

Greedy Algorithms

Lecture 17

March 19, 2015

Part I

Problems and Terminology

Problem Types

- 1 **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 ?
- 2 **Search Problem:** Find a *solution* if input is a YES input.
Example: Given graph G , nodes s, t , find an $s-t$ path.
- 3 **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.

Terminology

- 1 A **problem** Π consists of an *infinite* collection of inputs $\{I_1, I_2, \dots, \}$. Each input is referred to as an **instance**.
- 2 The **size** of an instance I is the number of bits in its representation.
- 3 For an instance I , $\text{sol}(I)$ 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**.
- 4 For optimization problems each solution $s \in \text{sol}(I)$ has an associated **value**. *Typical implicit assumption:* given s , can compute value efficiently.

Problem Types

- 1 **Decision Problem:** Given I output whether $\text{sol}(I) = \emptyset$ or not.
- 2 **Search Problem:** Given I , find a solution $s \in \text{sol}(I)$ if $\text{sol}(I) \neq \emptyset$.
- 3 **Optimization Problem:** Given I ,
 - 1 Minimization problem. Find a solution $s \in \text{sol}(I)$ of minimum value
 - 2 Maximization problem. Find a solution $s \in \text{sol}(I)$ of maximum value
 - 3 Notation: $\text{opt}(I)$: interchangeably (when there is no confusion) used to denote the value of an optimum solution or some fixed optimum solution.

Part II

Greedy Algorithms: Tools and Techniques

What is a Greedy Algorithm?

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No real consensus on a universal definition.

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Greedy algorithms:

- 1 make decision incrementally in small steps *without backtracking*
- 2 decision at each step is based on improving *local or current* state in a myopic fashion without paying attention to the *global* situation
- 3 decisions often based on some fixed and simple *priority* rules

Pros and Cons of Greedy Algorithms

Pros:

- 1 Usually (too) easy to design greedy algorithms
- 2 Easy to implement and often run fast since they are simple
- 3 Several important cases where they are effective/optimal
- 4 Lead to a first-cut heuristic when problem not well understood

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- 2 Many greedy algorithms possible for a problem and no structured way to find effective ones

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CS 374: Every greedy algorithm needs a proof of correctness

Greedy Algorithm Types

Crude classification:

- 1 **Non-adaptive:** fix some ordering of decisions a priori and stick with the order
- 2 **Adaptive:** make decisions adaptively but greedily/locally at each step

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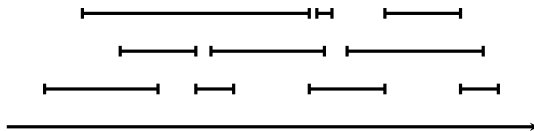
- 1 See several examples
- 2 Pick up some proof techniques

Interval Scheduling

Problem (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*



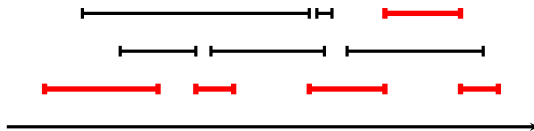
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Goal: *Schedule as many jobs as possible*

- ① *Two jobs with overlapping intervals cannot both be scheduled!*



Greedy Template

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 **do**

 choose $i \in R$

 add **i** to **X**

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Main task: Decide the order in which to process requests in **R**

ES

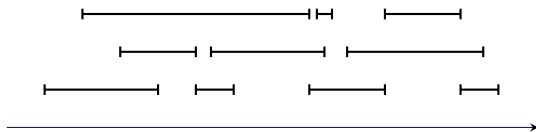
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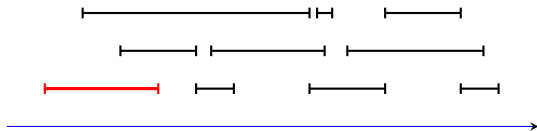
Earliest Start Time

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



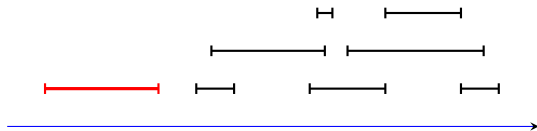
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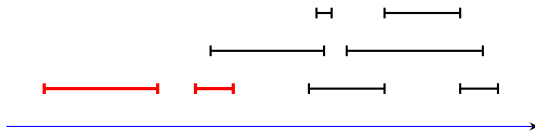
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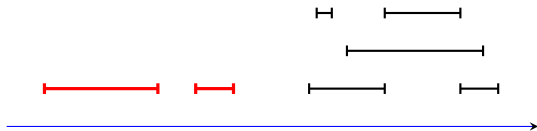
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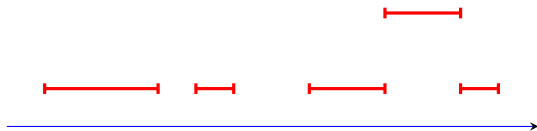
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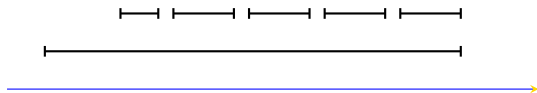


Figure : Counter example for earliest start time

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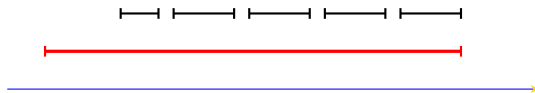


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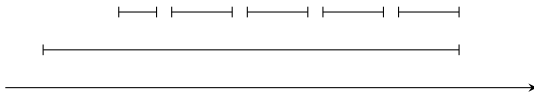
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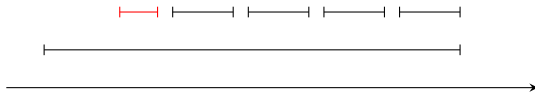
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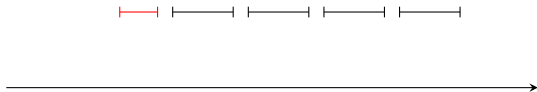
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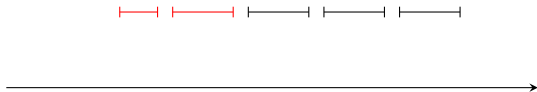


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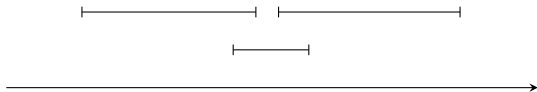


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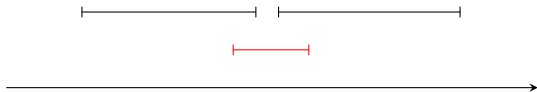


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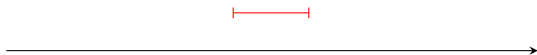


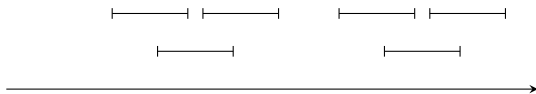
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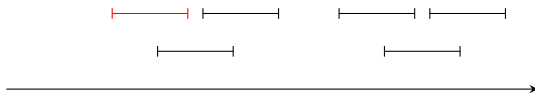
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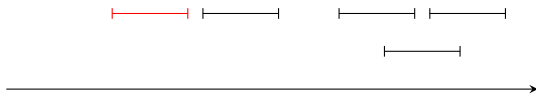


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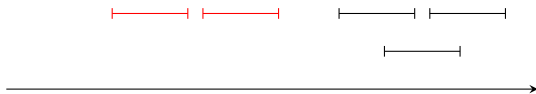


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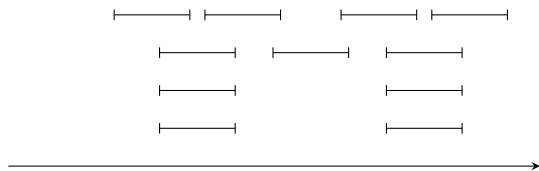


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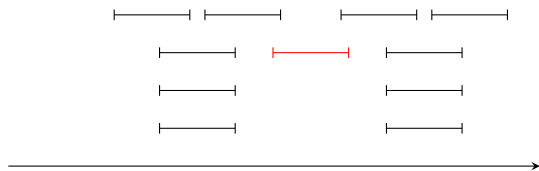


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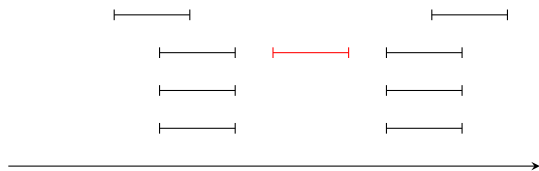


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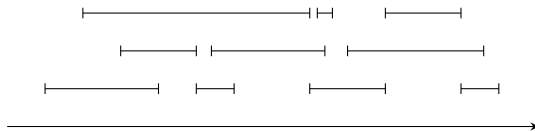
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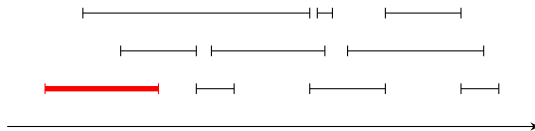
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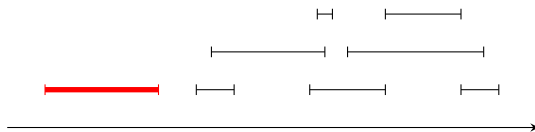
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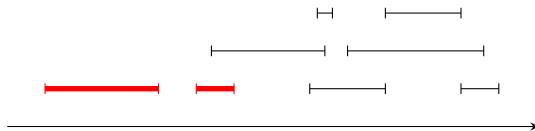
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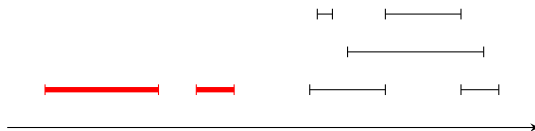
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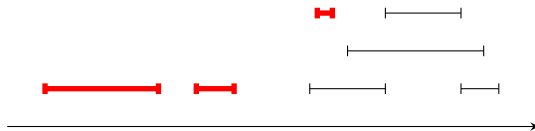
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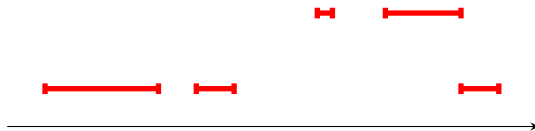
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Optimal Greedy Algorithm

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    add  $i$  to X
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return X
```

Theorem

The greedy algorithm that picks jobs in the order of their finishing times is optimal.

Proving Optimality

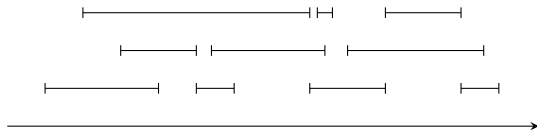
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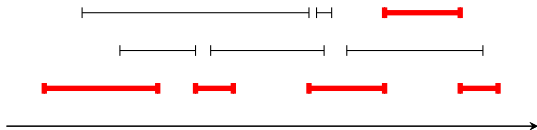
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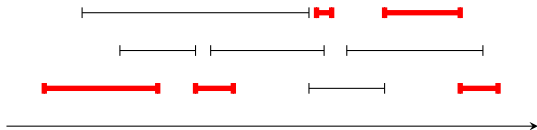
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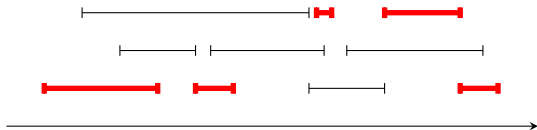
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Instead we will show that $|O| = |X|$

Proof of Optimality: Key Lemma

Lemma

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.

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- 1 Form a new set O' by removing j_1 from O and adding i_1 , that is $O' = (O - \{j_1\}) \cup \{i_1\}$.
- 2 From claim, O' is a *feasible* solution (no conflicts).
- 3 Since $|O'| = |O|$, O' is also an optimum solution and it contains i_1 . □

Proof of Claim

Claim

If $i_1 \notin O$, there is exactly one interval $j_1 \in O$ that conflicts with i_1 .

Proof.

- 1 If no $j \in O$ conflicts with i_1 then O is not optimal!
- 2 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 .
- 3 Since i_1 has earliest finish time, j_1 and i_1 overlap at $f(i_1)$.
- 4 For same reason j_2 also overlaps with i_1 at $f(i_1)$.
- 5 Implies that j_1, j_2 overlap at $f(i_1)$ but intervals in O cannot overlap.

See figure in next slide.



Figure for proof of Claim

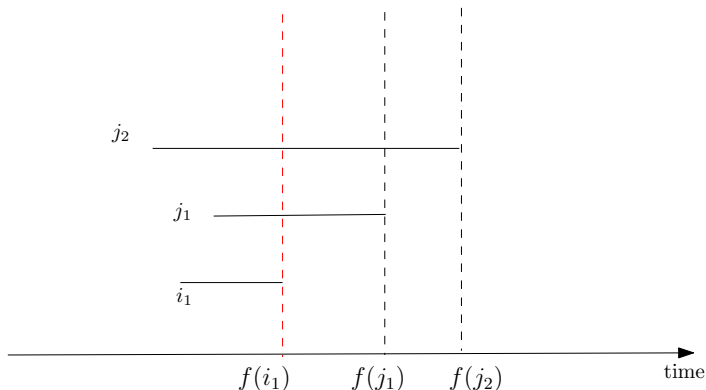


Figure : Since i_1 has the earliest finish time, any interval that conflicts with it does so at $f(i_1)$. This implies j_1 and j_2 conflict.

Proof of Optimality of Earliest Finish Time First

Proof by Induction on number of intervals.

Base Case: $n = 1$. Trivial since Greedy picks one interval.

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

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' .

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



Implementation and Running Time

Initially R is the set of all requests

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while R is not empty

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 if i does not overlap with requests in X

 add i to X

 remove i from R

return the set X

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- ② Now choosing least finishing time is $O(1)$

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- 3 Keep track of the finishing time of the last request added to A . Then check if starting time of i later than that
- 4 Thus, checking non-overlapping is $O(1)$
- 5 Total time $O(n \log n + n) = O(n \log n)$

Comments

- 1 Interesting Exercise: smallest interval first picks at least half the optimum number of intervals.
- 2 All requests need not be known at the beginning. Such *online* algorithms are a subject of research

Weighted Interval Scheduling

Suppose we are given n jobs. Each job i has a start time s_i , a finish time f_i , and a weight w_i . We would like to find a set S of compatible jobs whose total weight is maximized. Which of the following greedy algorithms finds the optimum schedule?

- (A) Earliest start time first.
- (B) Earliest finish time first.
- (C) Highest weight first.
- (D) None of the above.
- (E) IDK.

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.

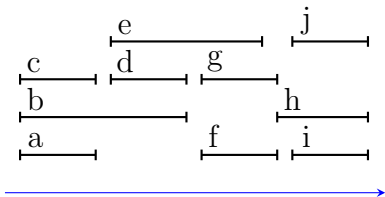


Figure : A schedule requiring 3 classrooms

Figure : A schedule requiring 4 classrooms

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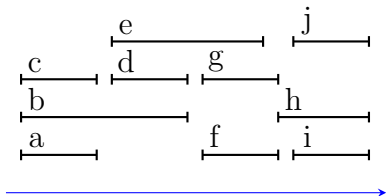


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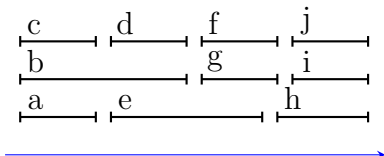


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Scheduling all Requests

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.

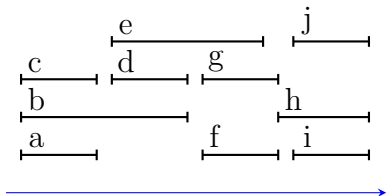


Figure : A schedule requiring 4 classrooms

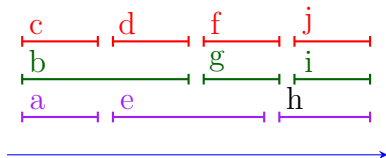


Figure : A schedule requiring 3 classrooms

Greedy Algorithm

Initially R is the set of all requests

$d = 0$ (* number of classrooms *)

while R is not empty **do**

 choose $i \in R$

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 $d + 1$

$d = d + 1$

What order should we process requests in?

Greedy Algorithm

Initially R is the set of all requests

$d = 0$ (* number of classrooms *)

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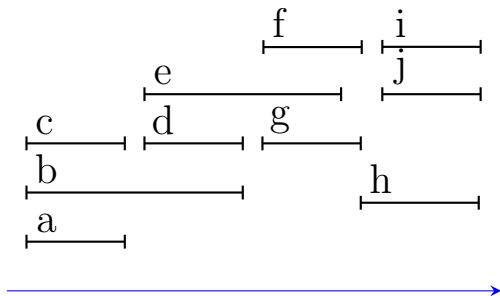
 and schedule lecture i in $d + 1$

$d = d + 1$

What order should we process requests in? According to start times (breaking ties arbitrarily)

Example of algorithm execution

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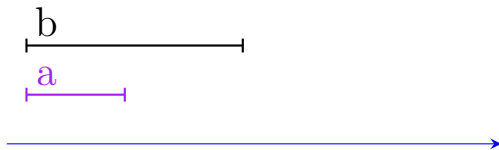
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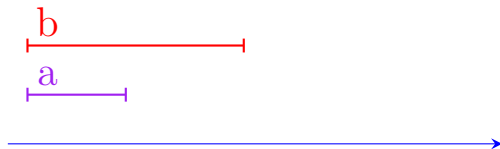
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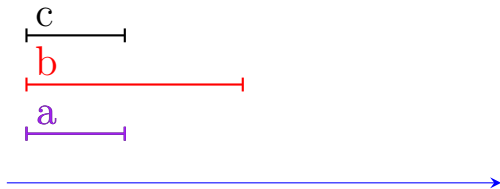
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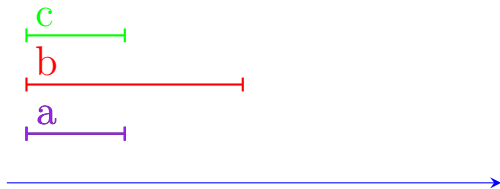
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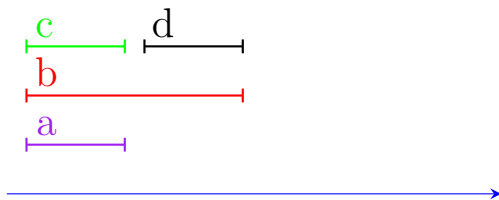
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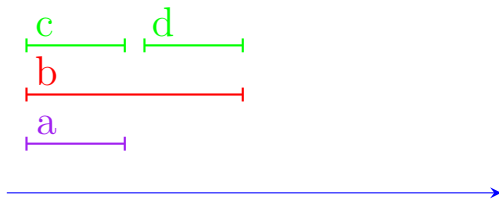
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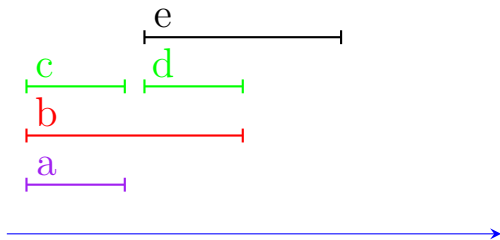
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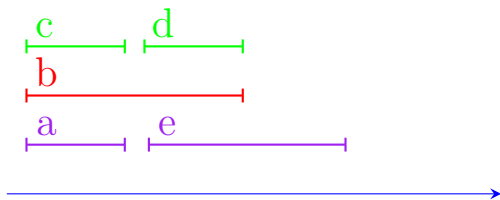
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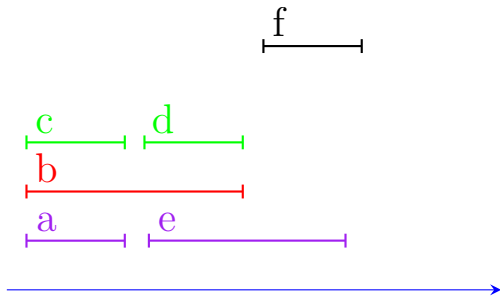
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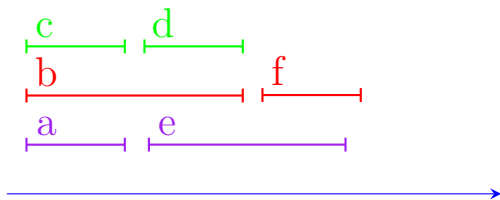
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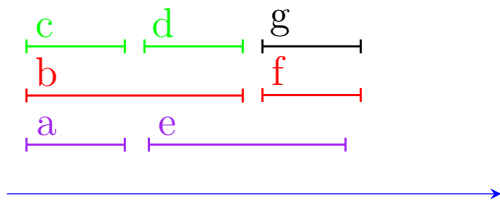
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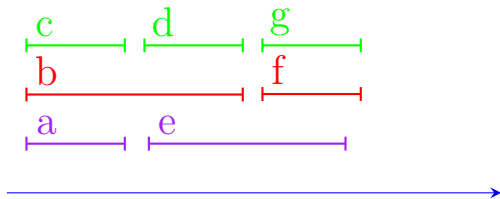
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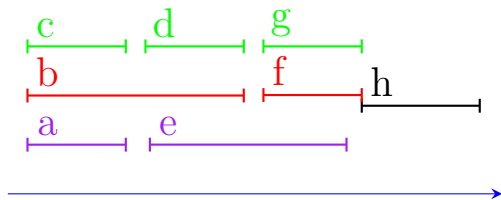
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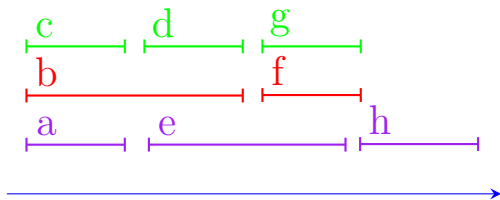
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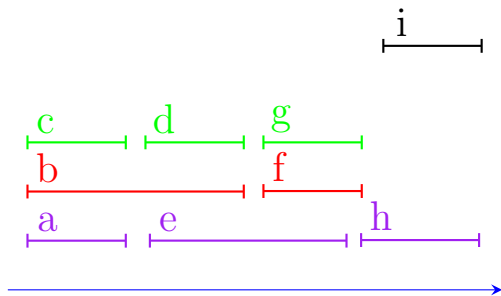
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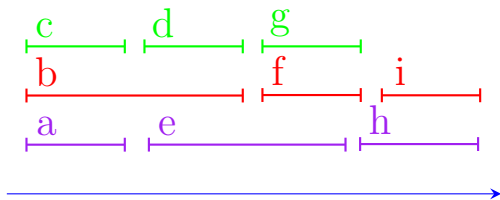
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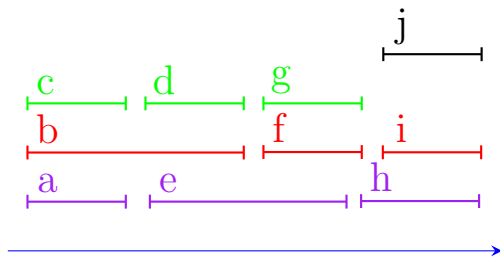
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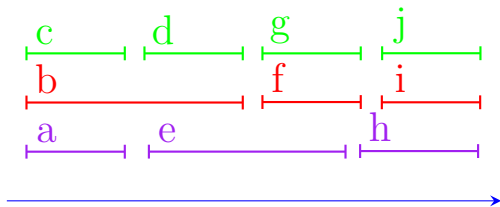
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Definition

- 1 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 .

Depth of Lectures

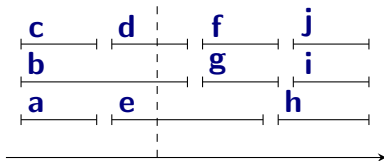
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Depth and Number of Class-rooms

Lemma

For any set \mathbf{R} of lectures, the number of class-rooms required is at least the depth of \mathbf{R} .

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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. □

Number of Class-rooms used by Greedy Algorithm

Lemma

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

Proof.

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

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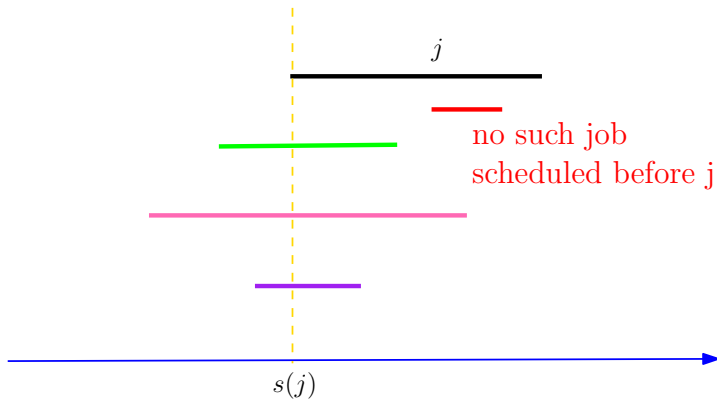
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- 2 Since we process lectures according to start times, there are d lectures that start (at or) before j and conflict with j .
- 3 Thus, *at the start time of j* , there are at least $d + 1$ lectures in conflict, which contradicts the fact that the depth is d . \square

Figure



Observation

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

Theorem

The greedy algorithm is correct and uses the optimal number of class-rooms.

Implementation and Running Time

Initially R is the set of all requests

$d = 0$ (* number of classrooms *)

while R is not empty

choose $i \in R$ such that start time of i is earliest

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- ① Presort according to start times. Picking lecture with earliest start time can be done in $O(1)$ time.
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- ③ Checking conflict takes $O(d)$ time.
- ④ Total time = $O(n \log n + nd)$

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- ① Presort according to start times. Picking lecture with earliest start time can be done in $O(1)$ time.
- ② Keep track of the finish time of last lecture in each room.
- ③ With priority queues, checking conflict takes $O(\log d)$ time.
- ④ Total time = $O(n \log n + n \log d) = O(n \log n)$

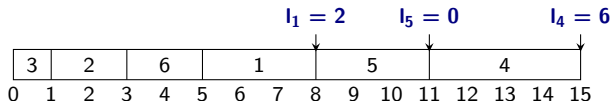
Scheduling to Minimize Lateness

- 1 Given jobs with deadlines and processing times to be scheduled on a single resource.
- 2 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.
- 3 The lateness of a job is $l_i = \max(0, f_i - d_i)$.
- 4 Schedule all jobs such that $L = \max l_i$ is minimized.

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	1	2	3	4	5	6
t_i	3	2	1	4	3	2
d_i	6	8	9	9	14	15



A Simpler Feasibility Problem

- 1 Given jobs with deadlines and processing times to be scheduled on a single resource.
- 2 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.
- 3 Schedule all jobs such that each of them completes before its deadline (in other words $L = \max_i l_i = 0$).

Definition

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

Greedy Template

Initially R is the set of all requests

curr_time = 0

while R is not empty **do**

 choose $i \in R$

curr_time = curr_time + t_i

if (**curr_time** > d_i) **then**

return ‘‘no feasible schedule’’

return ‘‘found feasible schedule’’

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Main task: Decide the order in which to process jobs in R

Three Algorithms

- 1 Shortest job first — sort according to t_i .
- 2 Shortest slack first — sort according to $d_i - t_i$.
- 3 **EDF** = Earliest deadline first — sort according to d_i .

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Counter examples for first two: exercise

Earliest Deadline First

Theorem

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

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Proof via an exchange argument.

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Lemma

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

Inversions

Definition

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

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Claim

*If a schedule **S** has an inversion then there is an inversion between two adjacently scheduled jobs.*

Proof: exercise.

Main Lemma

Lemma

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

Proof Sketch.

Let **S** be a schedule with minimum number of inversions.

- 1 If **S** has **0** inversions, done.
- 2 Suppose **S** has one or more inversions. By claim there are two adjacent jobs **i** and **j** that define an inversion.
- 3 Swap positions of **i** and **j**.
- 4 New schedule is still feasible. (Why?)
- 5 New schedule has one fewer inversion — contradiction!



Back to Minimizing Lateness

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

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Yes! Set $d'_i = d_i + L$ for each job i . Use feasibility algorithm with new deadlines.

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How can we find *minimum* L ?

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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!

Binary search for finding minimum lateness

$L = L_{\min} = 0$

$L_{\max} = \sum_i t_i$ // why is this sufficient?

While $L_{\min} < L_{\max}$ do

$L = \lfloor (L_{\max} + L_{\min})/2 \rfloor$

 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

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Running time: $O(n \log n \cdot \log T)$ where $T = \sum_i t_i$

- 1 $O(n \log n)$ for feasibility test (sort by deadlines)
- 2 $O(\log T)$ calls to feasibility test in binary search

Do we need binary search?

What happens in each call?

EDF algorithm with deadlines $d'_i = d_i + L$.

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Greedy with **EDF** schedules the jobs in the same order for all **L!!!**

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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?

Greedy Algorithm for Minimizing Lateness

```
Initially  $R$  is the set of all requests  
curr_time = 0  
curr_late = 0  
while  $R$  is not empty  
    choose  $i \in R$  with earliest deadline  
    curr_time = curr_time +  $t_i$   
    late = curr_time -  $d_i$   
    curr_late = max(late, curr_late)  
return curr_late
```

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Can be easily implemented in **$O(n \log n)$** time after sorting jobs.

Greedy Analysis: Overview

- 1 **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.
- 2 **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.
- 3 **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.
- 4 **Exchange argument.** Gradually transform any optimal solution to the one produced by the greedy algorithm, without hurting its optimality. Example, Minimizing lateness.

Takeaway Points

- 1 Greedy algorithms come naturally but often are incorrect. A proof of correctness is an absolute necessity.
- 2 *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.
- 3 Thinking about correctness is also a good way to figure out which of the many greedy strategies is likely to work.