

INDE , 2  $\mathcal{O}$ С V P 皮 How it works Z 12 4 10 ratings 16 - Loop through array right to left - At each step i, keep track of  $\bigcirc$ 6 max rating seen so far make an array (best) which 4 stores the maximum rating seen best 16 6 so far (ie, from i to end of array) S,P - At end, result is in best[0] P R choices First step is base case => max rating if array was size 1 (only raspberry) Problem-specific part: BEST = 4 for any candy you consider: - Pick that candy PICK: R - Don't pick it best[4] = ratings[4]=> This affects what you pick DON4: - (0) after that Consider array of size 2: [P, R], heed to choose max ()BEST = MAX(16, 4) PICK: P (16) best[3] = max(ratings[3], ratings[4]) DON'T. R (4) best[3] = max(ratings[3], best[4]) (could also To find the max rating, we use best to look up results we've Consider array size 3: [V, R, P] 2 previously computed! PICK: VTR (16) BEST = MAX(12+4, 16) = 16 - Pick: consider current rating + max rating two steps ahead ALSO WRITE) = MAX (12+4, MAX (16,4)) (can't pick adjacent) DON'I - Don't pick: consider max if we ignored this slot (rest of best[2] = max(ratings[2] + best[4], best[3]) array) Consider array size 4: [S, V, R, P] BEST=MAX(10+16,16) = MAX (10+ MAX (16, 4), MAX (12+4, MAX (16, 4))) DON 4: 12 best[1] = max(ratings[1] + best[3], best[2]) () BEST = MAX (3+16, 26) PICK: CT = MAX (3+ ... DON Y. best[0] = max(ratings[0] + best[2], best[1]) After working this out on paper, we can write a general-case solution by inspection (see page 5 for code): best[i] = max(ratings[i] + best[i + 2], best[i + 1])

General strategy for thinking about these types of problems - Start with the base case (simplest solution you already know)

- Starting from base case, write out expected result and write it down (what goes in `best' array)

- Continue for more steps, using past info you wrote down

- Try and write a general solution for how to find <u>any</u> result based on your stored info

When do we use dynamic programming?

- Use when you can break original problem down into subproblems such that the subproblem is the same no matter when you compute it

The function must be a "function" in the mathematical sense, meaning it doesn't modify any variables that compute the subproblem

## **Topic: Adding Path Tracking**

Flavor:	Chocolate	Strawberry	Vanilla	Pistachio	Raspberry
Rating:	3	10	12	16	4
Optimal answer:	max(3 + <b>0,0</b> ) = 26	max(10 + <b>0</b> , <b>0</b> ) = 26	max(12 + <b>O</b> , <b>O</b> ) = 16	max(16, 4) 16	4
				×	1

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# ChatGPT solution (last class)
def maximize_total_rating(sweets):
   n = len(sweets)
   if n == 0:
       return 0
   elif n == 1:
       return sweets[0]
   # Initialize a list to store the maximum total ratings for each position
   max_ratings = [0] * n
   max_ratings[0] = sweets[0]
   max_ratings[1] = max(sweets[0], sweets[1])
   for i in range(2, n):
       # Calculate the maximum total rating for the current position
       max_ratings[i] = max(max_ratings[i - 1], max_ratings[i - 2] + sweets[i])
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return max(max_ratings[-1], max_ratings[-2])
```

## # Example usage

sweets = [3, 10, 12, 16, 4]result = maximize\_total\_rating(sweets)

(This example is from ChatGPT. See next page for a version of the code that matches the example on page 2, which we did in class.)

return best[0]