

- Instance
- Solution
- · Constraints on solution
- Measure of value



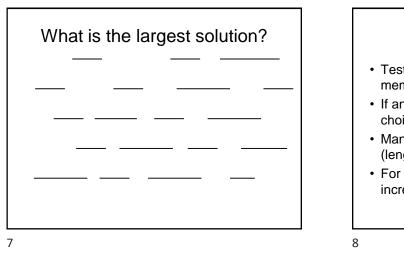
no overlap

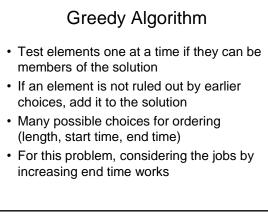
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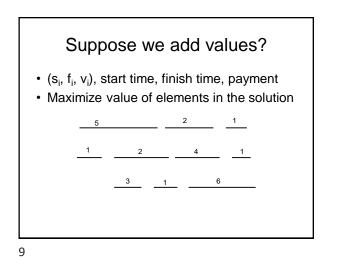
 $(s_1, f_1), (s_2, f_2), \ldots$ 

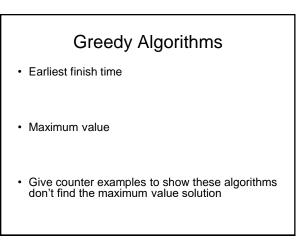
· You have a series of requests for use of the hall:

· Find a set of requests as large as possible with





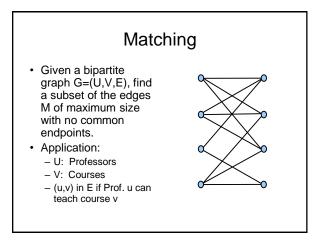


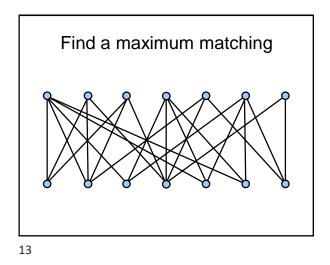


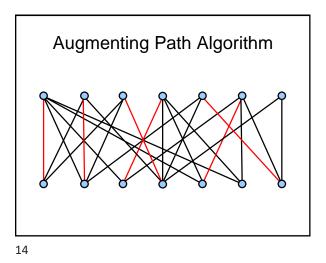
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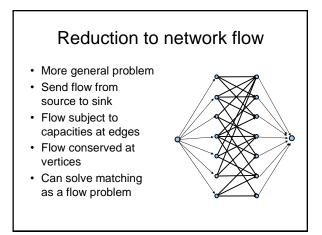
## Dynamic Programming

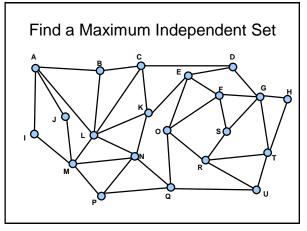
- Requests  $R_1, R_2, R_3, \ldots$
- Assume requests are in increasing order of finish time (f\_1 < f\_2 < f\_3 . . .)
- + Opt\_i is the maximum value solution of  $\{R_1,\,R_2,\,\ldots,\,R_i\}$  containing  $R_i$
- $Opt_i = Max\{ j | f_j < s_i\}[Opt_j + v_i]$

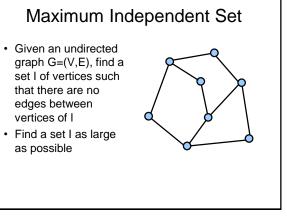




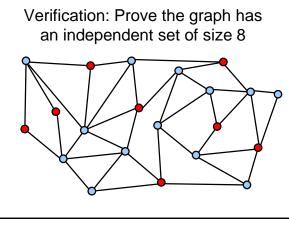












#### Key characteristic

- · Hard to find a solution
- Easy to verify a solution once you have one
- · Other problems like this
  - Hamiltonian circuit
  - Clique
  - Subset sum
  - Graph coloring

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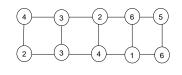
## NP-Completeness

- Theory of Hard Problems
- A large number of problems are known to be equivalent
- · Very elegant theory

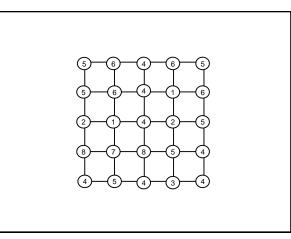
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## Are there even harder problems?

- Simple game:
  - Players alternating selecting nodes in a graph
    - Score points associated with node
    - Remove nodes neighbors
  - When neither can move, player with most points wins



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## **Competitive Facility Location**

- · Choose location for a facility
  - Value associated with placement
  - Restriction on placing facilities too close together
- · Competitive
  - Different companies place facilities
    - E.g., KFC and McDonald's

#### Complexity theory

- These problems are P-Space complete instead of NP-Complete
  - Appear to be much harder
  - No obvious certificate
    - G has a Maximum Independent Set of size 10
    - Player 1 wins by at least 10 points

# Summary

- Scheduling
- Weighted Scheduling
- Bipartite Matching
- Maximum Independent SetCompetitive Scheduling

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