

Coin Change Problem

Problem

Given a set of coins and a value V . Find the number of ways in which we can make change of V .

Example

s	1	2	3
---	---	---	---

$$V = 3$$

Possible ways to make change are $\{3\}$, $\{2,1\}$, $\{1,1,1\}$.

Note: $\{1,2\}$ is not counted as a separate way as it is same as $\{2,1\}$.

To make ways with every coin, we have 2 options

- A. Take it
- B. Do not take it

Recurrence relation

$$cnt(S[], m, V) = cnt(S[], m, V - S[m]) + cnt(S[], m-1, V)$$

Since it can be represented as a Recurrence relation, hence it has Optimal Substructure Property.

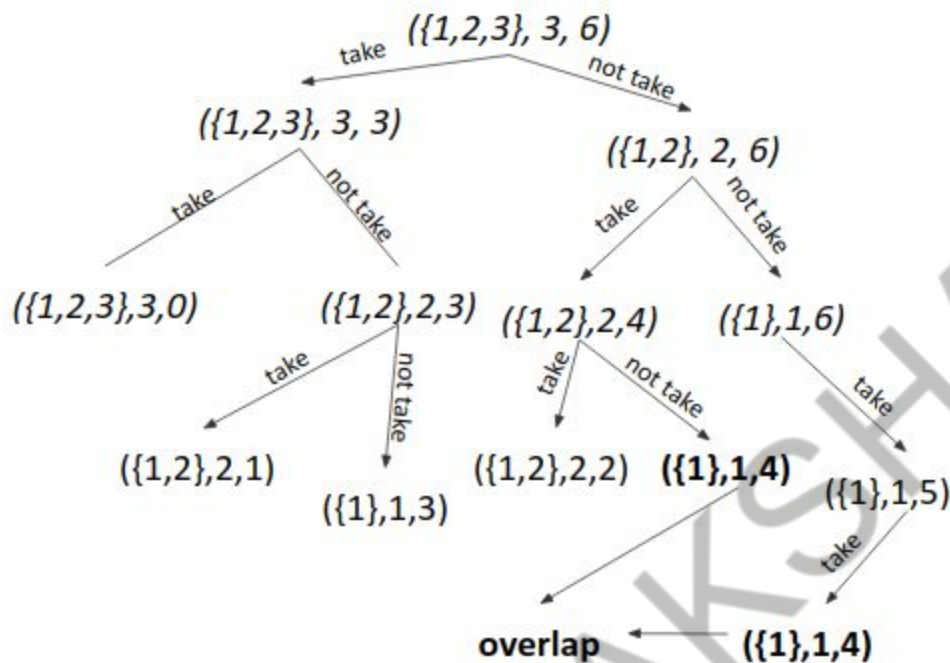
To see overlapping subproblem property,

Let us take an example

s	1	2	3
---	---	---	---

$V = 6$

Making recursion tree



We can see ({1},1,4) has repeated. Hence it also has Overlapping Subproblem Property.

Since it follows both optimal substructure property and overlapping subproblem property, hence it can be solved using Dynamic Programming.

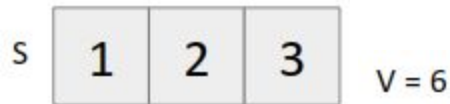
Approach 1 (Using Memoization)

1. Write the recursive solution.
2. Memoize it.

Approach 2 (Tabulation - Bottom Up)

1. Take each coin one by one and fill the dp table till that coin, for all the values from 0 to V.

Example



Coin/Value	0	1	2	3	4	5	6
#	1	0	0	0	0	0	0
1	1	1	1	1	1	1	1
2	1	1	2	2	3	3	4
3	1	1	2	3	4	5	7

2. For every cell, we have 2 options

a. Take that coin ($dp[i][j-s[i-1]]$)

b. Do not take that coin ($dp[i-1][j]$)

Time Complexity: $O(V*n)$

Space Complexity: $O(V*n)$.

Approach 3 (Tabulation with space efficiency)

1. Just a minor change in approach 2.

2. We knew for every cell, we have 2 options

a. Take that coin

b. Do not take that coin. (We do not take extra row. Update on the same cell).

Time Complexity: $O(V*m)$

Space Complexity: $O(n)$.

Dry Run

When no coin was taken

1	0	0	0	0	0	0
0	1	2	3	4	5	6

When {1} was taken

1	1	1	1	1	1	1
0	1	2	3	4	5	6

When {1,2} was taken

1	1	2	2	3	3	4
0	1	2	3	4	5	6

When {1,2,3} was taken

1	1	2	3	4	5	7
0	1	2	3	4	5	6

Code (Memoization)

```
int dp[N][N];

//-----

int fun(vi &a, int n, int x)
{
    if(x == 0)
        return 1;

    if(x < 0)
        return 0;

    if(n <= 0 && x > 0)
        return 0;

    if(dp[n][x] != -1)
        return dp[n][x];

    dp[n][x] = fun(a,n-1,x) + fun(a,n,x-a[n-1]);

    return dp[n][x];
}
```

```
void solve()
{
    int n;
    cin >> n;

    rep(i,0,N)
    {
        rep(j,0,N)
            dp[i][j] = -1;
    }

    vi a(n);

    rep(i,0,n)
        cin >> a[i];

    int x;
    cin >> x;

    cout << fun(a,n,x) << endl;
}
```

Code (Iterative)

```
void solve()
{
    int m;
    cin >> m;

    vi s(m);

    rep(i,0,m)
        cin >> s[i];

    int x;
    cin >> x;

    vvi dp(m+1, vector<int>(x+1,0));
    dp[0][0] = 1;

    rep(i,1,m+1)
    {
        rep(j,0,x+1)
        {
            if(j-s[i-1]>=0)
                dp[i][j] += dp[i][j-s[i-1]];
            dp[i][j] += dp[i-1][j];
        }
    }

    cout << dp[m][x] << endl;
}
```

Code (Space optimization)

```
void solve()
{
    int m;
    cin >> m;

    vi s(m);

    rep(i,0,m)
        cin >> s[i];

    int x;
    cin >> x;

    vi dp(x+1, 0);

    dp[0] = 1;

    rep(i,0,m)
    {
        rep(j,0,x+1)
        {
            if(j-s[i] >= 0)
                dp[j] += dp[j-s[i]];
        }
    }

    cout << dp[x] << endl;
}
```