



CRUX



CODING BLOCKS

DP

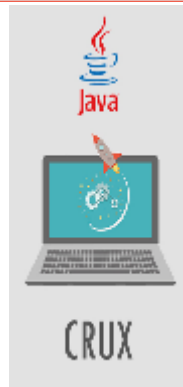
- Recursive
- Iterative

Sumeet Malik

Time Complexity



- Fibonacci
- CountBoard
- CountMazePaths



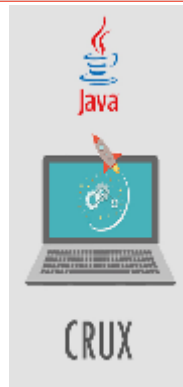
Improving Performance

Recursive



Improving Performance

Iterative



Improving Performance

Space Constraints

Classical DP Problems



- Longest Common Subsequence (LCS)
- Edit Distance
- Matrix-Chain-Multiplication (MCM)
- Knapsack



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CODING BLOCKS

Thank you

Sumeet Malik