1. Grid Traversal DP  
   [SPOJ Philosophers Stone](http://www.spoj.com/problems/BYTESM2/)  
   [LOJ 1004 - Monkey Banana Problem](http://lightoj.com/volume_showproblem.php?problem=1004)  
   [LOJ 1071 - Baker Vai](http://lightoj.com/volume_showproblem.php?problem=1071)
2. Grid Reduction DP  
   [LOJ 1005 - Rooks](http://lightoj.com/volume_showproblem.php?problem=1005)  
   [SPOJ Martian](http://www.spoj.com/problems/MARTIAN/)
3. Prefix DP  
   [SPOJ Alphacode](http://www.spoj.com/problems/ACODE/) - Counting DP  
   [LOJ 1044 - Palindrome Partitioning](http://lightoj.com/volume_showproblem.php?problem=1044)
4. String Edit   
   [LOJ 1033 - Generating Palindromes](http://lightoj.com/volume_showproblem.php?problem=1033)  
   [LOJ 1051 - Good or Bad](http://lightoj.com/volume_showproblem.php?problem=1051)
5. Bitmask DP  
     
   <http://www.vipan.com/htdocs/bitwisehelp.html> ( Bitwise operation tutorial )  
   <https://www.topcoder.com/community/data-science/data-science-tutorials/a-bit-of-fun-fun-with-bits/> (another bitwise tutorial )  
     
   <http://www.shafaetsplanet.com/planetcoding/?p=1357> ( Bitmask tutorial )  
     
   [LOJ 1011 - Marriage Ceremonies](http://lightoj.com/volume_showproblem.php?problem=1011)  
   [LOJ 1018 - Brush (IV)](http://lightoj.com/volume_showproblem.php?problem=1018)
   1. Tiling DP  
      [UVa 10918 - Tri Tiling](https://uva.onlinejudge.org/index.php?option=com_onlinejudge&Itemid=8&category=24&page=show_problem&problem=1859)
6. Knapsack  
   [LOJ 1017 - Brush (III)](http://lightoj.com/volume_showproblem.php?problem=1017)
7. Path Print
8. Interval DP  
   [LOJ 1031 - Easy Game](http://lightoj.com/volume_showproblem.php?problem=1031)