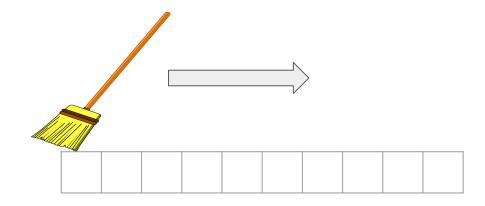
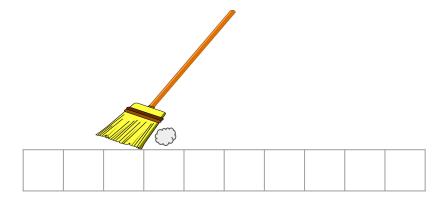
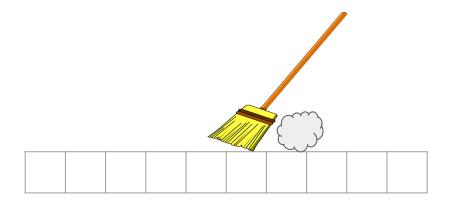
Greedy Sweeps









Goal: start at one end of the data move across and build up the answer as we go.

We need to ensure that the data is in the correct order.



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The data needs to "sorted"



I need to tell all my students about some deadline

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What is the minimum number of times I need to mention the deadline to ensure all students are aware?

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Turn students into intervals of when they will be available.

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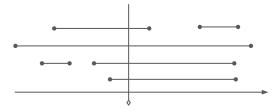


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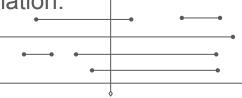
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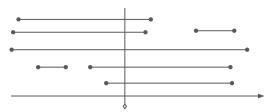
Largest overlap?

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Largest overlap? No.

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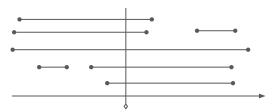
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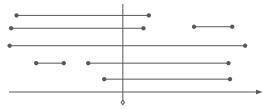


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Consider the following,

When a student leaves we must have informed them beforehand.



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Be lazy

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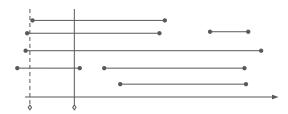
Be lazy

Wait until an uninformed student is just about to leave, and then hit everyone with some knowledge

We need to perform an exchange argument.

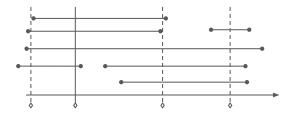
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"FTSOC Suppose an ideal solution performed a knowledge sesh earlier"



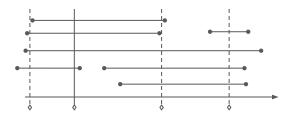
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- "FTSOC Suppose an ideal solution performed a knowledge sesh earlier"
- We would show that we have an ideal solution could exists by moving forward the time by patchworking with the ideal solution.
- Thus the ideal solution should do a later knowledge session.



Another Problem: Food Display Arrangement

Your friend works at a local grocery store and has the task of arranging produce. At the end of the day your friend needs to fix the order of the food. All the customers move the produce around (without buying it those jerks), and some lazy coworkers dumped all the new food in one spot.

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Another Problem: Food Display Arrangement (cont.)

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- Your friend needs to have all the food of the same type "grouped" together in the resulting display.
- In one pass your friend can walk along the display and pick up all the food of a certain type, dumping it at the end.

What is the least number of passes required by your friend?

How could we solve this greedily?

How could we solve this greedily?

Turn each food type into an interval!

How could we solve this greedily?

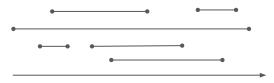
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- Start is the first location
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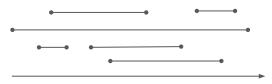


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INVALID =>



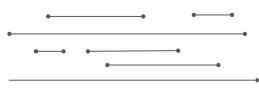
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The more intervals left, the less passes needed!



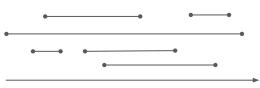
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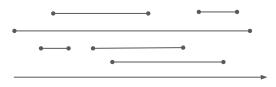
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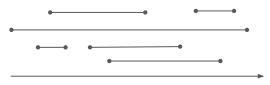
Find maximum non-overlapping subset.

How do we do this?



How do we do this?

Taking the interval that ends the earliest is a good idea.



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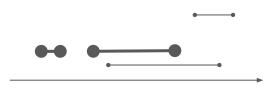
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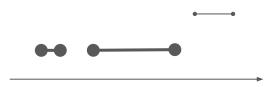
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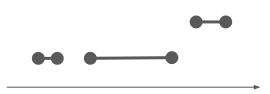
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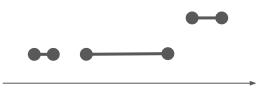


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Repeat...

3 food types can be left alone.



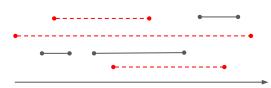
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Repeat...

3 food types can be left alone.

3 types had to move



High-Level

```
Convert to intervals
Sort by End Points (smallest first)
Make the Last End Point Used (LEPU) be -infinity
Let movedIntervals be 0
Loop through sorted intervals
   If the currentInterval.start is after the LEPU
      Update LEPU to currentInterval.end
   Else
      Increment movedIntervals by 1
   End If
End Loop
Return movedIntervals
```