## CSE 431/531: Algorithm Analysis and Design (Fall 2024) Greedy Algorithms

Lecturer: Kelin Luo

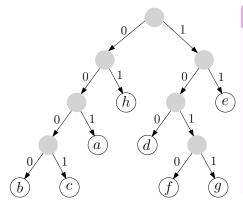
Department of Computer Science and Engineering University at Buffalo

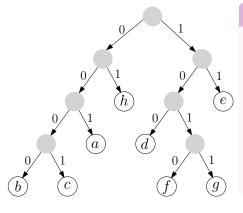
### Outline

Data Compression and Huffman Code

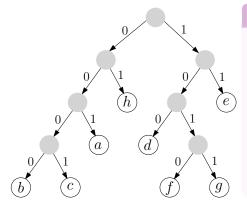
2 Summary

Summary of Studies until Mid Term I

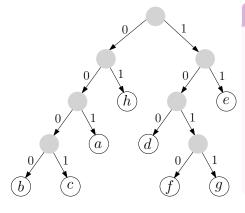




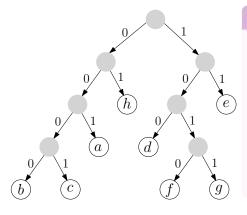
Rooted binary tree



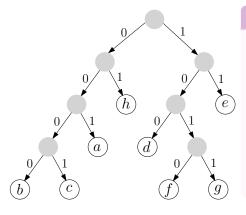
- Rooted binary tree
- Left edges labelled 0 and right edges labelled 1



- Rooted binary tree
- Left edges labelled 0 and right edges labelled 1
- A leaf corresponds to a code for some letter



- Rooted binary tree
- Left edges labelled 0 and right edges labelled 1
- A leaf corresponds to a code for some letter
- If coding scheme is not wasteful: a non-leaf has exactly two children



- Rooted binary tree
- Left edges labelled 0 and right edges labelled 1
- A leaf corresponds to a code for some letter
- If coding scheme is not wasteful: a non-leaf has exactly two children

#### Best Prefix Codes

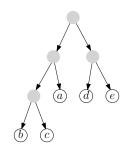
**Input:** frequencies of letters in a message

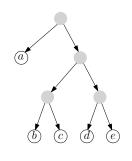
Output: prefix coding scheme with the shortest encoding for the

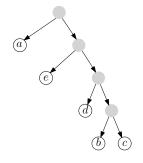
message

### example

letters	a	b	c	$\mid d \mid$	$\mid e \mid$	
frequencies	18	3	4	6	10	





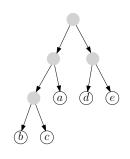


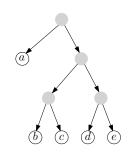
scheme 1

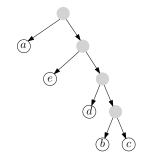
scheme 2

### example

letters	a	b	c	d	$\mid e \mid$	
frequencies	18	3	4	6	10	
scheme 1 length	2	3	3	2	2	total = 89
scheme 2 length	1	3	3	3	3	total = 87
scheme 3 length	1	4	4	3	2	total = 84







 ${\it scheme}\ 1 \qquad \qquad {\it scheme}\ 2 \qquad \qquad {\it scheme}\ 3$ 

**Q:** What types of decisions should we make?

• Can we directly give a code for some letter?

- Can we directly give a code for some letter?
- Hard to design a strategy; residual problem is complicated.

- Can we directly give a code for some letter?
- Hard to design a strategy; residual problem is complicated.
- Can we partition the letters into left and right sub-trees?

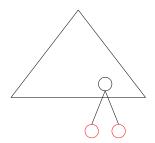
- Can we directly give a code for some letter?
- Hard to design a strategy; residual problem is complicated.
- Can we partition the letters into left and right sub-trees?
- Not clear how to design the greedy algorithm

**Q:** What types of decisions should we make?

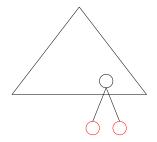
- Can we directly give a code for some letter?
- Hard to design a strategy; residual problem is complicated.
- Can we partition the letters into left and right sub-trees?
- Not clear how to design the greedy algorithm

A: We can choose two letters and make them brothers in the tree.

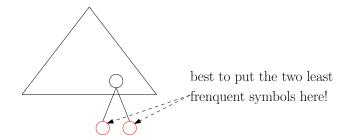
• Focus on the "structure" of the optimum encoding tree



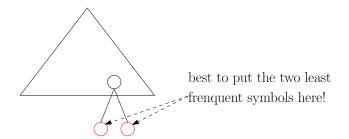
- Focus on the "structure" of the optimum encoding tree
- There are two deepest leaves that are brothers



- Focus on the "structure" of the optimum encoding tree
- There are two deepest leaves that are brothers



- Focus on the "structure" of the optimum encoding tree
- There are two deepest leaves that are brothers



**Lemma** It is safe to make the two least frequent letters brothers.

 So we can irrevocably decide to make the two least frequent letters brothers.

• So we can irrevocably decide to make the two least frequent letters brothers.

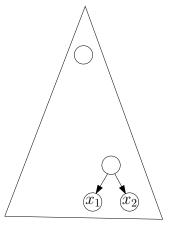
**Q:** Is the residual problem another instance of the best prefix codes problem?

• So we can irrevocably decide to make the two least frequent letters brothers.

**Q:** Is the residual problem another instance of the best prefix codes problem?

**A:** Yes, though it is not immediate to see why.

- $f_x$ : the frequency of the letter x in the support.
- $x_1$  and  $x_2$ : the two letters we decided to put together.
- ullet d<sub>x</sub> the depth of letter x in our output encoding tree.

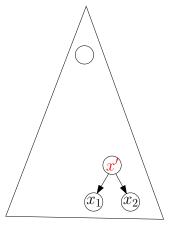


$$\sum_{x \in S} f_x d_x$$

$$= \sum_{x \in S \setminus \{x_1, x_2\}} f_x d_x + f_{x_1} d_{x_1} + f_{x_2} d_{x_2}$$

$$= \sum_{x \in S \setminus \{x_1, x_2\}} f_x d_x + (f_{x_1} + f_{x_2}) d_{x_1}$$

- $f_x$ : the frequency of the letter x in the support.
- $x_1$  and  $x_2$ : the two letters we decided to put together.
- ullet d<sub>x</sub> the depth of letter x in our output encoding tree.

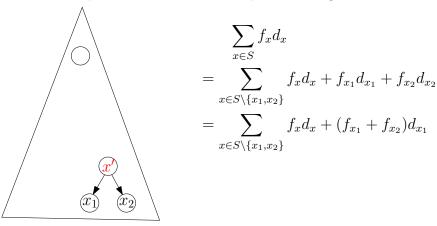


$$\sum_{x \in S} f_x d_x$$

$$= \sum_{x \in S \setminus \{x_1, x_2\}} f_x d_x + f_{x_1} d_{x_1} + f_{x_2} d_{x_2}$$

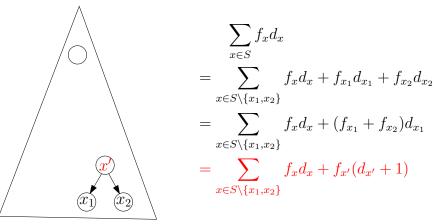
$$= \sum_{x \in S \setminus \{x_1, x_2\}} f_x d_x + (f_{x_1} + f_{x_2}) d_{x_1}$$

- $f_x$ : the frequency of the letter x in the support.
- $x_1$  and  $x_2$ : the two letters we decided to put together.
- ullet d<sub>x</sub> the depth of letter x in our output encoding tree.



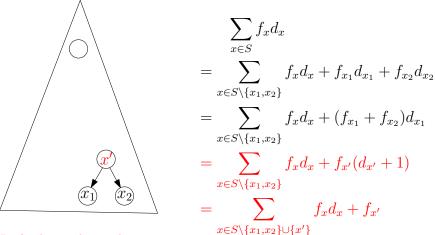
Def:  $f_{x'} = f_{x_1} + f_{x_2}$ 

- $f_x$ : the frequency of the letter x in the support.
- $x_1$  and  $x_2$ : the two letters we decided to put together.
- ullet  $d_x$  the depth of letter x in our output encoding tree.



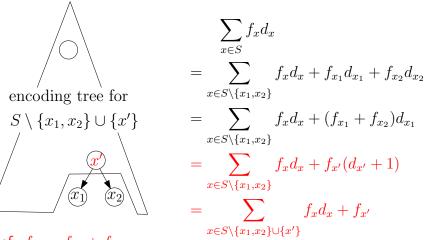
Def:  $f_{x'} = f_{x_1} + f_{x_2}$ 

- $f_x$ : the frequency of the letter x in the support.
- $x_1$  and  $x_2$ : the two letters we decided to put together.
- $d_x$  the depth of letter x in our output encoding tree.



Def:  $f_{x'} = f_{x_1} + f_{x_2}$ 

- $f_x$ : the frequency of the letter x in the support.
- $x_1$  and  $x_2$ : the two letters we decided to put together.
- $d_x$  the depth of letter x in our output encoding tree.



Def:  $f_{x'} = f_{x_1} + f_{x_2}$ 

In order to minimize

$$\sum_{x \in S} f_x d_x,$$

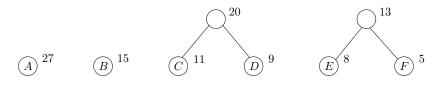
we need to minimize

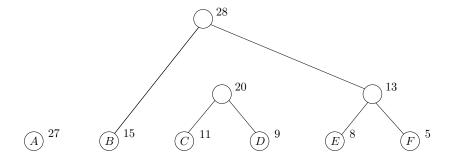
$$\sum_{x \in S \setminus \{x_1, x_2\} \cup \{x'\}} f_x d_x,$$

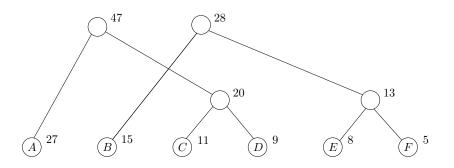
subject to that d is the depth function for an encoding tree of  $S \setminus \{x_1, x_2\}$ .

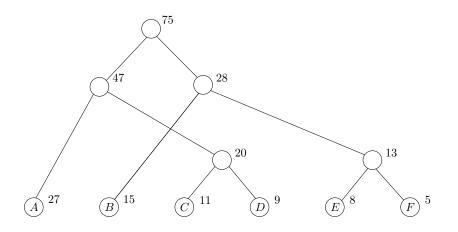
• This is exactly the best prefix codes problem, with letters  $S\setminus\{x_1,x_2\}\cup\{x'\}$  and frequency vector f!

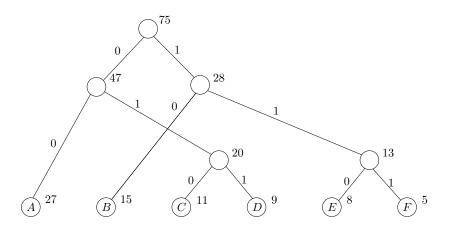


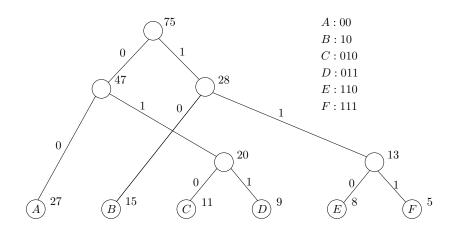












**Def.** The codes given the greedy algorithm is called the Huffman codes.

**Def.** The codes given the greedy algorithm is called the Huffman codes.

### $\mathsf{Huffman}(S,f)$

- 1: **while** |S| > 1 **do**
- 2: let  $x_1, x_2$  be the two letters with the smallest f values
- 3: introduce a new letter x' and let  $f_{x'} = f_{x_1} + f_{x_2}$
- 4: let  $x_1$  and  $x_2$  be the two children of x'
- 5:  $S \leftarrow S \setminus \{x_1, x_2\} \cup \{x'\}$
- 6: return the tree constructed

# Algorithm using Priority Queue

```
\mathsf{Huffman}(S,f)
 1: Q \leftarrow \text{build-priority-queue}(S)
 2: while Q.size > 1 do
         x_1 \leftarrow Q.\text{extract-min}()
 3:
    x_2 \leftarrow Q.\text{extract-min}()
 4:
    introduce a new letter x' and let f_{x'} = f_{x_1} + f_{x_2}
 5:
         let x_1 and x_2 be the two children of x'
 6:
       Q.insert(x', f_{x'})
 7:
 8: return the tree constructed
```

### Outline

Data Compression and Huffman Code

2 Summary

Summary of Studies until Mid Term I

- Build up the solutions in steps
- At each step, make an irrevocable decision using a "reasonable" strategy

- Build up the solutions in steps
- At each step, make an irrevocable decision using a "reasonable" strategy
- Interval scheduling problem: schedule the job  $j^*$  with the earliest deadline

- Build up the solutions in steps
- At each step, make an irrevocable decision using a "reasonable" strategy
- ullet Interval scheduling problem: schedule the job  $j^*$  with the earliest deadline
- Offline Caching: evict the page that is used furthest in the future

- Build up the solutions in steps
- At each step, make an irrevocable decision using a "reasonable" strategy
- ullet Interval scheduling problem: schedule the job  $j^*$  with the earliest deadline
- Offline Caching: evict the page that is used furthest in the future
- Huffman codes: make the two least frequent letters brothers

- Safety: Prove that the reasonable strategy is "safe" (key)
- Self-reduce: Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)

#### Analysis of Greedy Algorithm

- Safety: Prove that the reasonable strategy is "safe" (key)
- Self-reduce: Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)

**Def.** A strategy is "safe" if there is always an optimum solution that "agrees with" the decision made according to the strategy.

 $\bullet$  Take an arbitrary optimum solution S

- ullet Take an arbitrary optimum solution S
- $\bullet$  If S agrees with the decision made according to the strategy, done

- ullet Take an arbitrary optimum solution S
- $\bullet$  If S agrees with the decision made according to the strategy, done
- So assume S does not agree with decision

- ullet Take an arbitrary optimum solution S
- $\bullet$  If S agrees with the decision made according to the strategy, done
- ullet So assume S does not agree with decision
- Change S slightly to another optimum solution S' that agrees with the decision

- Take an arbitrary optimum solution S
- $\bullet$  If S agrees with the decision made according to the strategy, done
- ullet So assume S does not agree with decision
- ullet Change S slightly to another optimum solution S' that agrees with the decision
  - $\bullet$  Interval scheduling problem: exchange  $j^*$  with the first job in an optimal solution

- ullet Take an arbitrary optimum solution S
- $\bullet$  If S agrees with the decision made according to the strategy, done
- ullet So assume S does not agree with decision
- ullet Change S slightly to another optimum solution S' that agrees with the decision
  - $\bullet$  Interval scheduling problem: exchange  $j^*$  with the first job in an optimal solution
  - Offline caching: a complicated "copying" algorithm

- ullet Take an arbitrary optimum solution S
- ullet If S agrees with the decision made according to the strategy, done
- ullet So assume S does not agree with decision
- ullet Change S slightly to another optimum solution S' that agrees with the decision
  - $\bullet$  Interval scheduling problem: exchange  $j^*$  with the first job in an optimal solution
  - Offline caching: a complicated "copying" algorithm
  - Huffman codes: move the two least frequent letters to the deepest leaves.

- Safety: Prove that the reasonable strategy is "safe" (key)
- Self-reduce: Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)

- Safety: Prove that the reasonable strategy is "safe" (key)
- Self-reduce: Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)
- ullet Interval scheduling problem: remove  $j^*$  and the jobs it conflicts with

- Safety: Prove that the reasonable strategy is "safe" (key)
- Self-reduce: Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)
- $\bullet$  Interval scheduling problem: remove  $j^*$  and the jobs it conflicts with
- Offline caching: trivial

- Safety: Prove that the reasonable strategy is "safe" (key)
- Self-reduce: Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)
- ullet Interval scheduling problem: remove  $j^*$  and the jobs it conflicts with
- Offline caching: trivial
- Huffman codes: merge two letters into one

### Outline

Data Compression and Huffman Code

2 Summary

Summary of Studies until Mid Term I

- Introduction:
  - Asymptotic analysis: O,  $\Omega$ ,  $\Theta$ , compare the orders

- Introduction:
  - Asymptotic analysis:  $O, \Omega, \Theta$ , compare the orders
  - Polynomial time (efficient algorithm), exponential time

- Introduction:
  - Asymptotic analysis:  $O, \Omega, \Theta$ , compare the orders
  - Polynomial time (efficient algorithm), exponential time
- Graph Basics:

- Introduction:
  - Asymptotic analysis:  $O, \Omega, \Theta$ , compare the orders
  - Polynomial time (efficient algorithm), exponential time
- Graph Basics:
  - Undirected graph, directed graph

- Introduction:
  - Asymptotic analysis: O,  $\Omega$ ,  $\Theta$ , compare the orders
  - Polynomial time (efficient algorithm), exponential time
- Graph Basics:
  - Undirected graph, directed graph
  - Two representations: adjacency matrix, linked lists

- Introduction:
  - Asymptotic analysis: O,  $\Omega$ ,  $\Theta$ , compare the orders
  - Polynomial time (efficient algorithm), exponential time
- Graph Basics:
  - Undirected graph, directed graph
  - Two representations: adjacency matrix, linked lists
  - Path, cycle, tree, directed acyclic graph, bipartite graph

- Introduction:
  - Asymptotic analysis: O,  $\Omega$ ,  $\Theta$ , compare the orders
  - Polynomial time (efficient algorithm), exponential time
- Graph Basics:
  - Undirected graph, directed graph
  - Two representations: adjacency matrix, linked lists
  - Path, cycle, tree, directed acyclic graph, bipartite graph
  - Connectivity problem: BFS and DFS algorithm

- Introduction:
  - Asymptotic analysis: O,  $\Omega$ ,  $\Theta$ , compare the orders
  - Polynomial time (efficient algorithm), exponential time
- Graph Basics:
  - Undirected graph, directed graph
  - Two representations: adjacency matrix, linked lists
  - Path, cycle, tree, directed acyclic graph, bipartite graph
  - Connectivity problem: BFS and DFS algorithm
  - Testing Bipartiteness problem: test-bipartiteness-BFS or test-bipartiteness-DFS algorithm

- Introduction:
  - Asymptotic analysis:  $O, \Omega, \Theta$ , compare the orders
  - Polynomial time (efficient algorithm), exponential time
- Graph Basics:
  - Undirected graph, directed graph
  - Two representations: adjacency matrix, linked lists
  - Path, cycle, tree, directed acyclic graph, bipartite graph
  - Connectivity problem: BFS and DFS algorithm
  - Testing Bipartiteness problem: test-bipartiteness-BFS or test-bipartiteness-DFS algorithm
  - Topological Ordering problem: topological-sort algorithm (Queue or Stack)

- Greedy algorithms: safety strategy+self reduce
  - Box Packing problem

- Greedy algorithms: safety strategy+self reduce
  - Box Packing problem
  - Interval Scheduling problem

- Greedy algorithms: safety strategy+self reduce
  - Box Packing problem
  - Interval Scheduling problem
  - Interval Partitioning problem

- Greedy algorithms: safety strategy+self reduce
  - Box Packing problem
  - Interval Scheduling problem
  - Interval Partitioning problem
  - Offline Caching problem

- Greedy algorithms: safety strategy+self reduce
  - Box Packing problem
  - Interval Scheduling problem
  - Interval Partitioning problem
  - Offline Caching problem
  - Priority Queue: heap

- Greedy algorithms: safety strategy+self reduce
  - Box Packing problem
  - Interval Scheduling problem
  - Interval Partitioning problem
  - Offline Caching problem
  - Priority Queue: heap
  - Huffman Code problem

- Greedy algorithms: safety strategy+self reduce
  - Box Packing problem
  - Interval Scheduling problem
  - Interval Partitioning problem
  - Offline Caching problem
  - Priority Queue: heap
  - Huffman Code problem
  - Exercise problems (Lecture: Monday, 30th September)