

Algorithm Design & Analysis (CS3383)¹

Unit 3 : Greedy Algorithms

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¹Thanks to Dr. Patricia Evans and Dr. David Bremner at UNB, Dr. Erik Demaine at MIT for sharing the teaching stuffs

Outline²

Greedy

Example

Huffman Coding

MST

²Reading:

- ▶ Main textbook (DPV), Greedy algorithms, Chapter 5.
- ▶ Algorithms(Cormen): Chapter 16 (mainly 16.1).
- ▶ Chapters 4 from Jeff Ericson's Algorithm page
<http://jeffe.cs.illinois.edu/teaching/algorithms/book/04-greedy.pdf>

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Example of Greedy Algorithms

Discussion: In a given graph, computing the

- ▶ shortest simple path can be done by a greedy algorithm. (e.g Dijkstra)
- ▶ Longest simple path is an **NP-Hard** problem?(Discussion on differences)

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Prefix codes

Char	Freq	Symbol
A	70	0
B	3	001
C	20	01
D	37	11

▶ variable length symbols

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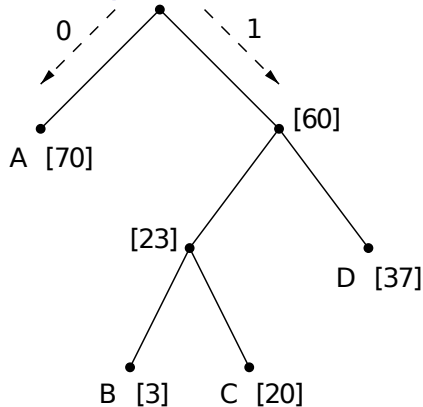
- ▶ variable length symbols
- ▶ avoiding ambiguous bitstreams: what is 001?
- ▶ no symbol should be a prefix of another.
- ▶ if A is 0, what is D?

Huffman Coding

- ▶ The goal is to compress data in an efficient way without loss of information
- ▶ The Huffman Coding algorithm uses the greedy approach to consider minimum possible length for data with high frequency
- ▶ Data with lowest frequencies are deepest in the Huffman tree
- ▶ **Example** (board)

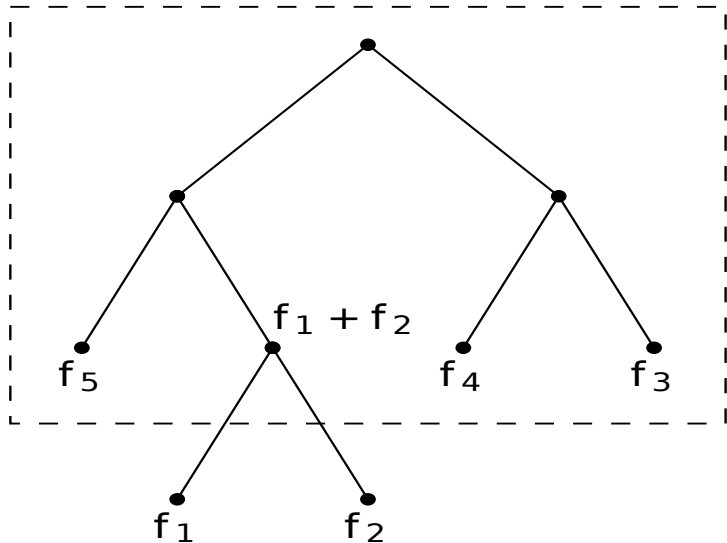
Huffman coding (another example:)

Symbol	Codeword
A	0
B	100
C	101
D	11



$$\text{cost}(T) = \sum_{i=1}^n f_i \cdot \text{depth}_i \quad (\text{Avg cost})$$

Lightest leaves are deepest



► proof by swapping

Huffman Algorithm

```
Huffman( $f[1..n]$ )  
H = priority queue of ind., by freq.  
for  $i = 1$  to  $n$  do  
    H.insert( $i$ )  
for  $k = n+1$  to  $2n-1$  do  
     $i = \text{H.deletemin}()$   
     $j = \text{H.deletemin}()$   
     $f[k] = f[i] + f[j]$   
    H.insert( $k$ )  
    children[ $k$ ] = ( $i, j$ )
```

Correctness

Huffman yields an optimal prefix code (induction)

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Huffman Coding

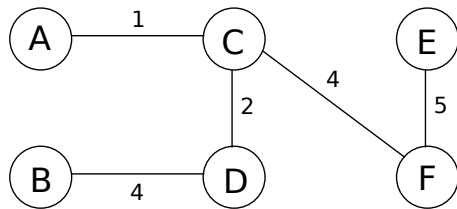
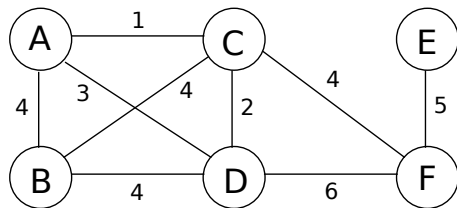
MST

Minimum spanning tree

Definition (Minimum Spanning Tree)

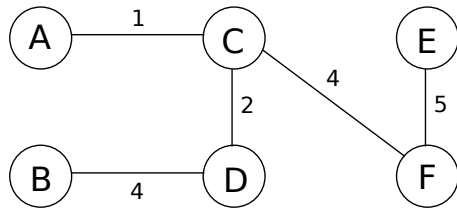
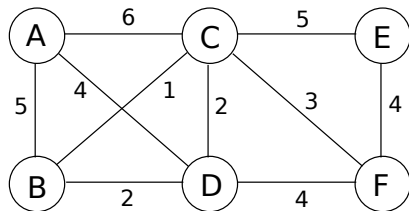
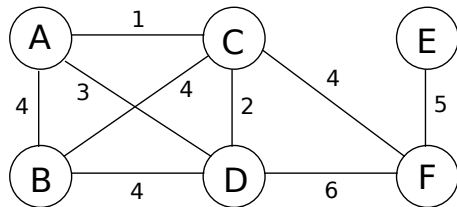
Given $G = (V, E)$, $w : E \rightarrow \mathbb{R}$, a minimum spanning tree T is a spanning tree (i.e. connecting all vertices) that minimizes $\text{cost}(T) = \sum_{e \in T} w(e)$

Minimum Spanning trees

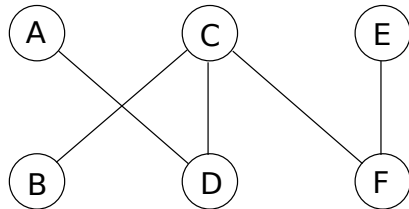


Is this solution unique?

Minimum Spanning trees

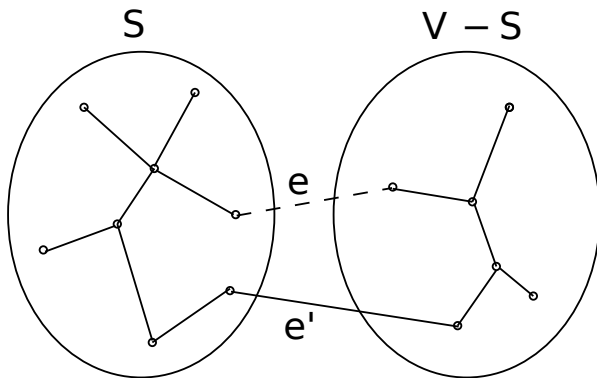


Is this solution unique?



How about this one?

Cut Property



Lemma (Board)

Let T be a minimum spanning tree, $X \subset T$ s.t. X does not connect $(S, V - S)$. Let e be the lightest edge from S to $V - S$. $X \cup e$ is part of some MST.

Generic MST

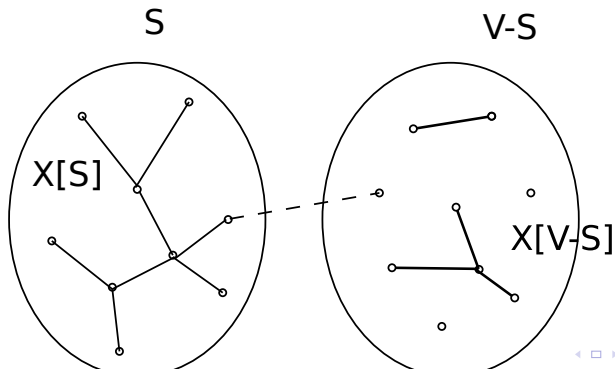
$X \leftarrow \{\}$

while $|X| < |V| - 1$ **do**

 Choose S s.t. X does not connect $(S, V - S)$

 Add the lightest crossing edge to X

end while



Greedy Algorithms in General

Discrete Optimization Problems

- ▶ solution defined by a sequence of choices
- ▶ solutions are ranked from best to worst

Greedy Algorithms in General

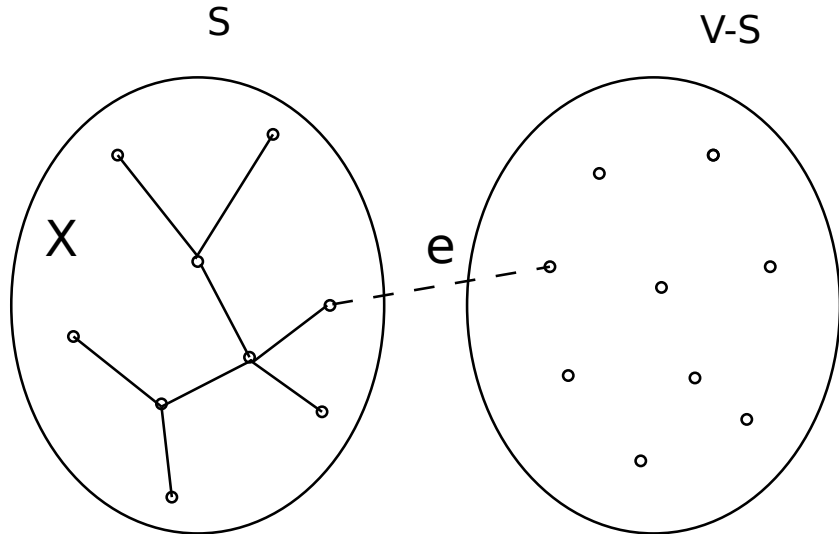
Discrete Optimization Problems

- ▶ solution defined by a sequence of choices
- ▶ solutions are ranked from best to worst

Greedy Design Strategy

- ▶ Each choice leaves one smaller subproblem
- ▶ Prove that \exists an optimal solution that makes the greedy choice
- ▶ Show that the greedy choice, combined with an optimal solution to the subproblem, yields an optimal solution to the original problem.

Prim's Algorithm

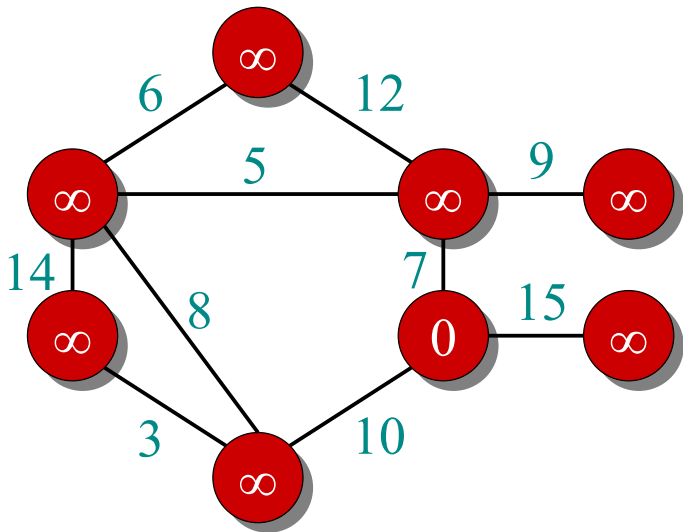


S = nodes reached so far



Example of Prim's algorithm

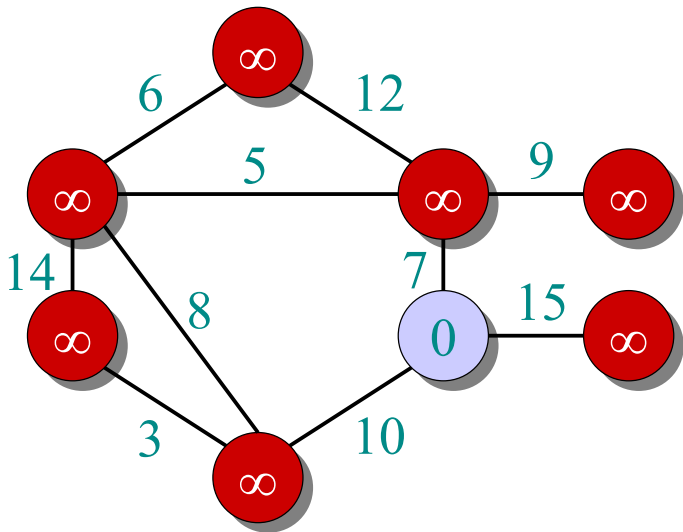
$\circ \in A$
 $\bullet \in V - A$





Example of Prim's algorithm

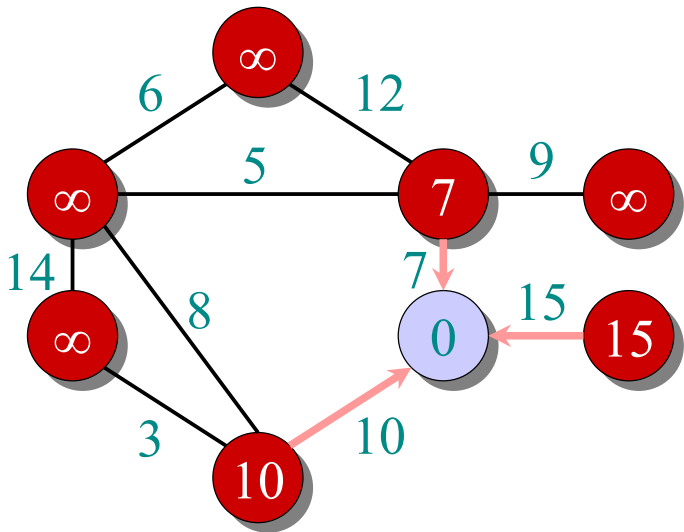
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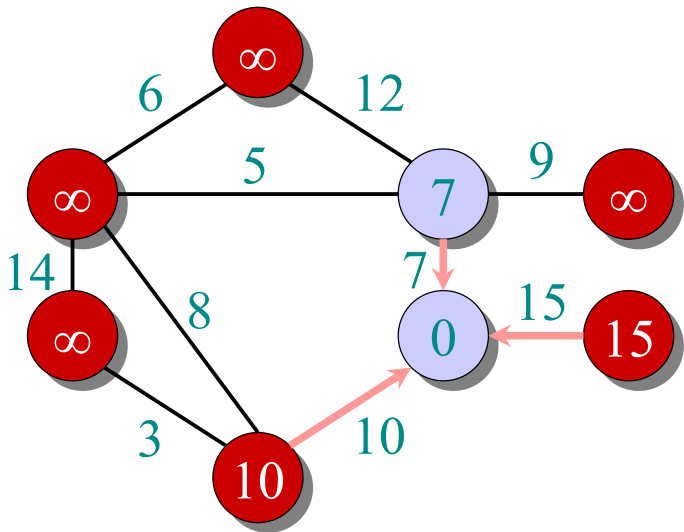
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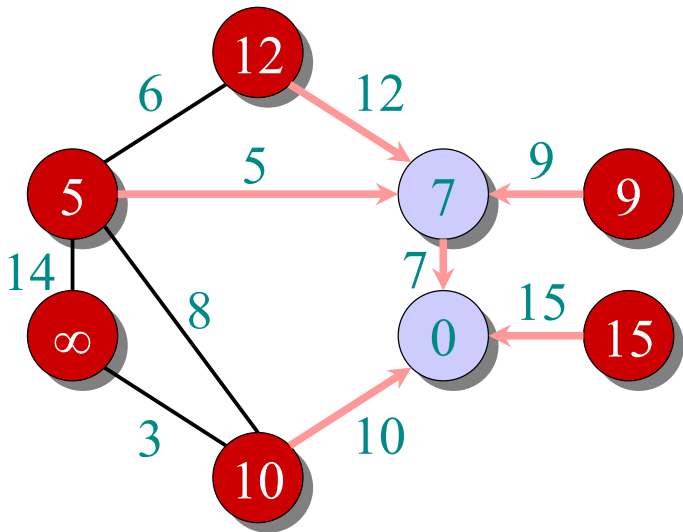
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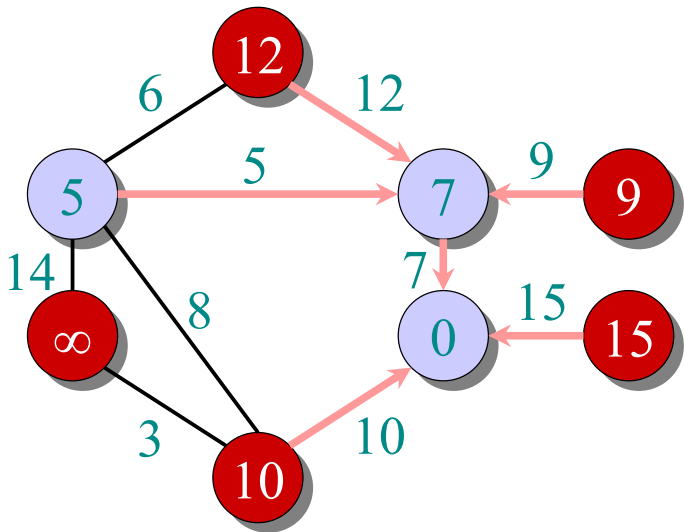
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Example of Prim's algorithm

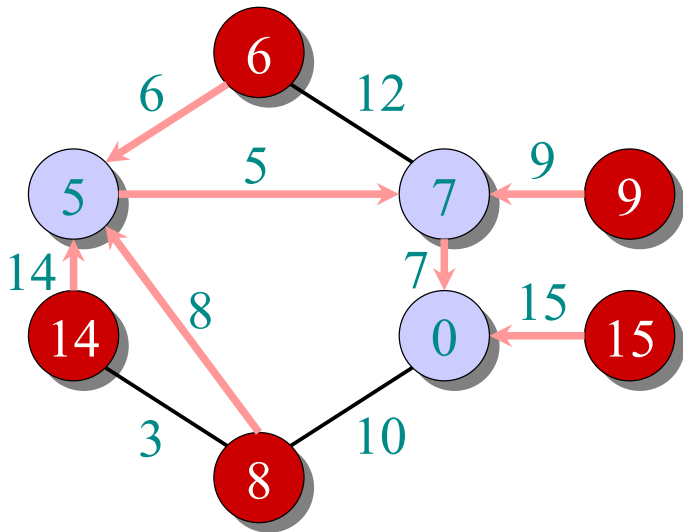
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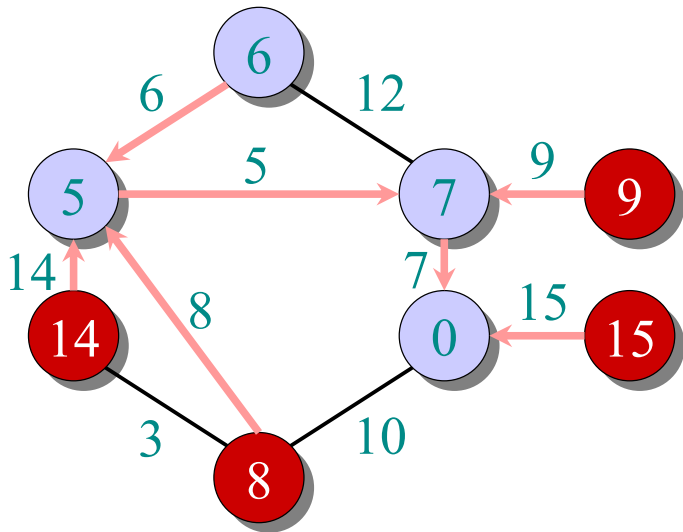
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Example of a min s-t algorithm



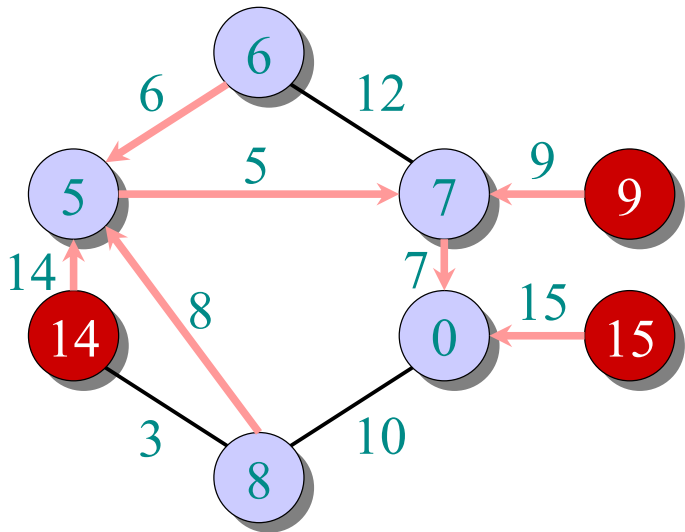
● $\in A$
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Example of Prim's algorithm



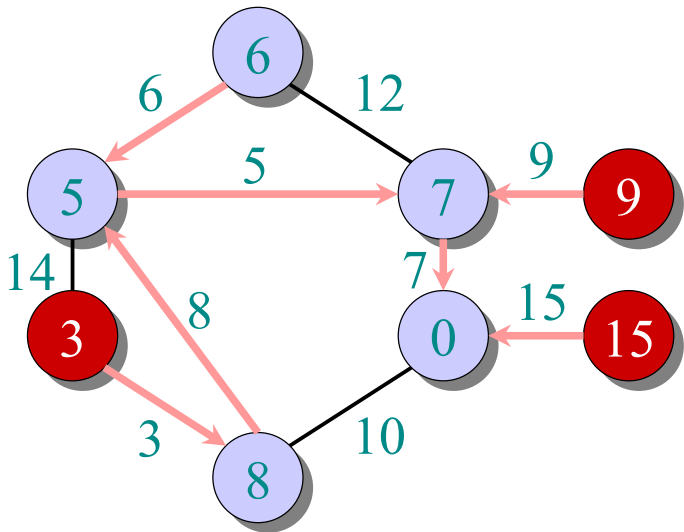
● $\in A$
● $\in V - A$



Example of a min s-t algorithm



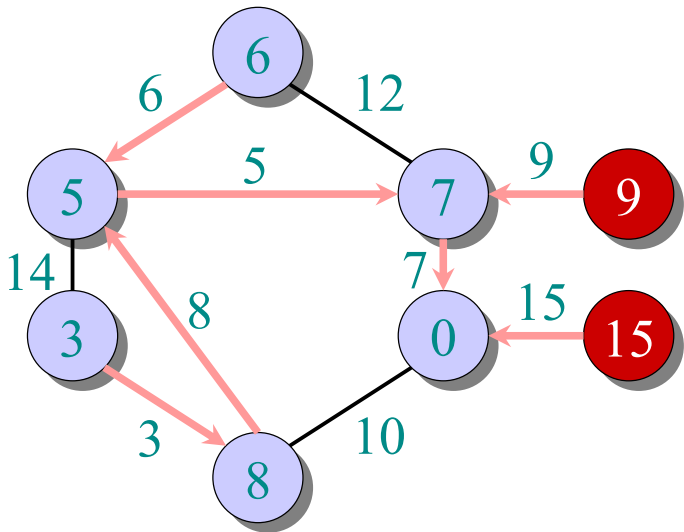
● $\in A$
● $\in V - A$





Example of a minimum augmenting path

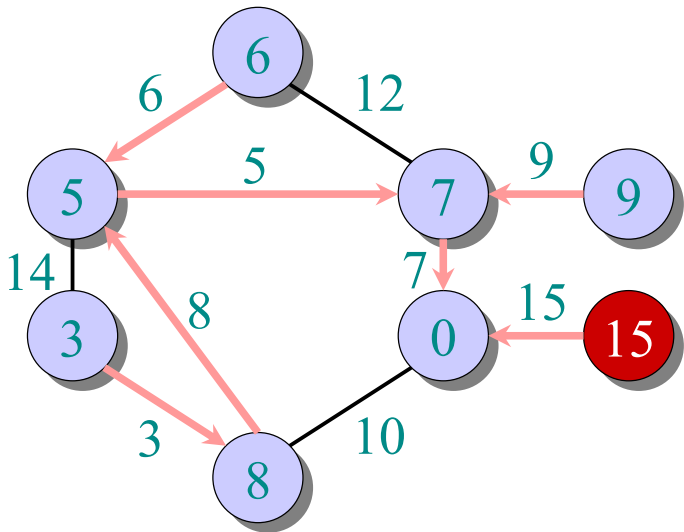
● $\in A$
● $\in V - A$



Example of Prim's algorithm



● $\in A$
● $\in V - A$



Prim's Algorithm

u_0 = arbitrary vertex

$\text{cost}(u_0) = 0$; $\text{cost}(v) = \infty$, $v \neq u_0$

for $v \in V$: $\text{enq}(H, v)$

while H is not empty **do**

$v = \text{deletemin}(H)$

for $e = \{v, z\}$, $e \in E$, $z \in H$ **do**

if $\text{cost}(z) > w(v, z)$ **then**

$\text{cost}(z) = w(v, z)$

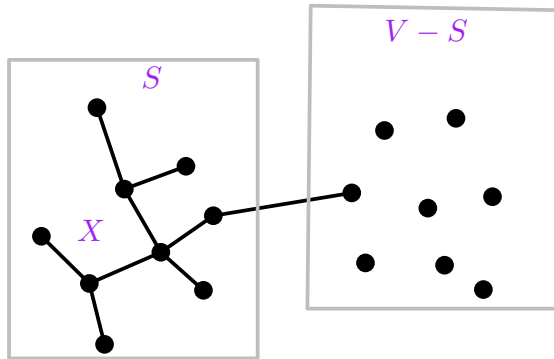
$\text{prev}(z) = v$

$\text{decreasekey}(H, z)$

end if

end for

end while



Analysis of Prim's Algorithm (board)

- ▶ Correctness follows from the cut property, induction
- ▶ Closely connected with the Dijkstra's Shortest path algorithm; only two lines change
- ▶ Tree can be read back from **prev**
- ▶ Cost is dominated by priority queue operations