

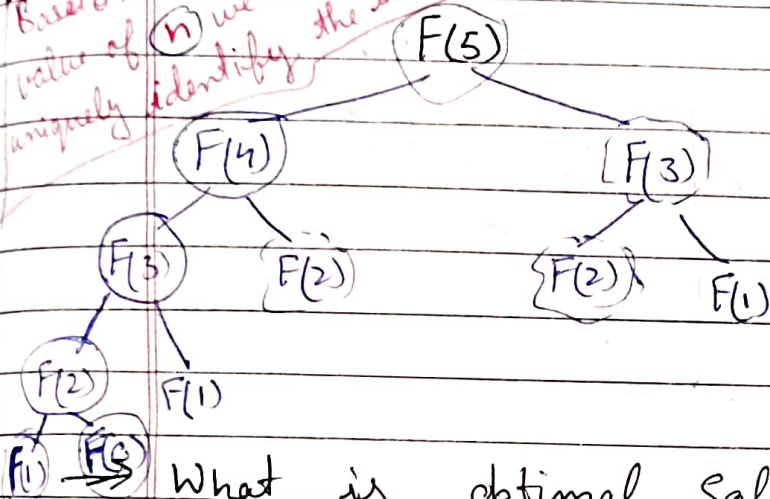
→ reuse more repeat less

⇒ What is Dynamic Programming?

→ if you ~~always~~ already know about something don't recompute it.

→ What are overlapping subproblems?

① Based on the value of n we can uniquely identify the state



② $f(n) = f(n-1) + f(n-2)$

{ All dotted circles? are Repeating }

③ What is optimal solution?

Solve a problem by adding optimal solution of its small/sub problems.

~~Greedy~~ Greedy

① A greedy algorithm builds up a solution piece by piece, always choosing the next piece that offers the most obvious and immediate benefit.

② It is useful for solving problems where making locally optimal choices at each step leads to a global optimum.

Dynamic Programming

① A dynamic programming algorithm builds up the solution to a problem by solving its subproblems recursively.

② It is used where the optimal solution can be obtained by combining optimal solutions to subproblems.

Greedy

Dynamic Programming

③ It does not necessarily consider the future consequences of the current choice

③ Dynamic programming stores the solution to subproblems and reuses them when necessary to avoid solving the same subproblems multiple times. (Global optimum)

④ The greedy approach is ~~more~~ generally faster and simpler, but may not always provide the optimal solution.

④ Dynamic programming guarantees the optimal sol. but is slower and more complex.

⇒ Where to Use DP?

Then optimal structures or overlapping subproblems

⇒ Various approaches : T D (Top Down)

B U (Bottom up)

(recursive)

Memoization

Tabulation

(iterative)

How ⇒ Where to use DP ① ⇒ State of the DP

② ⇒ How the subproblems are related / identify formula b/w them.

③ ⇒ storing the results once completed.

⇒ Solving Fibonacci by applying Dynamic Programming

Step ①, ② ⇒ written in page 1

Step ③ ⇒ Make an array to store the values which are founded once. So that these values (not find again).

① for $f(n)$ there are $(n+1)$ unique states

```
#include <vector>
using namespace std;
```

```
vector <int> dp; // store ans for states which
                  // which are computed for the first.
```

```
int f(int n){
    if (n == 0 or n == 1) return n;
    if (dp[n] != -1) return dp[n];
    return dp[n] = f(n-1) + f(n-2);
}
```

```
int main(){
    int n;
    cin >> n;
    dp.resize(n+1, -1);
    cout << f(n) << "\n";
    return 0;
}
```

Memoization - Ek bdi problem se choti problem par jaa rhe ho phir wapis aa rhe ho or aap bich me kabhi bhi apna kaam kar skete ho kuki aap apni values store karwa rhe ho.

(nisi state ki calculated)

recursive
approach

Tabulation \Rightarrow Downward (Bottom UP) approach

Choti se badi problem ki taraf jate hain.

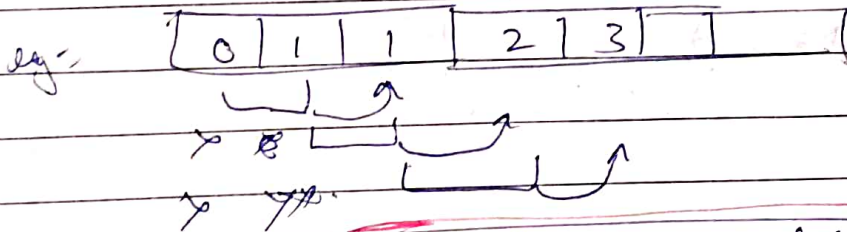
iterative approach

\rightarrow order/structure maintained

\Rightarrow konsi-2 subproblems ko use krke baki sub-problems solve krngi.

function jitne variables pe depend krrega ~~and~~ uske dimensions ki array banegi.

Tab hum subproblems ko solve krake then unke solve hone k baad Jo bigger problem aaygi us vhi needed hogi sub problem needed nahi hogi. Uska space vacant kr skte hain?



Continued to previous fibonacci code

Code Approach

```

int fbn(int n) {
    if (n == 0 || n == 1) return n;
    int dp.resize(n+1, -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];
}

```


Approach 2 (Optimised bottom up)

```
int fibo(int n) {
    int a = 0;
    int b = 1;
    int c;
    for (int i = 2; i <= n; i++) {
        c = a + b;
        a = b;
        b = c;
    }
    return c;
}
```

(int main()) Same as prev.

* Leetcode 198 Professional House Robber

Given an array of money in houses. No 2 adjacent houses can be robbed. Find the max profit by robbing the houses.

recursive approach

$f(i, arr) = \max$

$arr[i] + f(i+2, arr)$

$0 + f(i+1, arr)$

max profit by robbing all the houses from $[i \text{ to } n-1]$

$f(0, arr)$

EK hi parameter (i) se sari states define ho rhi hai to humara kam 1D array me hi hojega

To reduce more time complexity we use bottom up approach. Both codes written in leetcode.

Normal recursive array ka sol time limit exceed karega. So use modify karenge (dp array) (memoization)

Lecture - 80

DP-2

Q.8 leetcode [91] Decode Ways

{Recursive call}

Q.152 → decoding of 52 → $x=1$ 1, 5, 2

→ decoding of 2 → $y=1$ 15, 2

(x) Phle ek no. ko Rok kar bche hue ki decodings nikalni hai.

(y) Phle 2 no. ko Rok kar bche hue ki decodings nikalni hai.

Total decodings $(x+y)$

If $y > 26$ then
not possible
consider only x

Code concept

$$f(\text{str}, \text{id}x) = f(\text{str}, \text{id}x+1) +$$

returns the counts of the decodings of the string str from $\text{id}x$ to $n-1$;

$$\text{if } (\text{str}[\text{id}x] \times 10 + \text{str}[\text{id}x+1] \leq 26) \\ f(\text{str}, \text{id}x+2)$$

//base case

$$\text{if } (\text{id}x == n-1)$$

↳ decody → $\text{str}[n-1]$

$$\text{if } (\text{id}x \geq n)$$

↳ 0

find ans. $f(\text{str}, 0)$

Problems on Tabulation → N Stones

Q. → There are N stones, numbered $1, 2, \dots, N$. The height of i th stone is h_i . There is a frog who is initially on stone 1. He will repeat an action some no. of times to reach stone N . The action is that if the frog is currently on stone i , it jumps to one of the following: stone $i+1, i+2, \dots, i+k$

Here a cost of $|h_i - h_j|$ is incurred where j is the stone to land on.

→ Find the minimum possible total cost incurred before the frog reaches stone N .

input: $n=5, k=3, Arr = 10, 30, 40, 50, 20$

output: 30

Sol: $f(\text{heights}, i, k) = \min \begin{cases} |h_i - h_{i+1}| + f(\text{heights}, i+1, k) \\ |h_i - h_{i+2}| + f(\text{heights}, i+2, k) \\ |h_i - h_{i+3}| + f(\text{heights}, i+3, k) \\ \vdots \\ |h_i - h_{i+k}| + f(\text{heights}, i+k, k) \end{cases}$

min cost to reach $(n-1)^{\text{th}}$ stone from i^{th} stone with max k ^{jump} allowed.

$$f(\text{heights}, i, k) = \min_{j \in [1, k]} (f(\text{heights}, i+j, k))$$

for ($j=1, j \leq k, j++$)

$ans = \min(ans, f(\text{heights}, i+j, k))$

Code

```
#include <vector>
```

```
using namespace std;
```

```
vector<int> dp;
```

```
f(vector<int> &heights, int i, int k) {
```

```
    if (i == heights.size() - 1) return 0;
```

```
    if (dp[i] != -1) return dp[i];
```

```
    int ans = INT_MAX;
```

```
    for (int j = 1; j <= k; j++) {
```

```
        if (i+j > heights.size()) break;
```

```
        ans = min(ans, abs(heights[i] - heights[i+j]) + f(heights, i+j, k));
```

```
    }
    return dp[i] = ans;
```



```

int main() {
    int n;
    cin >> n; dp.clear(); dp.resize(100005, -1);
    int k;
    cin >> k;
    vector<int> V(n, 0);
    for (int i = 0; i < n; i++) cin >> V[i];
    cout << f(n, 0, k);
    return 0;
}

```

```

int fbu(vector<int> &heights, int k) {
    int n = heights.size();
    dp[n-1] = 0;
    for (int i = n-2; i >= 0; i--) {
        for (int j = 1; j <= k; j++) {
            if (i+j > n) break;
            dp[i] = min(dp[i], abs(heights[i] - heights[i+j]) + dp[i+j]);
        }
    }
    return dp[0];
}

```

Problem on Tabulation's coin change (CS ES)

Q → Given array of coins of diff currency. The task is to find the no. of ways to make sum by using different combinations from coins[]. Assume that → infint supply of coins.

input: sum = 4, coins[] = {1, 2, 3},
Output: 4

Explanation there are 4 solutions

{1, 1, 1, 1}, {1, 1, 2}, {2, 2}, {1, 3}.


```

int fbu(vector<int> &coins, int x, int n) {
    Vector<int> dp(1000005, 0);
    int MOD = 1000000007;
    dp[0] = 1;
    for(int j = 0; j < n; j++) {
        //go to each coin
        for(int i = 1; i <= x; i++) {
            if(i - coins[j] < 0) continue;
            dp[i] = (dp[i] % MOD +
                    dp[i - coins[j]] % MOD) % MOD;
        }
    }
    return dp[x];
}

```

```

int main() {
    int n;
    cin >> n;
    int x;
    Vector<int> coins(n);
    for(int i = 0; i < n; i++) cin >> coins[i];
    return 0; cout << fbu(coins, x, n);
    return 0;
}

```