

Plane Sweep: (use w/ geometries) also greedy left to right choose first event + throw out everything else idea: pick intervals w/ minimal conflicts not optimal idea: Plane sweep but start w/ ends first -> Claim this is optimal number of 1 so Ea & Eb Sb > Ex Sa = Ex base case: Start w/ empty set then next is i+1 in an array runtime analysis: sort start take end times then sort them O(nlogn) pick the one that ends first together get rid of any overlapping intervals O(n) time complexity: O(nlogn)

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