

(i) Let  $opt[j]$  be the revenue from the optimal subset of sites.

then,

$$opt[j] = \max[r_j + opt[e(j)], opt[j-1]]$$

where

$e(j)$  is the eastern-most site from  $r_j$  such that

$$r_j - e(j) > 5 \text{ miles}$$

$\Delta r_j$  is the revenue of  $i$ th site

(a) Algorithm

$$opt[0] \leftarrow 0$$

$$opt[1] = r_1,$$

$$j \leftarrow 2$$

while  $j \leq n$

$$opt[j] = \max[r_j + opt[e(j)], opt[j-1]]$$

$j++$

end

return  $M[n]$

Time Complexity

$O(n) \rightarrow$  polynomial time

(b)

$$M = 20, \quad n = 4$$

$$\{r_1, r_2, r_3, r_4\} = \{6, 7, 12, 14\}$$

$$\{x_1, x_2, x_3, x_4\} = \{5, 6, 5, 1\}$$

$$opt[2] = \max\{6 + opt[0], 5\} = 6$$

$$opt[3] = \max\{5 + opt[1], 6\} = 10$$

$$\text{opt}[4] = \max \{1 + \text{opt}[2], 10\} = 10$$

\* optimal revenue = 10

optimal sites  $x_1, x_3$ .

(2) Given graph  $G(V, E)$ , we maintain a set  $S \subseteq V$  on which a spanning tree has been constructed so far.

Algorithm

- 1) Pick an edge with Min. cost.
- 2) Keep selecting edge with next min cost as long as we form a cycle. If a cycle is formed we search for next edge.
- 3) This is done until we traverse through all edges.

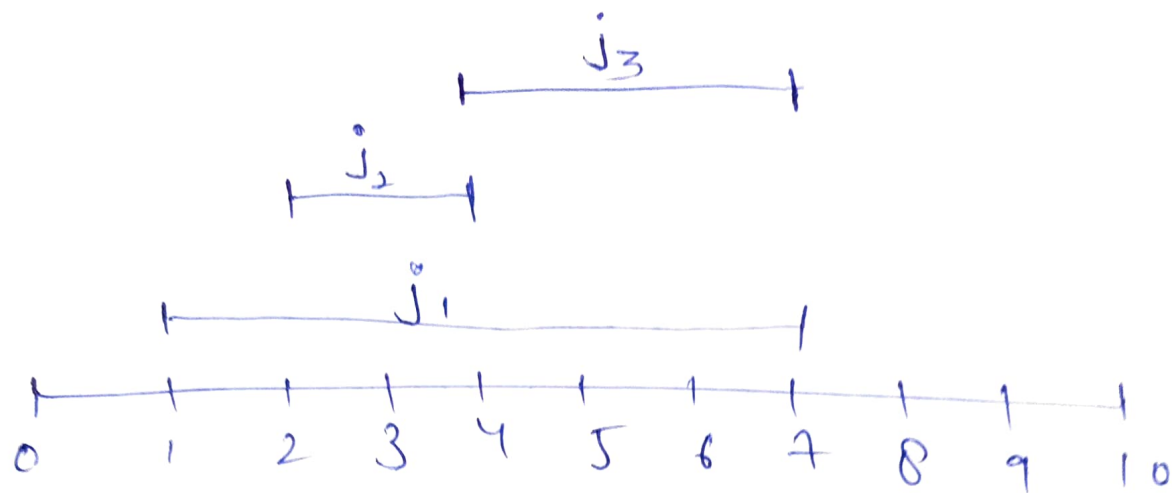
\* By this Approach we get MBE-ST (which is also called Kruskal's Algo<sup>m</sup>)

\* We also conclude that MST of a graph is also its MBE-ST.

(3) (a) the max<sup>m</sup> element in the array  $[1, \dots, n]$  &  $i = n+1$

(b) the while loop is always executed  $n$ -times.

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Algorithm picks  $j_2$  &  $j_3$  (duration = 5)  
optimal is  $j_1$  (duration = 6).

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