Coreedy-

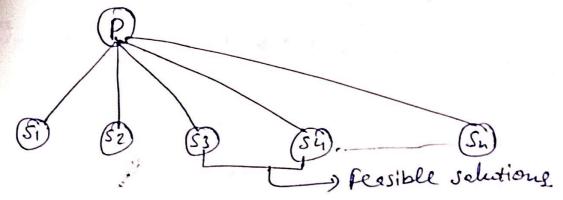
A Goreedy Algorithm is a strategy that makes the optimal choice at each stage with hope of finding a global optimal.

Optimization — Finding minimum optimal (Minimum Coet)

Finding maximum optimel (nex job in limited time)

example:

(A) 12 hoy B



There are  $S_1$ ,  $S_2$ ,  $S_3$ ,  $S_4$ , ... So ways to travel from A to B but with a condition of 12 has traveling time, only  $S_3$  &  $S_4$  takes time 12 has to travel from A — A B. Therefore,  $S_3$  &  $S_4$  are feasible solutions

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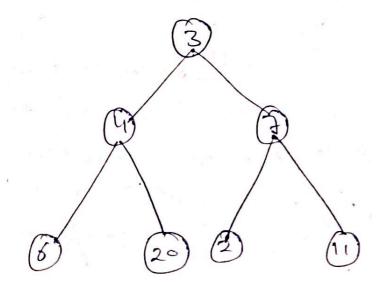
Now, Suppose one more Condition 1.e. Cost is added whisth time to threvel from (A) -> (B)

minimum Cost

Only Sz gives minimum cost, therefore Sz is optimal Solution for this problem

"Optimal Solution is the best one from fesible Salution."

Peros: Simple, easy to implement, sun fast Consi Do not always yield Optimel Solution



Maximization

Greedy: 3+7+11=21

Actual: 3+4+20-27

Minimization

asedy: 3+4+6=13

Actual: 3+7+2=12

Algo Greedy (9, n)

Solution = 0;

For i to n do

\$

X = Select (9)

if ferible (solution, x)

Then Solution Union (Solution, x)

3

9 return Solution;

2

Applications of Greedy Algorithm

1- Activity Selection Peroblem

2- Huffmon Coding

3- Job Squencing Problem

4. Fractional knapsack Pooblem

5- Finding Minimum Spanning Tree

6 Single Source Shortest path.

Fractional Knapsack Peroblem

n=7 Objects 0 1 2 3 4 5 6 7 n=15 Perofits P 10 5 15 7 6 18 3 weights w 2 3 5 7 1 4 1

knapsack with Capacity = 15
Contained
OA

15 kg

Bag

It is a Optimization (Maximization) Peroblem This knapsack problem is for those objects which are divisible

Constraint

0 < 2 < 1

Constraint ∑xiwi≤m

|    |   | 21  | 2 | 141 | 51 | 6 1 | 7 |  |
|----|---|-----|---|-----|----|-----|---|--|
| PW | 5 | 1.3 | 3 | 1   | 6  | 4.5 | 3 |  |

objective max Exili

$$1S-1=19$$

$$19-2=12$$

$$12-4=8$$

$$8-5=3$$

$$3-1=2$$

$$2-2=0$$

Greedy 4

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-11.

N. W.

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0

W

6

5

No.

6

5

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EX, W; =

Greedy-5

1x2+2=x3+1x5+0x7+1x1+1x4+1x1#

= 2+2+5+0+1+4+1

= 15 kg

Profit

=1X10+2 x5+1X15+1X8+1X18+1X3

∑xiPi=10+10/3+15+6+18+3=54.6

Greedy-6 Greedy knapsack pa i=1 ton; Compute Pi/wi; -> O(n) Soort objects in non-increasing order of b/w if (m>0 44 wi≤m)) O(nlogn)

M=M-wi; O(n)

P=P+b. pon izton P=P+Pi; else break, if (m>0)  $P = P + Pi \left( \frac{m}{\omega_i} \right)$ O (n logn)

m=15 n=7

| Objects    |     | 2         | 3   | 4     | 5 | 6   | 7  |
|------------|-----|-----------|-----|-------|---|-----|----|
| Profits    | 10  | 5         | 15  | 7     | 6 | 18  | 3  |
| weights    | 2   | 3         | 5   | 7     |   | 4   | 1  |
| Pi/wi      | 5   | 5/3       | 3   | , » L | 6 | 4.5 | 3  |
| Object no: | (5) | $\bigcap$ | (6) | (3)   | 7 | 2   | 4. |

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$$m_{2}181412882$$

$$P = 6 + 10 + 18 + 15 + 5\left(\frac{2}{3}\right)$$

$$= 55.3$$

m=15 n=5 Greed-8 objects 18 w Plw 2/4/2/5/1 m=18118 P= 28 + 18 +25 +9