

6. Dynamic Programming (DP)

♦ Definition:

Dynamic Programming is an optimization technique used to solve complex problems by **breaking them into subproblems**, storing their results to avoid recalculating.

♦ Key Concepts:

- **Overlapping Subproblems**
 - **Optimal Substructure**
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♦ Approaches:

1. **Top-Down (Memoization)** – Recursion + cache
 2. **Bottom-Up (Tabulation)** – Iterative DP
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♦ Applications:

- Fibonacci Sequence
- 0/1 Knapsack Problem
- Longest Common Subsequence

- Matrix Chain Multiplication
- Coin Change Problem
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