COMP3711: Design and Analysis of Algorithms

Tutorial 6

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Consider the problem of making change for n cents using the fewest number of coins. Assume that each coin's value is an integer.

- (a) Describe a greedy algorithm to make change consisting of quarters, dimes, nickels, and pennies. Prove that your algorithm yields an optimal solution.
- (b) Suppose that the available coins are in the denoimations that are powers of c. i.e. the denominations are $c^0, c^1, ..., c^k$ for some integers c > 1 and $k \ge 1$. Show that the greedy algorithm always yields an optimal solution.
- (c) Give a set of coin denominations for which the greedy algorithm does not yield an optimal solution. Your set should include a penny so that there is a solution for every value of n.

In the old days, files were stored on tapes rather than disks. Reading a file from tape isn't like reading a file from disk; first we have to fast-forward past all the other files, and that takes a significant amount of time. Suppose we have a set of n files that we want to store on a tape, where file i has length L[i]. Given the array L[1..n], your job is to design an algorithm to find the optimal order to store these files on a tape to minimize the cost. Note that the cost of reading file i is total length of all files stored before it, including file i itself. Your algorithm should run in $O(n \log n)$ time.

Question 2

- (a) Suppose each file is accessed with equal probability, and you want to minimize the expected cost. For example, if L[1] = 3, L[2] = 6, L[3] = 2, you would want to use the order (3, 1, 2). This way, the expected cost is 2/3 + (2 + 3)/3 + (2 + 3 + 6)/3 = 6, which is optimal. You need to prove the optimality of your algorithm.
- (b) Suppose the files are not accessed uniformly; file *i* will have probability p[*i*] to be accessed. Given the array L[1..*n*] and p[1..*n*], how would you find an ordering that minimizes the expected cost? For example, if L[1] = 3, L[2] = 6, L[3] = 2 and p[1] = 1/6, p[2] = 1/2, p[3] = 1/3, then the optimal ordering would be (3, 2, 1) with an expected cost of 2/3 + (2 + 6)/2 + (2 + 6 + 3)/6 = 6.5. Remember to prove the optimality of your algorithm.