

Divide & Conquer

Problem is divided into sub problems repeatedly until the resulting subproblems are very to solve. ~~combine the~~
eg merge sort, quick sort, top down parser, fourier trans, binary search, Strassen's matrix

Divide — Problem into sub problem

Conquer: Solve the sub problem recursively ~~with~~ (or) combining the sub problems to get final solution

Greedy technique & Dynamic programming

both techniques used to solve optimization problems. but they differ in approaches and strategies, main difference in making decisions

simple & straight forward to solve optimization
easy to implement
greedy — make locally optimal choices leading to global optimum

dynamic — systematically solve subproblems to guarantee optimal solution

✓ Create greedy
local optimal solution.
leading to global.

choices based on
the current situation
without considering
future sequence. whereas dynamic

hope for optimal
solution

eg 1) Huffman coding
(compressing data)
2) Knapsack problem
(Packing most valuable
data into a limited
capacity)

3) MST.

4) Travelling Sales, graph coloring

Greedy faster than dynamic

greedy focus on
solving problem quickly

dynamic

guarantees optimal
solution.

Problem → Sub problem
need memory to store
intermediate results to
avoid redundancy

all possible

guarantee optimal
solution

Bellman Ford
Floyd Warshall

eg Shortest path
GPS, graph
theory, game
theory, AI & ML

dynamic focus
on solving problems
efficiently