

Lectures ÷ 2D DP

Agenda

- Maximum sum without adjacent elements
- Unique paths
- Dungeon princess

Qul Given $arr[n]$, find max subsequence sum.

Eg: $arr[] = \{ \overset{0}{2} \quad \overset{1}{-4} \quad \overset{2}{5} \quad \overset{3}{3} \quad \overset{4}{-8} \quad \overset{5}{1} \}$
 \rightarrow all positive els.

$arr[] = \{ -4 \quad -2 \quad -3 \quad -10 \}$

Q Given $arr[n]$, find max subsequence sum such that no 2 adjacent elements are selected.

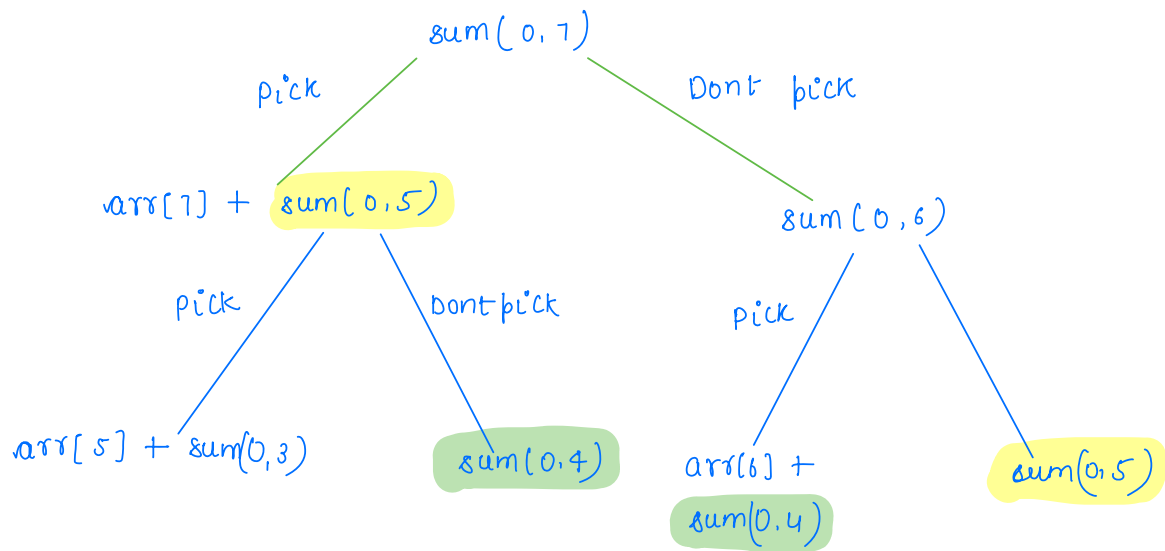
Eg: $arr[] = [9, 4, 3]$ $ans = 12$

$arr[] = [9, 4, 13, 24]$ $ans = 33$

$arr[] = [13, 14, 2]$ $ans = 15$

$arr[] = [9, 14, 2]$ $ans = 14$

$arr[] = [\overset{0}{2} \quad \overset{1}{-1} \quad \overset{2}{-4} \quad \overset{3}{5} \quad \overset{4}{3} \quad \overset{5}{-1} \quad \overset{6}{4} \quad \overset{7}{2}]$



1. Overlapping subproblems

Recursive code

```
int maxsum( arr[], end) {  
    if(end == 0) {  
        return arr[0];  
    }  
    if(end < 0) {  
        return 0;  
    }  
    include = arr[end] + maxsum(arr, end-2);  
  
    exclude = maxsum(arr, end-1);  
  
    return max(include, exclude);  
}
```

Memoised code

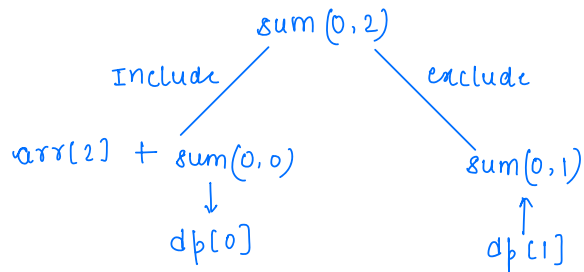
```
int maxsum(arr[], end, dp[]) {  
    if (end == 0) {  
        dp[end] = arr[0];  
        return arr[0];  
    }  
  
    if (end < 0) {  
        return 0;  
    }  
  
    if (dp[end] != -1) {  
        return dp[end];  
    }  
  
    include = arr[end] + maxsum(arr, end-2);  
  
    exclude = maxsum(arr, end-1);  
  
    dp[end] = max(include, exclude);  
  
    return max(include, exclude);  
}
```

Tabulative approach

$$\text{arr}[] = \begin{bmatrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\ 2 & -1 & -4 & 5 & 3 & -1 & 4 & 2 \end{bmatrix}$$
$$\text{dp}[] = \begin{bmatrix} 2 & 2 & 2 & 7 & & & & \end{bmatrix}$$

$\text{dp}[i] = \text{max subsequence sum from } (0, i)$

1. $\text{dp}[2] = \text{max subsequence sum from } (0, 2)$

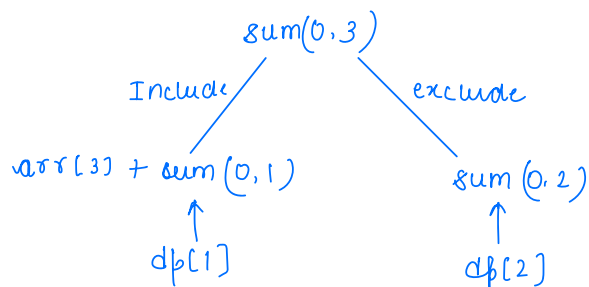


$$\max(\text{arr}[2] + \text{dp}[0], \text{dp}[1])$$

$$\max(-4 + 2, 2)$$

$$\max(-2, 2) = 2$$

2. $\text{dp}[3]$:



$$\max(\text{arr}[3] + \text{dp}[1], \text{dp}[2])$$

$$\max(5 + 2, 2)$$

$$\max(7, 2) = 7$$

Generalisation

i^{th} idx -

$$\text{dp}[i] = \max(\text{arr}[i] + \text{dp}[i-2], \text{dp}[i-1])$$

Tabulative code

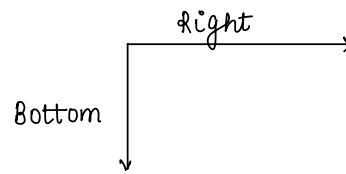
```
int maxSubsequenceSum(arr[]) {  
    n = arr.length;  
    int dp[] = new int[n];  
    dp[0] = arr[0];  
    dp[1] = max(arr[0], arr[1]);  
  
    for (i = 2; i < n; i++) {  
        include = arr[i] + dp[i-2];  
        exclude = dp[i-1];  
        dp[i] = max(include, exclude);  
    }  
    return dp[n-1];  
}
```

TC: $O(n)$

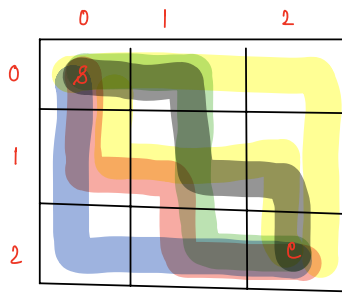
SC: $O(n)$

Qn Count no. of ways to go from $(0,0)$ to $(n-1, m-1)$ cell.

Allowed directions:



Example:



ans = 6 ways

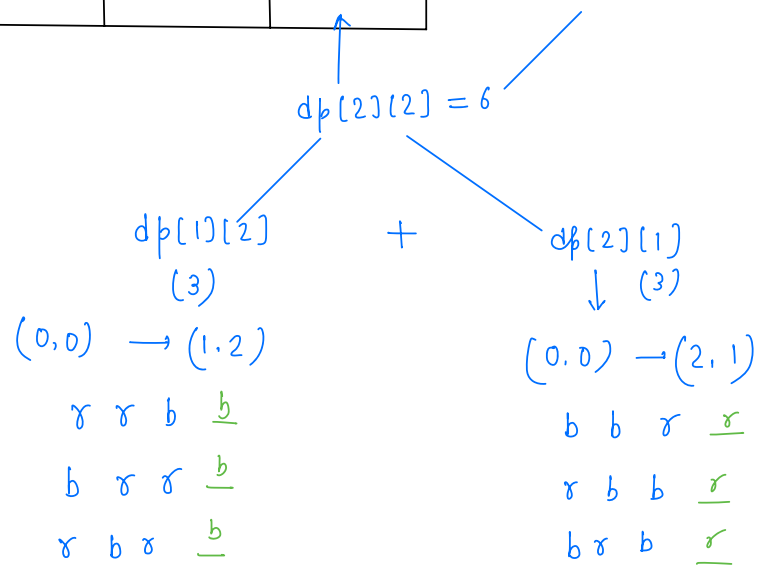
ip: n and m

Idea:

$dp[i][j] =$

	0	1	2
0	1	1	1
1	1	$(0,1) \rightarrow 1 + (1,0) \rightarrow 1 = 2$	$1 + 2 = 3$
2	1	$1 + 2 = 3$	$3 + 3 = 6$

$dp[i][j]$ = count no. of ways from $(0,0)$ to (i,j) idx



$$dp[i][j] = dp[i-1][j] + dp[i][j-1]$$

$$i! = 0$$

$$j! = 0$$

Code:

```
int ways(n, m) {  
    dp[][] = new int[n][m];  
  
    for(i=0; i<n; i++) {  
  
        for(j=0; j<m; j++) {  
  
            if(i==0 || j==0) {  
                dp[i][j] = 1;  
            } else {  
  
                dp[i][j] = dp[i-1][j] + dp[i][j-1];  
  
            }  
  
        }  
  
    }  
  
    return dp[n-1][m-1];  
}
```

Tc: $O(n*m)$

Sc: $O(n*m)$

Qu: can we optimise the space complexity?

$n=4$ and $m=4$

1	1	1	1
1	2	3	4
1	3	6	10
1	4	10	20

$O(n * m)$

Observation: i th row only depends on $(i-1)$ row

prev[]

curr[]

Dry run:

prev[] = [1, 1, 1, 1] \rightarrow 0th row — $O(m)$

1st row:

prev = [1, 1, 1, 1]

curr = [1, 2, 3, 4]

$curr[i] = curr[i-1] + prev[i]$

2nd row:

prev = curr

prev = 1 2 3 4

curr = 1 3 6 10

3rd row

prev = curr

prev = 1 3 6 10

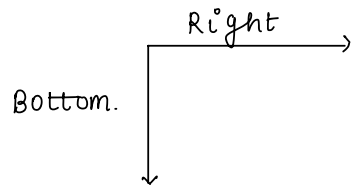
curr = 1 4 10 20

return curr[m-1].

Break: 8: 2 4: 8: 3 7

Qn: Dungeon princess

Allowed directions:



You're prince (0,0) [LC Hard]

↓
reach princess (n-1, m-1)

↓
You have to tell min health
you need to save princess.

Note: If your health ≤ 0 , you'll die.

Ex:

	0	1	2
0	-2 (1)	-3 (-2)	3
1	-5 (-4)	-10	1
2	10	30	-5

health=3 (x)

	0	1	2
0	-2 (2)	-3 (-1)	3
1	-5 (-3)	-10	1
2	10	30	-5

health=4 (x)

	0	1	2
0	-2 (3)	-3 (0)	3
1	-5 (-2)	-10	1
2	10	30	-5

health=5 (x)

	0	1	2
0	-2 (4)	-3 (1)	3 (4)
1	-5	-10	1 (5)
2	10	30	-5 (0)

health=6 (x)

	0	1	2
0	-2 (5)	-3 (2)	3 (5)
1	-5	-10	1 (0)
2	10	30	-5 (1)

health=7 (✓)

ans = 7
↑

Idea:

$arr[i][j] =$

	0	1	2
0	2	-3	3
1	-5	-10	1
2	10	30	-5

$dp[i][j] =$

	0	1	2
0			2
1	6	11	5
2	1	1	6

$x+3=5=2$
 $x+1=6=5$
 $x+10=1=-9 \quad x+30=6 \Rightarrow x=-24$

$dp[i][j] = \text{min health required to enter } (i,j)$

Dry run:

$dp[1][1]$

$$x + (-10) = 5$$

$$x = 15$$

$$x - 10 = 1$$

$$x = 11$$

$dp[1][0]$

$$x - 5 = 1$$

$$x = 6$$

$$x - 5 = 11$$

$$x = 16$$

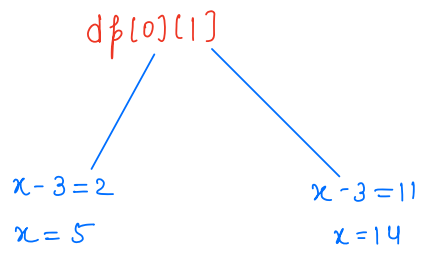
$arr[i][j] =$

	0	1	2
0	2	-3	3
1	-5	-10	1
2	10	30	-5

$dp[i][j] =$

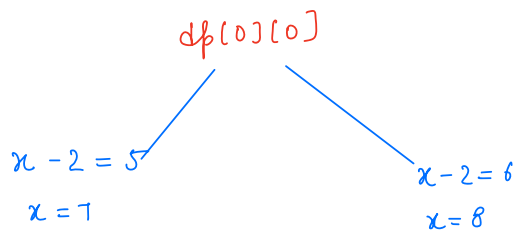
	0	1	2
0			2
1	6	11	5
2	1	1	6

$x+3=5=2$
 $x+1=6=5$
 $x+10=1=-9 \quad x+30=6 \Rightarrow x=-24$



$arr[i] =$

	0	1	2
0	-2	-3	3
1	-5	-10	1
2	10	30	-5



$dp[i][i] =$

	0	1	2
0	7	5	2
1	6	11	5
2	1	1	6

$x+10=1=-9 \mid x+30=6 \Rightarrow x=-24$

$x+3=5=2 \rightarrow$
 $x+1=6=5 \rightarrow$

return $dp[0][0]$

Try this?

$arr[i][j] =$

	0	1	2
0	1	-1	0
1	-1	1	-1
2	1	0	-1

$dp[i][j] =$

	0	1	2	
0	1	2	3	→
1	2	1	3	→ $x-1=2$
2	1	2	2	→ $x-1=1$

Handwritten annotations:
 - A blue circle around the value 1 at (0,0) with an arrow pointing to it labeled "ans".
 - Blue boxes around the cells (1,0), (2,0), (1,1), and (2,1).
 - A blue arrow pointing up to the cell (2,1).

Expression

$$dp[i][j] = \min(dp[i+1][j], dp[i][j+1]) - arr[i][j]$$

$$i! = n-1$$

$$j! = m-1$$

Code:

```
int calculateMinHealth(arr[][]) {  
    n = arr.length;  
    m = arr[0].length;  
    dp[n][m];  
    for (i = n-1; i >= 0; i--) {  
        for (j = m-1; j >= 0; j--) {  
            → if (i == n-1 && j == m-1) {  
                // x + arr[n-1][m-1] = 1  
                // health = x  
                x = 1 - arr[i][j];  
                if (x <= 0) {  
                    dp[i][j] = 1;  
                } else {  
                    dp[i][j] = x;  
                }  
            }  
            → else if (i == n-1) {  
                x = dp[i][j+1] - arr[i][j];  
                if (x <= 0) {  
                    dp[i][j] = 1;  
                } else {  
                    dp[i][j] = x;  
                }  
            }  
        }  
    }  
}
```

```

    → else if( j == m-1 ) {
        x = dp[i+1][j] - arr[i][j];
        if( x <= 0 ) {
            dp[i][j] = 1;
        } else {
            dp[i][j] = x;
        }
    }
    → else {
        h1 = dp[i+1][j] - arr[i][j] > 0 ?
            dp[i+1][j] - arr[i][j] :
            1;
        h2 = dp[i][j+1] - arr[i][j] > 0 ?
            dp[i][j+1] - arr[i][j] :
            1;
        dp[i][j] = min(h1, h2);
    }
}

return dp[0][0];
}

```

TC: $O(n*m)$

SC: $O(n*m)$

H/W: Optimise space complexity? [yes]

Thankyou 😊