The greedy algorithm is by far the most efficient being 11 orders of magnitude more efficient than the dynamic program, which is Θ(AV). The greedy algorithm is supposed to be Θ(N) where N is some number less than A. Still, the magnitude of difference between the two algorithms should not be so big according to the theoretical assumptions of this test. I think that there is something else going on with the implementations with the algorithms resulting in such a wide difference in performance. Both greedy and dynamic programs seem to follow a linear form in relation to the size of A.

The running times of the brute force algorithm depends highly upon the size of the coinset, V. The point of inflection, where the running times quickly reach infinite, occurs much earlier when there are more than 5 coin values in set V at A = 40. The point of inflection for 5 or less coin values in set V is around 60.