

Design and Analysis of Algorithms

CS218M

Greedy Algorithms

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The Greedy Paradigm

- Build the solution by selecting elements (or making choices) one by one.
- A simple rule allows choice of element at each stage. Local optimality.
- Greedy choice property: The current selection cannot be removed (no backtracking/exploring alternative choices).
- The final solution must be optimal.

Sequence of locally optimal choices gives globally optimal solution.

Examples: Picking 10 coins, Finding shortest path, Minimum Spanning Tree.

Problem

Given Set of requests $1, \dots, n$ with $s(i), f(i)$ giving start and end time (interval) of the request. **To find** maximal sized $A \subseteq \{1, \dots, n\}$ which is **compatible**.

A pair of intervals is compatible if they do not overlap. A is compatible if every pair of distinct intervals in A is compatible.

Interval Scheduling

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Strategy

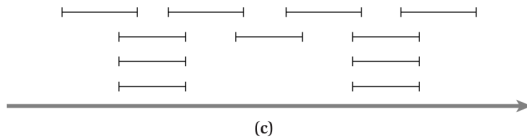
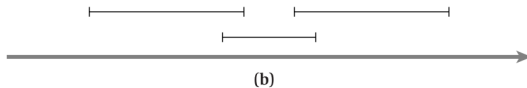
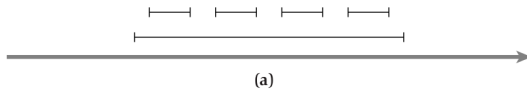
Choose sequence of intervals $i_1, \dots, i_k$ using a greedy rule. After each choice remove incompatible intervals with the last choice.

Algorithm Template

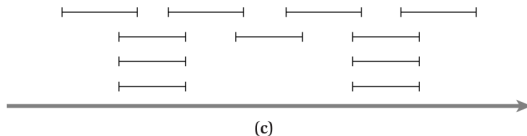
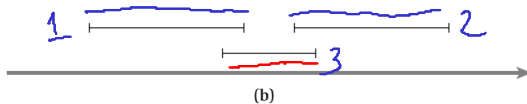
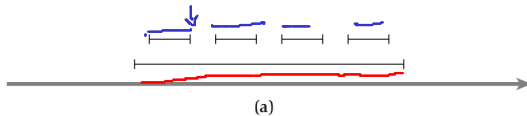
```
Initially let  $R$  be the set of all requests, and let  $A$  be empty
While  $R$  is not yet empty
    Choose a request  $i \in R$  that has the smallest finishing time
    Add request  $i$  to  $A$ 
    Delete all requests from  $R$  that are not compatible with request  $i$ 
EndWhile
Return the set  $A$  as the set of accepted requests
```

Let the sequence of intervals added to A be $i_1, \dots, i_k$.

Some Examples



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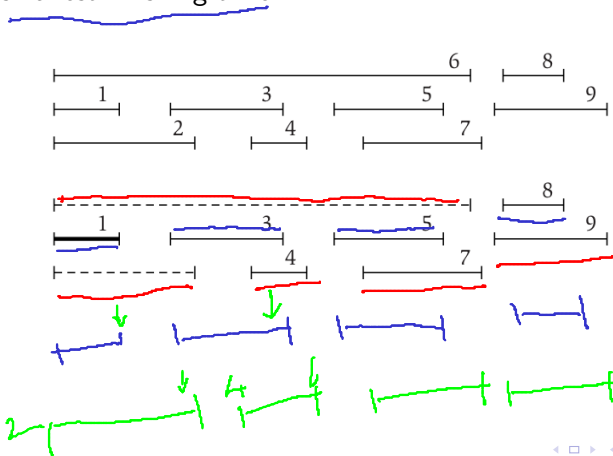


Some Greedy Rules

- Earliest start time.
- Shortest interval first
- Interval which overlaps least number of intervals.

Solution

Correct Greedy rule Choose and add to A interval i from R with smallest finishing time.



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Also, $f(j_{r-1}) \leq s(j_r)$ (why?). Hence, $f(i_{r-1}) \leq s(j_r)$.

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If $k < m$ then $R(k+1) \neq \emptyset$ and more intervals will be added to A .

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Lateness $l_i = \text{if } (F(i) > d_i) \text{ then } F(i) - d_i \text{ else } 0$.

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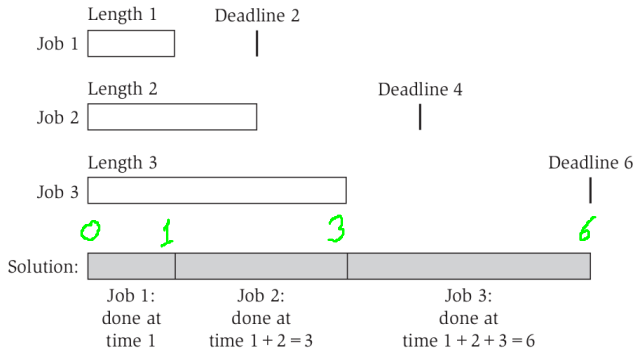
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Hence, we only need to order the jobs. A schedule $A = (A(1), \dots, A(n))$ is a permutation of jobs $(1, \dots, n)$.

Example



Inversions by Example



Index i	1	2	3	4	5	6	7
deadline d_i	1	6	7	2	4	8	3

. . 2 7 . . .

- (2, 5) is an inversion.
- (3, 4) is an immediate inversion.
- If we **exchange** d_3, d_4 of immediate inversion (3, 4) the total number of inversions **decreases** by 1.

Inversions and Exchange argument

Given a schedule A , a pair (i, j) is an **inversion** if $(i < j) \wedge (d_i > d_j)$.

- **Claim:** If (i, j) is an inversion, there exists a k s.t. $i \leq k < j$ and $(k, k + 1)$ is an inversion. Call it **immediate inversion**.
- **claim:** In any schedule A , if $(k, k + 1)$ is an immediate inversion and we swap $A(k), A(k + 1)$ by $A(k + 1), A(k)$ to get A' , the total number of inversions decreases by 1.

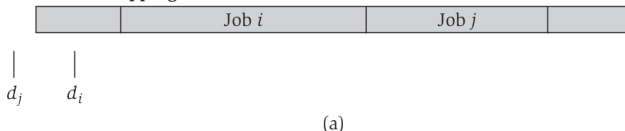
Exchange preserves optimality

$$j = i + 1$$

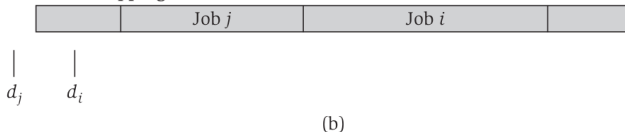
Theorem

If A is a schedule with lateness L and (i, j) is an immediate inversion, then A' obtained by exchanging jobs $A(i), A(j)$ has lateness L' with $L' \leq L$

Before swapping:



After swapping:



Exchange preserves optimality (2)

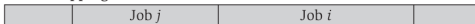
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(a)

L_i, L_j

After swapping:



(b)

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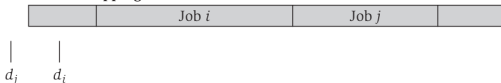
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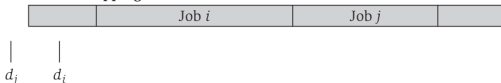


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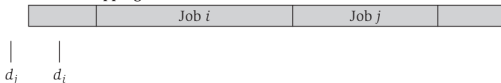


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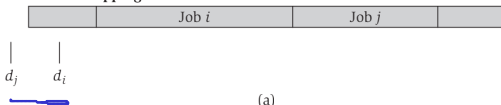


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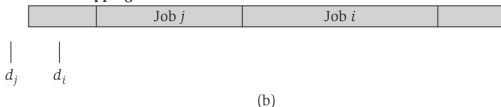
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$$\begin{aligned} l_j &= F(j) - d_j = (d_i - d_j) + (F(j) - d_i) \\ &\geq (F(j) - d_i) \\ &= (F'(i) - d_i) = l'_i \end{aligned}$$

Earliest Deadline First Schedule

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Claim: There exists an inversion-free optimal schedule

- Let A be an arbitrary optimal schedule.
- Repeatedly remove one inversion at a time by exchanging any immediate inversion pair.
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EDF Scheduling Algorithm

Given a set of jobs, schedule them in the order of deadlines with earliest deadline first.

If two jobs have the same deadline, order them arbitrarily.

Claim: The resulting EDF schedule is optimal.

Codes and Data Compression

- Finite alphabet $S = \{a_1, \dots, a_n\}$. Message $x_1x_2 \dots x_r$ is a finite sequence of symbols.
- **Digital communication:** Message **encoded** and communicated as a sequence of bits. It is decoded back on receipt.
- We encode each symbol x_i as bit sequence $\gamma(x_i)$.
- **Fixed length encoding:** $\lceil \lg(n) \rceil$ bits are needed to encode a symbol from alphabet S of size n .
- E.g. ASCII characters into 7-bit encoding. Unicode characters into 16-bits.

Variable Length Code

Variable Length Code

Prefix Property

For any $x, y \in S$, $x \neq y$ we have

$$\neg \text{pref}(\gamma(x), \gamma(y)) \quad \wedge \quad \neg \text{pref}(\gamma(y), \gamma(x))$$

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Prefix property allows us to uniquely decode the encoded bit-string.

Prefix Code

$S = \{a, b, c, d, e\}$. The encoding γ_1 specified by

$$\gamma_1(a) = 11$$

$$\gamma_1(b) = 01$$

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Average Bits Per Letter

Let probability of letter x in message be f_x . Let γ be a prefix code. Then,

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$$.32 \cdot 2 + .25 \cdot 2 + .20 \cdot 3 + .18 \cdot 2 + .05 \cdot 3 = 2.25.$$

Optimal Prefix Code

$$\gamma_2(a) = 11$$

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The average number of bits per letter using γ_2 is

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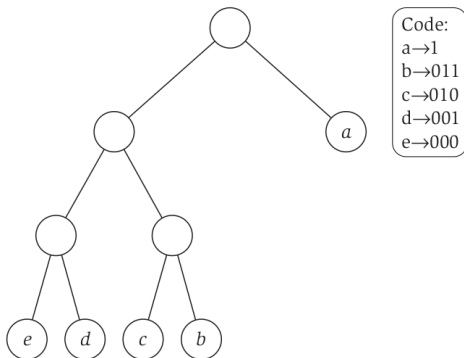
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Optimal Prefix Code

For a given alphabet S and probability distribution f , a prefix code γ over S is **optimal** if for all prefix codes γ' over S we have

$$ABL(\gamma) \leq ABL(\gamma')$$

Labelled Binary Trees



- LBT is a binary tree where leaves are labelled with letters from S .
- There is bijection between LBTs and prefix codes. They represent the same thing.
- Notation: Given LBT T and a leaf node u let $lb(u) \in S$ denote the label of u .

- Let $ABL(T) = \sum_{x \in S} f_x \cdot depth(x)$

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- A LBT is called **full** if every interior node has exactly two children.
- Every LBT can be transformed to a more efficient full LBT.
Hence, every optimal LBT is full.

Property of Optimal LBT (1)

Let T be an LBT. Let u, v be its leaf nodes with $lb(u) = y$ and $lb(v) = z$ and $depth(u) < depth(v)$. If T is **optimal** then $f_y \geq f_z$.

Proof (Exchange argument) We prove contrapositive.

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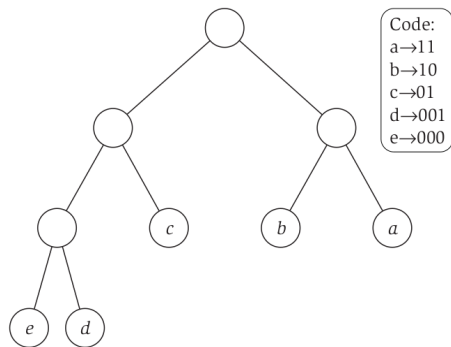
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Hence, in optimal LBT, as depth of leaves decreases the probability must increase or remain same.

Example: Optimal LBT



$$f_a = .32, \quad f_b = .25, \quad f_c = .20, \quad f_d = .18, \quad f_e = .05.$$

Property of Optimal LBT (2)

Greedy Choice

Let $x, y \in S$ s.t. $\forall z \in S..(f_z \leq f_x \wedge f_z \leq f_y)$. Such x, y are called **least frequent pair**. Then, there exists a LBT where x, y occur as siblings at maximum depth.

Huffman Algorithm for Optimal LBT (Huffman Code)

Given S and probability distribution f , construct LBT H in bottom up fashion as follows.

- 1 Let x, y be a least frequent pair. Make a subtree with parent $u_{(x,y)}$ and two children labelled x and y .
- 2 Remove x, y from S and add new letter (x, y) . Let $f_{(x,y)} = f_x + f_y$.
- 3 Repeat (1) if more than 1 letter. Replace leaf labelled (x, y) with subtree $u_{(x,y)}$.
- 4 Call the resulting LBT as H .

Claim: The LBT H constructed as above is optimal.

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