

Greedy

Algorithms

“Greedy algorithms build up a solution piece by piece

always choosing the next piece

that offers the most obvious

and immediate benefit.”

① Scheduling

Input: Collection of n jobs
specified by their time intervals $[s_1, e_1], \dots, [s_n, e_n]$

Goal: Complete as many jobs as possible
without any time conflicts

Example: $[1, 3], [10, 11], [18, 20], [2, 19]$



Greedy alg: Which job to pick next?

Pick the earliest end time? ✓

Pick the shortest? — — X

Pick the earliest start time? — — X

Claim 1: Greedy picks an optimal schedule $G = j_1 \dots j_k$ (sorted by end time)
(Intuition) Suppose S is some optimal schedule

$$S = [s_{i_1}, e_{i_1}] \quad S = [i_1, i_2, \dots, i_k, i_{k+1}, \dots] \quad (\text{sorted by end times})$$
$$G = [d_1, d_2, \dots, d_k] \quad G = [j_1, j_2, \dots, j_k] \quad (\text{sorted by end times})$$

$[s_{i_1}, e_{i_1}]$ $[d_1, d_2]$

$[s_{i_2}, e_{i_2}]$

Suppose S and G agree on first m jobs
"Convert" S into S' which agrees w/ G on first $m+1$

Claim 2: If $m \leq k$, \exists opt sched S which agrees w/ G on first m jobs
Pf: By induction on m .
Base case: $m=0$.

Inductive step: Suppose $i_1=j_1, \dots, i_m=j_m$

(i) $i_{m+1} = j_{m+1}$.

(ii) $i_{m+1} \neq j_{m+1}$. Let $S' = S$ w/ i_{m+1} replaced by j_{m+1} .

Then S' is optimal, has no conflicts,
agrees w/ G on first $m+1$. \square

$2 \Rightarrow 1$: Suppose S is opt, agrees w/ G on first k . So $S = G$. \square

$$G = \overbrace{\quad}^{\nearrow} \overbrace{\quad}^{\nearrow} \overbrace{\quad}^{\nearrow} \overbrace{\quad}^{\nearrow}$$
$$\zeta = \overbrace{\quad}^{\nearrow} \overbrace{\quad}^{\nearrow} \overbrace{\quad}^{\nearrow} \overbrace{\quad}^{\nearrow}$$

Horn formulas

Variables: $x_1, \dots, x_n \in \{\text{True}, \text{False}\}$ literal: x_i or \bar{x}_i

Clauses

1. Implications (with unnegated variables)

$$(x_i \wedge x_j) \Rightarrow x_k \Rightarrow x_k (x_k = \text{True})$$

AND of any number of variables

2. Pure negative clauses

$$(\bar{x}_i \vee \bar{x}_j \vee \bar{x}_k) \text{ (OR of any number of negations)}$$

Example: Dinner party among friends A, B, C, ..., Z. Who to invite?

$$\Rightarrow C (A \wedge B) \Rightarrow D (\bar{E} \vee \bar{F} \vee \bar{G})$$

Horn-SAT

Input: Horn formula χ

Output: Satisfying assignment, if one exists

$\nexists i$, set $x_i = \text{False}$

while some implication $(x_1 \wedge \dots \wedge x_j) \Rightarrow x_k$
is not satisfied

Set $x_k = \text{True}$

if every pure negative clause $(\bar{x}_i \vee \dots \vee \bar{x}_j)$
is satisfied

Return (x_1, \dots, x_n)

else

Return "not satisfiable"

Example

Variables

$$x = \cancel{\text{F}} \text{T}$$

$$y = \cancel{\text{F}} \text{T}$$

$$z = \text{F}$$

$$w = \cancel{\text{F}} \text{T}$$

Clauses

$$(w \wedge y \wedge z) \Rightarrow x \quad (\checkmark)$$

$$(x \wedge z) \Rightarrow w \quad (\checkmark)$$

$$x \Rightarrow y \quad \checkmark$$

$$\Rightarrow x \quad \checkmark$$

$$(x \wedge y) \Rightarrow w \quad \checkmark$$

$$(\bar{w} \vee \bar{x} \vee \bar{y}) \quad \times$$

Claim: (i) If Greedy outputs solution, then solution is satisfying
(ii) If Greedy outputs "not satisfiable", then χ is unsatisfiable

Pf: (i) is clear ✓
For (ii), we'll prove the following ...

Subclaim: At all steps in Greedy,
if any set of vars is assigned True,
then they are also True in every satisfying assign.

Pf: By induction on while loop.

Base case: all vars set to False. ✓

Induction step: Suppose $(x_1 \wedge \dots \wedge x_j) \Rightarrow x_k$ is selected.

Then LHS is true.

So LHS also true in every satisfying
Then $x_k = T$ in sat assign. II assignment.

For (ii), assume false. Then Greedy outputs "no", but \exists sat assign.

\Rightarrow Greedy violates $(\bar{x}_1 \vee \dots \vee \bar{x}_j)$. Then sat assign violates clause
Contradiction! \square

Data compression

We have an alphabet of 32 characters w/ frequencies f_1, \dots, f_{32} .
Say we have a text with N characters. and we want to encode it as efficiently as possible.

Naive: every character $\rightarrow 5$ bits Overall: $5N$ bits

<u>Freq</u>	<u>Example</u>	<u>Encoding #1</u>	<u>Cost</u>	<u>Encoding #2</u>	<u>Encoding #3</u>	<u>Cost</u>
0.4	A	00	$0.4N \cdot 2$	0	0	$0.4N \cdot 1$
0.2	B	01	$0.2N \cdot 2$	00	110	$0.2N \cdot 3$
0.3	C	10	$0.3N \cdot 2$	1	10	$0.3N \cdot 2$
0.1	D	11	$\frac{0.1N \cdot 2}{2N}$	01	111	$\frac{0.1N \cdot 3}{1.9N \cdot 1}$

00 | 01 | 11 | 01
A B D B

000
AAA
ABA
BAA

0 | 1 | 0 | 1 | 1 | 1 | 0
A B D C

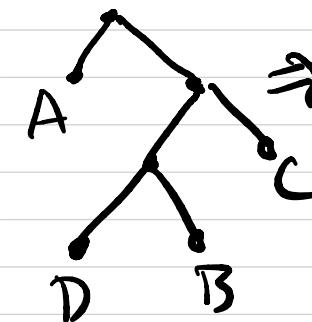
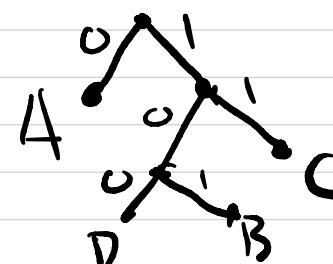
Prefix-free codes & trees

Any prefix-free code corresponds to a binary tree (and vice versa)

Example: A B C D

0 101 11 100

Prefix-free encoding:



$$\begin{aligned} A &= 0 \\ B &= 101 \end{aligned}$$

for Horn-SAT

$$(x \Rightarrow y) \quad (\neg x \vee y) \quad \text{same}$$

"if x is True, then y is True"

x	y
T	T
F	T
F	F