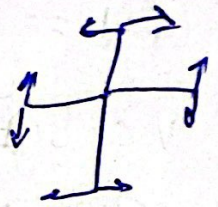


## Problem Definition: Knight Dialer

• We have a Knight Piece, which can move



• We also have a Phone Pad

1	2	3
4	5	6
7	8	9
X	0	X

• The Knight can stand only on number

• We initially allowed to place the knight on any numeric cell, then we need to do  $n-1$  jumps to dial a number of length  $n$

• All jumps must be valid jumps.

• We are asked to:

• Given an integer  $n$ , we want to get how many distinct phone numbers of length  $n$  we can dial  
• So we should place the knight over all digits then sum up the total result @ the end.

• The answer we return should be modulo  $10^9 + 7$

Constraints:-

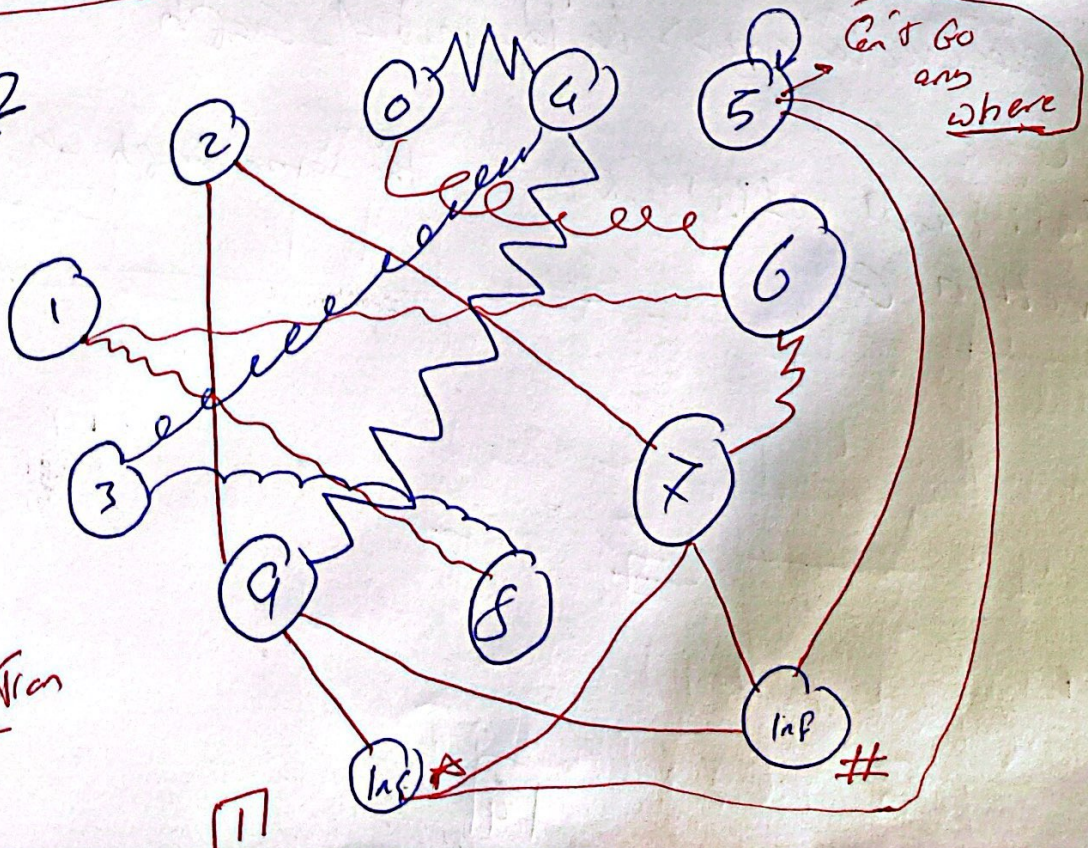
•  $1 \leq n \leq 5000$

Test Cases:-

TC: @  $n=1$  we can dial only our digits  $\{0, 1, \dots, 9\}$  : res = 10 ✓

TC: @  $n=2$

This graph is constant for any relation





# Adjacency List:-

0	4, 6
1	6, 8
2	7, 9
3	8, 4
4	0, 3, 9
5	X
6	7, 1, 0
7	6, 2
8	1, 3
9	4, 2

∴ @ n=2  
starting with depth limit = 2 & stop then apply back tracks

starting from 0:-  
0, 4 } 0, 6  
2

starting from 1:-  
1, 6 } 1, 8  
2

starting from 2:-  
2, 7 } 2, 9  
2

4 } 4, 0 } 4, 3 } 4, 9  
3

5 } 5, 6 } 5, 1 } 5, 0  
3

6 } 6, 7 } 6, 1 } 6, 0  
3

7 } 7, 6 } 7, 2  
2

8 } 8, 1 } 8, 3  
2

9 } 9, 4 } 9, 2  
2

∴ Total Sum = 20 ✓

@ n=3

cycle

الفرق بين الرقم ده بعد 0 4 0 4 0 4 0 4  
نفس الرقم ميطالعش + حل ال

Complexity متبقى تا انا؟  
انا تايف  
مشكلة  
DP في الجزء ده لو ال متبقى



@  $n=3$  for example:-

Starting from 0:-

040 | 043 | 049

067 | 061 | 060

Starting from 1:-

167 | 161 | 160

181 | 183

Starting from 2:-

276 | 272

294 | 292

Starting from 3:-

381, 383

340, 343, 349

Starting from 4

404, 406

467, 461, 460

those was previously  
computed when remains  
depth = 1 @ cur dis = 6

Pair  $\rightarrow$  key  
↓  
dist depth  
#  $\rightarrow$  value  
code  
all combinations  
نکته: تمام حالات و ترکیب  
(corner case) و نکات

@  $n=4$  ✓  
Starting from 0  
0404 | 0406  
0438 | 0434  
Now let write the Algorithm  
Note the coming Algorithm is just make it  
work algorithm with out applying the DP



Algorithm: Knight-Dialer- DP-solution (int n, int d, int node);

1. graph = build\_initial\_Graph(); *we will discuss it later*

~~2. int res = Knight-Dialer-DP-solution & int res = 0~~

3. For i = 0 to n:

1. res += Knight-Dialer-DP-solution (n, n-1, ~~0~~) % mod

4. return res % mod;

---

2. vector<vector<int>> build\_initial\_Graph () {

G = {  
{0}: {4, 6}, {1}: {6, 8}} — the same graph we discussed.

return G;

---

3.

14



Knight-Pruler-DP (int d, int node#) :

1. if (d == 0)

1. return 1

2. res = 0

3. for each neighbor for G [node#]

1. res += Knight-Pruler-DP (d-1, neighbor) % mod

4. return res % mod

Apply memoization

map <Pair<int, int>, int> mp.

Kn - DP (d, node) :

it = mp.find(ed, node)

if (it)

return it -> second

}

mp[{d, node}] = res % mod

return mp[{d, node}]

Memorization

Accept

First Time

✓✓

[5]