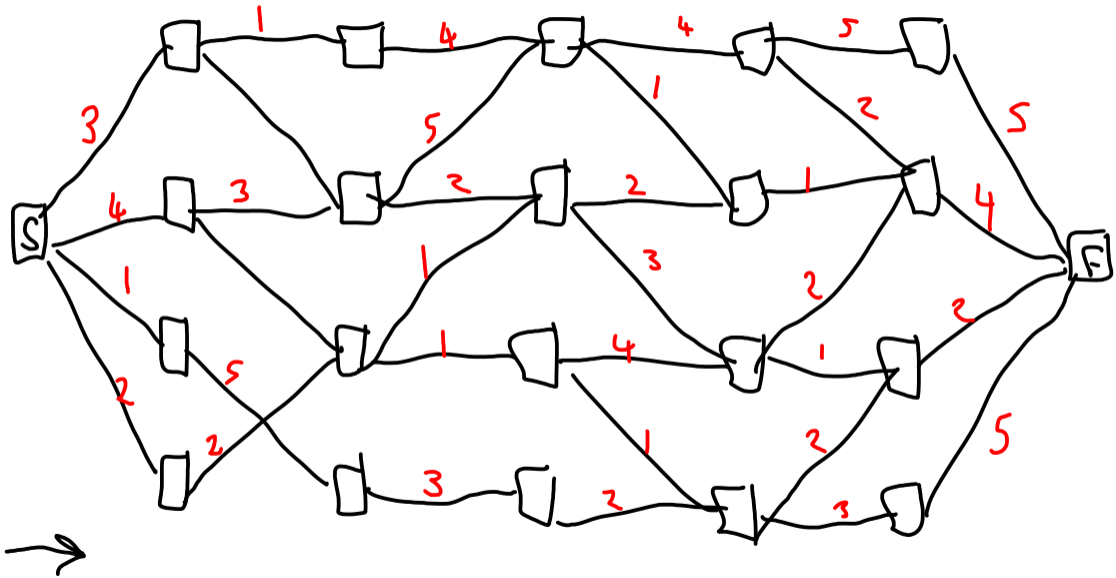


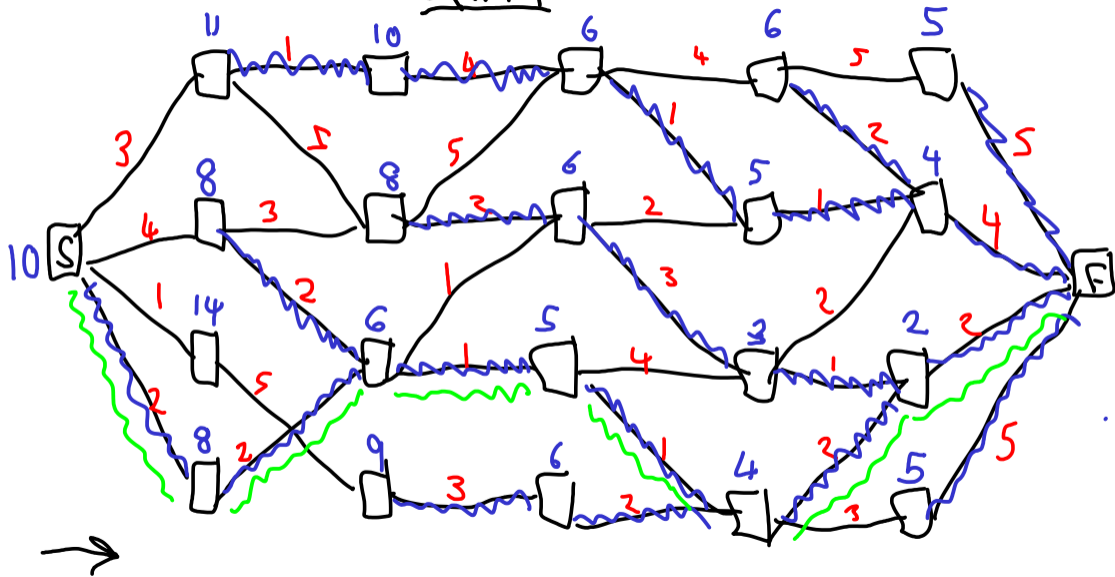
8/25/14

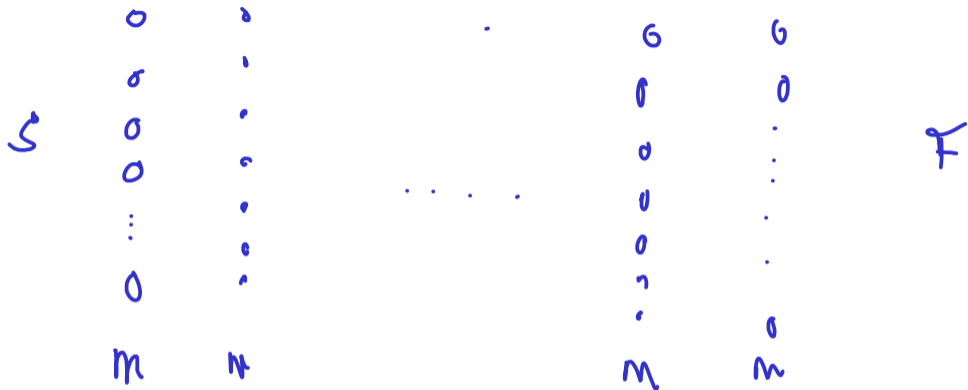
Dynamic Programming

Algorithm methodology



8/27/14





$\# \text{ paths} = m^n$

Running time:  $O(mn \times m) = O(m^2 n)$ .

# Production Scheduling problem

Factory makes a single item e.g. washing machines.



$d_j$  = demand in period  $j$

$C_j(x) =$  cost of making  $x$  machines in period  $j$

Can keep up to  $I_j$  in stock at end of period

View problem as making a sequence of

decisions:  $x_1, x_2, \dots, x_n =$

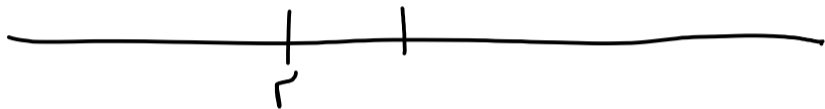
$x_j =$  #machines to make in  
period  $j$

Optimal decision depends on current  
"state"



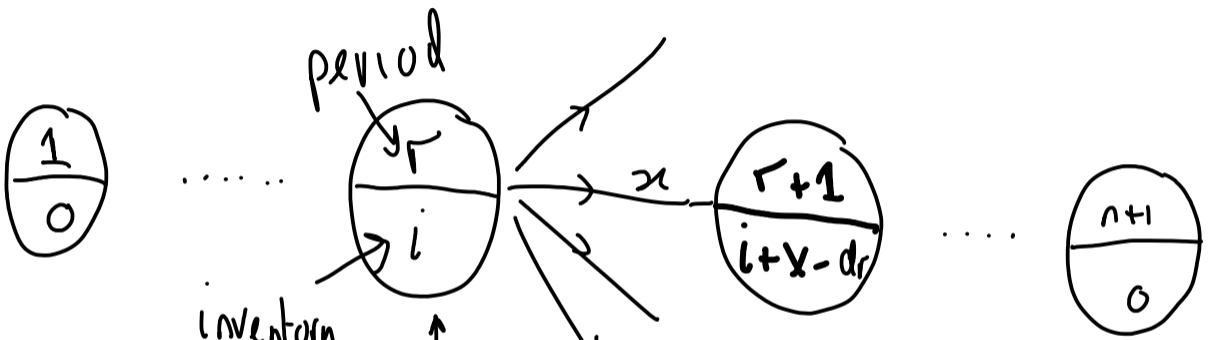
What does  $X_n$  depend on

Depends on current inventory



Choice of  $x_r$  depends on inventory at start of period  $r$ .



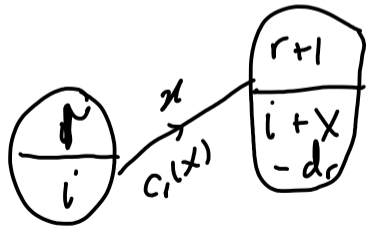


$f_r(i) = \text{min. cost of}$   
 $\text{satisfying}$   
 $\text{demand from state } i$

$$f_{n+1}(i) = 0$$

$$f_r(i) = \min_x \left( C_r(x) + f_{r+1}(i+x-d_r) \right)$$

$$\begin{aligned} x &\geq 0 \\ i+x &\geq d_r \\ i+x-d_r &\leq H \end{aligned}$$





8/29/14

Example of production problem.

$$H=3, n=5, c(x) = 18x - x^2.$$

$$d_i = 4, \forall i$$

$$f_r(i) = \min_x [c(x) + f_{r+1}(i+x-d_r)]$$

$i$	$f_1$	$x_1$	$f_2$	$x_2$	$f_3$	$x_3$	$f_4$	$x_4$	$f_5$	$x_5$
0							112 ← 110 ← 104 ← *94 ←	4 5 6 7	56	4
1							101 101 *93 82	3 4 5 6	45	3
2					126 ← 2 134 ← 3 131 ← 4 125 ← 5		75 In correct		32	2
3							60		17	1

① Add a holding cost:  $h(i, x)$

$$f_r(i) = \min_x \{ C(x) + h(i, x) + f_{r+1}(i+x-d_r) \}$$

② Suppose unmet demand is  $\Pi$  per item per period — forget holding cost.

$$f_r(i) = \min_x \{ C(x) + \Pi(d_r - (i+x))^+ + f_{r+1}(i+x-d_r) \}$$

$i$  can be negative

9/3/14

Example of production problem.

$$H=3, n=5, c(x) = 18x - x^2.$$

$$d_i = 4, \forall i$$

$$f_r(i) = \min_x [c(x) + f_{r+1}(i+x-d_r)]$$

$i$	$f_1$	$x_1$	$f_2$	$x_2$	$f_3$	$x_3$	$f_4$	$x_4$	$f_5$	$x_5$
0	244	4	188	7	150	4	112 110 104 *94 84	2	56	4
1	233	3	183	6	139	3	101 101 99 *97	3	45	3
2	220	2	176	5	126	2	94	5	32	2
3	205	1	167	1	111	1	89	1	17	1



# Variations

① Add a smoothing cost  $\sigma(x_1, x_2)$  for making  $x_1, x_2$  in successive periods

e.g.  $\sigma(x_1, x_2) = k(x_1 - x_2)^2$

$$f_i(i, y) = \min_x [c(x) + \sigma(y, x) + f_{r+1}(i+x-d_r, x_c)]$$

prod.  $\uparrow$  last period

111) Machine replacement.

Suppose cost of producing  $x$  depends  
on the age of the machine:  $C(x, t)$

for a machine age  $t$ .

Cost of new machine is  $A$ .

Must acquire new machine once machine  
reaches  $T$ , otherwise it's optional.

$$f_r(i, t) = \min \begin{cases} \text{keep} & \min_x (c(x, t) + f_{r+1}(i+x-d_r, t+1)) \\ \text{replace} & A + \min_x (c(x, 0) + f_{r+1}(i+x-d_r, 1)) \end{cases}$$

↑  
age of  
machine

$$f_r(i, T) =$$

## Knapsack problem

Scout X is going to camp.

Has a knapsack.

X can carry at most weight  $W$

$n$  possible items to pack. Each item of type  $j$  has weight  $w_j$ , and value  $c_j$ .

Problem: choose items  
to maximize  
value

Integer program:

$$\text{Maximize } C_1x_1 + C_2x_2 + \dots + C_nx_n$$

$x_i$  = # items of type  
 $i$  that  $X$  takes  
with them.

$$w_1x_1 + w_2x_2 + \dots + w_nx_n \leq W$$

$$x_i \in \{0, 1, 2, \dots\}$$

Dynamic Programming:

$$\text{Opt}[1, 2, 3, \dots, n; W] =$$

Sequence of decisions

$$x_1, x_2, \dots$$

$$\max_{x_1} [C_1x_1 + \text{Opt}[2, 3, \dots, n; W - w_1x_1]]$$

$f_r(w)$  = max. obtainable using items of  
type  $1, 2, \dots, r$  and knapsack of  
size  $w$

$$= \max_{x_r} \left[ c_r x_r + f_{r-1}(w - w_r x_r) \right]$$

9/05/14


Knapsack Problem: maximise  $c_1x_1 + \dots + c_nx_n$   
s.t.  $w_1x_1 + \dots + w_nx_n \leq w$   
 $x_1, \dots, x_n \geq 0$  integer

$$f_r(w) = \max. c_1x_1 + \dots + c_r x_r$$
$$w_1x_1 + \dots + w_r x_r \leq w$$
$$x_1, \dots, x_r \geq 0 \text{ \& integer}$$

$$f_r(\omega) = \max_{0 \leq X_r \leq \lfloor \frac{\omega}{w_r} \rfloor} [c_r X_r + f_{r-1}(\omega - w_r X_r)]$$

$$f_1(\omega) = c_1 \lfloor \frac{\omega}{w_1} \rfloor$$

or  
 $f_0(\omega) = 0$



Execution time =  
 $O(nW^2)$