

Burst Balloons (DP on Intervals)



Burst Balloons

Solution

You are given n balloons, indexed from 0 to $n - 1$. Each balloon is painted with a number on it represented by an array `nums`. You are asked to burst all the balloons.

If you burst the i^{th} balloon, you will get `nums[i - 1] * nums[i] * nums[i + 1]` coins. If $i - 1$ or $i + 1$ goes out of bounds of the array, then treat it as if there is a balloon with a `1` painted on it.

Return the maximum coins you can collect by bursting the balloons wisely.

Example 1:

```

Input: nums = [3,1,5,8]
Output: 167
Explanation:
nums = [3,1,5,8] --> [3,5,8] --> [3,8] --> [8] --> []
coins = 3*1*5 + 3*5*8 + 1*3*8 + 1*8*1 = 167
    
```

Example 2:

```

Input: nums = [1,5]
Output: 10
    
```

Constraints:

- $n == \text{nums.length}$
- $1 \leq n \leq 300$
- $0 \leq \text{nums}[i] \leq 100$

eg. `nums = [3, 1, 5, 8]`

o/p: 167

`[3, 1, 5, 8]`

`[3, 5, 8]` `[3, 8]` `[8]` `[]`

$\text{coins}(j)(i) = \text{coins earned on bursting } [j \dots i] \text{ balloons}$

$\text{coins}[0](n-1) = \text{ans}$

$\text{coins}(j)(i+1) = \text{nums}(i+1)$

Key Insight:-

Instead of bursting balloons in any order, we

- Think in reverse: which balloon to burst last in a subarray
- This way, the subproblem boundaries are easier to define, & the surrounding balloons are still intact.

Preprocessing:-

- Add a virtual balloon with value 1 to both of ends of `nums`.

eg. If `nums = [3, 1, 5, 8]` \rightarrow we change it to `nums = [1, 3, 1, 5, 8, 1]`

- This simplifies edge cases when bursting first or last balloons.

DP Definition:-

Let $dp[i][j]$ be the maximum coins you can get by bursting balloons between index i & j (exclusive) in the new padded array.

So

- interval is $(i, j) \rightarrow$ balloons at i & j are not burst, but act as the boundaries

Recursive Strategy:

To compute $dp[i][j]$:

1. Loop over all possible balloons k such that $i < k < j$.
2. Imagine k is the last balloon to burst in interval (i, j) .
3. The coins you get:
 - $nums[i] * nums[k] * nums[j] \rightarrow$ bursting k last, surrounded by i & j .
 - Plus coins from subproblems:
 - $dp[i][k] \rightarrow$ burst balloons in (i, k)
 - $dp[k][j] \rightarrow$ burst balloons in (k, j) .

So:

```
cpp
Copy code
dp[i][j] = max(dp[i][j], dp[i][k] + nums[i]*nums[k]*nums[j] + dp[k][j])
```

Base Case:

- when $i+1 == j$, there's no balloon to burst in between \rightarrow return 0.

Memoization:

- Store results in a 2D table $dp[i][j]$
- Before computing $dp[i][j]$, check if it's already computed ($dp[i][j] \neq -1$)

already computed ($dp[i][j] = -1$)

Final Answer:

- call `help(nums, 0, n+1)`

```
1 class Solution {
2 public:
3     int maxCoins(vector<int>& nums) {
4         int n = nums.size();
5         vector<int> balloons(n + 2, 1);
6         for (int i = 0; i < n; ++i) {
7             balloons[i + 1] = nums[i];
8         }
9
10        // dp[i][j] is max coins for interval (i, j), exclusive
11        vector<vector<int>> dp(n + 2, vector<int>(n + 2, -1));
12        return help(balloons, 0, n + 1, dp);
13    }
14
15    int help(vector<int>& nums, int left, int right, vector<vector<int>>& dp) {
16        if (left + 1 == right) return 0; // no balloon to pop
17        if (dp[left][right] != -1) return dp[left][right];
18
19        int ans = 0;
20        for (int i = left + 1; i < right; ++i) {
21            int coins = nums[left] * nums[i] * nums[right];
22            coins += help(nums, left, i, dp) + help(nums, i, right, dp);
23            ans = max(ans, coins);
24        }
25        return dp[left][right] = ans;
26    }
27 };
28
```

T.C : $O(n^2)$

S.C : $O(n^2)$