

# Design and Analysis of Algorithms

## 5.2 Greedy Algorithms

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### 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!