

SAPTARSHI MUKHERJEE

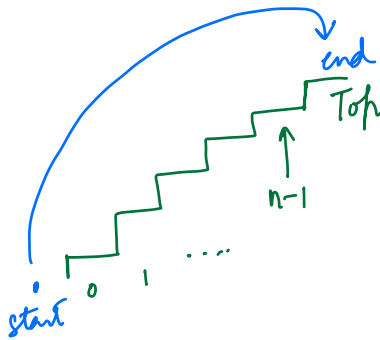
About Myself

- SWE III @ Google
- 3 times ACM-ICPC Regionals
- 3 times in top 2000 in FB/Meta Hacker Cup
- Master at Codeforces
- 6 star at Codechef
- BTech Hons. in CSE @ IIT Bhilai
- Former member of National Blockchain Project, IIT-K
- Author @ CCGuid '21

Q) Scaler Adventure Park

Has a staircase that needs to be climbed .

n stairs $\rightarrow 0$ to $n-1$.

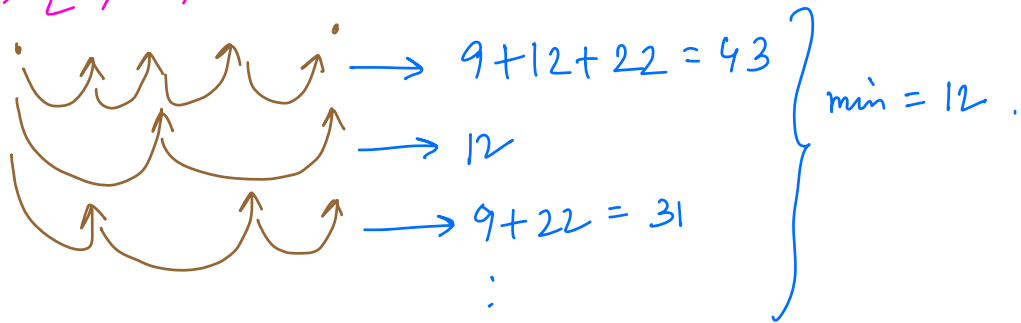


At a time, 1 or 2 stairs .

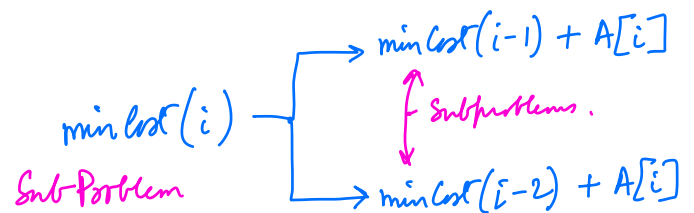
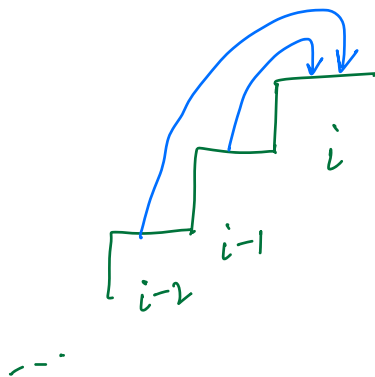
Each stair has a cost .

What is the min cost to reach the top ?

$A \rightarrow \{9, 12, 22\}$



$A \rightarrow \{10, 20, 5, 8, 15, 25, 10, 12\}$



Problem \rightarrow nth stair

$$\rightarrow \min \begin{pmatrix} \text{minCost}(n-1), \\ \text{minCost}(n-2) \end{pmatrix} .$$

```

for minCost(A[], i) {
    if (i < 2)
        return A[i]

```

```

    return min(minCost(A, i-1), minCost(A, i-2)) + A[i]

```

```

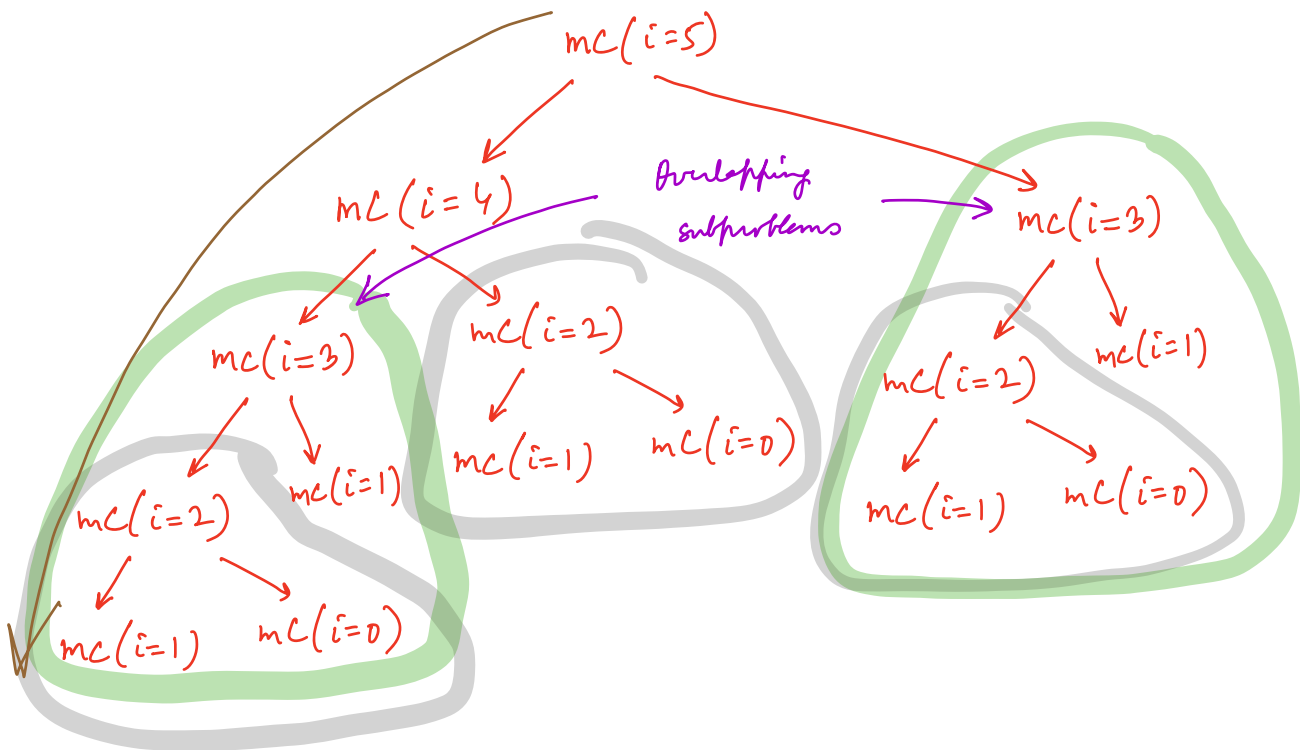
}

```

Ans $\rightarrow \min(\minCost(A, n-1), \minCost(A, n-2))$

$O(2^n)$ T.C

$O(n)$ S.C.



Optimal substructure \rightarrow Answer to Problem can be computed from the answers to subproblems.

Overlapping subproblems \rightarrow Some subproblems are repeating

\rightarrow Dynamic Programming (DP).

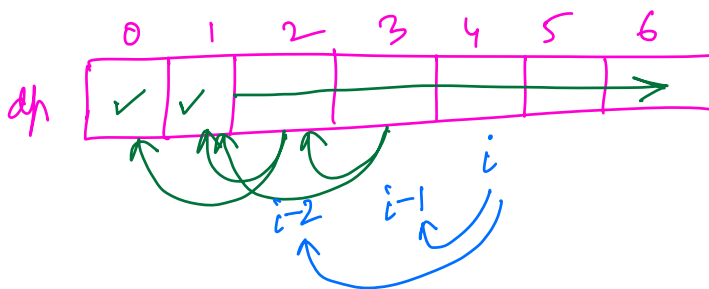
Top Down DP (Memoization DP)

```
int dp[n] → {all -1}
for minCost(A[], i) {
    if (i < 2)
        return A[i]
    if (dp[i] != -1)
        return dp[i];
    dp[i] = min(minCost(A, i-1), minCost(A, i-2)) + A[i]
    return dp[i];
}
```

$O(n)$ T.C.
 $O(n)$ S.C.

Ans → $\min(\text{minCost}(A, n-1), \text{minCost}(A, n-2))$

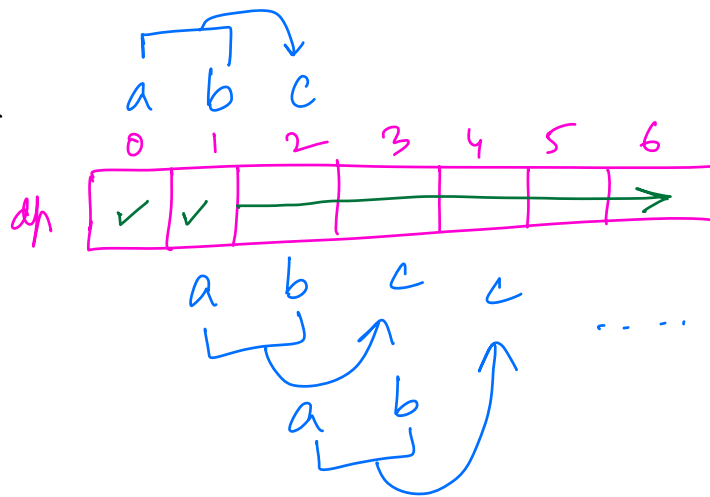
Bottom Up DP (Tabulation DP)



```
int dp[n] → {all -1}
dp[0] = A[0], dp[1] = A[1]
for i → 2 to n-1 {
    dp[i] = min(dp[i-1], dp[i-2]) + A[i]
}
return min(dp[n-1], dp[n-2])
```

$O(n)$ T.C.
 $O(n)$ S.C.

Space optimisation



$cost1 = A[0]$

$cost2 = A[1]$

for $i \rightarrow 2$ to $n-1$ {

$cost = \min(cost1, cost2) + A[i]$

$cost1 = cost2$

$cost2 = cost$

}
return $\min(cost1, cost2)$

$i-2$	$i-1$	i
$cost1$	$cost2$	$cost$
	$cost1$	$cost2$

$O(n)$ T.C

$O(1)$ S.C.

[Break till 10:34 PM]

Graphs

Nodes connected by edges.

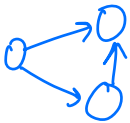
Tree vs Graphs

→ Tree has a hierarchy

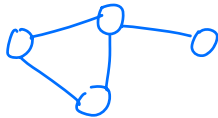
→ Tree is acyclic, connected, with $n-1$ edges.

- Directed vs Undirected graphs

(Insta)



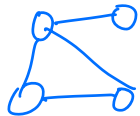
(FB)



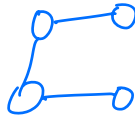
- Weighted vs Unweighted graphs

- Cyclic vs Acyclic graphs

Undirected ↗

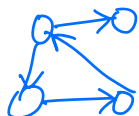


cyclic

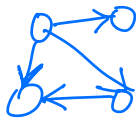


acyclic

Directed ↗



cyclic

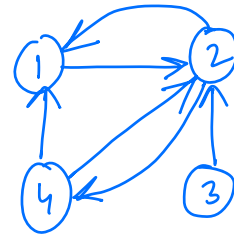


acyclic

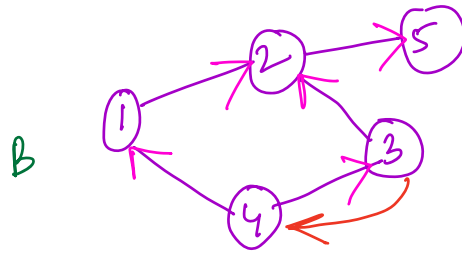
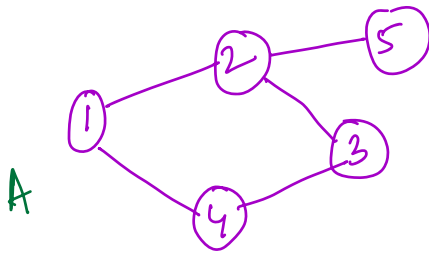
How is graph given as I/P?

#nodes (n) #edges (m)
 $u_1 \quad v_1$
 $u_2 \quad v_2$
 $u_3 \quad v_3$
 \vdots
 $u_m \quad v_m$ } m edges

4	6
1	2
3	2
4	2
4	1
2	1
2	4



Ways to store a graph



Adjacency Matrix

$M[i][j] = 1$ if there is an edge from i to j .
0 otherwise.

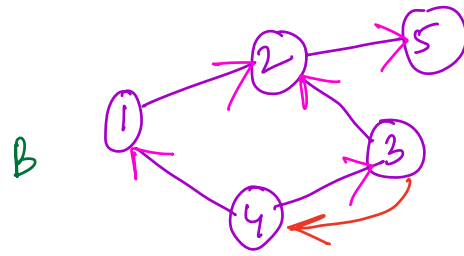
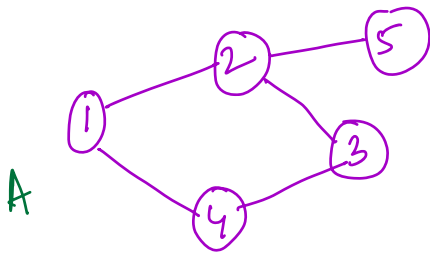
A

	0	1	2	3	4	5
0						
1		0	1	0	1	0
2		1	0	1	0	1
3		0	1	0	1	0
4		1	0	1	0	0
5		0	1	0	0	0

B

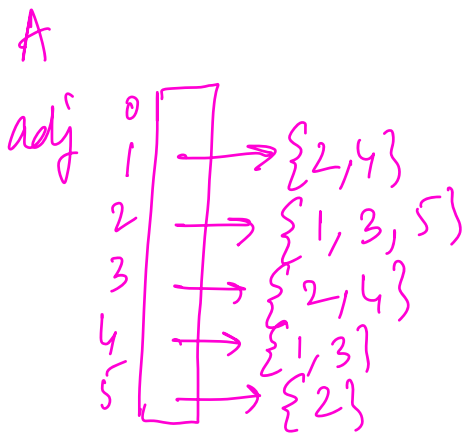
	0	1	2	3	4	5
0						
1		0	1	0	0	0
2		0	0	0	0	1
3		0	1	0	1	0
4		1	0	1	0	0
5		0	0	0	0	0

$O(n^2)$ space.



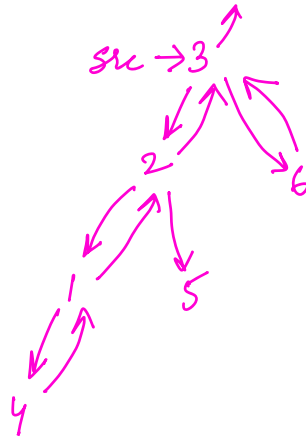
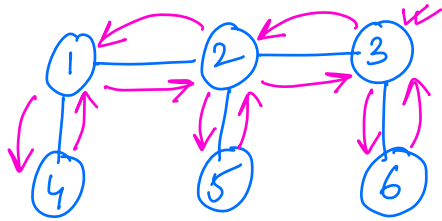
Adjacency list

Array of lists $\rightarrow \text{adj}[n]$. $\text{adj}[i] = \text{list of neighbors of } i$.



$O(n+m)$ space.

Depth First Traversal (DFS)



```
fn dfs(adj[], cur, vis) {  
    if(vis[cur])  
        return;  
    vis[cur] = true  
    // Do anything  
    for nbr in adj[cur] {  
        dfs(adj, nbr, vis)  
    }  
}
```

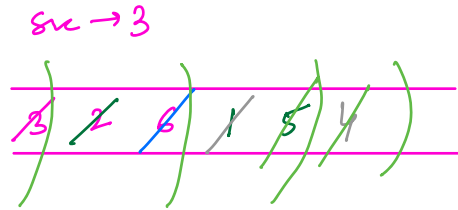
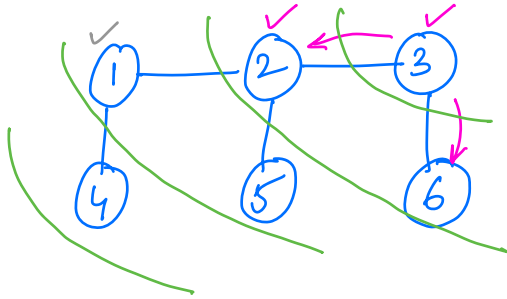
$O(n+m)$ T.C.

$O(n)$ S.C

→ vis array.

```
fn dfs(adj, src) {  
    boolean vis[n] = {all false}  
    dfs(adj, src, vis)  
}
```

Breadth First Traversal (BFS)



```

fn bfs(src, adj) {
    boolean vis[n] = {all false};
    Queue q = {}
    q.add(src)
    vis[src] = true;
    while(!q.isEmpty()) {
        v = q.front()
        q.removeFront() // or poll()
        // Do anything
        for(nhbr in adj[v]) {
            if(!vis[nhbr]) {
                q.add(nhbr)
                vis[nhbr] = True
            }
        }
    }
}

```

$O(n+m)$ T.C.

$O(n)$ S.C

↳ vis array.
+
queue