

09/06/2023Q1 Painting fence

We would be given some colors and we need to paint the fences such that not more than 2 adjacent fences have the same color.

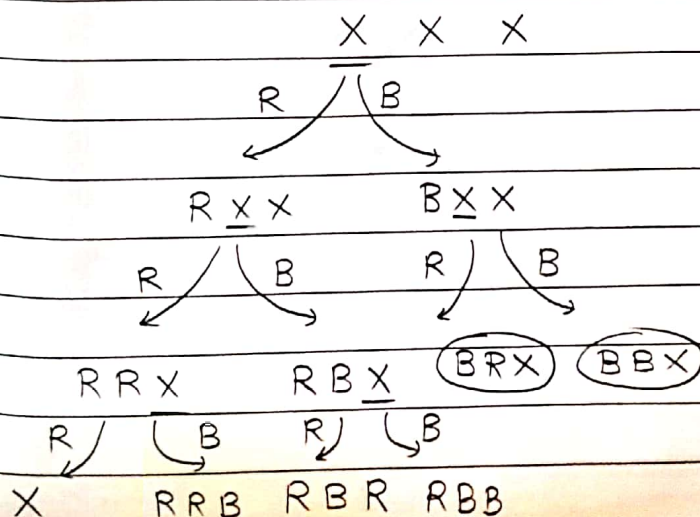
i/p \rightarrow X X X X X X X X
R R G G B B R R

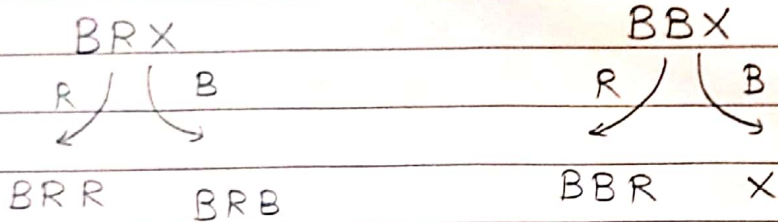
colors = R, G, B

We have to return no. of ways we can color the fence.

n = 3 X X X
k = 2 R R B
 R B R
 R B B
 B R R
 B R B
 B B R

Here there are 6 ways in which we can color the 3 fences with 2 colors.





Hence 6 answers are possible.

Ex → Trying to find pattern

$$n = 4, k = 3$$

$\hookrightarrow (R, G, B)$

* $n = 1$

same \rightarrow 0 (not possible)

different $\rightarrow R, G, B$ (3)

same count

* $n = 2$

same $\rightarrow RR, GG, BB$ (3)

different $\rightarrow RB, RG, BR, BG, GR, GB$ (6)

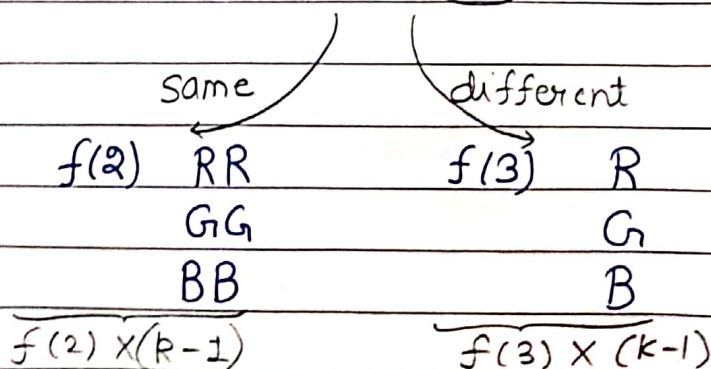
same count

* $n = 3$

same $\rightarrow RBB, RGG, BRR, BGG, GRR, GBB$ (6)

different $\rightarrow RRB, RRG, BBR, BBG, GGR, GBR, GGB, GBG, RBR, RBG, RGR, RAB, BRB, BRG, BGR, BGB, GRB, GRG$ (18)

$$f(4) : XXXX$$



✓ Why $(k-1)$ is getting multiplied?

Let's assume 1st 2 colors are RR, then we can put only GG and BB i.e 2 choices are there and hence $(k-1)$ choices for each.

Similarly for different. Let's assume 1st 3 colors are RGG and then last can be R or B & hence 2 choices which are $(k-1)$ choices.

Recursive relation for $n = 4$

$$f(4) = f(2) \times (k-1) + f(3) \times (k-1)$$

$$f(4) = [f(2) + f(3)] (k-1)$$

Note $\rightarrow f(n) = [f(n-1) + f(n-2)] \times (k-1)$ generalized

Code

```
int solve Rec (int n, int k) {
    // Base case
    if (n == 1)
        return k;
    if (n == 2)
        return k + k * (k-1);
    // Recursive call
    int ans = (solve Rec (n-2, k) + solve Rec (n-1, k)) *
              (k-1);
    return ans;
}
```

// Top-down approach

```
int solve Top Down (int n, int k, vector<int> &dp) {
    // Base case
    if (n == 1)
        return k;
```

if (n == 2)

return k + k * (k - 1);

// Step 3: Check answer already exists

if (dp[n] != -1)

return dp[n];

// Step 2: Save answer in dp array

dp[n] = (solveRec(n - 2, k) + solveRec(n - 1, k)) * (k - 1);

return dp[n];

}

// Bottom up approach

int solveTab (int n, int k) {

// Step 1: Create dp array

vector<int> dp (n + 1, 0);

// Step 2: Observe base case of top-down

dp[1] = k;

dp[2] = k + k * (k - 1);

// Step 3: Reverse flow of top-down

for (int i = 3; i <= n; i++) {

dp[i] = (dp[i - 2] + dp[i - 1]) * (k - 1);

}

return dp[n];

}

// Space optimization

int spaceOpt (int n, int k) {

int prev2 = k;

int prev1 = k + k * (k - 1);

for (int i = 3; i <= n; i++) {

int curr = (prev2 + prev1) * (k - 1);

prev2 = prev1;

prev1 = curr;

}

return prev1;

}

Why space optimization was possible?

In tabulation approach, $dp[i]$ depends upon $dp[i-1]$ and $dp[i-2]$ i.e. previous 2 values only and hence space optimization is possible.

Note → In top-down, dp array was created in main().

2D DP

Q1 Knapsack problem

i/p \Rightarrow n-items

weight $\rightarrow \{w_1, w_2, w_3, w_4\}$

value $\rightarrow \{v_1, v_2, v_3, v_4\}$

Max-capacity = W

We need to return the maximum value/profit by not exceeding W.

Ex \rightarrow weight $\rightarrow \{4, 5, 1\}$

value $\rightarrow \{1, 2, 3\}$

capacity = 4

{I} \rightarrow 1

{II} \rightarrow x

{III} \rightarrow ③ \Rightarrow maximum

{I, III} \rightarrow x

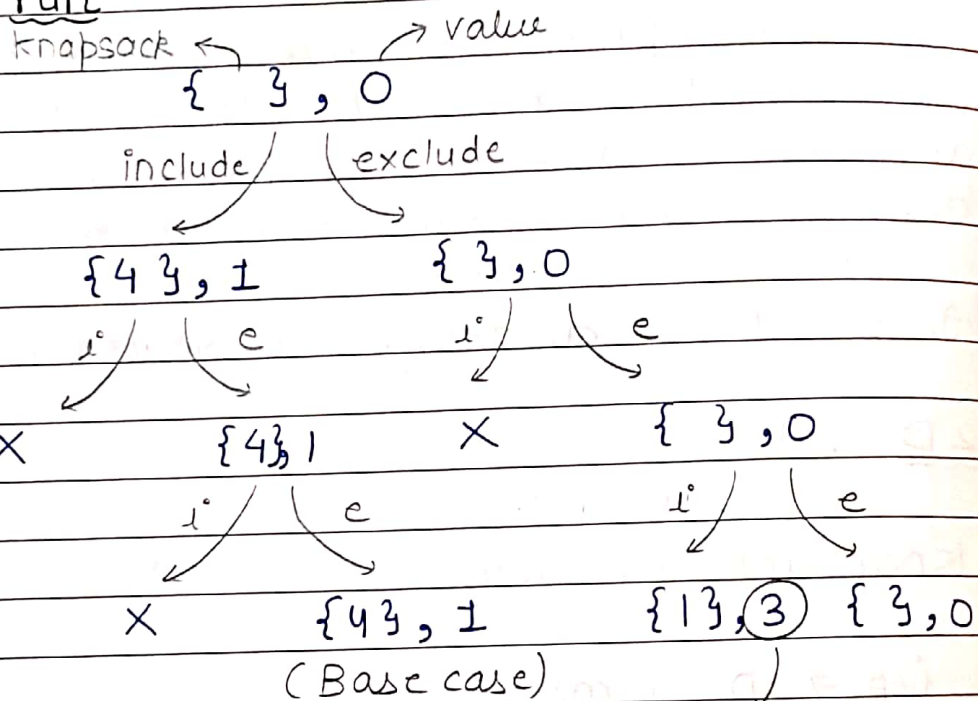
{I, II} \rightarrow x

{II, III} \rightarrow x

{I, II, III} \rightarrow x

Here include-exclude pattern will happen.

Dry run



All items traversed ←

Ans

Code

```
int solveRec (int weight[], int value[], int
index, int capacity) {
```

// Base case → only 1 item

```
if (index == 0) {
```

```
    if (weight[0] <= capacity)
```

```
        return value[0];
```

```
    else
```

```
        return 0;
```

```
}
```

// include call

```
int include = 0;
```

```
if (weight[index] <= capacity) {
```

```
    include = value[index] + solveRec (
```

```
weight, value, index-1, capacity - weight[index])
```


}

//exclude call

int exclude = 0 + solve Rec (weight, value,
index-1, capacity);

return max (include, exclude);

}

// Top - down approach

int solve TopDown (int weight[], int value[],
int index, int capacity, vector <vector <int>>
&dp) {

// Base case

if (index == 0) {

if (weight[0] <= capacity)

return value [0];

else

return 0;

} // Step 3: Answer already exists

if (dp[index][capacity] != -1)

return dp[index][capacity];

// include call

int include = 0;

if (weight[index] <= capacity) {

include = value[index] + solve Top Down (

weight, value, index-1, capacity-weight[index]

, dp);

}

//exclude call

int exclude = 0 + solve Top Down (weight, value,

index-1, capacity, dp);

// Step 2: Store in dp array.

dp[index][capacity] = max (include, exclude)

} return dp[index][capacity];

Note → vector <vector <int>> dp (n, vector <int> (capacity + 1, -1)); → 2D array required in top-down approach

// Bottom up approach

int solveTab (int weight [], int value [], int n, int capacity) {

// Step 1: Create dp array

vector <vector <int>> dp (n, vector <int> (capacity + 1, 0));

// Step 2: Observe base case of top-down.

Run a loop for 0th row.

for (int w = 0; w <= capacity; w++) {
 if (weight[0] <= capacity)
 dp[0][w] = value[0];
 else

 dp[0][w] = 0;

}

// Step 3: Reverse flow of top-down. Replace n with index and capacity with wt.

for (int index = 1; index < n; index++) {
 for (int wt = weight[0]; wt <= capacity; wt++) {
 // include call

 int include = 0;

 if (weight[index] <= capacity)

 include = value[index] + dp[index-1][wt - weight[index]];

 }

 // exclude call

 int exclude = 0 + dp[index-1][wt];

 dp[index][wt] = max(include, exclude);

}

}

return dp[n-1][capacity];

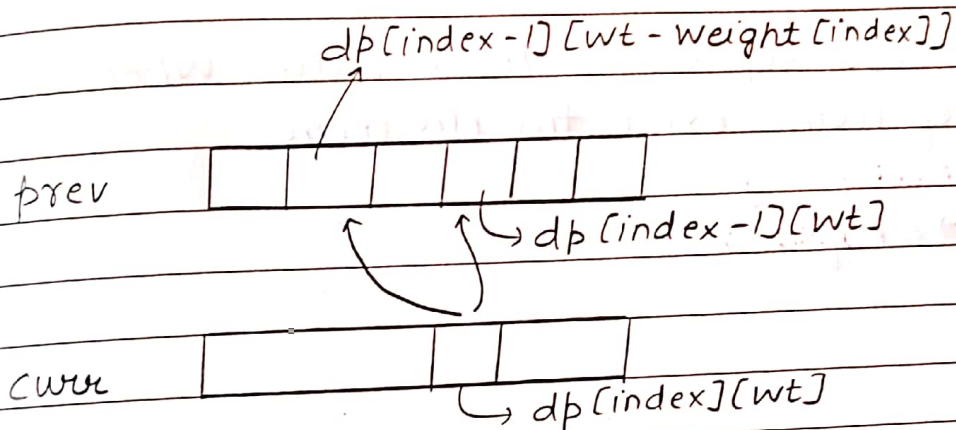
Space optimization possible or not?

$dp[index][wt]$ depends upon include and exclude.

include $\rightarrow dp[index-1][wt - weight[index]]$;

exclude $\rightarrow dp[index-1][wt]$

Hence we can make 2 1D arrays.



1) Make 2 1D arrays

`vector<int> prev (capacity + 1, 0);`

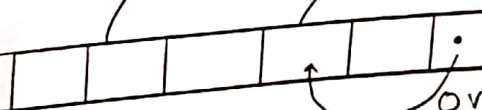
`vector<int> curr (capacity + 1, 0);`

2) Now replace $dp[index-1]$ with `prev` and $dp[index]$ with `curr`.

Can we do with the help of single 1D array?

The value which we need to store in `curr` is dependent upon `prev[wt - weight[index]]` and `prev[wt]` and not dependent upon the value in `curr` array.

`curr[wt - weight[index]]` `curr[wt]` \leftarrow (Updated flow)



overridden value would be considered. To avoid this reverse the flow (Right to Left).

1) Inner for loop changes
for (int wt = capacity; wt >= 0; wt--) {

}

2) Replace prev with curr in space optimized-1 solution.

Note - $dp[i][j]$ represents max value when

→ no. of items exist till i th item

→ capacity = j
 ↳ knapsack