

Greedy

Algorithms

" Greedy algorithms build up a solution
piece by piece
always choosing the next piece
that offers the most obvious
and immediate benefit. "

① Scheduling

Input: Collection of n jobs specified by their time intervals $[s_1, e_1], \dots, [s_n, e_n]$

Goal: Complete as many jobs as possible without any time conflicts

Example: $[1, 3], [10, 11], [18, 20], [2, 19]$



← do these 3

Greedy alg: Which job to pick next?

Pick the earliest end time? ✓

Pick the shortest?



Pick the earliest start time?



Claim 1: Greedy picks an optimal schedule $G = j_1 \dots j_k$ (sorted by end time)
 (Intuition) Suppose S is some optimal schedule

$[s_{i_1}, e_{i_1}]$
 $[s_{i_2}, e_{i_2}]$
 $S = \boxed{i_1} \cancel{i_2} \dots i_k i_{k+1} \dots$ (sorted by end times)
 $G = \boxed{j_1} j_2 \dots j_k$

Suppose S and G agree on first m jobs
 "Convert" S into S' which agrees w/ G on first $m+1$

Claim 2: $\forall m \leq k, \exists$ opt sched S which agrees w/ G on first m jobs

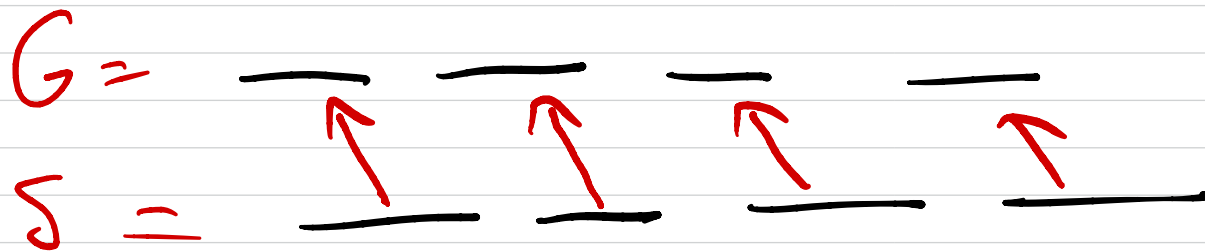
PF: By induction on m .
 Base case: $m = 0$. ✓

Inductive step: Suppose $i_1 = j_1, \dots, i_m = j_m$

(i) $i_{m+1} = j_{m+1}$. ✓

(ii) $i_{m+1} \neq j_{m+1}$. Let $S' = S$ w/ i_{m+1} replaced by j_{m+1} .
 Then S' is optimal, has no conflicts, agrees w/ G on first $m+1$. $\square$

$2 \Rightarrow 1$: Suppose S is opt, agrees w/ G on first k . So $S = G$. $\square$



Horn formulas

Variables: $x_1, \dots, x_n \in \{\text{True}, \text{False}\}$ literal: x_i or $\bar{x}_i$

Clauses

1. Implications (with unnegated variables)

$$(x_i \wedge x_j) \Rightarrow x_k \quad \Rightarrow x_k \quad (x_k = \text{True})$$

 AND of any number of variables

2. Pure negative clauses

$$(\bar{x}_i \vee \bar{x}_j \vee \bar{x}_k) \quad (\text{OR of any number of negations})$$

Example: Dinner party among friends A, B, C, ..., Z. Who to invite?

$$\Rightarrow C \quad (A \wedge B \Rightarrow I) \quad (\bar{E} \vee \bar{F} \vee \bar{G})$$

Horn-SAT

Input: Horn formula φ

Output: Satisfying assignment, if one exists

$\forall i$, set $x_i = \text{False}$

while some implication $(x_i \wedge \dots \wedge x_j) \Rightarrow x_k$
is not satisfied

Set $x_k = \text{True}$

if every pure negative clause $(\bar{x}_i \vee \dots \vee \bar{x}_j)$
is satisfied

Return $(x_1, \dots, x_n)$

else

Return "not satisfiable"

Example

Variables

$x = \cancel{\text{F}} \text{T}$

$y = \cancel{\text{F}} \text{T}$

$z = \text{F}$

$w = \cancel{\text{F}} \text{T}$

Clauses

$(w \wedge y \wedge z) \Rightarrow x$ (✓)

$(x \wedge z) \Rightarrow w$ (✓)

$x \Rightarrow y$ ✓

$\Rightarrow x$ ✓

$(x \wedge y) \Rightarrow w$ ✓

$(\bar{w} \vee \bar{x} \vee \bar{y})$ ✗

Claim: (i) If Greedy outputs solution, then solution is satisfying
(ii) If Greedy outputs "not satisfiable", the χ is unsatisfiable

Pf. (i) is clear ✓
For (ii), we'll prove the following...

Subclaim: At all steps in Greedy,
if any set of vars is assigned True,
then they are also True in every satisfying assign.

Pf. By induction on while loop.
Base case: all vars set to False. ✓

Induction step: Suppose $(x_1 \wedge \dots \wedge x_j) \Rightarrow x_k$ is selected.
Then LHS is true.
So LHS also true in every satisfying
Then $x_k = T$ in sat assign. $\square$ assignment.

For (ii), assume false. Then Greedy outputs "no", but $\exists$ sat assign.
 $\Rightarrow$ Greedy violates $(\bar{x}_1 \vee \dots \vee \bar{x}_j)$. Then sat assign violates clause
Contradiction! $\square$

Data compression

We have an alphabet of 32 characters w/ frequencies $f_1, \dots, f_{32}$.
 Say we have a text with N characters. and we want to
 encode it as efficiently as possible.

Naive: every character $\rightarrow$ 5 bits Overall: $5N$ bits

<u>Freq.</u>	<u>Example</u>	<u>Encoding #1</u>	<u>Cost</u>	<u>Encoding #2</u>	<u>Encoding #3</u> ^{cost}
0.4	A	00	$0.4N \cdot 2$	0	0 $0.4N \cdot 1$
0.2	B	01	$0.2N \cdot 2$	00	110 $0.2N \cdot 3$
0.3	C	10	$0.3N \cdot 2$	1	10 $0.3N \cdot 2$
0.1	D	11	$0.1N \cdot 2$	01	111 $0.1N \cdot 3$
			$\frac{2N}{2N}$		$\frac{1.9N!}{1.9N!}$

00 | 01 | 11 | 01
 A B D B

000
 AAA
 A B
 B A

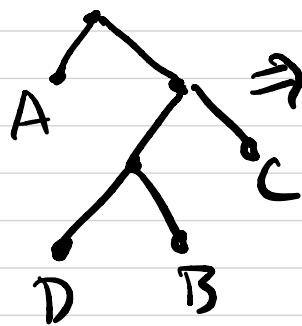
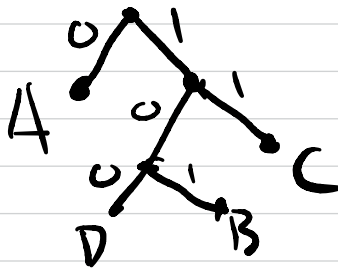
0 | 110 | 111 | 10
 A B D C

Prefix-free codes & trees

Any prefix-free code corresponds to a binary tree (and vice versa)

Example: A B C D
0 101 11 100

Prefix-free encoding:



$A=0$
 $B=101$

for Horn-SAT

$(x \Rightarrow y) \quad (\bar{x} \vee y)$ same

"if x is True, then y is True"

x	y
T	T
F	T
F	F