

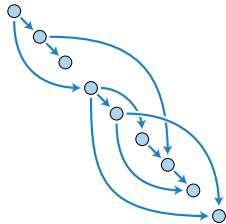
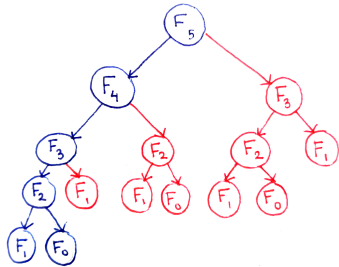
# Dynamic Programming II

## Partitions, Games, Dags and Search

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# Overview

- Dynamic ... what?

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- Concrete examples and live-coding
  - Minimax Principle for Games
  - DP in DAGs (and Trees)
  - DP with Linear Partitions
  - DP with Bitmasks

# What is Dynamic Programming?

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- In very simple terms: **avoid computing** the same sub-problem over and over again!
- How? Trade-off between **Memory**  $\longleftrightarrow$  **Time**
- Dynamic Programming (DP) ... the holy grail in the world of problem-solving techniques?
- Not quite! Although a powerful technique requires **optimal substructure** and **overlapping sub-problems**.

# How can I solve all DP problems?

Is there a standard way to approach all DP problems? Not really, but first devising a **recursive solution** helps!



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Let's go over some examples ...

- ▶ [UVA] [Bachet's Game](#)
- ▶ [CSES] [Removal Game](#)

# DP with Linear Partitions

- We want to **partition** an array  $a$  of size  $n$  into  $k$  disjoint consecutive sub-arrays that minimize or maximize a given cost function.

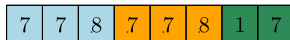


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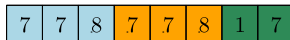


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*Follow-up: Can you solve the problem in  $\mathcal{O}(n \times \log(n) \times k)$  time complexity?*

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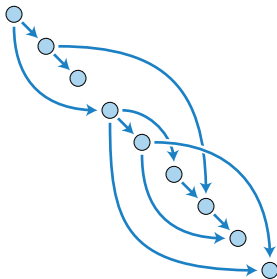


Figure: Sample DAG with 9 vertices.



# DP in DAGs (and Trees)

- A Tree is a graph with **no cycles**

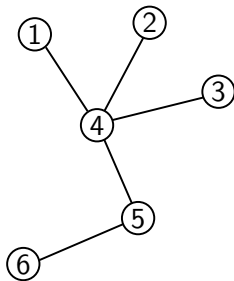


Figure: Tree with 6 vertices.

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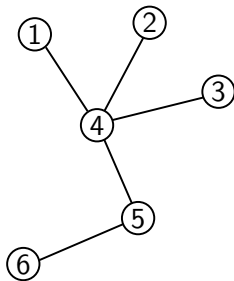


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## Examples:

- ▶ [AtCoder] Longest Path
- ▶ [AtCoder] Independent Set

# DP with Bitmasks

- The Travelling Salesman Problem (TSP) asks for the **shortest** path that visits **every node** of a graph **exactly once**
- Some variants include finding the shortest length cycle

# DP with Bitmasks

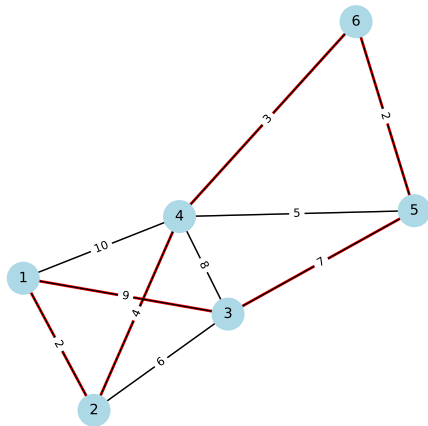


Figure: A sample (cyclic) tour in a graph  $\mathcal{G}$  with 6 vertices having cost 27. *Optimal?*

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## Examples:

- ▶ [ED202] Procurando Pokemons

# I Want to Know More!

Here you have a selection of additional resources that you may find useful:

- [CP Algorithms](#): A good reference with high quality explanations
- [Codeforces DP problems](#): A list of all DP tagged problems on Codeforces sorted by (expected) difficulty *(highly recommended!)*
- [CSES DP Section](#): A well-crafted list of classical DP problems *(a good starting point)*
- [AtCoder Educational DP contest](#): Curated list of 26 *essential* DP problems *(some require more advanced techniques that we did not cover in this course: matrix multiplication, convex hull trick ...)*