

# Fundamental Algorithmic Techniques V

October 18, 2025



# Outline

The greedy algorithm paradigm

Characteristics of greedy algorithms

# The greedy algorithm paradigm

Best possible (greedy) choice right now, for immediate best outcome!

Requirements:

- 1 **greedy-choice property:**  
globally optimal solution  $\Leftrightarrow$  local optimal (greedy) choices
- 2 **optimal substructure**

Examples where Greedy Algorithm is suboptimal

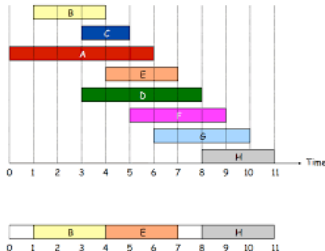
- life!?
- road...
- 0-1 knapsack problem

## Examples with Greedy: Courses Allocation

### Course allocation:

For starting time  $T$ :

- Select out courses with starting  $< T$
- Choose remaining course  $C$  with lowest start time  $T_{\text{end}}$
- Update  $T \leftarrow C_{T_{\text{end}}}$

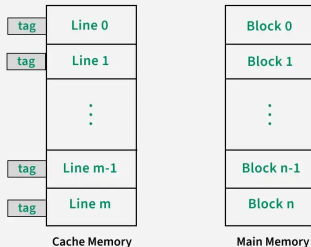
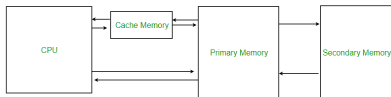


## Examples with Greedy: Cache Memory Management

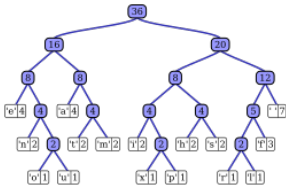
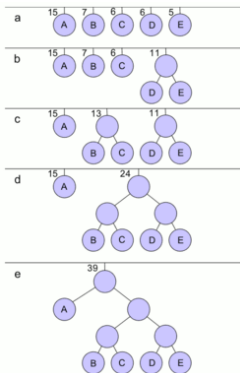
On request for block  $b_i$ :

- **Hit:**  $b_i$  is in cache  $\rightarrow$  no change.
- **Miss, cache not full:** add  $b_i$ .
- **Miss, cache full:** evicts one block, add  $b_i$ .

Greedy Strategy for cache allocation  
removing less used cache blocks



# Huffman Encoding Example



Char	Freq	Code
space	7	111
a	4	010
e	4	000
f	3	1101
h	2	1010
i	2	1000
m	2	0111
n	2	0010
s	2	1011
t	2	0110
l	1	11001
o	1	00110
p	1	10011
r	1	11000
u	1	00111
x	1	10010

# Huffman Code: Numerical Example

Input ( $A, W$ )	Symbol ( $a_i$ )					Sum
	a	b	c	d	e	
<b>Weights</b> ( $w_i$ )	0.10	0.15	0.30	0.16	0.29	= 1
<b>Output</b> $C$	<b>Codewords</b> ( $c_i$ )					
	010	011	11	00	10	
<b>Codeword length</b> ( $\ell_i$ )	3	3	2	2	2	
$\ell_i w_i$	0.30	0.45	0.60	0.32	0.58	$L(C) = 2.25$
<b>Optimality</b>	<b>Probability budget</b> ( $2^{-\ell_i}$ )					
	1/8	1/8	1/4	1/4	1/4	= 1.00
<b>Info. content</b> ( $-\log_2 w_i$ )	3.32	2.74	1.74	2.64	1.79	
$-w_i \log_2 w_i$	0.332	0.411	0.521	0.423	0.518	$H(A) = 2.205$

Huffman coding approximates the optimal lossless compression bound!

- The Huffman code minimizes the expected length:  $L(C) = \sum_i w_i \ell_i$
- The (Shannon) entropy of the source is:  $H(A) = -\sum_i w_i \log_2 w_i$
- Huffman coding is near-optimal:  $H(A) \leq L(C) < H(A) + 1$

## Characteristics of greedy algorithms

Greedy stays ahead!

- $A = \{a_0, a_1, \dots, a_n\}$  algo. sequence and  $O = \{o_0, o_1, \dots, o_n\}$  optimal sequence
- choose a measure  $\mu(\cdot)$
- show stay ahead:  
 $\mu(a_0, a_1, \dots, a_n) \leq \mu(o_0, o_1, \dots, o_n)$  by induction!
- Prove optimality: use greedy stays ahead to generate contradiction