

DP Concepts (video) 36 (ueslions



419UI (Motivation) Failure is the world's most honest teacher. It strips away illusions and shows us where growth truly begins.

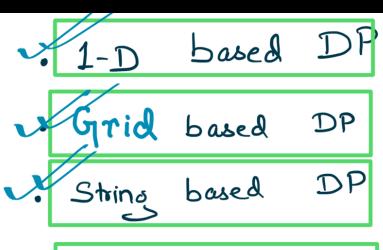


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- · Knapsack Sevies
 - · Digit DP
- · Game Strategy

we'll do:

(*) RECURSION + MEMOIZATION (Top Down)

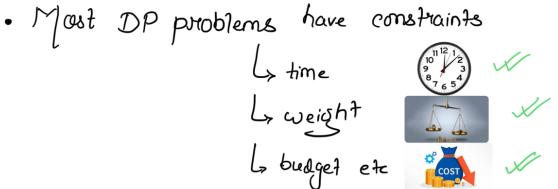
(1) Bottom UP.

(1) Time & Space



Why it is a big deal in DP???

→]	It is more than just "pick or skip" item.
$\rightarrow I_1$	if will teach you the core mechanics behind a
h	use range of optimization problems.
\rightarrow \bar{j}	It teaches us
ø	How to think in terms of decisions: take/skip
•	Foundation of DP - Big Problem
	Small Small Small Problem Problem (overlapping)
	(vollapping)
•	Most DP problems have constraints



· Covers a wide nange of problems.



Unbounded Knapsack

· Interview goldmine - Tons of problems reduce to a Knapsack problem.

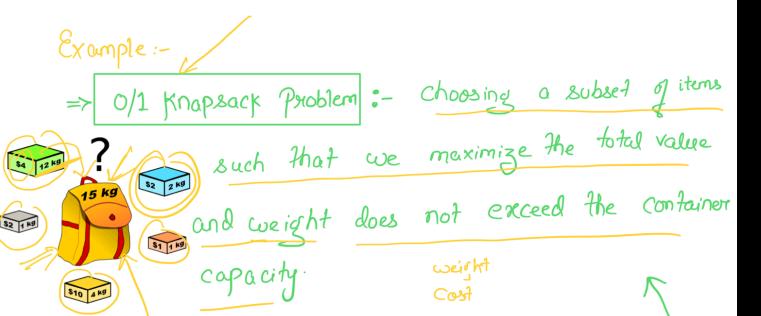
How Knap sack Usually looks like? Everything will revolve around filling a limited sized Container with a subset of items.

we would to count no. of mans

on timize something (cut withtale)

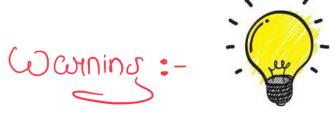


The container capacity will be limited.



-> Counting total possible ways of doing.





A simple Knapsceck Problem can be

Jound hidden inside a complex Problem.

with twists etc.

The more you practice, more familiar

you become.

Real world Applications:

- Finding the least wasteful way to cut raw materials.
- -> Choosing which luggage to load into a truck of circline ship to maximize profit while storying within weight capacity limits.
- itssigning computing tasks to serveres

 where each task consumes resources (CPU, memory)

 and give some benefit.

etc. etc. etc.

Let's Crack Knapsack and Conquer it like we did for other topics.



