

动态规划：174. 地下城游戏

解体思路：从右下向向左上填表

-2	-3	3
-5	-10	1
10	30	-5

7	5	2	INT_MAX
6	11	5	INT_MAX
1	1	6	1
INT_MAX	INT_MAX	1	INT_MAX

■

```
1 class Solution {
2 public:
3     int calculateMinimumHP(vector<vector<int>>& dungeon) {
4         int row = dungeon.size();
5         int col = dungeon[0].size();
6
7         vector<vector<int>> dp(row + 1, vector<int>(col + 1, INT_MAX));
8         dp[row][col - 1] = dp[row - 1][col] = 1;
9         for (int i = row - 1; i >= 0; i--)
10         {
11             for (int j = col - 1; j >= 0; j--)
12             {
13                 dp[i][j] = max(min(dp[i+1][j], dp[i][j+1]) - dungeon[i][j], 1);
14             }
15         }
16         return dp[0][0];
17     }
18 };
```