

# MAT 243: Lecture Hall Problem Explanation

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Computer Question 5 from Chapter 8 (page 569) of the class textbook reads:

"Given a set of  $n$  talks, their start and end times, and the number of attendees at each talk, use dynamic programming to schedule a subset of these talks in a single lecture hall to maximize total attendance."

The following code is copy-pasted from the program I wrote so that it is easier to read without syntax highlighting. This is all of the relevant code for solving the problem.

```
process(events) {  
    // This is where the fun begins.  
    // This process() function is what controls everything. It takes one input in the form of a set containing all the events  
    // And outputs another set containing only the events that provide the highest attendance without any events overlapping.  
  
    // The function takes one input in the form of the variable `events`, which is a set of every event and its details, and  
    // outputs another set that contains only the events that satisfy the question requirements.  
  
    // The process can be split up into three parts:  
    // 1) Finding every possible combination of events  
    // 2) Pruning the combinations of instances where events overlap  
    // 3) Finding which of the remaining combinations have the highest number of attendees  
  
    //~~~~~  
    // STEP ONE  
    //~~~~~  
  
    // Start by declaring a new array (or set) that will store our combinations  
    // Note that there is an empty array (set) predefined, this is the same as what we would do in class...
```

```

// {} -- A set that contains the empty set.
// Note this combination will never be used, because any event that has attendees will always take precedence,
// but it's included to keep it similar to what we do in class.
var combinations = [[]];

// For every event...
for (var event of events) {
    // Grab a copy of the combinations we've already made...
    var copy = [...combinations];
    // ...And for each of those already-existing combinations...
    for (var element of copy) {
        // Add the next combination to our list of combinations
        combinations.push(element.concat(event)); // This line reads as "To our list of COMBINATIONS,
                                                    // push another item (set) that contains
                                                    // our ELEMENT concatenated with the EVENT we're currently iterating over"
    }
}

// Now we have a new array (set) that contains every possible combination of events, including the null set and every
// event in the list.
// This is stored in the variable called `combinations`

//~~~~~
// STEP TWO
//~~~~~

// For every combination...
for(var i = 0;i<combinations.length;i++) {
    // We need to compare each event to each other
    // To do this, we will iterate over every item twice, so that every event is compared to every other event
    // (Fun Fact: This means the complexity is  $O(x^2)$ , because for whatever length of events `x`, we have to compare each
    // item individually)
    for(var j = 0;j<combinations[i].length;j++) {
        for(var k = 0;k<combinations[i].length;k++) {
            // If we are comparing an item/event to itself, skip it and continue to the next comparison. It does not matter if
            // an event intersects with itself (because it always will)

```

```

if (j===k) {continue;}

// This is where the logic lives!
// We need to compare two events, defined by a start time and an end time, to see if they overlap.
// Logically, we can find this by checking:

// ... if Event A Starts *AFTER* Event B Ends...
// EventAStart > EventBEnd (I'll call this condition `p` to simplify the logic)
// ... OR Event A Ends *AFTER* Event B Starts...
// EventAEnd < EventBStart (I'll call this condition `q` to simplify the logic)

// Which combines in the form we use in class to be...
//  $\neg(p \vee q)$ 
// ...to which we can apply De Morgan's Law to make...
//  $\neg p \wedge \neg q$ 

// Which when turned back to our extended form reads:
// (EventAStart < EventBEnd) AND (EventAEnd > EventBStart)

// Of course, the original conditional statement can be used, but I find that this is a lot easier to read as it
directly implies
// that we're looking for overlap, not the inverse of no overlap.

// If there IS overlap in the two events
if ((combinations[i][j].start < combinations[i][k].end) && (combinations[i][j].end > combinations[i][k].start)) {
    combinations[i].valid = false; //Mark the combination as invalid. We will not consider this combination in the
next step
}
// Otherwise just move on to the next comparison
}
}
}

// For this demonstration, we will save the combinations to a variable that can be read by the website so we can display
it in the middle of the page.
// This step is usually unnecessary.

```

```

this.setState({combinations});

//~~~~~
// STEP THREE
//~~~~~

// We need to find the combination with the most attendees. To keep track, we will have two variables to identify the
current "winning" combination
// We save the index of the best combination...
var highestIndex = 0;
// ...as well as it's actual value (the sum of attendees)
var highestSum = 0;

// For every combination...
for(i = 0; i < combinations.length; i++) {
    // Check if the combination is invalid. If it is, just move on to the next combination without spending any time
    calculating it.
    if (combinations[i].valid === false) {continue;}

    // Create a variable for counting the sum of attendees for the combination
    var sum = 0;
    // For every event in the combination
    for(j = 0; j < combinations[i].length; j++) {
        // Add the number of attendees to the sum
        sum += combinations[i][j].attendees;
    }
    // If the number of attendees for this combination is higher than our previous highest...
    if (sum > highestSum) {
        // Set the highest sum to this combination's sum
        highestSum = sum;
        // And set the highest index to the current index
        highestIndex = i;
    }
}

// We have found the best combination!

```

```
// The solution is the combination at index `highestIndex`  
// This is where we return our result.  
this.setState({results:combinations[highestIndex]})  
}
```

The full code can also be found online at <https://github.com/Dylancyclone/MAT243-LectureHallProblem/blob/master/src/App.js#L48>