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CSC373

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Week 2: Greedy Algorithms

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Nisarg Shah

Recap

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- Divide & Conquer

- Master theorem

- Counting inversions in $O(n \log n)$

- Finding closest pair of points in \mathbb{R}^2 in $O(n \log n)$

- Fast integer multiplication in $O(n^{\log_2 3})$

- Fast matrix multiplication in $O(n^{\log_2 7})$

- Finding k^{th} smallest element (in particular, median) in $O(n)$

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Greedy Algorithms

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- Greedy (also known as myopic) algorithm outline
 - We want to find a solution x that maximizes some objective function f
 - But the space of possible solutions x is too large
 - The solution x is typically composed of several parts (e.g. x may be a set, composed of its elements)
 - Instead of directly computing x ,
 - Compute it one part at a time
 - Select the next part “greedily” to get maximum immediate benefit (this needs to be defined carefully for each problem)
 - May not be optimal because there is no foresight
 - But sometimes this can be optimal too!

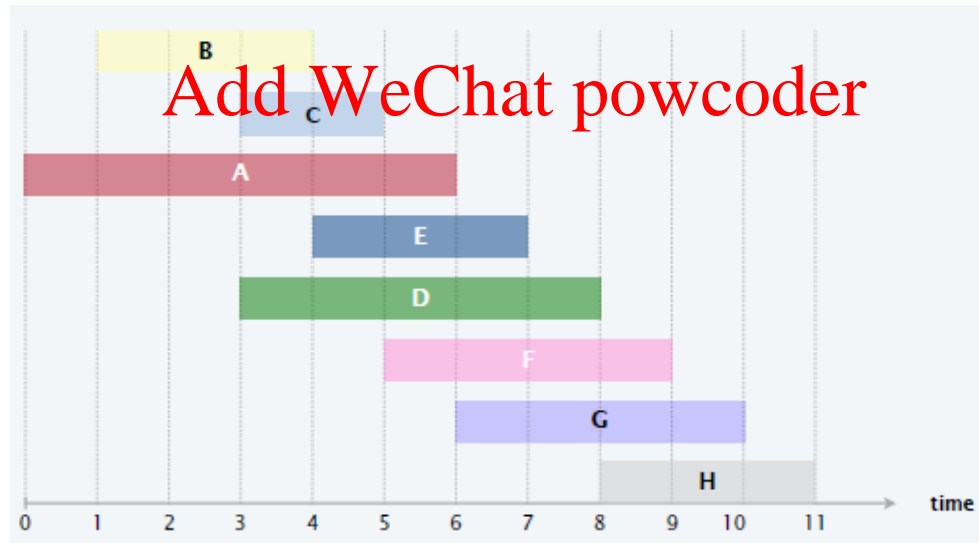
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Interval Scheduling

- Problem

- Job j starts at time s_j and finishes at time f_j
- Two jobs are compatible if they don't overlap
- **Goal:** find maximum-size subset of mutually compatible jobs

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Interval Scheduling

- Greedy template

- Consider jobs in some “natural” order
- Take each job if it’s compatible with the ones already chosen

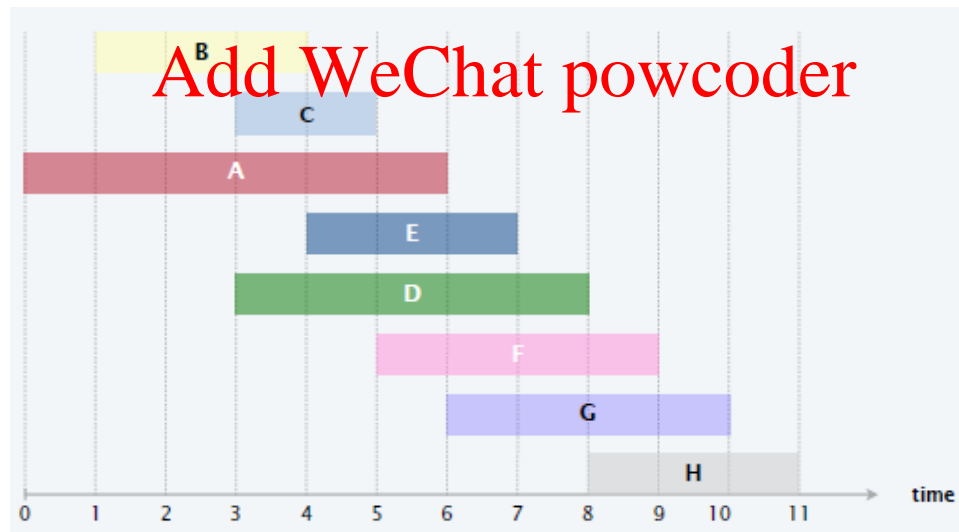
- What order? <https://powcoder.com>

- Earliest start time: ascending order of s_j
- Earliest finish time: ascending order of f_j
- Shortest interval: ascending order of $f_j - s_j$
- Fewest conflicts: ascending order of c_j , where c_j is the number of remaining jobs that conflict with j

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Example

- **Earliest start time:** ascending order of s_j
- **Earliest finish time:** ascending order of f_j
- **Shortest interval:** ascending order of $f_j - s_j$
- **Fewest conflicts:** ascending order of c_j , where c_j is the number of remaining jobs that conflict with j



Interval Scheduling

- Does it work?

Counterexamples for

 earliest start time

 <https://powcoder.com> shortest interval

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Interval Scheduling

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- Implementing greedy with earliest finish time (EFT)
 - Sort jobs by finish time. Say $f_1 \leq f_2 \leq \dots \leq f_n$
 - When deciding on job j , we need to check whether it's compatible with all previously added jobs
 - We only need to check if $s_j \geq f_{i^*}$ where i^* is the *last added job*
 - This is because for any jobs i added before i^* , $f_i \leq f_{i^*}$
 - So we can simply keep track of the finish time of the last added job
- Running time: $O(n \log n)$

Interval Scheduling

- Optimality of greedy with EFT

- Suppose for contradiction that greedy is not optimal
- Say greedy selects jobs i_1, i_2, \dots, i_k sorted by finish time
- Consider the optimal solution j_1, j_2, \dots, j_m (also sorted by finish time) which matches greedy for as long as possible
 - That is, we want $j_1 = i_1, \dots, j_r = i_r$ for greatest possible r



Interval Scheduling

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Another standard method is induction

- Optimality of greedy with EFT

- Both i_{r+1} and j_{r+1} were compatible with the previous selection ($i_1 = j_1, \dots, i_r = j_r$)

- Consider the solution $i_1, i_2, \dots, i_r, i_{r+1}, j_{r+2}, \dots, j_m$

- It should still be feasible (since $f_{i_{r+1}} \leq f_{j_{r+1}}$)

- It is still optimal

- And it matches with greedy for one more step (contradiction!)



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Interval Partitioning

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- Problem

- Job j starts at time s_j and finishes at time f_j
- Two jobs are compatible if they don't overlap
- **Goal:** group jobs into fewest partitions such that jobs in the same partition are compatible

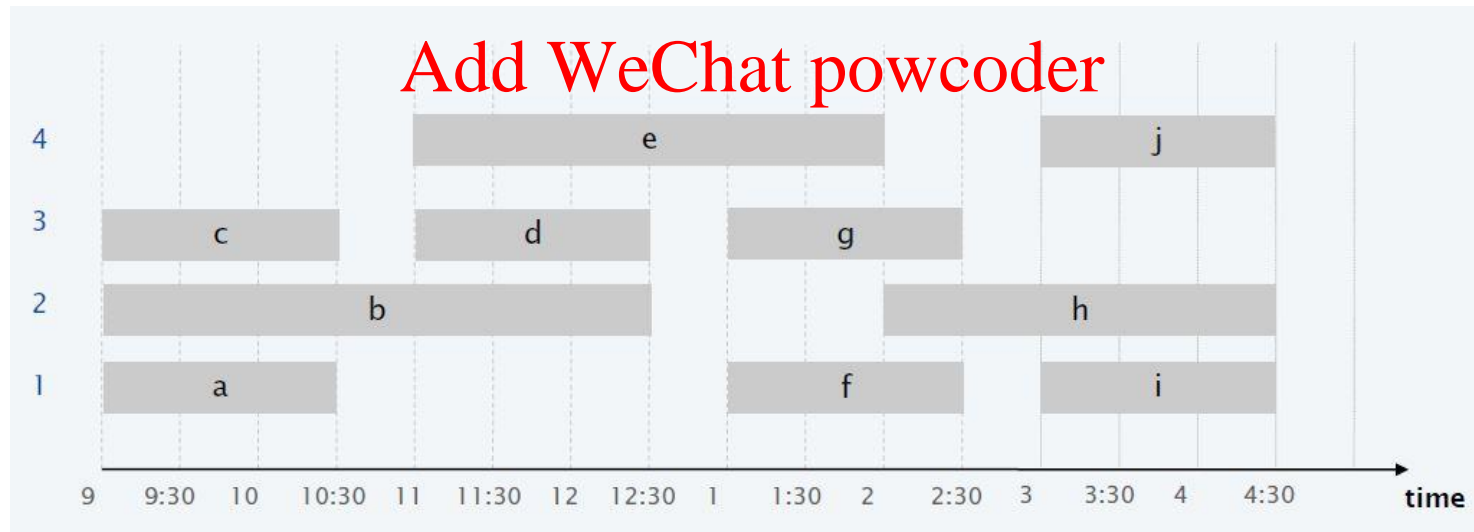
- One idea

- Find the maximum compatible set using the previous greedy EFT algorithm, call it one partition, recurse on the remaining jobs.
- Doesn't work (check by yourselves)

Interval Partitioning

- Think of scheduling lectures for various courses into as few classrooms as possible

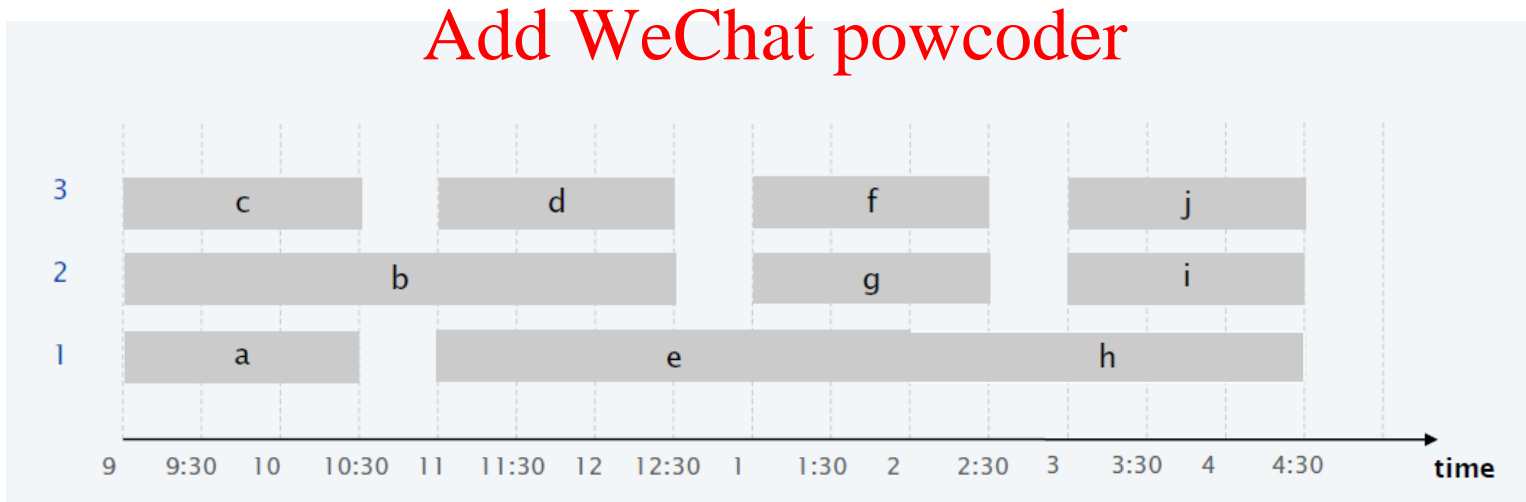
- This schedule uses 4 classrooms for scheduling 10 lectures



Interval Partitioning

- Think of scheduling lectures for various courses into as few classrooms as possible

- This schedule uses 3 classrooms for scheduling 10 lectures



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Interval Partitioning

- Let's go back to the **greedy template!**
 - Go through lectures in some “natural” order
 - Assign each lecture to an (arbitrary?) compatible classroom, and create a new classroom if the lecture conflicts with every existing classroom
- Order of lectures?
 - Earliest start time: ascending order of s_j
 - Earliest finish time: ascending order of f_j
 - Shortest interval: ascending order of $f_j - s_j$
 - Fewest conflicts: ascending order of c_j , where c_j is the number of remaining jobs that conflict with j

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Interval Partitioning

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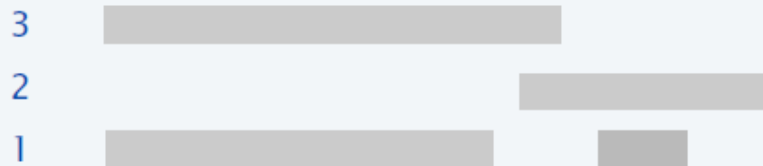
counterexample for earliest finish time



counterexample for shortest interval



counterexample for fewest conflicts



- At least when you assign each lecture to an arbitrary compatible classroom, three of these heuristics do not work.

- The fourth one works! (next slide)

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Interval Partitioning

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EARLIESTSTARTTIMEFIRST($n, s_1, s_2, \dots, s_n, f_1, f_2, \dots, f_n$)

SORT lectures by start time so that $s_1 \leq s_2 \leq \dots \leq s_n$.

$d \leftarrow 0$ ← number of allocated classrooms

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FOR $j = 1$ **TO** n

IF lecture j is compatible with some classroom

Schedule lecture j in any such classroom k .

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Allocate a new classroom $d + 1$.

Schedule lecture j in classroom $d + 1$.

$d \leftarrow d + 1$

RETURN schedule.

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- Running time

- **Key step:** check if the next lecture can be scheduled at some classroom
- Store classrooms in a priority queue
 - key = latest finish time of any lecture in the classroom
- Is lecture j compatible with some classroom?
 - Same as “Is s_j at least as large as the minimum key?”
 - If yes: add lecture j to classroom k with minimum key, and increase its key to f_j
 - Otherwise: create a new classroom, add lecture j , set key to f_j
- $O(n)$ priority queue operations, $O(n \log n)$ time

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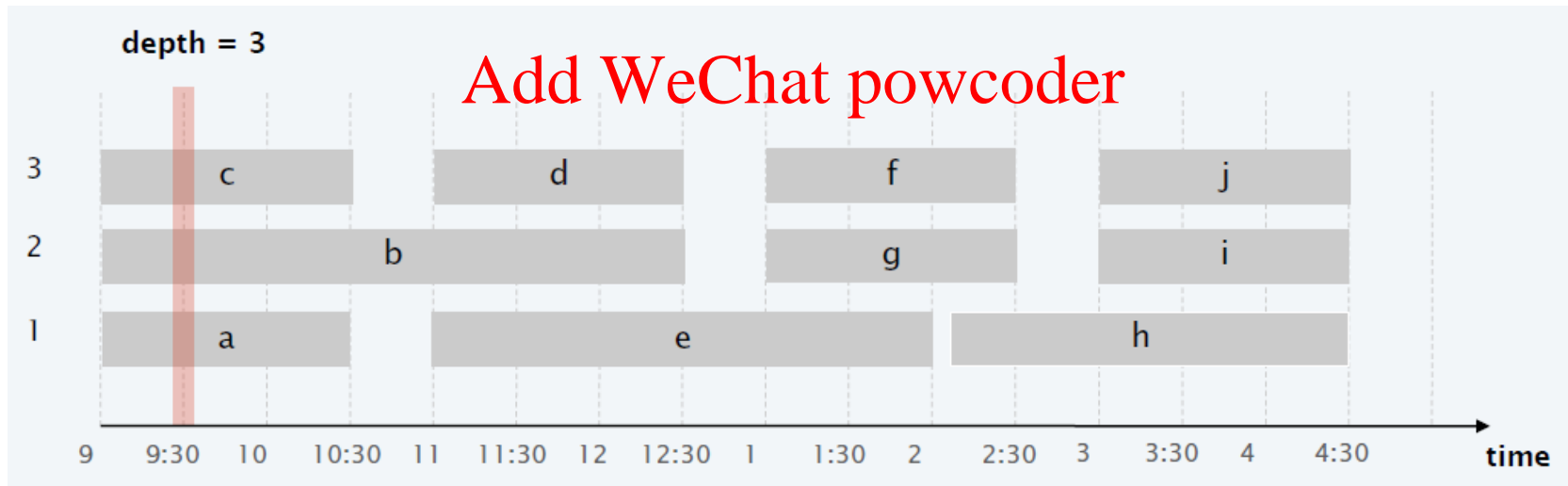
- Proof of optimality (lower bound)

- # classrooms needed \geq maximum “depth” at any point

- depth = number of lectures running at that time

- We now show that our greedy algorithm uses only these many classrooms!

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Interval Partitioning

- **Proof of optimality (upper bound)**
 - Let d = # classrooms used by greedy
 - Classroom d was opened because there was a schedule j which was incompatible with some lectures already scheduled in each of $d - 1$ other classrooms
 - All these d lectures end after s_j
 - Since we sorted by start time, they all start at/before s_j
 - So at time s_j , we have d mutually overlapping lectures
 - Hence, $\text{depth} \geq d$
 - So all schedules use $\geq d$ classrooms. ■

Interval Graphs

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- Interval scheduling and interval partitioning can be seen as graph problems

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- Input

- Graph $G = (V, E)$
- Vertices V = jobs/lectures
- Edge $(i, j) \in E$ if jobs i and j are incompatible

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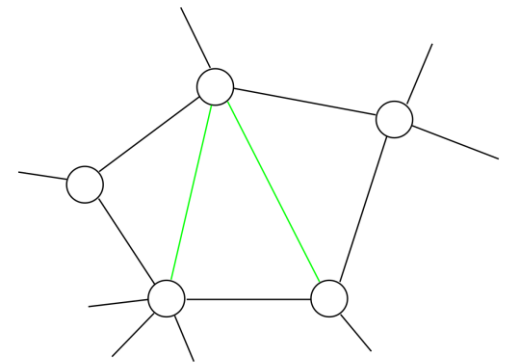
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- Interval scheduling = maximum independent set (MIS)
- Interval partitioning = graph colouring

Interval Graphs

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- MIS and graph colouring are NP-hard for general graphs
- But they're efficiently solvable for "interval graphs"
 - Graphs which can be obtained from incompatibility of intervals
 - In fact, this holds even when we are not given an interval representation of the graph
- Can we extend this result further?
 - Yes! Chordal graphs
 - Every cycle with 4 or more vertices has a chord



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Minimizing Lateness

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- Problem

- We have a single machine
- Each job j requires t_j units of time and is due by time d_j
- If it's scheduled to start at s_j , it will finish at $f_j = s_j + t_j$
- Lateness: $\ell_j = \max\{0, f_j - d_j\}$
- **Goal:** minimize the maximum lateness, $L = \max_j \ell_j$

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- Contrast with interval scheduling

- We can decide the start time
- There are soft deadlines

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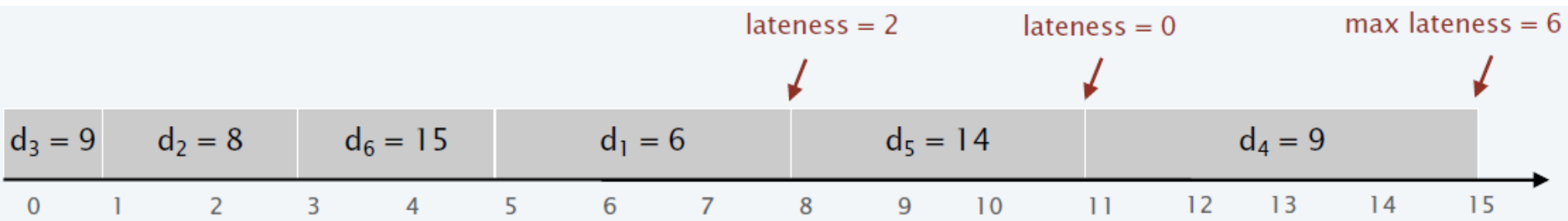
- Example

Input

	1	2	3	4	5	6
t_j	3	2	1	4	3	2
d_j	6	8	9	5	14	15

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An example schedule



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Minimizing Lateness

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- Let's go back to greedy template
 - Consider jobs one-by-one in some “natural” order
 - Schedule jobs in this order (nothing special to do here, since we have to schedule all jobs and there is only one machine available)
- Natural orders?
 - Shortest processing time first: ascending order of processing time t_j
 - Earliest deadline first: ascending order of due time d_j
 - Smallest slack first: ascending order of $d_j - t_j$

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- Counterexamples

- Shortest processing time first

- Ascending order of processing time t_j

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	1	2
t_j	1	10
d_j	100	10

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- Smallest slack first

- Ascending order of $d_j - t_j$

	1	2
t_j	1	10
d_j	2	10

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- By now, you should know what's coming...
 $\text{EARLIESTDEADLINEFIRST}(n, t_1, t_2, \dots, t_n, d_1, d_2, \dots, d_n)$

Some n jobs so that $d_1 \leq d_2 \leq \dots \leq d_n$.

$t \leftarrow 0$
FOR $j = 1$ TO n
 Assign job j to interval $[t, t + t_j]$.
 $s_j \leftarrow t$; $f_j \leftarrow t + t_j$
 $t \leftarrow t + t_j$
RETURN intervals $[s_1, f_1], [s_2, f_2], \dots, [s_n, f_n]$.

- We'll prove that earliest deadline first works!

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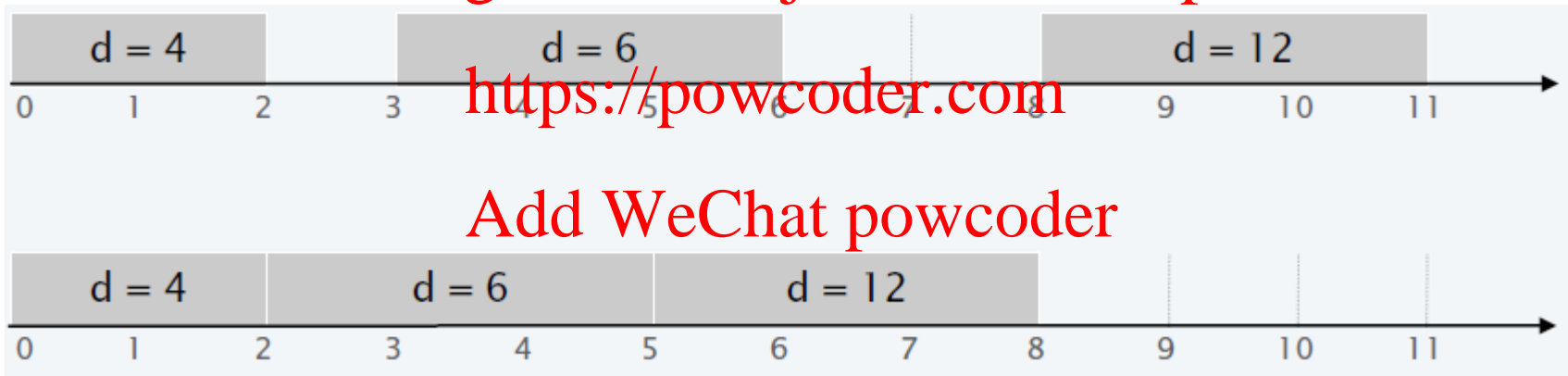
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- Observation 1

- There is an optimal schedule with no idle time

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- Observation 2

- Earliest deadline first has no idle time

- Let us define an inversion

- (i, j) such that $d_i < d_j$ but j is scheduled before i

- Observation 3

- By definition, earliest deadline first has no inversions

- Observation 4

- If a schedule with no idle time has an inversion, it has a pair of inverted jobs scheduled consecutively

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- Observation 5

- Swapping adjacently scheduled inverted jobs doesn't increase lateness but reduces #inversions by one

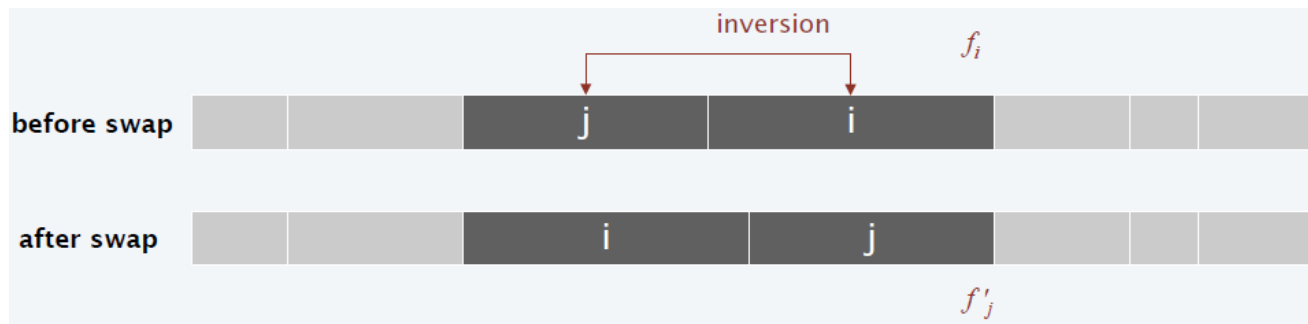
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- Proof

- Let L and L' denote lateness before/after swap
- Clearly, $\ell_k = \ell'_k$ for all $k \neq i, j$
- Also, clearly, $\ell'_i \leq \ell_i$

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• Observation 5

- Swapping adjacently scheduled inverted jobs doesn't increase lateness but reduces #inversions by one

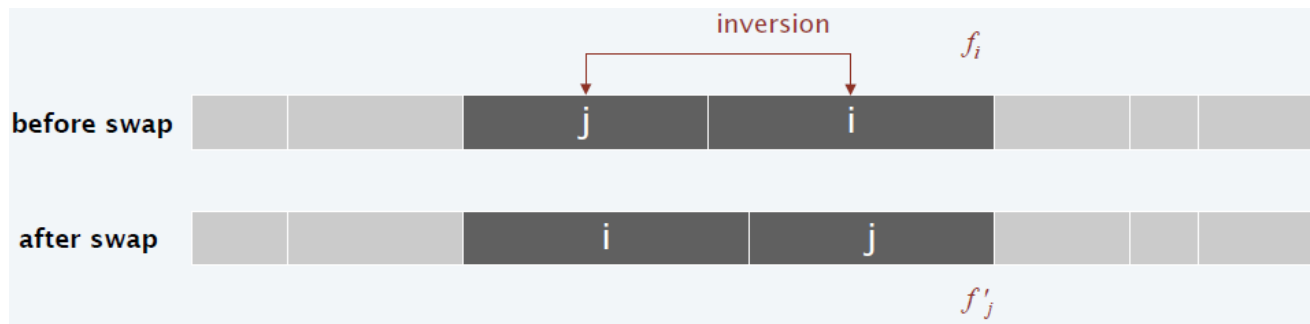
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• Proof

- $\ell'_j = f'_j - d_j = f_i - d_j \leq f_i - d_i = \ell_i$
- $L' = \max \{ \ell'_i, \ell'_j, \max_{k \neq i,j} \ell'_k \} \leq \max \{ \ell_i, \ell_j, \max_{k \neq i,j} \ell_k \} \leq L$

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- Observation 5

- Swapping adjacently scheduled inverted jobs doesn't increase lateness but reduces #inversions by one

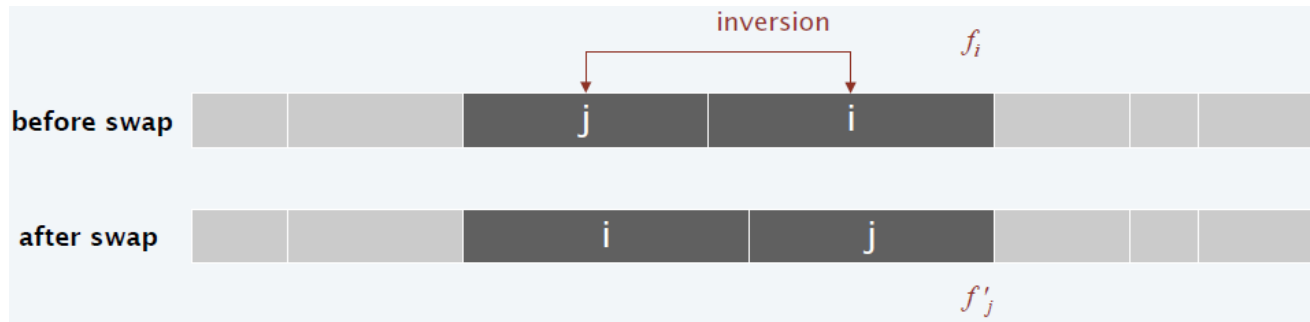
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- Proof

- Check that swapping an adjacent inverted pair reduces the total #inversions by one

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Minimizing Lateness

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- Proof of optimality of earliest deadline first
 - Suppose for contradiction that it's not optimal
 - Consider an optimal schedule S^* with fewest inversions among all optimal schedules
 - WLOG, suppose it has no idle time
 - Because EDF is not optimal, S^* has inversions
 - By Observation 4, it has an adjacent inversion (i, j)
 - By Observation 5, swapping the adjacent pair keeps the schedule optimal but reduces the #inversions by 1
 - Contradiction! ■

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- Problem

- We have a document that is written using n distinct labels
- Naïve encoding: represent each label using $\log n$ bits
- If the document has length m , this uses $m \log n$ bits

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- English document with no punctuations etc.
- $n = 26$, so we can use 5 bits
 - $a = 00000$
 - $b = 00001$
 - $c = 00010$
 - $d = 00011$
 - ...

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- Is this optimal?

- What if a, e, r, s are much more frequent in the document than x, q, z ?
- Can we assign shorter codes to more frequent letters?

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- Say we assign...

- $a = 0, b = 1, c = 01, \dots$
- See a problem?
 - What if we observe the encoding '01'?
 - Is it 'ab'? Or is it 'c'?

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- To avoid conflicts, we need a *prefix-free encoding*

- Map each label x to a bit-string $c(x)$ such that for all distinct labels x and y , $c(x)$ is not a prefix of $c(y)$

- Then it's impossible to have a scenario like this



- So we can read left to right

- Whenever the part to the left becomes a valid encoding, greedily decode it, and continue with the rest

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- Formal problem

- Given n symbols and their frequencies (w_1, \dots, w_n) , find a prefix-free encoding with lengths (ℓ_1, \dots, ℓ_n) assigned to the symbols which minimizes $\sum_{i=1}^n w_i \cdot \ell_i$

- Note that $\sum_{i=1}^n w_i \cdot \ell_i$ is the length of the compressed document

- Example

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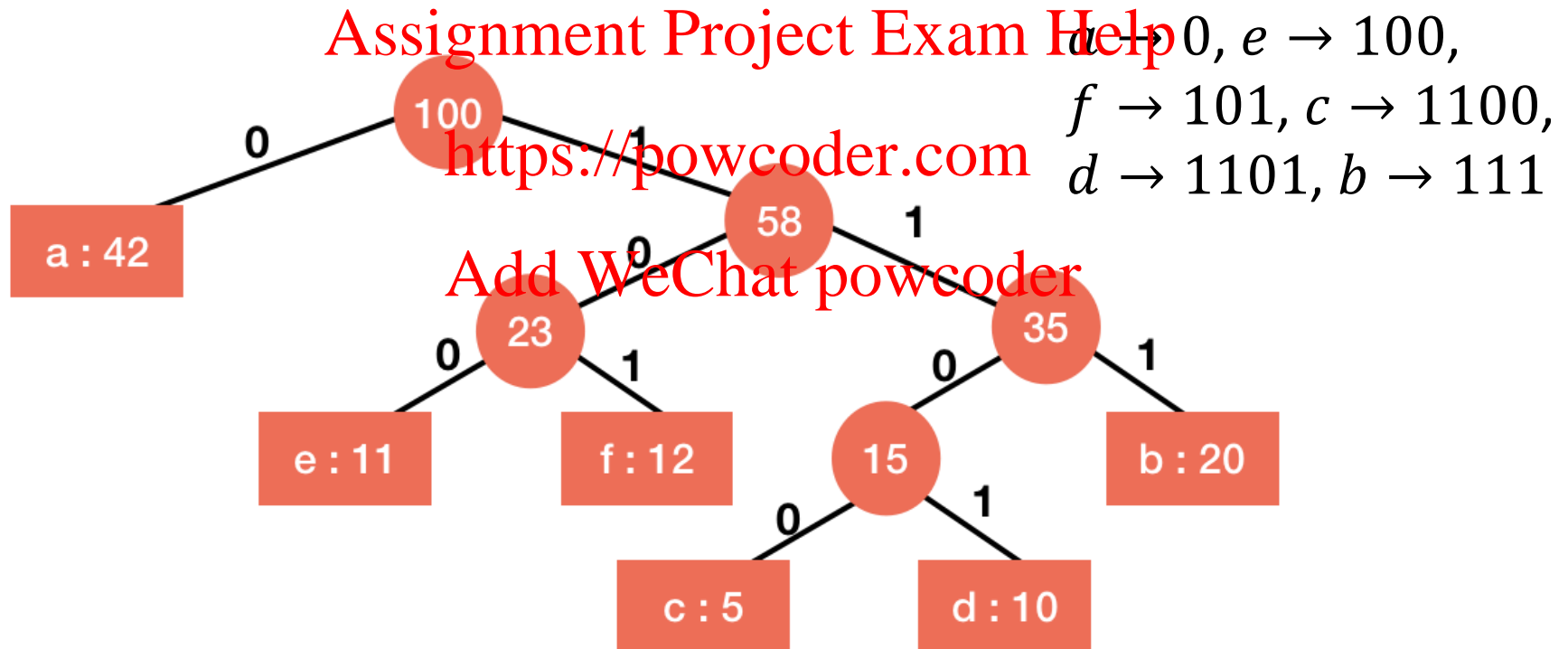
- $(w_a, w_b, w_c, w_d, w_e, w_f) = (42, 20, 5, 10, 11, 12)$
- No need to remember the numbers 😊

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- **Observation:** prefix-free encoding = tree



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- Huffman Coding

- Build a priority queue by adding (x, w_x) for each symbol x
 - While $|queue| \geq 2$
 - Take the two symbols with the lowest weight (x, w_x) and (y, w_y)
 - Merge them into one symbol with weight $w_x + w_y$
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- Let's see this on the previous example
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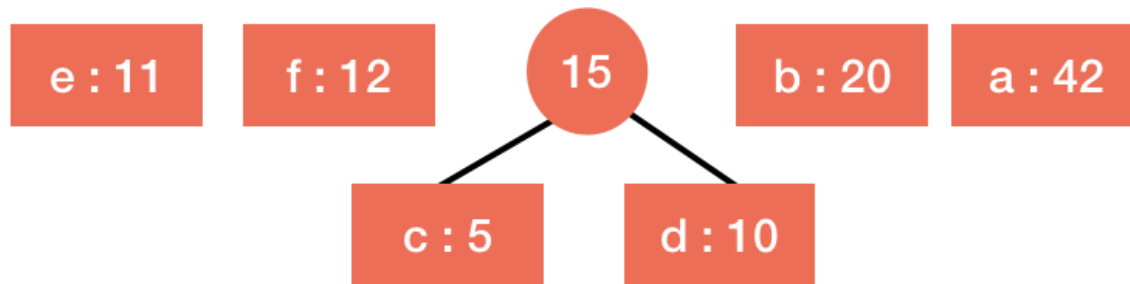


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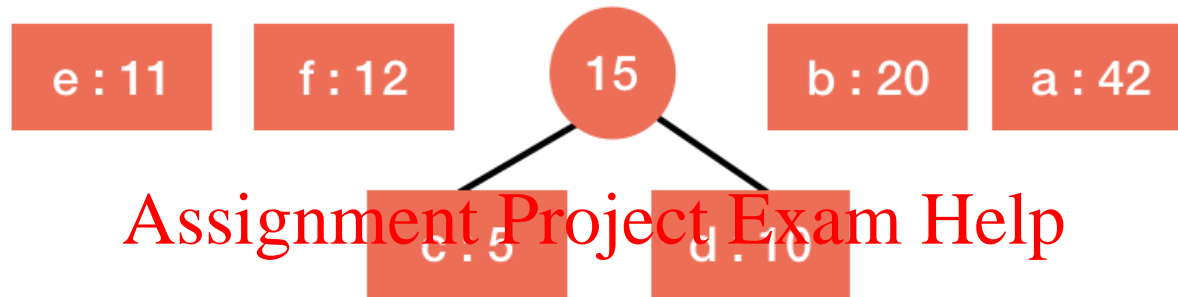
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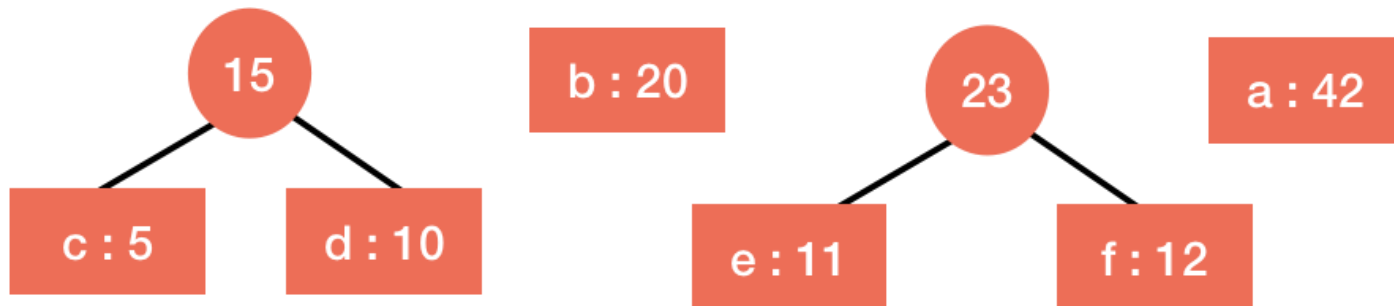
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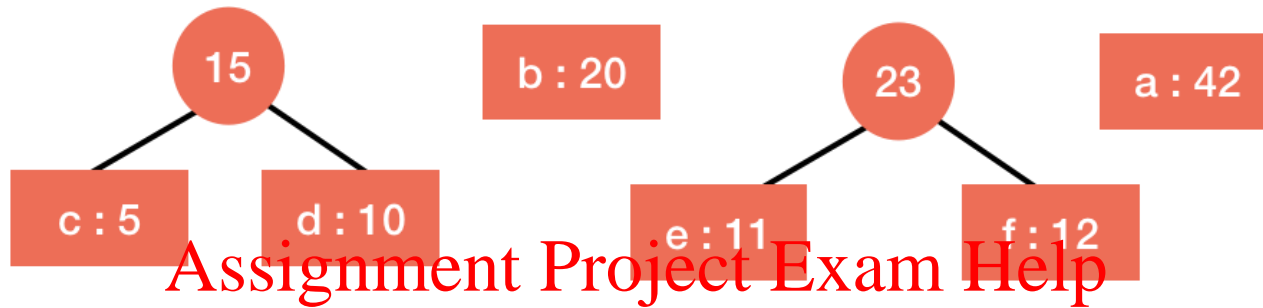
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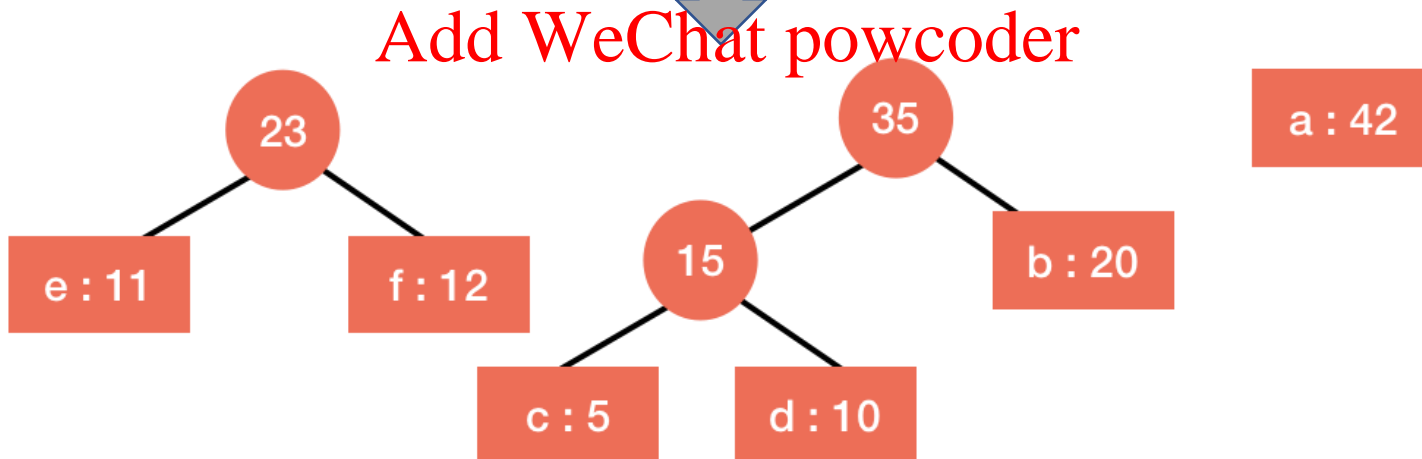
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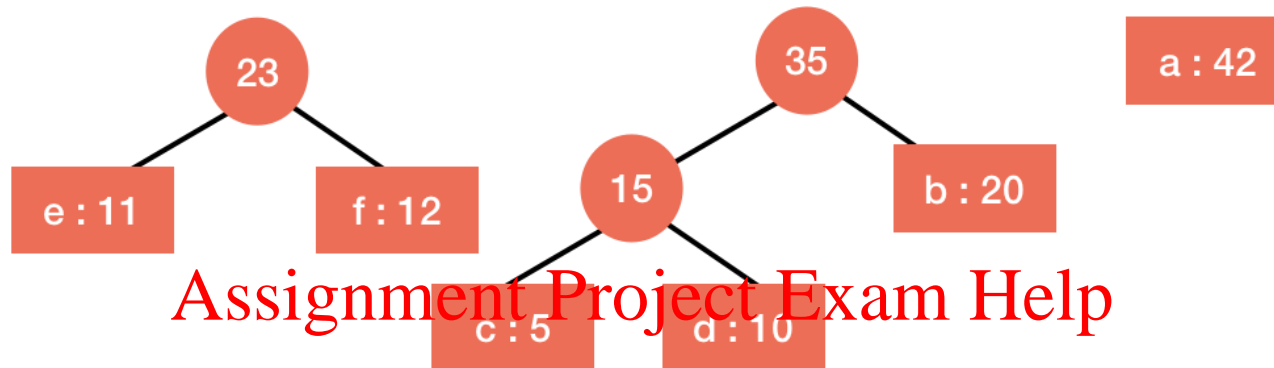
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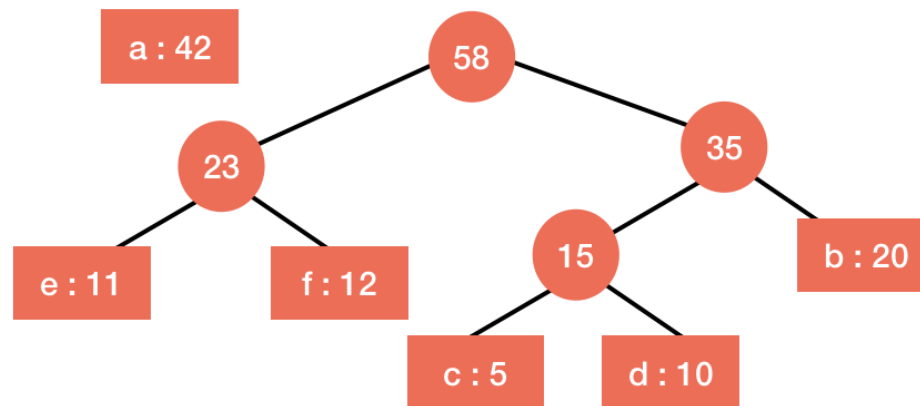
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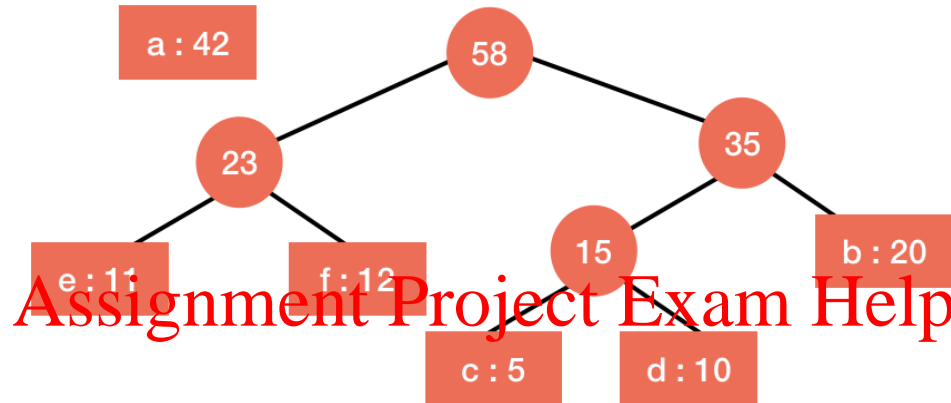
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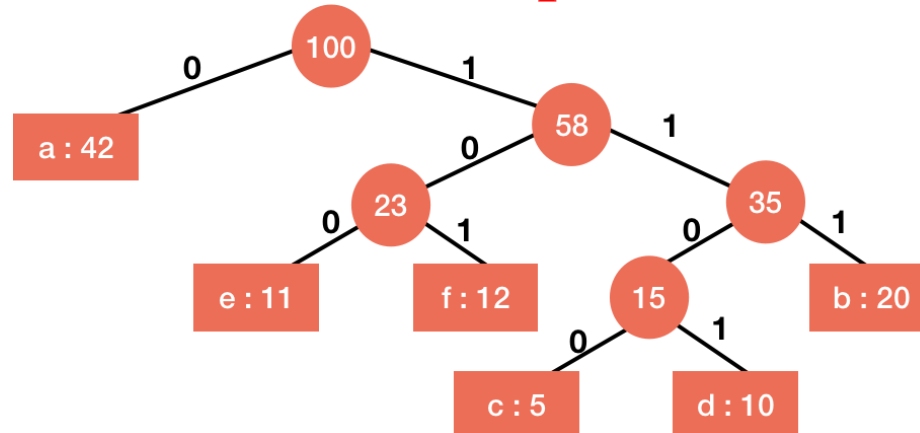
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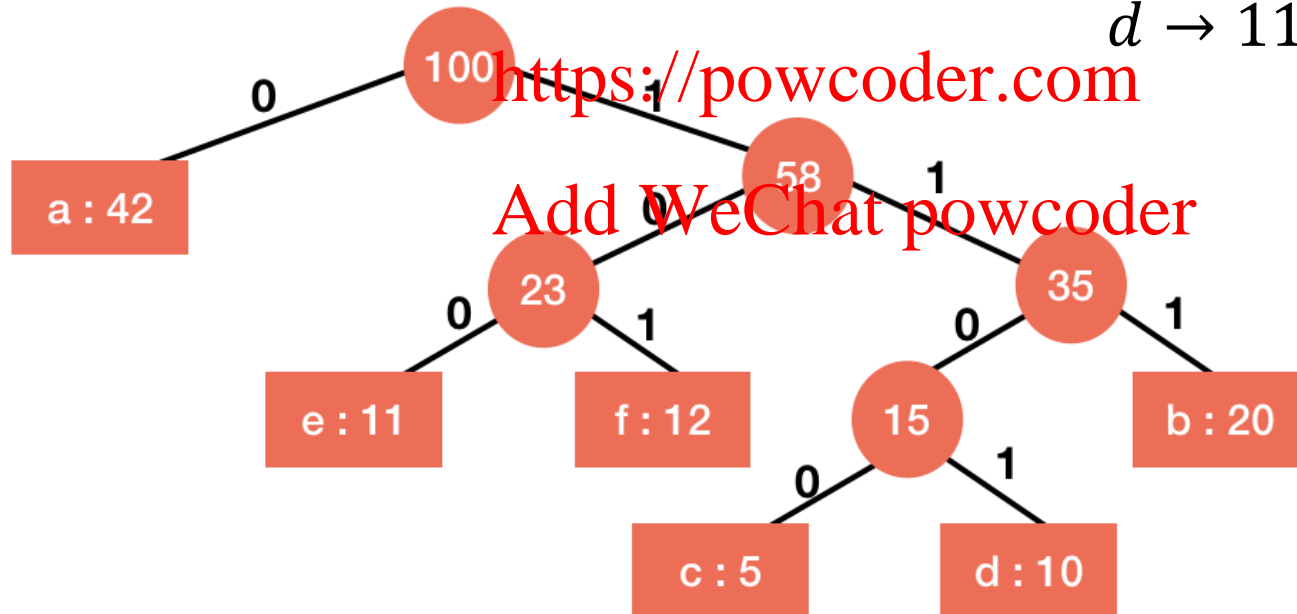
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- Final Outcome

$a \rightarrow 0, e \rightarrow 100,$
 $f \rightarrow 101, c \rightarrow 1100,$
 $d \rightarrow 1101, b \rightarrow 111$



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- Running time

- $O(n \log n)$
- Can be made $O(n)$ if the labels are given to you sorted by their frequencies
 - Exercise! Think of using two queues...

- Proof of optimality

- Induction on the number of symbols n
- **Base case:** For $n = 2$, both encodings which assign 1 bit to each symbol are optimal
- **Hypothesis:** Assume it returns an optimal encoding with $n - 1$ symbols

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- Proof of optimality

- Consider the case of n symbols

- **Lemma 1:** If $w_x < w_y$, then $\ell_x \geq \ell_y$ in any optimal tree.

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- **Proof:**

- Suppose for contradiction that $w_x < w_y$ and $\ell_x < \ell_y$.
 - Swapping x and y strictly reduces the overall length as $w_x \cdot \ell_y + w_y \cdot \ell_x < w_x \cdot \ell_x + w_y \cdot \ell_y$ (check!)
 - QED!

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- Proof of optimality

- Consider the two symbols x and y with lowest frequency which Huffman combines in the first step

- **Lemma 2:** \exists optimal tree T in which x and y are siblings (i.e. for some p , they are assigned encodings $p0$ and $p1$).

- **Proof:**

1. Take any optimal tree
2. Let x be the label with the lowest frequency.
3. If x doesn't have the longest encoding, swap it with one that has
4. Due to optimality, x must have a sibling (check!)
5. If it's not y , swap it with y
6. Check that Steps 3 and 5 do not change the overall length. ■

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- Proof of optimality

- Let x and y be the two least frequency symbols that Huffman combines in the first step into “ xy ”
- Let H be the Huffman tree produced
- Let T be an optimal tree in which x and y are siblings
- Let H' and T' be obtained from H and T by treating xy as one symbol with frequency $w_x + w_y$
- Induction hypothesis: $Length(H') \leq Length(T')$
- $Length(H) = Length(H') + (w_x + w_y) \cdot 1$
- $Length(T) = Length(T') + (w_x + w_y) \cdot 1$
- So $Length(H) \leq Length(T)$ ■

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Other Greedy Algorithms

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- If you aren't familiar with the following algorithms, spend some time checking them out!
 - Dijkstra's shortest path algorithm
 - Kruskal and Prim's minimum spanning tree algorithms

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