

Dynamic programming

$$F_n = \begin{cases} 0 & \text{if } n=0 \\ 1 & \text{if } n=1 \\ F_{n-1} + F_{n-2} & \text{if } n > 1 \end{cases}$$

Fibo(n):
 if n=0: return 0
 if n=1: return 1
 if n>1:
 return Fibo(n-1)
 + Fibo(n-2)

$$\begin{aligned} F_0 &= 0 \\ F_1 &= 1 \\ F_2 &= 1 \\ F_3 &= 2 \end{aligned}$$

$$\begin{aligned} F_4 &= 3 \\ F_5 &= 5 \\ F_6 &= 8 \\ F_7 &= 13 \\ &\vdots \end{aligned}$$

→

$$T(n) = T(n-1) + T(n-2) + 1$$

"runtime of Fibo on input of n"

$$\begin{aligned} T(1) &= 1 \\ T(0) &= 1 \end{aligned} \quad T(n) = O(2^n)$$

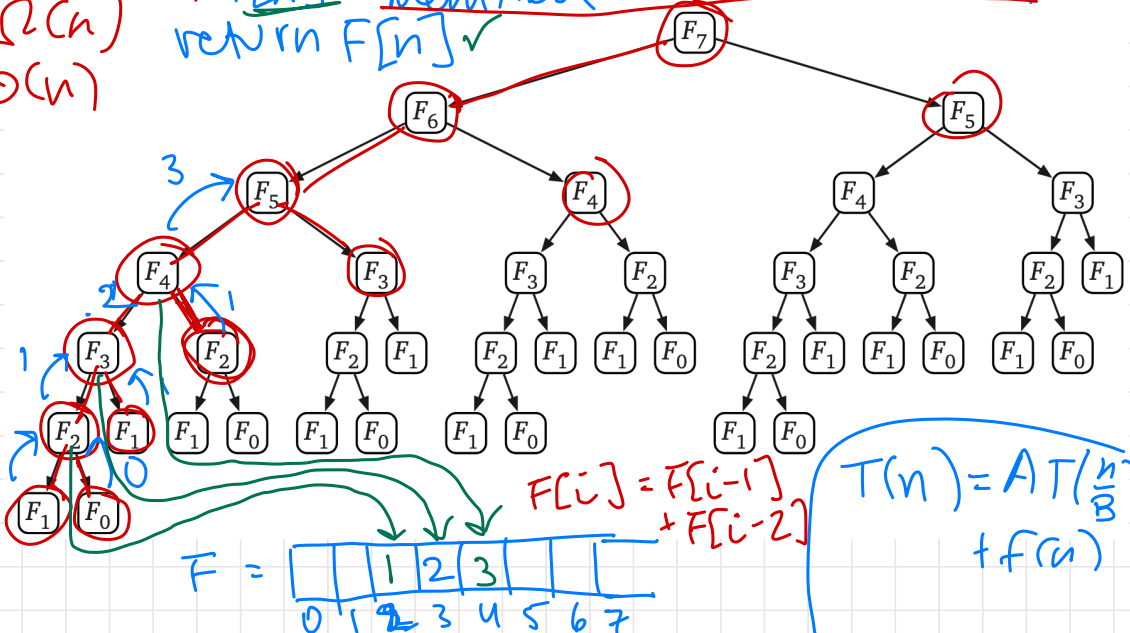
idea: Memoization

MemFibo(n): n=1
 if n=0: return 0
~~if n=1: return 1~~
 if n>1:

 if F[n] is unfilled:

 → F[n] = MemFibo(n-1) + MemFibo(n-2) ✓
 return F[n] ✓

$\Omega(n)$
 $O(n)$



$$T(n) = AT\left(\frac{n}{3}\right) + f(n)$$

To write a DP alg:

- ① Write the english def. of the subproblems we will solve.
- ② Write the recursive def. of that subproblem.
- ③ Figure out how to memoize
- ④ Write our DP alg

example: Max Candy

input: list of amnt of candy that each house gives out

output: max amnt of candy you can get by trick or treating, but you can't go to two houses in a row.

$C = [3, 5, 1, 2, 6, 4, 6]$ $n = 7$

output: 7

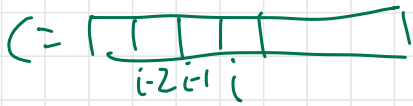
① let $MC(i)$ be the max amount of candy you can get trick or treating up to house i .

$$MC(1) = 1 = C[1] \neq$$

$$MC(2) = \max(C[1], C[2]) = \max(3, 5)$$

$$MC(7) = 7 = \text{the final answer}$$

② Write the recursive def. of the subprob.



$MC(i)$ is either:

- • candy at house i + max candy up to house $i-2$
- • max candy ~~from~~ up to house $i-1$

$$MC(i) = \begin{cases} C[1] & \text{if } n=1 \\ \max(C[1], C[2]) & \text{if } n=2 \\ \max(C[i] + MC(i-2), MC(i-1)) & \text{if } n > 2 \end{cases}$$

③ Memoize: Store $MC(i)$ values in an array M which we fill for increasing i .

④ Write the DP alg.

MaxCandy (array C of candy amnts):

$$M[1] = C[1]$$

$$M[2] = \max(C[1], C[2])$$

for i in 3 to n :

$$M[i] = \max(C[i] + M[i-2], M[i-1])$$