

# Dynamic Programming 101

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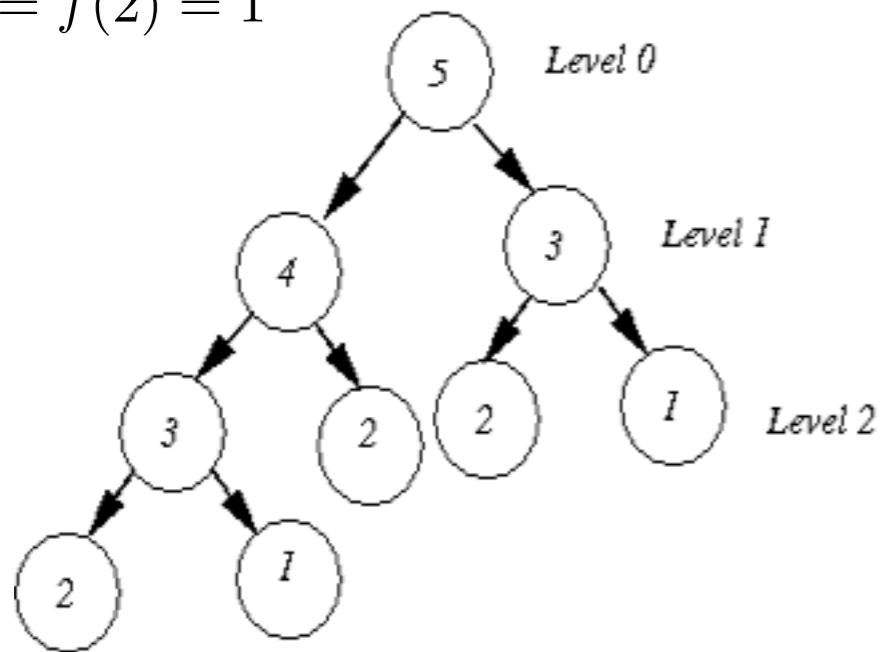
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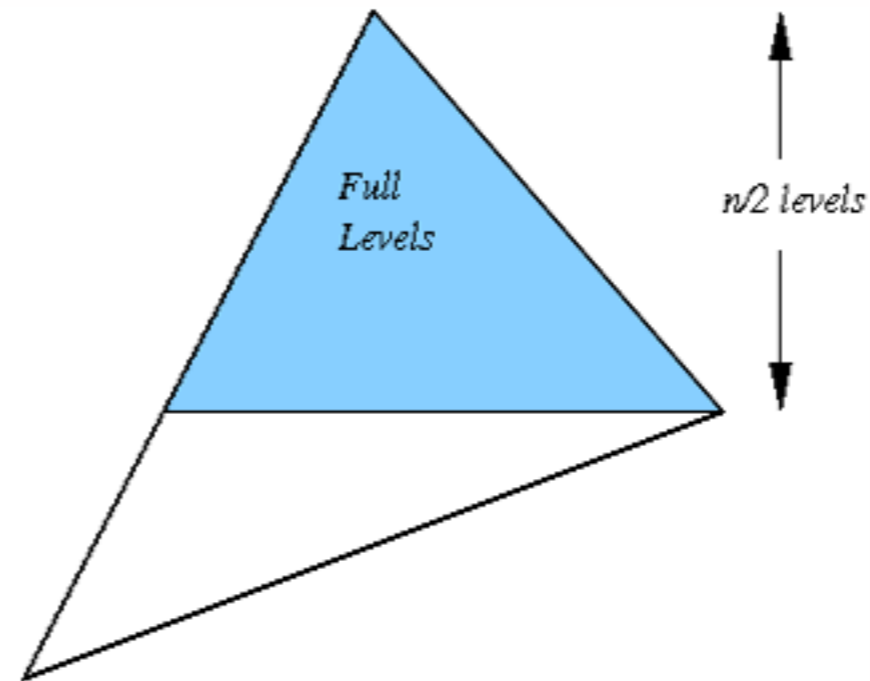
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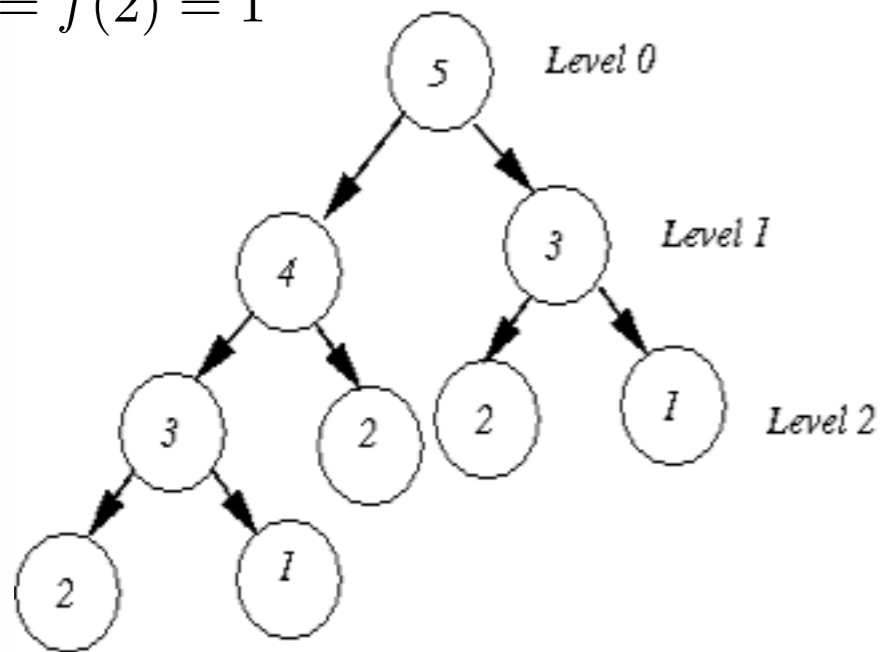


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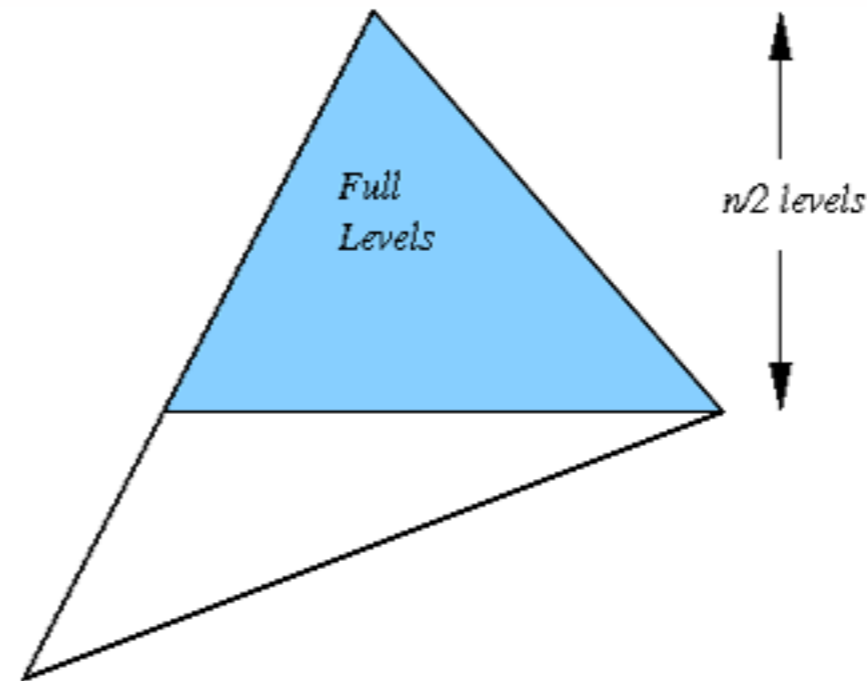
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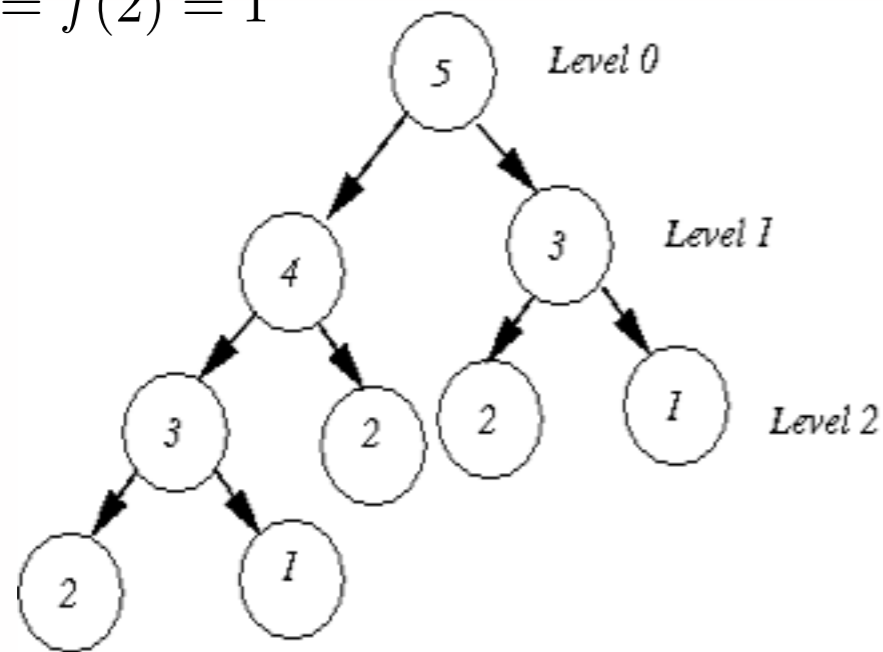
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without  
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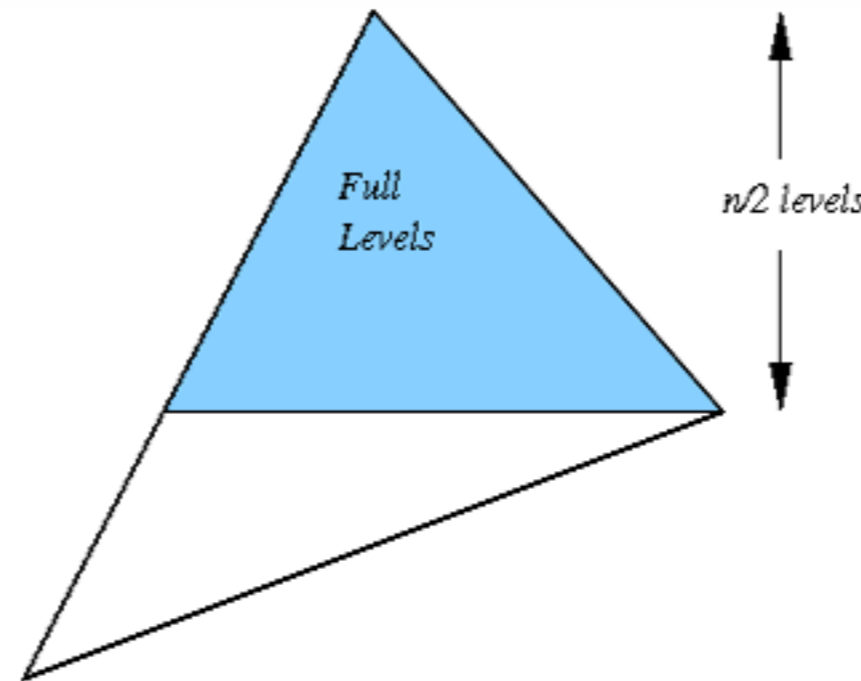
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DPI: top-down with memoization:  $O(n)$

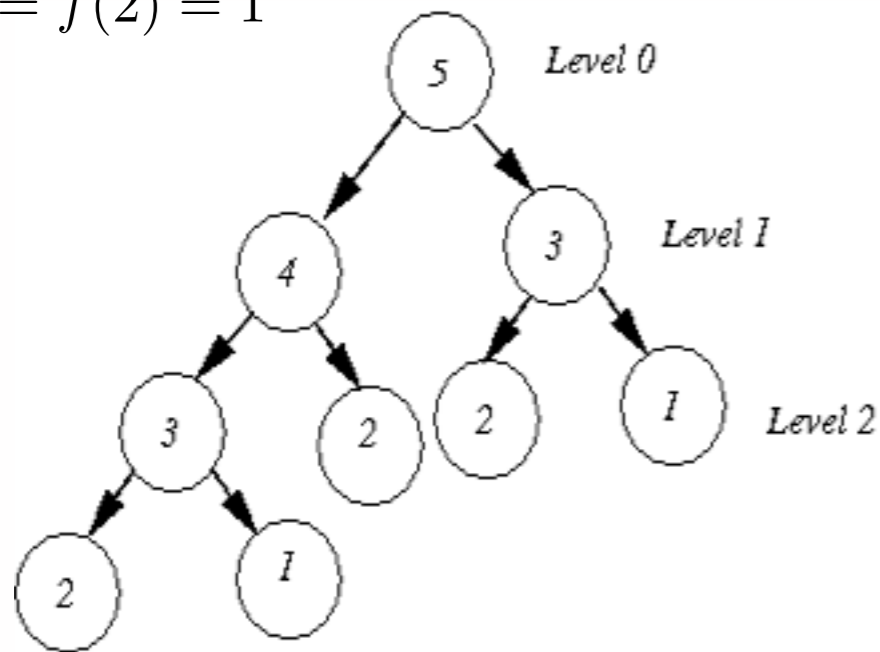
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fibs={1:1, 2:1}  
def fib1(n):  
    if n not in fibs:  
        fibs[n] = fib1(n-1) + fib1(n-2)  
    return fibs[n]
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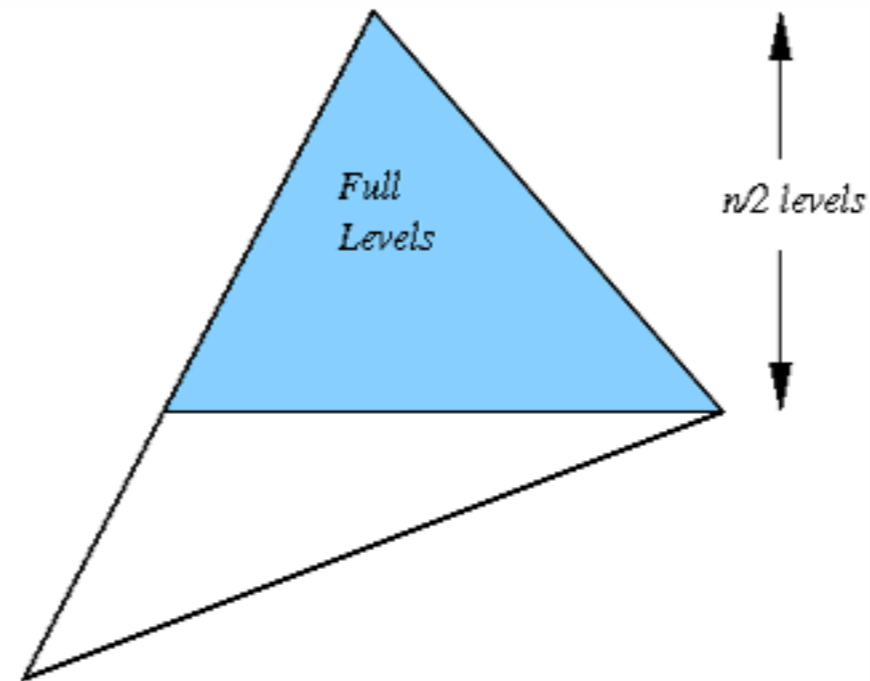
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DP2: bottom-up:  $O(n)$

```
def fib0(n):  
    a, b = 1, 1  
    for i in range(3, n+1):  
        a, b = a+b, a  
    return a
```

DP1: top-down with memoization:  $O(n)$

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$$f(1)=2, f(0)=1$$



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$$\text{better: } f(0)=0; f(-1)=0$$

# Summary

- Dynamic Programming = divide-n-conquer + overlapping
  - “distributivity” of work:  $a*c+b*c+a*d+b*d = (a+b)*(c+d)$
- two implementation styles
  - 1. recursive top-down + memoization
  - 2. bottom-up
  - also need backtracking for recovering best solution
- three steps in solving a DP problem
  - define the subproblem
  - recursive formula
  - base cases