

1. Formulate Recursively

(a) Specification: WHAT are you solving?

(b) Solution: clear recursive formula or pseudocode

2. Build Sol'n from Bottom-up

(a) Identify & count the ^{DISTINCT} subproblems

(b) Choose memorization data structure

(c) Identify dependencies: make Dag

nodes: distinct probs
arrows: dependency

(d) Find a good eval order

(e) Analyze space/time

(f) Write Down algo.

(g) Improve!

Making Change → goal: given amt to make and set of denominations, find smallest # coins

• w/ US currency, greedy strategy works:

\$0.83 → \$0.50 coin is biggest that "fits". use that, then make 33¢

→ next, use quarter then make 8¢

→ one nickel, then make 3¢

→ 3 1¢ coins

Strategy: start w/ biggest that "fits" use as many as you can, then go down to next ~~lower~~ largest denomination.

• example: Make 20¢ and 34¢

Denominations 1¢, 10¢, 15¢, 14¢

→ greedy: 6 coins: $1 \times 15¢ + 5 \times 1¢$

→ optimal: 2 coins: $2 \times 10¢$

TASK: Create a DP for making change. (^{smallest} # coins)

• Input: amt $\in \mathbb{N}$

D, an array of ~~pos.~~ pos. integers
(the values of the coins)

• output: the ~~the~~ minimum # of
coins needed to make ~~the~~ amt.

Make CHANGE (amt, D) // assuming the amt
can be made

if amt = 0

| return 0

endif

best $\leftarrow \infty$

for coin $\in D$

| if coin > amt

| cur \leftarrow Make CHANGE (amt - coin)

| ~~cur~~

| if cur < best

| | best \leftarrow cur

| endif

| endif

end for

return best