

# Dynamic Programming -

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# Lecture-1 (17/01/22)

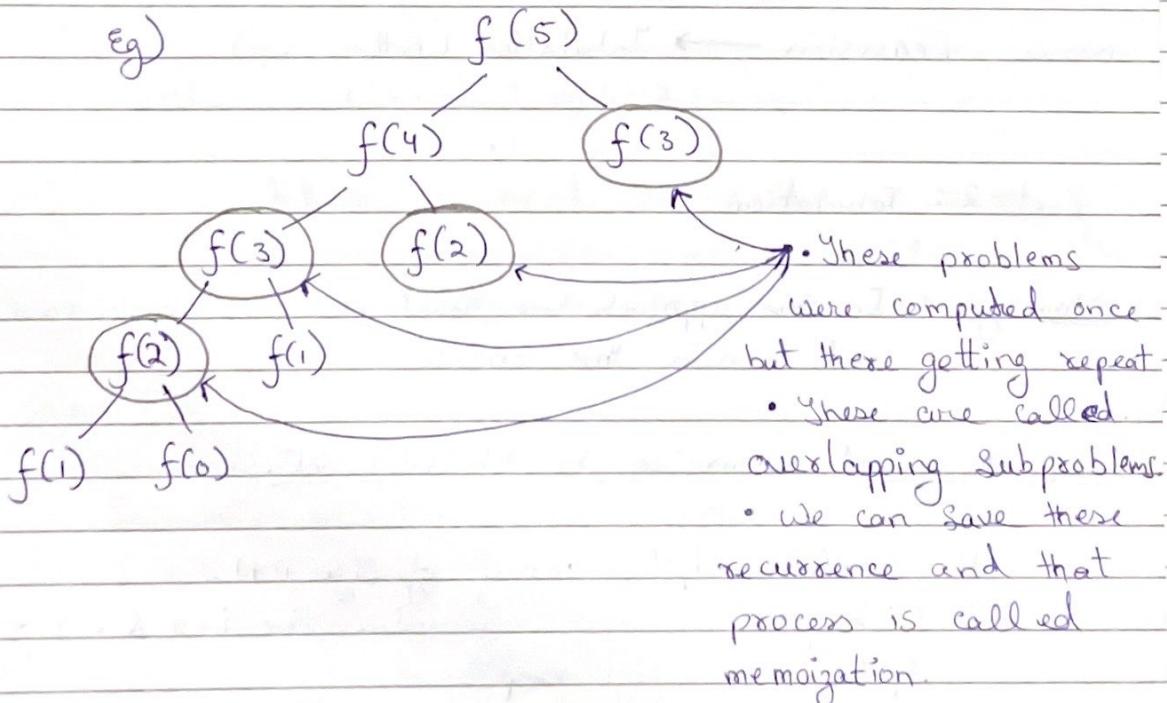
## ① Fibonacci No

0 1 1 2 3 5 8 13 21 ...

$$f(n) = f(n-1) + f(n-2)$$

Part -1 :- Memoization

Overlapping Subproblems



### Code

```

int f(int n, vector<int>& dp)
{
    if (n <= 1) return n;

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

    return dp[n] = f(n-1, dp) + f(n-2, dp);
}

```

Base case  
Memorization  
recursive call

This method of Dynamic Programming is called Memoization or Top- Down Approach. (It is an optimization of Recursion).

TC  $\rightarrow O(n)$

SC  $\rightarrow O(n) + O(n)$   
array.

Now, Recursion  $\rightarrow$  Tabulation. (Bottom- Up)

### Part-2: Tabulation

Main logic: In this approach we start from the base case and reach the answer bottom to top approach

Steps to convert recursive to tabulation sol.

- ① Declare dp[] array of size n+1.
- ② Initialize the base case values, i.e  $i=0 \& i=1$  of the dp[] as 0 & 1 resp.
- ③ Set a loop which iterates from 2 to n and for every index set values as  $dp[i-1] + dp[i-2]$ .

at code

`vector<int> dp(n+1, -1);`

`dp[0] = 0, dp[1] = 1;`

`for (int i = 2; i <= n; i++)`

`dp[i] = dp[i-1] + dp[i-2];`

`cout << dp[n];`

TC  $\rightarrow \Theta(n)$

SC  $\rightarrow \Theta(n)$

### Part 3: Space Optimization.

If we carefully look at the relation

$$dp[i] = dp[i-1] + dp[i-2];$$

There is actually no need to maintain an array because notice. For every element all we need is its last two elements. prev & prev2

### Algorithm

- Calculate  $curr\_i = prev + prev2;$
- where  $prev = 1, prev2 = 0;$
- After calculation:  $prev2 = prev;$   
 $prev = curr\_i;$

for every iteration from 2 to n and print 'prev' as answer.

### Code

```

int prev2 = 0;
int prev = 1;

for (int i=2; i<=n; i++)
{
    int curr_i = prev + prev2;
    prev2 = prev;
    prev = curr_i;
}

cout << prev;

```

TC  $\rightarrow$   $O(n)$

SC  $\rightarrow$   $O(1)$ .

## # Lecture - 2 : Climbing Stairs (18<sup>th</sup> Jan 2022)

### ① How to identify A problem is a DP prob?

Generally (but not limited to) if the problem statement asks :-

- a) Count the total number of ways
- b) Given multiple ways of doing a task, which will give it the min or max output.

In such problem we can apply ~~recursion~~, then memoization for DP.

General trend.

Recursion  $\rightarrow$  Memoization  $\rightarrow$  Tabular form  $\rightarrow$  Space Optimization

## 2) General Steps to Solve Problem After Identification

- Try to represent the problem in terms of indices.
- Try all possible choices/ways at every index according to the problem statement.
- If the ques<sup>n</sup> states :
  - Count all ways  $\rightarrow$  return sum of all ways.
  - find max/min  $\rightarrow$  return the choice with max/min way.

for the Ques<sup>n</sup> (climbing Stairs).

The question is very familiar to fibonacci series so the recurrence is

if (ind == 0) return 1;

if (ind == 1) return 1;

return f(ind-1) + f(ind-2);

The memoization, Tabulation & Space Opt. is the same as fibonacci series.

Please Turn Over.

## # Memoisation

- Create  $dp[n+1] = -1$ .
- Our main goal is to memorize the overlapping subproblems. In this, ~~if~~ we want to store the best sol<sup>n</sup> for a particular value of n.
- Simply, we check if ( $dp[ind] == -1$ )  
yes  $\rightarrow$  return  $dp[ind]$   
otherwise, continue and store the result i.e  
 $dp[ind] = \min(l, r)$ ;

$T.C \rightarrow O(n)$

$S.C \rightarrow O(n)$ .

## # Space - Optimization

If we notice carefully, the values required for every iterations are  $dp[i]$ ,  $dp[i-1]$  &  $dp[i-2]$  like last problem we can handle this.

We Declare 2 variables  $prev$ ,  $prev2 = 0$ ; Calc JumpOne and JumpTwo and put their min in curr and update  $prev = prev2$   
 $prev2 = curr$  and continue.

P TO

### Code

```

int f(int i, vector<int> &heights)
{
    int prev, prev2 = 0;

    for(int i=1; i< n; i++)
    {
        int l = dp[prev + abs(heights[i] - heights[i-1])];
        int r = INT_MAX;
        if(i > 1)
            r = prev2 + abs(heights[i] - heights[i-2]);
        int curr = min(l, r);
        prev2 = prev;
        prev = curr;
    }
    return prev;
}

```

TC  $\rightarrow O(n)$ .  
SC  $\rightarrow O(1)$ .

## # Lecture: 3 - Frog Jump (19<sup>th</sup> Jan 2022)

### • Problem Statement

Given no. of stairs and frog, frog has to jump from  $0^{\text{th}}$  to  $(n-1)^{\text{th}}$  stair. At the time he can only jump one or two steps. Every jump consumes an energy i.e.  $\text{abs}(\text{heights}[i] - \text{heights}[j])$  where heights is height of stairs.

Input  $N = 4$

(10, 20, 30, 10)

Output 20 {  $10 \rightarrow 20$ ,  $20 \rightarrow 10$  }  
 $+10$        $+10$   
 $\underline{\underline{20}}$

Solution) The first approach which comes to mind is greedy. That is to compute min. jump but for the example below. Greedy fails.

[30, 10, 60, 10, 60, 50]

According Greedy  $\Rightarrow 30 \rightarrow 10 \rightarrow 10 \rightarrow 50 = 60$

But Non-Greedy  $\Rightarrow 30 \rightarrow 60 \rightarrow 60 \rightarrow 50 = 40$

Optimal Sol.

Steps for Recursive

Step-1) Express the problem in terms of indices

- (a) This can be easily done as their arr ind  $[0, 1, 2 \dots n-1]$
- (b) We can say that  $f(n-1)$  signifies min. energy required to move from 0 to  $(n-1)$  stair.
- (c)  $f(0)$  simply should give us the answer as '0' (base case)

Step-2) Trying all choices to reach the goal.

The frog can jump either by one step or by two step. we will calculate the cost of the jump from the height array. Note: The rest of the cost will be jumped returned by the recursive calls that we make.

Step-3) Take the minimum of all choices!

As the ques" asks for, we return the min. of Step 2.

Note At  $ind == 1$ , we ~~for~~ can not call  $f(n-2)$  we can only compute  $f(n-1)$ .

Pseudo - Code

```

int f(ind, height[]).
{
    if(ind == 0) return 0;
    int JumpOne = f(ind-1) + abs(height[ind] - height[ind-1]);
    if(ind > 1)
        int JumpTwo = f(ind-2) + abs(height[ind] - height[ind-2]);
    return min(JumpOne, JumpTwo);
}

```

## # Tabulation

- Declare  $dp[]$  array.
- Set  $dp[0] = 0$ ,
- Iterate from 1 to  $(n-1)$  and calc JumpOne and JumpTwo and set  $dp[i] = \min(\text{JumpOne}, \text{JumpTwo})$ .

## Pseudo - Code

```

int f(int ind, vector<int> &heights)
{
    vector<int> dp(n+1, -1);
    dp[0] = 0;

    for(int i=1; i<n; i++)
    {
        int l = dp[i-1] + abs(height[i] - height[i-1]);
        int r = INT_MAX;
        if(i>1)
            r = dp[i-2] + abs(height[i] - height[i-2]);

        dp[i] = min(l, r);
    }

    return dp[n-1];
}

```

# For Memoisation and Space optimazation refer pg 6

## # Lecture 4 - Frog Jump with k Distance. (22<sup>nd</sup> Jan 2022)

Exactly like the last question, this time the frog can skip upto 'k' stones. We have to find minimum energy lost.

Eg) 10 4  
40 10 20 70 80 10 20 70 80 60

Ans) 40

1 → 4 → 8 → 10

The code is exactly the same we just need to generalize (ind-1), (ind-2) to (ind-k) by using a loop from i=1 to k. we compute all the possible scenarios.

### Recursive Code with Memoization.

```
int f(int ind, vector<int> &arr, vector<int> &dp) {
    if (ind == 0) return 0;
    if (dp[ind] != -1) return dp[ind];
    int min_ans = INT_MAX;
    for (int i=1; i<=k; i++) {
        if (ind-i >= 0)
            int jump = f(ind-k, arr, dp) + abs(arr[ind] - arr[ind-i]);
        min_ans = min(min_ans, jump);
    }
}
```

min\_ans = min(min\_ans, jump);

return min\_ans;

};

## #Lecture 5: Maximum Sum of Non-Adjacent Elements AKA House Robber (LeetCode)

### Problem Statement

Given an array of 'N' positive int, return maximum subsequence such that no 2 adjacent elements are allowed.

Eg)

$$N = 3, \text{Arr} = 1, 2, 4$$

$$\text{Output} = 1 + 4 = 5$$

$$N = 4, \text{Arr} = 2, 1, 4, 9$$

$$\text{Output} = 11 (2 + 9)$$

### Solution

Logic: As we need to find sum of subsequences, one approach that comes to mind is to generate all subs and pick the one with max. sum.

To generate subsequence, we can use the 'pick/not pick' technique. i.e. -

(1) At every index of the array we have two choices.

(2) first, do pick the array element at that index and consider it in subs.

(3) Second, do leave the array element at that index and not consider in subs.

### Recursive And Memoization Sol

Step 1) form the function in terms of indices

- ① We can define our function  $f(ind)$  as:  
Max Sum of Subs from 0 to  $(ind)$ .
- ② We need to return  $f(n-1)$  as our final answer.

Step 2) Try all the choices to reach the goal.

- ① Using the pick/not pick technique...  
if we pick an element then,  $\text{pick} = \text{arr}[ind] + f(ind-2)$   
we are choosing  $(ind-2)$  because we can not choose adjacent elements.
- ② Next we need to ignore the current element in our subs. Non Pick =  $0 + f(ind-1)$ . As we don't pick the current element, and consider it's adjacent element.

Step 3) Take the max of all choices.

- ① Calculate the max between Step 2 options.

Base Case : ① If  $ind=0$ , if we are at  $ind=0$  this mean we had ignored  $ind=1$  and we want to pick it. Therefore we return  $\text{arr}[0]$ .

② if  $ind < 0$ , this case can hit when we call  $f(ind-2)$  and we were at  $ind=1$ ; Thus we are trying to call  $f(-1)$  which is not possible and hence we return 0

## Memoization

Observe the tree below, there are overlapping sub-prob.  
Hence we can use memoization.

[2, 1, 4, 9]

(0, 1, 2, 3)

f = 3

f = 1

f = -1

f = 0

f(2)

f(0)

f(1)

Simple, ① Create DP[] set all values to -1

② before returning max, store it in dp[]  
 $dp[ind] = \max(\text{pick, not pick})$

## Code

```
int f(int ind, vector<int> &arr, vector<int> &dp) {
```

```
    if (ind == 0) return arr[ind];
```

```
    if (ind < 0) return 0;
```

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

```
    pick = arr[ind] + f(ind - 2, arr, dp);
```

```
    notpick = f(ind - 1, arr, dp);
```

```
    return dp[ind] = max(pick, notpick);
```

}

TC  $\rightarrow O(N)$

SC  $\rightarrow O(N) + O(N)$

Stack Space

Memory Space

### Tabulation

- ① Declare a dp[] array size (n)
- ② base condition,  $dp[0] = arr[0]$
- ③ Set an iterative loop which traverse the array (from 1 to n-1) and for every index calculate pick and notpick.
- ④ Set  $dp[i] = \max(\text{pick, not pick})$

```
int f(int n, vector<int> &arr, vector<int> &dp)
{
```

```
    dp[0] = arr[0];
```

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

```
{
```

```
        int pick = arr[i];
```

```
        if (i>1)
```

```
            pick += dp[i-2];
```

```
        int notpick = 0 + dp[i-1];
```

```
        dp[i] = max(pick, notpick);
```

```
}
```

```
    return dp[n-1];
```

```
},
```

TC  $\rightarrow O(N)$

SC  $\rightarrow O(N)$

↳ external array dp[n+1]

## Space Optimization.

Notice, for space opt. dry noticing the elements required to compute in tabulation. In this case.

$dp[i]$ ,  $dp[i-1]$ ,  $dp[i-2]$ .

like we have solve for prev problems, it's the same logic.

```
int f(int n, vector<int> &arr)
```

{

```
    int prev = arr[0], prev-2 = 0;
```

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

{

```
        int pick = arr[i];
```

```
        if(i>1)
```

```
            pick += prev-2;
```

```
        int notpick = prev;
```

```
        int curr-i = max(pick, notpick);
```

```
        prev-2 = prev;
```

```
        prev = curr;
```

}

```
    return prev;
```

3.

$TC \rightarrow O(N)$ .

$SC \rightarrow O(1)$