Greedy Algorithms

T. M. Murali

February 11, 16, 2016

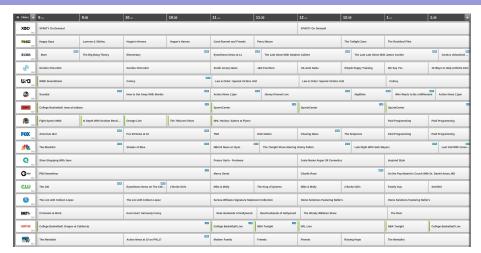
Algorithm Design

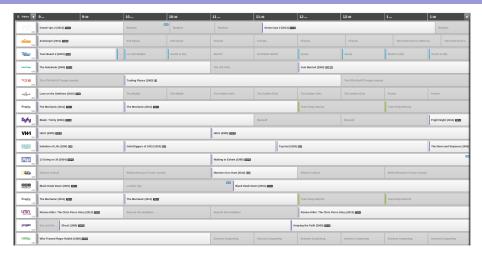
- Start discussion of different ways of designing algorithms.
- Greedy algorithms, divide and conquer, dynamic programming.
- Discuss principles that can solve a variety of problem types.
- Design an algorithm, prove its correctness, analyse its complexity.

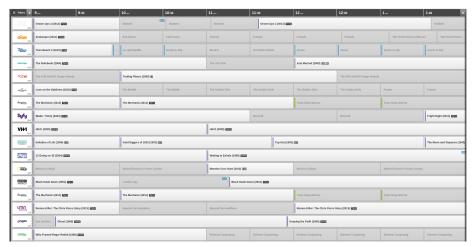
Algorithm Design

- Start discussion of different ways of designing algorithms.
- Greedy algorithms, divide and conquer, dynamic programming.
- ▶ Discuss principles that can solve a variety of problem types.
- Design an algorithm, prove its correctness, analyse its complexity.
- Greedy algorithms: make the current best choice.









- ▶ Input: Start and end time of each movie.
- Constraint: Only one TV ⇒ cannot watch two overlapping classes at the same time.
- Output: Compute the largest number of movies we can watch.

Interval Scheduling

Interval Scheduling

INSTANCE: Nonempty set $\{(s(i), f(i)), 1 \le i \le n\}$ of start and finish times of n jobs.

SOLUTION: The largest subset of mutually compatible jobs.

- ▶ Two jobs are *compatible* if they do not overlap.
- ▶ This problem models the situation where you have a resource, a set of fixed jobs, and you want to schedule as many jobs as possible.
- For any input set of jobs, algorithm must provably compute the largest set of compatible jobs.

Template for Greedy Algorithm

- ▶ Process jobs in some order. Add next job to the result if it is compatible with the jobs already in the result.
- Key question: in what order should we process the jobs?

Template for Greedy Algorithm

- Process jobs in some order. Add next job to the result if it is compatible with the jobs already in the result.
- Key question: in what order should we process the jobs?
 Earliest start time Increasing order of start time s(i).
 Earliest finish time Increasing order of finish time f(i).
 Shortest interval Increasing order of length f(i) s(i).
 Fewest conflicts Increasing order of the number of conflicting jobs. How fast can you compute the number of conflicting jobs for each job?

Greedy Ideas that Do Not Work

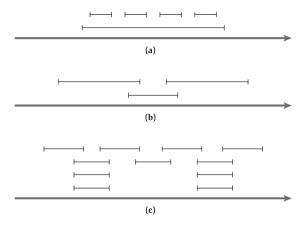


Figure 4.1 Some instances of the Interval Scheduling Problem on which natural greedy algorithms fail to find the optimal solution. In (a), it does not work to select the interval that starts earliest; in (b), it does not work to select the shortest interval; and in (c), it does not work to select the interval with the fewest conflicts.

Interval Scheduling Algorithm: Earliest Finish Time

Schedule jobs in order of earliest finish time (EFT).

Initially let R be the set of all requests, and let A be empty While R is not yet empty

Choose a request $i \in R$ that has the smallest finishing time Add request i to A

Delete all requests from ${\it R}$ that are not compatible with request i EndWhile

Return the set A as the set of accepted requests

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Claim: A is a compatible set of jobs.

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▶ Claim: *A* is a compatible set of jobs. Proof follows by construction, i.e., the algorithm computes a compatible set of jobs.

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 - How do we measure progress of the algorithm?

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- ▶ Proof idea 2: at each step, can we show algorithm has the "better" solution than any other answer?
 - What does "better" mean?
 - How do we measure progress of the algorithm?
- Basic idea of proof:
 - ▶ We can sort jobs in any solution in increasing order of their finishing time.
 - Finishing time of job number r selected by A ≤ finishing time of job number r selected by any other algorithm.

- ▶ Let *O* be an optimal set of jobs. We will show that |A| = |O|.
- ▶ Let $i_1, i_2, ..., i_k$ be the set of jobs in A in order.
- ▶ Let $j_1, j_2, ..., j_m$ be the set of jobs in O in order, $m \ge k$.
- ▶ Claim: For all indices $r \le k$, $f(i_r) \le f(j_r)$.

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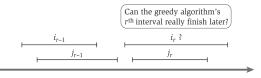


Figure 4.3 The inductive step in the proof that the greedy algorithm stays ahead.

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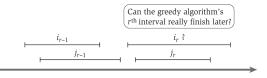


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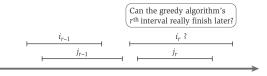


Figure 4.3 The inductive step in the proof that the greedy algorithm stays ahead.

- ightharpoonup Claim: m=k.
- ▶ Claim: The greedy algorithm returns an optimal set *A*.

Implementing the EFT Algorithm

- 1. Reorder jobs so that they are in increasing order of finish time.
- 2. Store starting time of jobs in an array S.
- 3. k = 1.
- 4. While $k \leq |S|$,
 - 4.1 Output job k.
 - 4.2 Let finish time of job k be f.
 - 4.3 Iterate over S from index k onwards to find the first index i such that $S[i] \ge f$.
 - 4.4 k = i

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 - 4.3 Iterate over S from index k onwards to find the first index i such that $S[i] \ge f$.
 - 4.4 k = i
- Must be careful to iterate over S such that we never scan same index more than once.
- ▶ Running time is $O(n \log n)$, dominated by sorting. advance from the

12528	CS-3604	Professionalism in Computing	L	3	Full -5	54	DR Dunlap	TR	11:00AM	12:15PM	PAM 32	ш
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20110	CS-3634	Comp Sci Foundations for CMDA	L	3	Full -8	30	T Warburton	TR	5:00PM	6:15PM	SAUND 408	17T
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19527	CS-3704	Intermed Software Des	L	3	33	75	FJ Servant Cortes	MW	2:30PM	3:45PM	WLH 350	14M
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12530	CS-3714	Mobile Software Development	L	3	Full -12	65	DS McCrickard	TR	3:30PM	4:45PM	MCB 113	15T
	Comments for CRN 12530:	Force/add subject to availability; for information, see www.xs.v.edu/undergraduate/survey.										
12531	CS-3724	Human-Computr Intrctn	L	3	Full -24	50	SR Harrison	TR	12:30PM	1:45PM	SURGE 109	12T
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19512	CS-4504	Computer Organization	L	3	2	36	W Feng	TR	12:30PM	1:45PM	WHIT 257	12T
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12540	CS-4604	Int Data Base Mgt Sys	L	3	7	60	BA Prakash	MW	4:00PM	5:15PM	WLH 340	16M
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- ▶ Input: Start and end time of each class.
- ► Constraint: Cannot schedule two overlapping classes to the same room.
- ▶ Output: Assign each class to a room and use smallest number of rooms possible.

Interval Partitioning

Interval Partitioning

INSTANCE: Set $\{(s(i), f(i)), 1 \le i \le n\}$ of start and finish times of n jobs.

SOLUTION: A partition of the jobs into k sets, where each set of jobs is mutually compatible, and k is minimised.

► This problem models the situation where you a set of fixed jobs, and you want to schedule all jobs using as few resources as possible.

Depth of Intervals

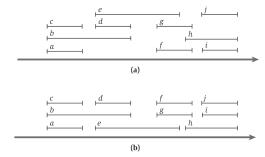


Figure 4.4 (a) An instance of the Interval Partitioning Problem with ten intervals (a through j). (b) A solution in which all intervals are scheduled using three resources: each row represents a set of intervals that can all be scheduled on a single resource.

▶ The *depth* of a set of intervals is the maximum number of intervals that contain any time point.

Depth of Intervals

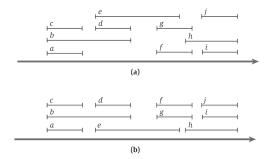


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- ▶ Claim: In any instance of INTERVAL PARTITIONING, $k \ge depth$.

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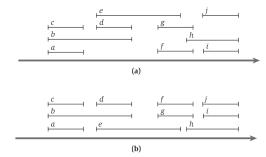


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- ► The depth of a set of intervals is the maximum number of intervals that contain any time point.
- ▶ Claim: In any instance of INTERVAL PARTITIONING, $k \ge depth$.
- ls it possible to compute the depth efficiently? Is k = depth?

Computing the Depth of the Intervals

How efficiently can we compute the depth of a set of intervals?

Computing the Depth of the Intervals

- How efficiently can we compute the depth of a set of intervals?
- 1. Sort the start times and finish times of the jobs into a single list L.
- 2. $d \leftarrow 0$.
- 3. For i ranging from 1 to 2n
 - 3.1 If L_i is a start time, increment d by 1.
 - 3.2 If L_i is a finish time, decrement d by 1.
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 - Algorithm runs in O(n log n) time.

Interval Partitioning Algorithm

▶ Compute the depth *d* of the intervals.

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Sort the intervals by their start times, breaking ties arbitrarily Let I_1,I_2,\ldots,I_n denote the intervals in this order For j=1,2,3,\ldots,n For each interval I_i that precedes I_j in sorted order and overlaps it Exclude the label of I_i from consideration for I_j Endfor If there is any label from \{1,2,\ldots,d\} that has not been excluded then Assign a nonexcluded label to I_j Else Leave I_j unlabeled Endif Endfor
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Claim: Every interval gets a label and no pair of overlapping intervals get the same label.

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- ▶ The running time of the algorithm is $O(n \log n)$.

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- Claim: Every interval gets a label and no pair of overlapping intervals get the same label.
- ► Claim: The greedy algorithm is optimal.
- ▶ The running time of the algorithm is $O(n \log n)$. Can modify algorithm for computing depth to maintain set of available labels and to assign them efficiently.

- ▶ Study different model: job i has a length t(i) and a deadline d(i).
- We want to schedule all n jobs on one resource.
- Our goal is to assign a starting time s(i) to each job such that each job is delayed as little as possible.

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- ▶ A job *i* is *delayed* if f(i) > d(i); the *lateness of the job* is

$$\max(0, f(i) - d(i)).$$

▶ The lateness of a schedule is

$$\max_{1 \le i \le n} \big(\max \big(0, f(i) - d(i) \big) \big).$$

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MINIMISE LATENESS

INSTANCE: Set $\{(t(i), d(i)), 1 \le i \le n\}$ of lengths and deadlines of n jobs.

SOLUTION: Set $\{s(i), 1 \le i \le n\}$ of start times such that $\max_{1 \le i \le n} (\max(0, s(i) + t(i) - d(i)))$ is as small as possible.

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i	1	2
t(i)	3	2
d(i)	1	3

•	• / /				
d(1) = 1		d(2) = 3		3	
0	1	2	3	4	5
	d(2) = 3		d(1)	= 1	
0	1	2	3	4	5

▶ Key question: In what order should we schedule the jobs?

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Shortest slack time Increasing order of d(i) - t(i).

Earliest deadline Increasing order of deadline d(i).

 \blacktriangleright Key question: In what order should we schedule the jobs? Shortest length Increasing order of length t(i). Ignores deadlines completely! Shortest job may have a very late deadline.

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Earliest deadline Increasing order of deadline d(i). Correct? Does it make sense to tackle jobs with earliest deadlines first?

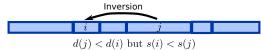
Minimising Lateness: Earliest Deadline First

```
Order the jobs in order of their deadlines Assume for simplicity of notation that d_1 \leq \ldots \leq d_n Initially, f = s Consider the jobs i = 1, \ldots, n in this order Assign job i to the time interval from s(i) = f to f(i) = f + t_i Let f = f + t_i
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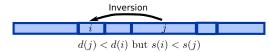
End

Return the set of scheduled intervals [s(i), f(i)] for i = 1, ..., n

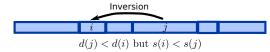
- Proof of correctness is more complex.
- ▶ We will use an exchange argument: gradually modify the optimal schedule *O* till it is the same as the schedule *A* computed by the algorithm.



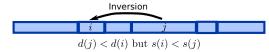
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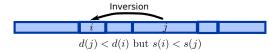
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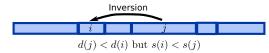
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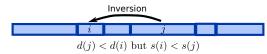
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 - Case 1: All jobs have distinct deadlines.



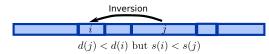
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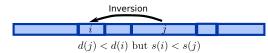
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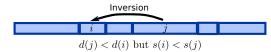
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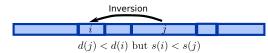
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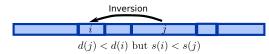
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- ▶ Claim 4: There is an optimal schedule with no inversions and no idle time.



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- ▶ Claim 5: The greedy algorithm produces an optimal schedule.



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- Approach: Start with an optimal schedule O and use an exchange argument to convert O into a schedule that satisfies Claim 4 and has lateness not larger than O.
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- 2. Let i and j be consecutive inverted jobs in O. After swapping i and j, we get a schedule O' with one less inversion.
- 3. The lateness of O' is no larger than the lateness of O.
- ▶ It is enough to prove the last item, since after $\binom{n}{2}$ swaps, we obtain a schedule with no inversions whose lateness is no larger than that of O.

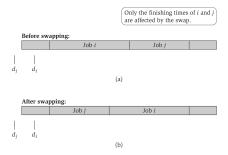


Figure 4.6 The effect of swapping two consecutive, inverted jobs.

▶ In O, assume each job r is scheduled for the interval [s(r), f(r)] and has lateness I(r). For O', let the lateness of job r be I'(r).

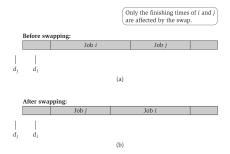


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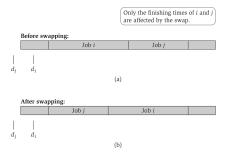


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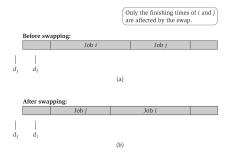


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Swapping Inverted Jobs

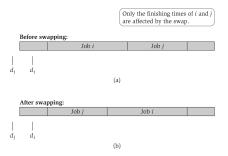


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- ▶ Claim: I'(k) = I(k), for all $k \neq i, j$.
- ▶ Claim: $I'(j) \leq I(j)$.
- ▶ Claim: $l'(i) \le l(j)$ because $l'(i) = f(j) d_i \le f(j) d_j = l(j)$.

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- 4. Let *X* be any schedule that is supposed to be optimal (and better than *A*). Where does *X* lie?

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- 8. Repeat one more step: X_0 has no inversions. What is X_0 's location?

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T. M. Murali February 11, 16, 2016 CS 4104: Greedy is Good

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- 8. Repeat one more step: X_0 has no inversions. What is X_0 's location? $(0, I_X)$ or "below" because of #7 and $(0, I_A)$ because of #3.
- 9. We have a contradiction!
- 10. Lateness of A cannot be larger than that of O!

Common Mistakes with Exchange Arguments

- Wrong: start with algorithm's schedule A and argue that A cannot be improved by swapping two jobs.
- ▶ Correct: Start with an arbitrary schedule *O* (which can be the optimal one) and argue that *O* can be converted into the schedule that is essentially the same as the one the algorithm produces without increasing the lateness.

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- ▶ Wrong: Swap two jobs that are not neighbouring in *O*. Pitfall is that the completion times of all intervening jobs changes.
- Correct: Show that an inversion exists between two neighbouring jobs and swap them.

Summary

- Greedy algorithms make local decisions.
- Three analysis strategies:
 - Greedy algorithm stays ahead Show that after each step in the greedy algorithm, its solution is at least as good as that produced by any other algorithm.
 - Structural bound First, discover a property that must be satisfied by every possible solution. Then show that the (greedy) algorithm produces a solution with this property.
 - Exchange argument Transform the optimal solution in steps into the solution by the greedy algorithm without worsening the quality of the optimal solution.