


Greedy Algorithms

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Contents

- **Introduction**
- **An activity selection problem** 
- **Elements of the greedy strategy**
- **Huffman codes**

Introduction

- A *greedy algorithm* always makes the choice that looks best at the moment.
- It makes a locally optimal choice in the hope that this choice will lead to a globally optimal solution.
- It makes the choice *before* the subproblems are solved.

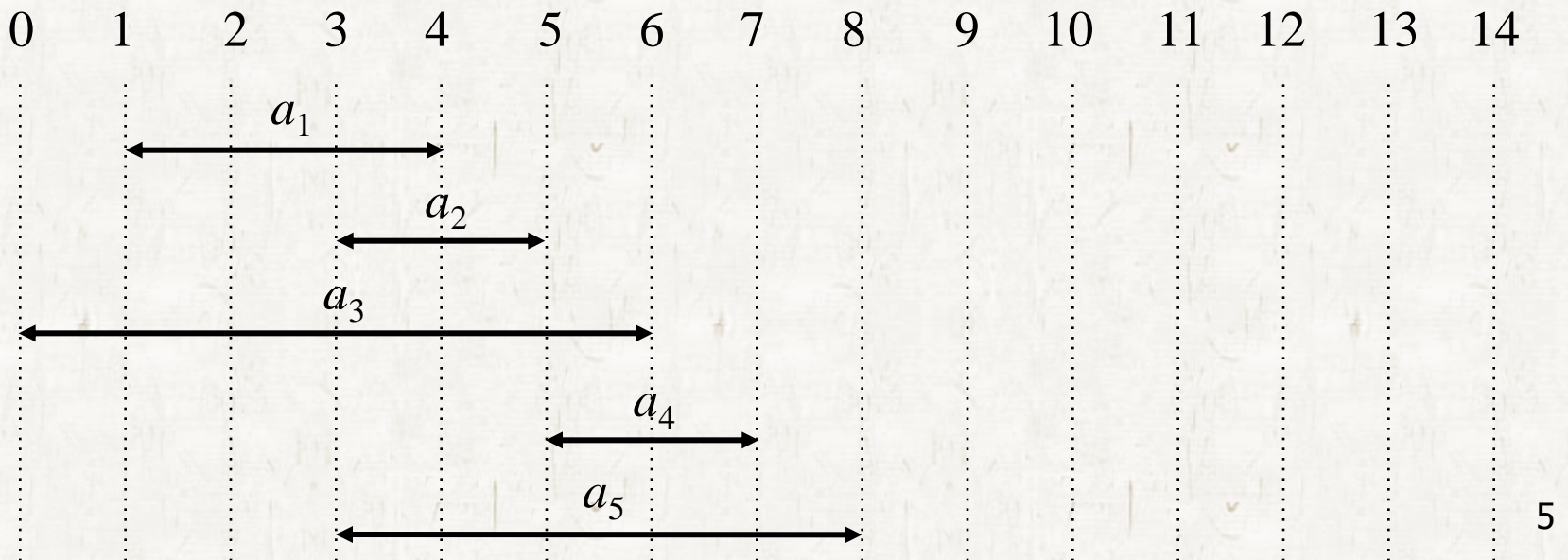
An activity selection problem

- **An activity selection problem**

- To select a maximum-size subset of mutually compatible activities.
- For example
 - Given n classes and 1 lecture room,
 - to select the maximum number of classes

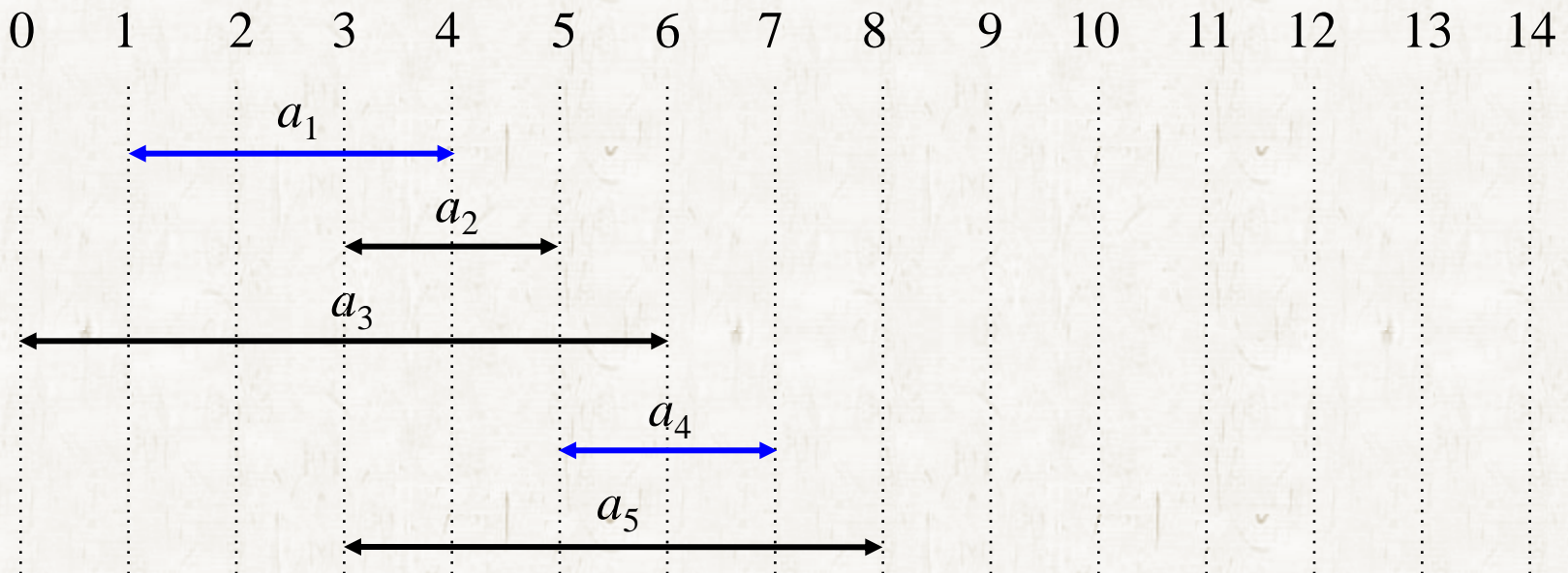
An activity selection problem

- A set of *activities*: $S = \{a_1, a_2, \dots, a_n\}$
- Each activity a_i has its *start time* s_i and *finish time* f_i .
 - $0 \leq s_i < f_i < \infty$

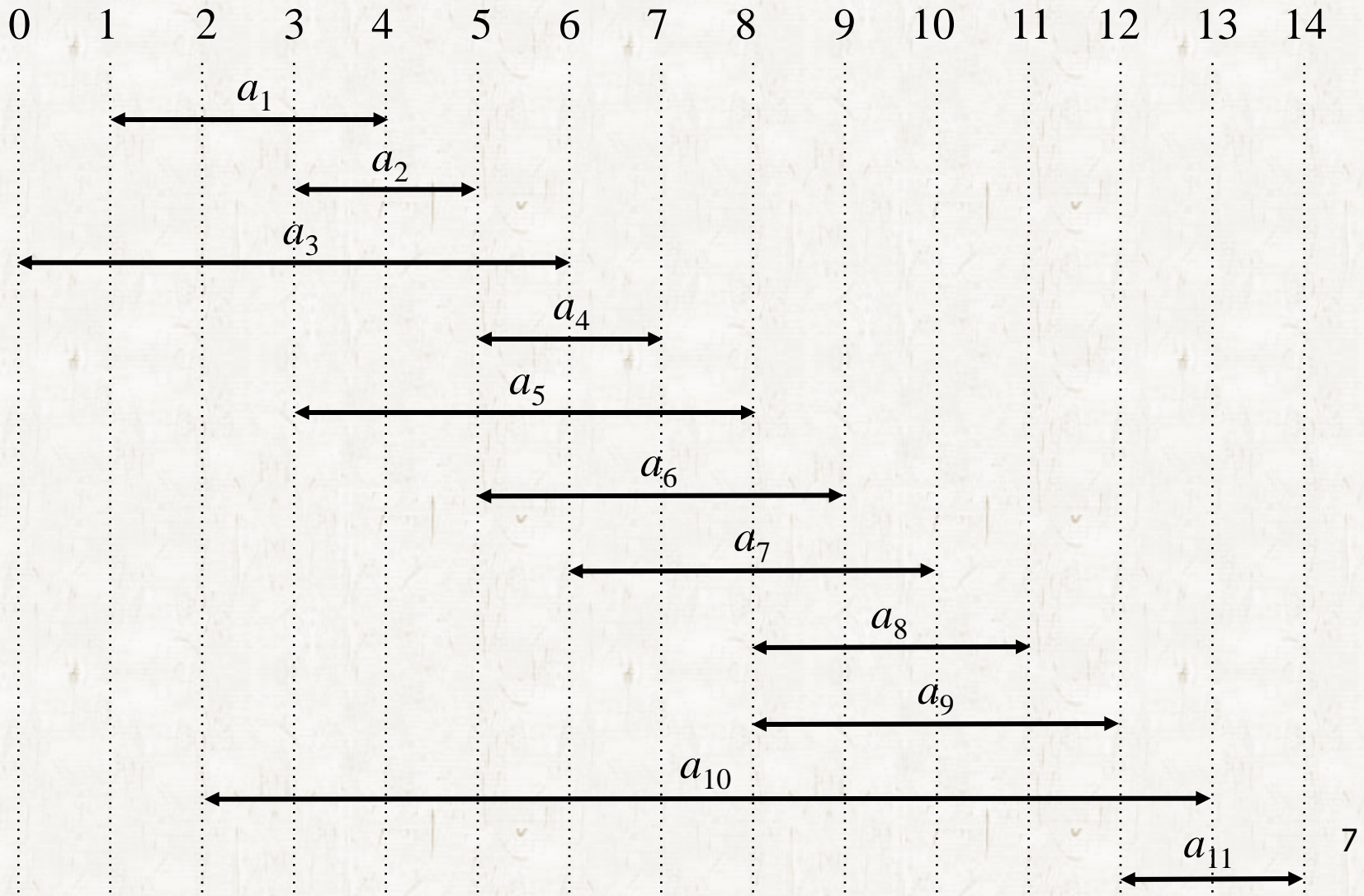


An activity selection problem

- Activity a_i takes place during $[s_i, f_i)$
- Activities a_i and a_j are *compatible* if the intervals $[s_i, f_i)$ and $[s_j, f_j)$ do not overlap.

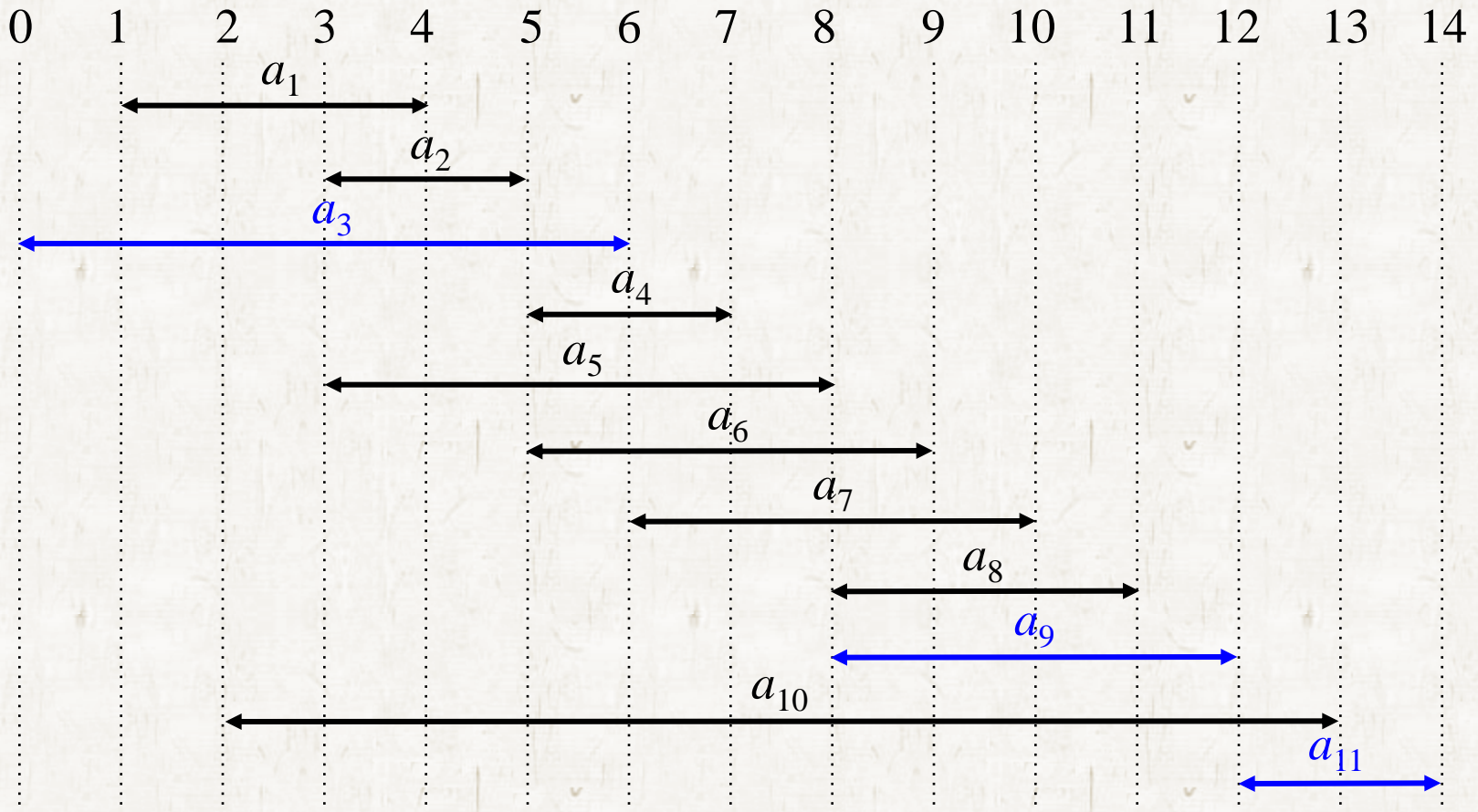


An activity selection problem



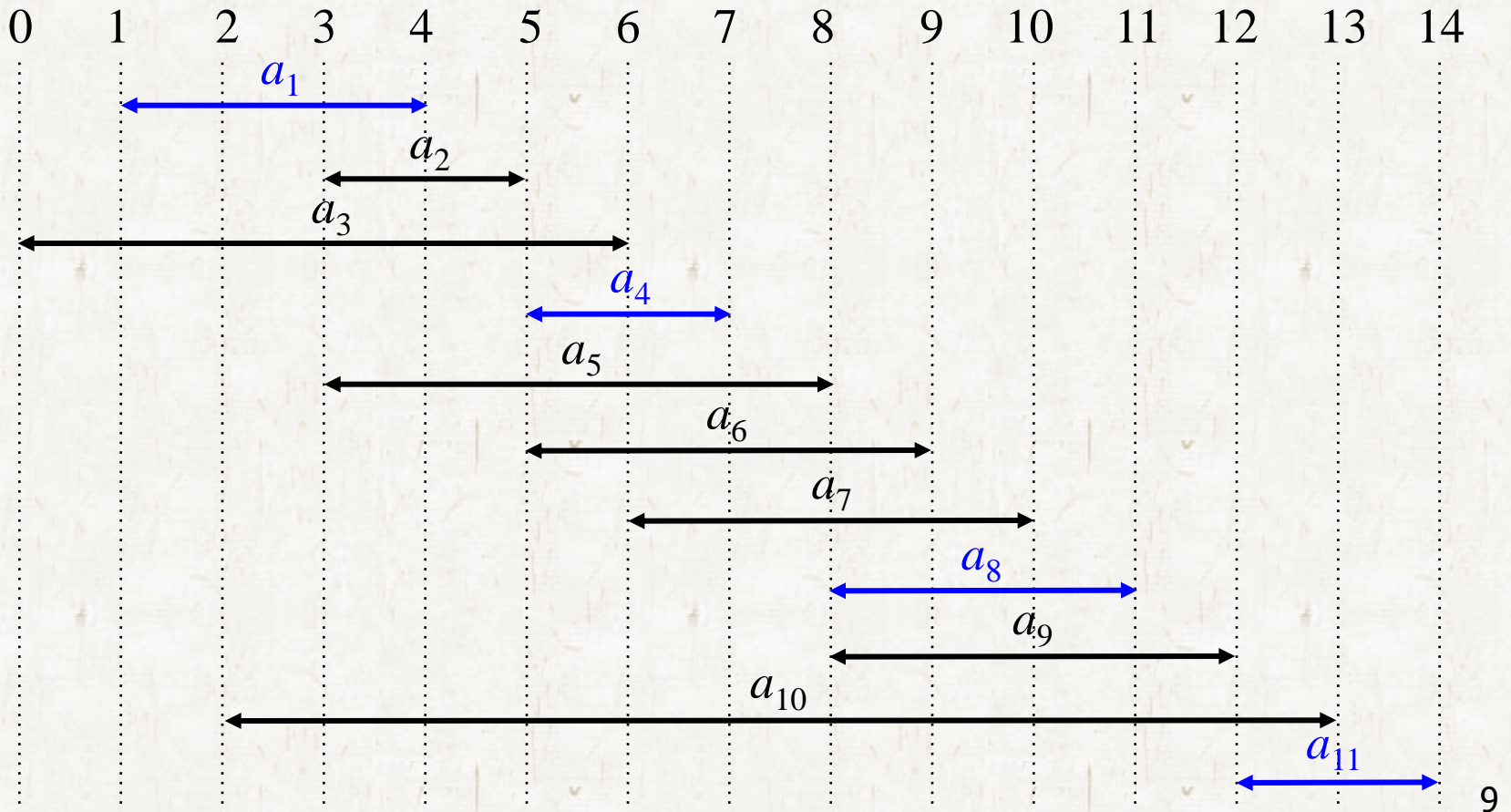
An activity selection problem

- $\{a_3, a_9, a_{11}\}$: mutually compatible activities, not a largest set



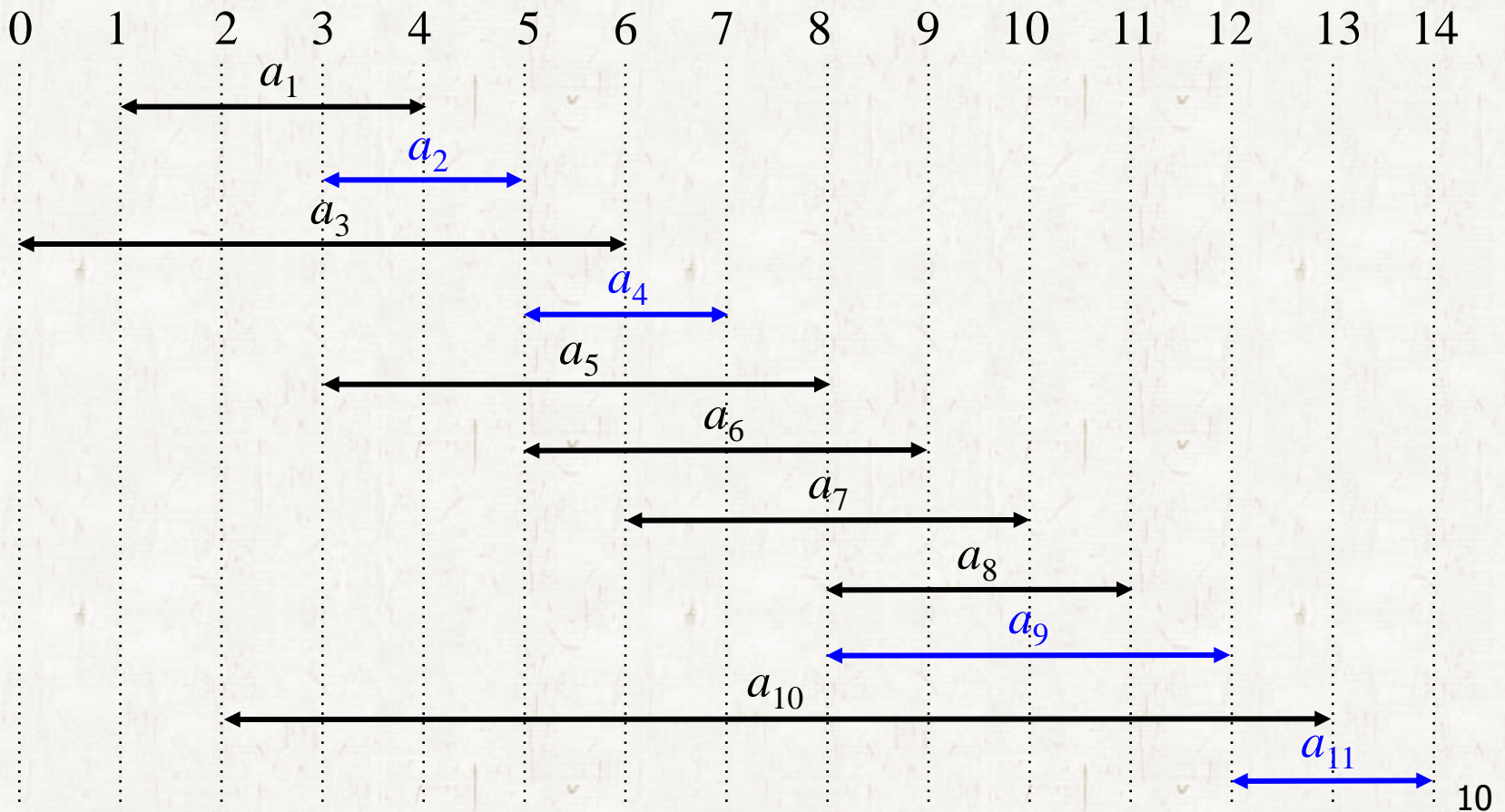
An activity selection problem

- $\{a_1, a_4, a_8, a_{11}\}$: A largest set of mutually compatible activities



An activity selection problem

- $\{a_2, a_4, a_9, a_{11}\}$: Another largest subset



An activity selection problem

- **Optimal substructure**

- S_{ij} denote the set of activities between a_i and a_j and compatible with a_i and a_j .
 - Activities start after a_i finishes and finish before a_j starts.

$$S_{ij} = \{a_k \in S : f_i \leq s_k < f_k \leq s_j\}$$

- For example, $S_{18} = \{a_4\}$

An activity selection problem

● Optimal substructure

- Assume that activities are sorted in increasing order of finish time.

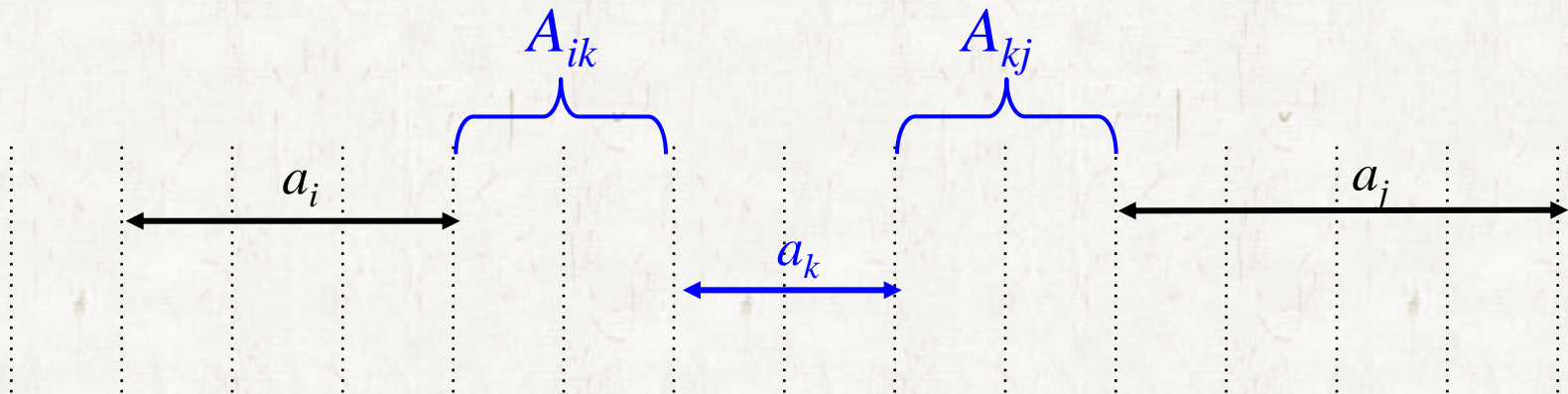
$$f_0 \leq f_1 \leq f_2 \leq \dots \leq f_n < f_{n+1}$$

i	1	2	3	4	5	6	7	8	9	10	11
s_i	1	3	0	5	3	5	6	8	8	2	12
f_i	4	5	6	7	8	9	10	11	12	13	14

An activity selection problem

• Optimal substructure

- A_{ij} denote an optimal solution to S_{ij} for $i \leq j$.
- If A_{ij} includes a_k , $A_{ij} = A_{ik} \cup \{a_k\} \cup A_{kj}$

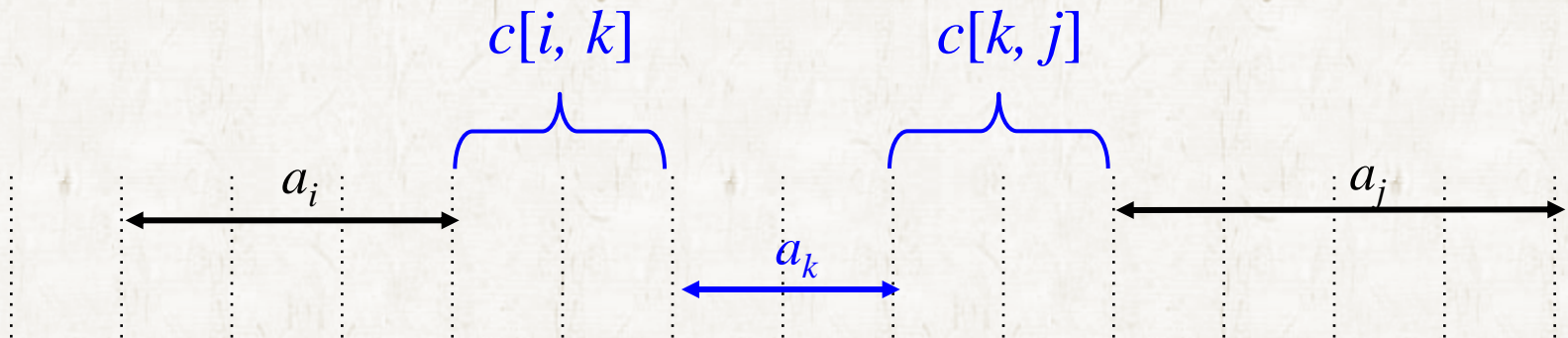


An activity selection problem

• Optimal substructure

- $c[i, j]$: The number of activities in A_{ij} .

$$c[i, j] = \begin{cases} 0 & \text{if } S_{ij} = \emptyset \\ \max_{\substack{i < k < j \\ a_k \in S_{ij}}} \{c[i, k] + c[k, j] + 1\} & \text{if } S_{ij} \neq \emptyset \end{cases}$$



An activity selection problem

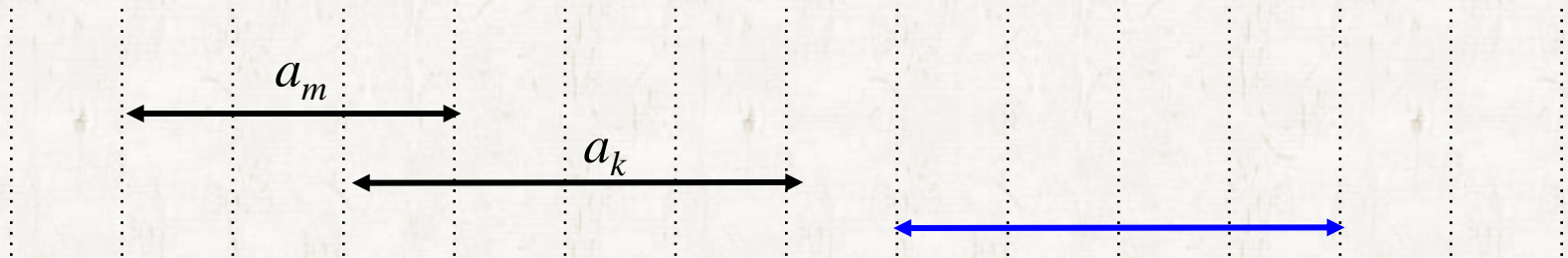
• Greedy algorithm

- Consider any nonempty S_{ij} , and let a_m be the activity in S_{ij} with the earliest finish time: $f_m = \min \{f_k : a_k \in S_{ij}\}$.
1. Activity a_m is in some A_{ij} .
 2. The subproblem S_{im} is empty, so the subproblem S_{mj} is the only one to consider.

An activity selection problem

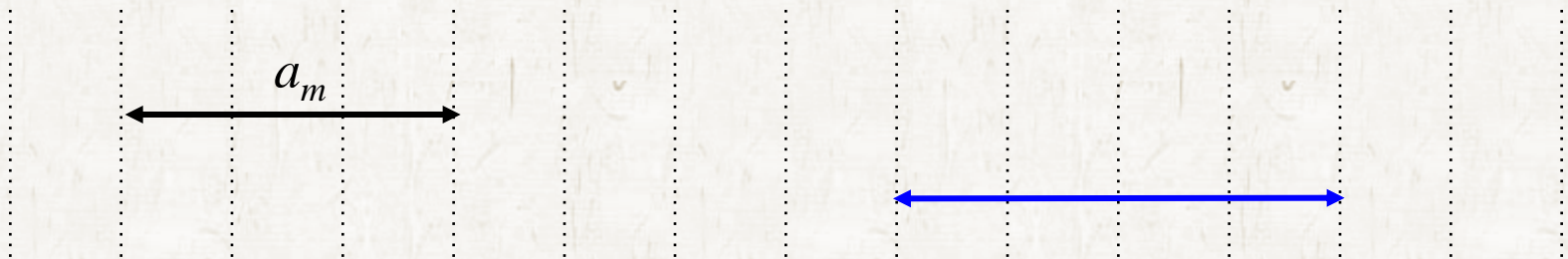
- Activity a_m is in some A_{ij} .
 - a_k : the first finishing activity in A_{ij}
 - If $a_k = a_m$, done.
 - If $a_k \neq a_m$, remove a_k from A_{ij} and add a_m to A_{ij} .

The resulting A_{ij} is another optimal solution because $f_m \leq f_k$ and all other activities in A_{ij} start after a_k finishes.



An activity selection problem

- The subproblem S_{im} is empty, so the subproblem S_{mj} is the only one to consider.
- S_{im} is empty because a_m has the earlier finish time in S_{ij} .

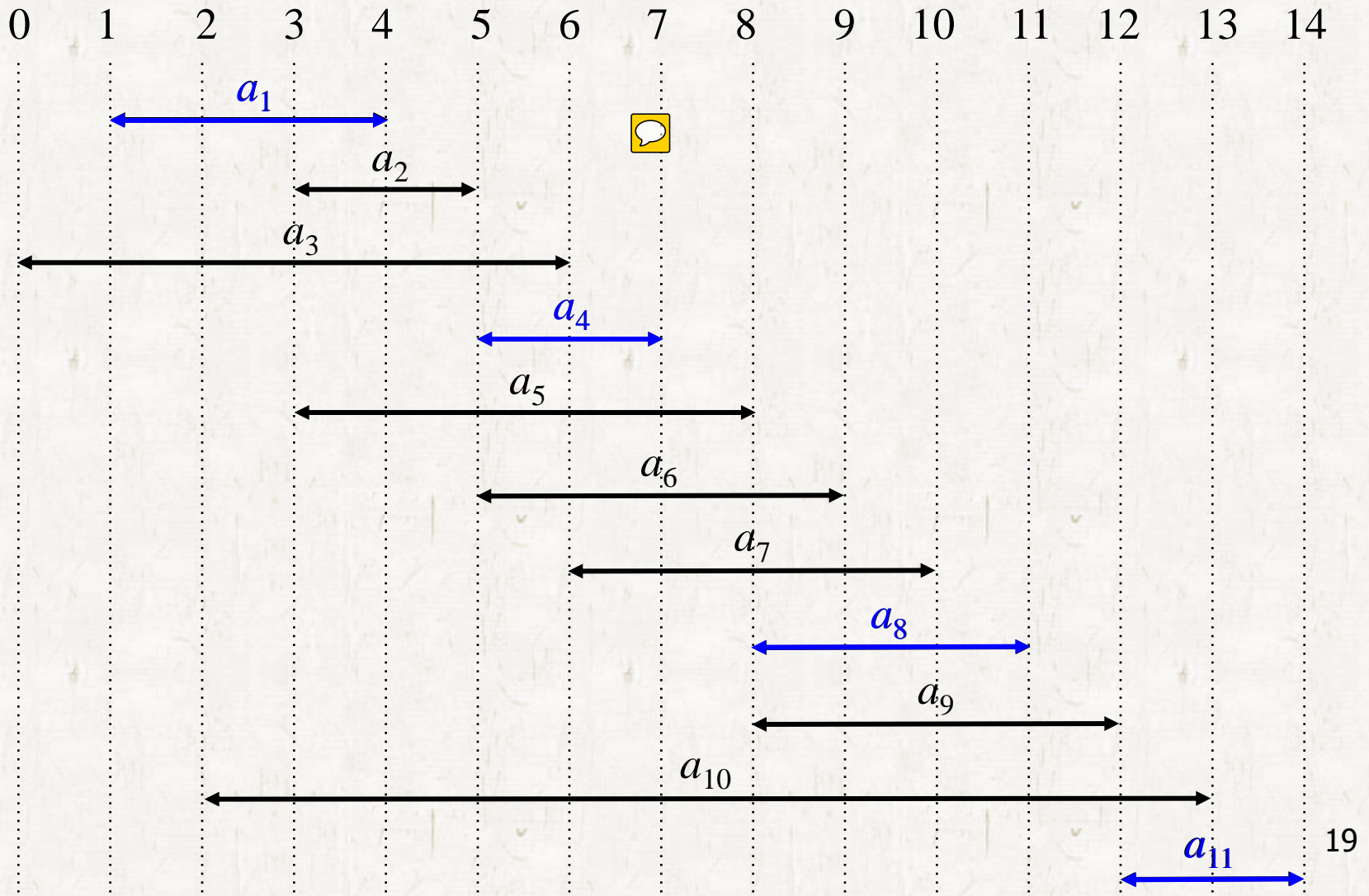


An activity selection problem

- **Greedy algorithm**

- Select the earliest finishing activity one by one.

An activity selection problem



Contents

- *Introduction*
- *An activity selection problem*
- **Elements of the greedy strategy**
- **Huffman codes**

Elements of the greedy strategy

- **Greedy-choice property**

- Make the choice *before* the subproblems are solved.
- Only one subproblem is generated.

- **Dynamic programming**

- Make a choice *after* the subproblems are solved.
- Several subproblems may be generated.

Elements of the greedy strategy

- **Greedy vs. Dynamic programming**
 - **0-1 knapsack**
 - A thief robbing a store finds n items.
 - The i th item is worth v_i dollars and weighs w_i pounds.
 - He can carry at most W pounds in his knapsack.
 - The n , v_i , w_i , and W are integers.
 - Which items should he take?
 - **Fractional knapsack**
 - In this case, the thief can take fractions of items.

Elements of the greedy strategy

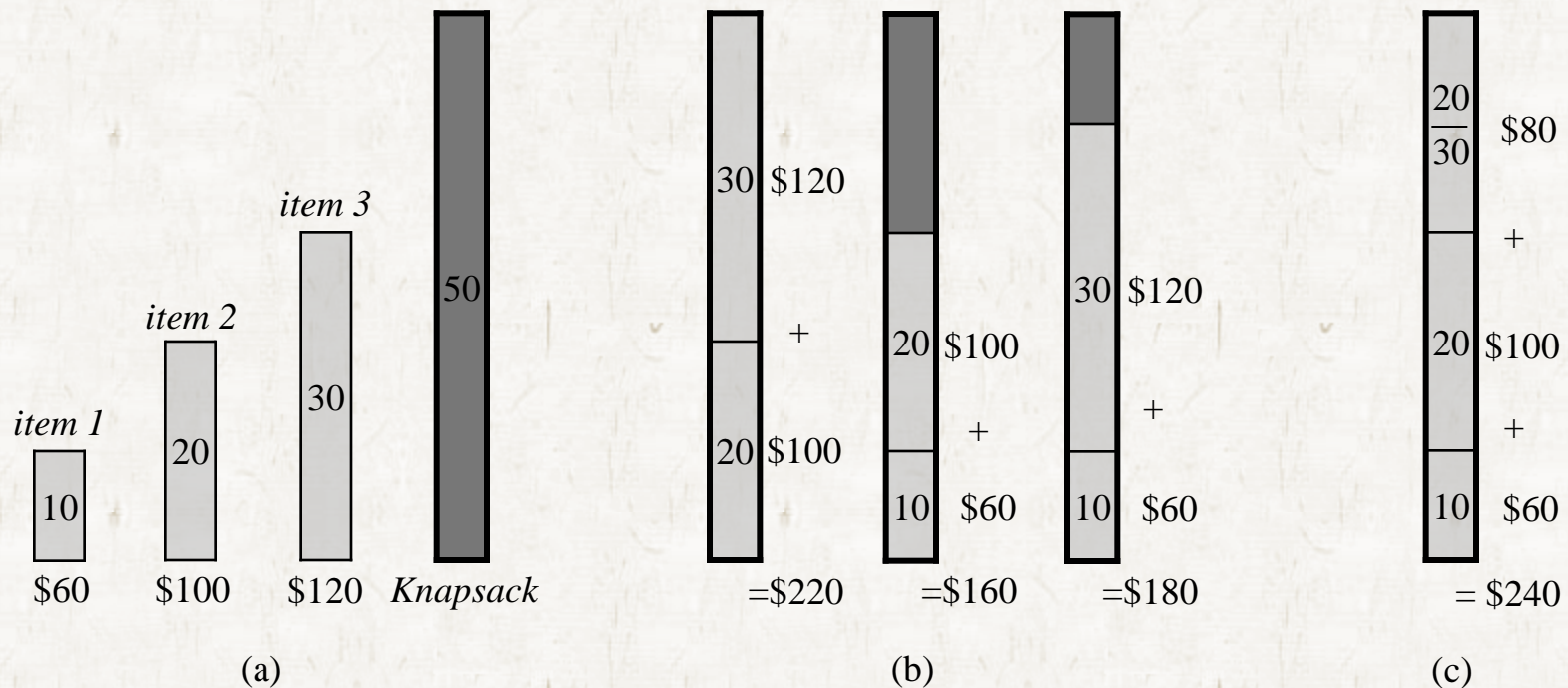
● Fractional knapsack

- The greedy strategy works.
- Compute the value per pound v_i/w_i for each item.
- Take as much as possible of the item with the greatest value per pound.

Elements of the greedy strategy

0-1 knapsack

- The greedy strategy does not work.



Self-study

- **Exercise 16.2-1**

- **Exercise 16.2-2**

- **Exercise 16.2-5**

- **Exercise 16.2-7**

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- **Huffman codes**

Huffman codes

● Huffman Codes

- A widely used technique for compressing data.
- Consider representing 100,000 characters from {a, b, c, d, e, f}.
 - 3-bit *fixed-length code* is used in general.
 - It takes 300,000 bits in total

	a	b	c	d	e	f
Frequency (in thousands)	45	13	12	16	9	5
Fixed-length codeword	000	001	010	011	100	101

Huffman codes

- We can reduce the space if *variable-length code* is used.

	a	b	c	d	e	f
Frequency (<u>in thousands</u>)	45	13	12	16	9	5
Fixed-length codeword	000	001	010	011	100	101
Variable-length codeword	0	101	100	111	1101	1100

- Shorter **codewords** for frequent characters.
- 224,000 bits in total
 - $(45 \cdot 1 + 13 \cdot 3 + 12 \cdot 3 + 16 \cdot 3 + 9 \cdot 4 + 5 \cdot 4) \cdot 1000$ bits

Huffman codes

• Encoding and decoding of variable-length code

- Encoding abc : 0·101·100
- Decoding 001011101
 - 0·0·101·1101: aabe

	a	b	c	d	e	f
Variable-length codeword	0	101	100	111	1101	1100

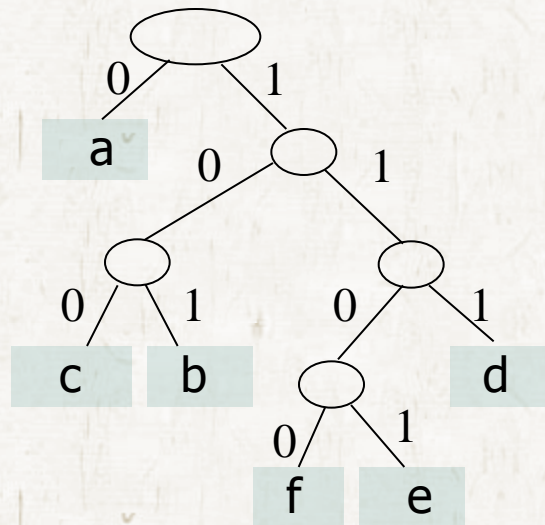
- Decoding 001 when a: 0 b: 01 c: 1
 - 001: aac or ab
 - The codeword 0 for a is a prefix of the codeword 01 for b.

Huffman codes

Prefix codes

- No codeword is a prefix of some other codeword.

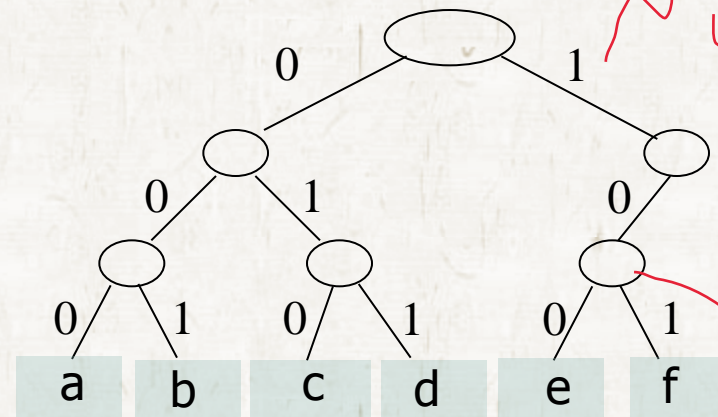
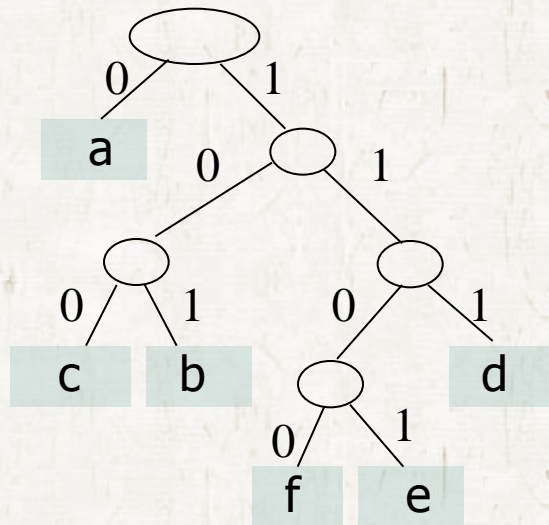
	a	b	c	d	e	f
Variable-length codeword	0	101	100	111	1101	1100



Huffman codes

Prefix codes

- 3-bit fixed-length code is also a prefix code.



Handwritten red notes and diagrams. A small tree diagram shows a root with two children, one labeled '0' and one labeled '1'. Below it, the letters 'e' and 'f' are written. To the right, there is a larger, more complex tree diagram with multiple levels of branching, also labeled with '0' and '1'.

- The left tree is a *full binary tree* while the right one is not.
 - Every node is either leaf or has two children
 - A full binary tree for alphabet C has $|C|$ leaves and $|C|-1$ internal nodes.

Huffman codes

- **The cost of tree T**

- $f(c)$: frequency of a character c
- $d_T(c)$: length of the codework for c

$$B(T) = \sum_{c \in C} f(c) d_T(c) \Rightarrow \text{bits in total.}$$

- An optimal code is represented by a full binary tree.

Huffman codes

- Huffman invented a greedy algorithm that constructs an optimal prefix code called an *Huffman code*.

	a	b	c	d	e	f
Frequency (in thousands)	45	13	12	16	9	5

f : 5

e : 9

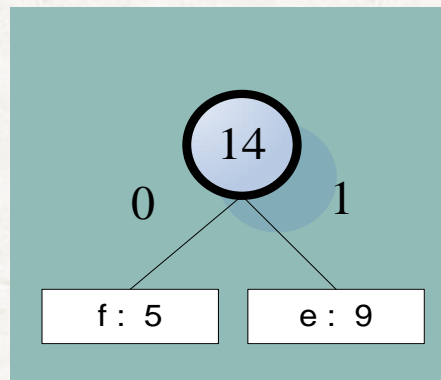
c : 12

b : 13

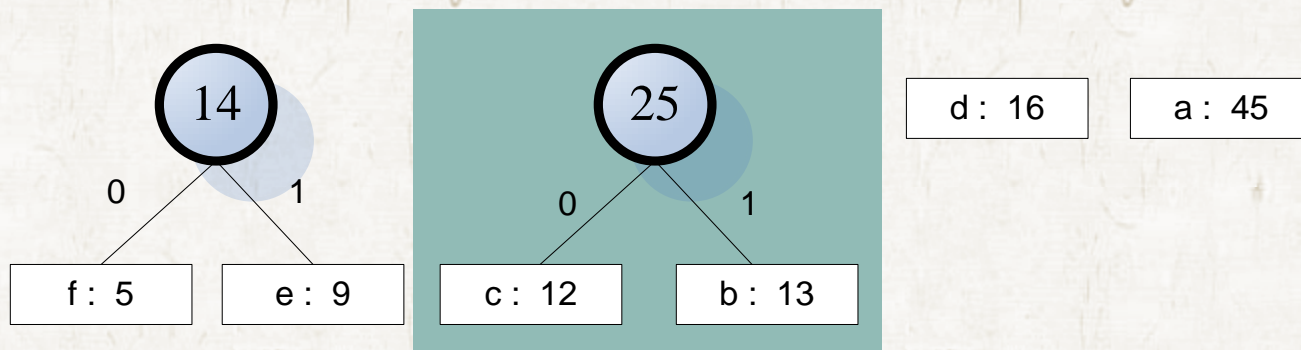
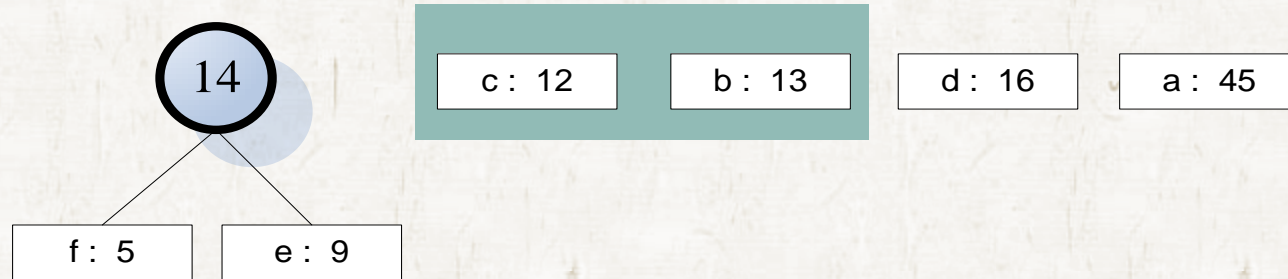
d : 16

a : 45

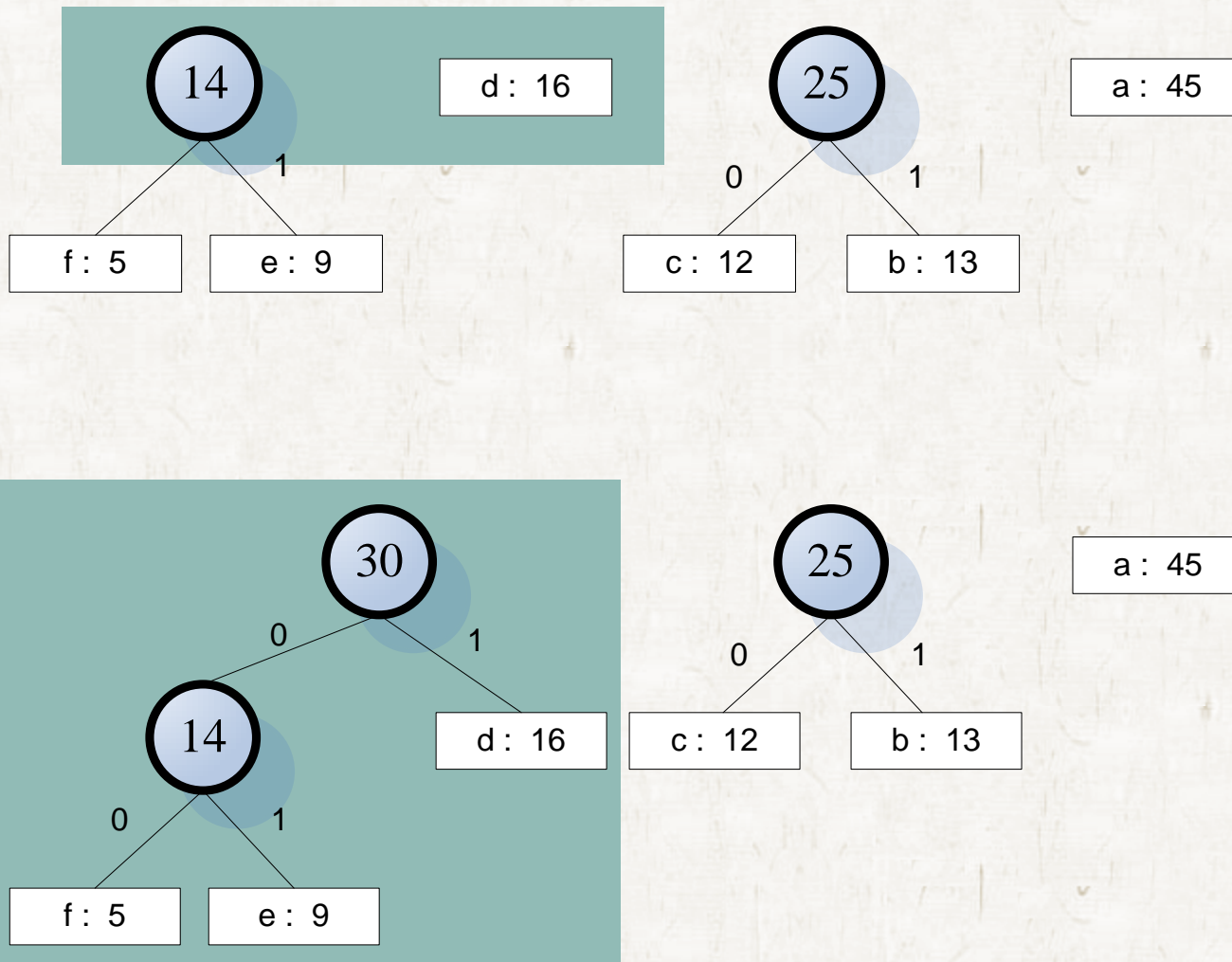
Huffman codes



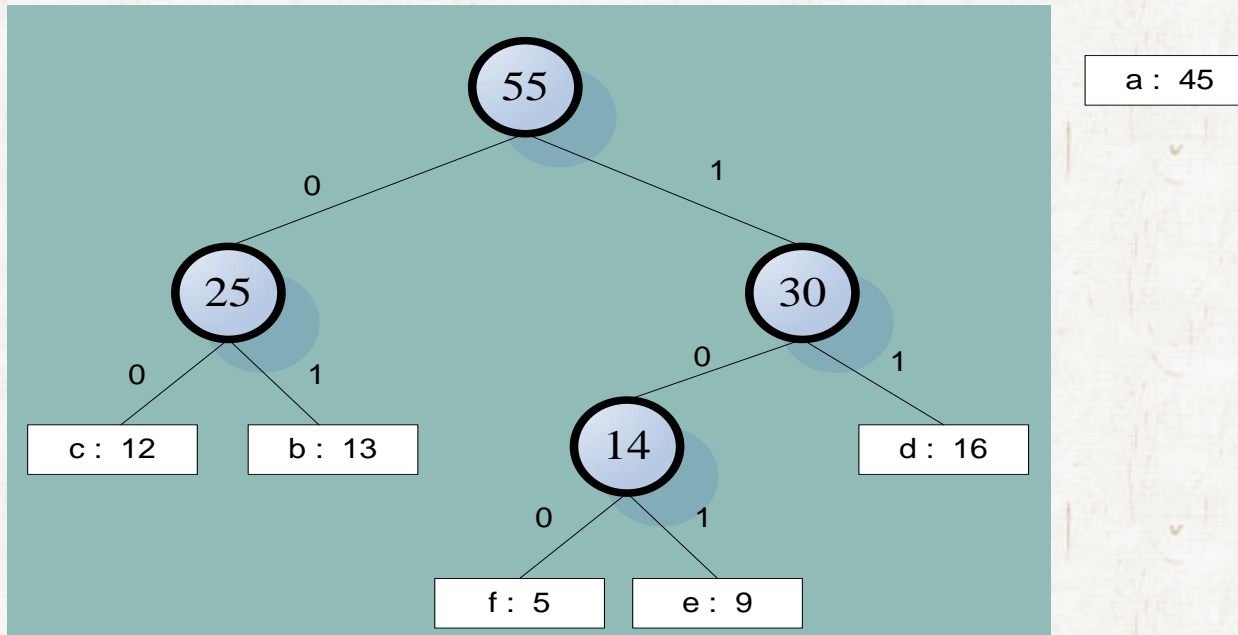
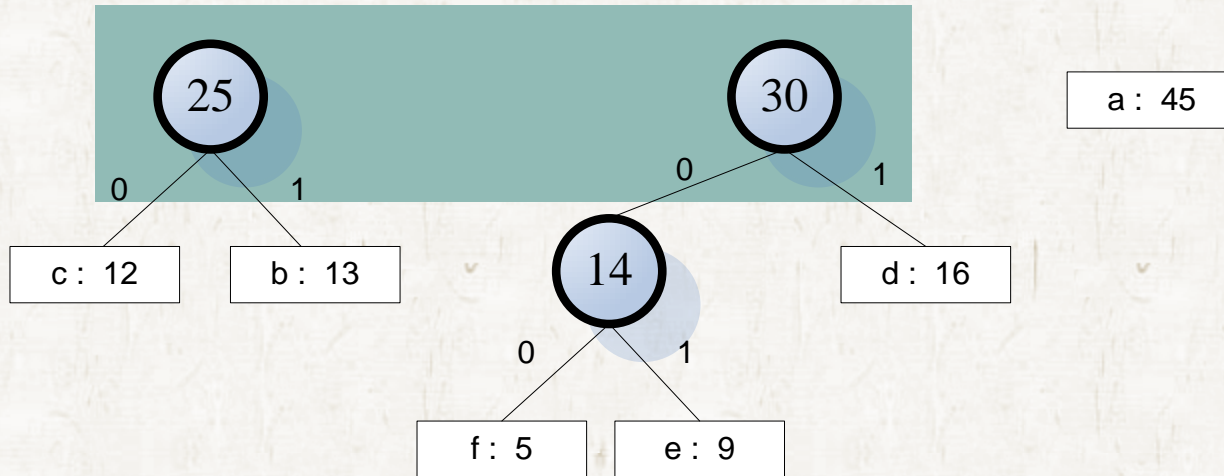
Huffman codes



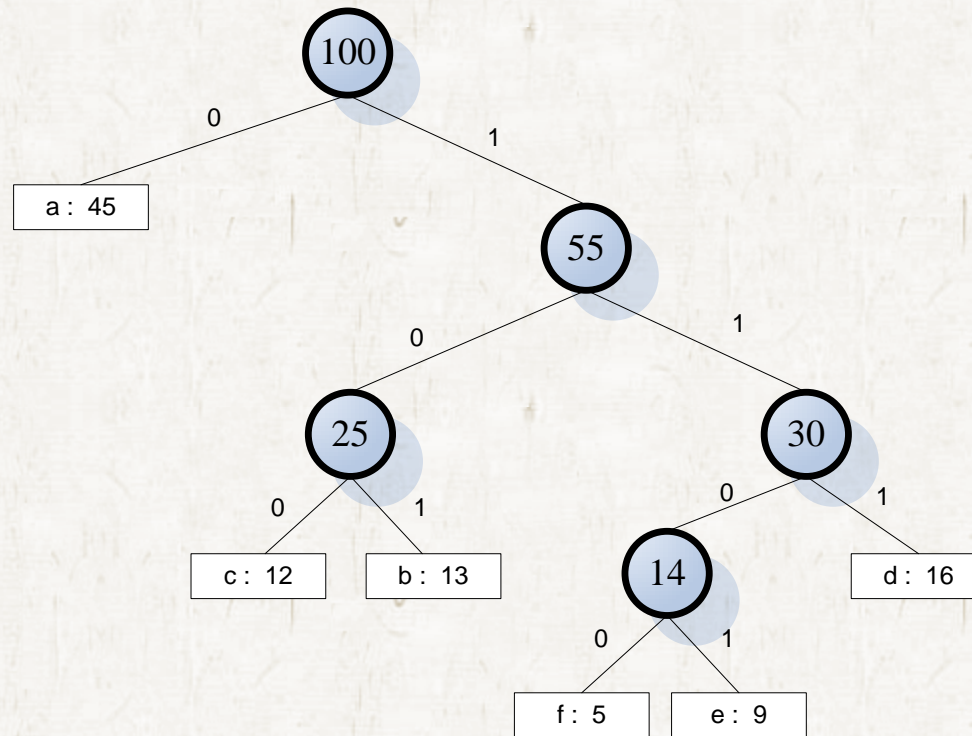
Huffman codes



Huffman codes




Huffman codes



Huffman codes

??

- **Running time: $O(n \lg n)$**
 - Build min heap: $O(n)$ 
 - Merge: $n-1$ times
 - Each merge requires two minimum selection: $O(\lg n)$

Huffman codes

- **Correctness**

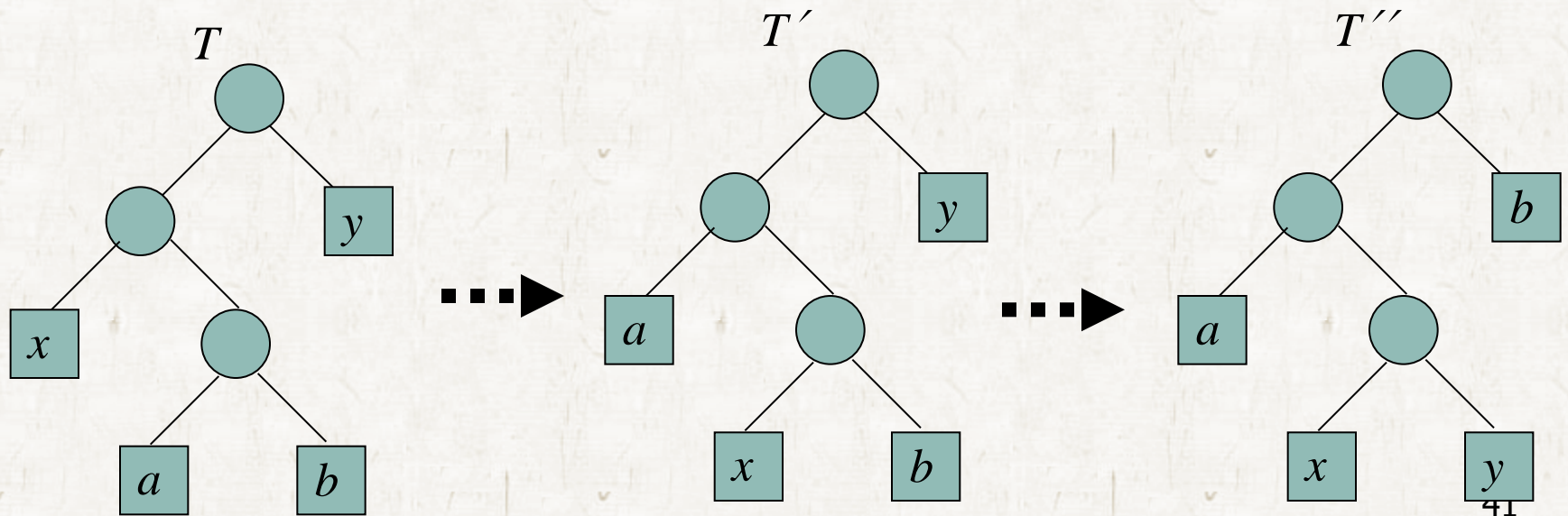
- *Lemma 16.2*

- Let C be an alphabet in which each character $c \in C$ has frequency $f[c]$.
 - Let x and y be two characters in C having the lowest frequencies.
 - Then there exists an optimal prefix code for C in which the *codewords for x and y have the same length and differ only in the last bit.*

Huffman codes

• *Proof*

- **Idea:** take an arbitrary optimal prefix code tree T and modify it to make a tree representing another optimal prefix code such that the characters x and y appear as sibling leaves of maximum depth in the new tree.



Huffman codes

• The cost of tree T

- $f(c)$: frequency of a character c
- $d_T(c)$: length of the codeword for c

$$B(T) = \sum_{c \in C} f(c) d_T(c)$$

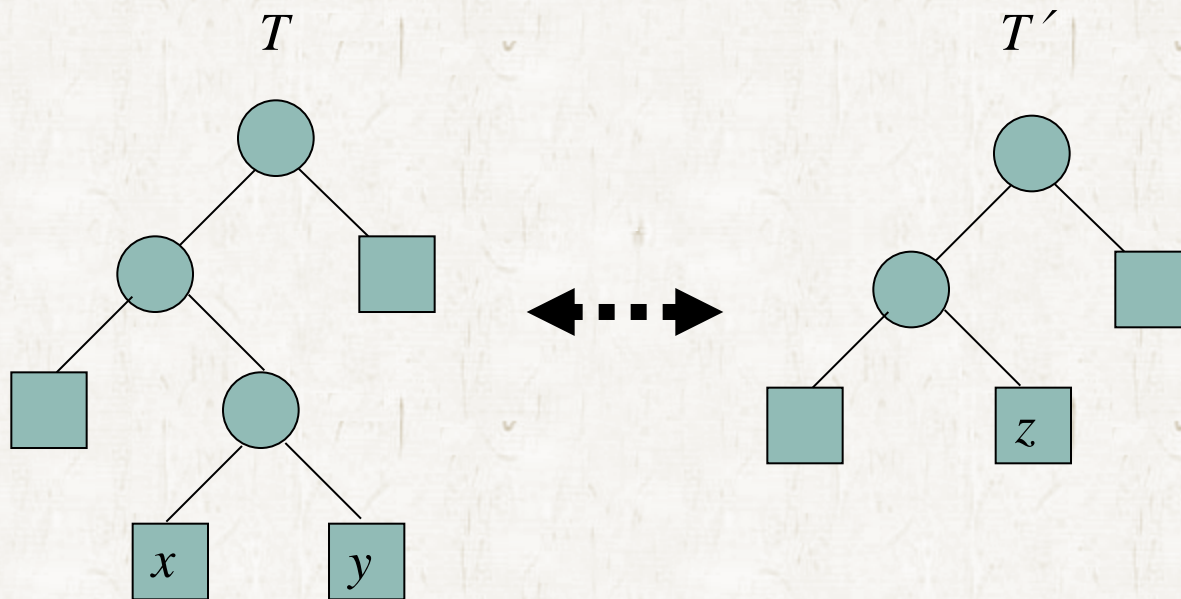
Huffman codes



• *Lemma 16.3*

- Let x and y be two characters in a given alphabet C with minimum frequency.
- Let C' be the alphabet C with characters x, y removed and character z added, so that $C' = C - \{x, y\} \cup \{z\}$; define f for C' as for C , except that $f[z] = f[x] + f[y]$.
- Let T' be any tree representing an optimal prefix code for the alphabet C' .
- Then the optimal prefix code tree T for C can be obtained from T' by replacing the leaf node for z with an internal node having x and y as children.

Huffman codes



Huffman codes

• *Proof*

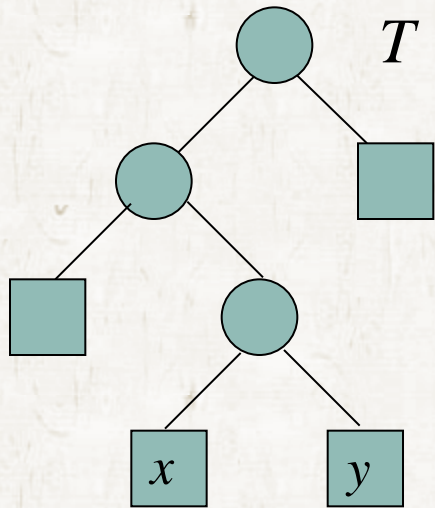
- Show $B(T) = B(T') + f[x] + f[y]$
 - For each $c \in C - \{x, y\}$, we have $d_T(c) = d_{T'}(c)$, and hence $f[c]d_T(c) = f[c]d_{T'}(c)$.
 - Since $d_T(x) = d_T(y) = d_{T'}(z) + 1$, we have
$$\begin{aligned} f[x]d_T(x) + f[y]d_T(y) &= (f[x] + f[y])(d_{T'}(z) + 1) \\ &= f[z]d_{T'}(z) + (f[x] + f[y]) \end{aligned}$$
 - From which we conclude that $B(T) = B(T') + f[x] + f[y]$ or, equivalently $B(T') = B(T) - f[x] - f[y]$.

Huffman codes

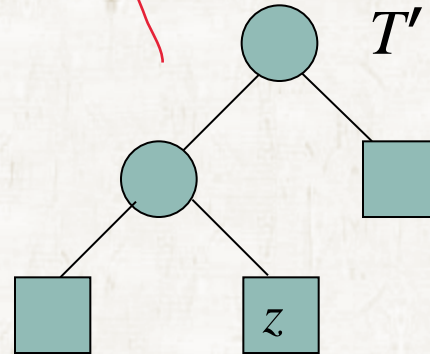
• *Proof*

- Suppose T does not represent an optimal prefix code for C .
- There exists T'' such that $B(T'') < B(T)$.
- By Lemma 16.2, there exists T'' having x and y as siblings.
- Let T''' be the tree T'' with the common parent of x and y replaced by a leaf z with frequency $f[z] = f[x] + f[y]$.
- Then,
$$\begin{aligned} B(T''') &= B(T'') - f[x] - f[y] \\ &< B(T) - f[x] - f[y] \\ &= B(T') \end{aligned}$$
- **→ Contradiction**
- T must represent an optimal prefix code for the alphabet C .

Huffman codes

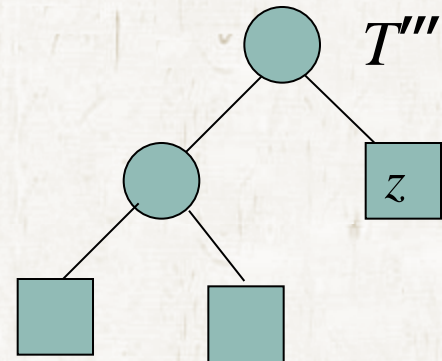
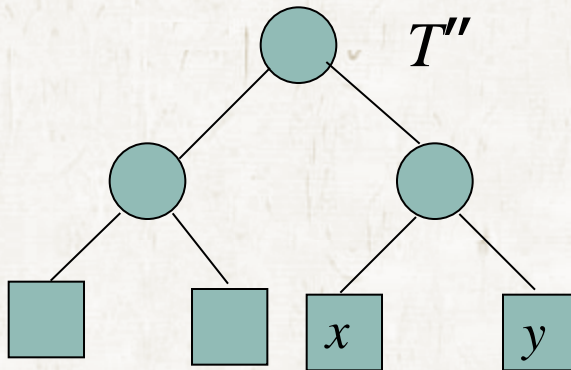


\times



Optimal

✓



other optimal

Self-study

• **Exercise 16.3-3 (16.3-2 in the 2nd ed.)**

- Fibonacci number definition is in p. 59 (p. 56 in the 2nd ed.)

• **Exercise 16.3-7 (16.3-6 in the 2nd ed.)**