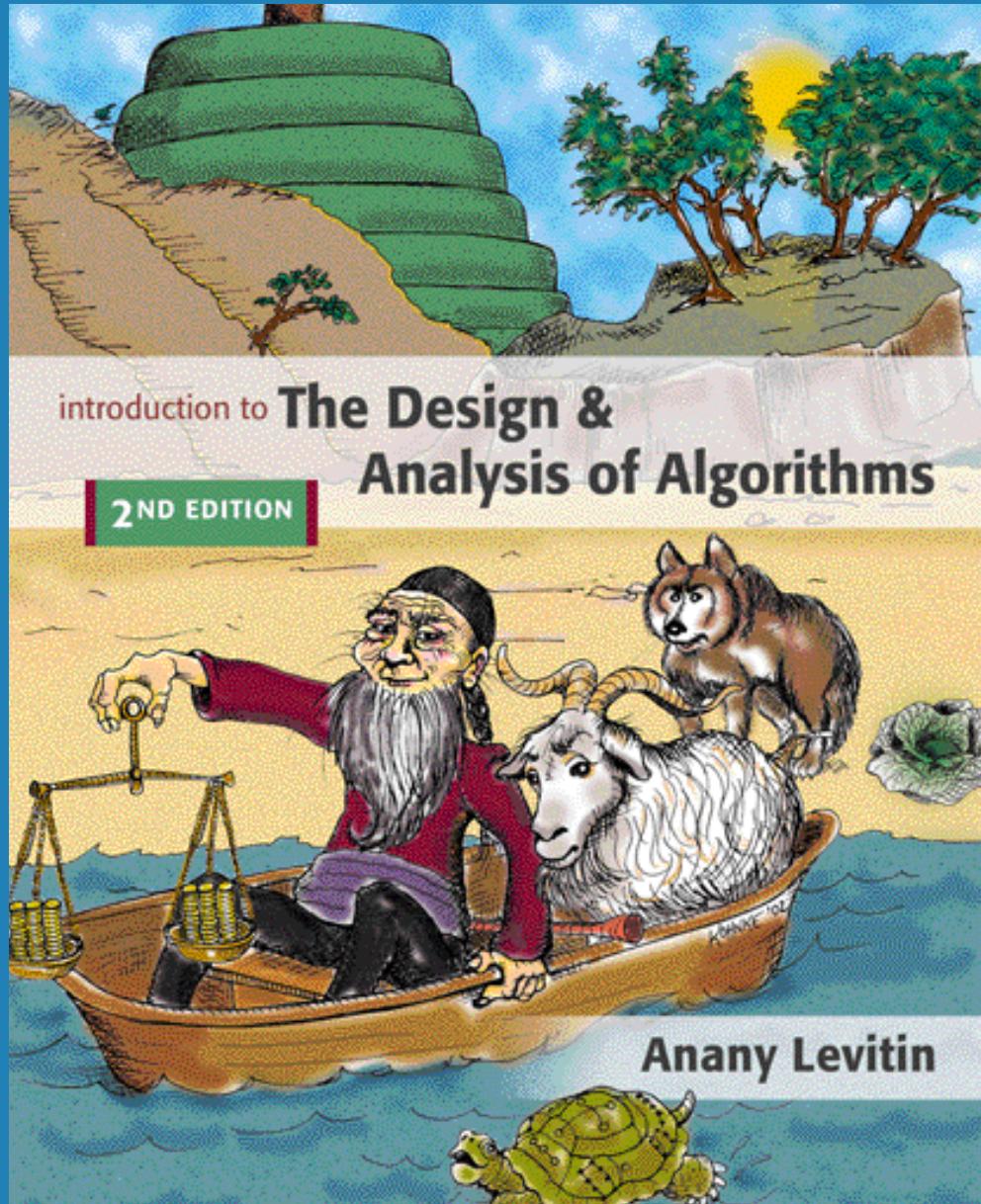


Chapter 9

Greedy Technique



Greedy Technique



Constructs a solution to an *optimization problem* piece by piece through a sequence of choices that are:

- ❑ *feasible, i.e. satisfying the constraints*
- ❑ *locally optimal (with respect to some neighborhood definition)*
- ❑ *greedy (in terms of some measure), and irrevocable*

Defined by an objective function and a set of constraints

For some problems, it yields a **globally** optimal solution for every instance. For most, does not but can be useful for fast approximations. We are mostly interested in the former case in this class.

Applications of the Greedy Strategy



❑ Optimal solutions:

- change making for “normal” coin denominations
- minimum spanning tree (MST)
- single-source shortest paths
- Huffman codes

❑ Approximations/heuristics:

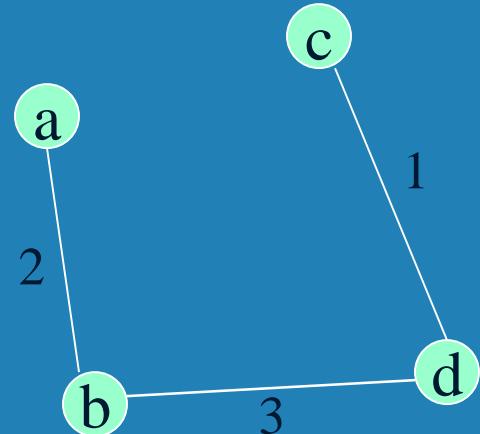
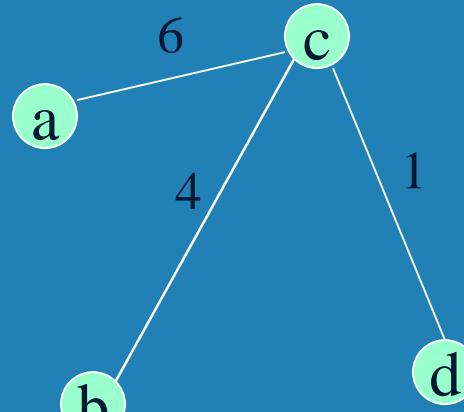
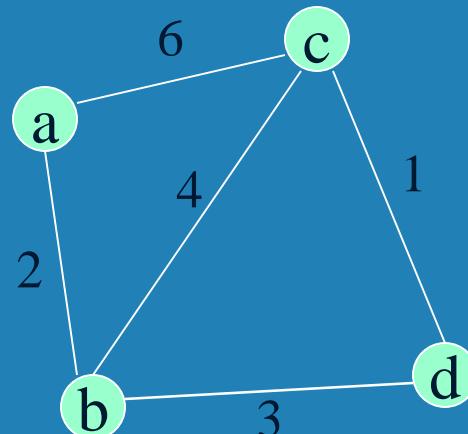
- traveling salesman problem (TSP)
- knapsack problem
- other combinatorial optimization problems

Minimum Spanning Tree (MST)



- ❑ Spanning tree of a connected graph G : a connected acyclic subgraph of G that includes all of G 's vertices
- ❑ Minimum spanning tree of a weighted, connected graph G : a spanning tree of G of the minimum total weight

Example:

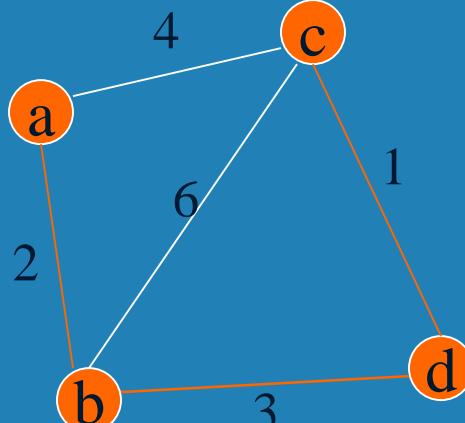
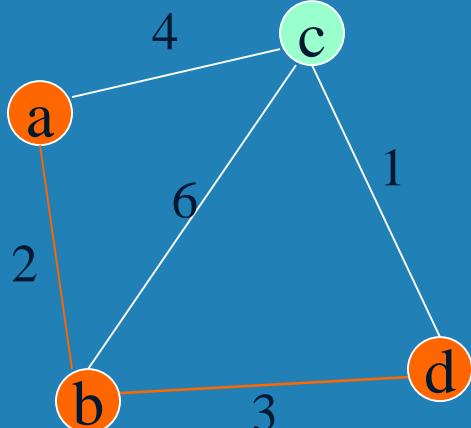
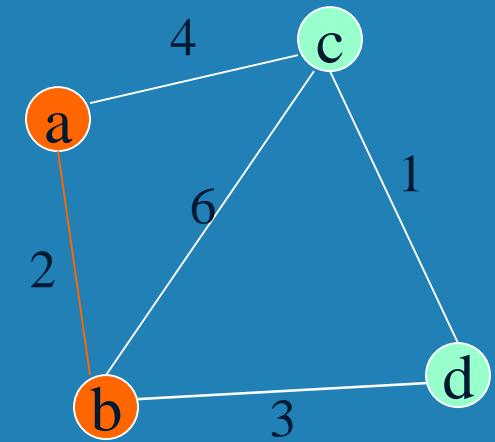
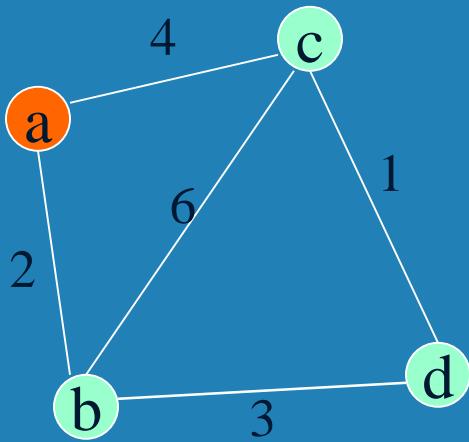
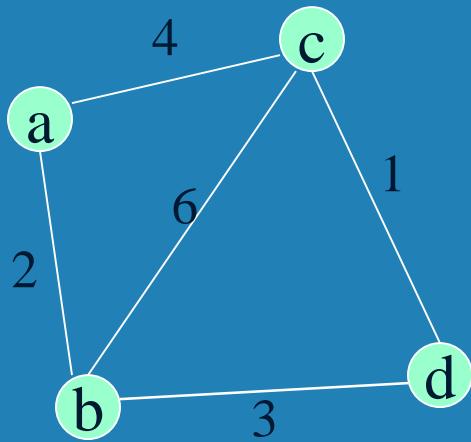


Prim's MST algorithm



- ❑ Start with tree T_1 consisting of one (any) vertex and “grow” tree one vertex at a time to produce MST through a series of expanding subtrees T_1, T_2, \dots, T_n
- ❑ On each iteration, construct T_{i+1} from T_i by adding vertex not in T_i that is closest to those already in T_i (this is a “greedy” step!)
- ❑ Stop when all vertices are included

Example





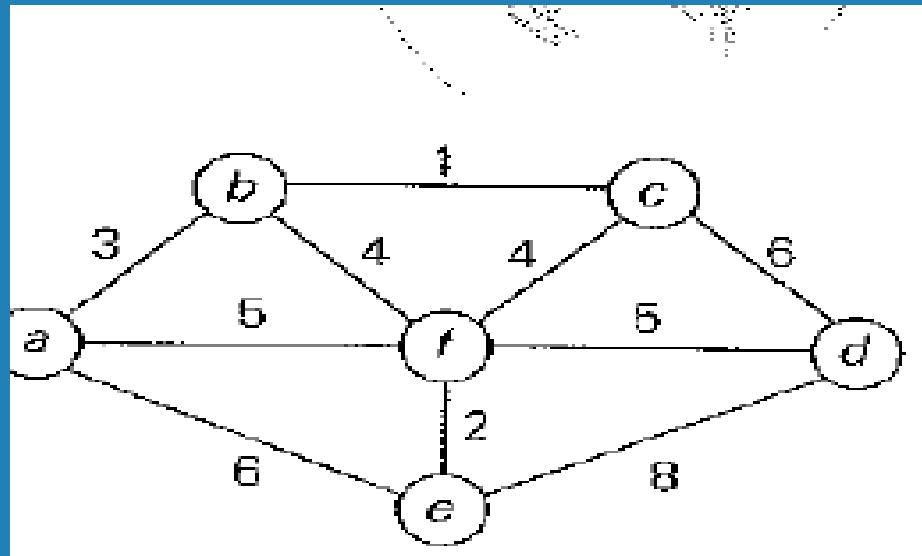
ALGORITHM *Prim*(G)

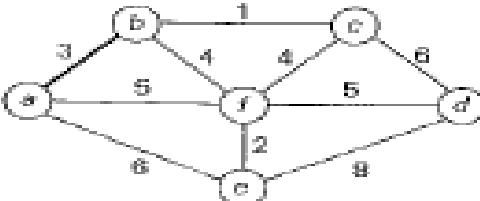
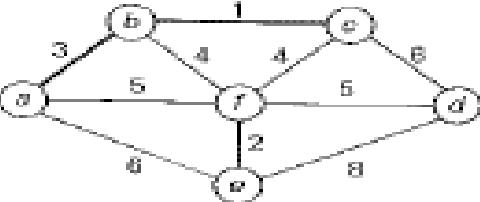
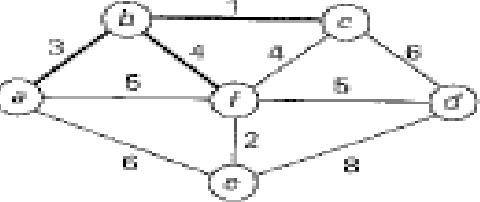
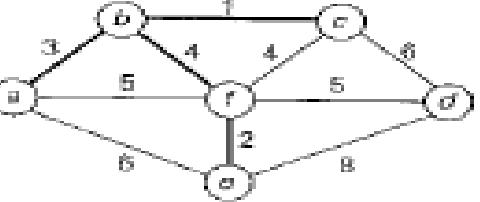
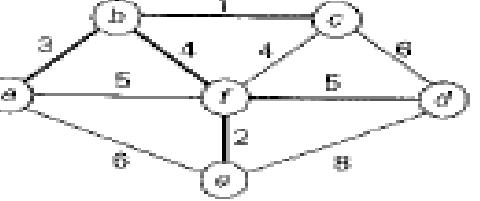
```
//Prim's algorithm for constructing a minimum spanning tree  
//Input: A weighted connected graph  $G = (V, E)$   
//Output:  $E_T$ , the set of edges composing a minimum spanning tree of  $G$   
 $V_T \leftarrow \{ v_0 \}$  //the set of tree vertices can be initialized with any vertex  
 $E_T \leftarrow \emptyset$   
for  $i \leftarrow 1$  to  $\|V\| - 1$  do  
    find a minimum-weight edge  $e^* = (v^*, u')$  among all the edges  $(v, u)$   
    such that  $v$  is in  $V_T$  and  $u$  is in  $V - V_T$   
 $V_T \leftarrow V_T \cup \{u^*\}$   
 $E_T \leftarrow E_T \cup \{e^*\}$   
Return  $E_T$ 
```

Exercises

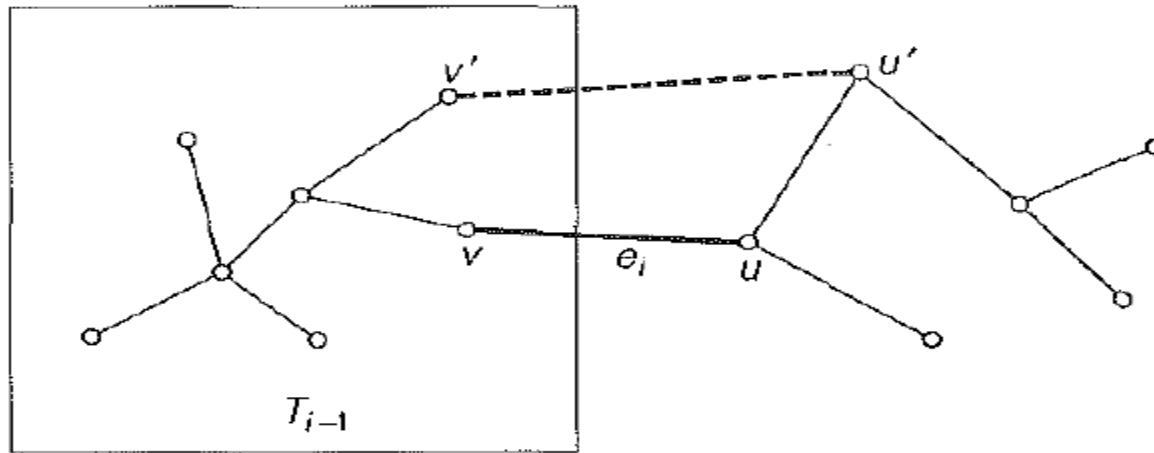


1. Apply Prim's algorithm to the following graph to find the minimum spanning tree



Tree vertices	Remaining vertices	Illustration
$a(-, -)$	$b(a, 3) \quad c(-, \infty) \quad d(-, \infty)$ $e(a, 6) \quad f(a, 5)$	
$b(a, 3)$	$c(b, 1) \quad d(-, \infty) \quad e(a, 6)$ $f(b, 4)$	
$c(b, 1)$	$d(e, 6) \quad e(a, 6) \quad f(b, 4)$	
$f(b, 4)$	$d(f, 5) \quad e(f, 2)$	
$e(f, 2)$	$d(f, 5)$	
$d(f, 5)$		

Notes about Prim's algorithm



❑ Needs priority queue for locating closest fringe vertex.

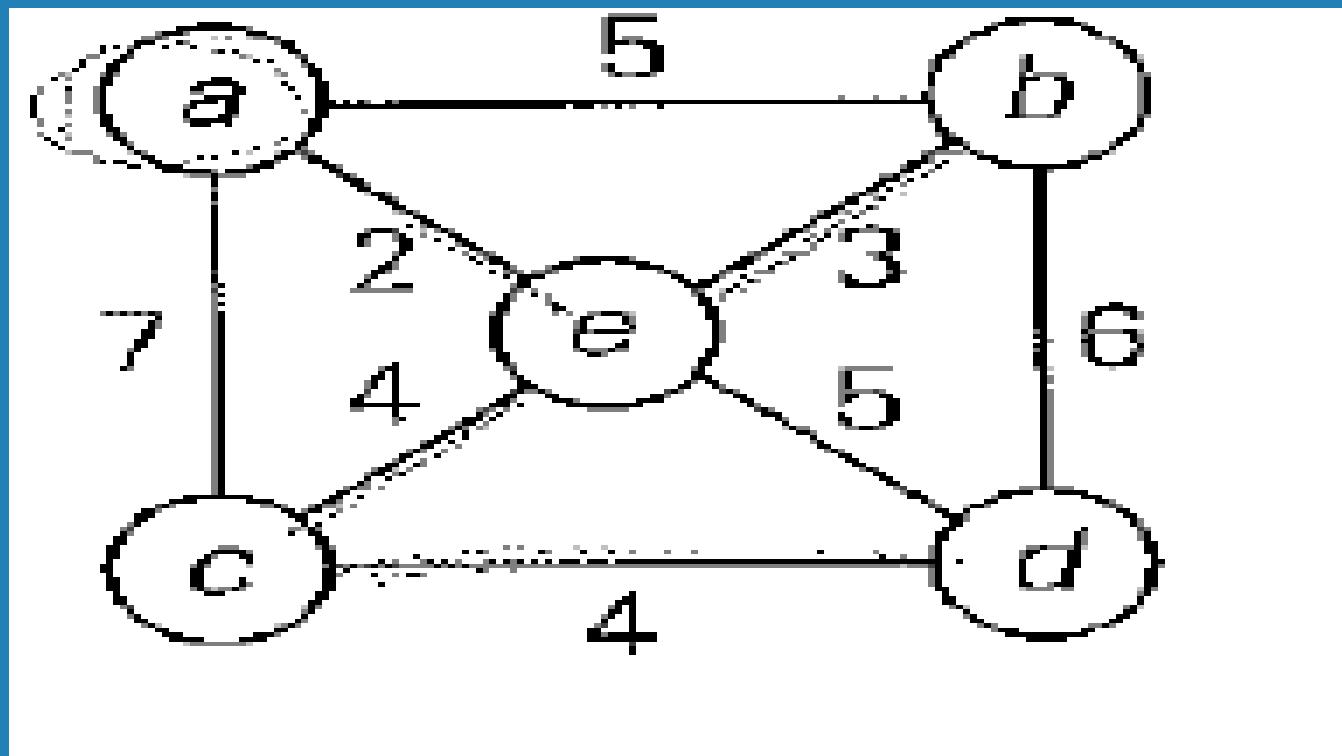
❑ Efficiency

- $O(n^2)$ for weight matrix representation of graph and array implementation of priority queue
- $O(m \log n)$ for adjacency lists representation of graph with n vertices and m edges and min-heap implementation of the priority queue

Exercises.....

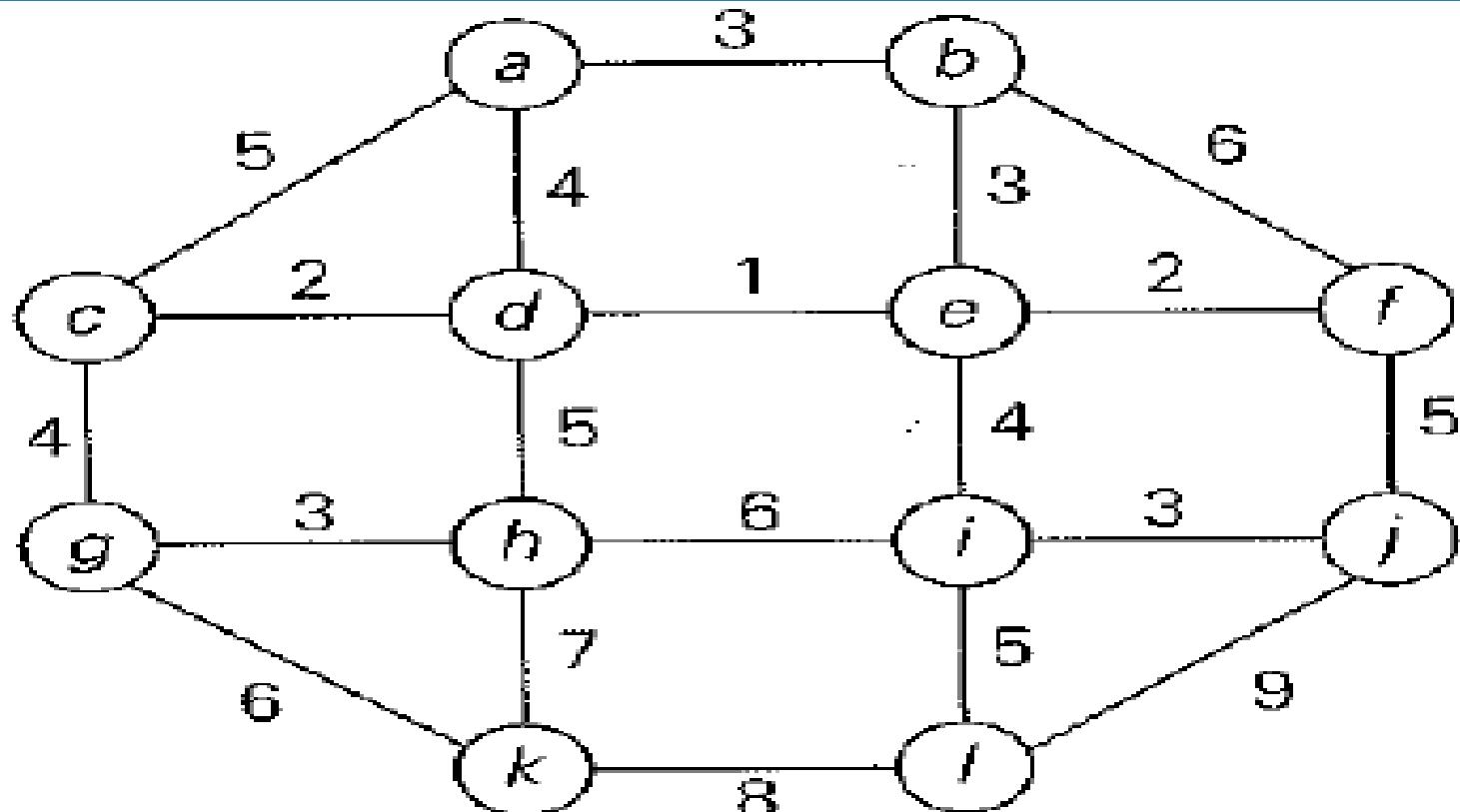


Apply Prim's algorithm to the following graph to find the minimum spanning tree.





2. Apply Prim's algorithm to the following graph to find the minimum spanning tree.

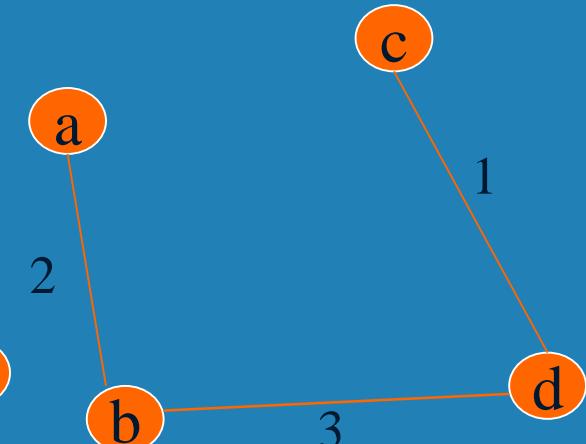
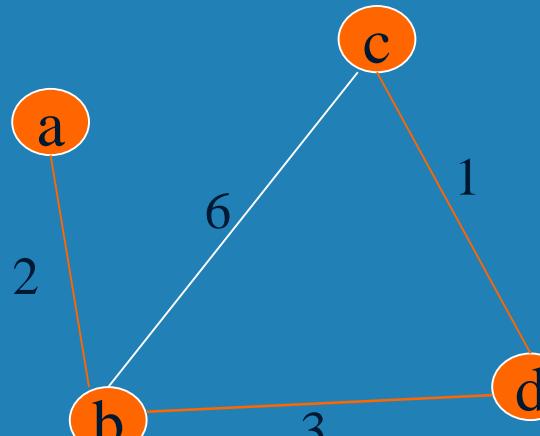
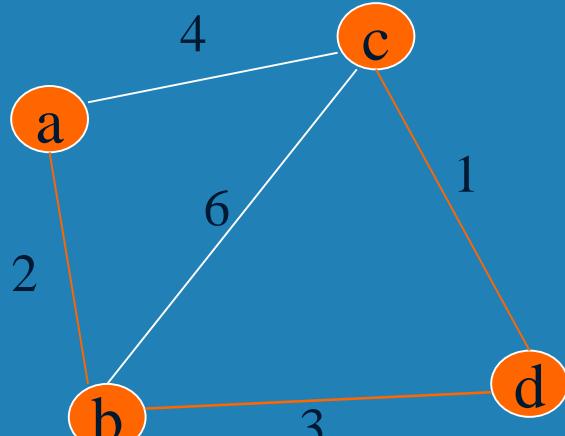
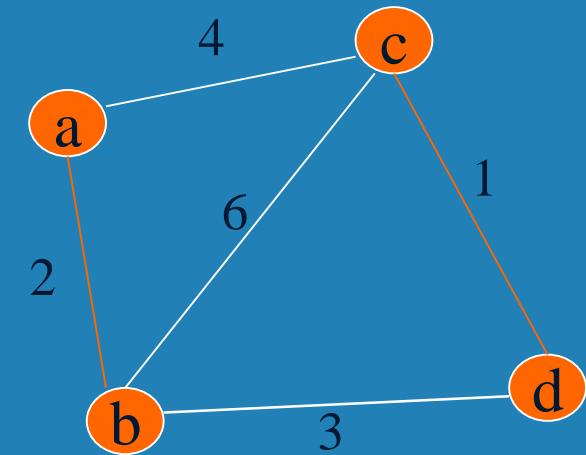
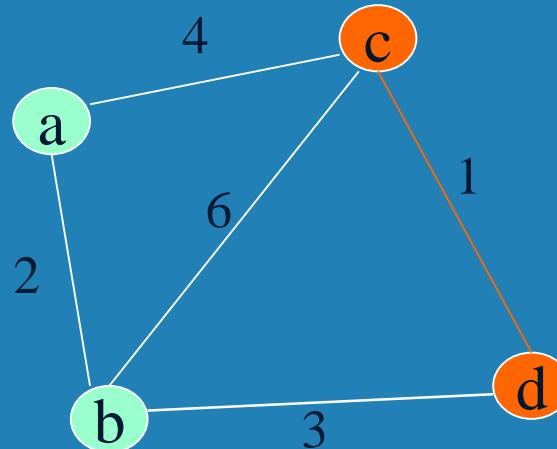
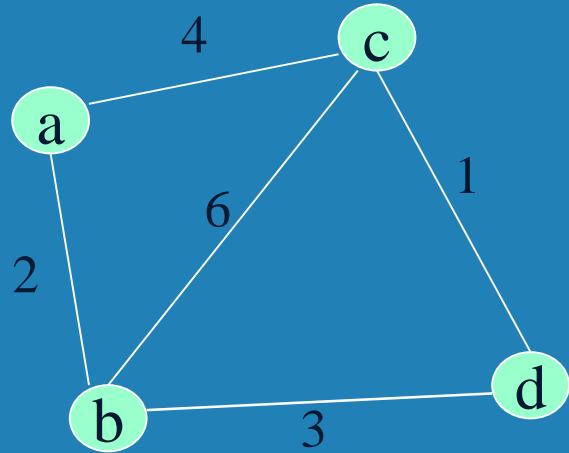


Another greedy algorithm for MST: Kruskal's



- ❑ Sort the edges in nondecreasing order of lengths
- ❑ “Grow” tree one edge at a time to produce MST through a series of expanding forests F_1, F_2, \dots, F_{n-1}
- ❑ On each iteration, add the next edge on the sorted list unless this would create a cycle. (If it would, skip the edge.)

Example



ALGORITHM *Kruskal(G)*

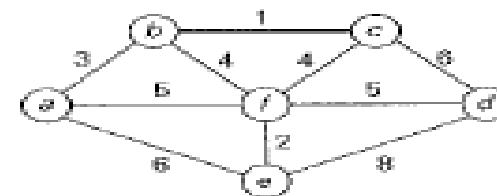
```
//Kruskal's algorithm for constructing a minimum spanning tree
//Input: A weighted connected graph  $G = \langle V, E \rangle$ 
//Output:  $E_T$ , the set of edges composing a minimum spanning tree of  $G$ 
sort  $E$  in nondecreasing order of the edge weights  $w(e_{i_1}) \leq \dots \leq w(e_{i_{|E|}})$ 
 $E_T \leftarrow \emptyset$ ;  $eCounter \leftarrow 0$  //initialize the set of tree edges and its size
 $k \leftarrow 0$  //initialize the number of processed edges
while  $eCounter < |V| - 1$  do
     $k \leftarrow k + 1$ 
    if  $E_T \cup \{e_{i_k}\}$  is acyclic
         $E_T \leftarrow E_T \cup \{e_{i_k}\}$ ;  $eCounter \leftarrow eCounter + 1$ 
return  $E_T$ 
```

Tree edges

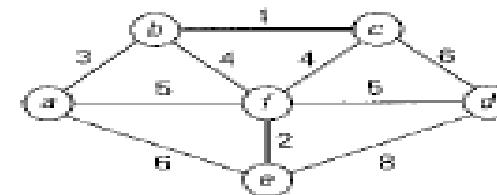
Sorted list of edges

Illustration

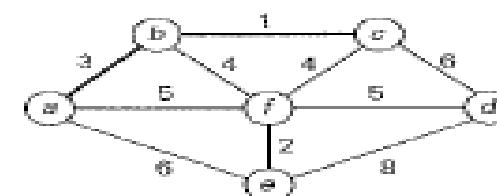
bc
1 2 3 4 4 5 5 6 6 8



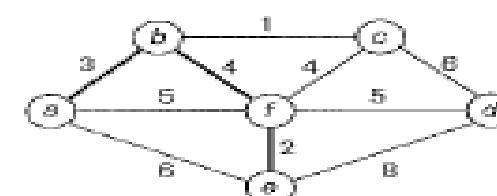
bc
1 **ef** ab bf cf af df ae cd de



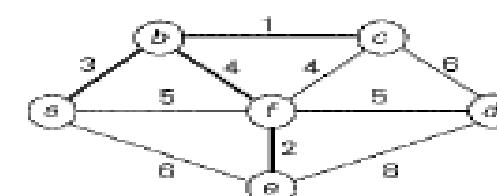
ef
2 bc ef ab bf cf af df ac cd dc



ab
3 bc cf ab **bf** cf af df ae cd de



bf
4 bc ef ab bf cf af **df** ae cd de



df
5

Notes about Kruskal's algorithm



- ❑ Algorithm looks easier than Prim's but is harder to implement (checking for cycles!)
- ❑ Cycle checking: a cycle is created iff added edge connects vertices in the same connected component
- ❑ Runs in $O(m \log m)$ time, with $m = |E|$. The time is mostly spent on sorting.



Dijkstra's Algorithm



Single Source Shortest Paths Problem: Given a weighted connected (directed) graph G , find shortest paths from source vertex s to each of the other vertices

Dijkstra's algorithm: Similar to Prim's MST algorithm, with a different way of computing numerical labels: Among vertices not already in the tree, it finds vertex u with the smallest sum

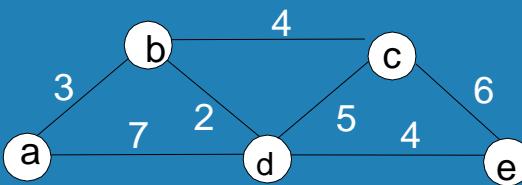
$$d_v + w(v,u)$$

where

v is a vertex for which shortest path has been already found on preceding iterations (such vertices form a tree rooted at s)

d_v is the length of the shortest path from source s to v
 $w(v,u)$ is the length (weight) of edge from v to u

Example

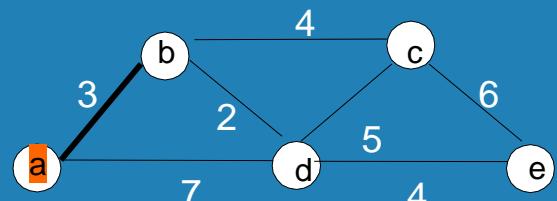


Tree vertices

$a(-,0)$

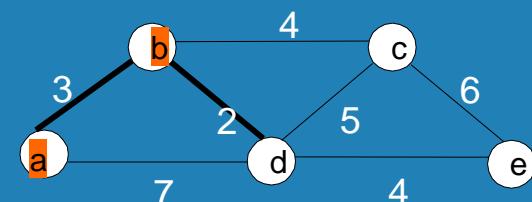
Remaining vertices

$b(a,3)$ $c(-,\infty)$ $d(a,7)$ $e(-,\infty)$



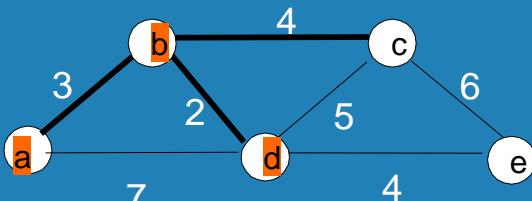
$b(a,3)$

$c(b,3+4)$ $d(b,3+2)$ $e(-,\infty)$



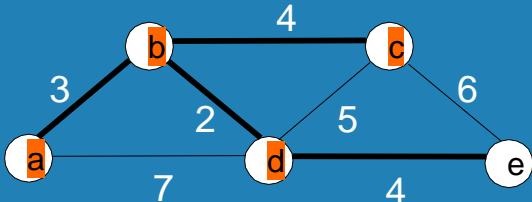
$d(b,5)$

$c(b,7)$ $e(d,5+4)$

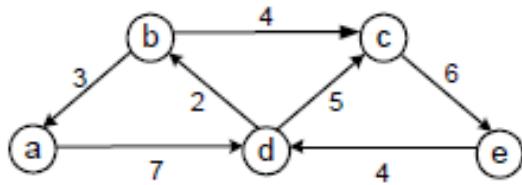


$c(b,7)$

$e(d,9)$



$e(d,9)$



Tree vertices	Remaining vertices			
a(-,0)	b(-,∞)	c(-,∞)	d(a,7)	e(-,∞)
d(a,7)	b(d,7+2)	c(d,7+5)	e(-,∞)	
b(d,9)		c(d,12)	e(-,∞)	
c(d,12)			e(c,12+6)	
e(c,18)				

The shortest paths (identified by following nonnumeric labels backwards from a destination vertex to the source) and their lengths are:

- from a to d : $a - d$ of length 7
- from a to b : $a - d - b$ of length 9
- from a to c : $a - d - c$ of length 12
- from a to e : $a - d - c - e$ of length 18

Notes on Dijkstra's algorithm



❑ Correctness can be proven by induction on the number of vertices.

We prove the invariants: (i) when a vertex is added to the tree, its correct distance is calculated and (ii) the distance is at least those of the previously added vertices.

❑ Doesn't work for graphs with negative weights (whereas Floyd's algorithm does, as long as there is no negative cycle).

❑ Applicable to both undirected and directed graphs

❑ Efficiency

- $O(|V|^2)$ for graphs represented by weight matrix and array implementation of priority queue
- $O(|E|\log|V|)$ for graphs represented by adj. lists and min-heap implementation of priority queue



Coding Problem



Coding: assignment of bit strings to alphabet characters

E.g. We can code {a,b,c,d} as {00,01,10,11} or {0,10,110,111} or {0,01,10,101}.

Codewords: bit strings assigned for characters of alphabet

Two types of codes:

- ❑ fixed-length encoding (e.g., ASCII)
- ❑ variable-length encoding (e.g., Morse code)

E.g. if $P(a) = 0.4$, $P(b) = 0.3$,
 $P(c) = 0.2$, $P(d) = 0.1$, then
the average length of code #2
is $0.4 + 2*0.3 + 3*0.2 + 3*0.1$
 $= 1.9$ bits

Prefix-free codes (or prefix-codes): no codeword is a prefix of another codeword

It allows for efficient (online) decoding!

E.g. consider the encoded string (msg) 10010110...

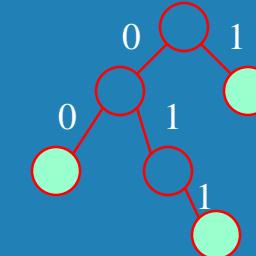
Problem: If frequencies of the character occurrences are known, what is the best binary prefix-free code?

The one with the shortest average code length. The average code length represents on the average how many bits are required to transmit or store a character.

Huffman codes



- Any binary tree with edges labeled with 0's and 1's yields a prefix-free code of characters assigned to its leaves



represents {00, 011, 1}

Huffman's algorithm

Initialize n one-node trees with alphabet characters and the tree weights with their frequencies.

Repeat the following step $n-1$ times: join two binary trees with smallest weights into one (as left and right subtrees) and make its weight equal the sum of the weights of the two trees.

Mark edges leading to left and right subtrees with 0's and 1's, respectively.

Example

character	A	B	C	D	_
Frequency/ Prob	0.35	0.1	0.2	0.2	0.15
Prob					
codeword	11	100	00	01	101

average bits per character: 2.25
for fixed-length encoding: 3
*compression ratio: $(3-2.25)/3 * 100\% = 25\%$*

