



LEMPEL-ZIV-WELCH-COMPRESS:

create empty dictionary D;

dsize := 0;

for all symbols s in alphabet

    D.insert(s,dsize); dsize := dsize + 1;

while there is more characters on the input

    s := longest prefix from input

        such that s is in D (\*)

    output D.search(s);

    c := peek next character from input

    D.insert(s+c,dsize);

    dsize := dsize + 1;

LEMPEL-ZIV-WELCH-DECOMPRESS:

create empty dictionary D

dsize := 0;

for all symbols s in alphabet

    D.insert(dsize,s); dsize := dsize + 1;

code := next code from the input

s := D.search(code); output s

while there are more codes on the input

    lasts := s

    code := next code from the input

    s := D.search(code); output s;

    D.insert(dsize,lasts+s[1]); dsize := dsize + 1;

LEMPEL-ZIV-WELCH-DECOMPRESS:

create empty dictionary D

dsiz := 0;

for all symbols s in alphabet

D.insert(dsiz,s); dsiz := dsiz + 1;

code := next code from the input

s := D.search(code); output s

while there are more codes on the input

lasts := s

code := next code from the input

\*\* if code = dsiz then s := lasts + lasts[1];

\*\* else s := D.search(code);

output s;

D.insert(dsiz,lasts+s[1]); dsiz := dsiz + 1;

```

function coins(i):
    // base cases
    if (i=0) then return 0;

    // recursion:
    min:=infinity;
    for j:=0 to m do
        if (d[j]<=i) then
            smaller_sol:=coins(i-d[j]);
            if smaller_sol<min then min:=smaller_sol;

    return 1+min;

// ----- main program -----
return change_coins(S);

```

```
coins[0]:=0;
for i:=1 to S do
  min:=infinity;
  for j:=1 to m do
    if d[j]<=i and coins[i-d[j]]<min then
      min:=coins[i-d[j]];
  coins[i]:=1+min;

return coins[S];
```

**Time:**  $\Theta(mS)$

```

coins[0]:=0;
for i:=1 to S do
  min:=infinity;
  for j:=1 to m do
    if d[j]<=i and coins[i-d[j]]<min then
      min:=coins[i-d[j]];
*   minchoice:=j;
  coins[i]:=1+min;
* choice[i]:=minchoice;
// ----- recover solution -----
if coins[S]=infinity then write 'No solution!';
else
  while S>0 do
    write d[choice[S]];
    S:=S-d[choice[S]];

```