UNIVERSITY COMPUTER SCIENCE • EXERCISE SHEET

10.4 Dynamic programming

Name: _____ Class: _____ Date: _____ **Total: 24 marks**

KEY WORDS DP table DP • dependency order

Objective

Build DP tables by hand and price the memoisation win.

1 Key knowledge and worked examples

■ The design

Recurrence + base cases + fill order. Coin table (1, 3, 4): $dp[i] = 1 + \min(dp[i - c])$ over usable coins ✓.

■ Worked example: the win

Naive fib(30): 2,692,537 calls; memoised: 29 subproblems ✓. Knapsack capacity 7, items (1,1)(3,4)(4,5)(5,7): $dp[7] = 9$ ✓.

2 Practice

2.1 Naive fib(5) makes how many calls (count the root)? [3]

2.2 Coin table (1, 3, 4): what is $dp[5]$? [3]

2.3 Name the three parts of a DP design. [3]

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3 Exam-style questions

3.1 Coin system 1, 3, 4; targets 0 through 6.

Build the full table $dp[0..6]$, cell by cell, naming the chosen coin at each step. State $dp[6]$ and the coins used. Contrast with greedy's answer and name which design is correct here. [8]

3.2 Knapsack, capacity 7, items (1,1), (3,4), (4,5), (5,7).

Build the capacity table after each item (four rows of 8 cells, or the final row with derivations). State $dp[7]$ and the item set. Explain why iterating capacity downward is required for 0/1 knapsack. State the naive recursion's complexity and the table's. [7]

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