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- ▶ Greedy algorithms that actually obtain a global optimum often do not exist.
- ▶ Greedy algorithms are usually simple, but the proof of correctness may not be so simple.
- ▶ We will give several examples of greedy algorithms.

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- ▶ For now, we will consider just the fractional version.

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- ▶ Take 75 weight units of object 1 (weight = 75, value = 75)
- ▶ Total weight = 100, total value = 125

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- ▶ Alternatively, implement using a max-heap. (Key of each object is its value density.)
  - ▶ Algorithm runs in  $O(n + k \log n)$  time, where  $k$  is the number of objects fully or partially added to the knapsack.

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- ▶ Find the minimum number of required machines.

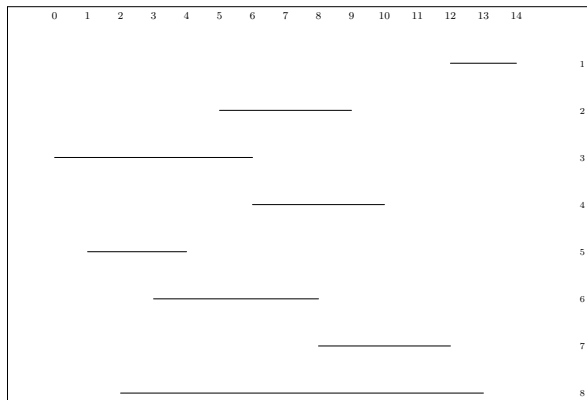


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Example: 8 tasks:

$\{(12, 14), (5, 9), (0, 6), (6, 10), (1, 4), (3, 8), (8, 12), (2, 13)\}$



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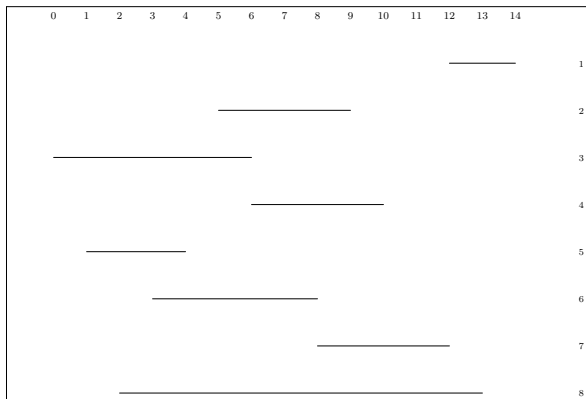
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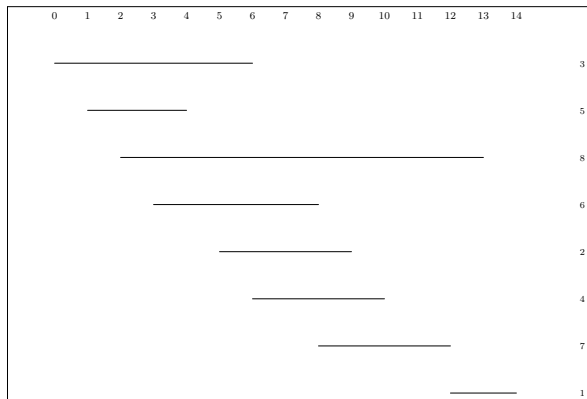
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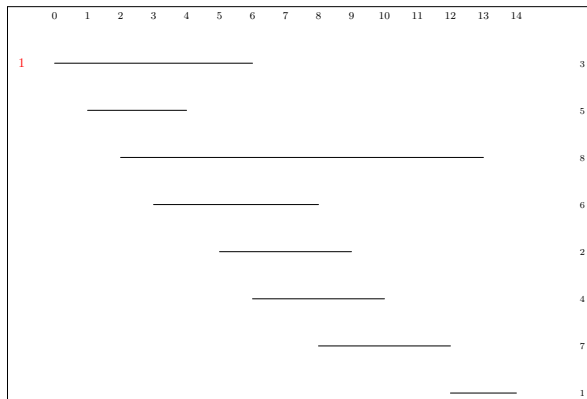
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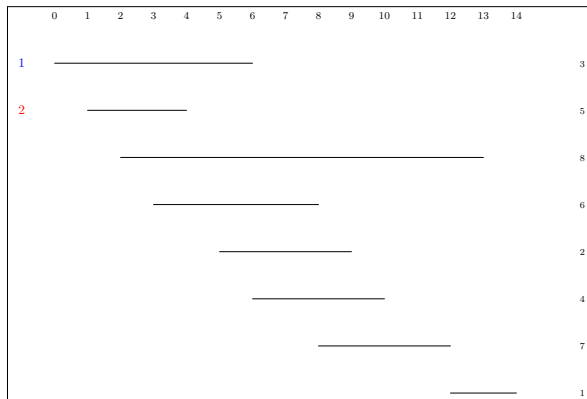
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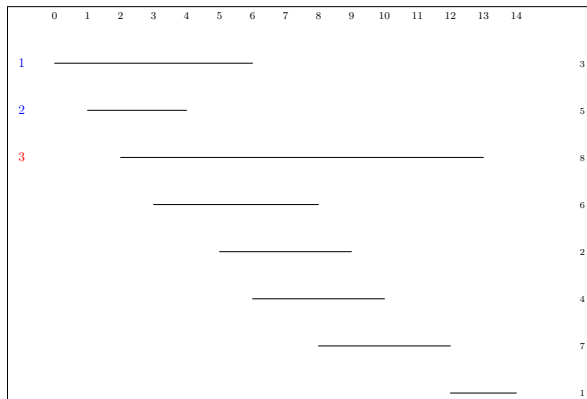
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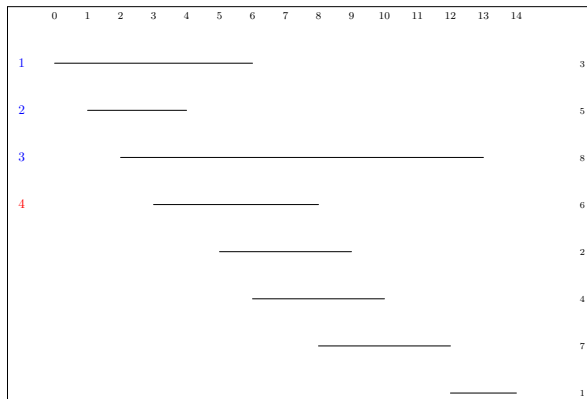
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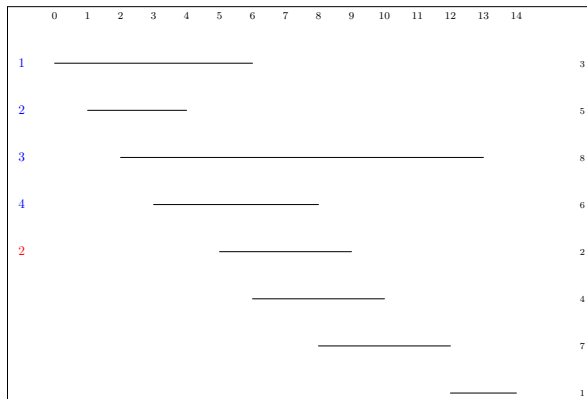
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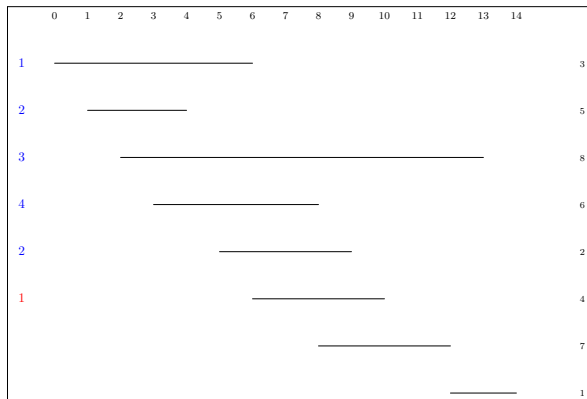
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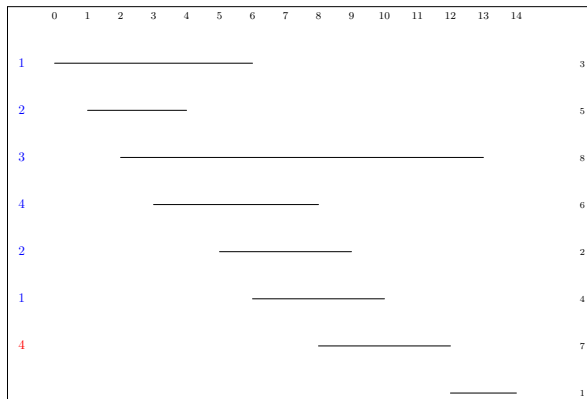


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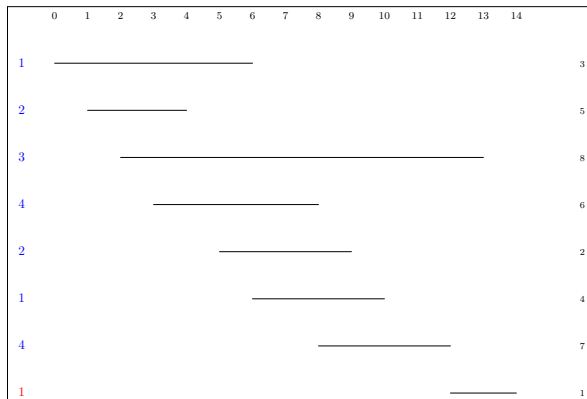




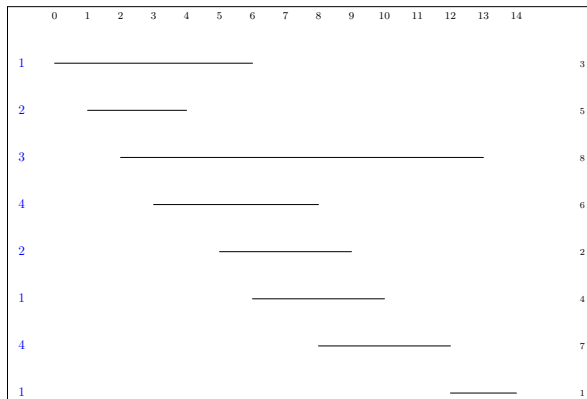
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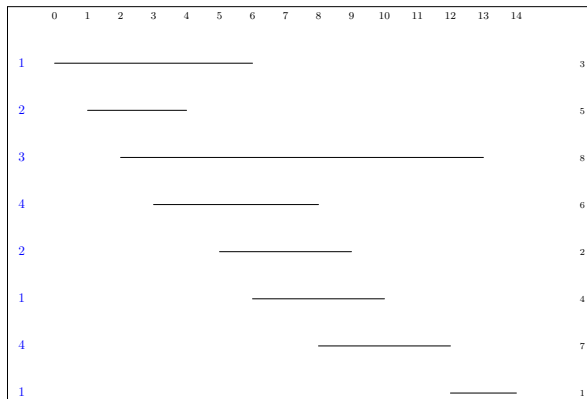
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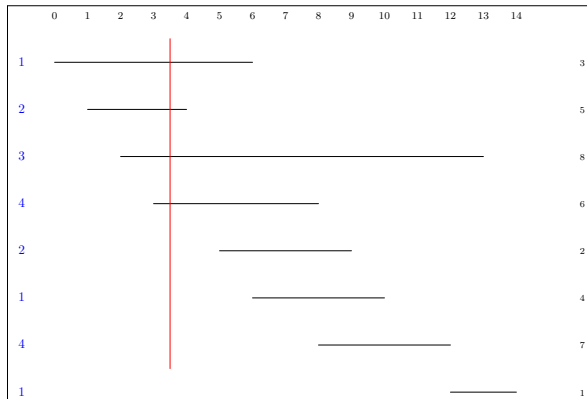


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4 machines are necessary (so solution is optimal)

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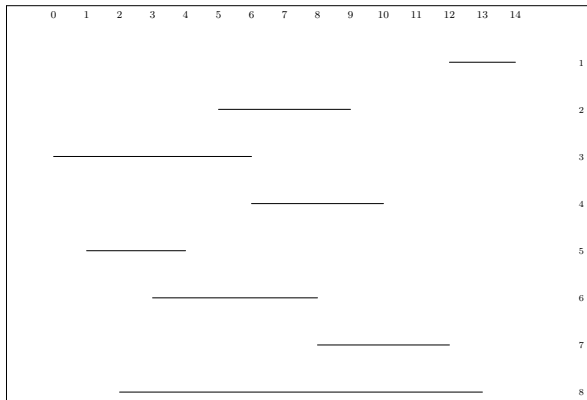
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- ▶ Find the maximum number of tasks that can be run.

# Single-Machine scheduling problem example

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**Example:** 8 tasks (same tasks as previous problem):

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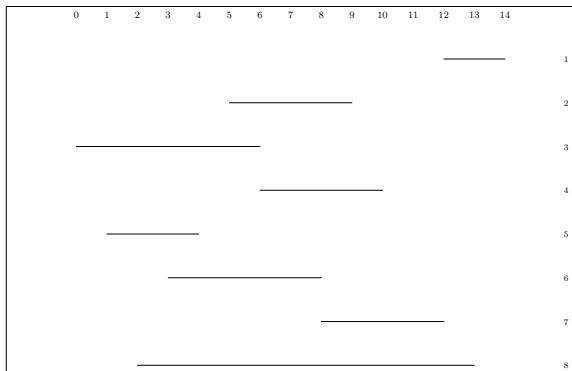
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[Kleinberg-Tardos] Jon Kleinberg and Éva Tardos, Algorithm Design, Addison-Wesley, 2006.

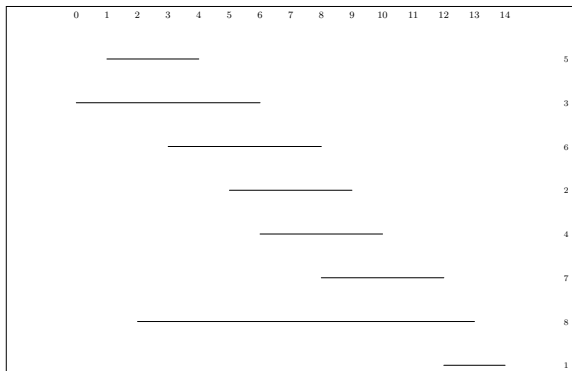
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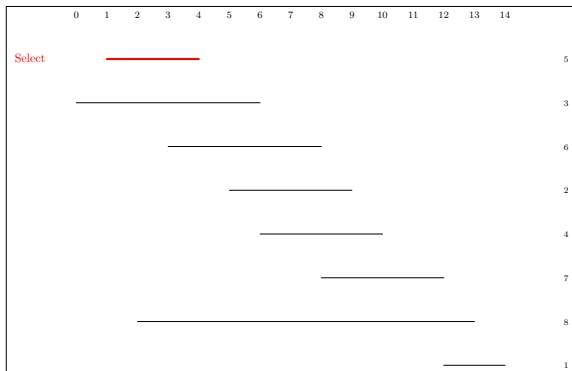




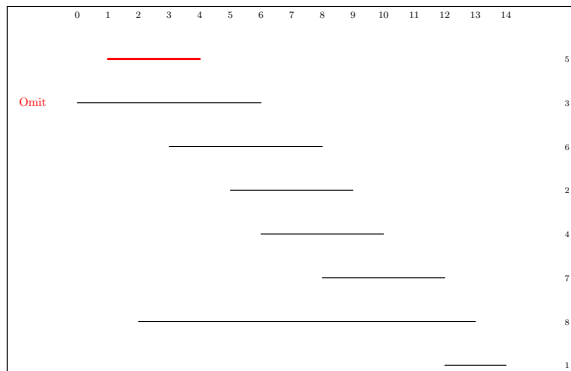
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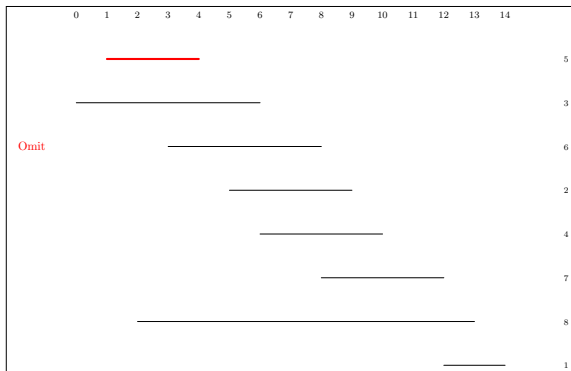
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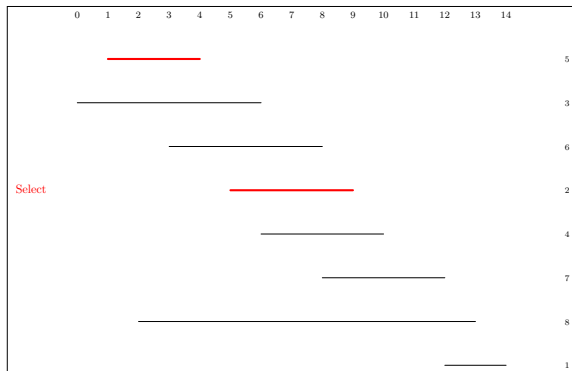
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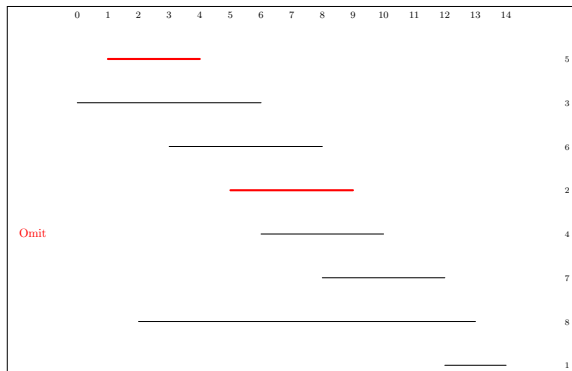
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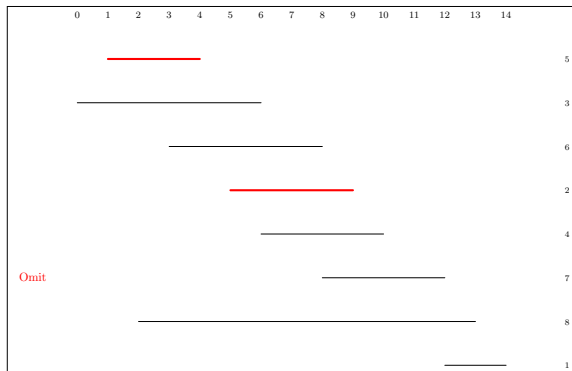
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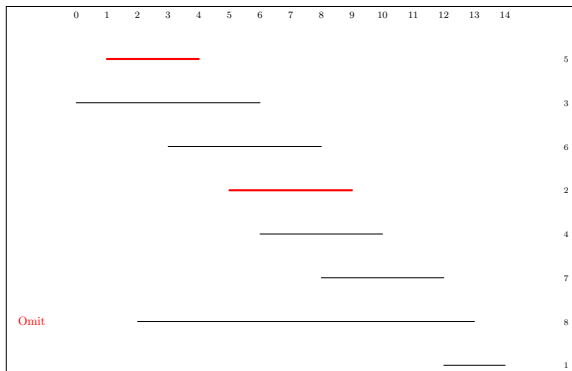
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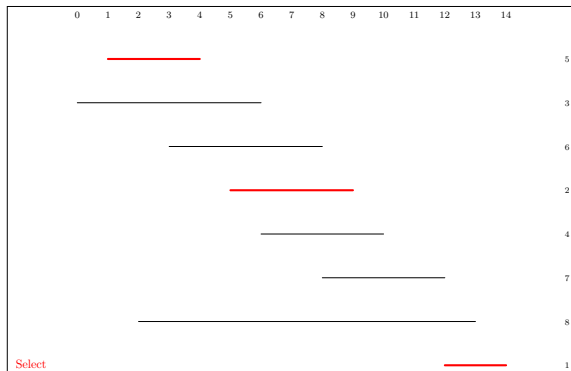


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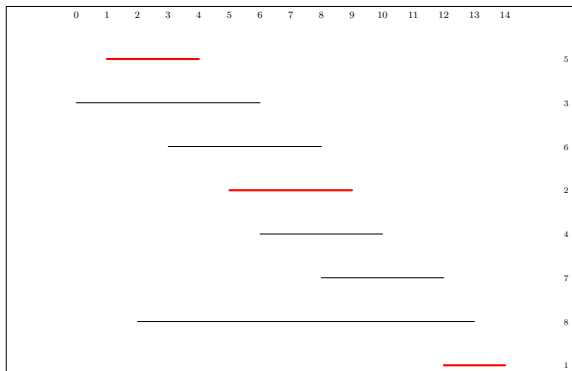




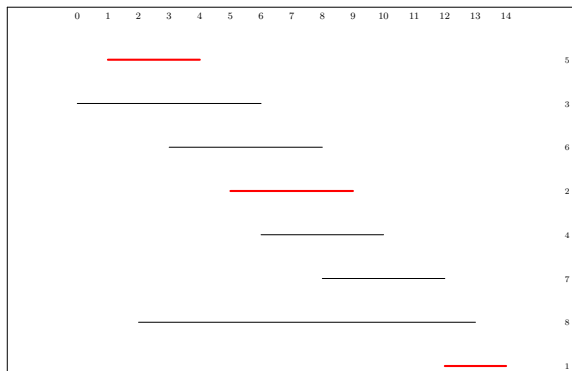
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Choose 3 jobs: 5, 2, and 1

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  - ▶ If the answer is yes, you have an easy solution.
  - ▶ If the answer is no (which it often is), seeing why the greedy approach fails may give you some insight into the structure of the problem.