

DP on Grid

have

whenever we talk about dp on grid

what's the pattern:

we have given a matrix of $n \times m$ or may be $n \times n$.

we have to search on $(n-1, m-1)$ by traversing on grid.

Also we have some sort of direction given

like now you can move right, left, up, down

and at last we have to find maximum or minimum according to question

game goes on here approach

4 write down base case

$\text{if}(i < 0 \text{ || } j < 0 \text{ || } i > n-1 \text{ || } j > m-1) \text{ return}$

this may be vary with question to question.

→ now talk about direction

up = solve($i-1, j$)

down = solve($i+1, j$)

right = solve($i, j+1$)

left = solve($i-1, j$)

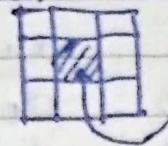
return it according to question ask



Top-down approach

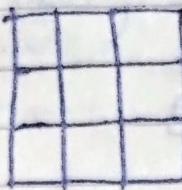
Recursive \rightarrow Base Condition + RC

memoized \rightarrow RC + (DP)



\rightarrow hai ki value hai

In Top down \rightarrow (Best)



Only this no RC

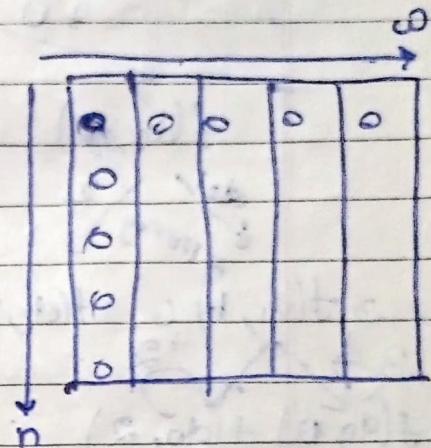
Ans \Rightarrow S/P

4 this is better bcz

Don't give stack overflow

today stand dp problem

In Top down approach



Code Studio >

Ninja training

- Ninja plan N day learning, he have 3 activities and each having some points of each day, he can't do the same activity in two consecutive day
- given 2D array of $N \times 3$ point
- mtlb ninja ko max output chye or greedy maxim de le lo saka hai or nhi hoi jo abhi raho jischa so ninja pr hum dp lagege because we have
 - Optimal
 - Choose
 - max

$n=4$

t_0	t_1	t_2	day
2	1	3	do
3	4	6	dg ₁
10	1	6	dg ₂
8	3	7	dg ₃

ninja ko aaj ka matra

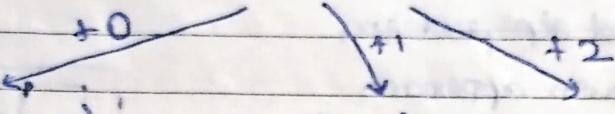
ke liye ki ab same tasks
do ab na kyo foye hune

previous koi bhi ro record

ektha padega ki previous

day. lehe konsa kaam kiya
hai.→ mai niche se streak karta
hui

Recursion tree

fun(dg₃, 3)mili dg₃ pr tu previous maine
koi task nahi
kiya

$f(dg_2, 0)$
~~1~~
~~2~~
~~3~~
~~4~~
~~5~~
~~6~~
~~7~~
~~8~~
~~9~~
~~10~~

 $f(dg_2, 1)$ $f(dg_2, 2)$

$3 \ f(d_1, 1) \ 6 \ f(d_1, 2)$
 $3 \ f(d_0, 0) \ f(d_0, 2)$

similar next tree

overlapping occurs here

At base

do pr tu ab mija maximum lara hai yata so mujhe cage
ki nri sochni

so we have two parameters

first

days



N

last task that done.

 $\{0, 1, 2, 3\}$
 $\downarrow \downarrow \downarrow \downarrow$

First 2nd 3rd none
task faj faj faj task

So $O(2^N) [4]$

Sudo code

f(day 1st)

if (day == 0)

int max{0}

for ($i + 0 \rightarrow$ total day here 310K)

$f'(t) = \omega(t)$

`maxj = max(maxj, pointCo[j][j]);`

۷

pleum max;

$\{(dp[\text{days}][\text{last}]) \mid \text{last} = -1\}$ return $dp[\text{days}][\text{last}]$;

int main

→ Some code for day not $b=0$

unique path

- 7 A bob at $(0,0)$ initially, have to reach last row ke last column or & he move right & down only.

$$\textcircled{2} m=3, n=7$$

give all unique path to reach
at this

1				(cont)		

- ## How to write gutenberg

↳ Express σ in terms of $(\sigma_{xx}, \sigma_{yy})$

↳ Explore 100 all stuff

4 sum up all ways / max/min

$$f(i, j) \rightarrow (m-1, n-1)$$

$(0, 0) \rightarrow (m-1, n-1)$ tak jana hai mujhe.

Babe Case

again $((i=0 \text{ || } j=0) \text{ return } 1$

$i < 0 \text{ or } j < 0$ } out of band case boundary
metano } Ke bhar karo se milega

A se B Jana hai to right condition hai
upar ka sare left

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$$up = f(i-1, j); \quad (B)$$

$$left = f(i, j-1);$$

return up + left;

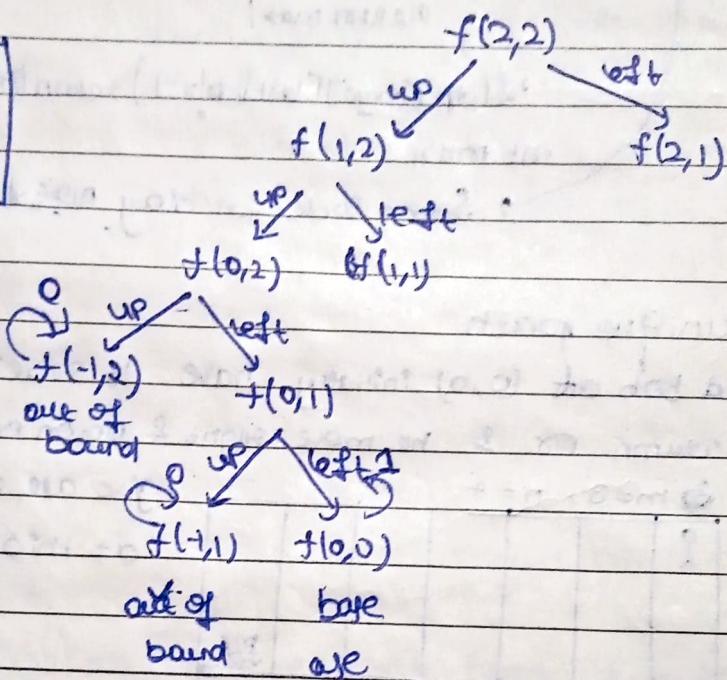
}

recursion

TC \rightarrow for every grid have take two option up, left.
up, left. So (2^{mn})

$$m=3, n=3$$

	0	1	2
0	3,0	0,1	0,2
1	1,0	1,1	1,2
2	2,0	2,1	2,2



Here overlapping occur if we see

so overlapping

memoization

④ Parameter is

(i, j)
 $\max \downarrow \uparrow \max$
 $(m-1) \quad (n-1)$

so dp[m] x [n] will get this

so here

$$TC \rightarrow O(N \times m)$$

$$SC \rightarrow O((n-1) + (m-1)) + \underline{O(nm)}$$

DP

Here store every both of bob Alice have 3 choice like $\text{pos}_{\text{bob}}^{i,j} = 0, +1 \text{ or } -1$ due concordate $-1, 0, +1$ similarly if have 3×3 path.

Cherry Pick II

	3	1	1
2	5	1	
1	5	5	
2	1	1	

moves $\rightarrow (i+1, j-1), (i+1, j), (i+1, j+1)$



\rightarrow pass cell can pick up all cherries & cell become empty

\rightarrow both at same cell, one take cherries

\rightarrow cannot move outside grid, both have to reach bottom

max (all path by Alice + All path by bob)

\downarrow \downarrow

recursion

greedy solution (join together)

Rules

- ① Explore everything in terms of (i_1, j_1) & (i_2, j_2)
- ② Explore all the paths
- ③ max sum

$f(0, 0, 0, m-1)$

Alice standing \rightarrow Bob

$f(i_1, j_1, i_2, j_2) \rightarrow$ because both are starting from same law

If base case \rightarrow out of bound and rows of both are

$i_1 \geq m \text{ or } j_1 < 0 \text{ or } i_2 < 0 \text{ or } j_2 \geq m$

Same infinite

return $-1e8$

also

so $i \leq$

wrong

4 reach destination

$i_2 = n-1$

$\&$ If both can be at one location only one count

$i_1 = j_2$ return $a[i][j_2]$

else return $a[i][j_1] + a[i][j_2]$

int mat[

for $i, j_1 \rightarrow -1 \text{ to } +1$)

for $j_2 \rightarrow -1 \rightarrow +1$)

④ $\&$ if $(j_1 = j_2)$ maxi = $\max(\text{maxi}, a[i][j_1] + f(i+1, j_1 + q_1))$

else maxi = $\max(\text{maxi}, a[i][j_1] + a[i][j_2] + f(i+1, j_2 + q_2))$

$T C \rightarrow (3^n \times 3^n) \Rightarrow$ exponential {overlapping}

$S C \rightarrow O(N)$

DP on Subsequence

- pattern

→ when you have an array and you have to find element which sum up to given target element

1	2	3	4
---	---	---	---

target = 4

arr[1] + arr[4]

- → Here we have to take element which we can consider & skip element which not.
- take & not-take Problem

~~take = target[i] + solve(i+1)~~

• have to find base case first

if ($i == n - 1$)

if ($arr[i] == \text{target}$), consider it also

Y

~~(true or false)~~

~~return true~~

~~else return false~~

~~return false~~

~~not-take = solve(i+1, target)~~

~~return max(take, not-take)~~

Subset sum equals to target

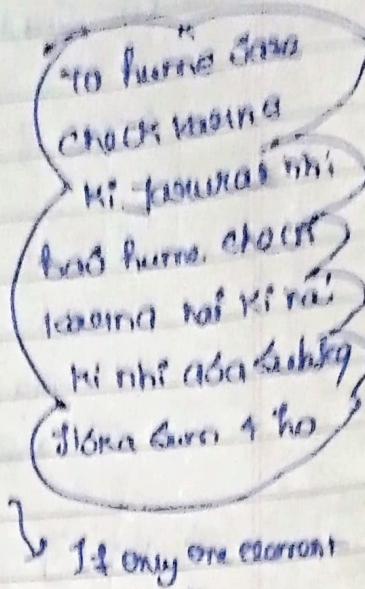
$$\text{arr} = [1, 2, 3, 4] \quad \text{target} = 4$$

$f(\text{ind}, \text{target})$

// target achieved (base)

if ($\text{target} = 0$) return true

if ($\text{ind} = 0$) return ($\text{arr}[0] = \text{target}$)



bool not_taken = $f(\text{ind}-1, \text{target})$

bool taken = false;

$f(\text{target}) = \text{arr}[\text{ind}]$

taken = $f(\text{ind}-1, \text{target} - \text{arr}[\text{ind}]);$

return (taken) (or not taken)

}

currently \rightarrow TC \rightarrow O?

old dp[ind][target] in SC \rightarrow O(n)

above memorization

ind target

dp [10^3+1] \times [10^3+1] \rightarrow given

Tabulation

① Base Cases

② Form the Nested loop

ind \rightarrow (1 \rightarrow n-1)

target \rightarrow (1 \rightarrow n^2+1)

$n-1$

$n-2$

$n-3$

0 \rightarrow already done

target

target - nums[i]

0

for ($i=0 \rightarrow n-1$)

$d[i][0] = \text{true}; \rightarrow \text{target } 0 \text{ hai to}$

$d[0][a[0]] = \text{true}; \rightarrow \text{ek element hai aur mai to}$

for ($i=1 \rightarrow n-1$)

for ($\text{target} = 1 \rightarrow k$)

bool not taken = $dp[i-1][\text{target}]$;

bool taken = false

$\text{if } (\text{arr}[i] \leq \text{target}) \text{ taken} = dp[i-1][\text{target} - \text{arr}[i]]$

$dp[i][\text{target}] = \text{taken} \mid \text{not taken}$

}

}

return $dp[n-1][k]$;

}

Here also we can optimize its space complexity

Hai time mai aage badhi

T	O
---	---

 prev

ye mai True ka hi gaha hua koi case

F	
---	--

 cur \rightarrow new mai bhi zero

wala mai True ka hi jata

Space

bool subset (int n, int k, vector<int> &arr) {

so

vector<bool> prev (k+1, 0), cur (k+1, 0);

prev[0] = cur[0] = true

prev[arr[0]] = true

for ($i=1 \rightarrow n-1$)

for ($\text{target} = 1 \rightarrow k$)

bool not taken = prev[target]

bool taken = false

$\text{if } (\text{arr}[i] \leq \text{target}) \text{ taken} = \text{prev}[\text{target} - \text{arr}[i]]$

$\text{and cur}[\text{target} - \text{arr}[i]] \mid \text{not taken}$

}

prev = cur;

}

return prev[k];

Count's Subsets with sum k

(arr, i)
target

target
1, 4, 5, [5]

{1, 4} } 3 ways
{1, 4}
(5)

Recurrence rule

- 1) Express in terms of (ind, target)
- 2) Explore all possibilities
- 3) Sum all possibilities & return

Start from $f(n-1, S)$

1) if ($i == 0$) return 0/1;
if (~~S == 0~~) return 1

if ($i == 0$) return ($a[i] == S$)

not_pick = $f(i-1, S)$

if ($a[0] \leq i$) $dp[0][a[0]] = 1$

if ($a[ind] \leq S$) pick = $f(ind-1, S - a[ind])$

return pick + not_pick;

}

Recursion $T.C \rightarrow O(2^n)$

After recursion hai upper to overlap karega
hi so use memorization

Tabulation

① Base case

② Look at the changing parameter & write Nested loop

③ Copy the recursion.

another QP on Subsequence Problem

Coin Change II

1	2	3
---	---	---

+ target = 4

any element can be used any no. of times

$$\{1, 1, 1, 1\} = 4 \rightarrow 1 \text{ way}$$

$$\{1, 3\} = 4 \rightarrow 1 \text{ way}$$

$$\{3, 1\} = 4 \rightarrow 1 \text{ way}$$

$$\{2, 2\} = 4 \rightarrow 1 \text{ way}$$

$$\{1, 1, 2\} = 4 \rightarrow 1 \text{ way}$$

$$\{2, 1, 1\} = 4 \rightarrow 1 \text{ way}$$

$$\{1, 2, 1\} = 4 \rightarrow 1 \text{ way}$$

8 ways

Solution

1 → base case

2 → convert all in i, j format

3 → sum up all possibilities & return

$f(\text{ind}, T)$

if no base case

if (ind == 0)

return ($T \% a[0] == 0$)

}

not take = $f(\text{ind} - 1, T)$

take = 0

if ($a[\text{ind}] \leq T$) take = $f(\text{ind}, T - a[\text{ind}])$

return not take + take

}

DP on String

- whenever we have ^{are gonna} problem ^{dp} on string
- first thought that would gonna be come in mind fact is longest common subsequence
- $S_1 = adebc$, $S_2 = dcadb$
- we can't change order
so longest is $a \& b$

so what it's trigger \Rightarrow How we can solve it

$adebc$

$d c a d b$

\uparrow
 e

\uparrow
 j

$\text{if } S_1[i] == S_2[j]$

return 1 + solve(i-1, j-1)

else {

return 0 + $\max(\text{solve}(i-1, j), \text{solve}(i, j-1))$.

"base case"

$\text{if } (i < 0 \text{ or } j < 0) \text{ return 0}$.

0	0	0	0	1	2	3
0	0	0	1	1	1	1
d	0	1	(1)	1	2	2
e	0	1	1	1	2	2
b	0	1	1	1	2	3
c	0	1	2	2	2	3
0	d	c	a	d	b	

It's memo is

for (int i=0 ; i<n ; i++)

$$dp[i][0] = 0$$

for (int j=0 ; j<m ; j++) dp[0][j] = 0

for (int i=1 ; i<n ; i++)

for (int j=i ; j<m ; j++)

if ($s_1[i] == s_2[j]$) {

$$dp[i][j] = 1 + dp[i-1][j-1]$$

else

$$dp[i][j] = \max(dp[i-1][j], dp[i][j-1]);$$

}

return dp[n][m];

• \rightarrow minimum number of step's required to make word-1 to word-2

$w_1 = Sea$ $w_2 = eat$

\uparrow
 $n-1$

\uparrow
 $m-1$

int lcs = solve(n-1, m-1)

return (n-lcs) + (m-lcs)

LSC \rightarrow code PS Same as before

above

minimum insertion to make string Palindromic
 $S = abcaa$

- Create a new string P_0 which is reverse of S : & just do LCS

Stocks Problem

Best time to Buy & Sell Stocks if

[7, 1, 5, 3, 6, 4]

↑

day = 0

profit = 0 → buy

at each step we have two option also

if not take it, int profit = 0

if (buy == 0)

not take

profit = max(solve(a, i+1, 0, ap), -act +

if (i+1 < n) profit + 1 = solve(a, i+1, 1, ap)

if (buy == 1) we have to sell it now we

have two option also

Sell it currently or after

profit = max(solve(a, i+1, 0, ap), solve(a, i+1, 1, ap))

DP on LIS

array = [10, 9, 2, 5, 3, 7, 101, 18]

[2, 5, 7, 101] or [2, 5, 7, 18]

Ans = 4

→ Here we take small subset of it

[4, 2, 6, 8]
0 1 2 3

answer should be

[4, 6, 8] or [2, 6, 8]

prev_index = -1

we have option take current Or not

- not_take = 0 + solve(i+1, prev_index)
- or take

If (prev_index == -1) arr[i] > arr[prev_index]

take = 1 + solve(i+1, i)

return max(not_take, take)