



(Q5)

DISCLAIMER: This solution has been found after consulting a series of sources including geeksforgeeks, afteracademy.com, tutorialspoint, techiedelight.com, chatGPT, pepcodeacademy (YouTube channel) and medium.com. However, I do understand the solution and the workings and I have not plagiarized but there will be many similarities between codes found at these sources and my approach just because it is the nature of the problem. In short, please don't think I am a cheater. Thank you.

Input: m , n , S
 ↓ ↓ ↓
 faces dice target sum.

Cases:

$S = 0$; if target sum is 0 then just by not throwing any other dice is how we get to the sum and that is the only way so n must be 0 too. ~~So~~

$n = 0$; if no dice are known, we cannot reach our sum S so there is no way (return 0) that this happens.

$S < 0$; if sum being calculated is negative value, there is no way to reach it because all dice can hold only positive values from 1 to m so return 0.

$s = s - i;$

$n = n - 1;$

} Suppose $s > 0$ and $n \neq 0$ then each of we can check what would be the results (i.e. could we reach a sum) if this n^{th} dice would get each of its 1 to m faces. If any of these faces result in it getting or not getting the sum, add it to the number of ways of reaching the sum at this dice. At each throw, s would be reduced by the value i between 1 & m , and no. of dice be reduced by 1.

To log these results, we will need a matrix of $(1+n) \times (S+1)$ size.

~~Matrix~~ $D[n][S]$ corresponds to total ways of reaching the sum S from dice n 's outcomes.

Algorithm: (Using top-down approach)

~~Matrix~~ // matrix of size $(1+n) \times (S+1)$ created to log results.

$D = \text{int}[n+1][S+1];$

for $i = 0$ to n

{ for $j = 0$ to S

{ $M[i][j] = -1;$ }

Now we call actual algorithm: $DICE(n, m, M[][], S);$


```
DICE ( n , m , M[][ ], S )
{
    if ( S == 0 & n == 0 ) then return 1;
    if ( n == 0 ) then return 0;
    if ( S < 0 ) then return 0;
    if W[n][S] != -1 then return W[n][S]; // W[n][S] already
    // been computed so return.
    else
        W[n][S] = 0
        for i = 1 to m
        {
            W[n][S] = W[n][S] + DICE ( n-1 , m , M[][ ], S-i );
            W[n][S] = W[n][S] + DICE ( n-1 , m , M[][ ], S-i );
        }
        // one die gone and then the value of
        // gone guy subtracted from original
        // S to give new S.
        return W[n][S];
}
```

Time complexity: $O(m \times n \times S)$

↳ Traverse each element of $(n+1) \times (S+1)$ matrix in $O(n \times S)$ time. In each entry, there traverse a 1 to m for-loop. So it becomes $O(m \times n \times S)$.

Space complexity: $O(n \times S)$

↳ $(n+1) \times (S+1)$ size matrix used to log results.

WORKING: (Thought process shown as proof of concept →)

4, 2

n

n

sum

sum
2

3

4

1

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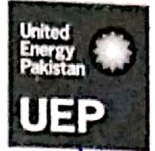
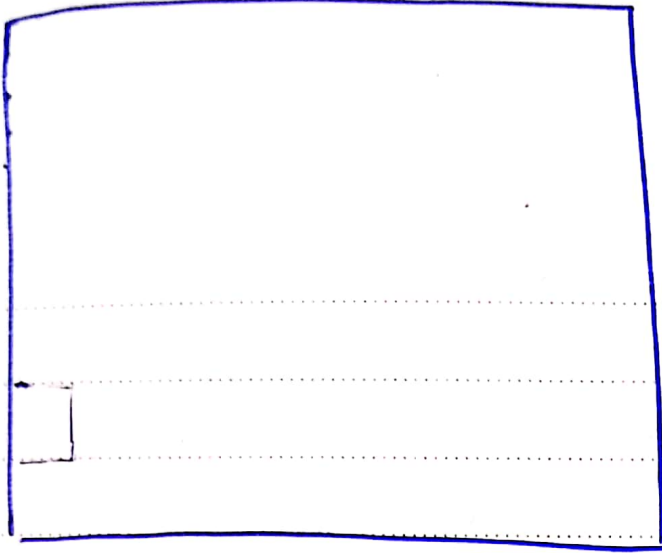
1

~~3, 3~~ 3, 3, 4

Q5:

n dice

m faces



Given sum to reach.

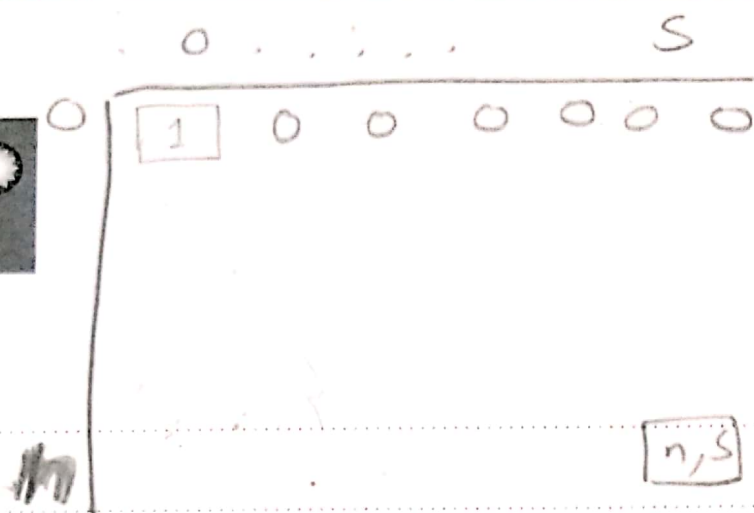
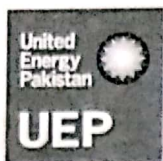
After each throw of a dice, we are left with $n - \text{throws}$ throws and at each throw we can get 1 to m number.

Base cases:

- * Sum not reached and no throws left \rightarrow Pass
- * Sum not reached and no throws left \rightarrow Fail
- * Current sum already achieved and throws remain \rightarrow Pass
- * Traverse to find $\text{sum} - i$ value and reduce throws by 1.

Algorithm:

Find Dice (n, m, s), {
~~DICEFACES~~ SUM = $[m \times s]$ matrix
for



$m \times s$

if $(s == 0 \text{ \& \& } n == 0)$ // target sum = 0 & no dice known, then you can achieve sum in 1 way.
return 1;
 $M[0][0]$

if $(s < 0 \text{ \& \& } n == 0)$ // sum can never be negative and it's not like we can know no coins so both cases mean there is no way to calculate sum.
return 0;

$W = \text{mt}[n+1][s+1]$

for $i = 0$ to n .
for $j = 0$ to s
 $W[i][j] = -1$ } $O(n \times s)$