

### Mühendislik Fakültesi

Bilgisayar Mühendisliği Programı BLM307E Algorithm Analysis & Design Lab Work

Adı Soyadı:

Notu:

### Lab 10: Dynamic Programming

Question 1: Consider the general instance of the following well-known problem. Give change for amount n using the minimum number of coins of denominations d1<d2 < . . . < dm. For the coin denominations used in the United States, as for those used in most if not all other countries, there is a very simple and efficient algorithm discussed in the next chapter. Here, we consider a dynamic programming algorithm for the general case, assuming availability of unlimited quantities of coins for each of the m denominations d1< d2 < . . . < dm where d1 = 1. Implement the java code using the following pseudo-code and the backtrace algorithm that prints the used coin set (70pts).

```
ALGORITHM Change Making(D[1..m], n)
                                                                                                                                     F[0] = 0
     //Applies dynamic programming to find the minimum number of coins
     //of denominations d_1 < d_2 < \cdots < d_m where d_1 = 1 that add up to a
                                                                                                                                     F[1] = \min\{F[1 - 1]\} + 1 = 1
     //given amount n
     //Input: Positive integer n and array D[1..m] of increasing positive
                                                                                                                                     F[2] = \min\{F[2-1]\} + 1 = 2
              integers indicating the coin denominations where D[1] = 1
     //Output: The minimum number of coins that add up to n
                                                                                                                                     F[3] = \min\{F[3-1], F[3-3]\} + 1 = 1
     F[0] \leftarrow 0
     for i \leftarrow 1 to n do
         temp \leftarrow \infty; j \leftarrow 1
                                                                                                                                     F[4] = min\{F[4-1], F[4-3], F[4-4]\} + 1 = 1
          while j \le m and i \ge D[j] do
                                                                                                                                     F[5] = \min\{F[5-1], F[5-3], F[5-4]\} + 1 = 2
              temp \leftarrow \min(F[i - D[j]], temp)
               j \leftarrow j + 1
          F[i] \leftarrow temp + 1
                                                                                                                                     F[6] = min{F[6 - 1], F[6 - 3], F[6 - 4]} + 1 = 2 F 0 1 2 1 1 2 2
     return F[n]
                                                                                                                             FIGURE 8.2 Application of Algorithm \it MinCoinChange to amount \it n=6 and coin denominations 1, 3, and 4.
```

## **Expected Output:**

```
Denominators = \{1, 3, 5\}
Amount = 9
Minimum number of coin:3
Coin set:135
public static int[] solve(int[] D, int n) {
    int F[] = new int[n+1];
    int temp;
    int j;
    F[0]=0;
    for(int i=1; i<=n; i++){
       temp=Integer.MAX_VALUE;
       while(j<=D.length-1 && i>=D[j]){
         if(F[i-D[j]]<=temp){
            temp=F[i-D[j]];
         j++;
       F[i]=temp+1;
    }
    return F;
  }
```



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**Q2:** What are the space and time efficiency of this algorithm? Use non-recursive analysis to calculate the time efficiency of this algorithm (30pts).

```
Time efficiency: O(M*sum)
Space a.: O(M*sum)
```

Q3: A cutting factory purchases large metal poles, cuts them into shorter shafts, and then sells them. Each slice is free of charge. The price is determined by the length of the cut. The manufacturer wishes to optimise its earnings by determining the optimal cuts. Given below are the prices that the manufacturer can produce for each length of the stick. Determine the greatest income, r<sub>n</sub>, that can be generated by slicing the metal poles into pieces and selling them using a bottom-up dynamic programming technique (Optional: 50pts).

Length	1	2	3	4	5	6	7
Price	3	5	6	7	8	11	13

 $r_7 = ?$ 

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We can get the best price by making a cut at different positions and comparing the values obtained after a cut. We can recursively call the same function for a piece obtained after a cut. Let cutRod(n) be the required (best possible price) value for a rod of length n. cutRod(n) can be written as follows.

```
cutRod(n) = max(price[i] + cutRod(n-i-1)) for all i in {0, 1 .. n-1}
static int cutRod(int price[], int index, int n)
{
    // base case
    if (index == 0) {
        return n * price[0];
    }
    // At any index we have 2 options either
    // cut the rod of this length or not cut
    // it
    int notCut = cutRod(price, index - 1, n);
    int cut = Integer.MIN_VALUE;
    int rod_length <= n)
        cut = price[index]</pre>
```



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