

DP 1



Good

Evening

Today's content

01. Introduction

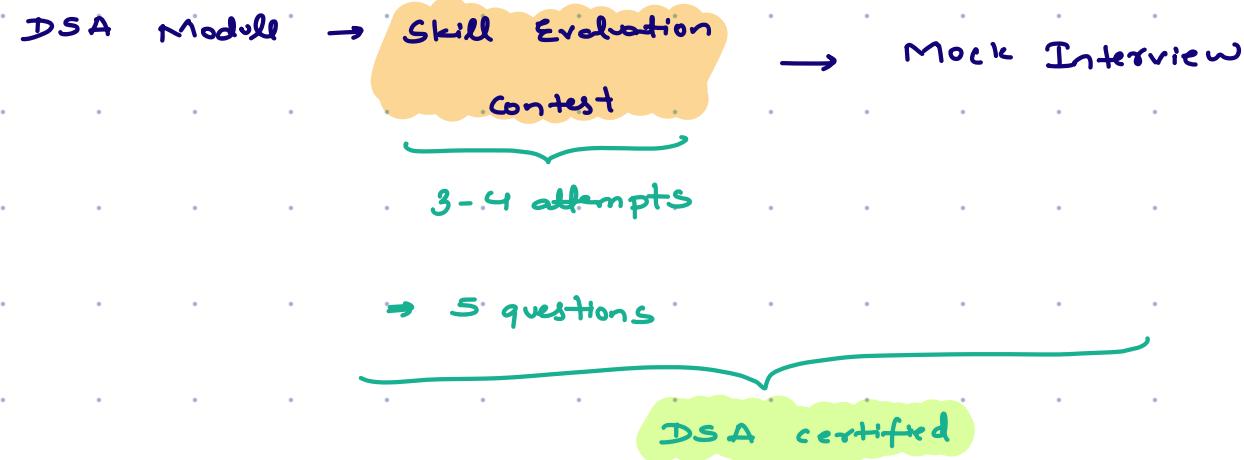
02. Fibonacci

03. Stair ways (Amazon, Google)

04. Minimum squares to reach N (Walmart, Amazon)

05. Min no. of notes

Mock Interview



Dynamic Programming

Marks of students

$$\begin{array}{cccc} \text{♀} & \text{♀} & \text{♀} & \text{♀} \\ 4 & 5 & 6 & 8 \end{array} \Rightarrow \text{Total} = 23$$

$$\begin{array}{ccccc} \text{♀} & \text{♀} & \text{♀} & \text{♀} & \text{♀} \\ 4 & 5 & 6 & 8 & 9 \\ \underbrace{\qquad\qquad\qquad}_{\text{Total}} & & & & \end{array} \Rightarrow \begin{aligned} \text{Total} &= 23 + 9 \\ &= 32 \end{aligned}$$

→ Idea of DP → Use precalculated value to calculate current value & not calculate same thing again & again

* Prefix sum

$$\text{psum}[i] = \text{psum}[i-1] + A[i]$$

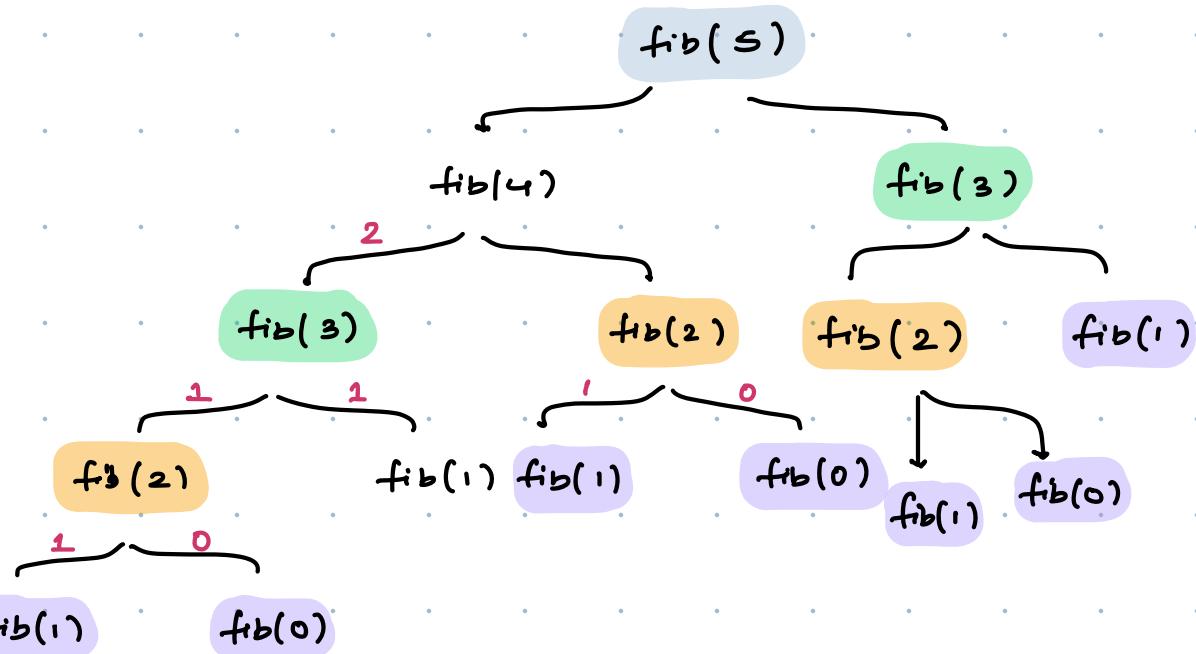
Fibonacci series

$N = 0 \ 1 \ 2 \ 3 \ 4 \ 5 \ 6$

$\text{fib} = 0 \ 1 \ 1 \ 2 \ 3 \ 5 \ 8$

```
int fib( int n ) {
    if ( n <= 1 ) return n;
    return fib(n-1) + fib(n-2);
}
```

TC: $O(2^n)$
SC: $O(n)$



Optimisation \rightarrow Use DP

Store the result of already solved problem
in an array & reuse it.

To apply DP

01. Optimal substructure → Solving a problem by using a smaller instance of problem.
02. Overlapping subproblems → Solving a subproblem again & again

```
int [] dp = new int [N+1];
```

```
Arrays.fill (dp, -1);
```

```
int fib (N, dp) {
```

```
    if (N ≤ 1) return dp[n] = N;
```

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

```
    dp[n] = fib (N-1, dp) + fib (N-2, dp);
```

```
    return dp[n];
```

```
}
```

* Steps to Apply DP

01. Initialise array with correct size to store subproblem answer.
02. Before making a recursive call, check if subproblem answer is already stored.
03. Before returning answer, store it in DP.

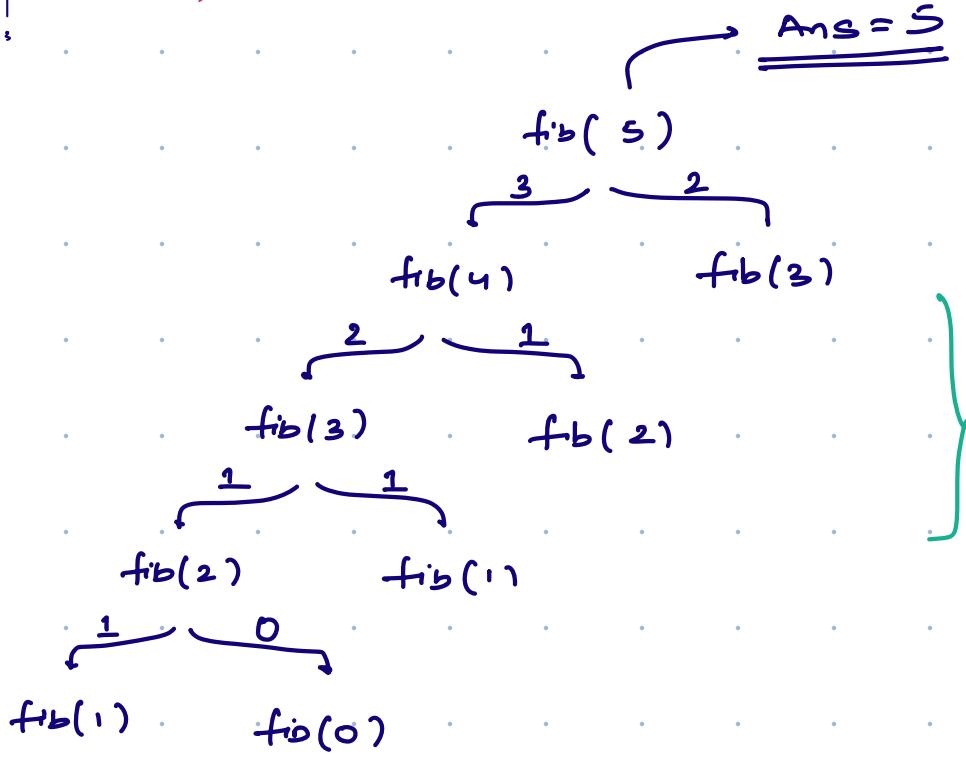
```

int [] dp = new int [N+1];
Arrays.fill (dp, -1);

int fib (N, dp) {
    if (N <= 1) return N;
    if (dp[N] != -1) return dp[N];
    dp[N] = fib(N-1) + fib(N-2);
    return dp[N];
}

```

-1	-1	1	2	3	5
0	1	2	3	4	5



TC: O(n)
SC: O(n)

SC: $2n$
dp[] + recursive stack space

* Two types of DP

01. Memoisation / Top down Approach

→ Start from the biggest problem

→ Recursive solution

02. Tabulation / Bottom Up Approach

→ Start from the smallest problem (base condition)

→ Iterative solution.

```
int [] dp = new int [n+1];
```

```
dp[0] = 0
```

```
dp[1] = 1
```

```
for ( i=2 ; i≤n ; i++ ) {
```

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

```
}
```

0	1	1	2	3	5
0	1	2	3	4	5

TC: O(n)

SC: O(n)

* $a=0, b=1$

```
for ( i=2 ; i≤n ; i++ ) {
```

```
    c = a+b;
```

```
    a = b;
```

```
    b = c;
```

TC : O(n)

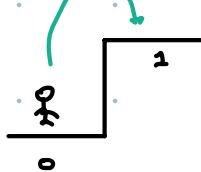
SC : O(1)

```
System.out.println( b );
```

* Climbing Stairs

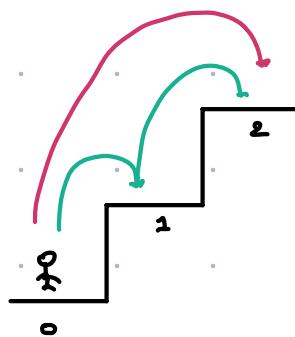
Calculate the no. of ways to reach N^{th} stair.

You can take a step of 1 or step of 2



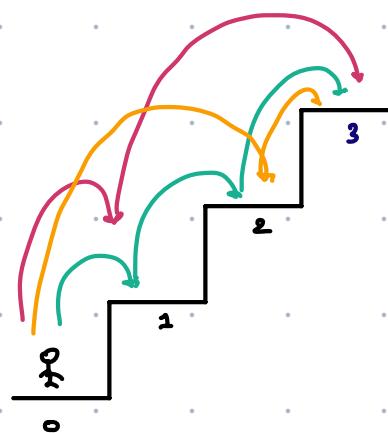
$$N = 1$$

$$\text{Ans} = 1$$



$$N = 2$$

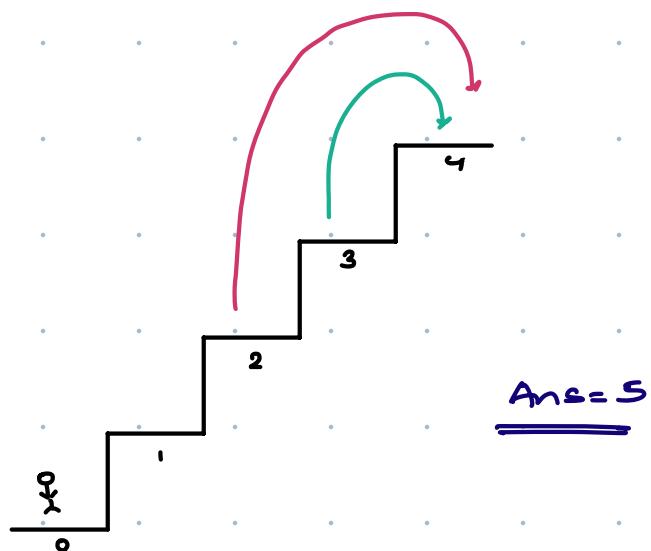
$$\text{Ans} = 2 \left\{ \begin{matrix} 1 & 1 \\ 2 & \end{matrix} \right\}$$



$$N = 3$$

$$\text{Ans} = 3$$

$$\left\{ \begin{matrix} 1 & 1 & 1 \\ 1 & 2 & \\ 1 & 2 & 1 \\ 2 & 2 & \\ 2 & 1 & 1 \end{matrix} \right\}$$



$$\underline{\text{Ans} = 5}$$

$$\left\{ \begin{matrix} 1 & 1 & 1 & 1 \\ 1 & 2 & & \\ 1 & 2 & 1 & \\ 2 & 2 & & \\ 2 & 1 & 1 & \end{matrix} \right\}$$

$\text{ways}(4)$

$$\text{ways}(3) + \text{ways}(2)$$

$$\left\{ \begin{matrix} 1 & 1 & 1 & 1 \\ 1 & 2 & & \\ 2 & 1 & 1 & \end{matrix} \right\}$$

$$\left\{ \begin{matrix} 1 & 1 & 2 \\ 2 & 2 & \end{matrix} \right\}$$

$$\text{ways}(4) = \text{ways}(3) + \text{ways}(2)$$

$$\text{ways}(n) = \text{ways}(n-1) + \text{ways}(n-2)$$

Code by yourself

* Min cost to climb stairs → HW

* Minimum squares / Perfect squares

Find minimum no. of perfect squares required to get sum = N (duplicate squares are also allowed)

N=6

$$1^2 + 1^2 + 1^2 + 1^2 + 1^2 + 1^2 = 6$$

$$1^2 + 1^2 + 2^2 = 3$$

Ans = 3

N=10

$$1^2 + 1^2 + 1^2 + \dots + 1^2 = 10$$

$$3^2 + 1^2 \Rightarrow 2$$

Ans = 2

$$1^2 + 1^2 + 2^2 + 2^2 \Rightarrow 4$$

$$2^2 + 1^2 + 1^2 + 1^2 + 1^2 \Rightarrow 7$$

$$1^2 + 1^2$$

$$N = 5$$

$$1^2 + 1^2 + 1^2 + 1^2 + 1^2 = 5$$

$$2^2 + 1^2$$

$$= 2$$

Ans = 2

* Greedy Approach. (N - nearest perfect square).

X

10

$$\downarrow -9$$

1

$$\downarrow -1$$

0

Ans = 2

9

$$\downarrow -9$$

0

Ans = 1

12

$$\downarrow -9$$

3

$$\downarrow -1$$

2

$$\downarrow -1$$

1

$$\downarrow -1$$

Ans = 4

12

$$\downarrow -4$$

8

$$\downarrow -4$$

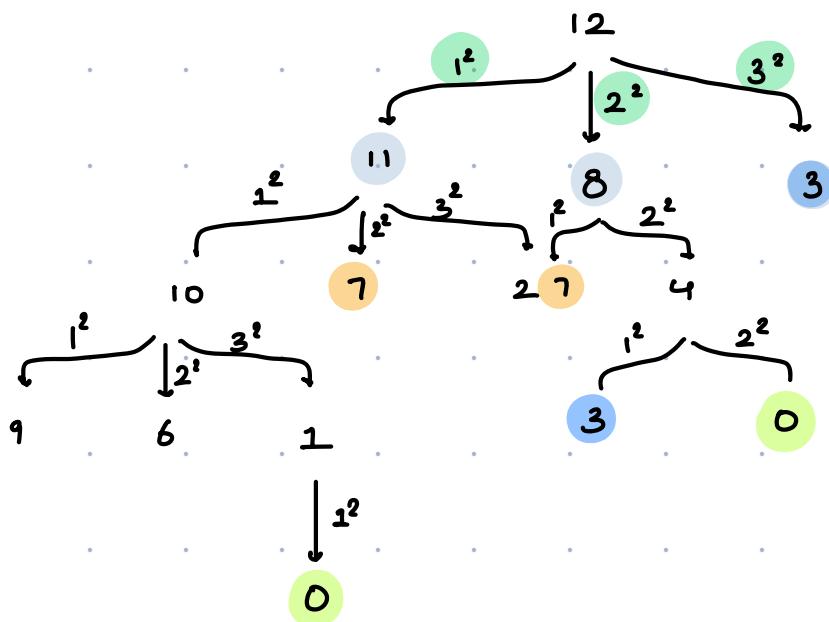
4

$$\downarrow -4$$

0

Ans = 3

Solution → Explore every possible no.



Tc : O(\sqrt{n})

Sc : O(n)

$$\text{minpsq}(12) = \text{Min}(\text{minpsq}(11), \text{minpsq}(8), \text{minpsq}(3)) + 1$$

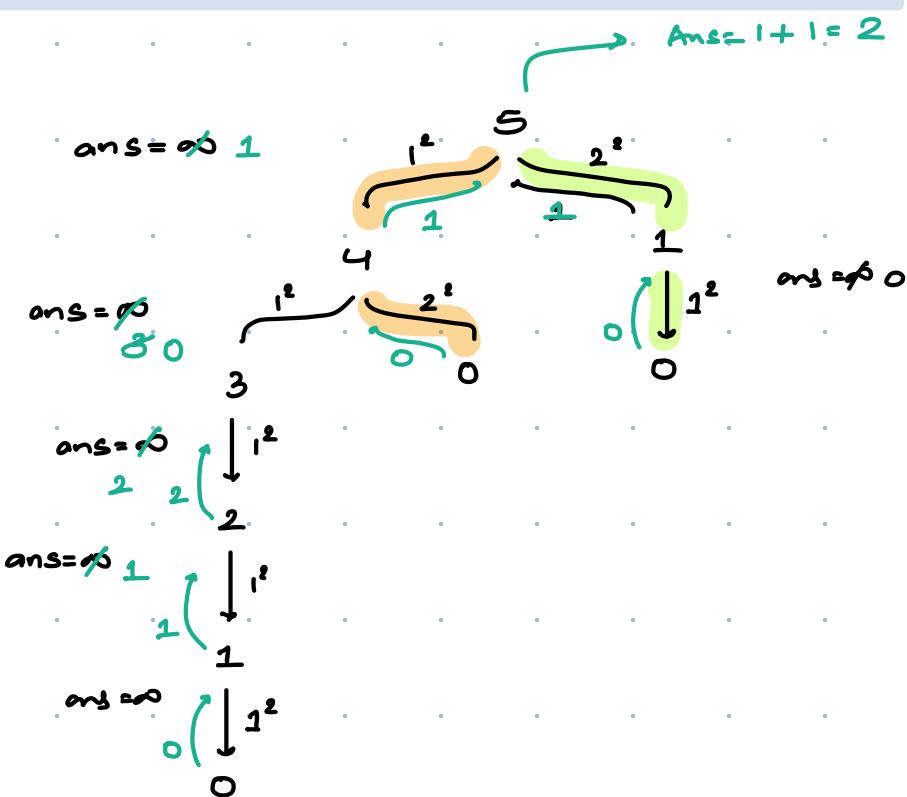
\downarrow
 $12 - 1^2$
 \downarrow
 $12 - 2^2$
 \downarrow
 $12 - 3^2$

$$\text{minpsq}(N) = \text{Min} \left[\text{minpsq}(N - x^2) \mid x^2 \leq N \right] + 1$$

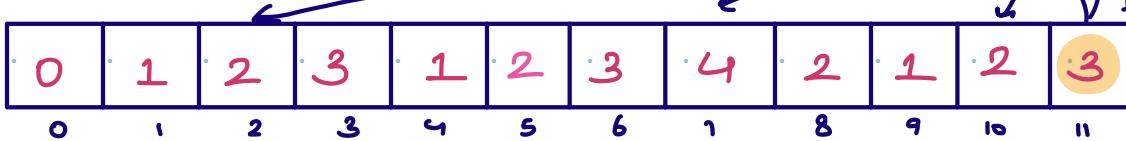
```

int [] dp = new int [N+1]
Arrays.fill(dp, -1);
int minpsq ( N )
{
    if (N==0) return 0
    if (dp[n] != -1) return dp[n];
    ans = infinity
    for (x=1 ; x*x <= N ; x++)
    {
        ans = min (ans, minpsq (N - x*x));
    }
    return dp[n]=ans + 1;
}

```



* Bottom Up Approach



$dp(i) = \min \text{ no. of squares required to make } N$

$$N = 1 \\ \downarrow 1^2 \\ 0 \\ \equiv$$

$$N = 2 \\ \downarrow 1^2 \\ N = 1 \\ \equiv$$

$$N = 3 \\ \downarrow 1^2 \\ N = 2 \\ \equiv$$

$$N = 4 \\ \overbrace{1^2}^{N=3} \quad \overbrace{2^2}^{N=0} \\ \equiv$$

$$N = 5 \\ \overbrace{1^2}^{N=4} \quad \overbrace{2^2}^{N=1} \\ \equiv$$

$$N = 6 \\ \overbrace{1^2}^{N=5} \quad \overbrace{2^2}^{N=2} \\ \equiv$$

$$N = 7 \\ \overbrace{1^2}^{N=8} \quad \overbrace{2^2}^{N=5} \quad \overbrace{3^2}^{N=0} \\ \equiv$$

$$N = 8 \\ \overbrace{1^2}^{N=6} \quad \overbrace{2^2}^{N=3} \\ \equiv$$

$$N = 9 \\ \overbrace{1^2}^{N=7} \quad \overbrace{2^2}^{N=4} \\ \equiv$$

```
int [] dp = new int [n+1];
```

```
dp[0] = 0
```

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

```
    ans = ∞
```

```
    for (x=1; x*x <= i; x++) {
```

```
        ans = min (ans, dp[i-x*x]);
```

```
    dp[i] = ans + 1;
```

```
return dp[n];
```

TC: $O(n\sqrt{n})$
SC: $O(n)$