

# Greedy Algorithms (continued)

## Last Time

- The student's Problem.
- MST
- The Cut Property
- Kruskal's Algorithm

## Today

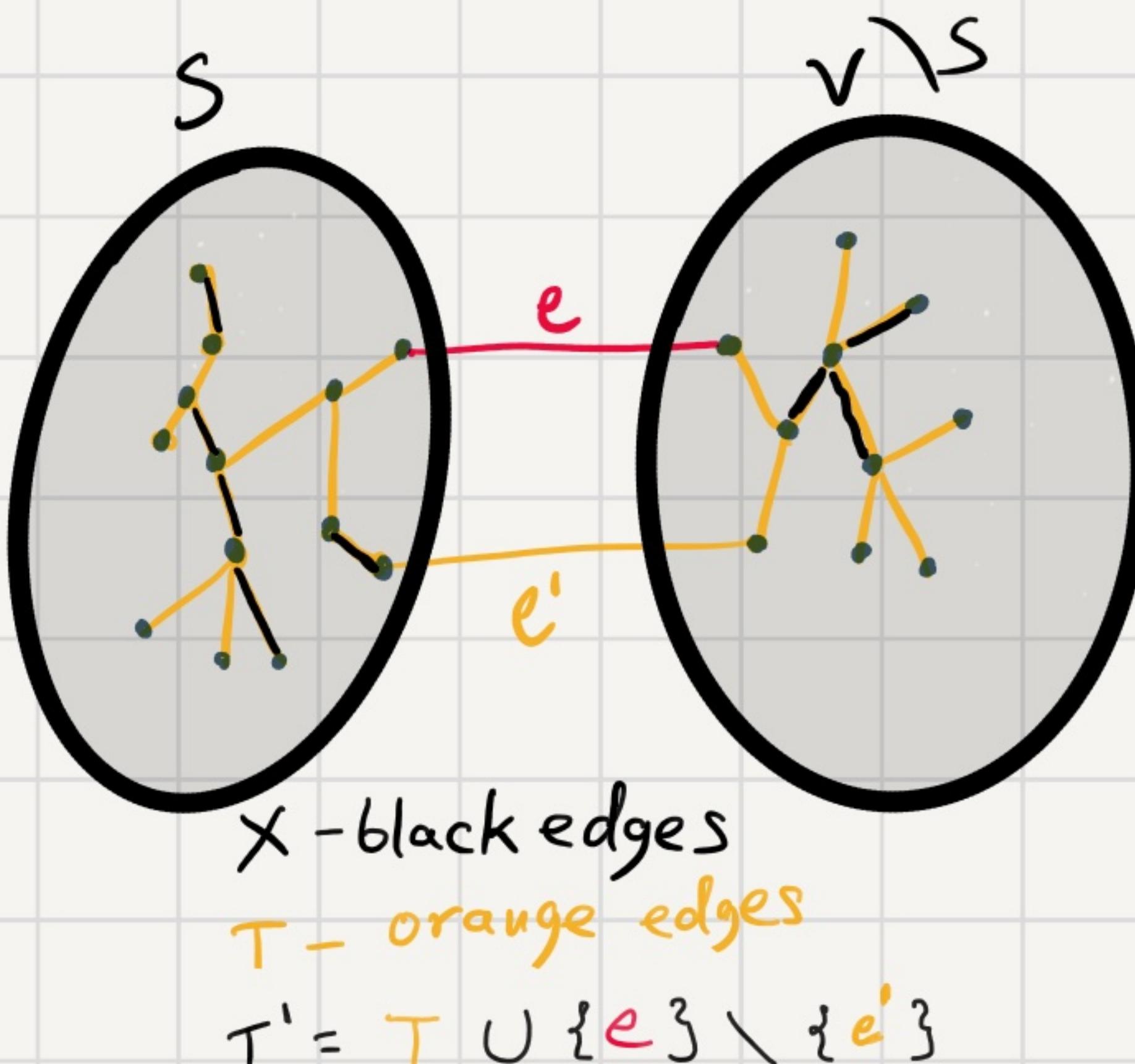
- Finish Kruskal.
- Prim's Algorithm.
- Compression - Huffman Coding.
- Set Cover.

## Recap:

MST: Given an undirected graph  $G = (V, E)$  with weights  $w: E \rightarrow \mathbb{N}$ , find a tree  $T$  that connects all vertices in  $V$  and minimizes  $\sum_{e \in E(T)} w(e)$ .

## "The Cut Property":

- The cheapest edge crossing a cut  $(S, V \setminus S)$  appears in some MST.
- More refined: Let  $X \subseteq E$  and an MST  $T$  such that  $X \subseteq E(T)$ .  
Suppose that  $X$  doesn't cross a cut  $(S, V \setminus S)$ .  
If  $e$  is the cheapest edge crossing  $(S, V \setminus S)$  then  $X \cup \{e\}$  is contained in some MST  $T'$ .



## Meta Algorithm

- $X \leftarrow \emptyset$
  - For  $i=1, \dots, |V|-1$ :
    - Find a cut  $(S, V \setminus S)$  s.t.  $X$  doesn't cross it.
    - Add cheapest edge in the cut to  $X$ .
- 

## Kruskal( $G, w$ ):

1.  $X \leftarrow \emptyset$ ,
  2. Sort edges by their weight.  
2.1 For every  $v \in V$  makeset( $\{v\}$ ).  $O(|E| \cdot \log |E|)$ .  
 $\text{find}(u) = \text{find}(v)$
  3. For all edges  $e \in E$ , ordered by weight:  
 $\text{find}(u, v)$ 
    - If adding  $e$  to  $X$  creates a cycle, then skip
    - Else,  $X \leftarrow X \cup \{e\}$ .  $\text{union}(u, v)$ .
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Last Time: We saw the PoC for Kruskal, based on the Cut Property.

Implementation / Runtime?

Runtime:

$n$	makesets	$O(n)$
$m$	finds	$O(\log n)$
$n-1$	unions	$O(\log n)$

Naive Implementation  
 $O(|E| \log |E| + |E|n)$ .

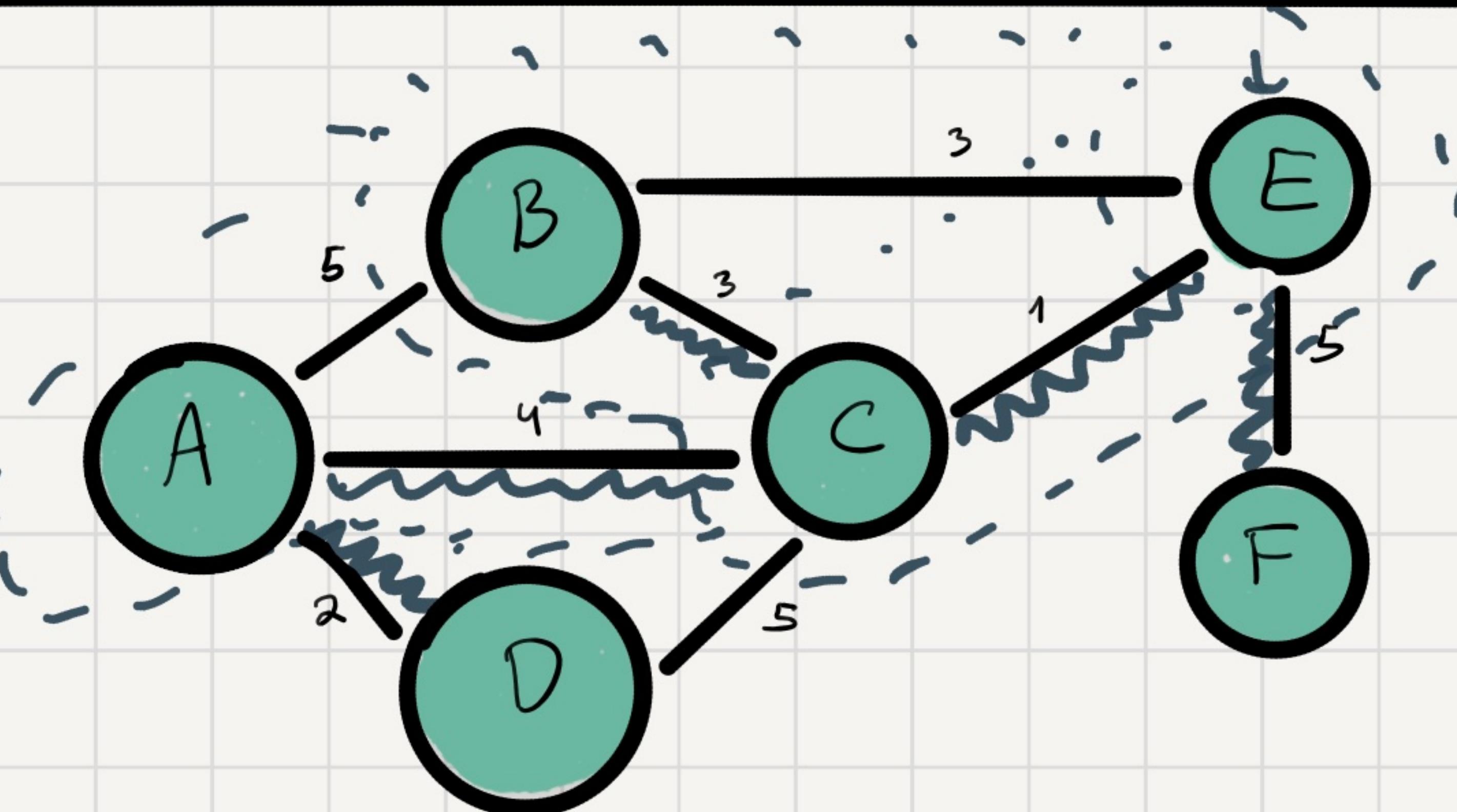
$\Rightarrow$  Total runtime:  
 $O(|E| \log |E|)$ .

## Real / Meta Algorithm

- $X \leftarrow \emptyset$
  - For  $i=1, \dots, |V|-1$ :
    - Find a cut  $(S, V \setminus S)$  s.t.  $X$  doesn't cross it.
    - Add cheapest edge in the cut to  $X$ .
- 

## Prim's Algorithm:

Idea: At each point in time,  $X$  would be a subtree.



- At each step, pick the minimal edge between  $S = \{v : X \text{ touches } v\}$  and its complement.

- How to implement?

Maintain

$\forall v \notin S$

Similar to Dijkstra's Alg.  
 $\text{prev}(v) = \arg \min_{u \in S} w(u, v).$

$\text{cost}(v) = \min_{u \in S} w(u, v).$

Pick  $v \notin S$  with smallest  $\text{cost}$ .  
add  $(v, \text{prev}(v))$  to  $X$ .

# Data Compression

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

Naive: Every character  $\rightarrow$  5 bits

Overall:  $5N$  bits

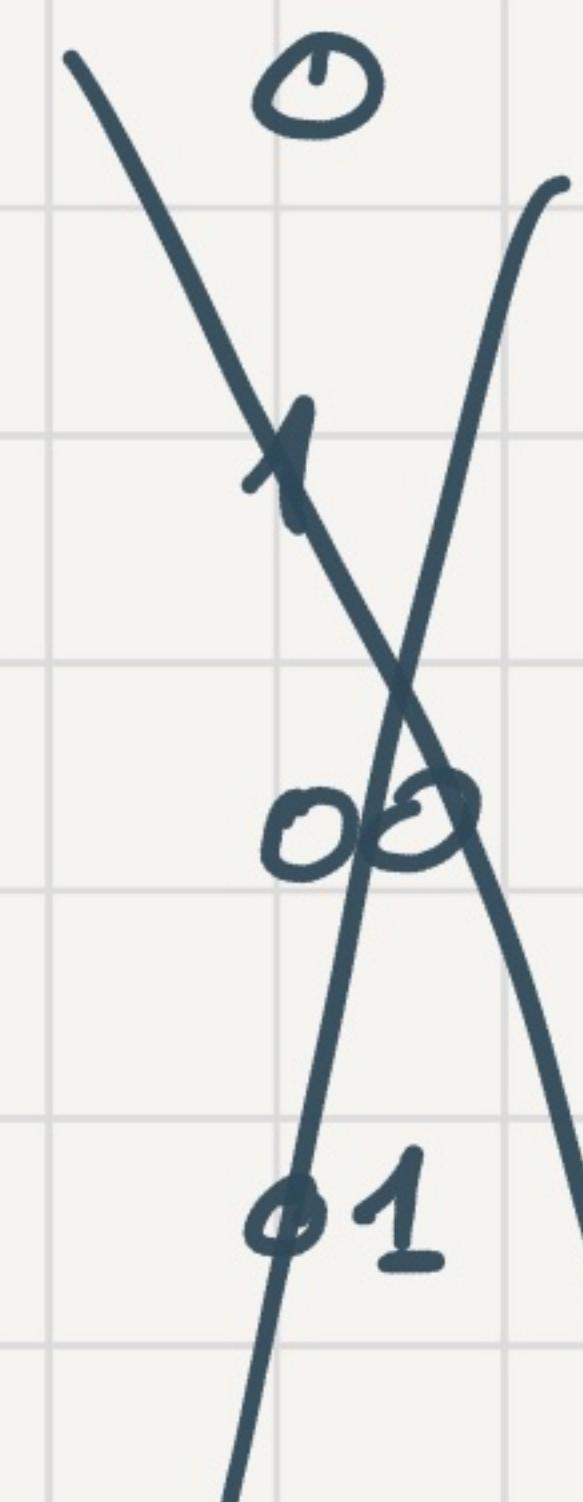
Example:

<u>Freq</u>		<u>Encoding 1</u>	<u>cost</u>
0.4	A	00	$0.4N \cdot 2$
0.3	B	01	$0.3N \cdot 2$
0.2	C	10	$0.2N \cdot 2$
0.1	D	11	$0.1N \cdot 2$

2N.

00|10|11|10  
A C D C.

Encoding 2



Encoding 3

	<u>cost</u>
0	$0.4N \cdot 1$
10	$0.3N \cdot 2$
110	$0.2N \cdot 3$
111	$0.1N \cdot 3$

$1.9N!$

AAA  
AC  
CA

0|110|111|110  
A C D C

## Prefix Free Codes & Trees

Any prefix-free code corresponds to a binary tree & vice versa.

Example:

0.4	0.2	0.3	0.1
A	C	G	T
0	101	11	100

Prefix-free  
encoding  $\Rightarrow$



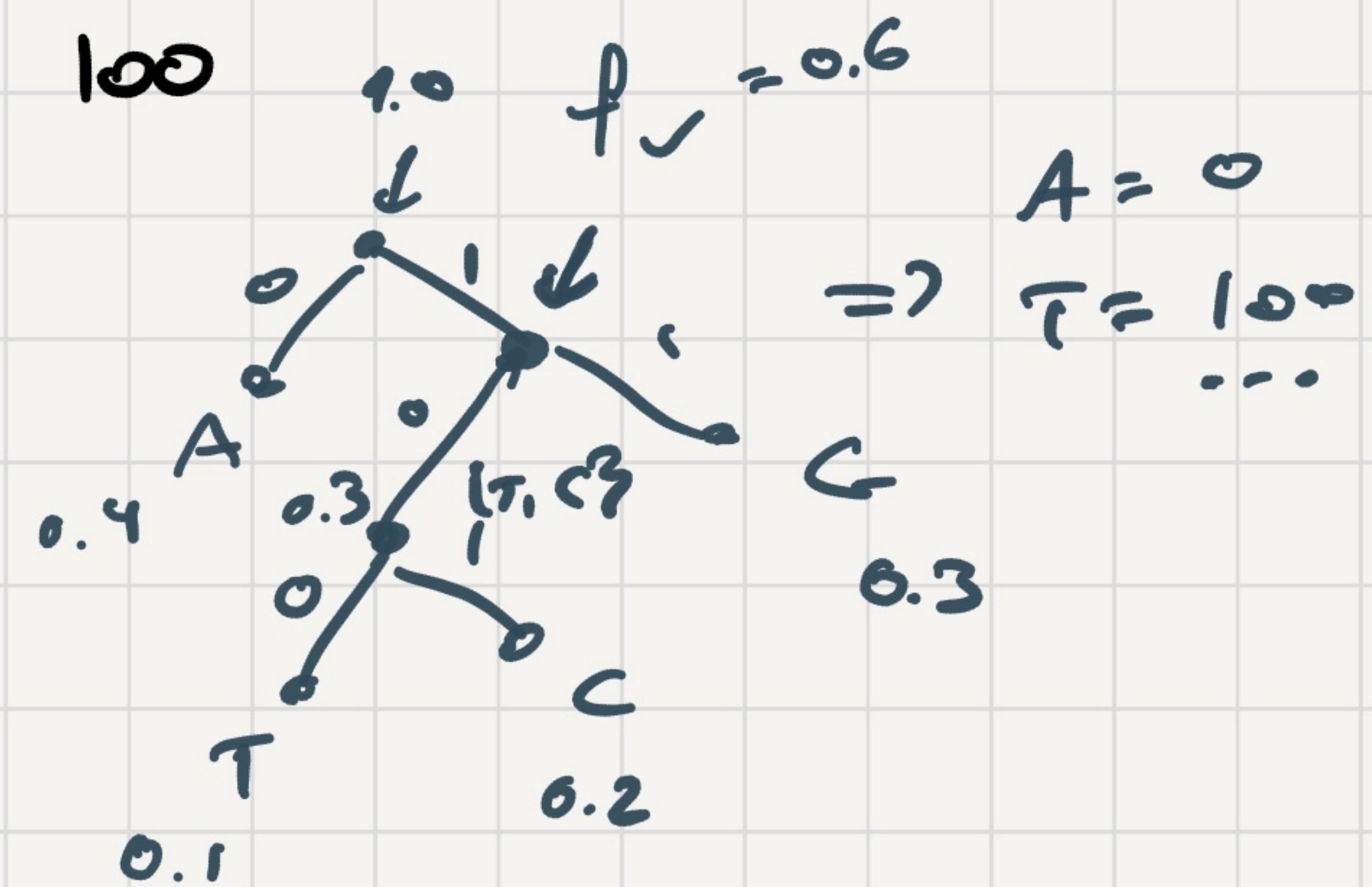
tree.

Given symbol frequencies  $f_1, \dots, f_n$ , find the best prefix-free code.

$$\text{cost(tree)} = \sum_{i=1}^n f_i \cdot (\text{depth of symbol } i \text{ in the tree}).$$

Cost: Associate with every internal node  $v$ ,  $f_v = \sum_{u \text{ descendants of } v} f_u$ .

$$\text{cost of prefix tree} = \sum_{v \text{ internal node}} f_v$$



$$A = 0 \\ T = 100 \\ \dots$$

Greedy: which nodes to merge first.

Example:

(A, 0.4)

(C, 0.1)

(T, 0.2)

(G, 0.3)

(A, 0.4)

0.3

({C, T}, 0.3)

(A, 0.4)

0.6

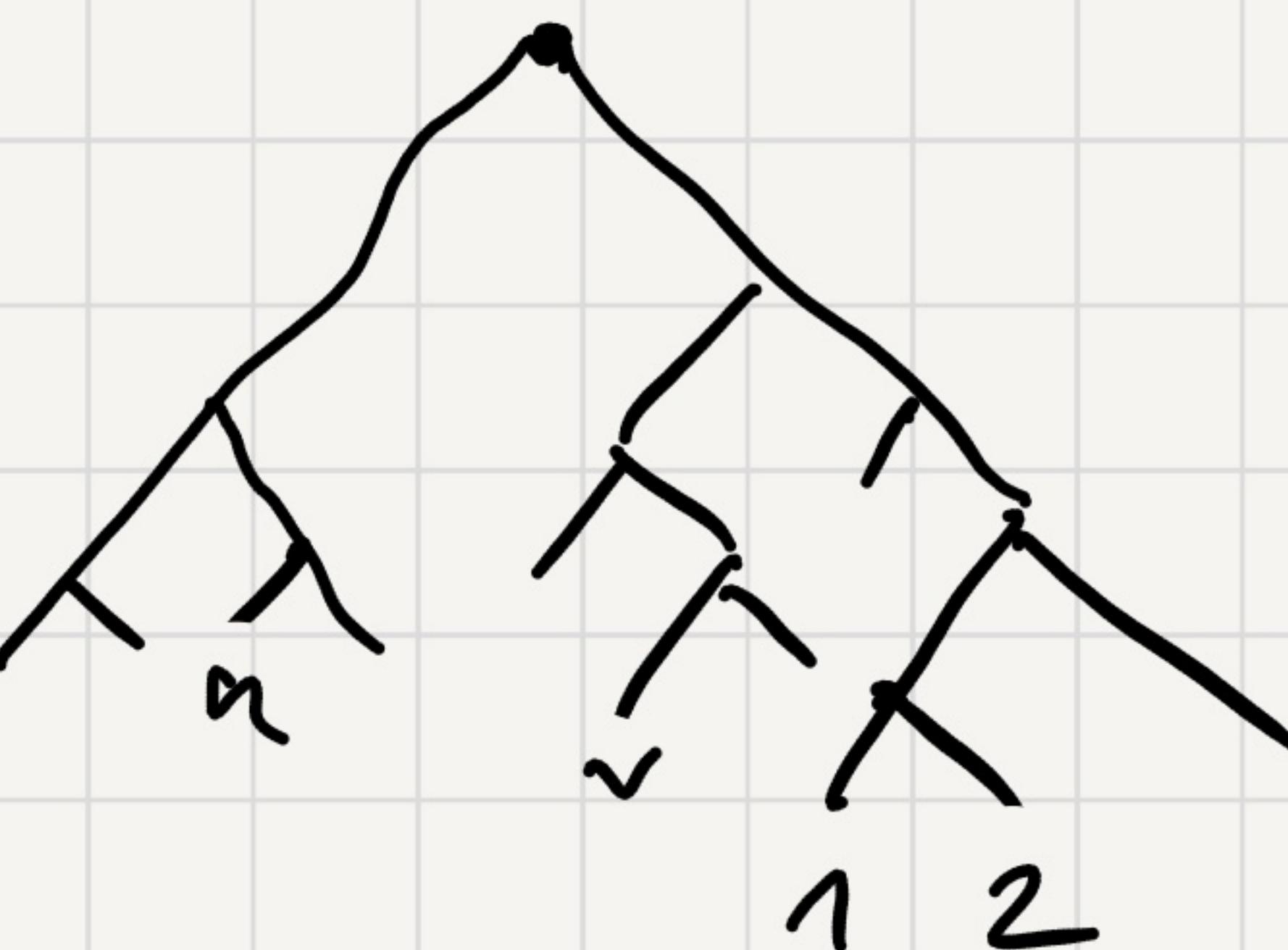
({C, T, G}, 0.6)

({A, C, G}, 1.0) 1.0

Huffman: There's an optimal tree where the two lowest freq are siblings.

Proof:

wLOG  
an optimal tree  
is a  
full-binary  
tree.



$$f_1 \leq f_2 \leq f_3 \dots \leq f_n$$

swap(1, u) } either improves  
swap(2, v) value  
or maintains  
the same value.

Claim: Huffman's strategy gives an optimal prefix-free tree.

Proof: By induction on  $n$ .

Base Case :  $n=1, n=2$



Induction step:

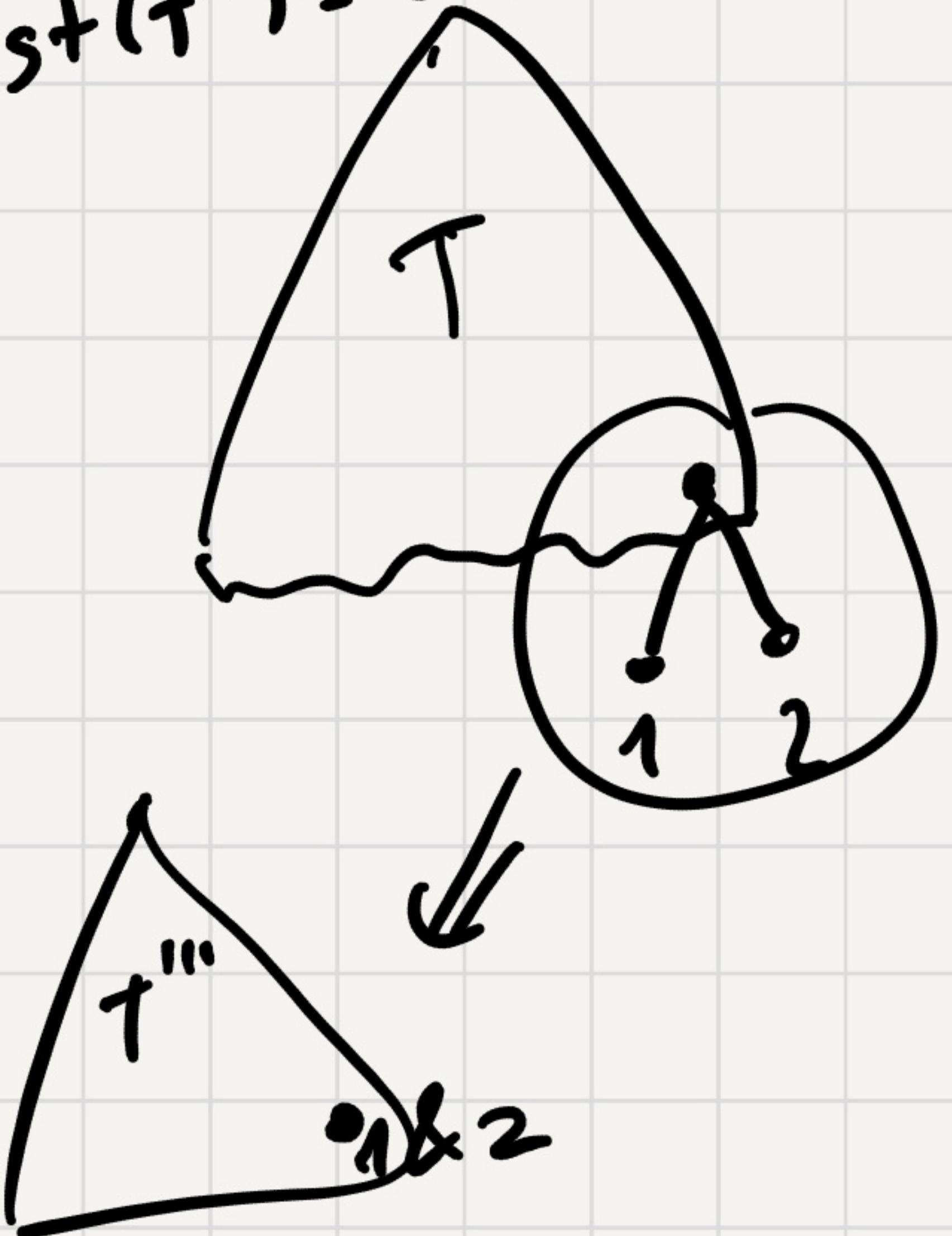
Let  $T$  be an optimal tree s.t.

$f_1 \& f_2$  are siblings.

(Assuming  $f_1 \leq f_2 \leq f_3 \dots$ )

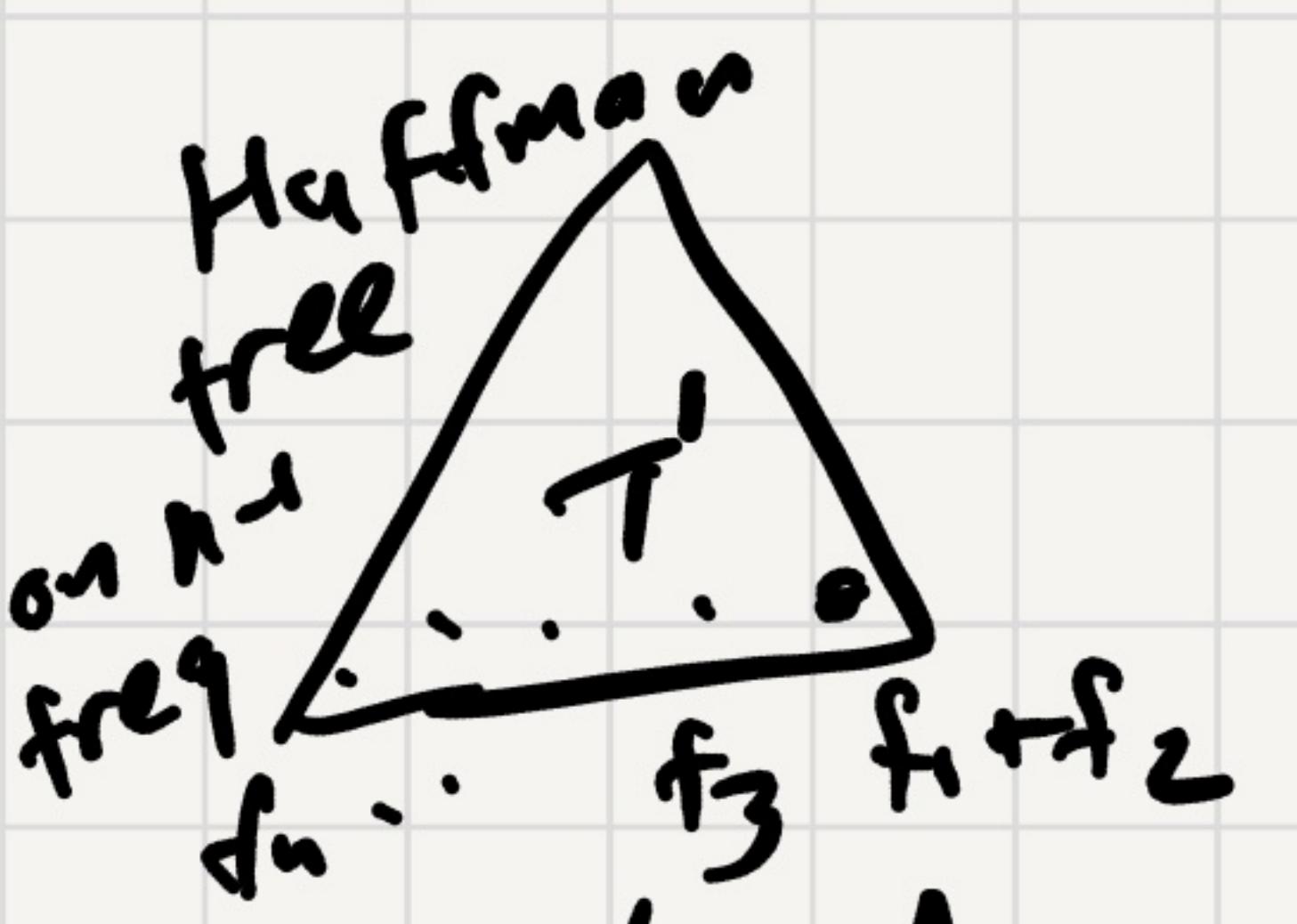
$$\text{cost}(T) = \text{cost}(T') + f_1 + f_2$$

$$\text{cost}(T') = \text{cost}(T'') + f_1 + f_2.$$



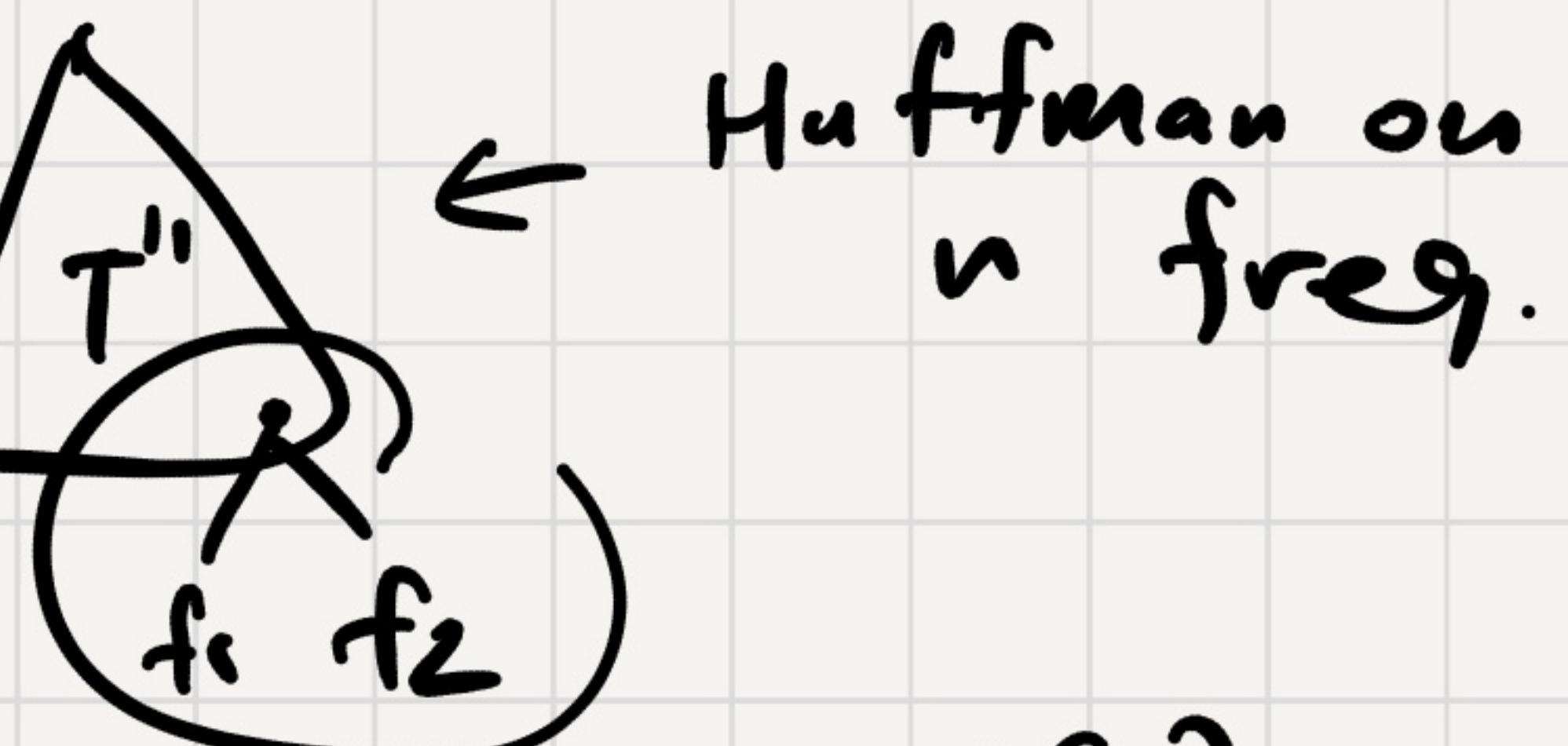
Huffman merge  $f_1 \& f_2$   
and then solves recursively on

$f_1 + f_2, f_3, \dots, f_n$ .



$$\text{cost}(T''') \geq \text{cost}(T')$$

$$\Rightarrow \text{cost}(T'') = \text{cost}(T).$$



□

# Set Cover

Input:

Universe  $U = \{1, 2, 3, \dots, n\}$

Collection of subsets  $S_1, S_2, S_3, \dots, S_m \subseteq U$

(s.t.  $S_1 \cup S_2 \cup \dots \cup S_m = U$ )

Output:

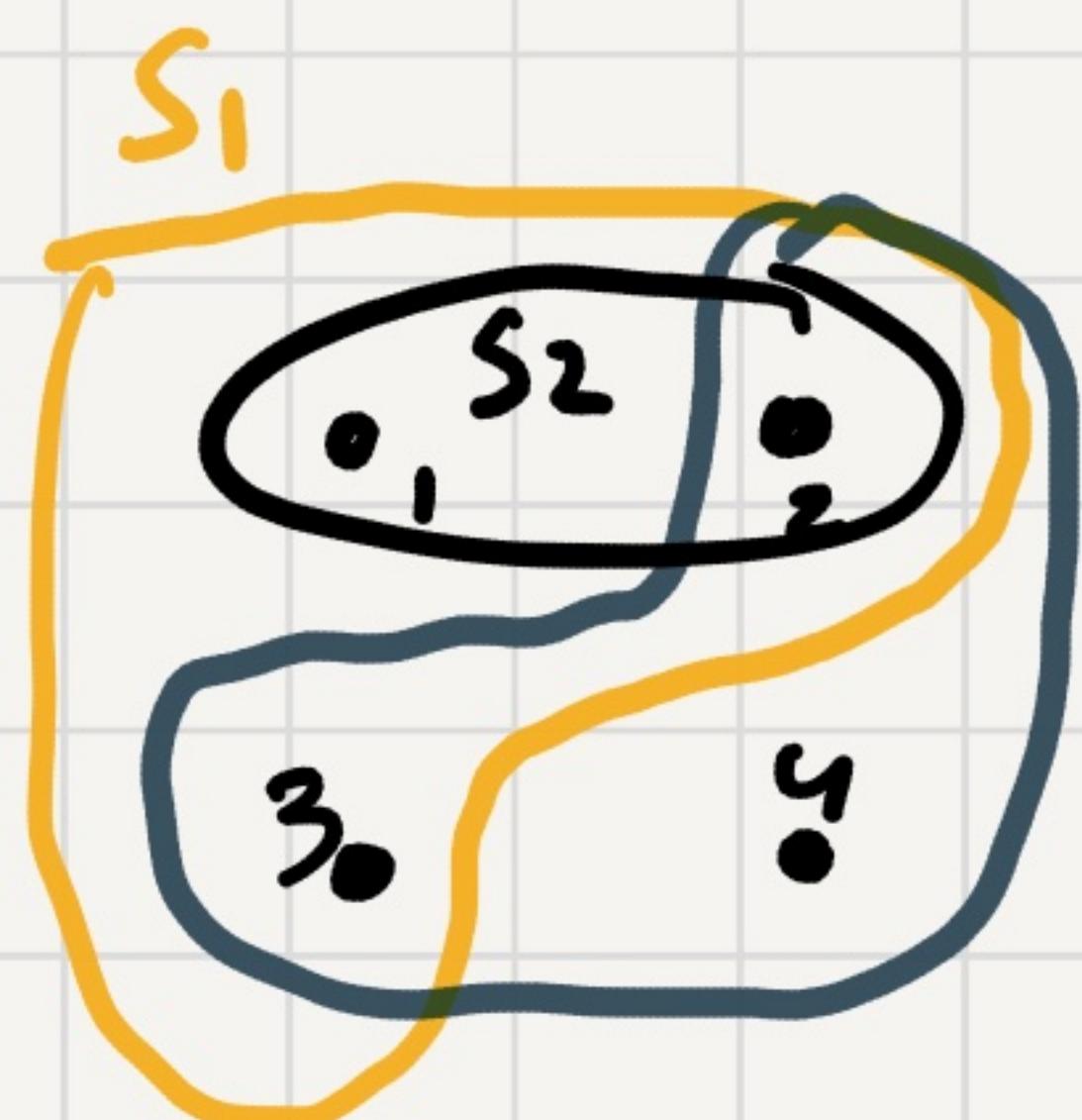
Minimal Subcollection that covers  $U$ .

Minimal Size  $J \subseteq [m]$

s.t.

$$\bigcup_{j \in J} S_j = U$$

For Example:



$$S_1 \cup S_2 \cup S_3 = \{1, \dots, 4\}$$

$$J = \{1, 3\} \quad S_1 \cup S_3 = \{1, \dots, 4\}$$

$$S_3 \quad J = \{2, 3\} \quad S_2 \cup S_3 = \{1, \dots, 4\}$$

Greedy strategy?

Pick at any time the set that covers most new points.

Greedy strategy:

Algorithm:

1.  $J \leftarrow \emptyset$ .

2. While  $S_J \neq U$ :

Pick  $i \notin J$  with largest  $|S_i \setminus S_J|$   
(covers the most new points)

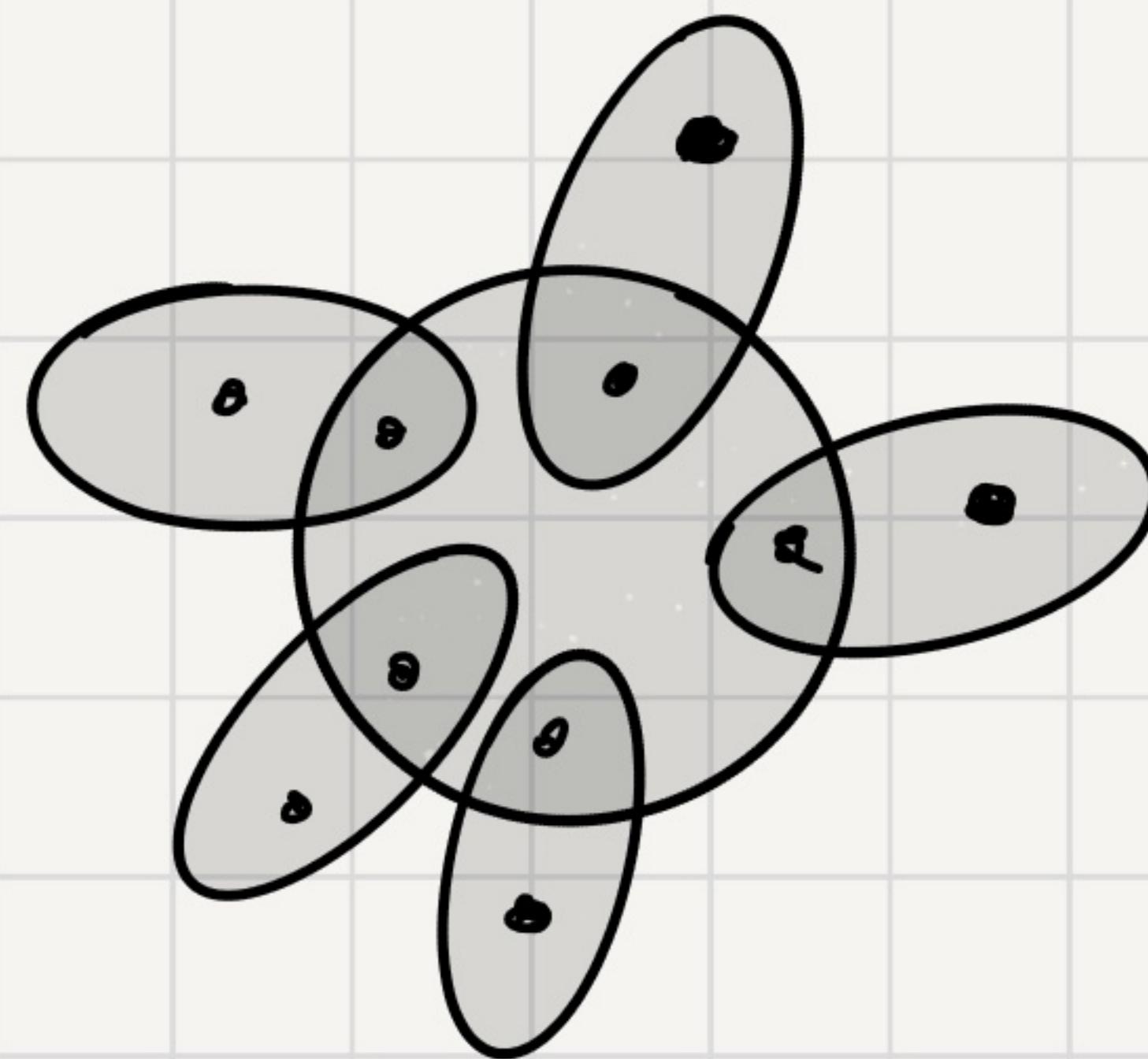
Add  $i \in J$ .

3. output  $J$ .

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Is it correct? No.

Counterexample:



Greedy: will pick all sets  
 $\Rightarrow |J|=6$ .

Optimal solution: 5.

Claim: "Greedy solution is not too bad":  
If optimal solution uses  $k$  sets, then greedy  
finds  $J$  with  $|J| \leq k \cdot \ln(n) + 1$ .