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1/12/2013			LECTURE NO.14						Prid	世
· ACTIVITY SELECTION:										
Given activities and (lectures										(1
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and one room. Now schedule as many activities as possible such that they don										
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1. Min										
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V X X

So this approach does not give optimal solution at each instance (every set of activities) 2. Min Start Time: we cannot choose this approach 9 1:00 also because there is possibility that the activity starting at the minimum time may end at the last which will result in selection of only one activity. That riday will also not be a non-optimal solution. 3. Min End Time: ives) 6 7 8 9 8 9 11 13 3 y y alonot 81 2 2 4 Fi 3 5 7 8 9 10 11-14 16 X X X V VX X Solution = qai, as, a6, a8] -> Optimal Solution. 13 16-4 1 5 X 5 10 Solution 2 a 21 a 3 3 -> aptimal solution . Sol ja2,03}

Max Start Time 4 5 3 5 1-9 7 8 10 11 14 16 · XXV X XV X X Solution = {az, as, a, a, a, a, a, optimal Si Fi Solution = { az 193} - Optimal. 10 min duration X 2) Min Start Time X 3) Min End Time V 7 optimal Solution at Max Start Time. V 4) every instance. Activity Selection Algorithm.

Arrays. No. of Activities

Greedy A1(3, F, n) 11 Sort activities in Both arrays by finish Time in the ascending order. -> (nlogn) add[o] to A. for $(i=1 to i=n-1) \rightarrow n$. [k=1 Time Complexity: if S[i] 2 F[k] =n + nlogn Add A[i] to A = 0 (nlogn).