

Algorithms Project

Variation of Activity Selection Problem

Project Description:

Consider the activity selection problem with N activities from class. Activity a_i has start time s_i , finish time f_i , and profit of P_i if it is scheduled. An activity is *short* if its duration is at most 4 (i.e., a_i is short if $f_i - s_i \leq 4$), and long otherwise. Consider the problem of finding a set S of compatible activities to generate maximum total profit, with the additional restriction that S must have more short activities than long ones.

Input format:

The input has 1 or more problem instances. Each instance has the following format. The first line has N , the number of activities. The next N lines have 3 integers (start, finish, profit) each. The activities are not given in any order.

Approach:

We approach the problem in a similar way as activity selection problem with some difference. We consider total number of activities as ' n '. In activity selection problem we sorted the activities by finish time. Using dynamic programming we kept track of maximum profit for a each case of first i activities (where i goes from 1 to n) with finish time in ascending order. We used the profit stored for first $i-1$ activities to help us get maximum profit for first i activities. At the end we get maximum profit for first n activities.

The difference is:

- The activities are differentiated into short activities and long activities. Short activities have running time < 5 . Long activities have running time > 5 .
- Instead of just keeping track of profit for first i activities, we keep track of max profit for all case of difference between number of short activities and number of long activities.
- We maintain a 2d matrix (number of activities, difference between number of short and long activities) which is $n \times 2n$. As the difference goes from $-n$ to n .
- We also keep track of previous activity used in a similar fashion.
- We used all the profits stored for first $i-1$ activities in the row $i-1$ of matrix, to help us get maximum all cases of maximum profit for first i activities. At the end we get all cases of maximum profit for first n activities.

- We take the cases of maximum profit for n activities in which number of short activities > number of long activities to get the result.

Algorithm:

Input:

A - Activity list with start time, finish time and profit

Output - Maximum profit and all the activities considered.

```

asprun(A, n)
{
    short activities by finish time.
    define SLprofit[n][2n] // matrix to store profit. (Number of activities X Difference)
    define Pre[n][2n] // matrix to store previous activity considered.
    for i ← 1 to 2n+1 do
        SLprofit[1, i] ← -1 // To identify the matrix cells where no profit values exist.
        if i == n
            SLprofit[0, i] ← 0 // initialize the profit for 0 short 0 long as 0.
    for i ← 1 to n do
        for j ← 1 to 2n+1
            SLprofit[i, j] ← SLprofit[i-1, j]
            Pre[i, j] ← -1

        c = i-1
        while  $f_c > s_j$  do
            c ← c-1

        if ( $f_i - s_i < 5$ ) then
            for k ← 2 to 2n+1
                if ((SLprofit[i, k] < SLprofit[c, k-1] +  $p_i$ ) AND (SLprofit[c, k-1] != -1))
                    SLprofit[i, k] ← SLprofit[c, k-1] +  $p_i$ 
                    Pre[i, k] ← c // previous
            else
                for k ← 1 to 2n
                    if ((SLprofit[i, k] < SLprofit[c, k+1] +  $p_i$ ) AND (SLprofit[c, k+1] != -1))
                        SLprofit[i, k] ← SLprofit[c, k+1] +  $p_i$ 
                        Pre[i, k] ← c // previous

    index=0;
    pMax=0; // maximum profit
    for (i=n+1 to 2n+1) do // Max profit for n activities with number of short > number of long
    {
        if(pMax < SLprofit[n-1][i])
        {
            pMax = SLprofit[n-1][i];
            index = i;
        }
    }
    //printing the max output

```

```

Print ("Profit = "+pMax)
Print ("Excess Small = " + (r-n))
k ← n
//printing the activities considered along with the indication of its being big or small
while (k>=0)
{
    if(Pre[k][r] != -1)
    {
        if(sk - fk < 5)
        {
            Print("[S]", sk, fk, pk)
            k = Pre[k,r]
            r ← r-1
        }
        else
        {
            Print("[B]", sk, fk, pk)
            k ← Pre[k,r]
            r = r+1
        }
    }
    else
        k ← k-1
}
}

```

Proof of Correctness:

We have all the activities sorted by finish time.

Proof of recursion by induction

Base Case:

For $n = 1$ activities. Two possible cases:

- It's a short activity: Then consider it and the max profit is same as profit of that.
- It's a long activity: It is not considered and the profit is zero.

Inductive hypothesis:

For $n \leq k$. We have the maximum profit recorded in a matrix [number of activities considered(k) X difference between short and long(2k)] for i number of activities considered all the difference between number of short activities and number of long activities. Where i varies from 1 to k.

Inductive Step:

For $n = k+1$. Two possible cases:

- Activity [k+1] is short.

Step 1- We copy the maximum profits for all difference from row k (k number of activities).

Step 2 - We find the i^{th} row (i number of activities) whose highest finish time (i_i) is less than start time (s_{k+1}) of activity k+1. Which means all its activities are compatible with activity k+1. Where i goes from 1 to k.

Step 3: As we have the profit for all the cases of difference for each $i \leq k$. We can add the p_{k+1} to all the p_i one at a time for each difference and check if it's greater than current values. The maximum profit for each case of difference is recorded for row $k+1$ (considering $k+1$ activities) according to the difference.

At the end of the recursion we profit for all the difference. We take the maximum profit out of all the cases where number of short > number of long

Time Complexity:

We have 2 for loops nested which runs for n and $2n$ times.

$$O(n) = n^2$$

Program:

We have used java to program the solution.

We have used eclipse as our IDE.

All the classes used:

asprun.java - Main class

Activity.java - class to define activity.

ActivityComparator.java - class to sort activity to finish time.