DYNAMIC PROGRAMMING

Dynamic Programming

Dynamic Programming (DB) is an algorithm technique used to solve problems that can be broken down into **simpler, overlapping subproblems.**

Key Concepts of Dynamic Programming

- Overlapping subproblems: a problem has overlapping subproblems if it can be broken down into subproblems.
- **Memoization (Top-Down Approach)**: store the results in a cache (typically a dictionary or array) to avoid recalculation recursion and caching approach.
- **Tabulation (Bottom-Up Approach)**: first solve all possible subproblems iteratively, and store them in a table.

Dynamic Programming – Example – Fibonacci Sequence

```
Naive Recursive Approach

int fib(int n) {
   if (n <= 1) {
      return n;
   }
   return fib(n - 1) + fib(n - 2);
}</pre>
```

```
Memoization (Top-Down DP)

std::unordered_map<int, int> memo;
int fib(int n) {
   if (n <= 1) {
      return n;
   }
   if (memo.find(n) != memo.end()) {
      return memo[n];
   }
   memo[n] = fib(n - 1) + fib(n - 2);
   return memo[n];
}</pre>
```

```
Tabulation (Bottom-up DP)

int fib(int n) {
   if (n <= 1) {
      return n;
   }
   int dp[n + 1];
   dp[0] = 0;
   dp[1] = 1;
   for (int i = 2; i <= n; i++) {
      dp[i] = dp[i - 1] + dp[i - 2];
   }
   return dp[n];
}</pre>
```



Problem Statement

You need to climb a staircase with n steps to get to the top. Each time you can choose to climb either 1 step or 2 steps at a time. Find out how many different ways you can climb to the top of the staircase.

Example 1

Input: n = 2

Output: 2

Explanation: There are two ways to get to the top

- 1. Climb 1 step at a time, twice
- 2. Climb 2 steps in one go

Example 2:

Input: n = 3

Output: 3

Explanation: There are three ways to get to the top:

- 1. Climb 1 step at a time, three times
- 2. Climb 1 step, then 2 steps
- 3. Climb 2 steps, then 1 ste.



```
std::unordered_map<int, int> memo;
int climbStairs(int n) {
   // Identify the sequence, when:
   // n = 0 (0 way), there is no way to get up
   // n = 1 (1 way): only one way : 1-step
   // n = 2 (2 ways): 1s + 1s | 2s
   // n = 3 (3 ways): 1s + 1s + 1s | 1s + 2s | 2s + 1s
   // n = 4 (5 ways): 1s + 1s + 1s + 1s | 1s + 1s + 2s | 1s + 2s + 1s | 2s + 1s + 1s | 2s + 2s |
   if (n <= 2) {
       return n;
   if (memo.find(n) != memo.end()) {
       return memo[n];
   memo[n] = climbStairs(n - 1) + climbStairs(n - 2);
   return memo[n];
```