

Problem #4

1 - Activity Selection : Dp vs Greedy

a. Optimal Substructure?

Yes. if ~~ask~~ A_k is in any optimal solution for S_{-ap} , then the subproblems $([a, k])$ and $([k, p])$ must also be optimal. (Cutting an activity from an optimal solution leaves an optimal sub-solution).

b. Recu Select (s, f, k, n)

Recu Select (s, f, a, p) :

if $S_{-ap} = \emptyset$: return $[]$
 best = $[]$

for each ak in S_{-ap} :

left = Recu Select (s, f, a, k)

right = Recu Select (s, f, a, p)

candidate = left + $[ak]$ + right

if $\text{len}(\text{candidate}) > \text{len}(\text{best})$ then $\text{best} = \text{candidate}$

return best

C. Bottom-Up Tabulation

for length $l = 2$ to $n+1$:

for all pairs (i, j) with $j - i = 1$:

$C[i][j] = \max$ over all k in

$[i+1, j-1]$ of $(C[i][k] + C[k][j]) + 1$

If no such k : $C[i][j] = 0$

Answer = $C[0][n]$

Greedy approach

→ always pick the activity with the earlier finish time that is compatible with the last selected activity

GreedySchedule(s, f, n):

→ sort activities by finish time f

$A = \{a_1\}$

last = 1

for $i = 2$ to n :

if $s[i] \geq f[\text{last}]$:

$A = A \cup \{a_i\}$

last = i

return A