Greedy Algorithms

Abhiram Ranade

February 1, 2016

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Another attempt: can we (greedily) identify one job which we feel must be in the optimum solution?

Different ways of being greedy! Benefit of picking a job:

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Earliest finishing time works!



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For convenience we will determine the number of jobs in the optimal solution.

 $\mathsf{Greedy}(\mathsf{S}[1..\mathsf{n}],\!\mathsf{F}[1..\mathsf{n}])\{$

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 return 1

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Running time: T(n) = O(n) + T(n-1)
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Job j will be selected in the next recursion and so k will not be selected.

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- ► The rest of the solution is found by doing more work: luckily this work turns out to be an instance of the same kind, so recursion works.
- As always, some sorting helps reduce the time from $O(n^2)$ to $O(n \log n)$.

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- ▶ Other ways also possible, soon.

Interval graph colouring Input: S[1..n], F[1..n]

 $\label{eq:continuous} \mbox{Input: } S[1..n], \ F[1..n] \qquad \mbox{Guest i arrives on date } S[i], \ \mbox{leaves on } F[i]$

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Process the triples in time order, keeping track of guests as they arrive and leave, placing them in available or new rooms.

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Time = $O(n \log n)$ for sorting.



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- ▶ Optimality proof is very simple. We do not bother to compare with the optimal algorithm: we directly show that the number of rooms cannot be too small.