



Programa de Pós-graduação em  
**INFORMÁTICA**



**PUC Minas**



# Algorithm design and analysis

— Greedy algorithms —

Silvio Guimarães

Graduate Program in Informatics – PPGINF

Image and Multimedia Data Science Laboratory – IMScience

Pontifical Catholic University of Minas Gerais – PUC Minas

- ▶ Start discussion of different ways of designing algorithms.
- ▶ Greedy algorithms, divide and conquer, dynamic programming.
- ▶ Discuss principles that can solve a variety of problem types.
- ▶ Design an algorithm, prove its correctness, analyse its complexity.

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- ▶ Greedy algorithms: make the **current best choice**.



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# Algorithm design and analysis

— Coin change —

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## COIN CHANGE

**INSTANCE** Let  $C$  be a set of coins  $\{c_1, c_2, \dots, c_n\}$  in which  $c_i$  means a coin of a specific value and  $c_i = c_j$  if  $i = j$ . Let  $S$  be the amount of the change.

**SOLUTION** The smallest number of coins to achieve the amount  $S$ .

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What's the smallest number of coins to achieve  $S = 8$ ? **2 coins**.

Design an algorithm to compute the **smallest number of coins**.



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# Algorithm design and analysis

## — Interval Scheduling —

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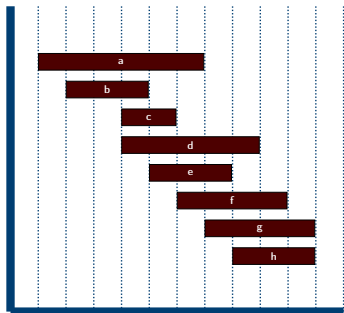
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## INTERVAL SCHEDULING

**INSTANCE** Nonempty set  $\{(s(i), f(i)), 1 \leq i \leq n\}$  of start and finish times of  $n$  jobs.

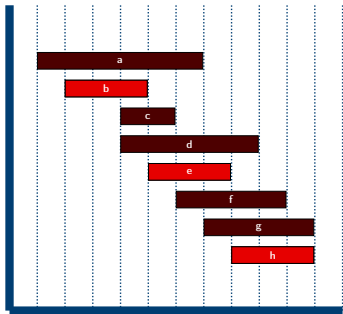
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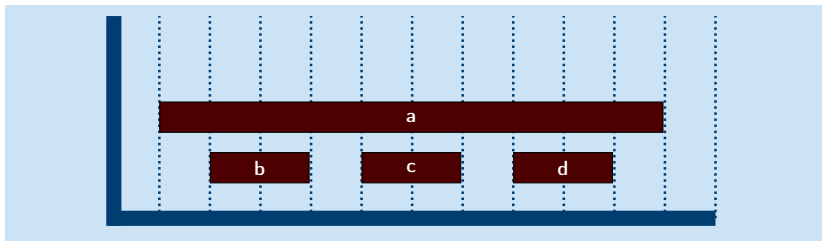
- ▶ Two jobs are **compatible** if they do not overlap.
- ▶ This problem models the situation where you have a resource, a set of fixed jobs, and you want to schedule **as many jobs** as possible.

# Template for Greedy Algorithm

- ▶ Process jobs in some order. Add next job to the result if it is compatible with the jobs already in the result.
- ▶ Key question: in what **order** should we process the jobs?

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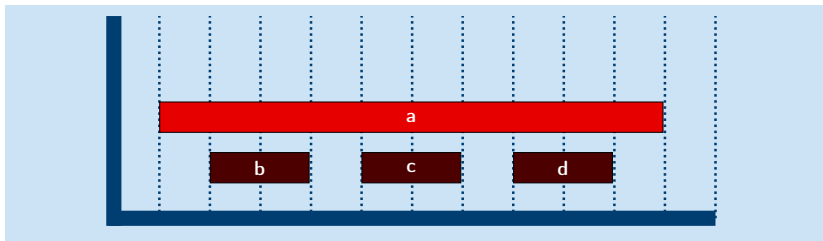


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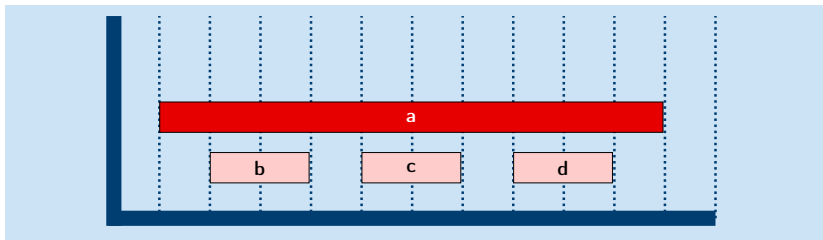
**Earliest start time** – Increasing order of start time  $s(i)$ .



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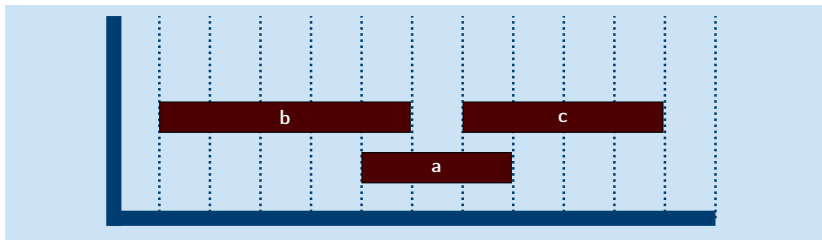


The number of compatible jobs using this strategy is **1**, against **3** jobs in the best solution!!!



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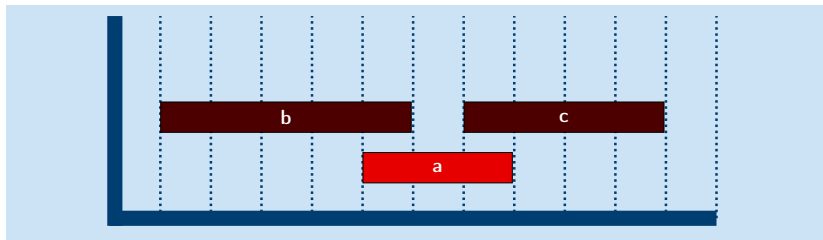


The best solution has **2** compatible jobs. But the it depends on the order in which the jobs are processed !!!!

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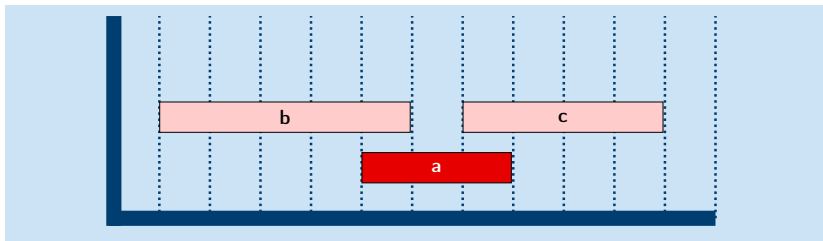
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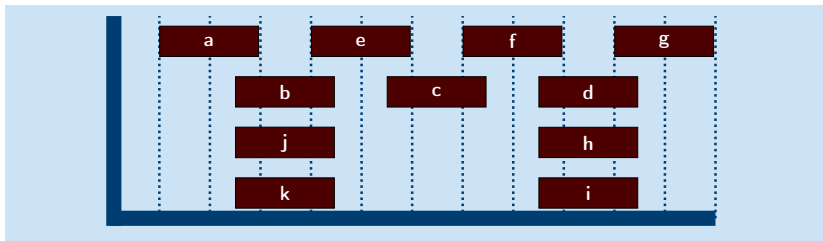
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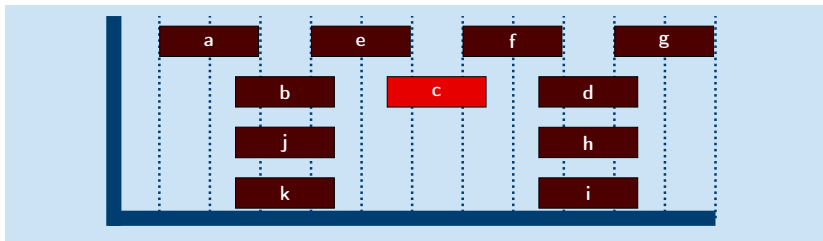


The best solution has **4** compatible jobs. But the it depends on the order in which the jobs are processed !!!!

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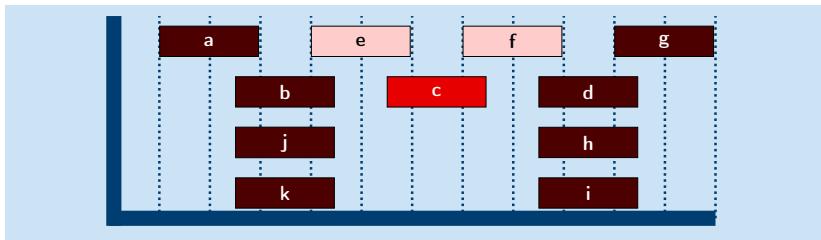
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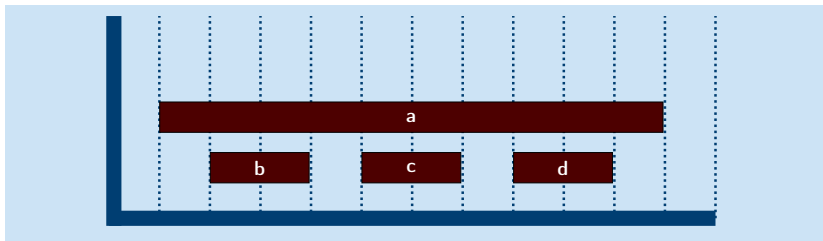
**Fewest conflicts** – Increasing order of the number of conflicting jobs



The number of compatible jobs using this strategy is **3**, against **4** jobs in the best solution!!!

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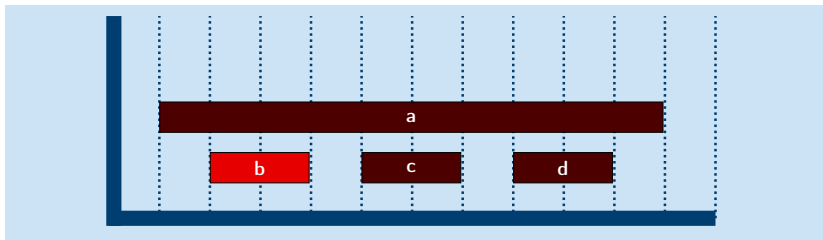


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**Earliest finish time** – Increasing order of finish time  $f(i)$ .

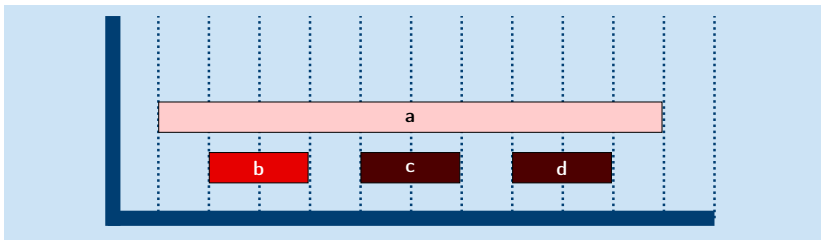




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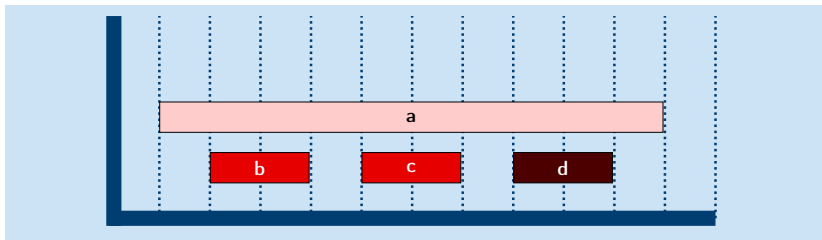
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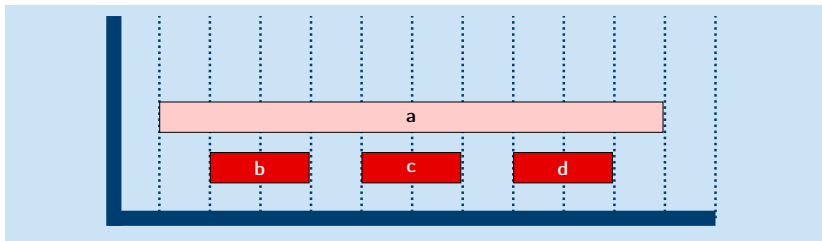
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The number of compatible jobs using this strategy is **3**.

# IS Algorithm: Earliest Finish Time (EFT)

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**input** : A set of jobs  $R$

**output:** A set of compatible jobs  $A$

- 1 Let  $R$  be the set of all jobs;
  - 2 Let  $A$  be an empty set for representing the solution;
  - 3 **while**  $R$  is not empty **do**
  - 4     Choose a job  $i \in R$  that has the smallest finishing time;
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# Analysing the EFT Algorithm

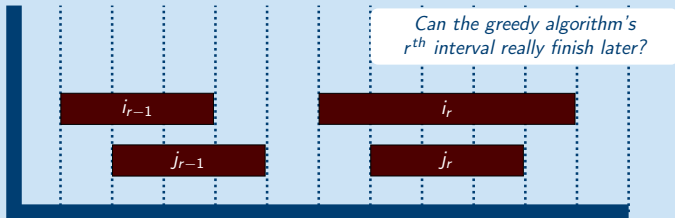
- ▶ Let  $O$  be an optimal set of jobs. We will show that  $|A| = |O|$ .
- ▶ Let  $i_1, i_2, \dots, i_k$  be the set of jobs in  $A$  in order.
- ▶ Let  $j_1, j_2, \dots, j_m$  be the set of jobs in  $O$  in order.
- ▶ Claim: For all indices  $r \leq k$ ,  $f(i_r) \leq f(j_r)$ . Prove by induction on  $r$ .



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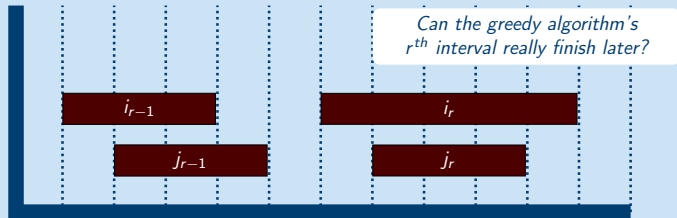
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The inductive step in the proof that the greedy algorithm stays ahead



- ▶ Claim: The greedy algorithm returns an optimal set  $A$ .

# Implementing the EFT Algorithm

Reorder jobs so that they are in **increasing order of finish time**.

Store starting time of jobs in an array  $S$ .

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Running time is  $O(n \log n)$ , **dominated by sorting**.



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# Algorithm design and analysis

## — Interval Partitioning —

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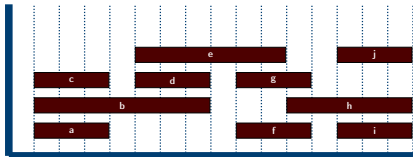
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## INTERVAL PARTITIONING

**INSTANCE** Set  $\{(s(i), f(i)), 1 \leq i \leq n\}$  of start and finish times of  $n$  jobs.

**SOLUTION** A partition of the jobs into  $k$  sets, where each set of jobs is mutually compatible, and  $k$  is minimised.

This schedule uses 4 classrooms to schedule 10 lectures.





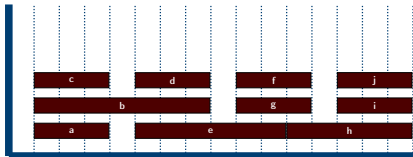
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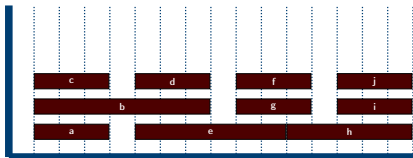
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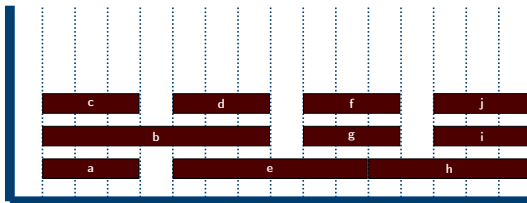
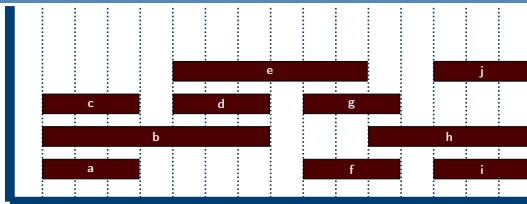
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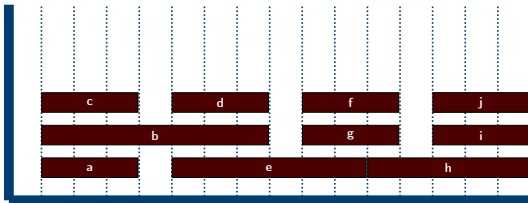
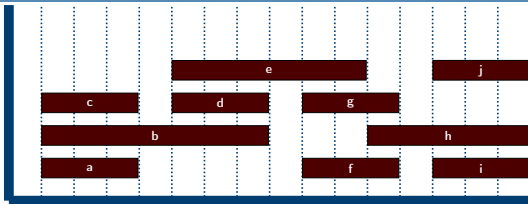


- ▶ This problem models the situation where you have set of fixed jobs, and you want to schedule all jobs using as few resources as possible.

# Depth of Intervals

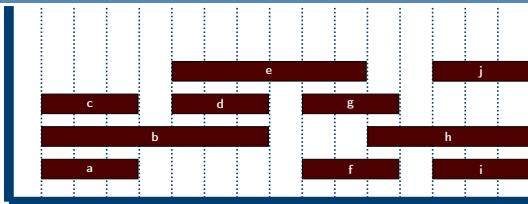


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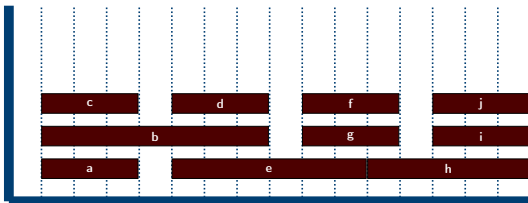


- ▶ The **depth** of a set of intervals is the maximum number that contain any time point.

# Depth of Intervals

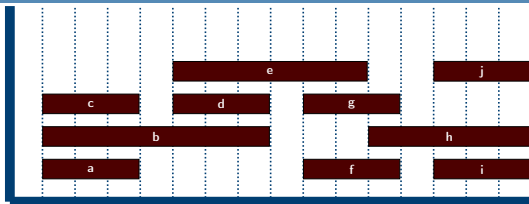


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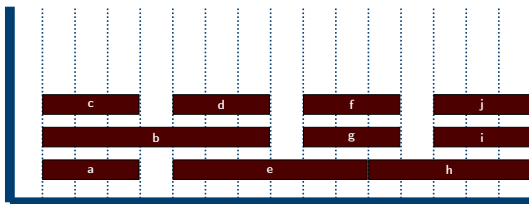


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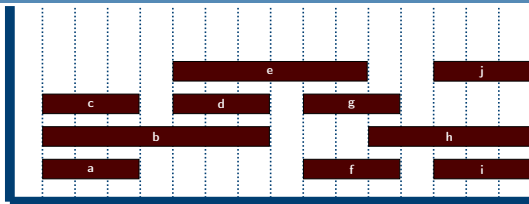


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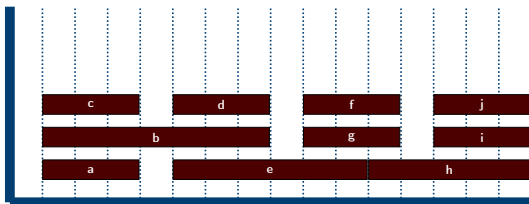


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- ▶ The **depth** of a set of intervals is the maximum number that contain any time point.
- ▶ Claim: In any instance of INTERVAL PARTITIONING,  $k \geq \text{depth}$ .
- ▶ Is it possible to compute  $k$  efficiently? Is  $k = \text{depth}$ ?

# Interval Partitioning Algorithm

---

**Algorithm:** Interval partitioning algorithm

---

**input** : A set of jobs  $R$

**output:**  $K$  sets of mutually compatible jobs

```
1 Sort the interval by their start times, breaking ties arbitrarily;
2 Let  $I_1, I_2, \dots, I_n$ , denote the interval in this order;
3 for  $j = 1$  to  $n$  do
4   | foreach interval  $I_i$  that precedes  $I_j$  in sorted order and overlaps it do
5     |   Exclude the labels of  $I_i$  from consideration for  $I_j$ 
6   | end
7   | if there is any label from  $\{1, 2, \dots, d\}$  that has not been excluded then
8     |   Assign a nonexcluded label to  $I_j$ 
9   | else
10  |   Leave  $I_j$  unlabeled
11  | end
12 end
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# Interval Partitioning Algorithm

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**Algorithm:** Interval partitioning algorithm

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**output:**  $K$  sets of mutually compatible jobs

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- ▶ The running time of the algorithm is  $O(n \log n)$ .



Programa de Pós-graduação em  
**INFORMÁTICA**



**PUC Minas**



# Algorithm design and analysis

— Minimising Lateness —

Silvio Guimarães

Graduate Program in Informatics – PPGINF

Image and Multimedia Data Science Laboratory – IMScience

Pontifical Catholic University of Minas Gerais – PUC Minas

# Scheduling to Minimise Lateness

- ▶ Study different model: job  $i$  has a length  $t(i)$  and a deadline  $d(i)$ .
- ▶ We want to schedule all jobs on one resource.
- ▶ Our goal is to assign a starting time  $s(i)$  to each job such that each job is delayed as little as possible.
- ▶ A job  $i$  is **delayed** if  $f(i) > d(i)$ ; the **lateness of the job** is  $\max(0, f(i) - d(i))$ .
- ▶ The **lateness of a schedule** is  $\max_i \max(0, f(i) - d(i))$ .



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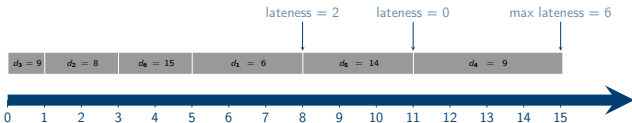
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**INSTANCE** Set  $\{(t(i), d(i)), 1 \leq i \leq n\}$  of lengths and deadlines of  $n$  jobs.

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**Shortest length** *Increasing order of length  $t(i)$ .*

**Shortest slack time** *Increasing order of  $d(i) - t(i)$ .*

**Earliest deadline** *Increasing order of deadline  $d(i)$ .*

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# Minimising Lateness: Earliest Deadline First (EDF)

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**Algorithm:** Minimising lateness algorithm

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**input** : A set of jobs  $R$

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- 1 Sort the jobs in order of their deadlines;
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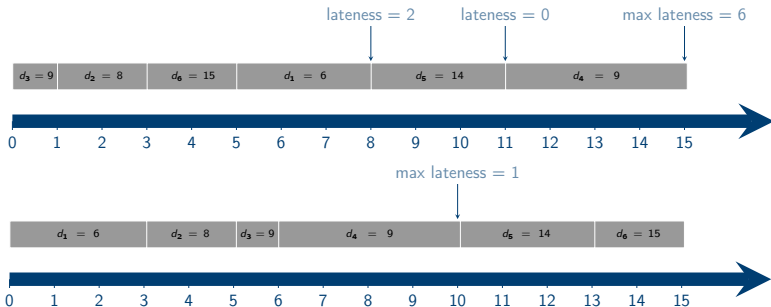
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- ▶ Proof of correctness is more complex.
- ▶ We will use an exchange argument: gradually modify the optimal schedule  $O$  till it is the same as the schedule  $A$  computed by the algorithm.

# Properties of Schedules

- ▶ A schedule has an **inversion** if a job  $j$  with deadline  $d(j)$  is scheduled before a job  $i$  with an earlier deadline  $d(i)$ , i.e.,  $d(i) < d(j)$  and  $s(j) < s(i)$ .



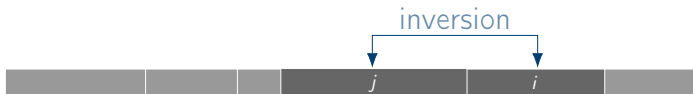
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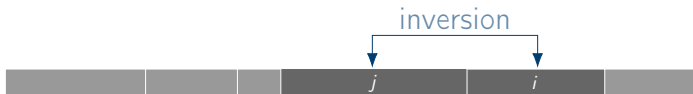
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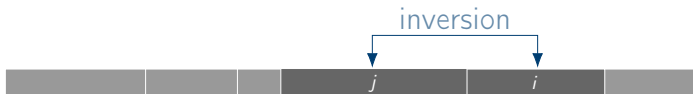
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- ▶ The greedy algorithm produces an **optimal schedule**.

# Properties of the Optimal Schedule

- ▶ Claim: the optimal schedule  $O$  has no inversions and no idle time.
  1. If  $O$  has an inversion, then there is a pair of jobs  $i$  and  $j$  such that  $i$  is scheduled just before  $j$  and  $d(i) < d(j)$ .

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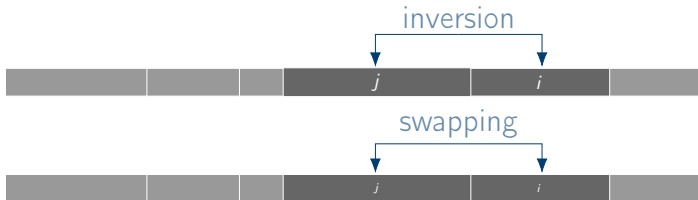
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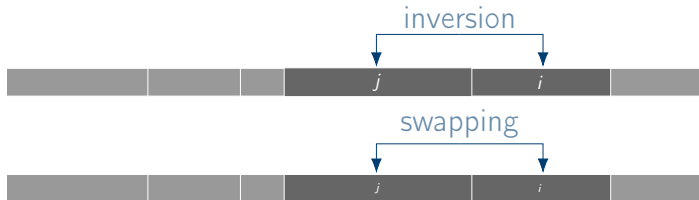
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  3. The maximum lateness of  $O'$  is no larger than the maximum lateness of  $O$ .
- ▶ If we can prove the last item, we are done, since after  $\binom{n}{2}$  swaps, we obtain a schedule with no inversions whose maximum lateness is no larger than that of  $O$ .

# Swapping Inverted Jobs

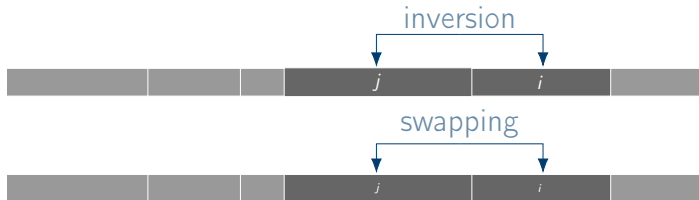


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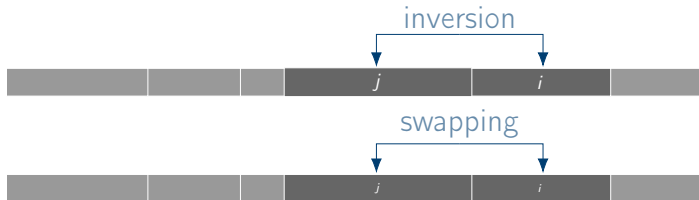
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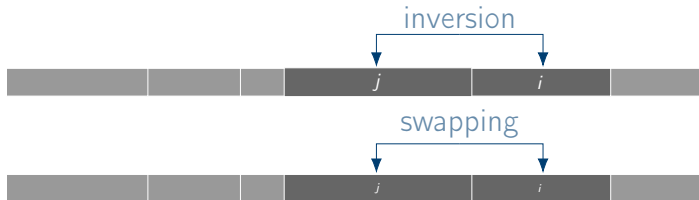
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- ▶ Greedy algorithms make local decisions.
- ▶ Three analysis strategies:

**Greedy algorithm stays ahead** *Show that After each step in the greedy algorithm, its solution is at least as good as that produced by any other algorithm.*

**Structural bound** *First, discover a property that must be satisfied by every possible solution. Then show that the (greedy) algorithm produces a solution with this property.*

**Exchange argument** *Transform the optimal solution in steps into the solution by the greedy algorithm without worsening the quality of the optimal solution.*