

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

* 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)

2. Observe that only one choice - greedy choice, and that when we make the greedy choice, only one subproblem remains

3. Develop recursive greedy solution

4. Convert the recursive algorithm into iterative one