

# Lab2 Lib

Pedro Vidal

## 1. DP

### 1.1. Prob da Moeda

```

1 vector<int> dp(m + 1, INF), coins(n), ultima(m + 1, 0); dp[0] = 0;
2 // read and sort coins
3 for (int i = 0; i < n; i++){
4     for (int j = 0; j <= m && j + coins[i] <= m; j++){ // moedas ilimitadas
5         // for (int j = m; j >= 0; j--){ //moedas limitadas
6             if (dp[j] + 1 < dp[j + moeda[i]]) ultima[j + moeda[i]] = moeda[i];
7             dp[j + coins[i]] = min(dp[j + coins[i]], dp[j] + 1);
8         }
9     }
10 dp[m] == INF ? cout << "Impossivel" : cout << dp[m]; cout << endl;
11 // dp[m] == quant de moedas usadas para formar m

```

### 1.2. Prob da Mochila

```

1 vector<int> p(n), v(n), dp(cap+1, _INF); dp[0] = 0;
2 // read weight (p) and value (v)
3 int res = 0;
4 for (int i = 0; i < n; i++){
5     for (int j = cap; j >= 0; j--){
6         if (dp[j] == _INF || j + p[i] > cap) continue;
7         dp[j + p[i]] = max(dp[j + p[i]], dp[j] + v[i]);
8         res = max(res, dp[j + p[i]]);
9     }
10 }
11 cout << res << endl;

```

### 1.3. LCS

```

1 vector<vector<int>> > lcs(ta, vector<int>(tb, 0));
2 for (int i = 1; i < ta; i++){
3     for (int j = 1; j < tb; j++){
4         lcs[i][j] = (a[i - 1] == b[j - 1] ? lcs[i - 1][j - 1] + 1 :
5             max(lcs[i-1][j], lcs[i][j-1]));
6     }
7 }
8 cout << lcs[ta-1][tb-1] << endl;

```

### 1.4. Edit Distance

```

1 vector<vector<int>> > edist(ta, vector<int>(tb, 0));
2 for (int i = 0; i < ta; i++){
3     for (int j = 0; j < tb; j++){
4         if (i == 0 || j == 0){ edist[i][j] = max(i, j); continue;}
5         edist[i][j] = (a[i-1] == b[j-1] ? edist[i-1][j-1] : min({edist[i-1][j-1],
6             edist[i-1][j], edist[i][j-1]}) + 1);
7     }
8 }
9 cout << edist[ta-1][tb-1] << endl;

```

### 1.5. Longest Increasing Subsequence

```

1 vector<int> lis(vet.size() + 1, INF);
2 lis[0] = _INF;
3 int res = 0;
4 for (int i = 0; i < vet.size(); i++){
5     int pos = lower_bound(lis.begin(), lis.end(), vet[i]) - lis.begin();
6     lis[pos] = vet[i];
7     res = max(res, pos);
8 }

```