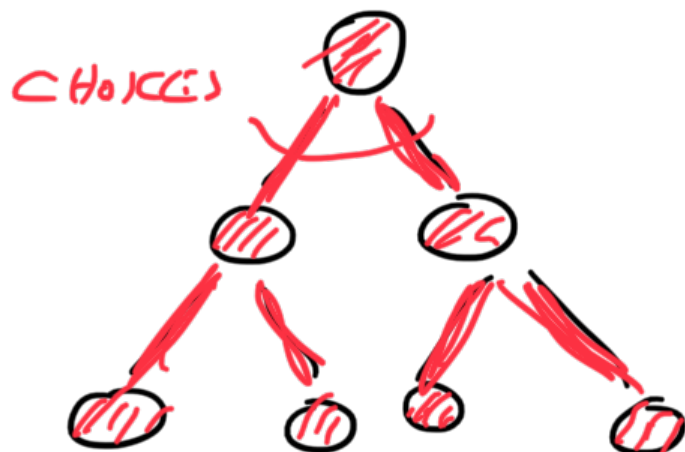


GREEDY ALGORITHMS

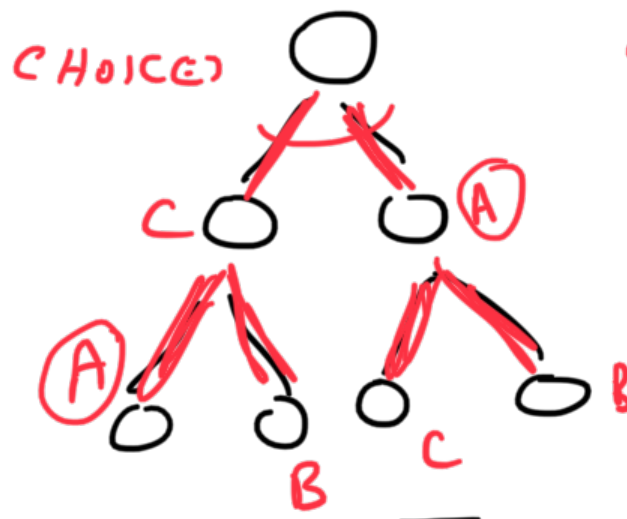
D&C



EXPLORE WHOLE TREE

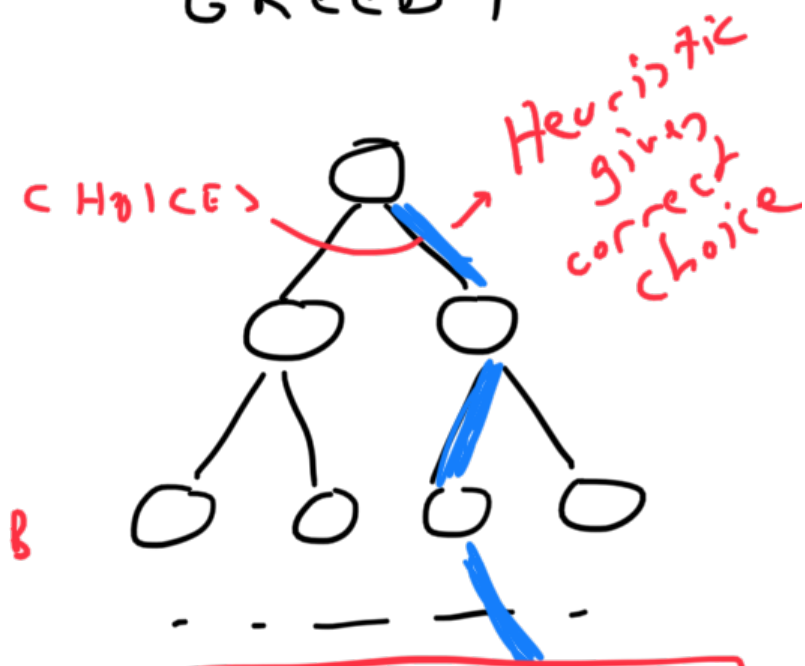
DP

(MEMORIZATION)



REPEATED SUBP.

GREEDY



GO DOWN A PATH

Common: (OPTIMAL) SUBSTRUCTURE: The

solution to a problem can be expressed in terms of solutions to its subproblems.

Greedy: CHOICE: How do we decide

QUESTION: Can we divide
a problem into subproblems?

ANALYSIS:

RUNTIME: D&C: Add all node merge-costs in tree.
DP: Add costs of unique nodes
Greedy: Add costs of a single path.

CORRECTNESS: D&C, DP usually obvious.

Greedy: we need to work on the proof.

OPTIMUM OR NOT?

DP that optimize: WIS etc.

that do not: Robot $(0,0) \rightarrow (m,n)$; Fibonacci
(they use Σ instead of min/max)

D&C can also optimize (no repeated subp)

not optimal: merge-sort.

GREEDY EXAMPLES:

① N types of metals

w_1, \dots, w_n : amount of i 'th metal.

c_1, \dots, c_n : price for kg i 'th metal.

k_1, \dots, k_n : sold amount in kg i 'th metal.

s.t. I make $\boxed{T \$}$ total: $T = \sum c_i k_i$

Minimize: $\sum k_i$

\Rightarrow SORT metals by price (decreasing)

for $i = 1:n$

if $\lfloor w_i \rfloor \geq T/c_i$

\Rightarrow send T/c_i kg of metal i , done

else

send all of w_i (worth $w_i c_i$)

need to send $T - w_i c_i$

continue with next metal.

Proof: Cut-and-paste method.

Assume someone claims an optimal solution that violates your rule.

Then modify their solution according to your rule and show it improves.

Say at some point we need a cheaper metal i when a more expensive metal j was available.

$(c_j > c_i)$. We can replace $c_j k_j$ with $c_i k_i$ where $k_i = \frac{c_j k_j}{c_i} < k_j$ and decr weight

The solution was not optimal.

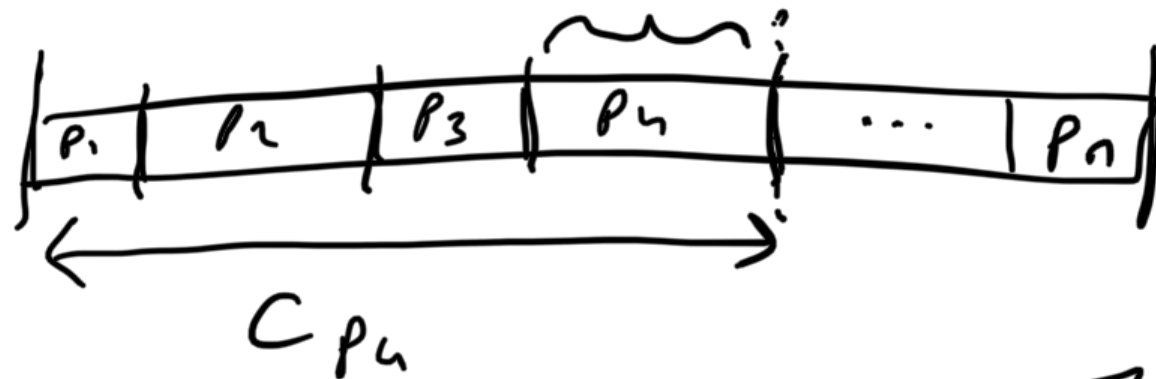
EXAMPLE 2:

n processes.

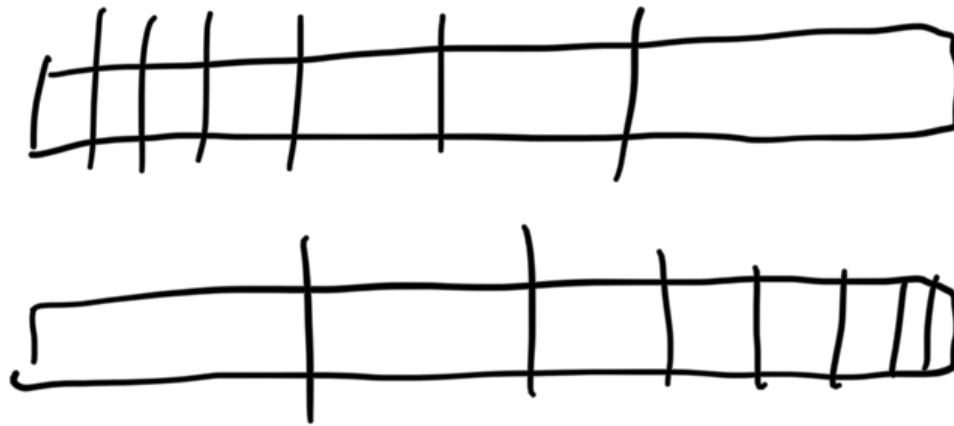
p_1, p_2, \dots, p_n : first do p_1 , then p_2, \dots

$t_{p_1}, t_{p_2}, \dots, t_{p_n}$: time it takes for p_i

Completion time: $C_{p_i} = \sum_{j=1}^i t_{p_j}$



Find an ordering p_i s.t. $\frac{\sum p_i}{n}$ is minimized



PROVE SHORTEST
WORK, USING
CUT & PASTE.

