

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.

$R = \{r_1, r_2, \dots, r_n\}$

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

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

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

## 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.

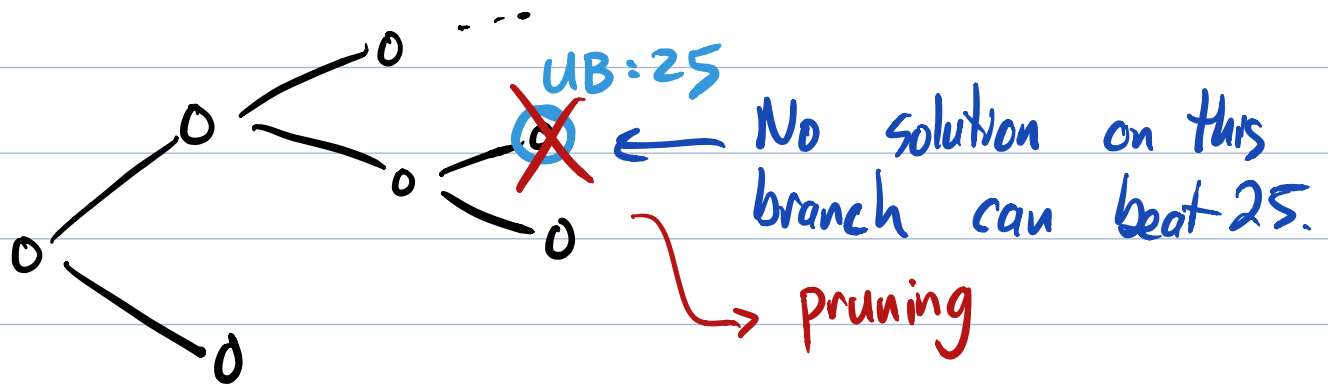
\* If I've already seen a complete solution with a score of  $X$ , and I know for sure that there is no way to complete some partial solution that beats  $X$ , then abandon it (stop expanding).

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.