of Greedy Method: (is a Technique)

- Simplest & straight forward approach.
- The decision is taken on bain of Current available inform without worrying about the effect of Current decision in future.
 - feasible Sol." that way or may not be optimal.

Feasible Sol." - any Subset that satisfy the condition.

optimeldol." & Best & most favorable Sol. 4.

Characteristic & features! -

- 1) To Construct the dol. " in an optimel way, Algorithm waintains I lets!
 - one contains chosen items & - other " rejected items.
- Digredy algorithm make good local Choices.

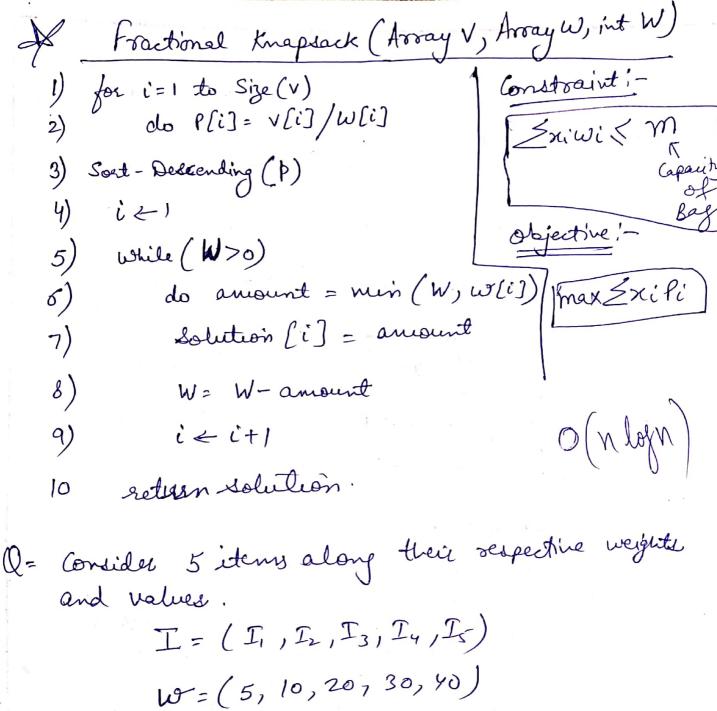
 an optimal soly - Fearible lof. 4

Components of Greedy Algorithm !-
(1) A Candidate Set: - A Rolin is created from this set-
Delection fun. C; - used to choose the best candidate
to be added to the elol.".
3) A feasibility fun. 6 1-
Used to determine whother a
Condidate can be used to contribute
to the dol.".
4 objective fun.
used to assign value to a solution
or partial Sol.
8 A solution fun.
Wed to indicate whether a
Complete Sol. has been reached.
Y
Applications of Arcard;
D hinding Shortest Path
D' finding Minimum Spanning Tree
Dhinding Shortest Path Dhinding Minimum Spanning Tree Sob Sequencing with deadline Idetivity- Selection Broblem.
(4) roachonal makseck problem
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Huffman Coding. Pseudolade for Greedy Algorithm; -Algorithm Greedy (a, n) solution:= 0; for i=1 ton do x:= Select (a); if feasible (Solution, x) then Solution ! = Union (Solution, x); return Solution;

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Example: - Fractional Knapsack veing Greedy Mothers Object (0) => 1 2 3 14 5 6 7
Profit(P) => 10 5 15 7 6 18 3 N=7 W=15 Weights (W) = 2 (3) 5 7 1 1 4,1 $\frac{P}{\omega} \Rightarrow 5 \frac{1 \cdot 3}{3} \cdot 3 \cdot 1 \cdot 6 \cdot 4 \cdot 5 \cdot 3$ fight. Selection Procedure for the . ym object Not Ireluded: Zeso How to include object/ITEM in Bag to get Max. Profit; 15-1=14 14-2=12 12-4=8 .8 - 5 = 3Those clament/object give 3-1=2take that object first. 2-2=0 Efi-(18) Profit take Complete 2) or we may fill the bag Exiw= 1x2+= x3+1x5+0x7+ with Smaller things . So 1X1+1X4+1X) that I can add more = 2+2+5+0+1+4+1 =(15 & viole things in the bag & Can make viore Exili= 1×10+= x5+1 x15+1x6+ Profit. 1×18+1×3 i.e. More Thing we Carry more will be the broth = 10+2x1.3+15+6+18+3 > Pran add with accordingly = (54.6) Total Scanned with CamScanner



$$T = (I_1, I_2, I_3, I_4, I_5)$$

$$W = (5, 10, 20, 30, 40)$$

$$V = (30, 20, 100, 90, 160)$$

The Capacity of Knapsack W=60, Find the solution to the fractional Knapack problem.

wic	hally,	(kg) weight	(frice)
1	Item	ωi	Vi'
	T_1	5	30
	\mathcal{I}_{2}	10	20
	I3	20	lw
	Iy .	30	90
	In Is	40	160
	%		

Taking value per weight satio i.e. Pi= vi/wi

				1.6
	Den	ωì	Vi'	pi: Vi/wi
1	I	5	36	6,0
	12	10	20	2.0
	I_3	20	las	5.0
	Ty	30	90	3,0
	I,	40	160	4.0

Now arrange the value of bi' in descreasing order.

·				
	Item	w'	Vi'	pi'= vi/wi
	Ti	\$	30	6.0
	I3	20	100	S^. O
	I.	40	160	4.0
	Il	30	90	3,0.
L	I_2	10	20	2.0

Now, fill the Knapsack acc. to the decreasing value of pi.

first, we choose item II whose nearget is 5, then choose Item Is whose weight is 20. Now the total weight

in knapeach is 5+20=25.

Now, the next item is Is kits weight is 40, but we want only 35. So we choose frectional part of it i'e.

The value of fractional Part of IS is

20

160 ×35 = 140

The wax. value is = 30+100+140

= 270 Chs.