Day:	Date: / /
	11
	8 togh T (n logn) + (2 -1) n2
	8 cogn . T (1/3 cog + (2 cog + 1) n2
	nlog8: T(n) + (nlogi -1)n2
	nlog2
	$n^3 + (-1/y) + (n-1)n^2$
	$n^3T(1) + m^3 - n^2$
	$= n^3 + n^5 - n^2 = 2n^3 - n^2 = 0 (n^3)$
	Strassan's multiplication:
1-	Reduce No of Multiplication i e = 7
2	$P = (A_{11} + A_{23})(B_{11} + B_{22})$ $S = A_{22}(B_{21} - B_{11})$
	$Q = (A_{21} + A_{22}) \cdot B_{11}$ $f = (A_{11} + A_{12})B_{22}$
	R=A(1)(B12-B22) U= (A22-A11). (B1+B0).
	V = (A12 - A22) (B21 + B22)
	$C_{11} = P + S - T + V$ $C_{21} = Q + S$
	C12 = R+T C22 = P+R-Q+QU
	$t(n) = \mp t(n/2) + n^2 \longrightarrow \mathcal{O}(n^{\log^{\frac{1}{2}}}) = \mathcal{O}(n^{2 \cdot 81})$
1	Greedy Panadigm Approach:
1-	a design for solving a problem.
2.	used for optimization problem - in maximisation is minimization
3.	It has objective and constraints.
٩.	Solution which meets the countraints to complete objective of
	Fearible solution.
<u> </u>	optimal solution well away, be 1.
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conteffective minimization									
· siarkot lo his rethauda as minimizing the									
walk Like can that flight cost and time.									
fearque solution									
optimal solution									
Dynamic Programming I, can also be used for optimal solution.									
Branch and Bound									
Fraction at Knapack Problem									
Knapack Problems x. x2 x3 x4 x4 x6 x3									
Objects & 6 1 18-4=11									
Profit: p 10 7 17 7 6 18 3 11-1=6									
weight: w 2 3. 5 7 1 4 1									
constraints: Do not exceed the capacity of Bag = 15kg									
objective: Gives maximan prolit.									
P/w 5 1-67 3 1 6 4.5 3									
Bag capacity = m =15									
m-1=14 2- m-14-2 - 12 - 12-8-8 , 8-7-3 , 7-1-2									
2-20=0									
X:w; = (1x2)+(3x3)+(1x1)+(1x1)+(1x1)+(1x1)									
X; w; = 2 + 2 + 5 + 0 + 1 + 4 + 1									
Xiw; = 15									
courteaint - Exicui & m : m = 15kg									
Profit = X, Pi = (1 x10) + (2/3 x5) + (1x15) + (0x7) + (1x6) + (1x10) + (1x3)									
XiPi = 10+ 10/3+15+0+6+18+3									
X.P. = 55.3									
3									
3									
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Day:	Date: / /
with a	X, X L X 3 X4 X 5 X 6 X 7
	Based on profet: 1 0 1 4/7 0 1 0
. 5 .00	:m=15
	15 - 4 = 11
	11-5=6 Best optimet Solution.
and where the	6-2 = 4 local stuck hur sometimes
	4-4 =0
	XiPi = (1x10)+(0)+(1x1x)+(4/x+7)+(0)+(1x10)+(0)
1	= 10 +18 +4 +18
18	= 47. Am
47	Share and the state of the stat
b	Previous approach on the bases of weight is more optimal for
5431	maximizing prolit
	Many manning or savije a surregion.
	X, X2 X3 X4 X7 X6 X7
	1 1 400 0 1 -1
5-1-5	og m = 18
	15-1=14
the st	14-1=1300-100, (4) (50)
	13-2 = 11
	11-3 = 8
	8-4 -4 -4
FEW 7.5	H=4 =200 = (Date (Date)) (Date) , (Date) = 12 and Date Took
	R. William Continues and Conti
	xiPi= (1x10)+(1x7)+(4, x1x)+(0)+(1x6)+(1x18)+(1x18)
3 6	210 -00 113 + () + () + () + () 10 +
18	= 10 + 12 + 6 + 18 + 3
24	[= 54]
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Day:	Date: /	/								
New	Job sequencing with deadlines:									
ē.	A Francisco de production de la destruction de la constante de									
	Jobs J J. J2 J3 J4 J5									
9	Profit P 20 1 15 1 10 1 5 1 10 1									
	Deadline D 2 12 , 1. 1 3 , 3 ;									
	was a second and the	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1								
	<u> 82</u> , <u>di</u> 2 dy 3									
	20+18+18=40									
	Job stors solution Profit									
	81 (1,2) {313 20									
	J2 [0,1][1,2] {J1, J2} 20+15									
	J3 [0,1][1,2] {J, J>} 2040									
]4 (0,1](1,2](2,3) {], []2, []5 } 20+15+5									
	JS (0,1)(1,2)(2,3) { J, J2, J3} (20+15+5									
i)	we can't Backtrack in Greedy Algorithm.									
20	We mak set stock in Local minima in Greedy.									
	Activity Selection:									
→	Given activities (lectures) and one room, now schedule									
	as many activities as possible, such that they do n	.ot								
	conflict each other.									
	A 5/10/20 Jan-12 8/10/20									
d	This Conditions to the Condition of the Condition									
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By low Enday		L	X	V	×	X	~	X	V	X	
Time	Fotal	Suc	sets -	= 29		~	•≪	レ	X	~	
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		2	(9.,0	13, a	6, az	₹ →	optimo	u Solu	tion?		
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3		nd Tim			+ optimo	u Solut	ion				
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M25 2 127 2										Pri	1100

Day:	Date: / /
	start Finith
	Activity Selection Algorithm: S & Fan away
	Greedy AI(s, F, n) "n= no of activities
	"sort activities in both arrays by finish time in ascending order
	add A loT to A (nlogn)
	for $(i=1 to i=nt) \rightarrow n$
	K=1
	Exceptaction
	if s[i] > F[k]
	ndd Elli] to A
	K= i
	Time complexity = n + n. logn = o(n-logn)
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