Greedy algorithms

Wednesday, 1 November 2023 7:22 AM

1) Introduction to Greedy — used for optimization problem Consider in finite supply of the f

Consider in finite supply of the following value coins:

of remeans asks for an amount, how will your give this amount very minimum colors?

eg: Amount 52

2 ×10 + 1×2

def wholoms (coms, amount):

orms. out (reverse = Time)

res = 0

for x m whos:

if n < z amount:

c z amount //n

res + = C

amount - = CAn

if amount = 20:

amount = SF cothy = [S,10,2,1] After southing: [10,5,2,1] N=10 C= S, Nes=S, amount = 7 = 22 C=1, Nes=6, amount = 2 = 21, Nes=7, amount = 0

(2) Aethory Schoton Problem 1/P: {(2,13), (1,14), (5,8), (6,10)} 0/p: 2

retuen nes

- Maruhnum no, of aethorither that can happen on a single tabling machine

break

Nature: Consider every activity as flust activity
— exponential time

gredy:

(1) Sout according to finish three {(1,3),(2H),(3,8),(W1M)}

- 1 Whalke solution as fust activity
- (3) bo following for remaining aetherher?
 - (a) if curent activity overlaps with last picked activity in solution, ignore amount activity
 - (b) Flore add the current activity to the salution

General Structure of Greedy Algo

det getoptmal (au):

10120

10120

10120

i z celect An Hom ()

1 feasible(i):

11 - 1111

Applications

mortales landage gulbrit and

- Actually selection

- Job sequenching

- Kunskal's Algo

- Dûkstra's Algo

- Huffman Godling

- Fonding close to optimal solution for

travelling salasenan Rubbay

NP Hard problem like

- luni Algo

- Fractional Knapeack

greedy also may not work always!

return res

consider: como () = \$18,1,10}

ansont = 20

Another en: longest path

(course) 1 (best)

def nonActulty (au):

nzlen(au)

au.sort (keyzlandoda n: nli)

prevzo

reszl

for cour in ronge(1, n):

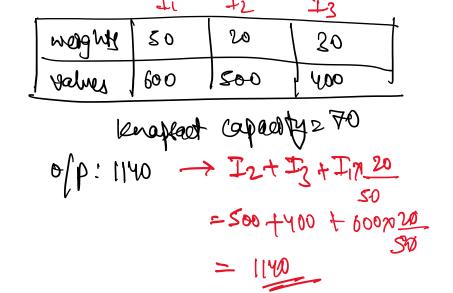
if au [aur] [o] >2aur (prev)[i):

res +21

prevz cur

refuer res

3) Fractional Knapeack Problem



- @ Calculate ratio (value/welgnt) for every Hem.
- D fort them in decreasing order of roots.
- mittalle, res 20, cuil-capzgliler_cap
- (Lo following:
 - (a) If (I.welght < z cull cap):

 cull cap Z J. welght

 rest + Z J. value

(b) Flor > rest +2 (I value for (cure cap) }
return rus

® return res

9 Job Sequending Publem

(8) Huffman Codling

- used for lasters compression
- variable length coding