Algorithm Design and Implementation

Principle of Algorithms III

Greedy Algorithms

Guoqiang Li

School of Software, Shanghai Jiao Tong University

Coin Changing

Coin changing

Goal. Given U. S. currency denominations $\{1, 5, 10, 25, 100\}$, devise a method to pay amount to customer using fewest coins.

Example $34.

Cashier's algorithm. At each iteration, add coin of the largest value that does not take us past the amount to be paid.

Example $2.89.

Cashier's algorithm

Cashiers-Algorithm(x, $c_1, c_2, \ldots, c_n$)

Sort n coin denominations so that $0 < c_1 < c_2 < \ldots < c_n$;
$S \leftarrow \emptyset$;
while $x > 0$ **do**
    $k \leftarrow$ largest coin denomination c_k such that $c_k \leq x$;
    if *no such* k **then** Return no solution;
    else
        $x \leftarrow x - c_k$;
        $S \leftarrow S \cup \{k\}$;
    end
end
Return S;

Quiz

Is the cashier's algorithm optimal?

A Yes, greedy algorithms are always optimal.

B Yes, for any set of coin denominations $c_1 < c_2 < \ldots < c_n$ provided $c_1 = 1$.

C Yes, because of special properties of U.S. coin denominations.

D No.

Cashier's algorithm (for arbitrary coin denominations)

Q. Is cashier's algorithm optimal for any set of denominations?

A. No. Consider U.S. postage: $1, 10, 21, 34, 70, 100, 350, 1225, 1500$.

- Cashier's algorithm: $\$140 = 100 + 34 + 1 + 1 + 1 + 1 + 1 + 1$.
- Optimal: $\$140 = 70 + 70$.

A. No. It may not even lead to a feasible solution if $c_1 > 1$. $7, 8, 9$.

- Cashier's algorithm: $\$15 = 9 + ?$.
- Optimal: $\$15 = 7 + 8$.

Properties of any optimal solution (for U.S. coin denominations)

dollars
(100¢)

quarters
(25¢)

dimes
(10¢)

nickels
(5¢)

pennies
(1¢)

Property. Number of pennies ≤ 4.

Proof. Replace 5 pennies with 1 nickel.

Property. Number of nickels ≤ 1.

Property. Number of quarters ≤ 3.

Properties of any optimal solution (for U.S. coin denominations)

dollars
(100¢)

quarters
(25¢)

dimes
(10¢)

nickels
(5¢)

pennies
(1¢)

Property. Number of nickels + number of dimes ≤ 2.

Proof.

- Recall: ≤ 1 nickel.
- Replace 3 dimes and 0 nickels with 1 quarter and 1 nickel;
- Replace 2 dimes and 1 nickel with 1 quarter.

Optimality of cashier's algorithm (for U.S. coin denominations)

Theorem

Cashier's algorithm is optimal for U.S. coins $\{1, 5, 10, 25, 100\}$.

Proof. by induction on amount to be paid x

DIY!

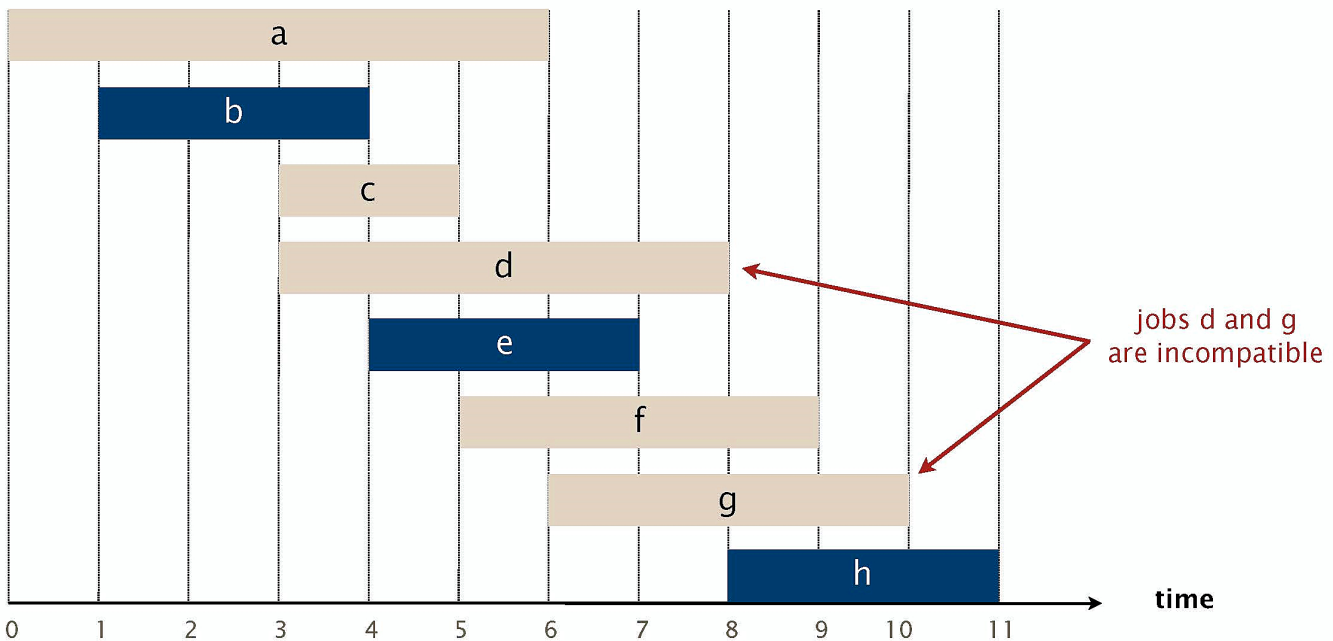
Interval Scheduling

Interval scheduling

Job j starts at s_j and finishes at f_j.

Two jobs compatible if they don't overlap.

Goal: find maximum subset of mutually compatible jobs.



Quiz

Consider jobs in some order, taking each job provided it's compatible with the ones already taken. Which rule is optimal?

A Earliest start time Consider jobs in ascending order of s_j.

B Earliest finish time Consider jobs in ascending order of f_j.

C Shortest interval Consider jobs in ascending order of $f_j - s_j$.

D None of the above.

Interval scheduling: earliest-finish-time-first algorithm

Earliest-Finish-Time-First(n, $s_1, s_2, \ldots, s_n$, $f_1, f_2, \ldots, f_n$)

Sort jobs by finish times and renumber so that $f_1 \leq f_2 \leq \ldots \leq f_n$;
$S \leftarrow \emptyset$;
for $j = 1$ *to* n **do**
  if *job* j *is compatible with* S **then**
    $S \leftarrow S \cup \{j\}$
  end
end
Return S;

Proposition. The Earliest-Finish-Time-First algorithm is in $O(n \log n)$ time.

Proof.

- Keep track of job j^* that was added last to S.
- Job j is compatible with S iff $s_j \geq f_j^*$.
- Sorting by finish times takes $O(n \log n)$ time.

Interval scheduling: analysis of earliest-finish-time-first algorithm

Theorem

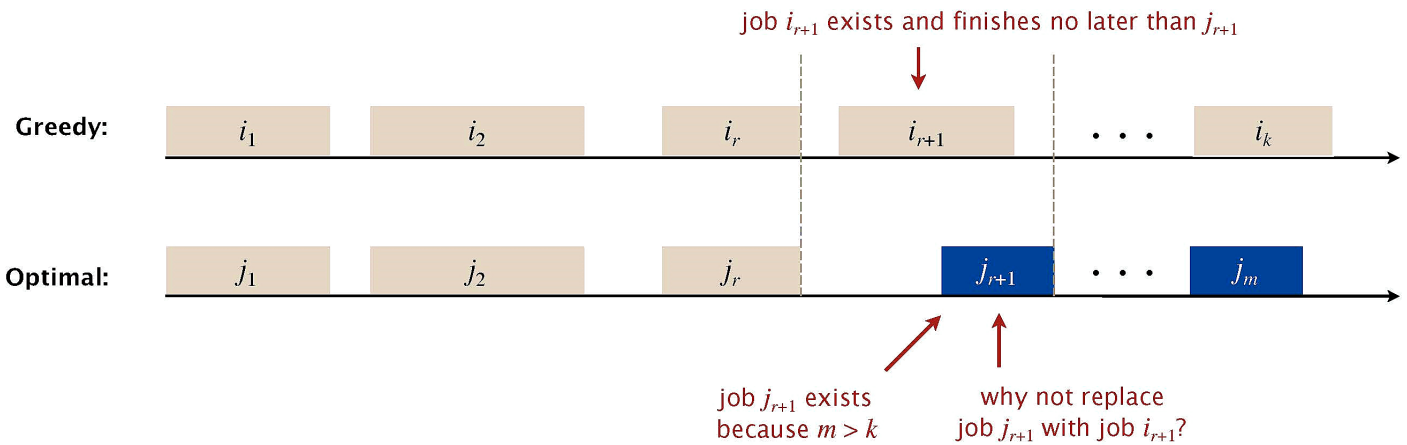
The earliest-finish-time-first algorithm is optimal.

Proof. by contradiction

Assume greedy is not optimal.

Let $i_1, i_2, \ldots i_k$ denote set of jobs selected by greedy.

Let $j_1, j_2, \ldots j_k$ denote set of jobs in an optimal solution with $i_1 = j_1$, $i_2 = j_2$, $\ldots i_r = j_r$ for the largest possible value of r.



Interval scheduling: analysis of earliest-finish-time-first algorithm

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The earliest-finish-time-first algorithm is optimal.

Proof. by contradiction

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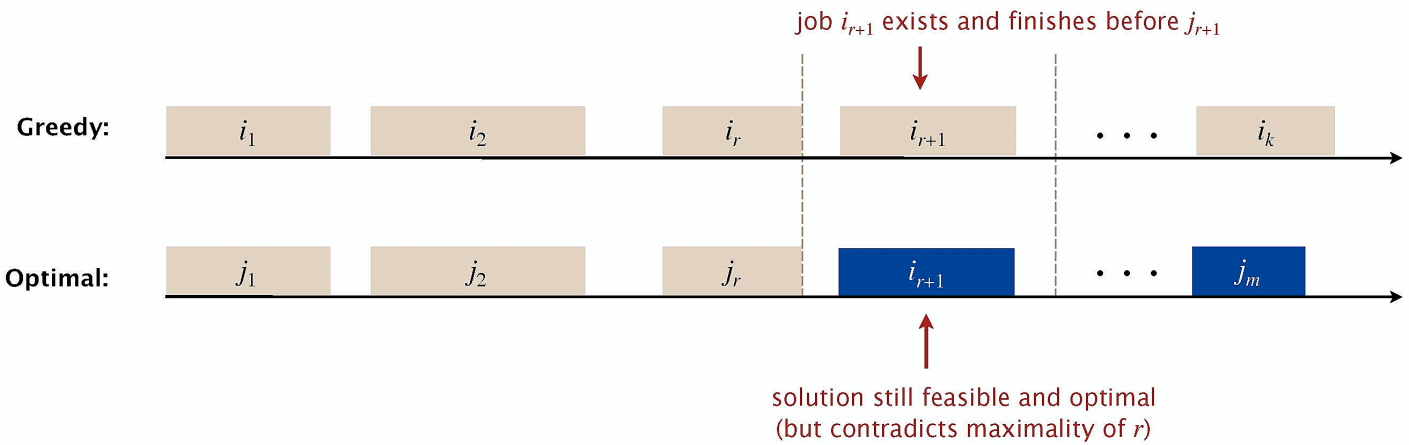
Let $j_1, j_2, \ldots j_k$ denote set of jobs in an optimal solution with $i_1 = j_1$, $i_2 = j_2$, $\ldots i_r = j_r$ for the largest possible value of r.



Quiz

Suppose that each job also has a positive weight and the goal is to find a maximum weight subset of mutually compatible intervals. Is the earliest-finish-time-first algorithm still optimal?

A Yes, because greedy algorithms are always optimal.

B Yes, because the same proof of correctness is valid.

C No, because the same proof of correctness is no longer valid.

D No, because you could assign a huge weight to a job that overlaps the job with the earliest finish time.

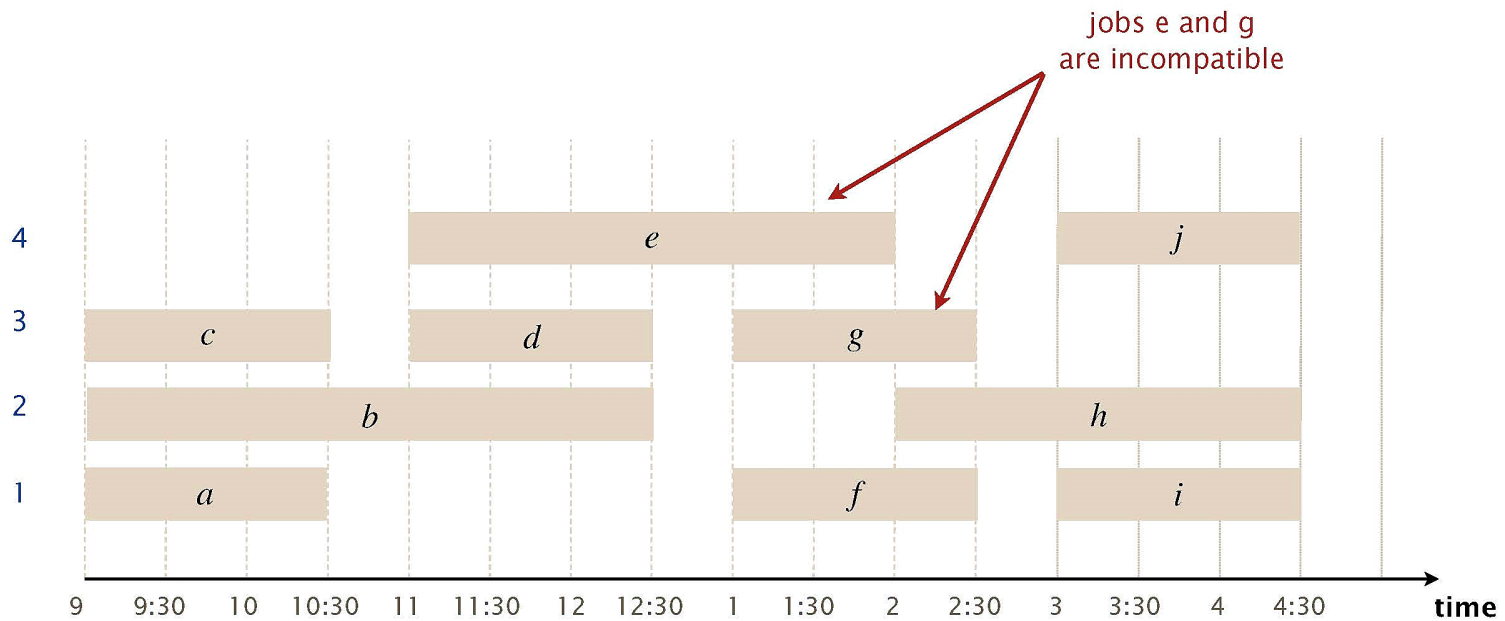
Interval Partitioning

Interval partitioning

Lecture j starts at s_j and finishes at f_j.

Goal: find minimum number of classrooms to schedule all lectures so that no two lectures occur at the same time in the same room.

Example This schedule uses 4 classrooms to schedule 10 lectures.

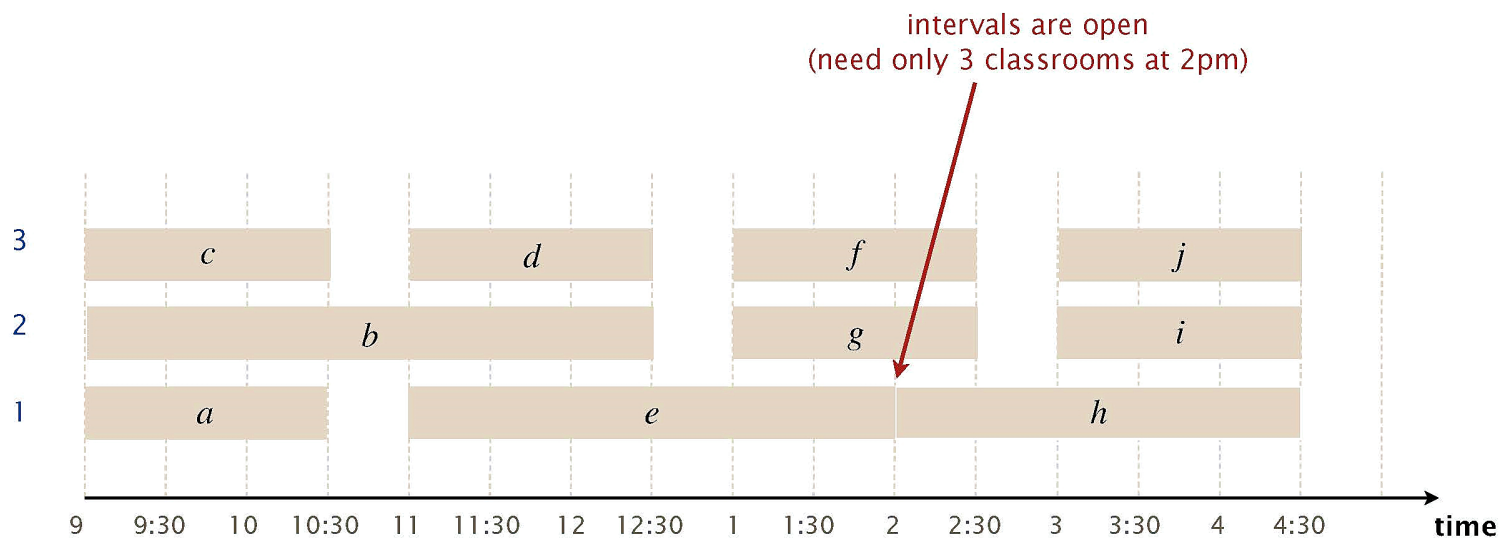


Interval partitioning

Lecture j starts at s_j and finishes at f_j.

Goal: find minimum number of classrooms to schedule all lectures so that no two lectures occur at the same time in the same room.

Example This schedule uses 3 classrooms to schedule 10 lectures.



Quiz

Consider lectures in some order, assigning each lecture to first available classroom (opening a new classroom if none is available). Which rule is optimal?

A Earliest start time Consider lectures in ascending order of s_j.

B Earliest finish time Consider lectures in ascending order of f_j.

C Shortest interval Consider lectures in ascending order of $f_j - s_j$.

D None of the above.

Interval partitioning: earliest-start-time-first algorithm

Earliest-Start-Time-First(n, $s_1, s_2, \ldots, s_n$, $f_1, f_2, \ldots, f_n$)

Sort lectures by start times and renumber so that
$s_1 \leq s_2 \leq \ldots \leq s_n$;
$d \leftarrow 0$;
for $j = 1$ *to* n **do**
  if *lecture* j *is compatible with some classroom* **then**
    Schedule lecture j in any such classroom k;
  end
  else
    Allocate a new classroom $d + 1$;
    Schedule lecture j in classroom $d + 1$;
    $d \leftarrow d + 1$;
  end
end
Return schedule;

Interval partitioning: earliest-start-time-first algorithm

Proposition. The earliest-start-time-first algorithm can be implemented in $O(n \log n)$ time.

Proof.

Store classrooms in a priority queue (key = finish time of its last lecture).

To determine whether lecture j is compatible with some classroom, compare s_j to key of min classroom k in priority queue.

To add lecture j to classroom k, increase key of classroom k to f_j.

Total number of priority queue operations is $O(n)$.

Sorting by start times takes $O(n \log n)$ time.

Remark. This implementation chooses a classroom k whose finish time of its last lecture is the earliest.

Interval partitioning: lower bound on optimal solution

Definition

The depth of a set of open intervals is the maximum number of intervals that contain any given point.

Key observation. Number of classrooms needed $\geq$ depth.

Q. Does minimum number of classrooms needed always equal depth?

A. Yes! Moreover, earliest-start-time-first algorithm finds a schedule whose number of classrooms equals the depth.

Interval partitioning: analysis of earliest-start-time-first algorithm

Observation. The earliest-start-time first algorithm never schedules two incompatible lectures in the same classroom.

Theorem

Earliest-start-time-first algorithm is optimal.

Proof.

Let d = number of classrooms that the algorithm allocates.

Classroom d is opened because we needed to schedule a lecture, say j, that is incompatible with a lecture in each of $d - 1$ other classrooms.

Thus, these d lectures each end after s_j.

Since we sorted by start time, each of these incompatible lectures start no later than s_j.

Thus, we have d lectures overlapping at time $s_j + \varepsilon$.

Scheduling to Minimize Lateness

Scheduling to minimizing lateness

Single resource processes one job at a time.

Job j requires t_j units of processing time and is due at time d_j.

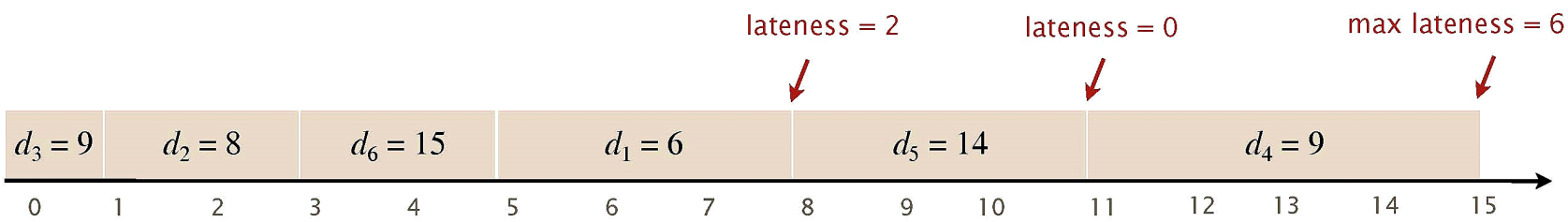
If j starts at time s_j, it finishes at time $f_j = s_j + t_j$.

Lateness: $l_j = \max\{0, f_j - d_j\}$.

Goal: schedule all jobs to minimize maximum lateness $L = \max_j l_j$.

Example

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



Quiz

Schedule jobs according to some natural order. Which order minimizes the maximum lateness?

A [shortest processing time] Ascending order of processing time t_j.

B [earliest deadline first] Ascending order of deadline d_j.

C [smallest slack] Ascending order of slack: $d_j - t_j$.

D None of the above.

Minimizing lateness: earliest deadline first

Earliest-Deadline-First(n, $t_1, t_2, \ldots, t_n$, $d_1, d_2, \ldots, d_n$)

Sort jobs by due times and renumber so that $d_1 \leq d_2 \leq \ldots \leq d_n$.

$t \leftarrow 0$;

for $j = 1$ *to* n **do**

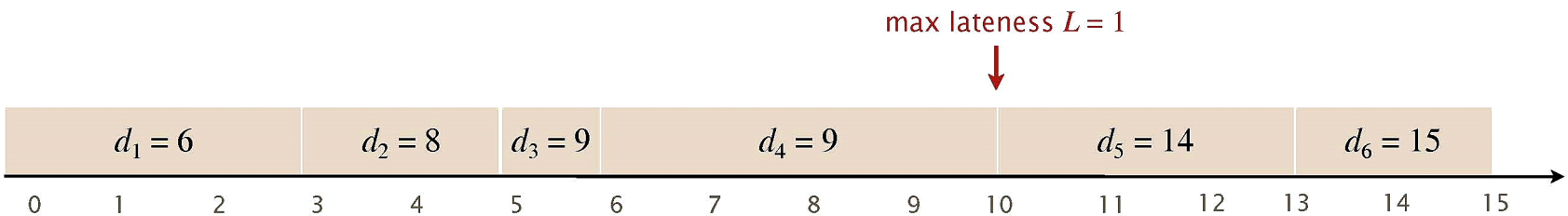
  Assign job j to interval $[t, t + t_j]$;

  $s_j \leftarrow t$; $f_j \leftarrow t + t_j$;

  $t \leftarrow t + t_j$;

end

Return intervals $[s_1, f_1], [s_2, f_2], \ldots, [s_n, f_n]$;



Minimizing lateness: no idle time

Observation 1. There exists an optimal schedule with no idle time.

Observation 2. The earliest-deadline-first schedule has no idle time.

Minimizing lateness: inversions

Definition (Inversion)

Given a schedule S, an inversion is a pair of jobs i and j such that: $i < j$ but j is scheduled before i.

Observation 3. The earliest-deadline-first schedule is the unique idle-free schedule with no inversions.

Minimizing lateness: inversions

Definition

Inversion Given a schedule S, an inversion is a pair of jobs i and j such that: $i < j$ but j is scheduled before i.

Observation 4. If an idle-free schedule has an inversion, then it has an adjacent inversion.

Proof.

Let i-j be a closest inversion.

Let k be element immediately to the right of j.

Case 1 $j > k$ Then $j - k$ is an adjacent inversion.

Case 2 $j < k$ Then i–k is a closer inversion since $i < j < k$.

Minimizing lateness: inversions

Key claim

Exchanging two adjacent, inverted jobs i and j reduces the number of inversions by 1 and does not increase the max lateness.

Proof.

Let l be the lateness before the swap, and let l' be it afterwards.

$l'_k = l + k$ for all $k \neq i, j$.

$l'_i \leq l_i$

If job j is late,

$$\begin{array}{rcccl} l'_j & = & f'_j - d_j & = & f_i - d_j \\ & \leq & f_i - d_i & \leq & l_i \end{array}$$

Minimizing lateness: analysis of earliest-deadline-first algorithm

Theorem

The earliest-deadline-first schedule S is optimal.

Proof. by contradiction

Define S^* to be an optimal schedule with the fewest inversions.

Can assume S^* has no idle time. Observation 1

Case 1. [S^* has no inversions] Then $S = S^*$. Observation 3

Case 2. [S^* has an inversion]

- let i–j be an adjacent inversion Observation 4
- exchanging jobs i and j decreases the number of inversions by 1 without increasing the max lateness Key claim
- contradicts fewest inversions part of the definition of S^*

Optimal Caching

Optimal offline caching

Caching.

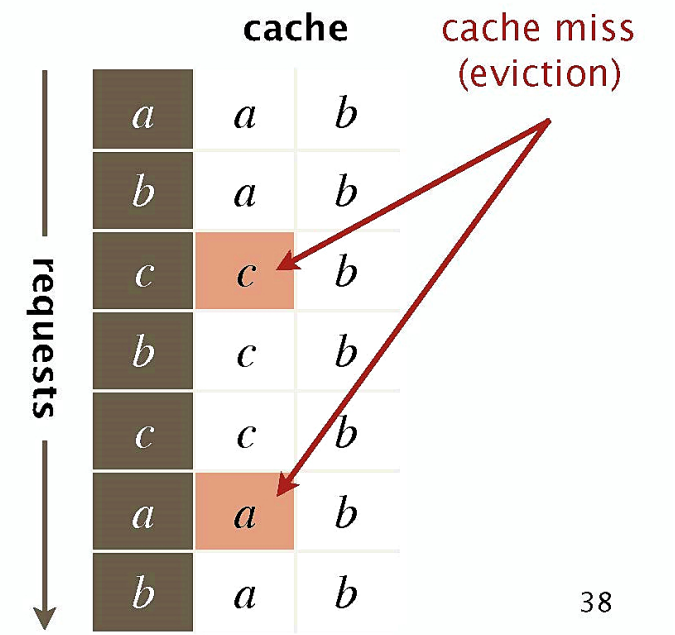
- Cache with capacity to store k items.
- Sequence of m item requests $d_1, d_2, \ldots, d_m$.
- Cache hit: item in cache when requested.
- Cache miss: item not in cache when requested.
  (must evict some item from cache and bring requested item into cache)

Applications. CPU, RAM, hard drive, web, browser, ...

Goal. Eviction schedule that minimizes the number of evictions.

Example

$k = 2$, initial cache $= ab$, requests: a, b, c, b, c, a, b. Optimal eviction schedule. 2 evictions.

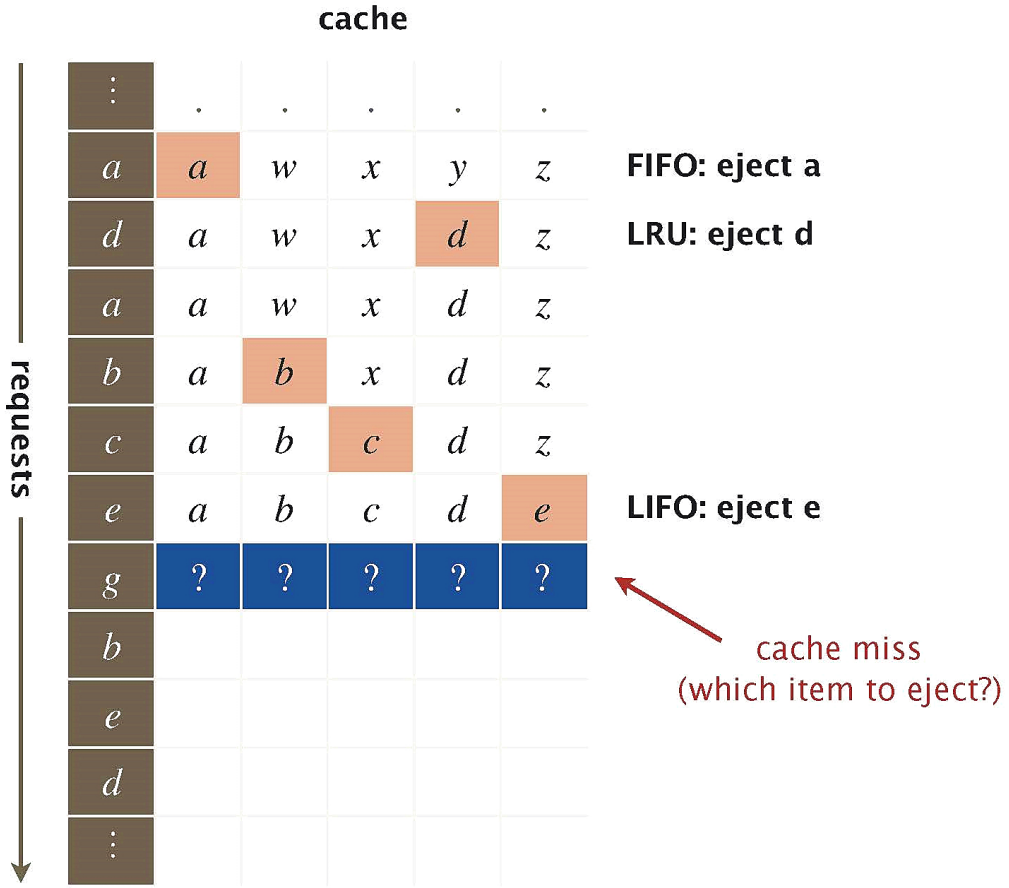


Optimal offline caching: greedy algorithms

LIFO/FIFO. Evict item brought in least (most) recently.

LRU. Evict item whose most recent access was earliest.

LFU. Evict item that was least frequently requested.



Optimal offline caching: farthest-in-future (clairvoyant algorithm)

Farthest-in-future. Evict item in the cache that is not requested until farthest in the future.

Theorem (Bélády 1966)

FF is optimal eviction schedule.

Reduced eviction schedules

Definition

A reduced schedule is a schedule that brings an item d into the cache in step j only if there is a request for d in step j and d is not already in the cache.

Reduced eviction schedules

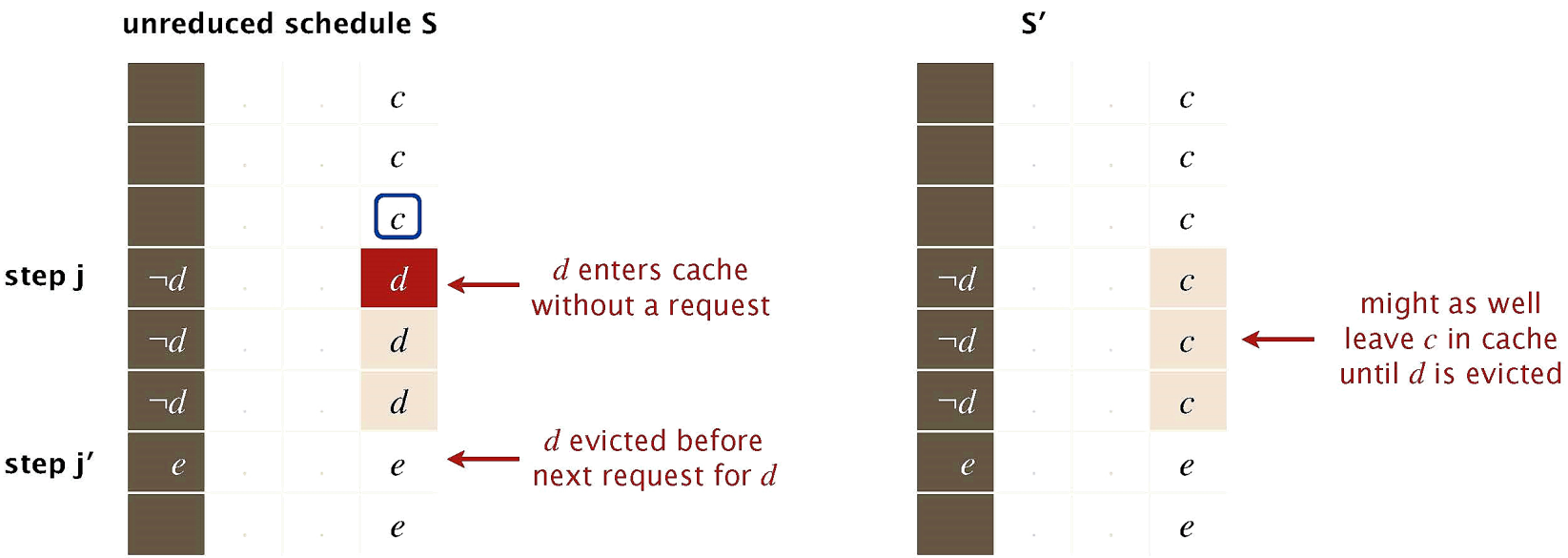
Claim

Given any unreduced schedule S, can transform it into a reduced schedule S' with no more evictions.

Proof. by induction on number of steps j

Suppose S brings d into the cache in step j without a request. Let c be the item S evicts when it brings d into the cache.

Case 1a: d evicted before next request for d.



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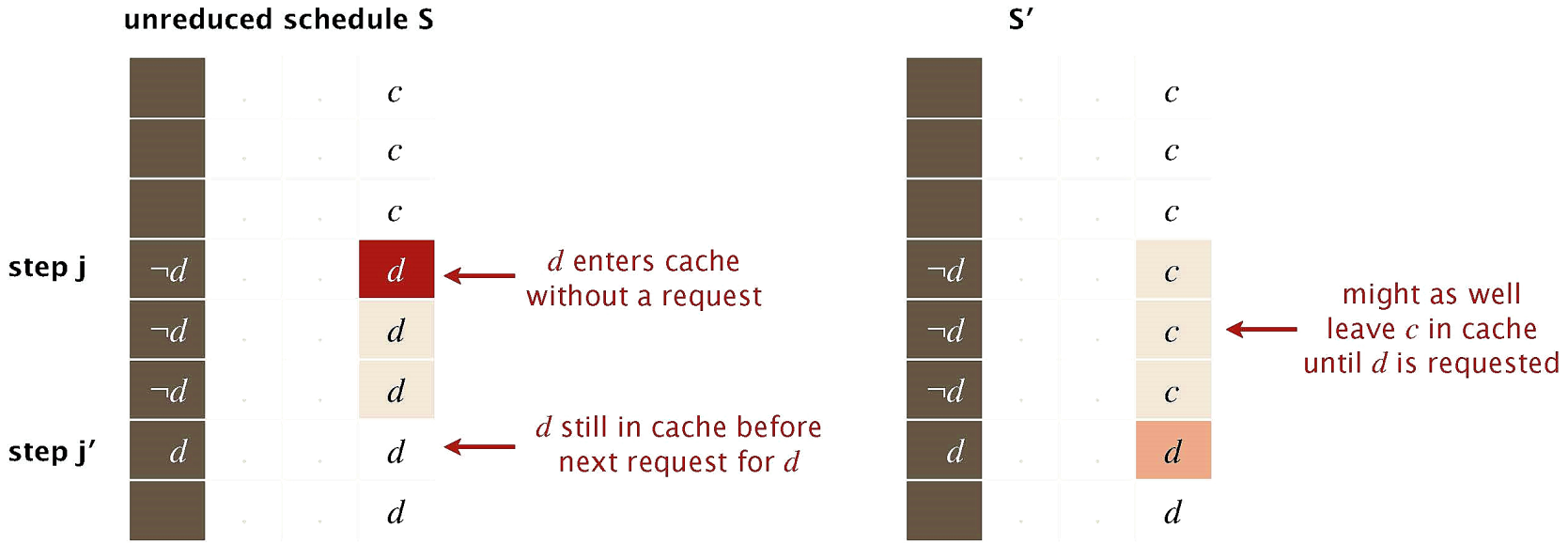
Proof. by induction on number of steps j

Suppose S brings d into the cache in step j without a request. Let c be the item S evicts when it brings d into the cache.

Case 1a: d evicted before next request for d.

Case 1b: next request for d occurs before d is evicted.



Reduced eviction schedules

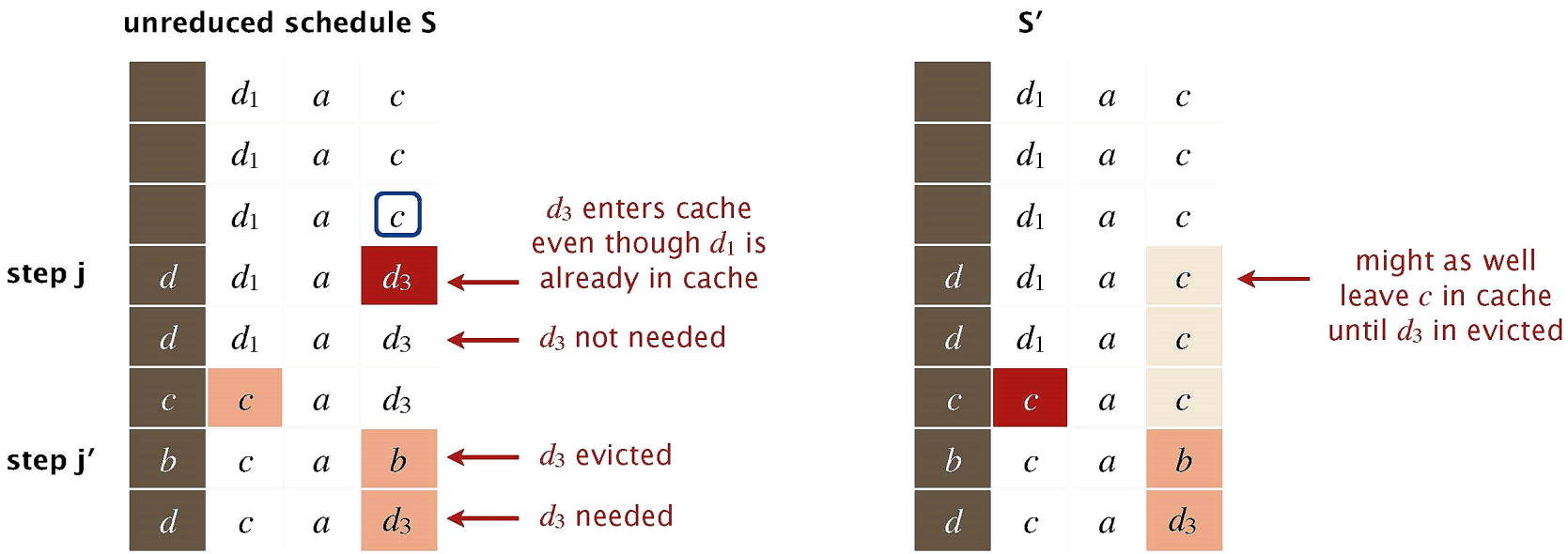
Claim

Given any unreduced schedule S, can transform it into a reduced schedule S' with no more evictions.

Proof. by induction on number of steps j

Suppose S brings d into the cache in step j even though d is in cache. Let c be the item S evicts when it brings d into the cache.

Case 2a: d evicted before it is needed.



Reduced eviction schedules

Claim

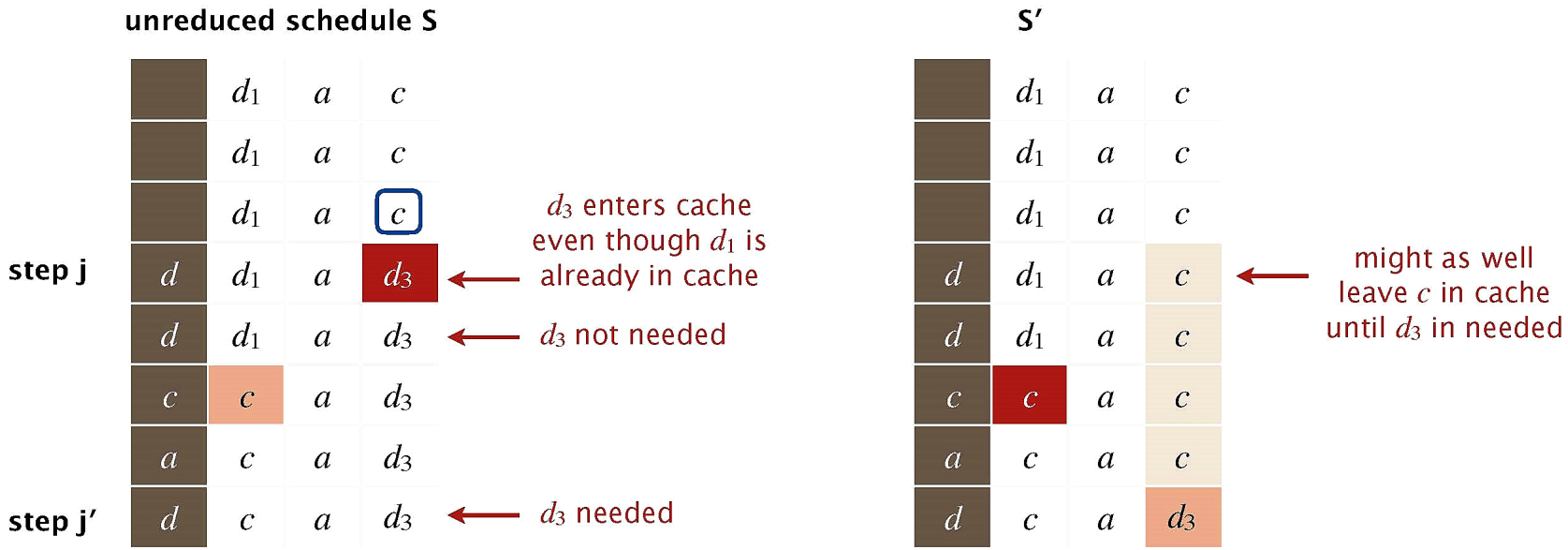
Given any unreduced schedule S, can transform it into a reduced schedule S' with no more evictions.

Proof. by induction on number of steps j

Suppose S brings d into the cache in step j even though d is in cache. Let c be the item S evicts when it brings d into the cache.

Case 2a: d evicted before it is needed.

Case 2b: d needed before it is evicted.



Reduced eviction schedules

Claim

Given any unreduced schedule S, can transform it into a reduced schedule S' with no more evictions.

Proof. by induction on number of steps j

Case 1. S brings d into the cache in step j without a request.

Case 2. S brings d into the cache in step j even though d is in cache.

Case 3. If multiple unreduced items in step j, apply each one in turn, dealing with Case 1 before Case 2.

Farthest-in-future: analysis

Theorem

FF is optimal eviction algorithm.

Proof. Follows directly from the following invariant.

Farthest-in-future: analysis

Invariant

There exists an optimal reduced schedule S that has the same eviction schedule as S_{FF} through the first j steps.

Proof. by induction on number of steps j

Base case: $j = 0$.

Let S be reduced schedule that satisfies invariant through j steps.

We produce S' that satisfies invariant after $j + 1$ steps.

- Let d denote the item requested in step $j + 1$.
- Since S and S_{FF} have agreed up until now, they have the same cache contents before step $j + 1$.

Farthest-in-future: analysis

Invariant

There exists an optimal reduced schedule S that has the same eviction schedule as S_{FF} through the first j steps.

Proof. by induction on number of steps j

Case 1 d is already in the cache.
$S' = S$ satisfies invariant.

Case 2 d is not in the cache and S and S_{FF} evict the same item.
$S' = S$ satisfies invariant.

Farthest-in-future: analysis

Invariant

There exists an optimal reduced schedule S that has the same eviction schedule as S_{FF} through the first j steps.

Proof. by induction on number of steps j

Case 3 d is not in the cache; S_{FF} evicts e; S evicts $f \neq e$.

- begin construction of S' from S by evicting e instead of f
- now S' agrees with S_{FF} for first $j+1$ steps; we show that having item f in cache is no worse than having item e in cache
- let S' behave the same as S until S' is forced to take a different action (because either S evicts e; or because either e or f is requested)

Farthest-in-future: analysis

Invariant

There exists an optimal reduced schedule S that has the same eviction schedule as S_{FF} through the first j steps.

Proof. by induction on number of steps j

Let j' be the first step after $j+1$ that S' must take a different action from S; let g denote the item requested in step j'.

Case 3a $g = e$.

Can't happen with FF since there must be a request for f before e.

Case 3b $g = f$.

Element f can't be in cache of S; let e' be the item that S evicts.

- if $e' = e$, S' accesses f from cache; now S and S' have same cache
- if $e' \neq e$, we make S' evict e' and bring e into the cache; now S and S' have the same cache

We let S' behave exactly like S for remaining requests.

Farthest-in-future: analysis

Invariant

There exists an optimal reduced schedule S that has the same eviction schedule as S_{FF} through the first j steps.

Proof. by induction on number of steps j

Let j' be the first step after $j+1$ that S' must take a different action from S; let g denote the item requested in step j'.

Case 3c $g \neq e, f$. S evicts e.

- make S' evict f.
- now S and S' have the same cache
- let S' behave exactly like S for the remaining requests