

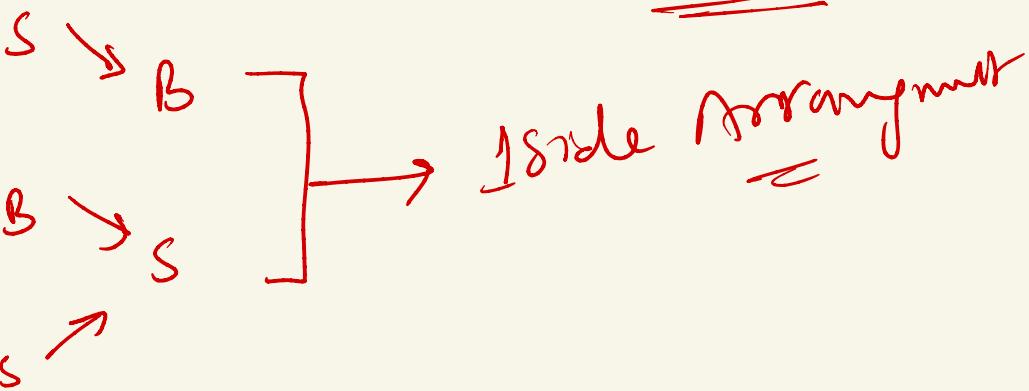
Dynamic Programming

FJP - 2

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Pepcoding

Arrange Buildings

No consecutive buildings

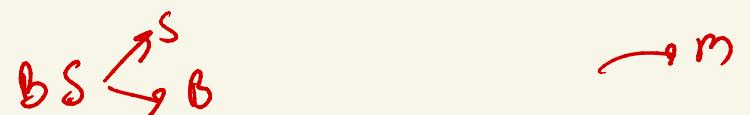


$m \rightarrow$ side 1 Arrangement
 $n \rightarrow$ side 2 Arrangement

$$\text{total} = \underbrace{\{m \times n\}}$$

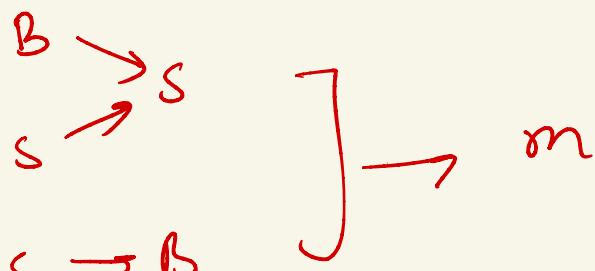
One

No consecutive Buildings

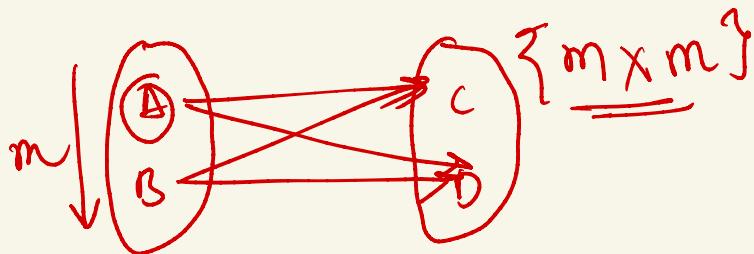


$n \rightarrow$ same load

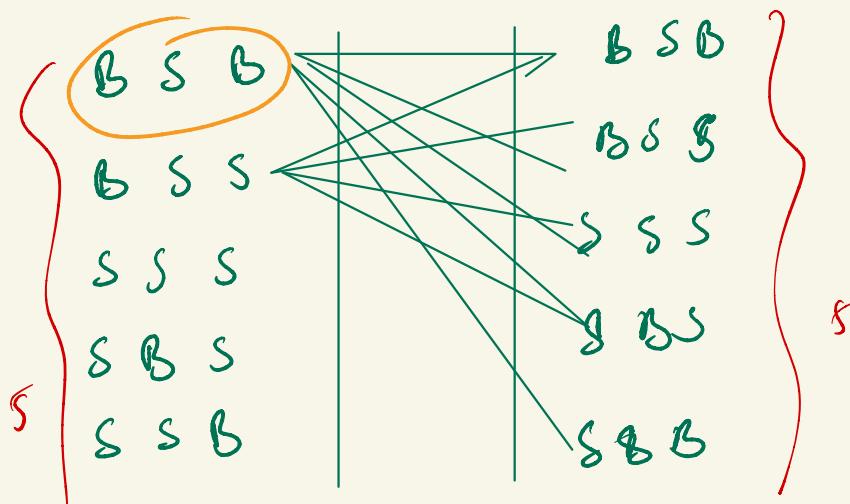
$\rightarrow m$



$$\text{ans} = \underbrace{\{m \times m\}}$$



$\Rightarrow n = 3$



$S * S$

$$= S + S + \dots \underset{\curvearrowright S}{m \text{ times}}$$

$$= S(1+ \dots + m)$$

$$= \underline{\underline{S * S}}$$

* Use long

	1	2	3	4	5	6	7
S	1	2 → 3	5				
B	1	1	2	3			

$$\underline{\underline{n=4}}$$

total ways of side 1 = 5 + 3 = 8

total ways = $8 \times 8 = \underline{\underline{64}}$

```
import java.io.*;
import java.util.*;

public class Main{

public static void main(String[] args) throws Exception {
    // write your code here
    Scanner scn = new Scanner(System.in);
    int n = scn.nextInt();

    // n == 1
    long space = 1;
    long building = 1;

    for(int i = 2; i <= n; i++) {
        // if adding space, BS', SS'
        long ns = space + building;
        // if adding building, SB'
        long nb = space;
        space = ns;
        building = nb;
    }

    long ans = (space + building) * (space + building);
    System.out.println(ans);
}
}
```

$$TC = O(N)$$

$$SC = O(1)$$

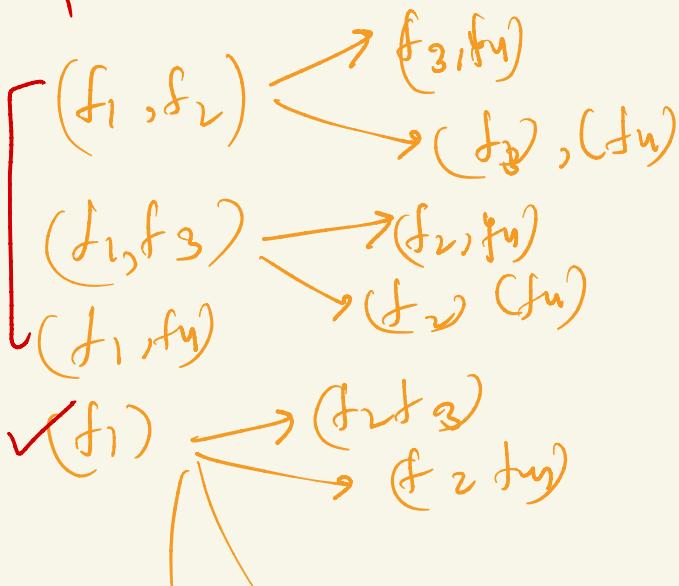
Friends Pairing

$n \rightarrow \underline{\text{friends}}$

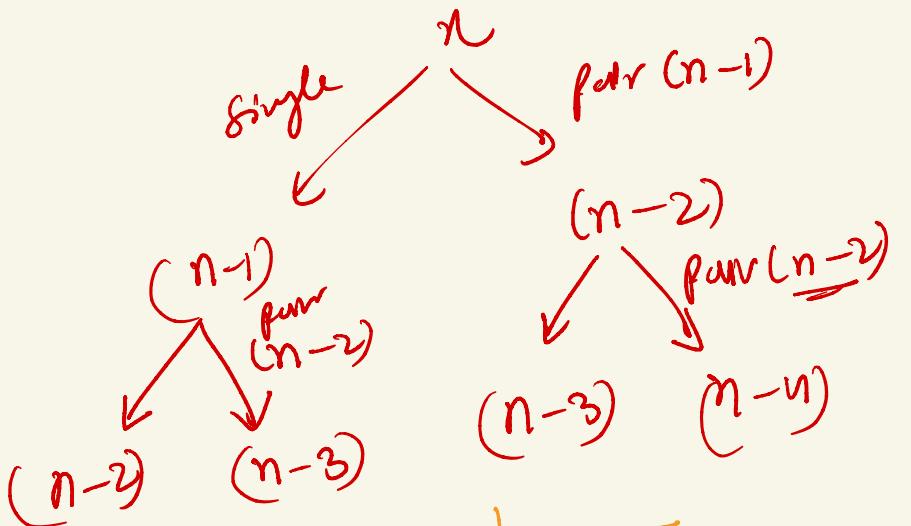
→ play solo

→ play in pair

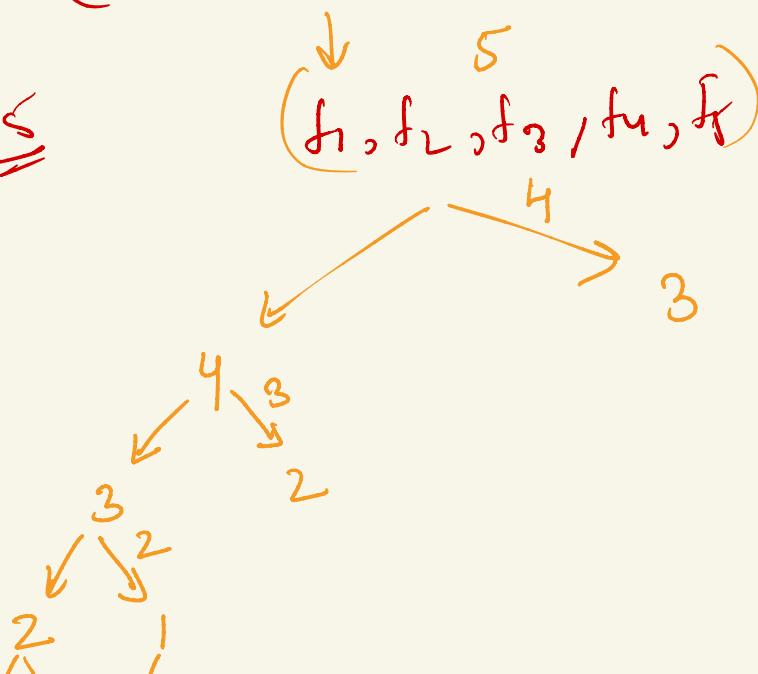
$\nexists \{f_1, f_2, f_3, f_4\}$



$$\begin{aligned}
 & \rightarrow (f_3 f_4) \\
 & \rightarrow (f_2) (f_3) (f_4)
 \end{aligned}$$



$$n = \leq$$



↓ ↓
| |
0 0

$f_n(n)$ {

int single = formed;

path = $(n-1) * f(n-2)$;

single = 1 * $f^{(n-1)}$;

} return path + single;

```
public static int rec(int n) {  
    if(n == 0) {  
        return 1;  
    }  
  
    int single = 0, pair = 0;  
    if(n - 2 >= 0) {  
        pair = (n - 1) * rec(n - 2);  
    }  
  
    single = 1 * rec(n - 1);  
  
    return single + pair;  
}
```

```
public static int memo(int n, int[] dp) {  
    if(n == 0) {  
        return dp[n] = 1;  
    }  
  
    if(dp[n] != 0) {  
        return dp[n];  
    }  
  
    int single = 0, pair = 0;  
    if(n - 2 >= 0) {  
        pair = (n - 1) * memo(n - 2, dp);  
    }  
  
    single = 1 * memo(n - 1, dp);  
  
    return dp[n] = single + pair;  
}
```

```

// tabulation
int[] dp = new int[n + 1];
for(int i = 0; i <= n; i++) {
    if(i == 0) {
        dp[i] = 1;
        continue;
    }

    int single = 0, pair = 0;
    if(i - 2 >= 0) {
        pair = (i - 1) * dp[i - 2];
    }

    single = 1 * dp[i - 1];
    dp[i] = single + pair;
}
System.out.println(dp[n]);

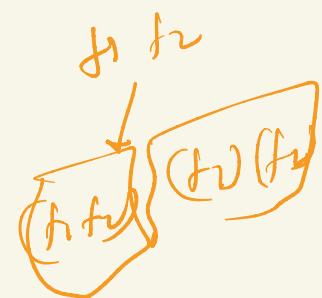
```

$n=5$

0	1	2	3	4	5
1	1	2	4	10	26

f_{21}

s_{21}



$$TC = O(n)$$

$$SC = O(N)$$

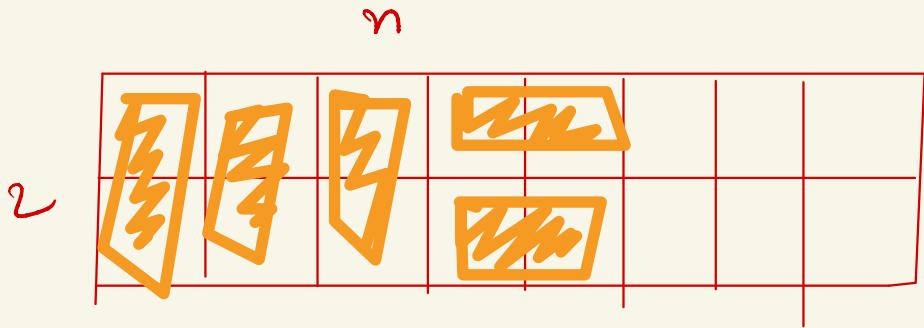
Space Optimization

H.W

$$TC = O(n)$$

$$SC = O(1)$$

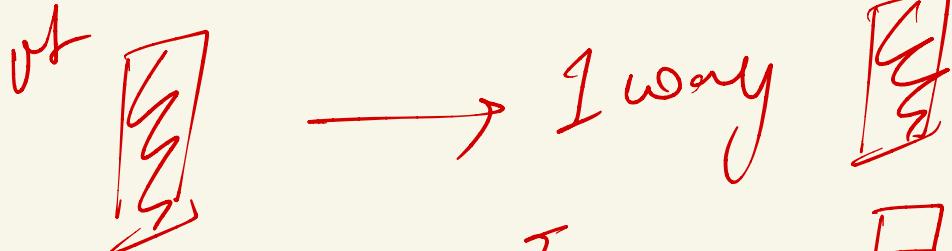
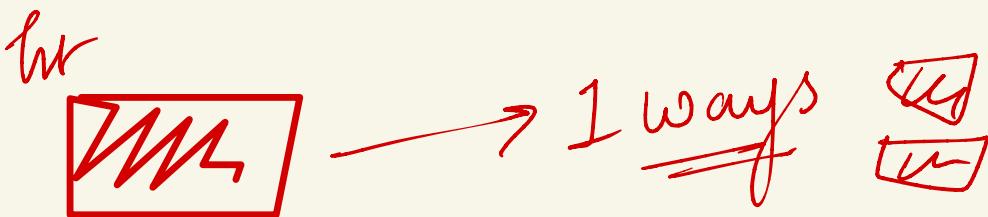
Tiling with 2×1 tiles



$2 \times n$ → path

2×1 → tile

ht → lateral Space 2 unit
vt → lateral Space 1 unit

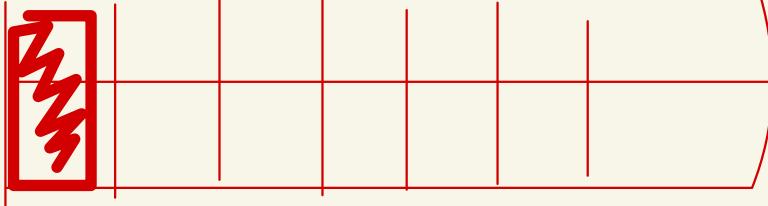


```

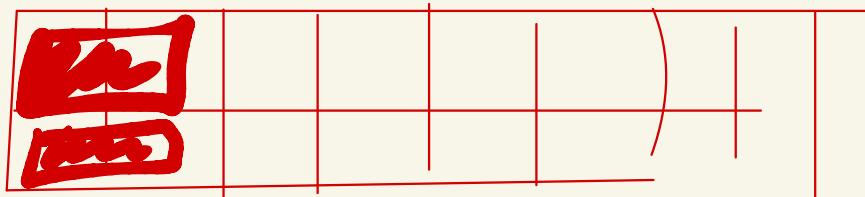
fn(n) {
    if (n == 0) return 1;
    if (n - 2 >= 0) {
        int bt = fn(n - 2);
        int vt = fn(n - 1);
        return bt + vt;
    }
}
  
```

}

\downarrow $\leftarrow (n-1)$



$$vt = 1 * \underline{f(n-1)} \\ (n-2)$$



$$ht = 1 * f(n-2)$$

$n=0$
return 1

$$\text{ans} = ht + vt$$

$\boxed{\quad}$ $n=1$
return 1

```
public static int rec(int n) {  
    if(n == 0) {  
        return 1;  
    }  
  
    int hz = 0, vt = 0;  
    if(n - 2 >= 0) {  
        hz = 1 * rec(n - 2);  
    }  
    vt = 1 * rec(n - 1);  
  
    return vt + hz;  
}  
  
public static int memo(int n, int[] dp) {  
    if(n == 0) {  
        return dp[n] = 1;  
    }  
  
    if(dp[n] != 0) {  
        return dp[n];  
    }  
  
    int hz = 0, vt = 0;  
    if(n - 2 >= 0) {  
        hz = 1 * memo(n - 2, dp);  
    }  
    vt = 1 * memo(n - 1, dp);  
  
    return dp[n] = vt + hz;  
}
```

```
// dp  
int[] dp = new int[n + 1];  
for(int i = 0; i <= n; i++) {  
    if(i == 0) {  
        dp[i] = 1;  
        continue;  
    }  
  
    int hz = 0, vt = 0;  
    if(i - 2 >= 0) {  
        hz = 1 * dp[i - 2];  
    }  
    vt = 1 * dp[i - 1];  
  
    dp[i] = vt + hz;  
}  
System.out.println(dp[n]);
```

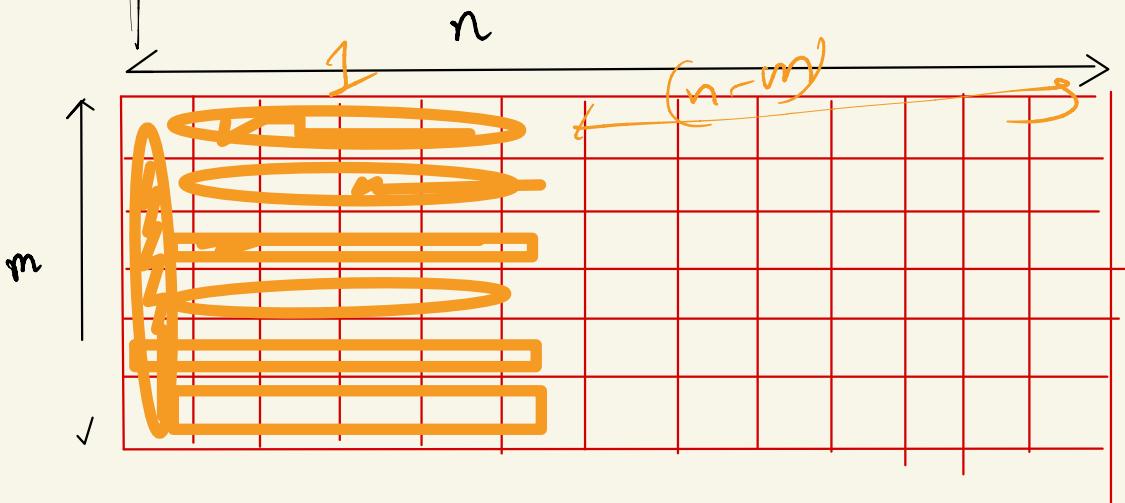
```
// space optimize
int prev1 = 1, prev2 = 1;
for(int i = 2; i <= n; i++) {
    int currAns = prev1 + prev2;
    prev2 = prev1;
    prev1 = currAns;
}
System.out.println(prev1);
```

$$\begin{aligned}TC &= O(N) \\SC &= O(1)\end{aligned}$$

Tiling with $1 \times m$ tiles

file dimension $1 \times m$

path dimension $m \times n$



$f_{m,n} \{$

if ($m = 20$) return 1;

if ($n = 20$, $0 \leq m < 20$)

if ($n - m \geq 0$) {

ht = $f_{m,n-m} \neq 1$

}

vt = $f_{n-1,m} \neq 1$

ans = vt + ht;

return ans;

}

space Opt. Not possible