Chapter 11
Greedy Algorithms

CS 473: Fundamental Algorithms, Spring 2013
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11.1 Problems and Terminology

11.2 Problem Types
11.2.0.1 Problem Types

(A) Decision Problem: Is the input a YES or NO input?
   Example: Given graph G, nodes s, t, is there a path from s to t in G?

(B) Search Problem: Find a solution if input is a YES input.
   Example: Given graph G, nodes s, t, find an s-t path.

(C) Optimization Problem: Find a best solution among all solutions for the input.
   Example: Given graph G, nodes s, t, find a shortest s-t path.

11.2.0.2 Terminology

(A) A problem \Pi consists of an infinite collection of inputs \{I_1, I_2, \ldots, \}. Each input is
   referred to as an instance.

(B) The size of an instance I is the number of bits in its representation.

(C) For an instance I, sol(I) is a set of feasible solutions to I. Typical implicit assumption:
   given instance I and \( y \in \Sigma^* \), there is a way to check (efficiently!) if \( y \in \text{sol}(I) \). In other
   words, problem is in NP.

(D) For optimization problems each solution \( s \in \text{sol}(I) \) has an associated value. Typical
   implicit assumption: given s, can compute value efficiently.

11.2.0.3 Problem Types

(A) Decision Problem: Given I output whether \( \text{sol}(I) = \emptyset \) or not.

(B) Search Problem: Given I, find a solution \( s \in \text{sol}(I) \) if \( \text{sol}(I) \neq \emptyset \).

(C) Optimization Problem: Given I,
(A) Minimization problem. Find a solution $s \in \text{sol}(I)$ of minimum value
(B) Maximization problem. Find a solution $s \in \text{sol}(I)$ of maximum value
(C) Notation: $\text{opt}(I)$: interchangeably (when there is no confusion) used to denote the value of an optimum solution or some fixed optimum solution.

11.3 Greedy Algorithms: Tools and Techniques

11.3.0.4 What is a Greedy Algorithm?

No real consensus on a universal definition.

Greedy algorithms:
(A) make decision incrementally in small steps \textit{without backtracking}
(B) decision at each step is based on improving \textit{local or current} state in a myopic fashion without paying attention to the \textit{global} situation
(C) decisions often based on some fixed and simple \textit{priority} rules

11.3.0.5 Pros and Cons of Greedy Algorithms

Pros:
(A) Usually (too) easy to design greedy algorithms
(B) Easy to implement and often run fast since they are simple
(C) Several important cases where they are effective/optimal
(D) Lead to a first-cut heuristic when problem not well understood

Cons:
(A) \textbf{Very often} greedy algorithms don’t work. Easy to lull oneself into believing they work
(B) Many greedy algorithms possible for a problem and no structured way to find effective ones

\textbf{CS 473: Every greedy algorithm needs a proof of correctness}

11.3.0.6 Greedy Algorithm Types

Crude classification:
(A) \textbf{Non-adaptive}: fix some ordering of decisions a priori and stick with the order
(B) \textbf{Adaptive}: make decisions adaptively but greedily/locally at each step

Plan:
(A) See several examples
(B) Pick up some proof techniques

11.4 Interval Scheduling

11.4.1 Interval Scheduling

11.4.1.1

Problem 11.4.1 (Interval Scheduling).
Input: A set of jobs with start and finish times to be scheduled on a resource (example: classes and class rooms).

Goal: Schedule as many jobs as possible

(A) Two jobs with overlapping intervals cannot both be scheduled!

11.4.2 The Algorithm

11.4.2.1 Greedy Template

ركس is the set of all requests

كس is empty (∗ كس will store all the jobs that will be scheduled ∗)

while ر is not empty do

<2->choose $i \in R$

add $i$ to كس

remove from ر all requests that overlap with $i$

return the set كس

Main task: Decide the order in which to process requests in ر

11.4.2.2 Earliest Start Time

Process jobs in the order of their starting times, beginning with those that start earliest.

11.4.2.3 Smallest Processing Time

Process jobs in the order of processing time, starting with jobs that require the shortest processing.

11.4.2.4 Fewest Conflicts

Process jobs in that have the fewest “conflicts” first.

11.4.2.5 Earliest Finish Time

Process jobs in the order of their finishing times, beginning with those that finish earliest.
11.4.3 Correctness
11.4.3.1 Optimal Greedy Algorithm

\[ R \] is the set of all requests
\[ X \] is empty (* \( X \) will store all the jobs that will be scheduled *)

\textbf{while} \( R \) is not empty
\textbf{choose} \( i \in R \) such that finishing time of \( i \) is least
\textbf{add} \( i \) to \( X \)
\textbf{remove from} \( R \) all requests that overlap with \( i \)

\textbf{return} \( X \)

\textbf{Theorem 11.4.2.} The greedy algorithm that picks jobs in the order of their finishing times is optimal.

11.4.3.2 Proving Optimality

(A) \textbf{Correctness:} Clearly the algorithm returns a set of jobs that does not have any conflicts

(B) For a set of requests \( R \), let \( O \) be an optimal set and let \( X \) be the set returned by the greedy algorithm. Then \( O = X \)? Not likely! Instead we will show that \( |O| = |X| \)
Since $i_1$ has the earliest finish time, any interval that conflicts with it does so at $f(i_1)$. This implies $j_1$ and $j_2$ conflict.

### 11.4.3.3 Proof of Optimality: Key Lemma

**Lemma 11.4.3.** Let $i_1$ be first interval picked by Greedy. There exists an optimum solution that contains $i_1$.

**Proof:** Let $O$ be an arbitrary optimum solution. If $i_1 \in O$ we are done.

**Claim:** If $i_1 \notin O$ then there is exactly one interval $j_1 \in O$ that conflicts with $i_1$. (proof later)

(A) Form a new set $O'$ by removing $j_1$ from $O$ and adding $i_1$, that is $O' = (O \setminus \{j_1\}) \cup \{i_1\}$.
(B) From claim, $O'$ is a feasible solution (no conflicts).
(C) Since $|O'| = |O|$, $O'$ is also an optimum solution and it contains $i_1$.

### 11.4.3.4 Proof of Claim

**Claim 11.4.4.** If $i_1 \notin O$ then there is exactly one interval $j_1 \in O$ that conflicts with $i_1$.

**Proof:**

(A) Suppose $j_1, j_2 \in O$ such that $j_1 \neq j_2$ and both $j_1$ and $j_2$ conflict with $i_1$.
(B) Since $i_1$ has earliest finish time, $j_1$ and $i_1$ overlap at $f(i_1)$.
(C) For same reason $j_2$ also overlaps with $i_1$ at $f(i_1)$.
(D) Implies that $j_1, j_2$ overlap at $f(i_1)$ contradicting the feasibility of $O$.

See figure in next slide.

### 11.4.3.5 Figure for proof of Claim

### 11.4.3.6 Proof of Optimality of Earliest Finish Time First

**Proof:** [Proof by Induction on number of intervals] **Base Case:** $n = 1$. Trivial since Greedy picks one interval.

**Induction Step:** Assume theorem holds for $i < n$. 

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Figure 11.1: Since $i_1$ has the earliest finish time, any interval that conflicts with it does so at $f(i_1)$. This implies $j_1$ and $j_2$ conflict.
Let $I$ be an instance with $n$ intervals $I'$: $I$ with $i_1$ and all intervals that overlap with $i_1$ removed

$G(I), G(I')$: Solution produced by Greedy on $I$ and $I'$

From Lemma, there is an optimum solution $O$ to $I$ and $i_1 \in O$. Let $O' = O - \{i_1\}$. $O'$ is a solution to $I'$.

$$|G(I)| = 1 + |G(I')| \quad \text{(from Greedy description)}$$
$$\leq 1 + |O'| \quad \text{(By induction, $G(I')$ is optimum for $I'$)}$$
$$= |O|$$

$\blacksquare$

11.4.4 Running Time
11.4.4.1 Implementation and Running Time

Initially $R$ is the set of all requests
$X$ is empty (* $X$ will store all the jobs that will be scheduled *)
while $R$ is not empty
    <3>choose $i \in R$ such that finishing time of $i$ is least
    <4>if $i$ does not overlap with requests in $X$
        add $i$ to $X$
    <5>remove $i$ from $R$
return the set $X$

(A) Presort all requests based on finishing time. $O(n \log n)$ time
(B) Now choosing least finishing time is $O(1)$
(C) Keep track of the finishing time of the last request added to $A$. Then check if starting time of $i$ later than that
(D) Thus, checking non-overlapping is $O(1)$
(E) Total time $O(n \log n + n) = O(n \log n)$

11.4.5 Extensions and Comments
11.4.5.1 Comments

(A) Interesting Exercise: smallest interval first picks at least half the optimum number of intervals.
(B) All requests need not be known at the beginning. Such online algorithms are a subject of research

11.4.6 Interval Partitioning

11.4.7 The Problem
11.4.7.1 Scheduling all Requests

Input A set of lectures, with start and end times
**Goal** Find the minimum number of classrooms, needed to schedule all the lectures such two lectures do not occur at the same time in the same room.

![Figure 11.2: A schedule requiring 4 classrooms](image1)

![Figure 11.3: A schedule requiring 3 classrooms](image2)

### 11.4.8 The Algorithm

#### 11.4.8.1 Greedy Algorithm

```
Initially R is the set of all requests
d = 0 (* number of classrooms *)
while R is not empty do
    choose i ∈ R such that start time of i is earliest
    if i can be scheduled in some classroom k ≤ d
        schedule lecture i in classroom k
    else
        allocate a new classroom d + 1
        and schedule lecture i in d + 1
        d = d + 1
```

What order should we process requests in? According to start times (breaking ties arbitrarily)
11.4.9 Example of algorithm execution

11.4.9.1 “Few things are harder to put up with than a good example.” – Mark Twain
11.4.10 Correctness
11.4.10.1 Depth of Lectures

Definition 11.4.5. (A) For a set of lectures $R$, $k$ are said to be in conflict if there is some time $t$ such that there are $k$ lectures going on at time $t$. 

(B) The depth of a set of lectures $R$ is the maximum number of lectures in conflict at any time.
11.4.10.2 Depth and Number of Class-rooms

**Lemma 11.4.6.** For any set $R$ of lectures, the number of class-rooms required is at least the depth of $R$.

*Proof:* All lectures that are in conflict must be scheduled in different rooms.

11.4.10.3 Number of Class-rooms used by Greedy Algorithm

**Lemma 11.4.7.** Let $d$ be the depth of the set of lectures $R$. The number of class-rooms used by the greedy algorithm is $d$.

*Proof:*

(A) Suppose the greedy algorithm uses more than $d$ rooms. Let $j$ be the first lecture that is scheduled in room $d + 1$.

(B) Since we process lectures according to start times, there are $d$ lectures that start (at or) before $j$ and which are in conflict with $j$.

(C) Thus, at the start time of $j$, there are at least $d + 1$ lectures in conflict, which contradicts the fact that the depth is $d$.

11.4.10.4 Figure
11.4.10.5 Correctness

**Observation 11.4.8.** The greedy algorithm does not schedule two overlapping lectures in the same room.

**Theorem 11.4.9.** The greedy algorithm is correct and uses the optimal number of class-rooms.
### 11.4.11 Running Time

#### 11.4.11.1 Implementation and Running Time

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Initially $R$ is the set of all requests
$d = 0$ (*number of classrooms*)

while $R$ is not empty
  <1-2>choose $i \in R$ such that start time of $i$ is earliest
  <3-6>if $i$ can be scheduled in some class-room $k \leq d$
    schedule lecture $i$ in class-room $k$
  else
    allocate a new class-room $d + 1$ and schedule lecture $i$ in $d + 1$
    $d = d + 1$

(A) Presort according to start times. Picking lecture with earliest start time can be done in $O(1)$ time.
(B) Keep track of the finish time of last lecture in each room.
(C) Checking conflict takes $O(d)$ time. With priority queues, checking conflict takes $O(\log d)$ time.
(D) Total time of all lectures $= O(n \log n + n d) = O(n \log n + n \log d) = O(n \log n)$

### 11.5 Scheduling to Minimize Lateness

#### 11.5.1 The Problem

##### 11.5.1.1 Scheduling to Minimize Lateness

(A) Given jobs with deadlines and processing times to be scheduled on a single resource.
(B) If a job $i$ starts at time $s_i$ then it will finish at time $f_i = s_i + t_i$, where $t_i$ is its processing time. $d_i$: deadline.
(C) The lateness of a job is $l_i = \max(0, f_i - d_i)$.
(D) Schedule all jobs such that $L = \max l_i$ is minimized.

##### 11.5.1.2 A Simpler Feasibility Problem

(A) Given jobs with deadlines and processing times to be scheduled on a single resource.
(B) If a job $i$ starts at time $s_i$ then it will finish at time $f_i = s_i + t_i$, where $t_i$ is its processing time.
(C) Schedule all jobs such that each of them completes before its deadline (in other words \( L = \max_i l_i = 0 \)).

**Definition 11.5.1.** A schedule is **feasible** if all jobs finish before their deadline.

### 11.5.2 The Algorithm

#### 11.5.2.1 Greedy Template

Initially \( R \) is the set of all requests

\[
\text{curr\_time} = 0
\]

while \( R \) is not empty

<2->choose \( i \in R \)

\[
\text{curr\_time} = \text{curr\_time} + t_i
\]

if \( (\text{curr\_time} > d_i) \) then

return ‘‘no feasible schedule’’

return ‘‘found feasible schedule’’

**Main task:** Decide the order in which to process jobs in \( R \)

#### 11.5.2.2 Three Algorithms

(A) Shortest job first — sort according to \( t_i \).

(B) Shortest slack first — sort according to \( d_i - t_i \).

(C) EDF = Earliest deadline first — sort according to \( d_i \).

Counter examples for first two: exercise

#### 11.5.2.3 Earliest Deadline First

**Theorem 11.5.2.** Greedy with EDF rule for picking requests correctly decides if there is a feasible schedule.

Proof via an exchange argument.

Idle time: time during which machine is not working.

**Lemma 11.5.3.** If there is a feasible schedule then there is one with no idle time before all jobs are finished.

#### 11.5.2.4 Inversions

**Definition 11.5.4.** A schedule \( S \) is said to have an inversion if there are jobs \( i \) and \( j \) such that \( S \) schedules \( i \) before \( j \), but \( d_i > d_j \).

**Claim 11.5.5.** If a schedule \( S \) has an inversion then there is an inversion between two adjacently scheduled jobs.

Proof: exercise.
11.5.2.5 Main Lemma

Lemma 11.5.6. If there is a feasible schedule, then there is one with no inversions.

Proof:[Proof Sketch] Let $S$ be a schedule with minimum number of inversions.
(A) If $S$ has 0 inversions, done.
(B) Suppose $S$ has one or more inversions. By claim there are two adjacent jobs $i$ and $j$
that define an inversion.
(C) Swap positions of $i$ and $j$.
(D) New schedule is still feasible. (Why?)
(E) New schedule has one fewer inversion — contradiction!

11.5.2.6 Back to Minimizing Lateness

Goal: schedule to minimize $L = \max_i l_i$.

How can we use algorithm for simpler feasibility problem?
Given a lateness bound $L$, can we check if there is a schedule such that $\max_i l_i \leq L$?
Yes! Set $d'_i = d_i + L$ for each job $i$. Use feasibility algorithm with new deadlines.
How can we find minimum $L$? Binary search!

11.5.2.7 Binary search for finding minimum lateness

```plaintext
L = L_min = 0
L_max = \sum_i t_i /\ why is this sufficient?
While L_min < L_max do
   L = [(L_max + L_min)/2] // check if there is a feasible schedule with lateness L
   if ‘yes’, then L_max = L
   else L_min = L + 1
end while
return L
```

Running time: $O(n \log n \cdot \log T)$ where $T = \sum_i t_i$
(A) $O(n \log n)$ for feasibility test (sort by deadlines)
(B) $O(\log T)$ calls to feasibility test in binary search

11.5.2.8 Do we need binary search?

What happens in each call?
EDF algorithm with deadlines $d'_i = d_i + L$.
Greedy with EDF schedules the jobs in the same order for all $L$!!!
Maybe there is a direct greedy algorithm for minimizing maximum lateness?
11.5.2.9 Greedy Algorithm for Minimizing Lateness

Initially $R$ is the set of all requests
\[
\begin{align*}
\text{curr\_time} & = 0 \\
\text{curr\_late} & = 0 \\
\text{while} & \ R \text{ is not empty} \\
& \quad \text{choose } i \in R \text{ with earliest deadline} \\
& \quad \text{curr\_time} = \text{curr\_time} + t_i \\
& \quad \text{late} = \text{curr\_time} - d_i \\
& \quad \text{curr\_late} = \max(\text{late}, \text{curr\_late}) \\
\text{return } & \text{curr\_late}
\end{align*}
\]

Exercise: argue directly that above algorithm is correct
Can be easily implemented in $O(n \log n)$ time after sorting jobs.

11.5.2.10 Greedy Analysis: Overview

(A) **Greedy’s first step leads to an optimum solution.** Show that there is an optimum solution leading from the first step of Greedy and then use induction. Example, Interval Scheduling.

(B) **Greedy algorithm stays ahead.** Show that after each step the solution of the greedy algorithm is at least as good as the solution of any other algorithm. Example, Interval scheduling.

(C) **Structural property of solution.** Observe some structural bound of every solution to the problem, and show that greedy algorithm achieves this bound. Example, Interval Partitioning.

(D) **Exchange argument.** Gradually transform any optimal solution to the one produced by the greedy algorithm, without hurting its optimality. Example, Minimizing lateness.

11.5.2.11 Takeaway Points

(A) Greedy algorithms come naturally but often are incorrect. A proof of correctness is an absolute necessity.

(B) **Exchange** arguments are often the key proof ingredient. Focus on why the first step of the algorithm is correct: need to show that there is an optimum/correct solution with the first step of the algorithm.

(C) Thinking about correctness is also a good way to figure out which of the many greedy strategies is likely to work.
Bibliography