

## DP Concepts (video 30) (uestions

codestorywithMIK

HIGUI (Motivation) Success isn't about never failing;
it's about rising stronger every time.

Keep going - You are unstoppable

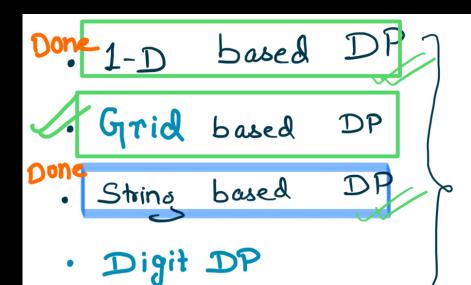
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MIK

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· Game Strategy

(.) RECURSION + MEMOIZATION (Top Down)

we'll do:

- (1) Bottom UP.
- (1) Time & Space

## DP on Grids

PART-II of Introduction

Types of Problems

## in Grid DP



(.) Finding count/no of unique Paths from a Source to Destination.

Example:- Counting Paths with no obstacles.

Counting Paths with yestrictions

(Eg. blocked cells, walls)

Minimum/ Cost Path.

(e) Finding paths with minimum sum of weights or costs

Example: Find minimum path Sum in

grid having the values.

Find minimum path Sum in grid having -ve values

## Shortest Path in a Gyrid

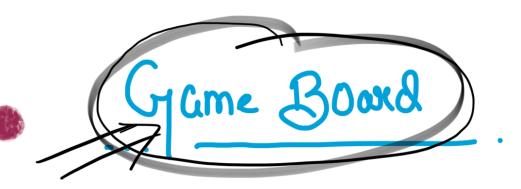
> It can be "maximum" as well.

(e) finding shortest Path (in terms of steps or weight) from Source to Destination.

Ly Gyrid with non-uniform weights - BFS DPX

Ly Gyrid with non-uniform weights - B.P. on

Dijkstra's



(.) Chess Board related problems

Example: Wyinimum Knight Moves

shoulest path lor King to reach

a destination. //

(0) Snake & Ladder board based problems.

(V) atrix /Grid travousal/war

Example: - W Chevry Pickup I/I

w Dungeon Game

x Robot walk related Problems etc. etc...







