j] ++ Find-Solution(p[j])

Else:

 return Find-Solution($j-1$)

Recovering Solution - $O(n)$ Time

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Bottom-Up

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Question: What can we say about $M[1]$?

Bottom-Up

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Return $M[j]$

Answer: To compute $M[1]$, we only need $M[0]$.

Bottom-Up

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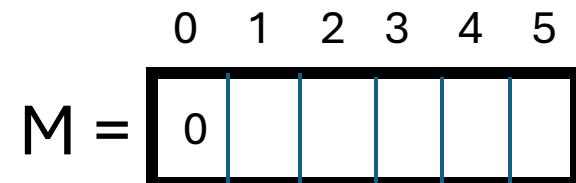
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$M[j] = \text{Max}(\text{M-Compute-Opt}(j-1), v[j] + \text{M-Compute-Opt}(p[j]))$

Return $M[j]$

Answer: To compute $M[j]$, we only need $M[i]$ for $i < j$.

Bottom-Up

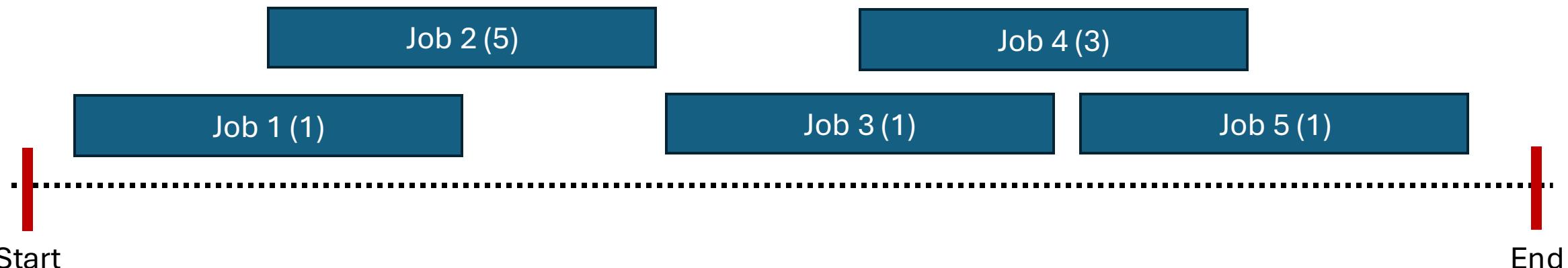


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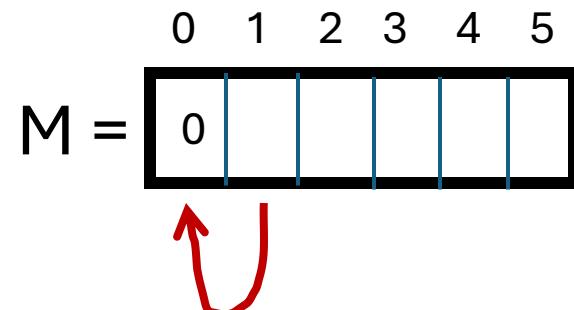
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Bottom-Up

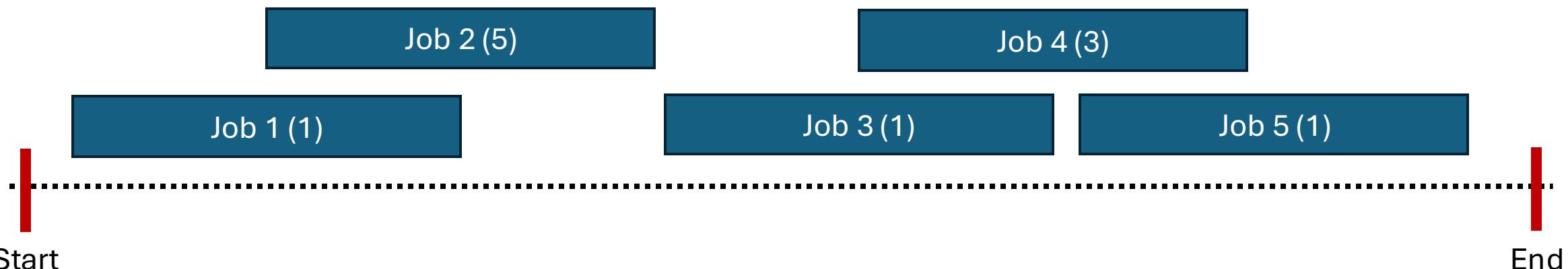


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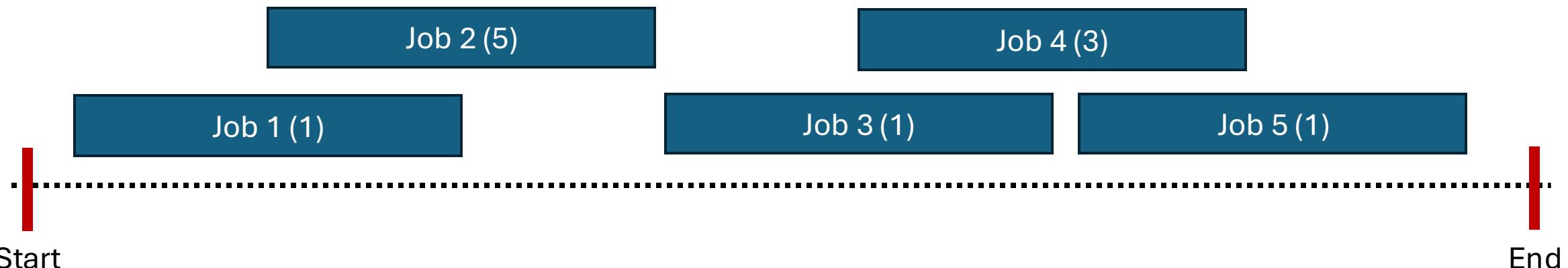
0	1	2	3	4	5
0	1				

M-Compute-Opt (j) :

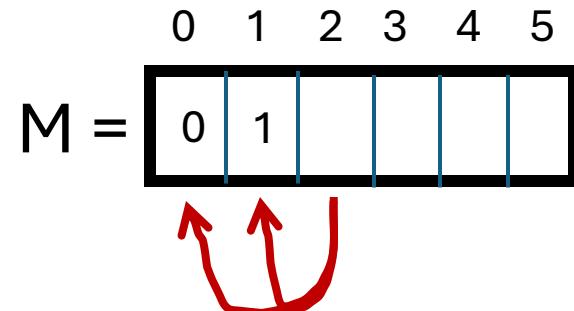
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Bottom-Up

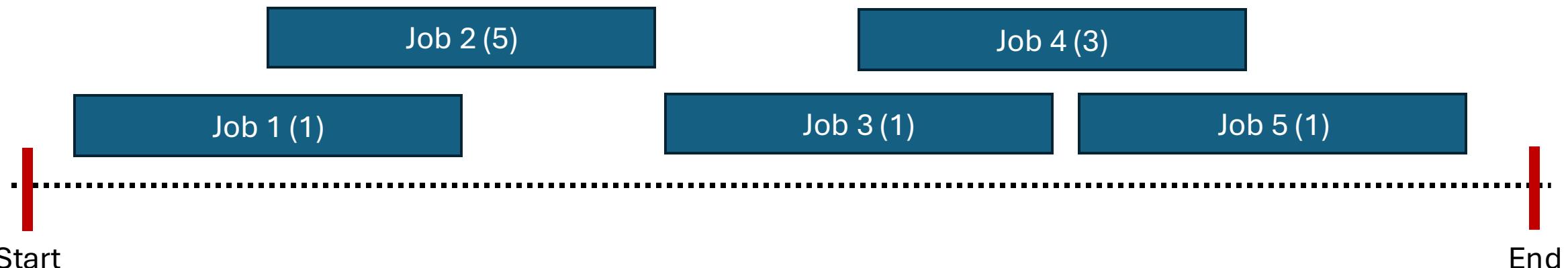


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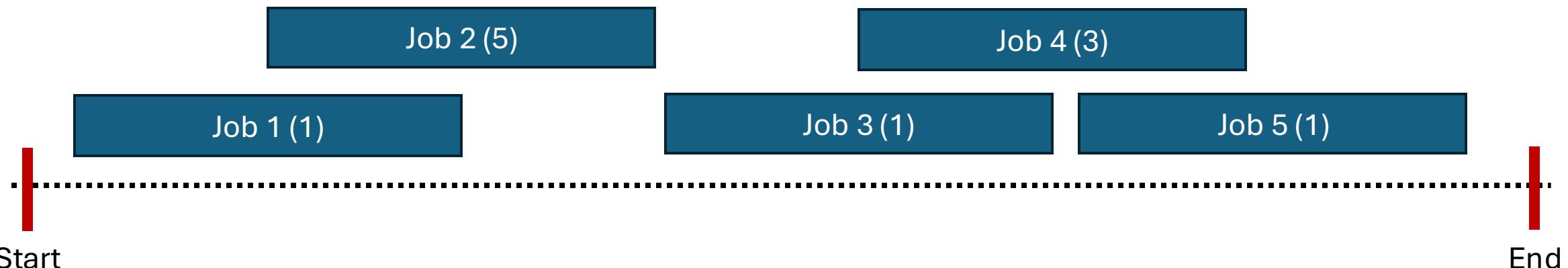
0	1	2	3	4	5
0	1	5			

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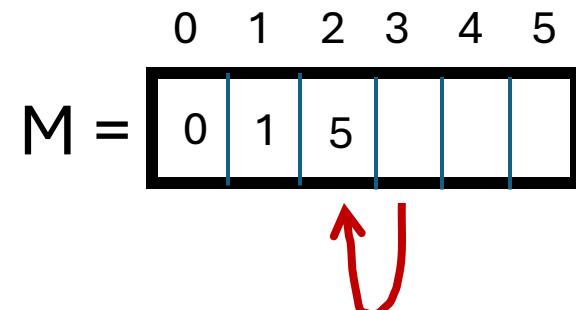
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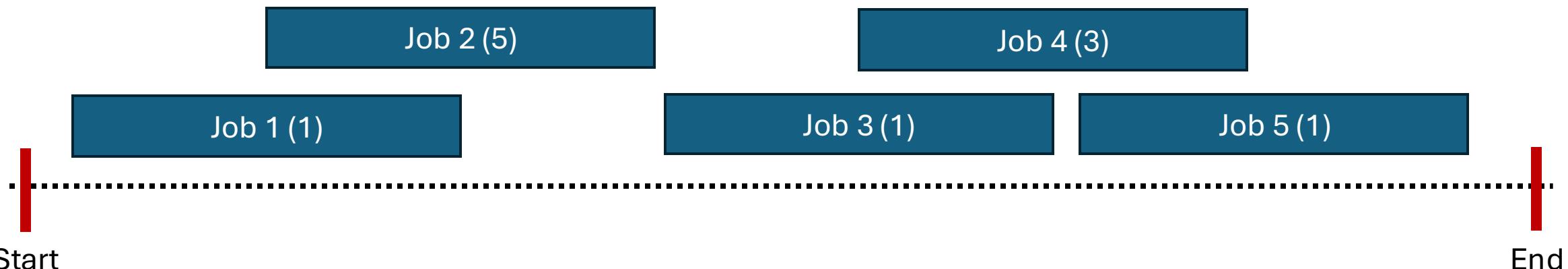


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Bottom-Up

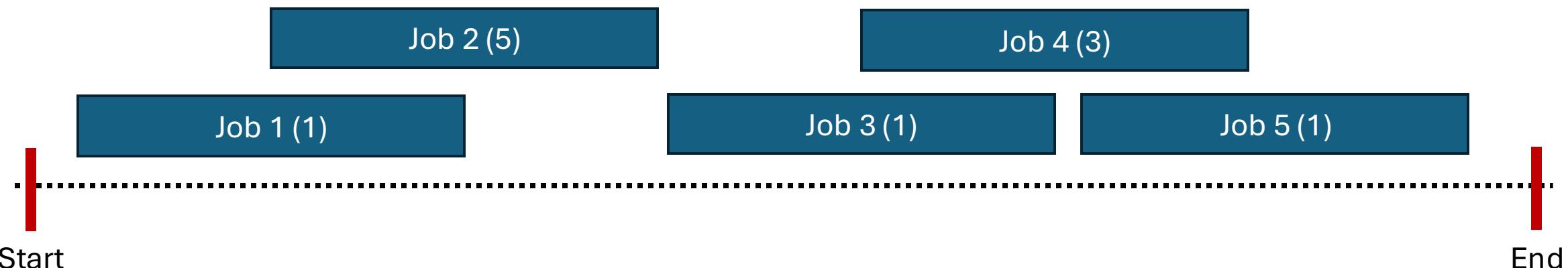
0	1	2	3	4	5
0	1	5	6		

M-Compute-Opt (j) :

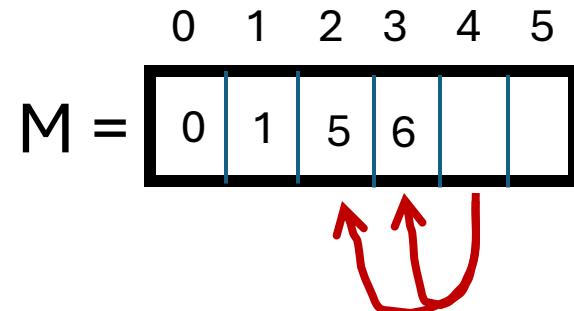
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Bottom-Up

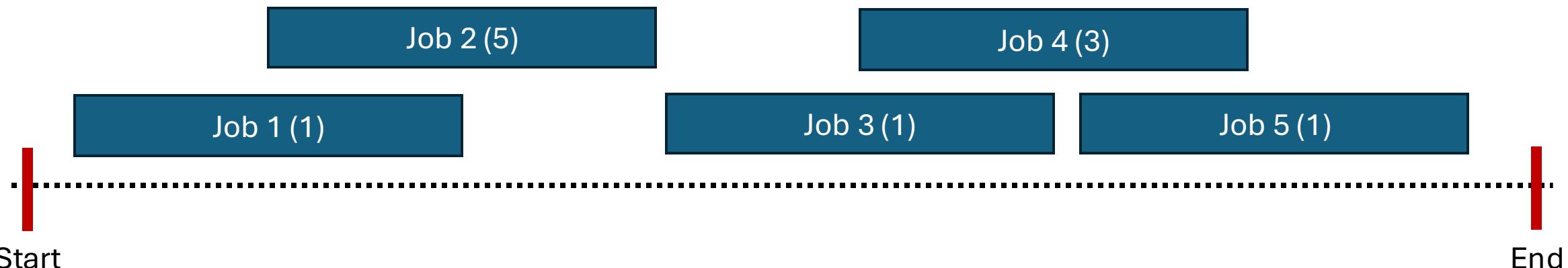


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Bottom-Up

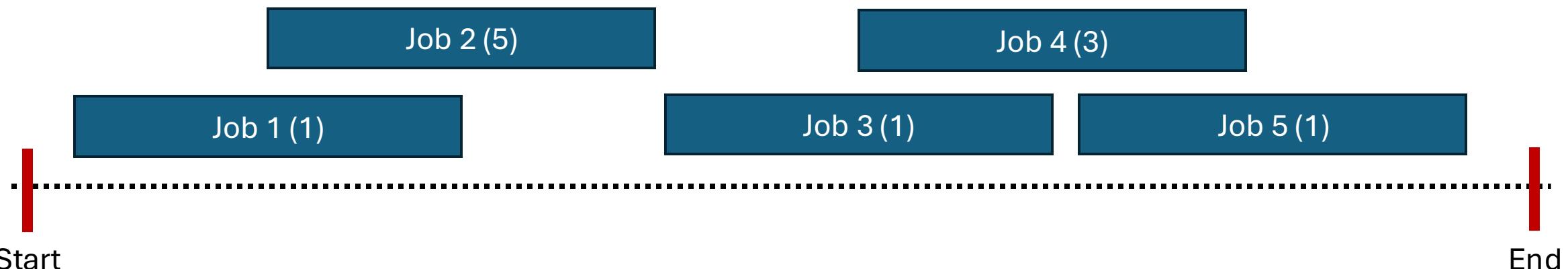
0	1	2	3	4	5
0	1	5	6	8	

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Bottom-Up

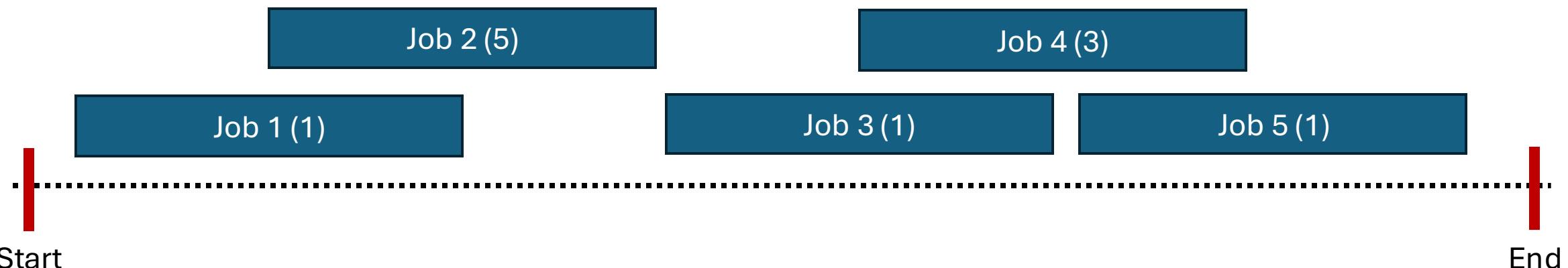
0	1	2	3	4	5
0	1	5	6	8	8

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Bottom-Up

M-Compute-Opt (j) :

If j not in M:

 M[j] = Max (M-Compute-Opt (j-1) , v[j] + M-Compute-Opt (p[j]))

Return M[j]

Instead of letting recursion decide the order, you compute them from the "bottom" cases and work your way up:

M-Compute-Opt-Bottom-Up (j) :

For i in [j] :

 M[i] = Max (M-Compute-Opt (i-1) , v[i] + M-Compute-Opt (p[i]))

Return M[j]