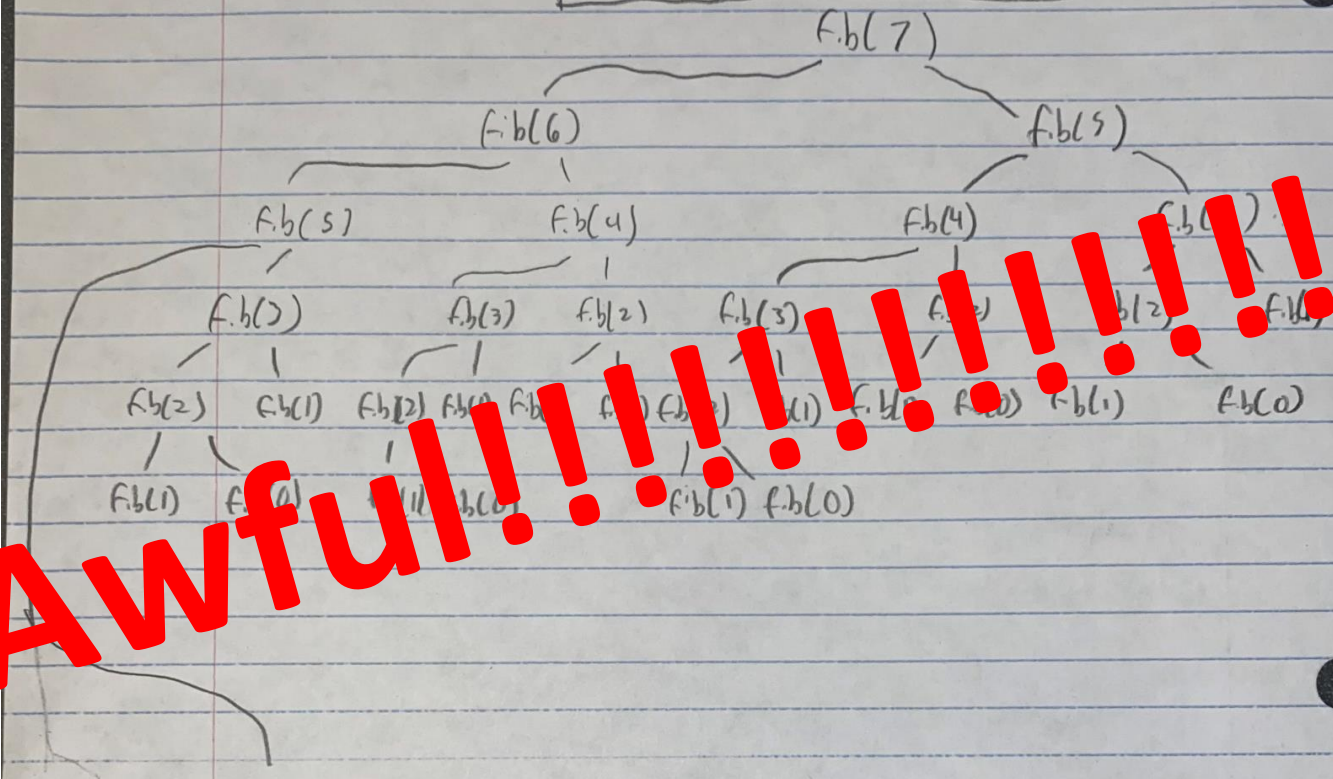
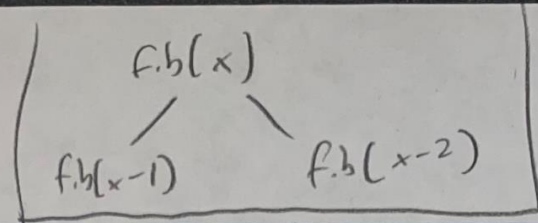


# Dynamic Programming

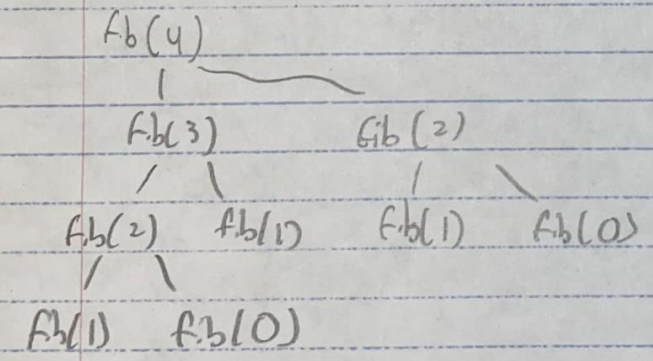
# Why?

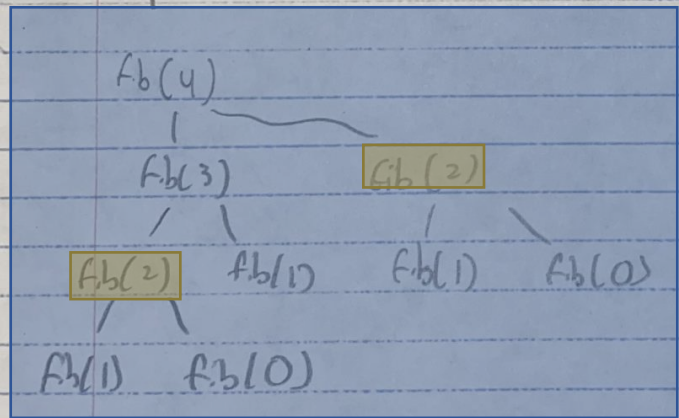
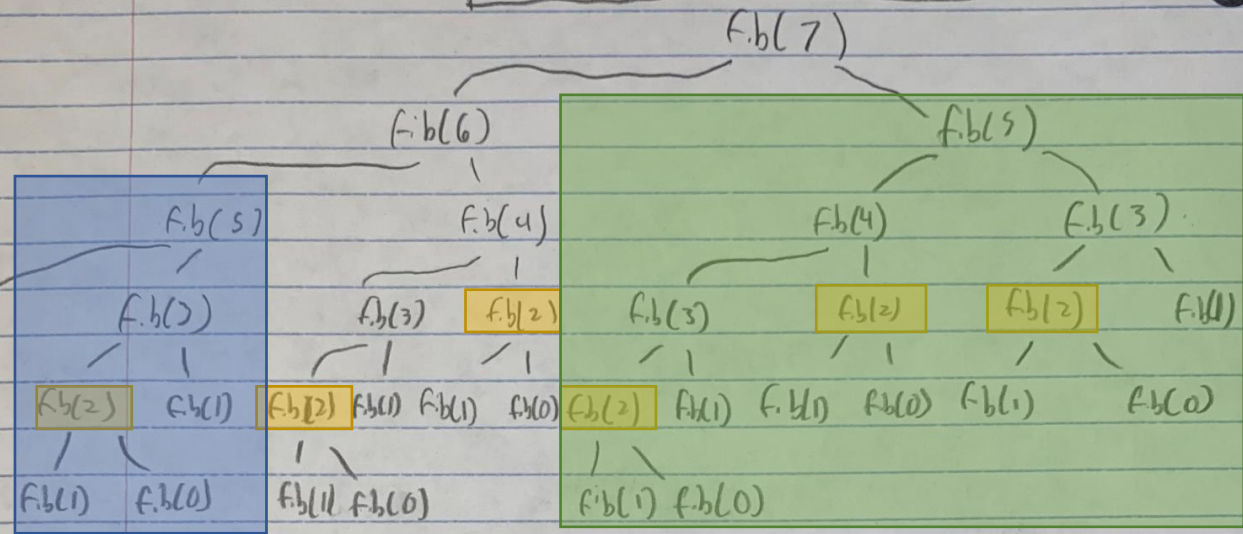
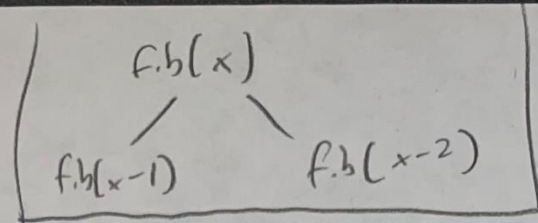
- Reduces redundant work & makes things more efficient
  - Sometimes, *it's the only way*
- Not taught formally here at WWU

# Fibonacci demo



Awful!!!!!!!



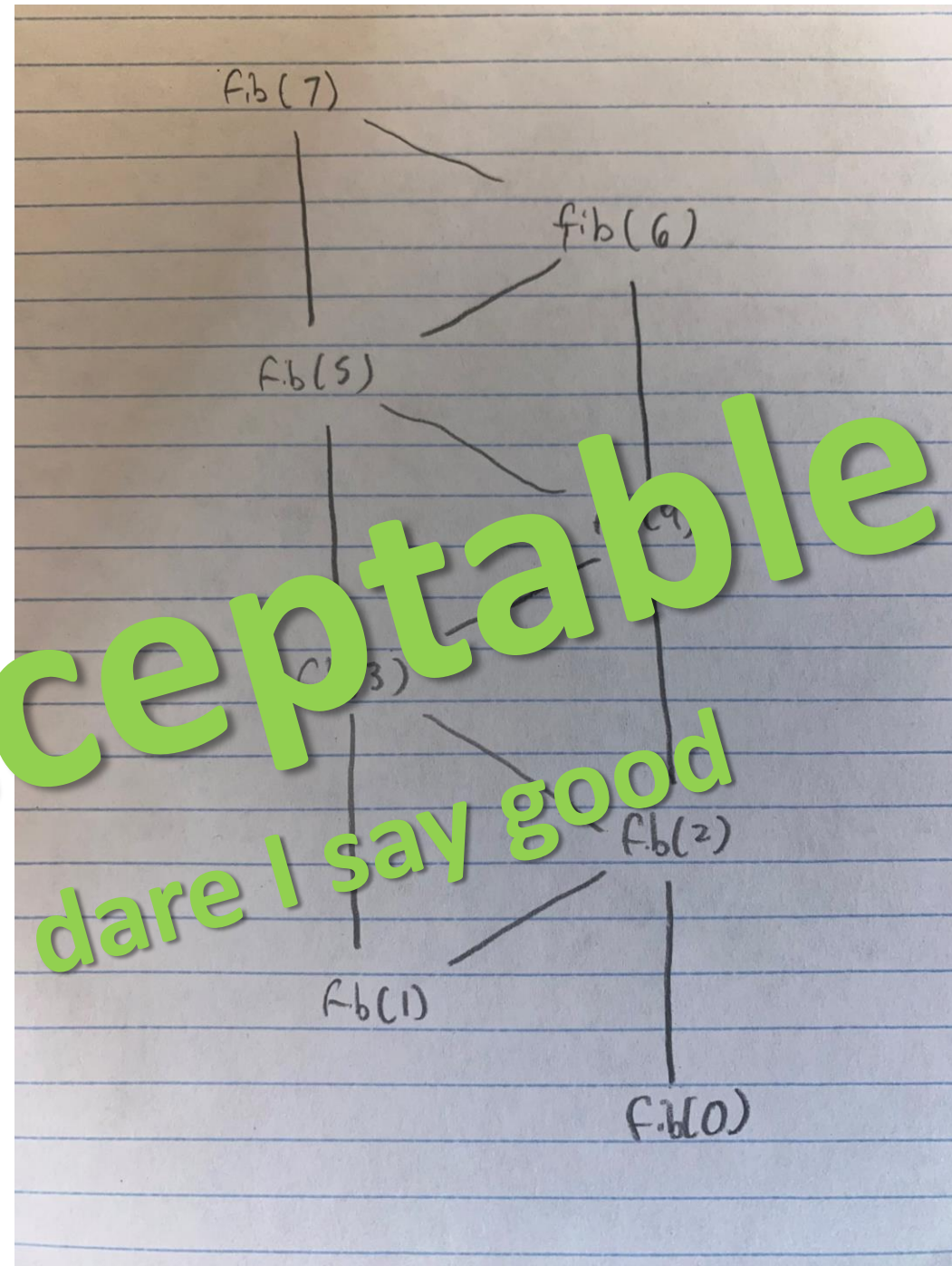
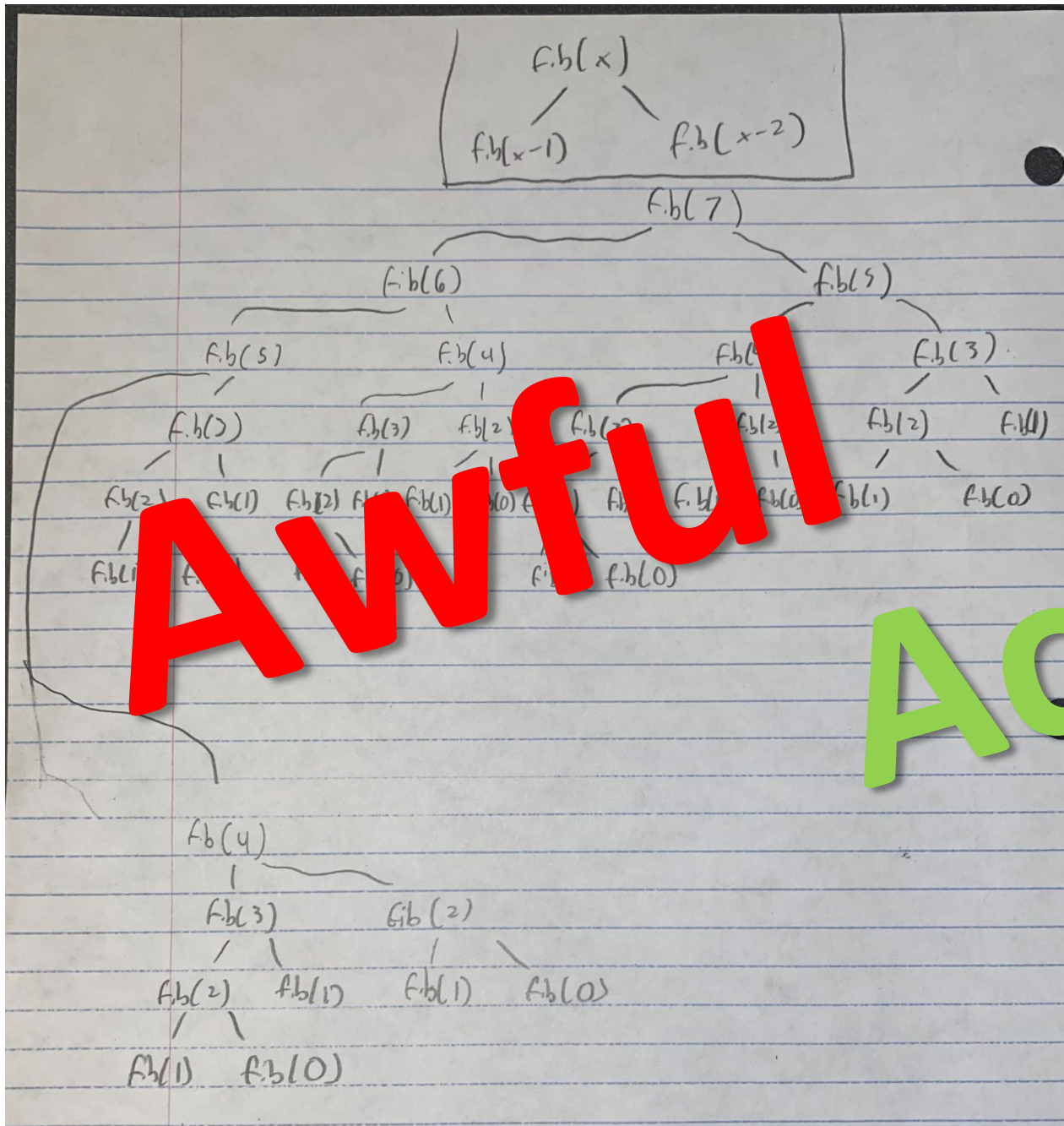


How do we stop doing stuff we already did?

# How do we stop doing stuff we already did?

- If you've done it, **save it**
- Before you do it, **check to see if you've done it.**







# Types of Dynamic Programming

## **Memoization**

- Recursive

## **Tabulation**

- Iterative

# Fibonacci Numbers using Tabulation

## Tabulation:

- Do most of the work of each step before you get to it
- Build the pyramid layer by layer, so that you're always on solid ground
- "Bottom-up"

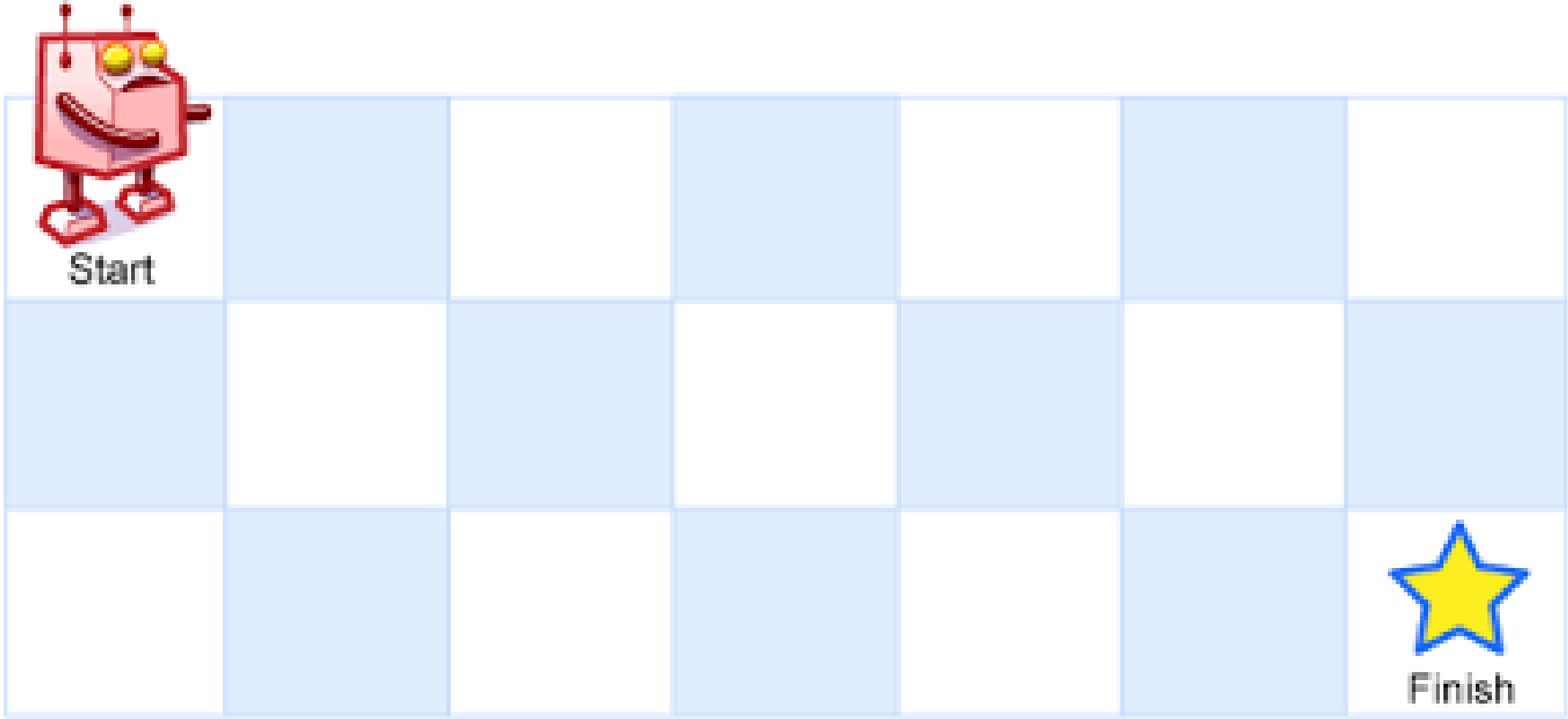
## Memoization:

- Check to see if you've done this entire step before
- Build the pyramid under you at the point that you need it
- "Top-down"

**Most importantly:**  
**ONLY BUILD ONE PYRAMID!**

# One Last Sample Question

Hi pdf viewer! This problem is “Unique Paths” on Leetcode.



# When do I use it?

shoutout to Sam for making this slide possible

- Recursive
- When you need to deal with smaller problems to find solutions to bigger ones
- When it's easy to figure out what smaller problems need to be answered to find each solution
  - Metaphorically, for tabulation: when you can make sure that the bricks you need are already in your pyramid



# Pros & Cons

## Tabulation:

- Less memory usage
- Large recursive stack can cause exceptions

## Memoization:

- Often more intuitive
- Works when subproblems overlap