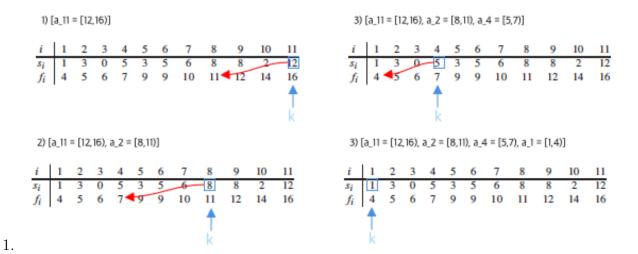
CSC373 Worksheet 2 Solution

July 25, 2020



Notes:

- Greedy Algorithm
 - Always makes the choice that looks best at the moment
 - * Locally optimal solution leads to globally optimal solution
- Activity-selection Problem (Greedy algorithm using dynamic programming)
 - Goal: Selecting maximum size set of mutually compatible activities

Example:

- Suppose a set exists $S = \{a_1 = [s_1, f_1), a_2 = [s_2, f_2), ..., a_n = [s_n, f_n)\}$
 - * a_i represents an i^{th} activity
 - * s_i represents starting time

- * f_i represents finishing time
- * $0 \le s_i < f_i < \infty$
- * $a_1, ..., a_n$ sorted in monotonically increasing order of finish time

i.e.

$$f_1 \le f_2 \le f_3 \le \dots \le f_{n-1} \le f_n$$

* a_i and a_j are **compatible**, if intervals $[s_i, f_i)$ and $[s_j, f_j)$ don't overlap

i.e

$$s_i \ge f_j$$
 and $s_j \ge f_i$

- Steps
 - 1. Think about dynamic programming solution
 - * Construct optimal solution using two subproblems

 S_{ij} : activities that start after activity a_i finishes and before activity a_j

$$S_{19} = \{a_4 = [5, 7), a_6 = [5, 9), a_7 = [6, 10)\}$$

 A_{ij} : maximum set of mutually compatible activities in S_{ij} (including

- $A_{ik} = A_{ij} \cap S_{ik}$
- $A_{kj} = A_{ij} \cap S_{kj}$ $A_{ij} = A_{ik} \cup \{a_k\} \cup Akj$
- · So, $|A_{ij}| = |A_{ik}| + |A_{kj}| + 1$
- * Verify that optimal solution A_{ij} must include optimal solution to the two subproblems for S_{kj}

Let A'_{kj} be another mutually compatible activities in S_{kj} where $|A'_{kj}| >$

Then we could use A'_{kj} in a solution to subproblem of S_{ij}

Then we have $|A_{ik}| + |A'_{kj}| + 1 > |A_{jk}| + |A_{kj}| + 1 = |A_{ij}|$ mutually compatible activites

This contradicts assumption that A_{ij} is an optimal solution

* Verify that optimal solution A_{ij} must include optimal solution to the two subproblems for S_{ik}

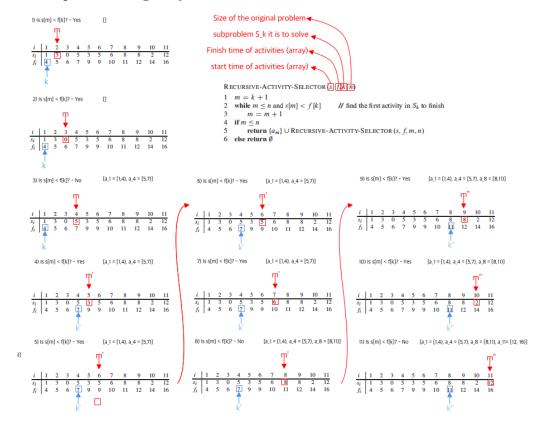
The same applies for activities in S_{ik}

- 2. Observe that only one choice greedy choice, and that when we make the greedy choice, only one subproblem remains
 - * Steps
 - 1. Make a greedy choice
 - · Choose an activity that makes the most resource possible (intuition)
 - · Choose an acitivty that finishes the earliest (intuition)
 - 2. Solve a subproblem: Find activities that start after a_1 finishes
 - 3. Verify that making greedy choices always arrive at optimal solution

Theorem 16.1 (Page 418):

Consider any non-empty subproble S_k , and let a_m be an activity in S_k with the earliest finish time. Then a_m is included in some maximum-size subset of mutually compatible activities of S_k

3. Develop recursive greedy solution



4. Convert the recursive algorithm into iterative one

