



DYNAMIC

PROGRAMMING DOJO



## WHAT IS DYNAMIC PROGRAMMING?

- Method to solve complex problems by deliberately reducing to simple sub-problems;
- Only solve each problem once; Hold results of sub-problems in memory (memoization);
- Incrementally solve more complex problems from this simple foundations;
- **Provides exact, optimum solutions rather than approximations.**



Everything should be as simple as it can be,  
but not simpler.

attrib. Albert Einstein

You must unlearn what you have learnt.

Yoda



## WHEN CAN I USE DYNAMIC PROGRAMMING?

If you can answer 'Yes' to both of these questions then Dynamic Programming can create a fast, optimal solution:

1. Optimal Substructure.  
Can a sub-problem be identified that produces an optimum solution?
2. Overlapping Subproblems.  
Would a 'naive' recursive solution repeatedly solve the same problem?

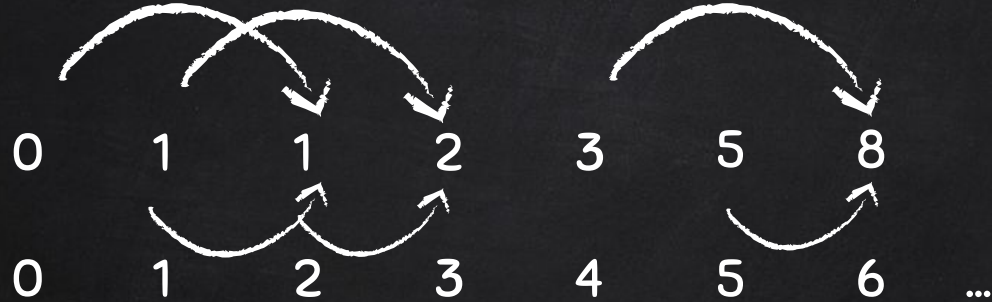






# DYNAMIC FIBONACCI SOLUTION

## Bottom-up Approach



Complexity =  $O(n)$



## PROBLEM 1 – MAKING CHANGE

Given a set of coins, calculate the minimum number of coins required to sum up to a given value.

It's tempting to use a 'Greedy' algorithm which repeatedly subtracts the largest valued coin which does not exceed the remaining value.

This approach gives a good approximation but does not always produce the best result.

Try to make the value of 23 using the coins 1, 4, 15, & 20.

The 'Greedy' algorithm will give a solution of 4 coins (20, 1, 1, 1) but the optimal solution is 3 coins (15, 4, 4).



# MAKING CHANGE – DYNAMIC METHOD

COINS: 1, 2, 5, 10 TARGET VALUE: 8







## REAL WORLD EXAMPLES

- BIOINFORMATICS – DNA/RNA SEQUENCE ALIGNMENT
  - GLOBAL – NEEDLEMAN-WUNCH ALGORITHM
  - LOCAL – SMITH-WATERMAN ALGORITHM
- HIDDEN MARKOV METHODS – VITERBI ALGORITHM
  - SPEECH RECOGNITION
  - PARTICLE DECAY (MONTE CARLO METHOD)
- CRICKET
  - DUCKWORTH – LEWIS METHOD



## HANDS-ON PROBLEMS

### 3 PROBLEMS TO SOLVE WITH DYNAMIC PROGRAMMING

1. MINIMUM COINS PROBLEM
2. OPTIMAL PATH PROBLEM
3. BILLBOARD LOCATION PROBLEM

DO. OR DO NOT. THERE IS NO TRY.

YODA



THANKS!

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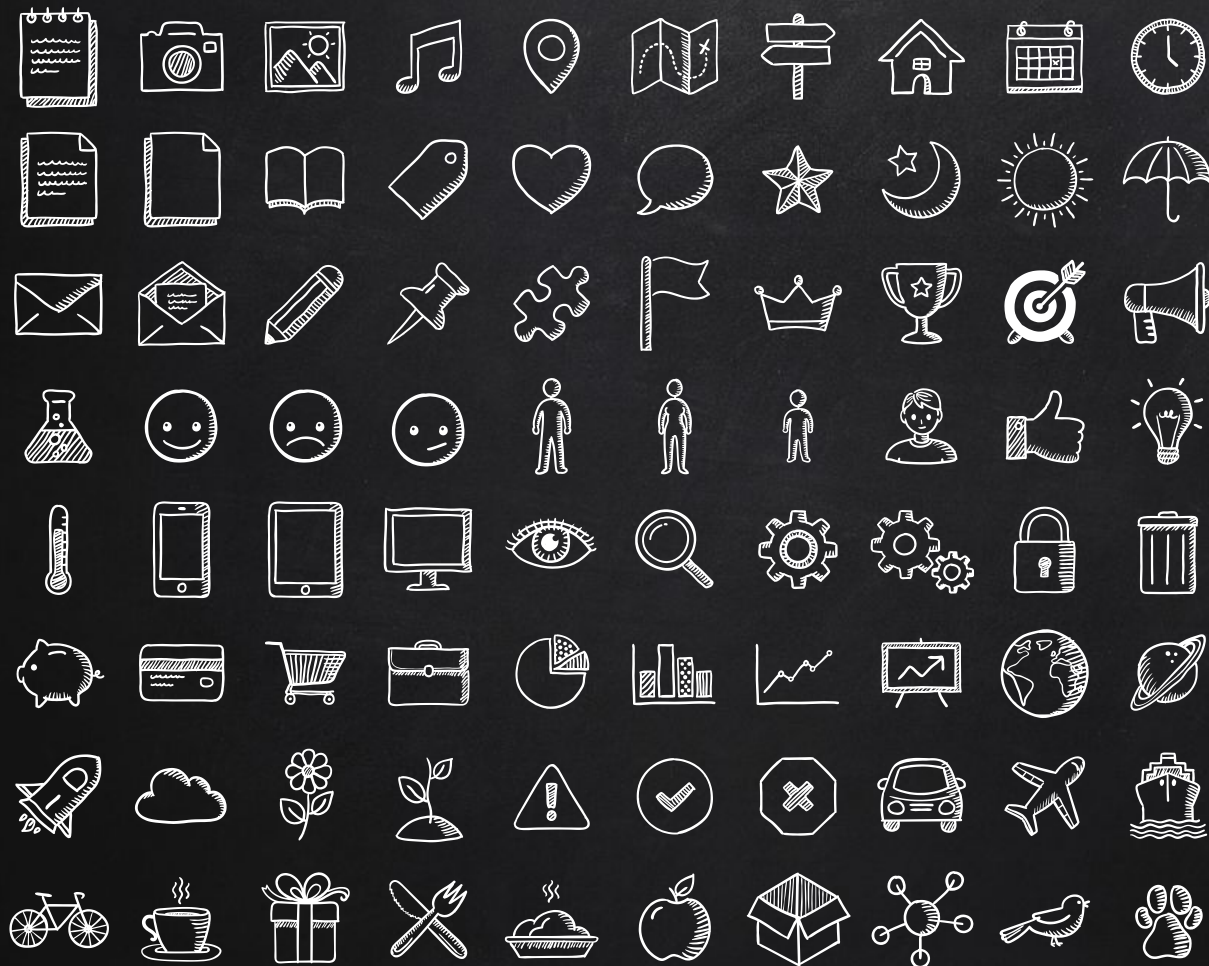
Any questions?

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## CREDITS

Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by SlidesCarnival
- Photographs by Unsplash



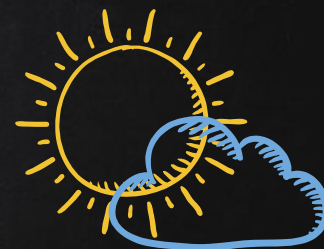
SlidesCarnival icons are editable shapes.

This means that you can:

- Resize them without losing quality.
- Change fill color and opacity.

Isn't that nice? :)

Examples:





# EXTRA GRAPHICS

