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CS 590 Homework 8 Creativity  
Exercises

Due Date: March 27, 2022

## **Problem 10.5.15:**

### **Case 1:**

Given the values of denominations,  $D1 = 25$ ,  $D2 = 10$ ,  $D3 = 5$ , and  $D4 = 1$ , a greedy algorithm will pick the denominations one by one in non-increasing order and divide the given amount until all the denomination values are used.

The greedy algorithm is as follows:

### **Algorithm GreedyCoinsChange (int value):**

- Let  $D []$  be the array containing the denomination values.
- Sort the array  $D$  in non-increasing order.
- Let  $n$  be the variable that denotes the size of the array  $D$ .
- Set the value of the variable  $count$  to 0.
- Start the loop from  $i=0$  to  $n-1$ .
  - If  $value \leq 0$ ,
    - Exit from the loop.
  - Otherwise,

- Set  $\text{count} = \text{count} + \text{int}(\text{value} / D[i])$
- Set  $\text{value} = \text{value} \% D[i]$ .
- Return count.

The above algorithm runs in  **$O(n)$**  time, where  $n$  is the number of denominations.

The trace of the above algorithm for the given values is as follows:

$D[] = \{25, 10, 5, 1\}$ ,  $n = 4$ ,  $\text{count} = 0$

$\text{Value} = 40$

**Iteration 1:**  $i=0$ ,  $\text{value}=40$ ,  $\text{count} = 0$

$\text{Value} > 0$ , jump to else case.

$\text{Count} = \text{count} + \text{value} / D[0] = 0 + 40/25 = 1$

$\text{Value} = \text{value} \% 25 = 40 \% 25 = 15$

**Iteration 2:**  $i=1$ ,  $\text{value} = 15$ ,  $\text{count} = 1$

$\text{Value} > 0$ , jump to else case.

$\text{Count} = \text{count} + \text{value} / D[1] = 1 + 15/10 = 2$

$\text{Value} = \text{value} \% 10 = 15 \% 10 = 5$

**Iteration 3:**  $i=2$ , value = 5, count = 2

Value > 0, jump to else case.

Count = count + value / D [2] = 2 + 5/5 = 3

Value = value % 5 = 5 % 5 = 0

**Iteration 3:**  $i=3$ , value = 0, count = 3

Value = 0, exit the loop.

Return count = 3

Therefore, the minimum coins required is equal to 3.

## **Case 2:**

For an added value of denomination, D5 = 20, the greedy algorithm does not provide an optimal solution for all the amounts.

For example, consider the case when value = 40.

The greedy algorithm results in 3 coins (25+10+5), but the optimal is 2 coins (20+20).

Therefore, a dynamic programming solution is required to look for all the cases and then find the optimal answer. The dynamic programming algorithm is as follows:

**Algorithm DPCoinsChange (int value):**

- Let D [] be the array containing the denomination values.
- Let n be the variable that denotes the size of the array D.
- Create an array table [] of size value + 1 to store the calculated results.
- Start a loop from i=0 to value.
  - Set the value of table [i] = infinity
  - Increase the value of the variable i by 1.
- Set the value of table[0] = 0;
- Start the loop from i=1 to value.
  - Start the loop from j=0 to n-1.
    - If D [j] <= i,

- Create the variable `res = table[i - D[j]]`
  - Set the value of `table[i] = res + 1`, if the value of `res + 1 < table[i]`.
- Increase the value of the variable `j` by 1.
  - Increase the value of the variable `i` by 1.
- Return `table[value]`.

Since the above algorithm stores all the different cases to sum up to the given amount and then computes the minimum number of coins, it works for all the amounts.