

# Design and Analysis of Algorithms

## 5.2 Greedy Algorithms

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May 3rd, 2022

### 5.2.2

Suppose we find a minimum spanning tree  $T$  in a graph.

Suppose we then add 1 to the weight of every edge in the graph.

Is  $T$  still a minimum spanning tree? Why or why not?

Yes  $T$  is still a minimum spanning tree because adding 1 to the weight will not

1. create cycles
2. change the ordering of the edge weights

### 5.2.4

Assign the following strings:

- A: 0
- B: 00
- C: 01
- D: 1

Then  $AABDC = 0000101$

What is the problem with this?

The problem is that C could be mistaken for AD, or B could be AA, or BC could be AAAD etc.

## 5.2.6

- You are given a collection of items
- Each item  $i$  has a weight  $w_i$  and value  $v_i$
- You have a bag that can hold a total weight of  $W$
- You want to maximize the value of the items in your bag
- Design an algorithm to decide which items to pick

My Solution

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```
1  Procedure Knapsack(f)
2  Input: array f[1...n] of items (v_i,w_i)
3  Output: An encoding tree with n leaves
4
5  Let H be a priority queue of v_i:w_i ratios (r_i), ordered by
   r_i
6  for i = 1 to n: insert(H,i)
7  for k = k+1 to 2n-1:
8    i=deletemin(H) j=deletemin(H)
9    create a node numbered k with children i,j
10   f[k]=f[i]/f[j]
11   insert(H,k)
```

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Solution

1. sort all items by  $r_i$
2. add items in order until space is gone
3. at the end if can't add a full item add as much as you can
- 4.

### 5.2.8

Same as before, except you cannot take fractional items. Does your algorithm always find the optimal solution? Explain why, or give a counterexample.

No this does not find the optimal solution. Rather than taking a portion of the next smallest  $r_i$ , we can take several less valuable items with less weight. So we could skip items until we find ones that fit!

### 5.2.10

- Given a set of elements  $B$ , and sets  $S_1, S_2, \dots, S_k$  that are subsets of  $B$
- How many sets  $S_i$ , do you need to pick so that every element from  $B$  appears in at least one selected set?

Can you develop a greedy algorithm to solve the set cover problem?

1. select a starting town
2. determine which towns are out of range, and mark as unexplored
3. place a school in the current town
4. recursively explore the out of range towns

### 5.2.12

Is the greedy solution optimal? In other words, does it always find the correct solution? Explain.

This is not optimal, two sets could be within range so it is possible that tht we over allocated schools.