



GREEDY ALGORITHM

CSX3009 ALGORITHM DESIGN

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PROBLEM TYPES

- Decision Problem: Yes/No
 - Given graph G , nodes $s; t$, is there a path from s to t in G ?
- Search Problem
 - Given graph G , nodes $s; t$, find a path from s to t in G .
- Optimization Problem
 - Given graph G nodes $s; t$, find the shortest path from s to t .

WHAT IS A GREEDY ALGORITHM?

- A greedy algorithm is an algorithm that follows problem solving **heuristic** of
 - making **locally optimal choice** at each stage
 - with the hope of finding a **global optimal**.
- Make decision incrementally in small steps **without backtracking**.
- Decisions often based on some fixed and simple **priority** rules.

ISSUES ON GREEDY ALGORITHMS

- In many problems, a greedy approach does not yield an optimal solution.
- Nonetheless, it may produce locally optimal solutions that **approximate** a global optimal solution in a reasonable time.

CASE STUDIES

- Activity Selection
- Minimum Max-lateness Scheduling

ACTIVITY SELECTION

ACTIVITY SELECTION

- The problem concerns the selection of non-conflicting activities to perform within a given time frame.
- Given a set of activities each marked by
 - start time (s_i)
 - finish time (f_i)
- Goal
 - Select the **maximum number of activities** that can be performed by a single person or machine, assuming that a person can only work on a single activity at a time.

EXAMPLE I

- Consider the following 6 activities:

Activity#	0	1	2	3	4	5
start	1	3	0	5	8	5
finish	2	4	6	7	9	9

- What is the largest set of activities that can be performed by a single person?
- The largest set of activities that can be performed by a single person is $\{0, 1, 3, 4\}$.

EXAMPLE 2

- Consider the following 6 activities:

Activity#	0	1	2	3	4	5
start	1	5	3	3	6	0
finish	2	8	6	4	9	1

- The largest set of activities that can be performed by a single person is $\{5, 0, 3, 1\}$.

GREEDY ALGORITHM

- Concept
 - Consider an activity with **earliest finish time first**
 - Based on the sorted order, select an activity whose start time is larger than the finish time of the previous activity (start time and finish time don't overlap)

ALGORITHM:ACTIVITY SELECTION

Sort the set of activities by finishing time $f[i]$

$S = \{0\}$

$f = f[0]$

for $i = 1$ to $n - 1$

if $s[i] \geq f$

$S = S \cup i$

$f = f[i]$

endif

endfor

EXAMPLE I: REVISITED

- Consider the following 6 activities:

Activity#	0	1	2	3	4	5
start	1	3	0	5	8	5
finish	2	4	6	7	9	9

- Sort by finish time

Activity#	0	1	2	3	4	5
start	1	3	0	5	8	5
finish	2	4	6	7	9	9

0, 1, 3, 4

EXAMPLE 2: REVISITED

- Consider the following 6 activities:

Activity#	0	1	2	3	4	5
start	1	5	3	3	6	0
finish	2	8	6	4	9	1

- Sort by finish

Activity#	5	0	3	2	1	4
start	0	1	3	3	5	6
finish	1	2	4	6	8	9

5, 0, 3, 1

SAMPLE INPUT / OUTPUT

Sample Input	Sample Output
6 1 2 3 4 0 6 5 7 8 9 5 9	0 1 3 4
6 1 2 5 8 3 6 3 4 6 9 0 1	5 0 3 1

MINIMUM MAX-LATENESS SCHEDULING

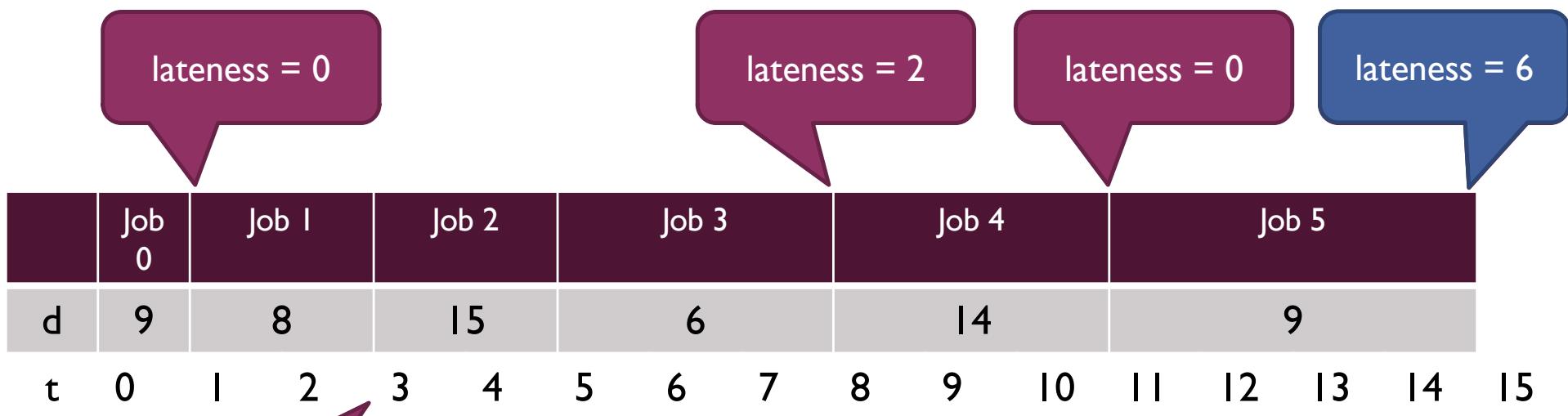
MINIMUM MAX-LATENESS SCHEDULING

- Different scheduling problem
- Start and end times are not given.
- Instead, requests are of the form (t_i, d_i) where:
 - t_i is the job length, and
 - d_i is the job deadline
- We want to schedule these jobs on a single processor.
 - Schedule all jobs in a sequence.
- Definition
 - The lateness l_i of job i is $\max\{0, f_i - d_i\}$, i.e. the length of time past its deadline that it finishes
- Goal
 - Minimize the maximum lateness

EXAMPLE: FIRST ATTEMPT

- Consider the following 6 jobs.

Job No	0	1	2	3	4	5
length	1	2	2	3	3	4
deadline	9	8	15	6	14	9



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lateness = 0

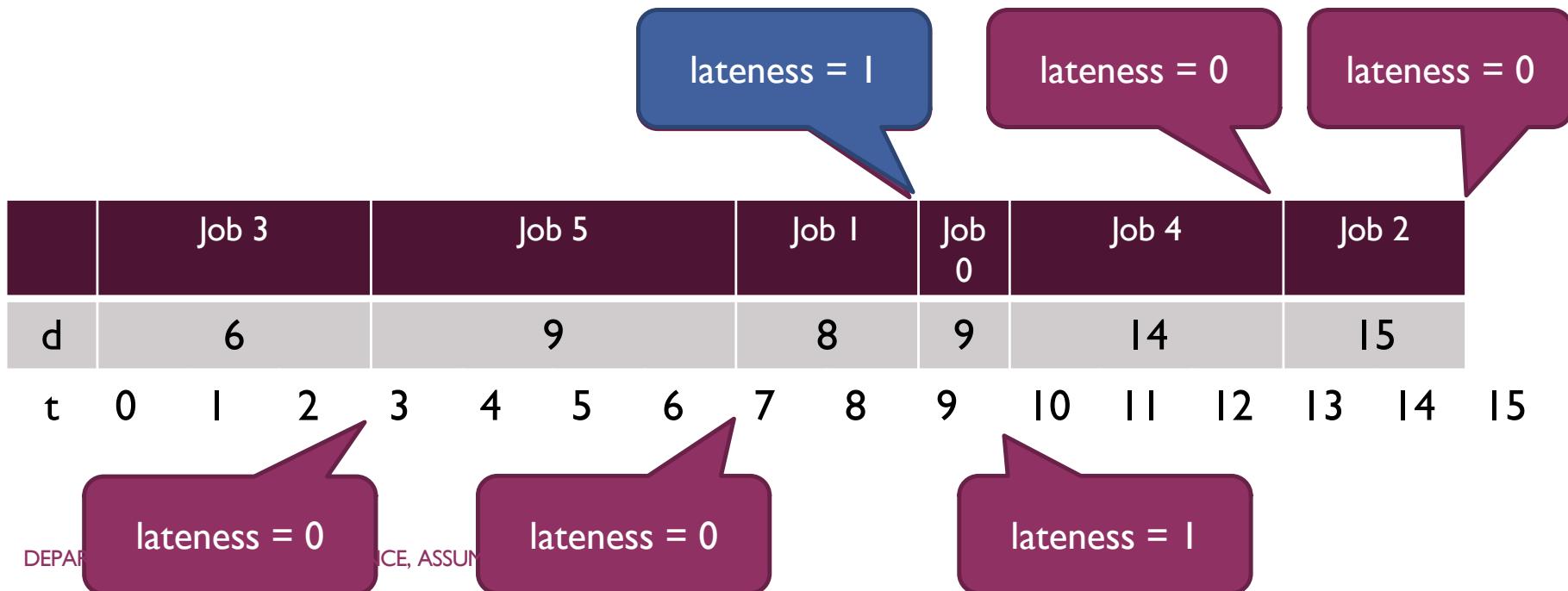
NCE, ASSUMPTION

lateness = 0

EXAMPLE: SECOND ATTEMPT

- Consider the following 6 jobs.

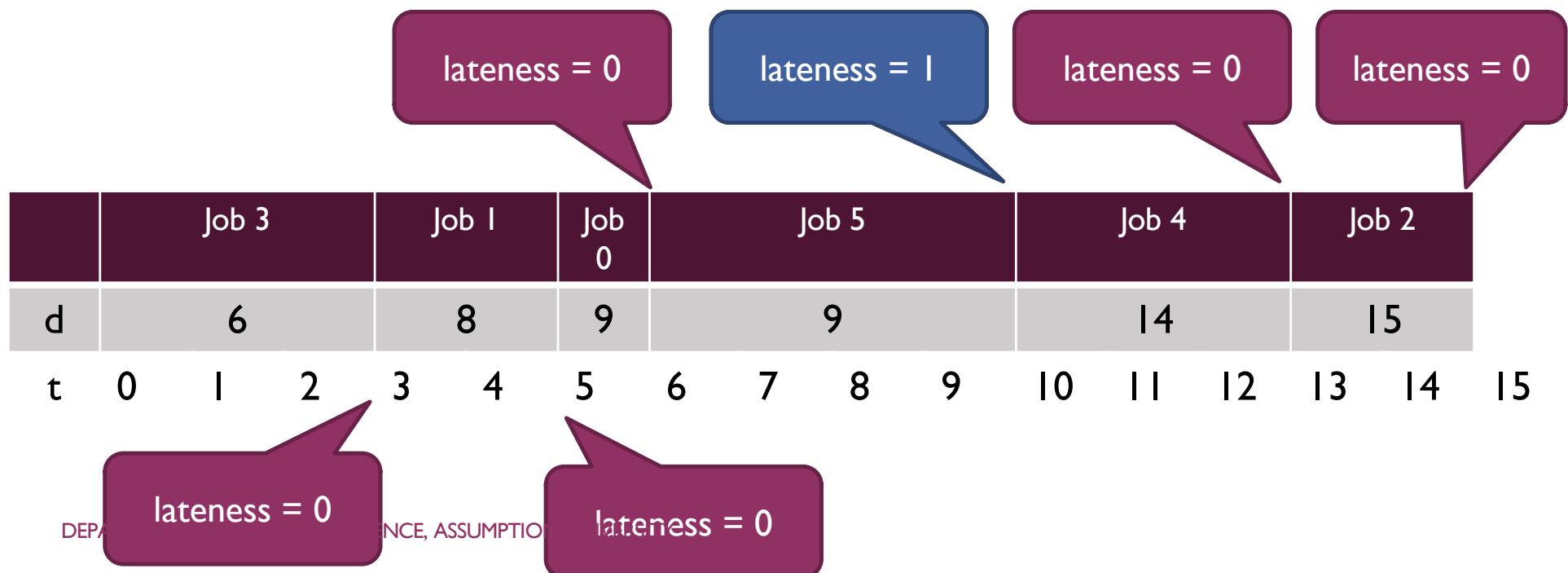
Job No	0	1	2	3	4	5
length	1	2	2	3	3	4
deadline	9	8	15	6	14	9



EXAMPLE: THIRD ATTEMPT

- Consider the following 6 jobs.

Job No	0	1	2	3	4	5
length	1	2	2	3	3	4
deadline	9	8	15	6	14	9



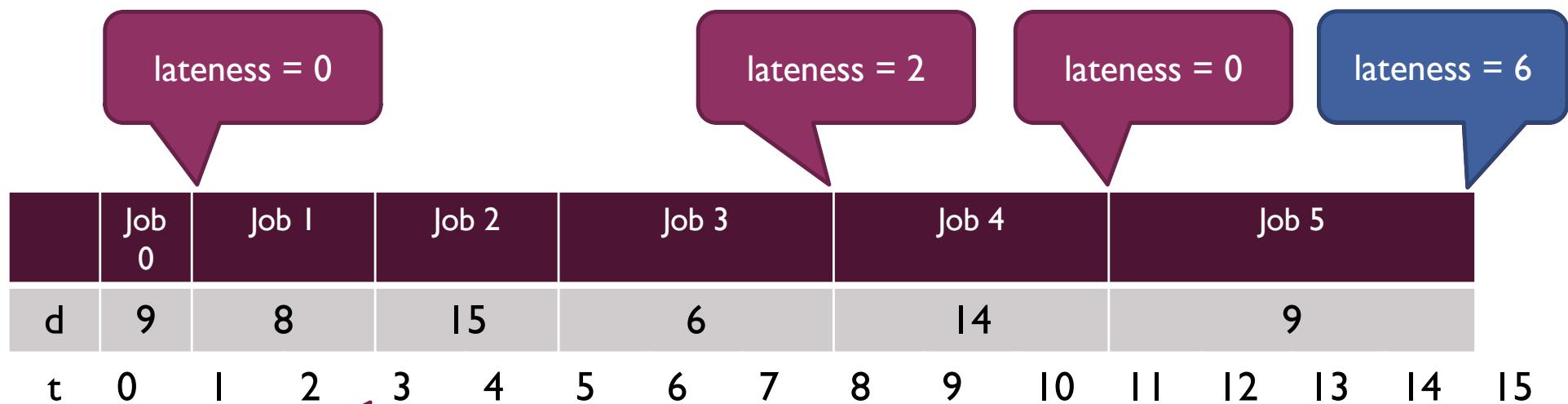
POSSIBLE GREEDY ALGORITHMS

- Concepts:
 - Shortest jobs first t_i
 - Smallest slack time $d_i - t_i$
- Will any of these algorithms work?

That's basically our first attempt!

SHORTEST JOBS FIRST T₁

Job No	0	1	2	3	4	5
length	1	2	2	3	3	4
deadline	9	8	15	6	14	9



SMALLEST SLACK TIME $D_i - T_i$

Job No	0	1	2	3	4	5
length	1	2	2	3	3	4
deadline	9	8	15	6	14	9
slack time	8	6	13	3	11	5

- Sort by slack time

Job No	3	5	1	0	4	2
length	3	4	2	1	3	2
deadline	6	9	8	9	14	15
slack time	3	5	6	8	11	13

That's basically our second attempt!

SMALLEST SLACK TIME $D_i - T_i$ (CONT.)

Job No	3	5	1	0	4	2
length	3	4	2	1	3	2
deadline	6	9	8	9	14	15
slack time	3	5	6	8	11	13

lateness = 1

lateness = 0

lateness = 0

	Job 3	Job 5	Job 1	Job 0	Job 4	Job 2
d	6	9	8	9	14	15

t 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

lateness = 0

lateness = 0

lateness = 1

DEPARTURE TIME, ASSUMING NO DELAY

CORRECT GREEDY ALGORITHM

- Earliest deadline first

Sort the job by increasing deadline $d[i]$

$f = s$

for $i = 1$ to n

 Schedule job i starting from time f to $f + t[i]$

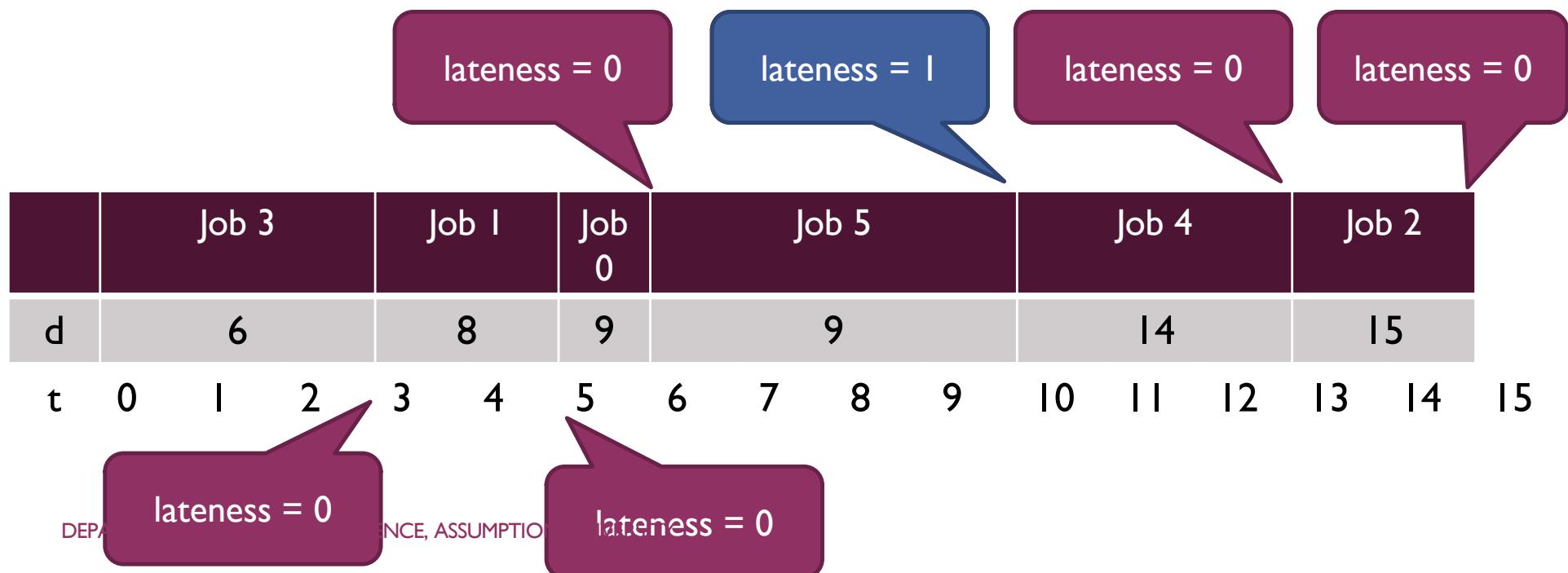
$f = f + t[i]$

endfor

EXAMPLE: REVISITED

- Consider the following 6 jobs.

Job No	0	1	2	3	4	5
length	1	2	2	3	3	4
deadline	9	8	15	6	14	9



EXERCISE 2

Sample Input	Sample Output
6 1 9 2 8 2 15 3 5 3 14 4 9	3 1 0 5 4 2
5 1 1 4 5 2 3 3 3 5 5	0 2 3 1 4 0

EXERCISE 3: CLASSROOM SCHEDULING

- The problem concerns the assignment of non-conflicting class time to a number of classrooms.
- Given a set of classes/lectures each marked by
 - start time (s_i)
 - finish time (f_i)
- Goal
 - Find the **minimum number of classrooms** that are needed for all the given classes such that two lectures do not occur at the same time in the same room.

EXERCISE 3: INPUT & OUTPUT FORMAT

- **Input**
 - Line 1: The number of classes/lectures to be conducted (n)
 - Line 2 to $n+1$: The start and finish time of class i (separated by a space)
- **Output**
 - Line 1: The number of classrooms that are needed (c).
 - Line 2 to $c+1$: lectures number to be conducted in each classroom.

EXERCISE 3: SAMPLE INPUT/OUTPUT

Sample Input	Sample Output
3 9:00 12:00 12:00 13:30 13:30 16:30	1 1 2 3
5 9:00 12:00 13:30 16:30 10:30 13:30 13:30 16:30 10:30 12:00	3 1 2 3 4 5