

# **CMPSC 465**

## **Data Structures and Algorithms**

### **Spring 2022**

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Instructor: Chunhao Wang

# Greedy algorithms

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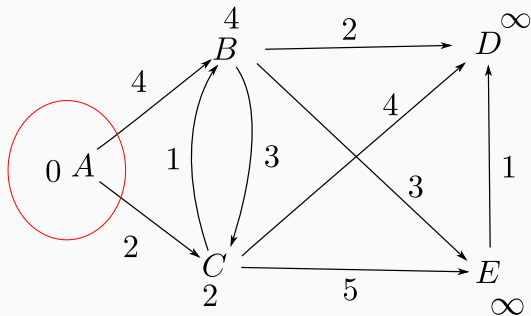
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## Warm-up

“Greedy . . . is good. Greedy is right. Greedy works.”

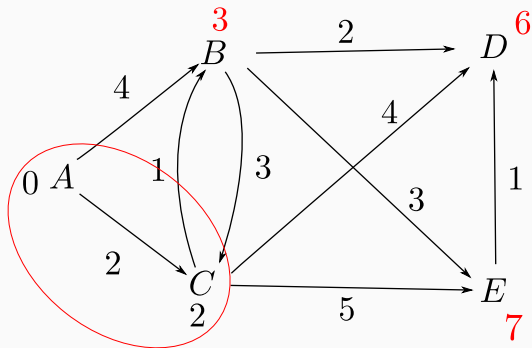
— Wall Street

## Warm-up example: Dijkstra's algorithm (I)



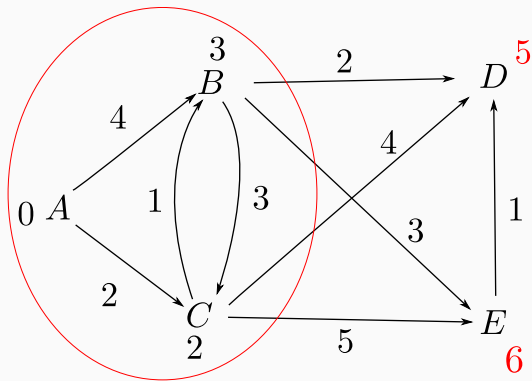
A	
B	4
C	2
D	
E	

## Warm-up example: Dijkstra's algorithm (II)



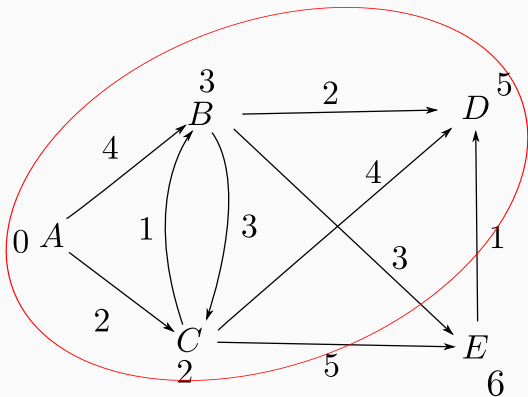
A	C	
B	3	
D	6	
E	7	

## Warm-up example: Dijkstra's algorithm (III)



A	C	B	
D			5
E			6

## Warm-up example: Dijkstra's algorithm (IV)



A	C	B	D	
	E			6



# How to design a greedy algorithm?

## Key step (the *greedy heuristic*)

View the problem as one where a sequence of choices are made,

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**Question:** do greedy algorithms always work?  
i.e. do they always produce the **optimal solution**?

# A failure example (I)

## 0-1 Knapsack Problem

A Thief has a backpack with certain capacity. There is a set of items with certain weight and value.

# A failure example (I)

## 0-1 Knapsack Problem

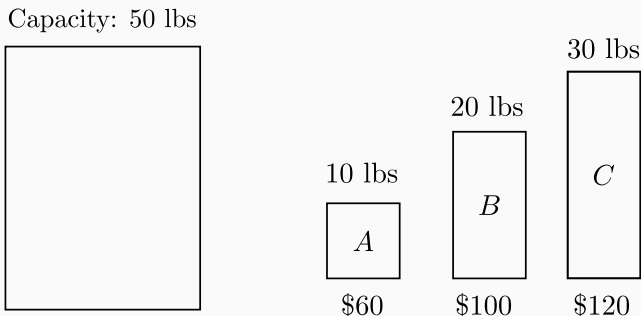
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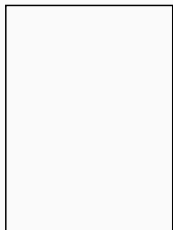
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Example:



## A failure example (II)

Capacity: 50 lbs

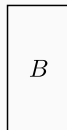


10 lbs



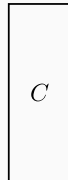
\$60

20 lbs



\$100

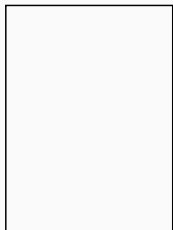
30 lbs



\$120

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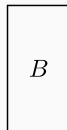


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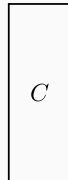
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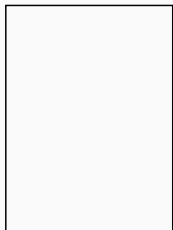
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Greedy heuristic:



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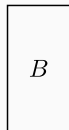


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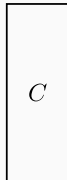
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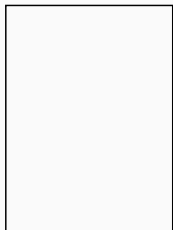


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Greedy heuristic: always pick the item with the highest value/weight

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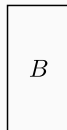


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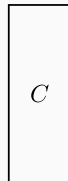
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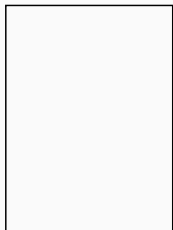
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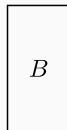


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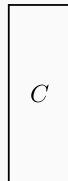
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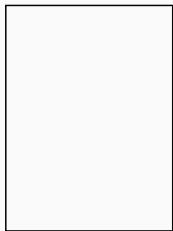
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Greedy solution:  $A, B$  total value: \$160

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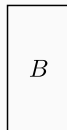


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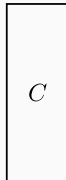
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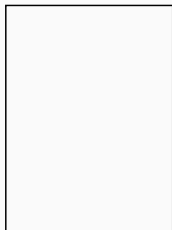
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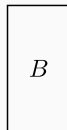


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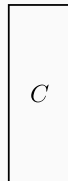
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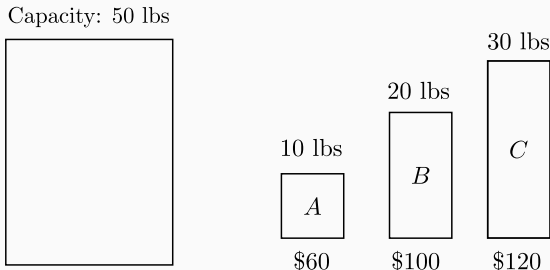
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Better solutions?

- *B, C* total value: \$220
- *A, C* total value: \$180

# Greedy choice

In order for the greedy heuristic to work, the problem should have the following property

## **Greedy choice property**

There exists an optimal solution that makes the greedy choice

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## Another failure example

### Maximum weighted path

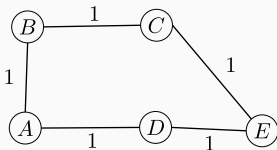
Given a graph with edge weights, and given two vertices. Find a path between them with the maximum total weight

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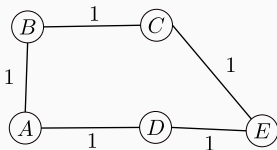


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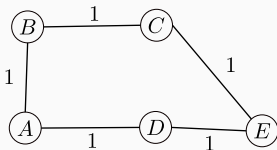
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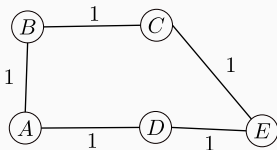
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Global optimal cannot be obtained by combining local optima



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# Summary of greedy algorithms

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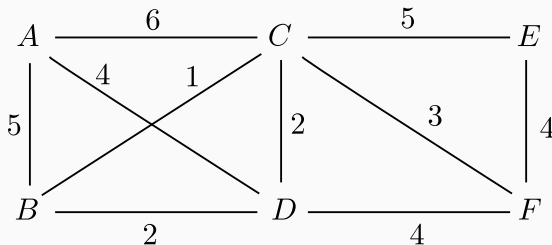


# Greedy algorithms

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## Minimum Spanning Tree

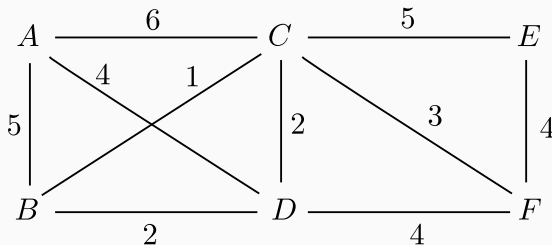
# Minimum Spanning Tree (MST)



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**Input:** undirected graph  $G = (V, E)$  with edge weights  $w_e \in \mathbb{R}, \forall e \in E$ .

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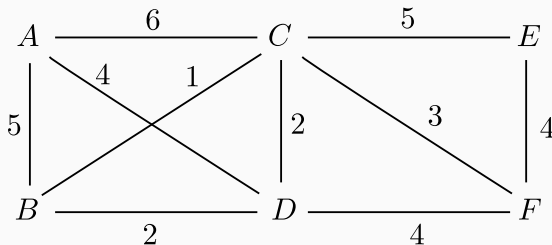


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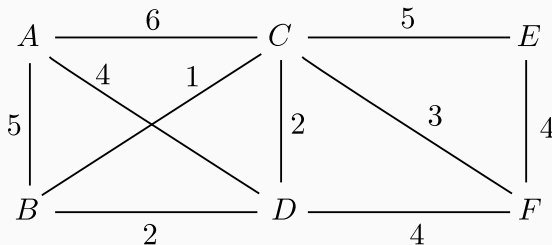
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2.  $E'$  minimizes  $\text{weight}(T) = \sum_{e \in E'} w_e$

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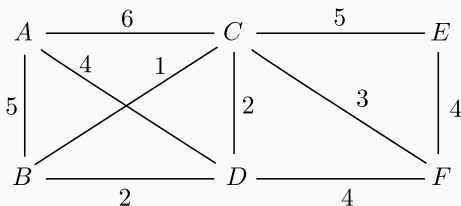
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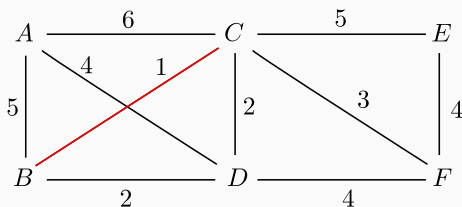


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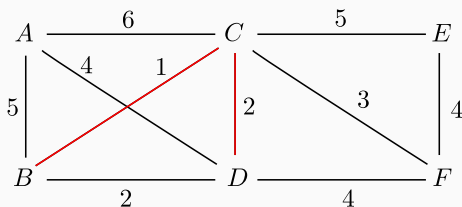


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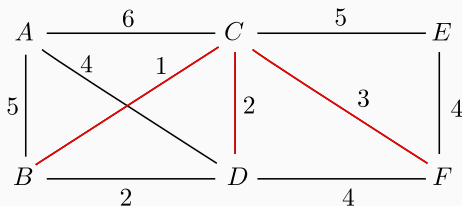


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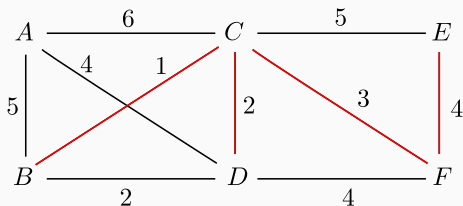


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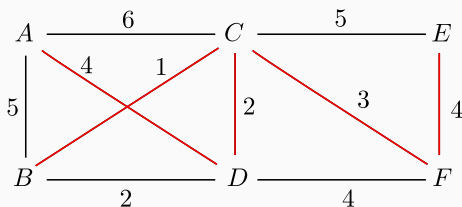


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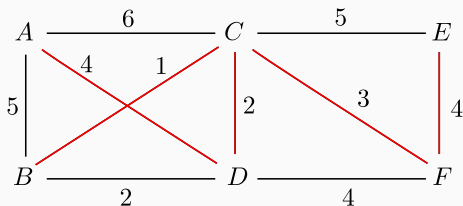


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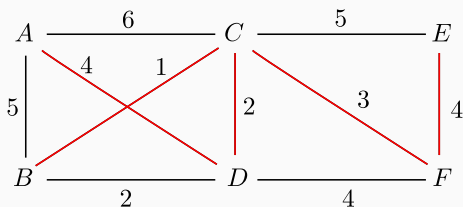
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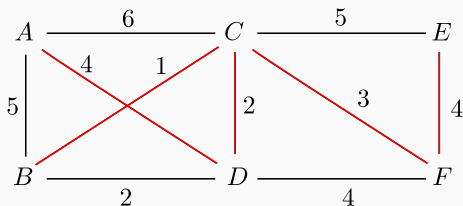
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Optimality?

We need to show greedy choice and optimal substructure



# Optimality of greedy (I)

Some technical preliminaries

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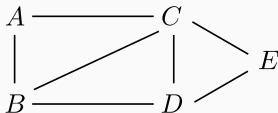
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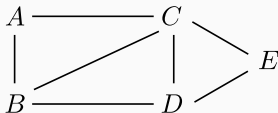
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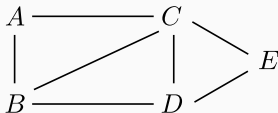
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$(\{A, B, C\}, \{D, E\})$  is a cut

$(\{A, B\}, \{D, E\})$  is not a cut

## Optimality of greedy (II)

### Definition

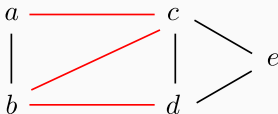
A cut  $(S, V - S)$  **respects**  $A \subseteq E$  if  $\forall (u, v) \in A$ , either  $u, v \in S$  or  $u, v \in V - S$

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Example:



$A$ : red edges

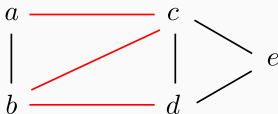


# Optimality of greedy (II)

## Definition

A cut  $(S, V - S)$  **respects**  $A \subseteq E$  if  $\forall (u, v) \in A$ , either  $u, v \in S$  or  $u, v \in V - S$

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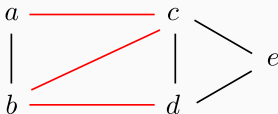
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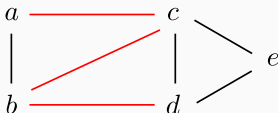
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How does this help?

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there exists an optimal solution that makes the greedy choice
- It also demonstrates the optimal substructure property  
by applying this theorem multiple times until you can't