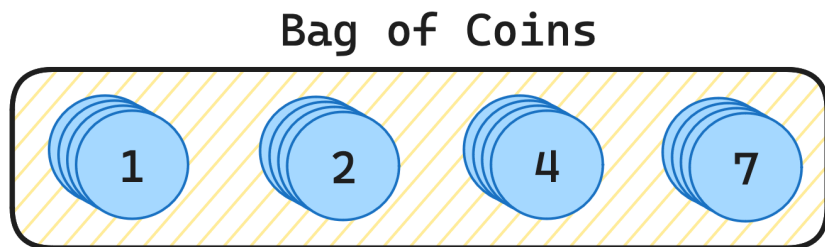


# Lecture 26: Dynamic Programming

Date: 11/16/2023

## Coin Change



amount

$$\boxed{15} = 1 \times 15 \longrightarrow 15 \text{ coins}$$

amount

$$\boxed{15} = 1 \times 11 + 4 \times 1 \longrightarrow 12 \text{ coins}$$

amount

$$\boxed{15} = 2 \times 5 + 1 \times 5 \longrightarrow 10 \text{ coins}$$

amount

$$\boxed{15} = 7 \times 2 + 1 \times 1 \longrightarrow 3 \text{ coins}$$

## Equation

⇒ We want to write an equation that can generate the answer for our main problem based on smaller subproblems.

**Intuition:** we want to use coins so that we can get the target amount  $n$ .

→ Each time, we can pick any coin, and the amount we have to meet will decrease by that value.

i.e. after picking a coin with value  $c_1$ , the remaining amount will be  $n - c_1$ . And the total coins used will be, amount of coins needed to get the amount  $+ n - c_1 + 1$ .

→ If we have  $k$  coins, then each time we will have  $k$  options to choose from.

$$T_n = \min(\begin{array}{l} T_{n-c_1} + 1, \\ T_{n-c_2} + 1, \\ \cdot \\ \cdot \end{array})$$

## Recursive

```
int solve(vector<int>& coins, int remainingAmount){
    // base case
    if(remainingAmount == 0)
        return 0;

    // equation
    vector<int> answers;
    for(int coin: coins){
        // make sure that next remainingAmount is not less than 0
        if(remainingAmount - coin < 0)
            continue;

        // finding answer for subproblem
        int coinsForSubproblem = solve(coins, remainingAmount - coin);
```

```

        // if choosing 'coin' later gives us deadend
        if(coinsForSubproblem == -1) continue;

        int answer = coinsForSubproblem + 1;
        answers.push_back(answer+1);
    }

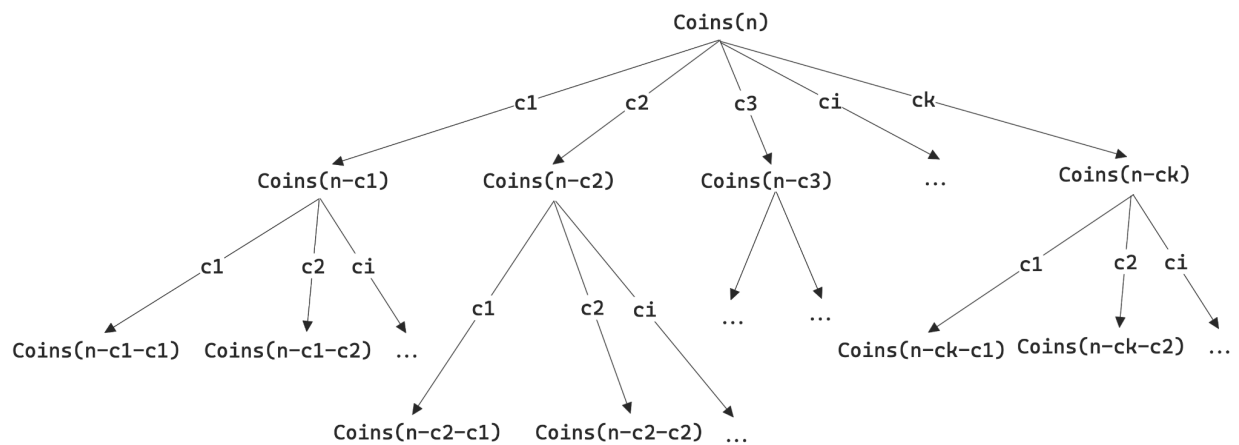
    if(answers.size() == 0)
        return -1;

    return *min_element(answers.begin(), answers.end());
}

int coinChange(vector<int>& coins, int amount) {
    return solve(coins, amount);
}

```

⇒ Recursion tree,



⇒ Time Complexity:  $O(k^n)$

## Top Down

```

map<int,int> memo;

int solve(vector<int>& coins, int remainingAmount){
    // base case
    if(remainingAmount == 0){

```

```

    memo[remainingAmount] = 0;
    return 0;
}

// remainingAmount was in the memo
if(memo.find(remainingAmount) != memo.end())
    return memo[remainingAmount];

// equation
vector<int> answers;
for(int coin: coins){

    // make sure that next remainingAmount is not less than 0
    if(remainingAmount - coin < 0)
        continue;

    // finding answer for subproblem
    int coinsForSubproblem = solve(coins, remainingAmount - coin);

    // if choosing 'coin' later gives us deadend
    if(coinsForSubproblem == -1) continue;

    int answer = coinsForSubproblem + 1;
    answers.push_back(answer+1);
}

if(answers.size() == 0){
    memo[remainingAmount] = -1;
    return -1;
}

int answer = *min_element(answers.begin(), answers.end());
memo[remainingAmount] = answer;
return answer;
}

int coinChange(vector<int>& coins, int amount) {
    memo.clear();
    return solve(coins, amount);
}

```

⇒ Time Complexity:  $O(n*k)$

## Bottom Up

```
int coinChange(vector<int>& coins, int amount) {
    // need to find answer for all possible amounts
    vector<int> dp(amount+1, 0);

    // base case
    dp[0] = 0;

    for(int _n = 1; _n <= amount; _n ++){
        vector<int> answers;
        for(int coin: coins){

            // make sure that next remainingAmount is not less than 0
            if(_n - coin < 0)
                continue;

            // finding answer for subproblem
            int coinsForSubproblem = dp[_n - coin];

            // if choosing 'coin' later gives us deadend
            if(coinsForSubproblem == -1) continue;

            int answer = coinsForSubproblem + 1;
            answers.push_back(answer);
        }

        if(answers.size() == 0){
            dp[_n] = -1;
        }
        else{
            dp[_n] = *min_element(answers.begin(), answers.end());
        }
    }

    return dp[amount];
}
```

⇒ Time Complexity:  $O(n*k)$

