Greedy algorithms 1 Scheduling

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Greedy algorithms

- Make the best choice at the moment.
  - □ No planning ahead. "Short-sighted".
- Once choice made, it's fixed.
  - □ No take-backs.
- Cons Doesn't always find optimal answer.
- Pros Simple and fast. Sometimes optimal.

Overview

- Selecting breakpoints
- Coin change
- Interval scheduling
- Interval coloring
- Scheduling to minimizing lateness

Selecting Breakpoints

Selecting breakpoints.

- Road trip from Princeton to Palo Alto along fixed route.
- Refueling stations at certain points along the way.
- Fuel capacity = C.
- Goal: makes as few refueling stops as possible.

Greedy algorithm. Go as far as you can before refueling.
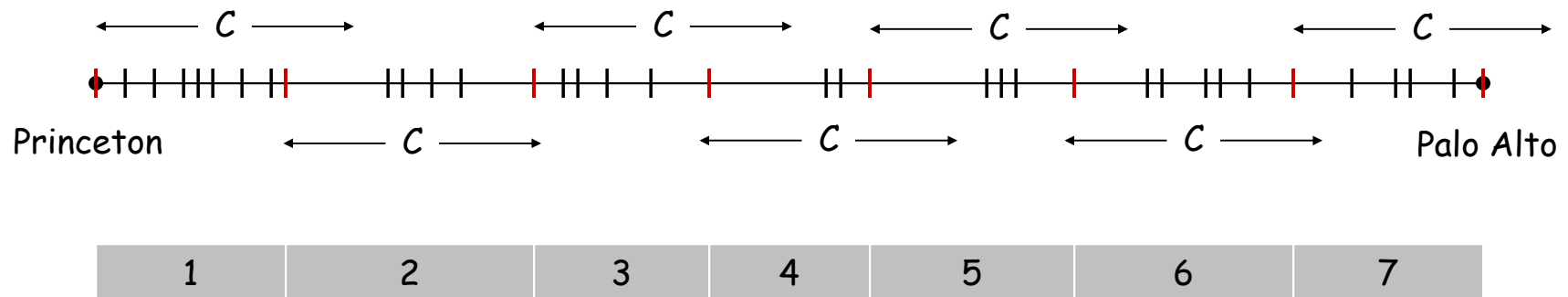
Selecting Breakpoints: Greedy Algorithm

Truck driver's algorithm.

```
Sort breakpoints so that: 0 = b₀ < b₁ < b₂ < ... < bₙ = L

S ← {0}    ←——   breakpoints selected
x ← 0      ←——   current location

while (x ≠ bₙ)
    let p be largest integer such that bₚ ≤ x + C
    if (bₚ = x)
        return "no solution"
    x ← bₚ
    S ← S ∪ {p}
return S
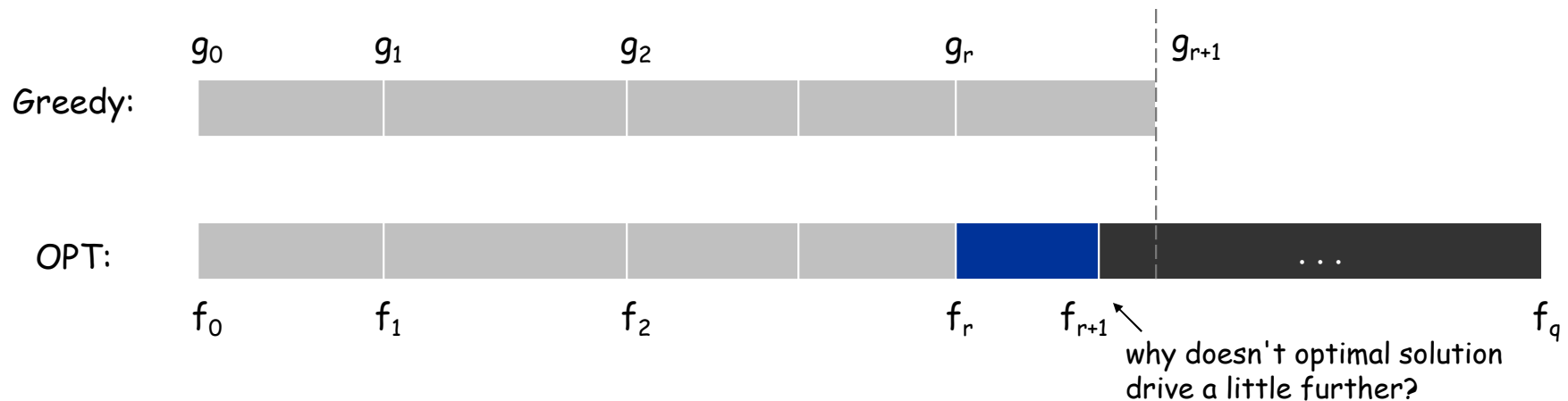```

Implementation.

O(n log n) to sort.

O(n) time for while loop.

# Selecting Breakpoints:  Correctness

**Theorem.**  Greedy algorithm is optimal.

**Pf.** (by contradiction)

- Assume greedy is not optimal, and let's see what happens.
- Let $0 = g_0 < g_1 < \ldots < g_p = L$ denote set of breakpoints chosen by greedy.
- Let $0 = f_0 < f_1 < \ldots < f_q = L$ denote set of breakpoints in an optimal solution with $f_0 = g_0$, $f_1 = g_1$, $\ldots$, $f_r = g_r$ for largest possible value of r.
- Note: $g_{r+1} > f_{r+1}$ by greedy choice of algorithm.



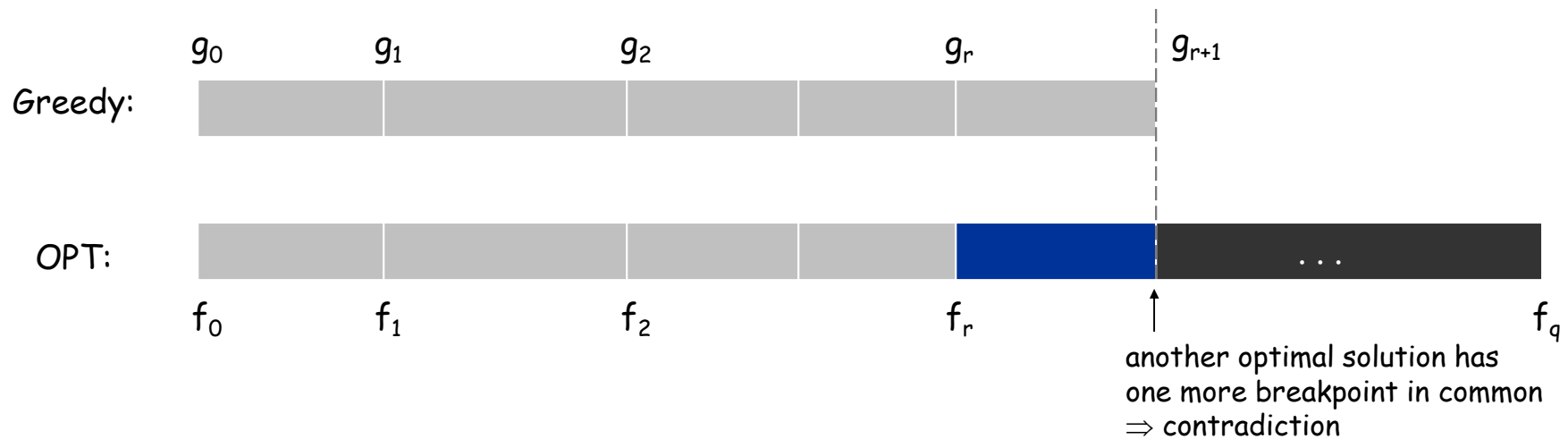why doesn't optimal solution drive a little further?

# Selecting Breakpoints: Correctness

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- Let $0 = f_0 < f_1 < \ldots < f_q = L$ denote set of breakpoints in an optimal solution with $f_0 = g_0, f_1 = g_1, \ldots, f_r = g_r$ for largest possible value of r.
- Note: $g_{r+1} > f_{r+1}$ by greedy choice of algorithm.



another optimal solution has
one more breakpoint in common
$\Rightarrow$ contradiction

# Coin Changing

**Goal.** Given currency denominations: 1, 5, 10, 25, 100 (penny, nickel, dime, quarter, dollar) devise a method to pay amount to customer using fewest number of coins.

Ex: 34¢.

**Cashier's algorithm.** At each iteration, add coin of the largest value that does not take us past the amount to be paid.

Ex: $2.89.

# Coin-Changing:  Greedy Algorithm

Cashier's algorithm.  At each iteration, add coin of the largest value that does not take us past the amount to be paid.

```
Sort coins denominations by value: c₁ < c₂ < … < cₙ.

    coins selected
   ↙
S ← φ
while (x ≠ 0) {
    let k be largest integer such that cₖ ≤ x
    if (k = 0)
        return "no solution found"
    x ← x - cₖ
    S ← S ∪ {k}
}
return S
```

Q. Is cashier's algorithm optimal?

Coin-Changing: Analysis of Greedy Algorithm

Theorem. Greed is optimal for U.S. coinage: 1, 5, 10, 25, 100.

Pf. (by induction on x)

- Consider optimal way to change $c_k \leq x < c_{k+1}$: greedy takes coin k.
- We claim that any optimal solution must also take coin k.
    - if not, it needs enough coins of type c_1, …, c_{k-1} to add up to x
    - table below indicates no optimal solution can do this
- Problem reduces to coin-changing $x - c_k$ cents, which, by induction, is optimally solved by greedy algorithm. ▪

| k	c_k	All optimal solutions must satisfy	Max value of coins 1, 2, …, k-1 in any OPT
1	1	$P \leq 4$	-
2	5	$N \leq 1$	4
3	10	$N + D \leq 2$	4 + 5 = 9
4	25	$Q \leq 3$	20 + 4 = 24
5	100	no limit	75 + 24 = 99

- Opt must have $p \leq 4$, because if $p \geq 5$, can replace 5 p with 1 n.
- Opt must have $n \leq 1$, because if $n \geq 2$, can replace with one dime, etc.
- So if don't use c_k, then must use $c_1, \dots, c_{k-1}$, and these must add up to $\geq x \geq c_k$.
- By case analysis, we see coins of type $c_1, \dots, c_{k-1}$ never add up to $\geq c_k$.

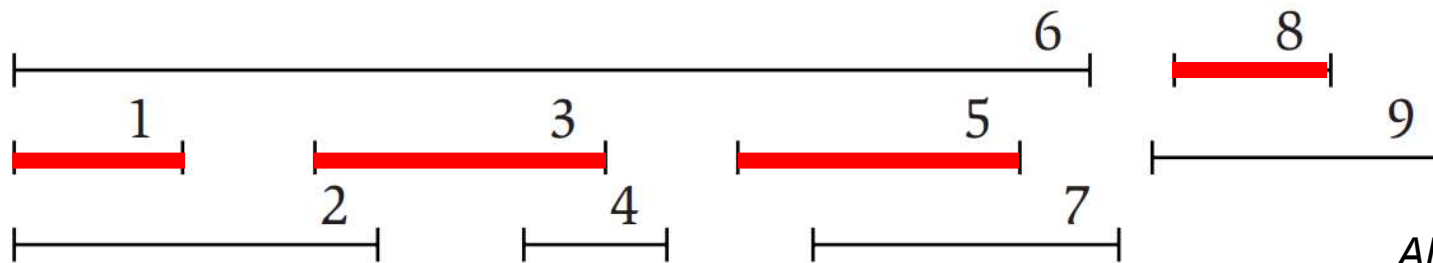# Coin-Changing: Analysis of Greedy Algorithm

Observation. Greedy algorithm is sub-optimal for US postal denominations:

1, 10, 21, 34, 70, 100, 350, 1225, 1500.

Counterexample. 140¢.

- Greedy: 100, 34, 1, 1, 1, 1, 1, 1.
- Optimal: 70, 70.
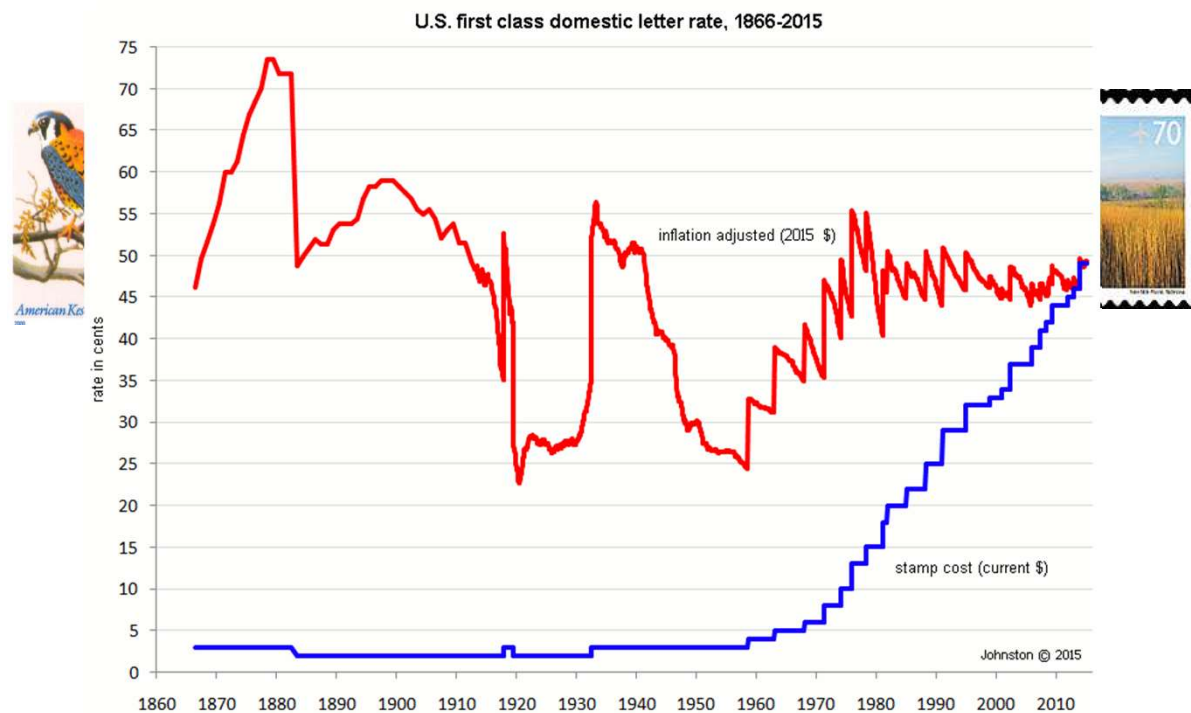
Interval scheduling

Algorithm Design
Kleinberg, Tardos

- Given a set of intervals, pick the largest number of nonoverlapping ones.
  - Each interval given by a start and finishing time.
- Models use of a shared resource.
  - Ex 9 people want to use a room. Different people want to use it at different times. Let max number of people use room.

A greedy algorithm

- Let's pick the intervals from left to right.
- Intuition Since can't pick a new interval until the previous one ends, want to pick intervals that end as quickly as possible.
- So we sort the intervals by finishing times. Then keep selecting earliest finishing one that doesn't overlap previous selected interval.

```
Initially let R be the set of all requests, and let A be empty
While R is not yet empty
    Choose a request i ∈ R that has the smallest finishing time
    Add request i to A
    Delete all requests from R that are not compatible with request i
EndWhile
Return the set A as the set of accepted requests
```
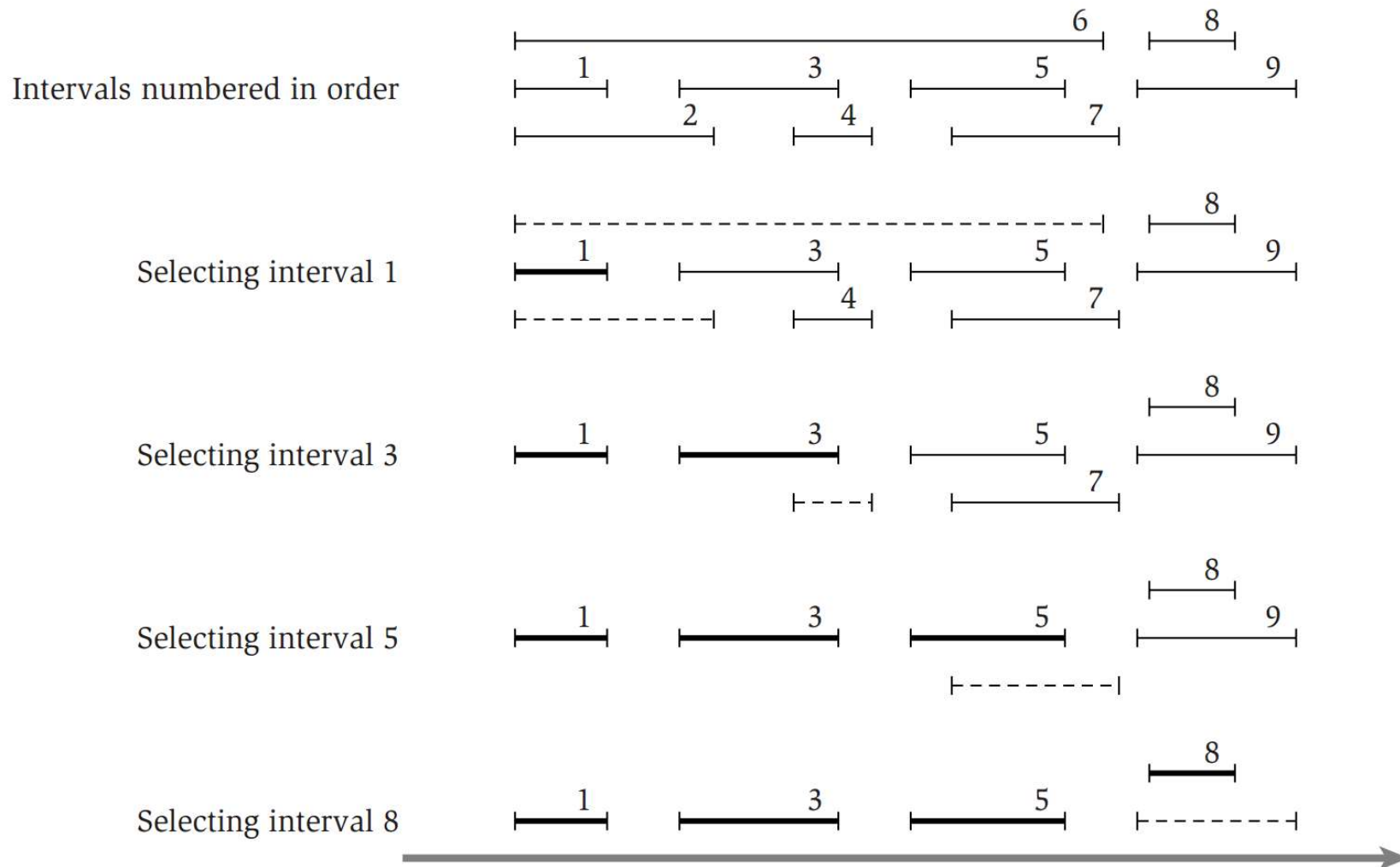
A greedy algorithm

Intervals numbered in order

Selecting interval 1

Selecting interval 3

Selecting interval 5

Selecting interval 8

Algorithm Design
Kleinberg, Tardos

Correctness

- We'll compare algorithm's solution S to an optimal solution T.
  - ☐ Can have S≠T, since there may be several optimal solutions.
- **Def** Let s_k and t_k be k'th interval in S and T, resp.
- **Def** let fin(i) be finishing time of an interval i.
- **Claim** $\text{fin}(s_k) \leq \text{fin}(t_k)$ for all k.
- **Proof** By induction. True for k=1 since s_k is interval with min fin time.
  - ☐ Suppose true for < k, i.e. $\text{fin}(s_{k-1}) \leq \text{fin}(t_{k-1})$.
  - ☐ Then {intervals not intersecting s_{k-1} and finishing after s_{k-1}} ⊇ {intervals not intersecting t_{k-1} and finishing after t_{k-1}}.
  - ☐ By the algorithm, s_k is earliest finishing interval in the first set.
  - ☐ t_k is some interval in the latter set.
  - ☐ So $\text{fin}(s_k) \leq \text{fin}(t_k)$.
- **Corollary** S has at least as many intervals as T, i.e. S is optimal.


algorithm's solution

an optimal solution
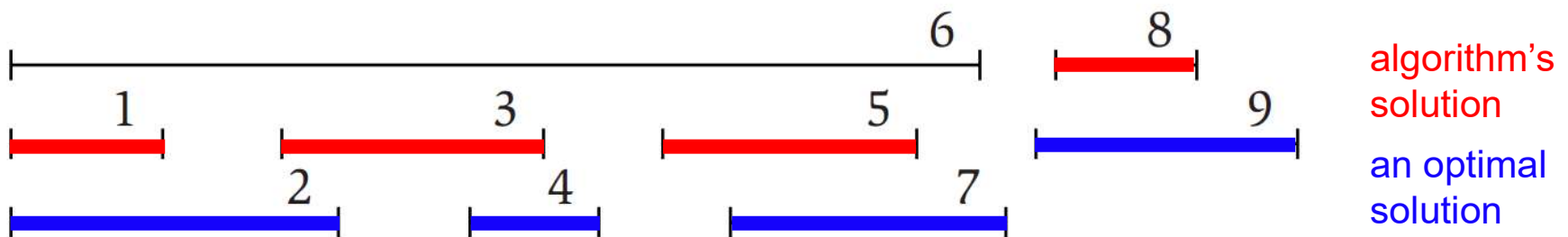
Analysis

- If there are n intervals, sorting the intervals takes O(n log n) time.

- Then we go through the intervals in order of finishing times.

  - For each interval, check if it intersects last selected one, and select it if it doesn't.

  - Takes O(n) time.

- Total O(n log n) time.

Interval coloring problem

- In interval scheduling, we scheduled the max number of intervals on one resource.
- In interval coloring, we need to schedule all the intervals on some number of resources.
  - Intervals on the same resource cannot overlap.
  - Goal Minimize the number of resources used.
- Example application is to schedule people who need to use a room in the min number of rooms.
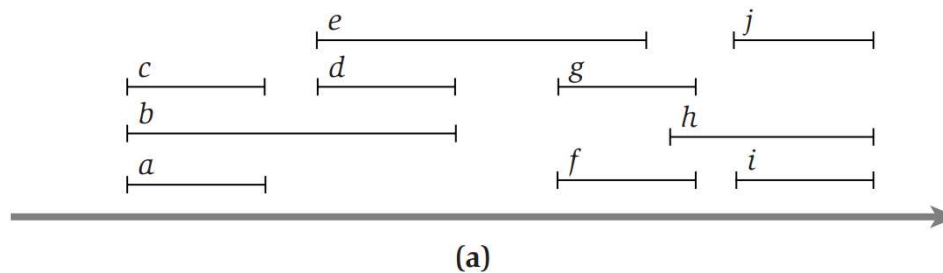
All intervals scheduled using 4 resources
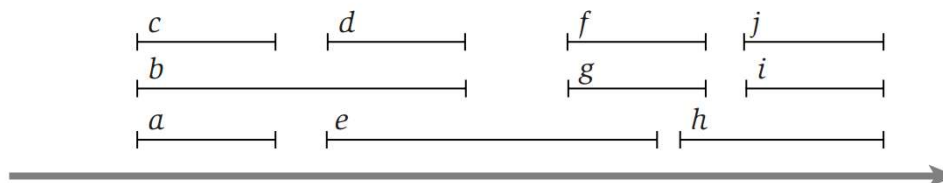
All intervals scheduled using 3 resources

Optimality criterion

- **Observation** Suppose k intervals intersect at some time point. Then the optimal schedule needs at least k resources.
  - Since intervals on same resource can't overlap, then the k intersecting intervals need to be assigned to k different resources in any solution.
- **Def** **Depth** of a set of intervals is the max number of intervals that intersect at any time.
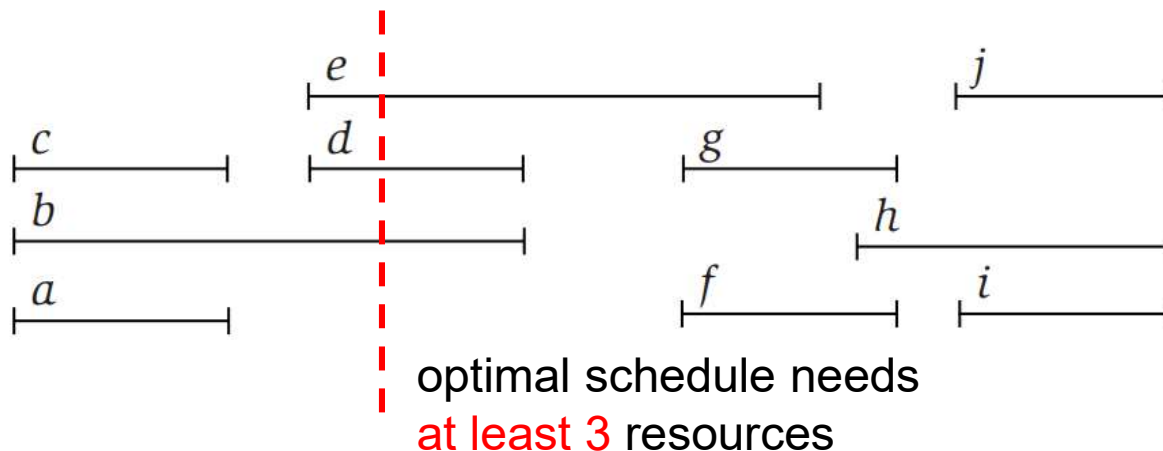
These intervals have depth 3

optimal schedule needs at least 3 resources

Optimality criterion

- Corollary Let d be the depth of a set of intervals, and suppose we find a schedule using d resources. Then the schedule is optimal.

  - By the observation, any schedule needs at least d resources. Since our schedule uses d resources, it's optimal.
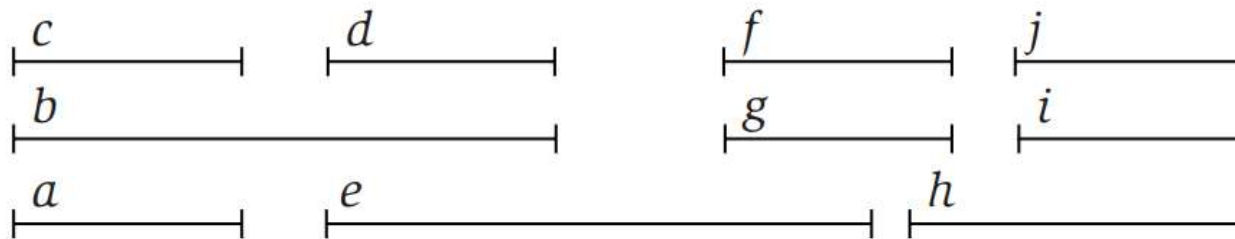
Since depth is 3, this schedule is optimal

A greedy algorithm

- Sweep through intervals in order of increasing start time.
    - Break ties arbitrarily.
- For each interval, assign it to smallest resource not already assigned to an intersecting interval.

$$
\begin{array}{llll}
c & d & f & j \\
b & & g & i \\
a & e & & h
\end{array}
$$
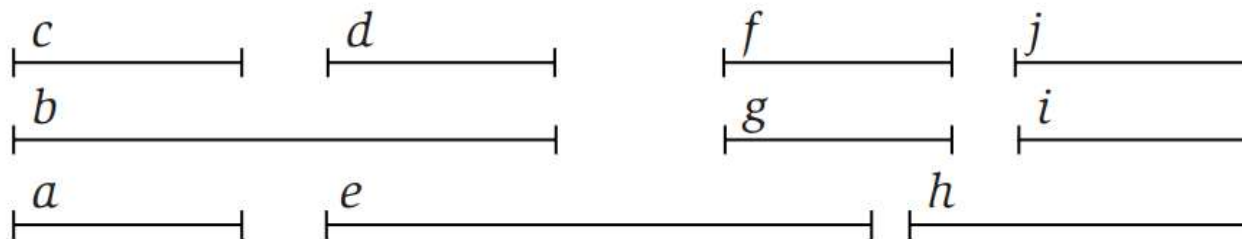
Correctness

- Claim Let the set of intervals have depth d. Then the algorithm uses d resources.

- Proof Suppose algorithm is processing some interval s. Then $\leq$ d-1 intervals intersect s.
  - So $\leq$ d-1 resources assigned to these intervals.
  - So s can be assigned some resource $\leq$ d.

- Corollary The algorithm is optimal
  - Follows by the optimality criterion.

Scheduling to Minimizing Lateness

Minimizing lateness problem.

- Single resource processes one job at a time.
- Job j requires t_j units of processing time and is due at time d_j.
- If j starts at time s_j, it finishes at time $f_j = s_j + t_j$.
- Lateness: $\ell_j = \max \{ 0, \ f_j - d_j \}$.
- Goal: schedule all jobs to minimize maximum lateness $L = \max \ell_j$.

Ex:

	1	2	3	4	5	6
t_j	3	2	1	4	3	2
d_j	6	8	9	9	14	15
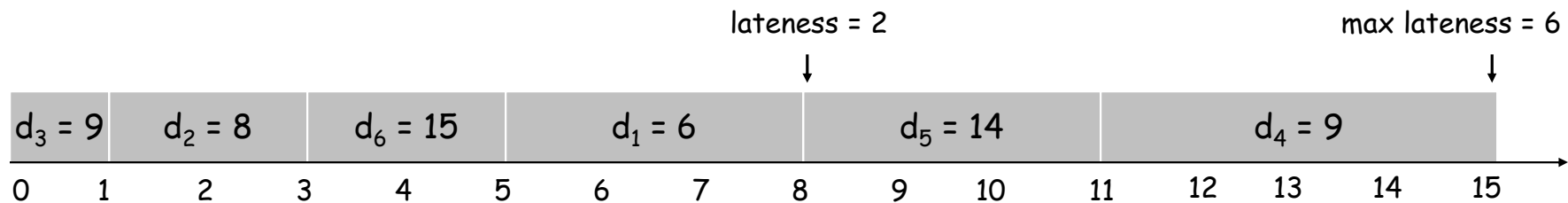
Minimizing Lateness: Greedy Algorithms

Greedy template. Consider jobs in some order.

- [Shortest processing time first] Consider jobs in ascending order of processing time t_j.

- [Earliest deadline first] Consider jobs in ascending order of deadline d_j.

- [Smallest slack] Consider jobs in ascending order of slack $d_j - t_j$.

Minimizing Lateness: Greedy Algorithms

Greedy template. Consider jobs in some order.

- [Shortest processing time first] Consider jobs in ascending order of processing time t_j.

	1	2
t_j	1	10
d_j	100	10

counterexample

- [Smallest slack] Consider jobs in ascending order of slack $d_j - t_j$.

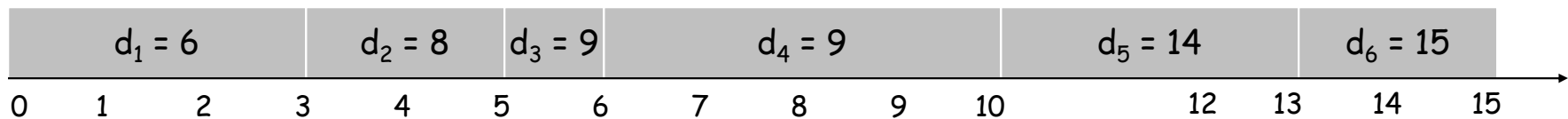|	1	2
t_j	1	10
d_j	2	10

counterexample

Minimizing Lateness: Greedy Algorithm

Greedy algorithm. Earliest deadline first.

```
Sort n jobs by deadline so that d₁ ≤ d₂ ≤ … ≤ dₙ

t ← 0
for j = 1 to n
    Assign job j to interval [t, t + tⱼ]
    sⱼ ← t,  fⱼ ← t + tⱼ
    t ← t + tⱼ
output intervals [sⱼ, fⱼ]
```

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

max lateness = 1
↓

| $d_1 = 6$ | $d_2 = 8$ | $d_3 = 9$ | $d_4 = 9$ | $d_5 = 14$ | $d_6 = 15$ |

0 1 2 3 4 5 6 7 8 9 10 12 13 14 15

Minimizing Lateness: No Idle Time

Observation. There exists an optimal schedule with no idle time.

d = 4		d = 6				d = 12					

0   1   2   3   4   5   6   7   8   9   10   11

d = 4	d = 6		d = 12								

0   1   2   3   4   5   6   7   8   9   10   11
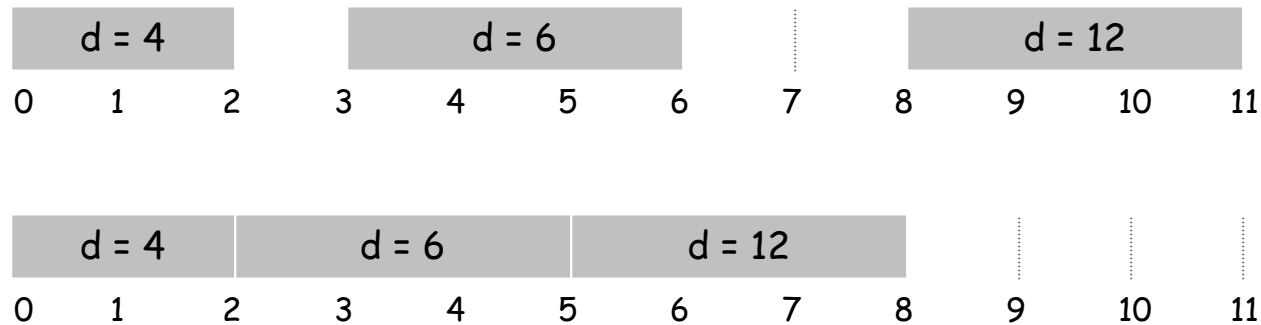
Observation. The greedy schedule has no idle time.

Minimizing Lateness: Inversions

Def. An inversion in schedule S is a pair of jobs i and j such that:
i < j but j scheduled before i.

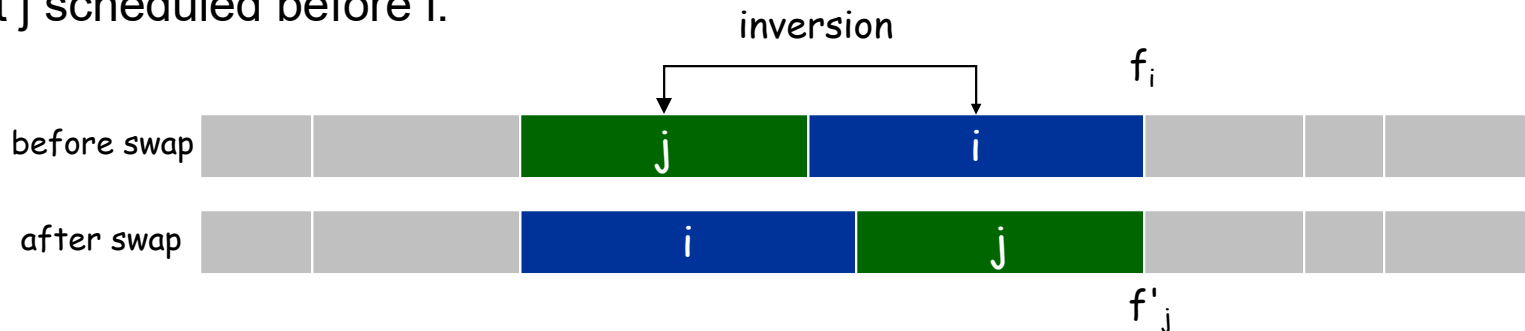inversion

before swap

j i
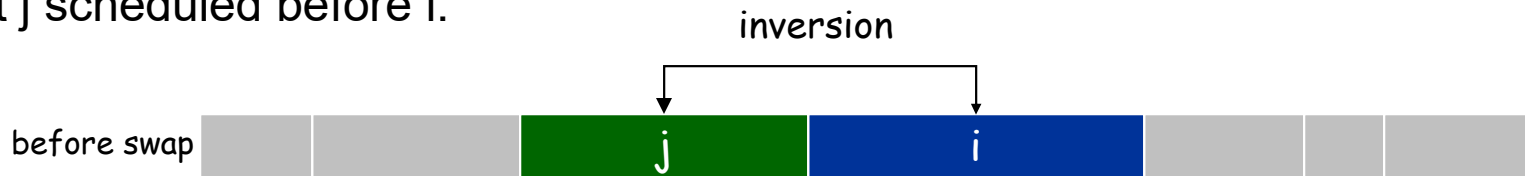
Observation. Greedy schedule has no inversions.

Observation. If a schedule (with no idle time) has an inversion, it has one with a pair of inverted jobs scheduled consecutively.

Minimizing Lateness: Inversions

Def. An inversion in schedule S is a pair of jobs i and j such that:
i < j but j scheduled before i.

inversion

f_i

before swap | | | j | i | | |

after swap | | | i | j | | |

f'_j

Claim. Swapping two adjacent, inverted jobs reduces the number of inversions by one and does not increase the max lateness.

Pf. Let ℓ be the lateness before the swap, and let ℓ' be it afterwards.
- $\ell'_k = \ell_k$ for all $k \neq i, j$
- $\ell'_i \leq \ell_i$
- If job j is late:

$$\begin{aligned}
\ell'_j &= f'_j - d_j & \text{(definition)} \\
&= f_i - d_j & (j \text{ finishes at time } f_i) \\
&\leq f_i - d_i & (i < j) \\
&\leq \ell_i & \text{(definition)}
\end{aligned}$$

Minimizing Lateness: Analysis of Greedy Algorithm

Theorem. Greedy schedule S is optimal.

Pf. Define S* to be an optimal schedule that has the fewest number of inversions, and let's see what happens.

- Can assume S* has no idle time.
- If S* has no inversions, then S = S*.
- If S* has an inversion, let i-j be an adjacent inversion.
    - swapping i and j does not increase the maximum lateness and strictly decreases the number of inversions
    - this contradicts definition of S* ▪