

Friday, Feb 26

Lecture #15

Ex 3: Weighted Interval Scheduling
Requests $R = \{r_1, r_2, r_3, \dots\}$.

→ You either accept or reject each request.
If you accept r_i , then in the future
you can ignore all requests that
conflict with it.



This is perfect for recursion.

$R = \{r_1, r_2, \dots, r_{10}\}$

$\text{solve}(\{r_1, r_2, \dots, r_{10}\})$

accept r_1

R' = requests that don't
conflict with r_1
return $r_1 + \text{solve}(R')$

$\text{solve}(R')$

reject r_1

return

$\text{solve}(\{r_2, r_3, \dots, r_{10}\})$

Pseudocode

function solve(requests):

goal: return best solution that can
be made from [requests]

if len(requests) = 0:

return []

new_request = requests[0]

compatible = requests that don't conflict with
new_request

accept_solution = [new_request] + solve(compatible)

reject_solution = solve(requests[1:])

return whichever of accept_solution and
reject_solution has the highest value

Topic 8 - Branch and Bound (B+B)

Our problems usually involve 2 considerations:

(1) Constraints that must be satisfied

ex: capacity of the knapsack
choosing requests that don't
conflict

row/col/square conditions of Sudoku

(2) A value/score that we want to minimize/maximize.

Some problems are only about constraints.
Some problems don't really have constraints.

Ex: Minimum Spanning Tree

Backtracking use constraints to save time.
Never used score.

Branch + Bound is just backtracking with an extra way to rule out a partial solution.

* Assume maximizing from now on.

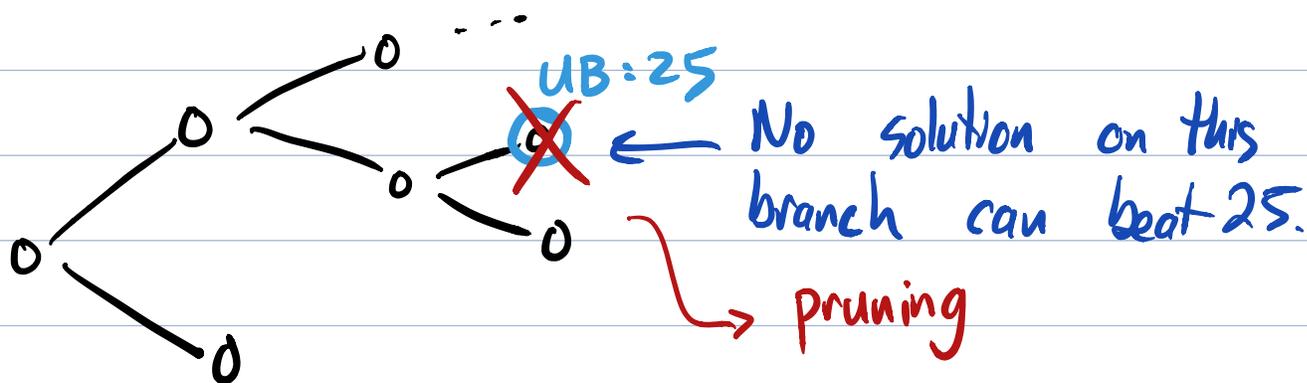
* If I've already seen a complete solution with a score of X , and I know for sure that there is no way to complete some partial solution that beats X , then abandon it (stop expanding).

There's no way to know exactly the best you can do to complete a partial solution.

Need: A way to get an upper bound on the best you could do when completing a partial solution.

"I don't know how good I can do, but I know for sure I can't do better than Y."

Have a sol. with a score of 30.



Hard part: How to compute these kinds of bounds.