

# Introduction to Dynamic Programming

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# Different Problem Solving Approaches

## Greedy Algorithms

- Build up solutions in small steps
- Make local decisions
- Previous decisions are never reconsidered

## Dynamic Programming

- Solves larger problem by relating it to overlapping subproblems and then solves the subproblems
  - Important to store the results from subproblems so that they aren't computed repeatedly
  - (overlapping: contrast with divide and conquer, which divides into independent subproblems)

## Backtracking

- Solve by brute force searching the solution space, pruning when possible

# Dynamic Programming

## General Idea:

- Solves larger problem by relating it to overlapping subproblems and then solves the subproblems
- It works through the exponential set of solutions, but doesn't examine them all explicitly
- Stores intermediate results so that they aren't recomputed

# Dynamic Programming

For dynamic programming to be applicable:

- At most polynomial number of subproblems (else still exponential-time solution)
- Solution to original problem is easily computed from the solutions to the subproblems
- There is a natural ordering on subproblems from “smallest” to “largest” and an easy to compute recurrence that allows solving a subproblem from smaller subproblems

# Dynamic Programming - A First Example

## Fibonacci Numbers

- 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, ...
- $F(0) = 0$ ,  $F(1) = 1$
- $F(n) = F(n-1) + F(n-2)$

## Computing the Fibonacci Numbers

- Each  $n^{\text{th}}$  number is a function of previous solutions
- A recursive solution:

```
Fib(n)  
1. if  $n < 0$  then RETURN "undefined"  
2. if  $n \leq 1$  then RETURN  $n$   
3. RETURN  $\text{Fib}(n-1) + \text{Fib}(n-2)$ 
```

What's the drawback to this solution?

- Complexity is exponential

# Dynamic Programming - A First Example

## Computing Fibonacci Numbers - Can we do better than exponential?

- Yes - "Memoization"
- Each time you encounter a new subproblem and compute the result, store it so that you never need to recompute that subproblem
- Each subproblem is computed just once, and is based on the results of smaller subproblems
  - This leads naturally to converting the recursive solution to an iterative solution

```
FibDynProg (n)  
1. Fib[0] = 0  
2. Fib[1] = 1  
3. for i=2 to n do  
4.     Fib[i] = Fib[i-1] + Fib[i-2]  
5. RETURN Fib[n]
```