Activity Selection Problem using Greedy Method

## Activity Selection Problem

## Greedy Algorithms

We consider optimisation problems. Algorithms for optimization problems typically go through a sequence of steps, with a set of choices at each step.

A greedy algorithm is a process that always makes the choice that looks best at the moment.

Greedy algorithms are natural, and in few cases solve optimally the given problem.

We will look at one simple example and we will try to understand why does it work.

We will consider more examples later.

## Activity-selection problem

We are given a set of proposed activities $\mathcal{S}=\left\{A_{1}, A_{2}, \ldots, A_{n}\right\}$ that wish to use a resource, which can be used by only one activity at a time. Each activity is defined by a pair consisting of a start time $s_{i}$ and a finish time $f_{i}$, with $0 \leq s_{i}<f_{i}<+\infty$. If selected, activity $A_{i}$ takes place during the time interval $\left[s_{i}, f_{i}\right.$ ). Two activities $A_{i}$ and $A_{j}$ are compatible if $s_{i} \geq f_{j}$ or $s_{j} \geq f_{i}$. The activity-selection problem is to select the maximum number of mutually compatible activities.

## Example

| Activity | St | Ft |
| :--- | :--- | :--- |
| L1 | 0 | 6 |
| L2 | 3 | 5 |
| L3 | 1 | 4 |
| L4 | 3 | 8 |
| L5 | 6 | 10 |
| L6 | 5 | 7 |
| L7 | 5 | 9 |
| L8 | 2 | 13 |
| L9 | 12 | 14 |
| L10 | 8 | 11 |
| L11 | 8 | 12 |

## Solution using Greedy Method

| Activity | St | Ft |
| :--- | :--- | :--- |
| L3 | 1 | 4 |
| L2 | 3 | 5 |
| L1 | 0 | 6 |
| L6 | 5 | 7 |
| L4 | 3 | 8 |
| L7 | 5 | 9 |
| L5 | 6 | 10 |
| L10 | 8 | 11 |
| L11 | 8 | 12 |
| L8 | 2 | 13 |
| L9 | 12 | 14 |

## Solution using Greedy Method

- Solution Vector $S=\varnothing$

$$
S=\{L 3, L 6, L 10, L 9\}
$$

## Job Scheduling Problem/Job

## Sequencing Problem using Greedy Method

## Job Scheduling Problem

- For a given set of n jobs there are n -deadlines and n profits to be earned for any $\mathrm{i}^{\text {th }} \mathrm{Job}$, there is deadline di $>0$ and profit $\mathrm{Pi}>0$
- Profit Pi is earned if job is completed within its deadline
- Assume that each job requires one time unit for completion and there exist a single machine.


## Feasible Solution:

A set of jobs such that each job that can be completed by its deadline and value of feasible solution is sum of profits.

## Example

| Jobs | J1 | J2 | J3 | J4 |
| :--- | :--- | :--- | :--- | :--- |
| Profits | 100 | 10 | 15 | 27 |
| Deadline | 2 | 1 | 2 | 1 |

Jobs can put in descending order according to profit

| Jobs | J1 | J4 | J3 | J2 |
| :--- | :--- | :--- | :--- | :--- |
| Profits | 100 | 27 | 15 | 10 |
| Deadline | 2 | 1 | 2 | $\mathbf{1}$ |

Final Solution

| Deadline | 1 | 2 |
| :--- | :--- | :--- |
| Jobs | J4 | J1 |
| Profit | 27 | 100 |

$$
\begin{gathered}
J=\{J 4, \mathrm{~J} 1\} \\
\mathrm{J}=27+100=127
\end{gathered}
$$

## Another Example

| Jobs | J1 | J2 | J3 | J4 | J5 | J6 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Profits | 20 | 10 | $\mathbf{7}$ | $\mathbf{5}$ | $\mathbf{1 5}$ | $\mathbf{3}$ |
| Deadline | $\mathbf{2}$ | $\mathbf{1}$ | $\mathbf{3}$ | $\mathbf{1}$ | $\mathbf{1}$ | $\mathbf{3}$ |

Final Solution

| Deadline | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ |
| :--- | :--- | :--- | :--- |

## GTU Paper Example

- Using greedy algorithm find an optimal schedule for following jobs with $\mathrm{n}=7$ profits: (P1,P2,P3,P4,P5,P6,P7) = (3,5,18,20,6,1,38) and deadline (d1,d2,d3,d4,d5,d6,d7) = (1,3,3,4,1,2,1)

Answer is : $(\mathrm{J} 7, \mathrm{~J} 6, \mathrm{~J} 3, \mathrm{~J} 4)---(38+1+18+20)=77$

