

# Dynamic Programming

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250H

Example:  $a_n = a_{n-1} + a_{\lfloor \sqrt{n} \rfloor}$

## Recursion

example(n):

if (n = 0)

return 0

else

return example(n) + example(floor(sqrt(n)))

Example:  $a_n = a_{n-1} + a_{\lfloor \sqrt{n} \rfloor}$

**Dynamic Programming(Bottom Up):**

example(n):

a = array of length n

a[0] = 0

for i = 1 to n

    a[i] = a[i-1] + a[floor(sqrt(i))]

return a[n]

Example:  $a_n = a_{n-1} + a_{\lfloor \sqrt{n} \rfloor}$

## Dynamic Programming with Memoization (Top Down):

example(n):

a = array of length n

if (n = 0)

    return 0

else

$a[n] = a[n-1] + a[\text{floor}(\text{sqrt}(n))]$

return a[n]

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- Solves problems by combining the solutions to subproblems
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  - When the subproblems overlap
- Solves each sub sub problem just once then saves its answer in a table
- Typically Dynamic Programming is applied to optimization problems
  - Each solution has a value and we want to find a solution with the optimal value
  - This is *an* optimal solution to the problem
    - There may be several

# Developing a Dynamic-Programming Algorithm

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1. Characterize the structure of an optimal solution
2. Recursively define the value of an optimal solution
3. Compute the value of an optimal solution, typically in a bottom-up fashion
4. Construct an optimal solution from computed information

If we only need the value of an optimal solution, and not the solution itself, then we can omit step 4.

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# Memoization

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- A memoized recursive algorithm maintains an entry in a table for the solution to each subproblem
- Each table entry initially contains a special value to indicate that the entry has yet to be filled in
- When the subproblem is first encountered as the recursive algorithm unfolds, its solution is computed and then stored in the table
- Each subsequent time that we encounter this subproblem, we simply look up the value stored in the table and return it