

Problem 1. Class Scheduling

Our greedy algorithm will consider classes in increasing order of finish time. The algorithm will schedule classes in a hall only if the class is compatible with the classes already taken. If no more classes can be scheduled in the hall and there are still remaining classes left to be scheduled, the algorithm will schedule classes in a new hall by choosing the next class with the earliest finish time.

*Let C be the set of classes $\{(s_i, f_i), 1 \leq i \leq n\}$ of start and finish times of n classes
Let H be a set of schedules $\{(s_1, f_1), (s_2, f_2) \dots\}, \{(s_3, f_3), (s_4, f_4), \dots\} \dots\}$
//Each schedule in H will be composed of classes that are compatible
//The number of schedule will be equal to the number of halls required.
Type equation here.*

```
Class Scheduler{
    Let  $c_i = (s_i, f_i)$ , where  $s_i$  is the start and  $f_i$  is the finish of class  $i, 1 \leq i \leq n$ 
    Let  $C = [c_1 \dots c_n]$ 
    Sort( $C$ ) in order of increasing finish times
    Let  $H = []$ , an empty array
    while  $C$  is not empty
        Let  $T = []$  be an empty array
         $T[1] = C[1]$ 
        for  $i \leftarrow 2$  to  $C.length$ 
            if  $s_i \geq f_k$ :
                 $T.append(c_i)$ 
                Delete  $C[i]$ 
         $H.append(T)$ 
}
```

Sort will take $O(n \log n)$, if merge sort is used. In the worst case n halls will be needed, the outer while loop will execute n times and the inner for loop will execute n times. Deletion and shifting of the $C[]$ is $O(n)$.

$$T(n) = O(n \log n + n^2 + n) \therefore T(n) = O(n^2)$$

2. Scheduling Jobs with penalties.

Our greedy algorithm will first sort jobs in order of decreasing penalties. We will define an array $S[] = [1 \dots n]$, where each index represents a one minute time slot. The algorithm will then seek to schedule the job in latest possible spot without exceeding the deadline. It search the possible intervals $1 \leq k \leq d_i$. If no spot is available it will search from the end of the possible spots in the Schedule, S , starting at index n .

Pseudo Code:

```
Scheduler{
  Let  $j_i = (p_i, j_i)$ , where  $p_i$  is the penalty and  $d_i$  is the deadline of job  $i$ ,  $1 \leq i \leq n$ 
  Let  $J = \{j_1, j_2, \dots, j_n\}$ , for  $n$  jobs
  Let  $S \leftarrow \emptyset$ 
  Let  $S(t)$  return an element in the set at position  $t, j_t$ 
   $k \leftarrow n$ 
  mergesort( $J$ ) #Sort in order of decreasing penalties  $p_1 \geq p_2 \dots \geq p_n$ 
  for  $i \leftarrow 1$  to  $n$ {
    for  $t \leftarrow d_i$  to  $1$ {
      if  $S(t)$  is empty{
         $S(t) = j$ 
      }else{
         $S(k) = j$ 
         $k-- = 1$ 
      }
    }
  }
```

3. Activity Selection Last to Start

In the greedy algorithm where criteria was to select an activity based on the first to finish, it was beneficial to examine the activity, a_i , from start to finish, $[s_i, f_i]$.

Instead of examining from start to finish, we can look from finish to start. Let $a'_i = (f_i, s_i]$, the interval is equal to a_i , but in reverse.

If we let A be a set of activities $A = \{[s_1, f_1), [s_2, f_2), \dots [s_n, f_n)\}$. We can observe the following, all choices are compatible, they do not overlap. Because each choice is compatible, the following must be true $f_1 \leq s_1 \leq f_2 \leq s_2 \leq \dots f_{n-1} \leq s_{n-1} \leq f_n \leq s_n$. The last activity in A , $[s_n, f_n)$ is the last to start in this set and is a valid first selection to A' . It follows that all the activities in A are a valid solution to A' , but in reverse.

We can Prove by induction:

Let $P(n) \equiv$ the activities in the solution A are also a valid in A' , but in reverse.

That is $A = \{[s_1, f_1), [s_2, f_2) \dots [s_n, f_n)\}$ is compatible with A' , where

$A' = \{(f_n, s_n], (f_{n-1}, s_{n-1}], \dots (f_2, s_2], (f_1, s_1]\}$

Inductive Hypothesis: $P(n-1)$ is true, then $P(n)$ is also true. That is, if it is true that activities, $a_i, 1 \leq i \leq n-1$, in A are also in A' , but in reverse, then it is true for a_n as well.

Base Case: $P(1)$. An activity of one in $A = \{[s_1, f_1)\}$, the activity is both the first to finish and the last to start, therefore, $A' = \{(f_1, s_1]\}$. Thus $P(1)$ is true.

Inductive Step: Suppose activity, $a_k, k = n$, is an activity that was chosen by the original greedy algorithm, then it must be true that a_k is compatible with a_{n-1} , that is

$f_k \geq s_k \geq f_{n-1} \geq s_{n-1} \dots \geq f_2 \geq s_2 \geq f_1 \geq s_1$.

(I.H.) Because it is true that $P(n-1)$ is true, that is $a'_{n-1} = (f_{n-1}, s_{n-1}]$ is currently the first selection in the set A' , then activity a_k , can be added before a'_{n-1} in the set A' , because it is compatible.

a_k satisfies, the criteria of the new greedy algorithm, i.e it is the last to start and is compatible with other activities in the set A' . Therefore $P(n)$ is true. QED.

4. Activity Selection PseudoCode

```
Activity{
  Let  $A = \{a_1, a_2, \dots, a_n\}$  be the set of activities to be scheduled
  Let  $a_i = (f_i, s_i)$ , where  $f_i$  is the finish time and  $s_i$  of activity  $i$ ,  $1 \leq i \leq n$ 
  Sort( $A$ ) in order of decreasing start times,
   $S = \{a_1\}$ 
   $i = 1$ 

  for  $j \leftarrow 2$  to  $n$ :
    if  $s_i \geq f_j$ :
       $S = S \cup \{a_j\}$ 
       $i \leftarrow j$ 
       $A = A - \{a_j\}$ 
```

Assume mergesort will be used to sort A , then the running time of the sorting algorithm is

$$\theta(n \log n)$$

The for loop will iterate $j = 2$ to n , the comparison, which runs in constant time, $T(1)=1$ will always execute during each iteration. The three statements may or may not execute. In the worst case the if statement and all the assignments execute, $(n - 2) * 4$. In the best case only the if statement executes and none of the assignments execute, $(n - 2) * 1$. Therefore we can say that the running time of the for loop is:

$$\theta(n)$$

Overall the running time is:

$$T(n) = \theta(n \log n) + \theta(n) \therefore T(n) = \theta(n \log n)$$