

CSC373 Worksheet 2 Solution

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1. 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:

i	1	2	3	4	5	6	7	8	9	10	11
s_i	1	3	0	5	3	5	6	8	8	2	12
f_i	4	5	6	7	9	9	10	11	12	14	16

- Suppose a set exists $S = \{a_1 = [s_1, f_1), a_2 = [s_2, f_2), \dots, a_n = [s_n, f_n)\}$
 - * a_i represents an i^{th} activity
 - * s_i represents starting time
 - * f_i represents finishing time
 - * $0 \leq s_i < f_i < \infty$
 - * a_1, \dots, a_n sorted in monotonically increasing order of finish time

i.e.

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

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

i.e

$$s_i \geq f_j \text{ and } s_j \geq f_i$$

– 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 starts

i.e.

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

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

- $A_{ik} = A_{ij} \cap S_{ik}$
- $A_{kj} = A_{ij} \cap S_{kj}$
- $A_{ij} = A_{ik} \cup \{a_k\} \cup A_{kj}$
- 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 $|A'_{kj}| > |A_{kj}|$.

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 activities

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 activity 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 subproblem 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

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RECURSIVE-ACTIVITY-SELECTOR( $s, f, k, n$ )
1   $m = k + 1$ 
2  while  $m \leq n$  and  $s[m] < f[k]$     // find the first activity in  $S_k$  to finish
3       $m = m + 1$ 
4  if  $m \leq n$ 
5      return  $\{a_m\} \cup \text{RECURSIVE-ACTIVITY-SELECTOR}(s, f, m, n)$ 
6  else return  $\emptyset$ 

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4. Convert the recursive algorithm into iterative one