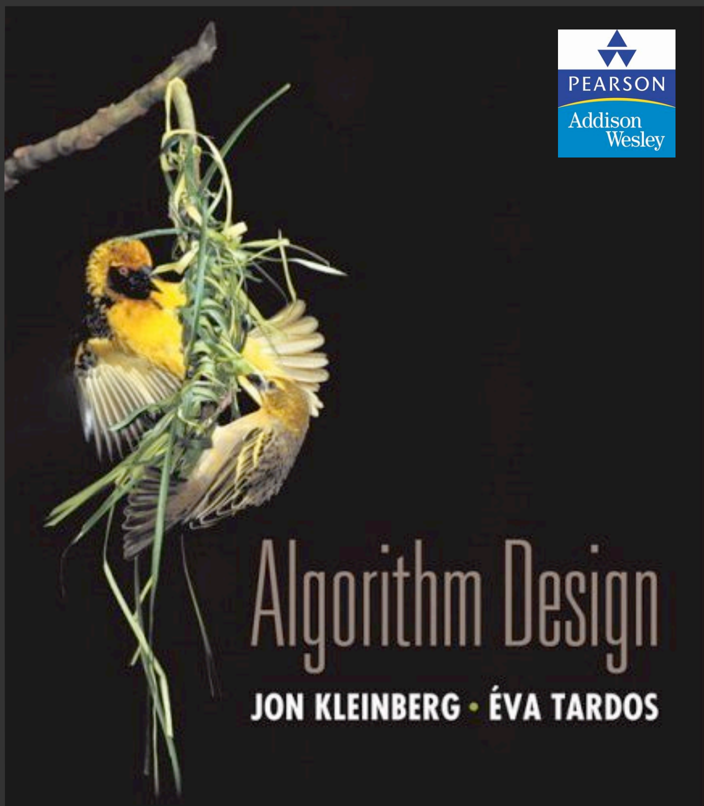


4. GREEDY ALGORITHMS I

- *coin changing*
- *interval scheduling*
- *scheduling to minimize lateness*
- *optimal caching*

Lecture slides by Kevin Wayne

http://www.cs.princeton.edu/~wayne/kleinberg-tardos

Last updated on Sep 8, 2013 6:30 AM

4. Greedy Algorithms I

- *coin changing*
- *interval scheduling*
- *scheduling to minimize lateness*
- *optimal caching*

Coin changing

Goal. Given currency denominations: 1, 5, 10, 25, 100, 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.

Cashier's algorithm

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

CASHIERS-ALGORITHM $(x, c_1, c_2, \ldots, c_n)$

SORT n coin denominations so that $c_1 < c_2 < \ldots < c_n$

$S \leftarrow \phi$ ← set of coins selected

WHILE $x > 0$

  $k \leftarrow$ largest coin denomination c_k such that $c_k \leq x$

  IF no such k, RETURN "no solution"

  ELSE

    $x \leftarrow x - c_k$

    $S \leftarrow S \cup \{ k \}$

RETURN S

Q. Is cashier's algorithm optimal?

Properties of optimal solution

Property. Number of pennies $\leq$ 4.
Pf. Replace 5 pennies with 1 nickel.

Property. Number of nickels $\leq$ 1.
Property. Number of quarters $\leq$ 3.

Property. Number of nickels + number of dimes $\leq$ 2.
Pf.

- Replace 3 dimes and 0 nickels with 1 quarter and 1 nickel;
- Replace 2 dimes and 1 nickel with 1 quarter.
- Recall: at most 1 nickel.

Analysis of cashier's algorithm

Theorem. Cashier's algorithm is optimal for U.S. coins: 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 $c_1, \ldots, c_{k-1}$ 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 cashier's algorithm. ▪

k	c_k	all optimal solutions must satisfy	max value of coins $c_1, c_2, \ldots, c_{k-1}$ 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

Cashier's algorithm for other denominations

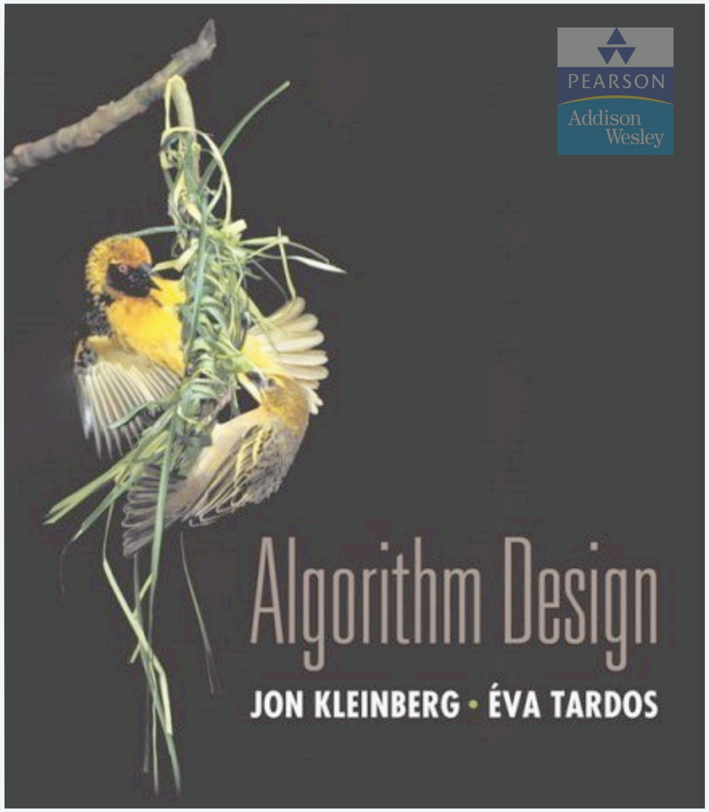
Q. Is cashier's algorithm for any set of denominations?

A. No. Consider U.S. postage: 1, 10, 21, 34, 70, 100, 350, 1225, 1500.

- Cashier's algorithm: 140¢ = 100 + 34 + 1 + 1 + 1 + 1 + 1 + 1.
- Optimal: 140¢ = 70 + 70.

A. No. It may not even lead to a feasible solution if $c_1 > 1$: 7, 8, 9.

- Cashier's algorithm: 15¢ = 9 + ???.
- Optimal: 15¢ = 7 + 8.



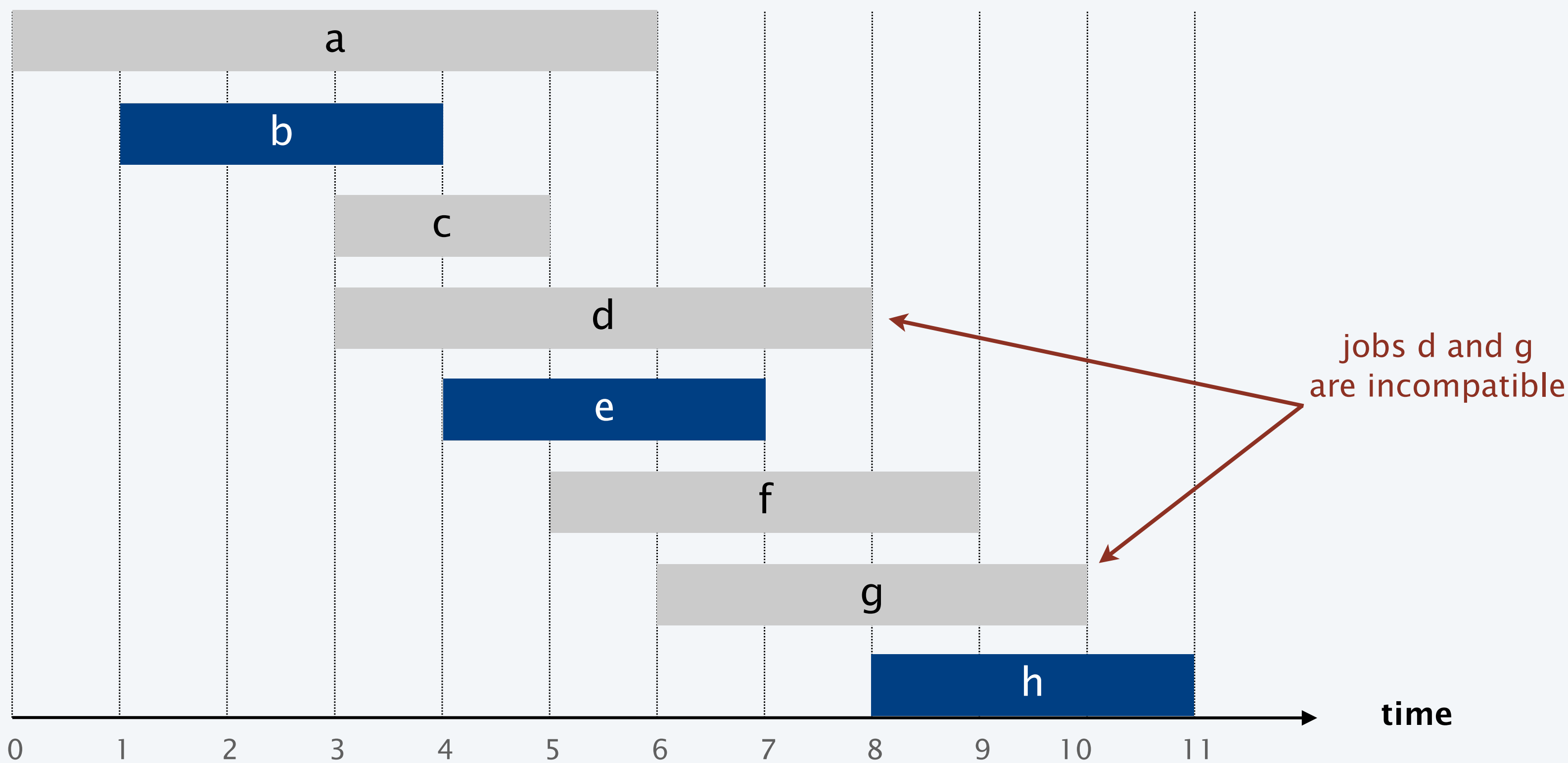
SECTION 4.1

4. GREEDY ALGORITHMS I

- *coin changing*
- *interval scheduling*
- *scheduling to minimize lateness*
- *optimal caching*

Interval scheduling

- Job j starts at s_j and finishes at f_j.
- Two jobs compatible if they don't overlap.
- Goal: find maximum subset of mutually compatible jobs.



Interval scheduling: greedy algorithms

Greedy template. Consider jobs in some natural order.
Take each job provided it's compatible with the ones already taken.

- [Earliest start time] Consider jobs in ascending order of s_j.
- [Earliest finish time] Consider jobs in ascending order of f_j.
- [Shortest interval] Consider jobs in ascending order of $f_j - s_j$.
- [Fewest conflicts] For each job j, count the number of conflicting jobs c_j. Schedule in ascending order of c_j.

Interval scheduling: greedy algorithms

Greedy template. Consider jobs in some natural order.
Take each job provided it's compatible with the ones already taken.

counterexample for earliest start time

counterexample for shortest interval

counterexample for fewest conflicts

Interval scheduling: earliest-finish-time-first algorithm

EARLIEST-FINISH-TIME-FIRST $(n, s_1, s_2, \ldots, s_n, f_1, f_2, \ldots, f_n)$

SORT jobs by finish time so that $f_1 \leq f_2 \leq \ldots \leq f_n$

$A \leftarrow \phi$ ⟵ set of jobs selected

FOR $j = 1$ TO n

  IF job j is compatible with A

    $A \leftarrow A \cup \{ j \}$

RETURN A

Proposition. Can implement earliest-finish-time first in $O(n \log n)$ time.

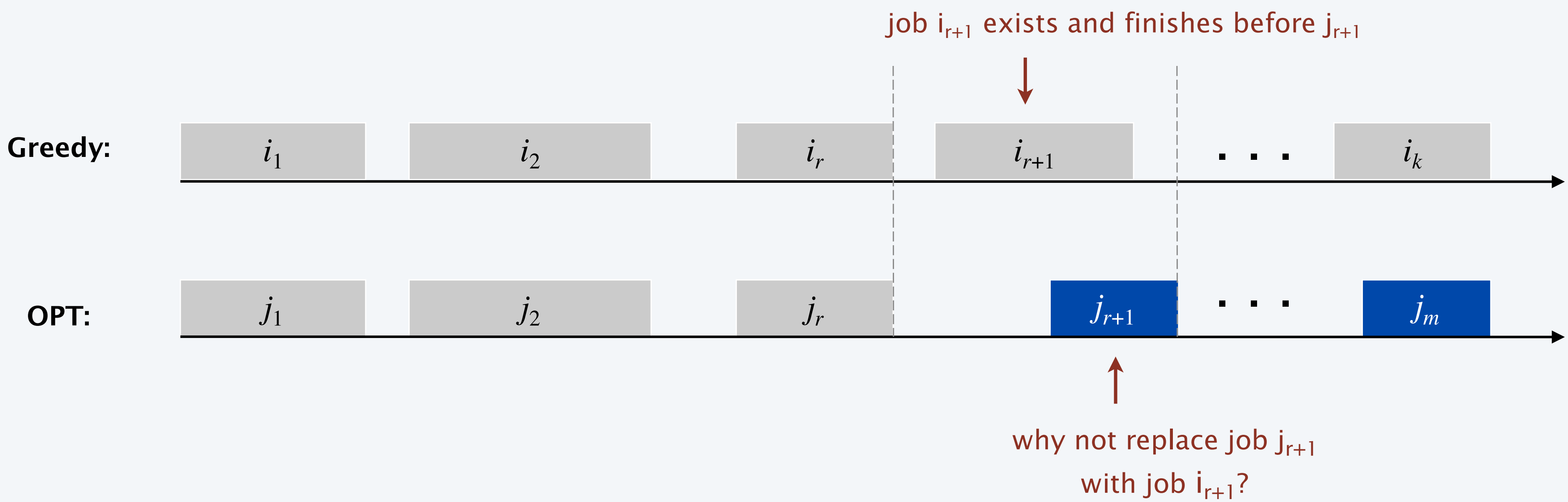
- Keep track of job j^* that was added last to A.
- Job j is compatible with A iff $s_j \geq f_{j^*}$.
- Sorting by finish time takes $O(n \log n)$ time.

Interval scheduling: analysis of earliest-finish-time-first algorithm

Theorem. The earliest-finish-time-first algorithm is optimal.

Pf. [by contradiction]

- Assume greedy is not optimal, and let's see what happens.
- Let $i_1, i_2, \ldots i_k$ denote set of jobs selected by greedy.
- Let $j_1, j_2, \ldots j_m$ denote set of jobs in an optimal solution with $i_1 = j_1, i_2 = j_2, \ldots, i_r = j_r$ for the largest possible value of r.

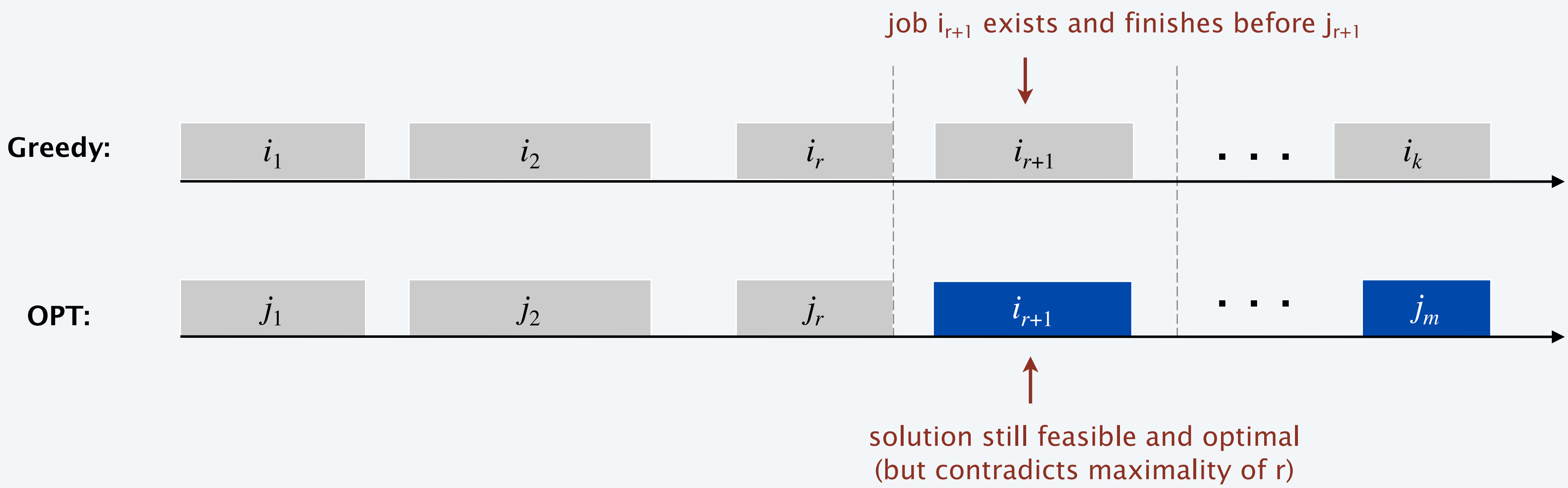


Interval scheduling: analysis of earliest-finish-time-first algorithm

Theorem. The earliest-finish-time-first algorithm is optimal.

Pf. [by contradiction]

- Assume greedy is not optimal, and let's see what happens.
- Let i_1, i_2, ... i_k denote set of jobs selected by greedy.
- Let j_1, j_2, ... j_m denote set of jobs in an optimal solution with $i_1 = j_1$, $i_2 = j_2$, ..., $i_r = j_r$ for the largest possible value of r.

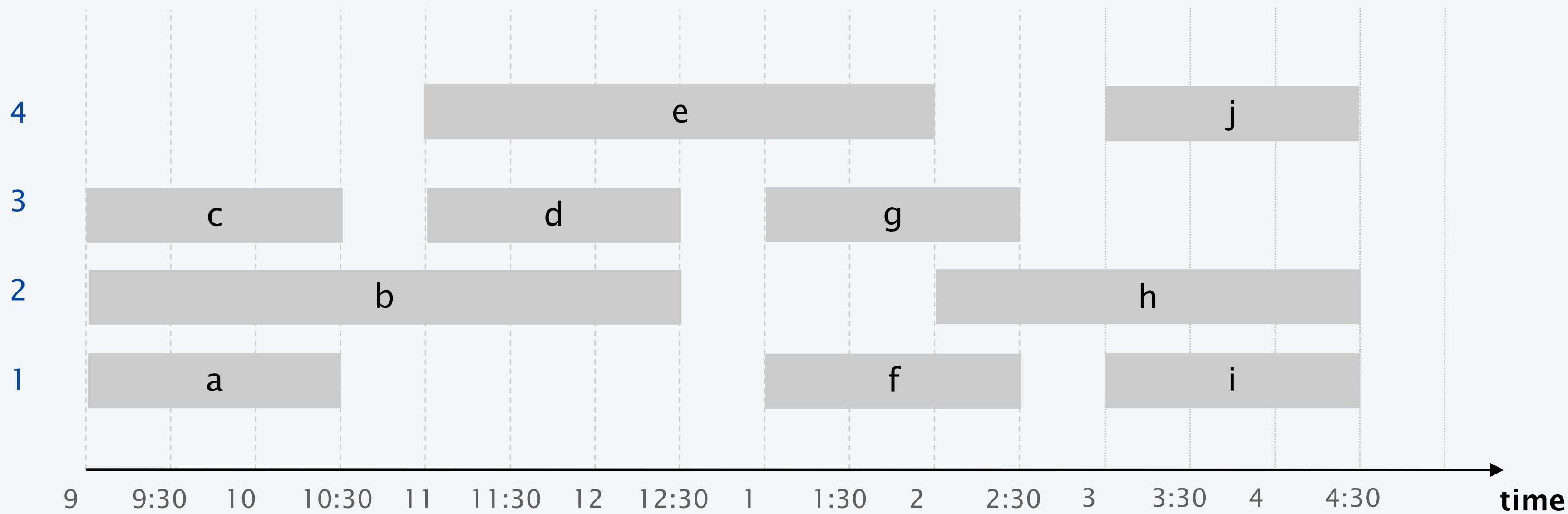


Interval partitioning

Interval partitioning.

- Lecture j starts at s_j and finishes at f_j.
- Goal: find minimum number of classrooms to schedule all lectures so that no two lectures occur at the same time in the same room.

Ex. This schedule uses 4 classrooms to schedule 10 lectures.

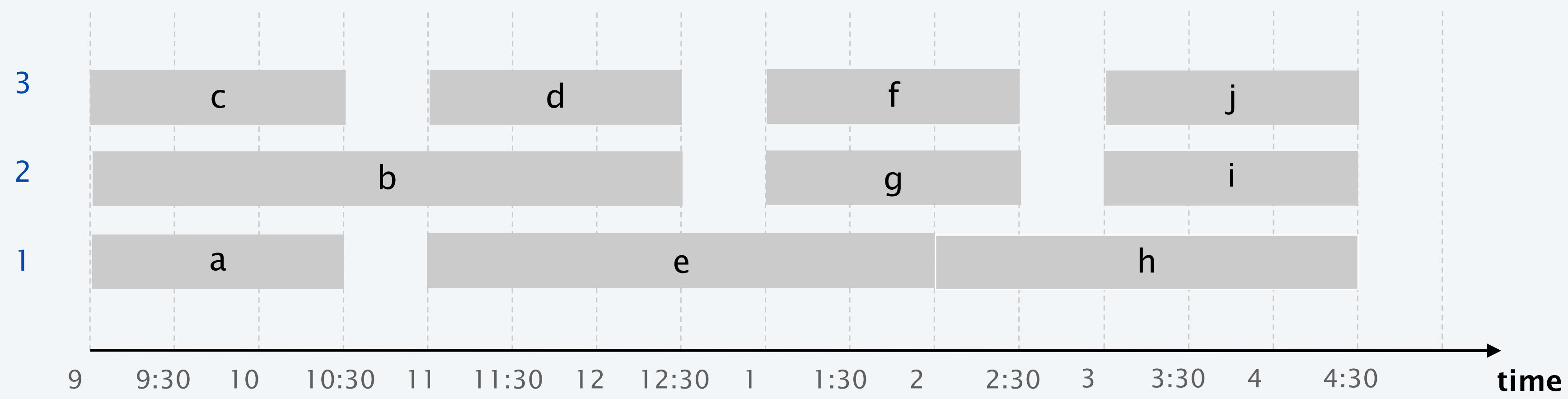


Interval partitioning

Interval partitioning.

- Lecture j starts at s_j and finishes at f_j.
- Goal: find minimum number of classrooms to schedule all lectures so that no two lectures occur at the same time in the same room.

Ex. This schedule uses 3 classrooms to schedule 10 lectures.



Interval partitioning: greedy algorithms

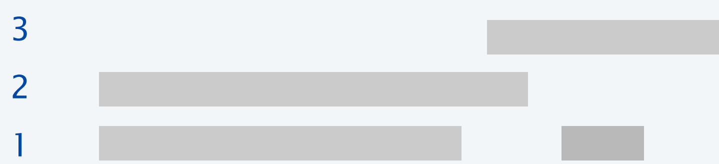
Greedy template. Consider lectures in some natural order.
Assign each lecture to an available classroom (which one?);
allocate a new classroom if none are available.

- [Earliest start time] Consider lectures in ascending order of s_j.
- [Earliest finish time] Consider lectures in ascending order of f_j.
- [Shortest interval] Consider lectures in ascending order of $f_j - s_j$.
- [Fewest conflicts] For each lecture j, count the number of conflicting lectures c_j. Schedule in ascending order of c_j.

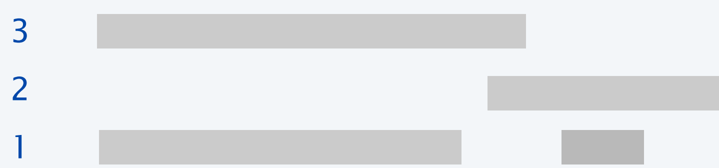
Interval partitioning: greedy algorithms

Greedy template. Consider lectures in some natural order. Assign each lecture to an available classroom (which one?); allocate a new classroom if none are available.

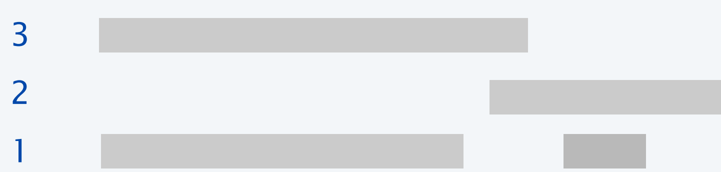
counterexample for earliest finish time



counterexample for shortest interval



counterexample for fewest conflicts



Interval partitioning: earliest-start-time-first algorithm

EARLIEST-START-TIME-FIRST $(n, s_1, s_2, \ldots, s_n, f_1, f_2, \ldots, f_n)$

SORT lectures by start time so that $s_1 \leq s_2 \leq \ldots \leq s_n$.

$d \leftarrow 0$ ⟵ number of allocated classrooms

FOR $j = 1$ TO n

  IF lecture j is compatible with some classroom

    Schedule lecture j in any such classroom k.

  ELSE

    Allocate a new classroom $d + 1$.

    Schedule lecture j in classroom $d + 1$.

    $d \leftarrow d + 1$

RETURN schedule.

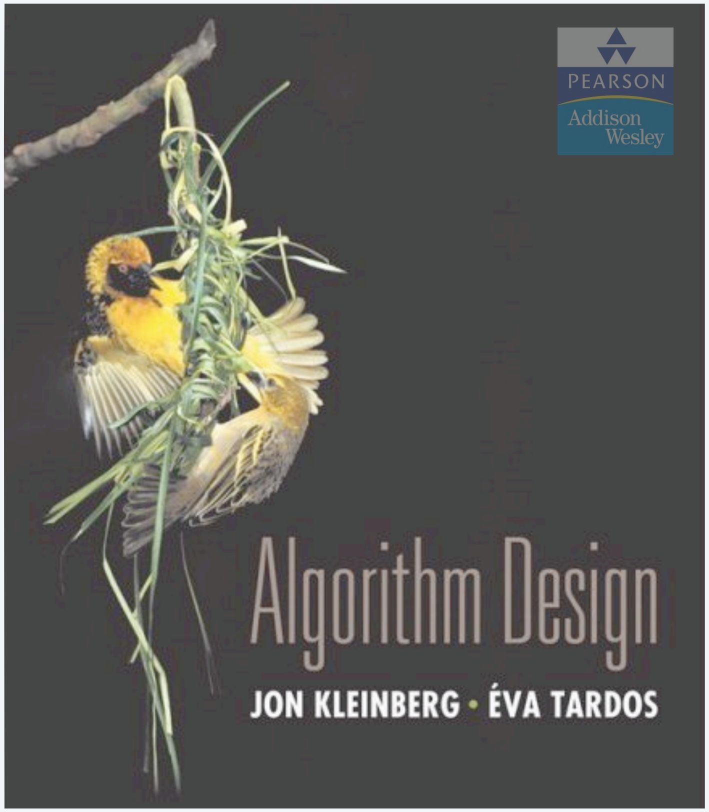
Interval partitioning: earliest-start-time-first algorithm

Proposition. The earliest-start-time-first algorithm can be implemented in $O(n \log n)$ time.

Pf. Store classrooms in a priority queue (key = finish time of its last lecture).

- To determine whether lecture j is compatible with some classroom, compare s_j to key of min classroom k in priority queue.
- To add lecture j to classroom k, increase key of classroom k to f_j.
- Total number of priority queue operations is $O(n)$.
- Sorting by start time takes $O(n \log n)$ time. ▪

Remark. This implementation chooses the classroom k whose finish time of its last lecture is the earliest.



SECTION 4.2

4. GREEDY ALGORITHMS I

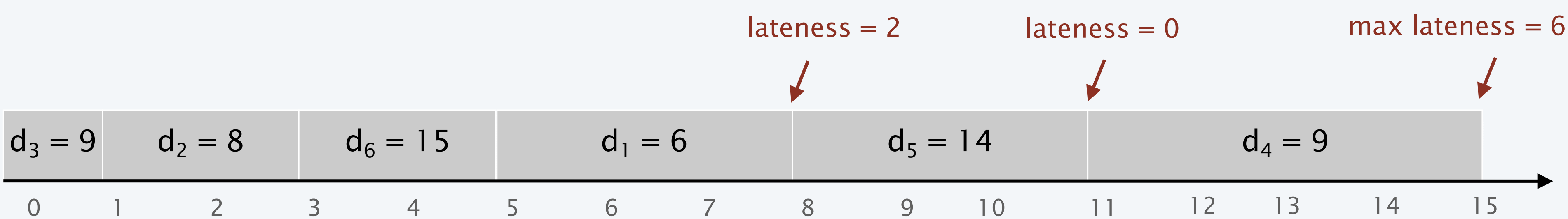
- *coin changing*
- *interval scheduling*
- *scheduling to minimize lateness*
- *optimal caching*

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 $L = \max_j \ell_j$.

	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. Schedule jobs according to some natural order.

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

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

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

Minimizing lateness: greedy algorithms

Greedy template. Schedule jobs according to some natural order.

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

	1	2
t_j	1	10
d_j	100	10

counterexample

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

	1	2
t_j	1	10
d_j	2	10

counterexample

Minimizing lateness: earliest deadline first

EARLIEST-DEADLINE-FIRST $(n, t_1, t_2, \ldots, t_n, d_1, d_2, \ldots, d_n)$

SORT n jobs so that $d_1 \leq d_2 \leq \ldots \leq d_n$.

$t \leftarrow 0$

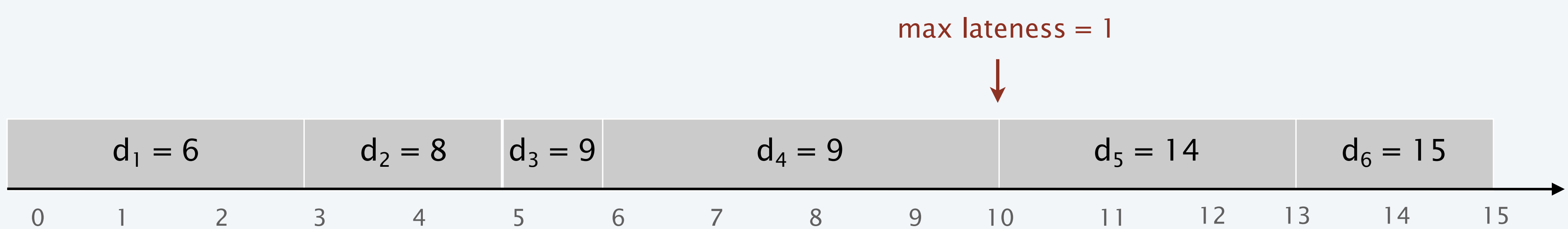
FOR $j = 1$ TO n

  Assign job j to interval $[t, t + t_j]$.

  $s_j \leftarrow t$; $f_j \leftarrow t + t_j$

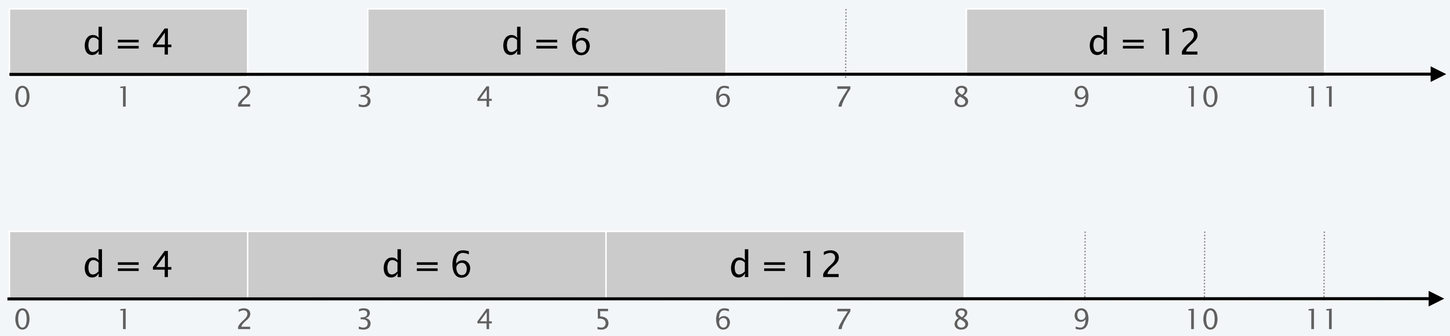
  $t \leftarrow t + t_j$

RETURN intervals $[s_1, f_1], [s_2, f_2], \ldots, [s_n, f_n]$.



Minimizing lateness: no idle time

Observation 1. There exists an optimal schedule with no idle time.



Observation 2. The earliest-deadline-first schedule has no idle time.

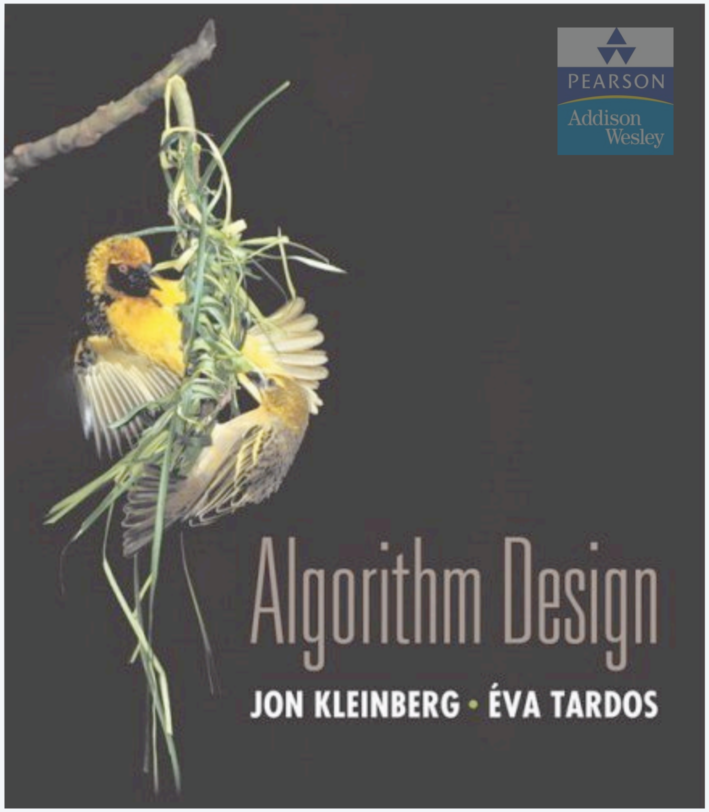
Greedy analysis strategies

Greedy algorithm stays ahead. Show that after each step of the greedy algorithm, its solution is at least as good as any other algorithm's.

Structural. Discover a simple "structural" bound asserting that every possible solution must have a certain value. Then show that your algorithm always achieves this bound.

Exchange argument. Gradually transform any solution to the one found by the greedy algorithm without hurting its quality.

Other greedy algorithms. Gale-Shapley, Kruskal, Prim, Dijkstra, Huffman, …



SECTION 4.3

4. GREEDY ALGORITHMS I

- *coin changing*
- *interval scheduling*
- *scheduling to minimize lateness*
- *optimal caching*

Optimal offline caching

Caching.
- Cache with capacity to store k items.
- Sequence of m item requests $d_1, d_2, \ldots, d_m$.
- Cache hit: item already in cache when requested.
- Cache miss: item not already in cache when requested: must bring requested item into cache, and evict some existing item, if full.

Goal. Eviction schedule that minimizes number of evictions.

Ex. $k = 2$, initial cache = ab, requests: a, b, c, b, c, a, a.

Optimal eviction schedule. 2 evictions.

requests	cache	
a	a	b
b	a	b
c	c	b
b	c	b
c	c	b
a	a	b
b	a	b

cache miss (eviction) [arrows point to c in row 3 and a in row 6]

Optimal offline caching: greedy algorithms

LIFO / FIFO. Evict element brought in most `(least)` recently.

LRU. Evict element whose most recent access was earliest.

LFU. Evict element that was least frequently requested.

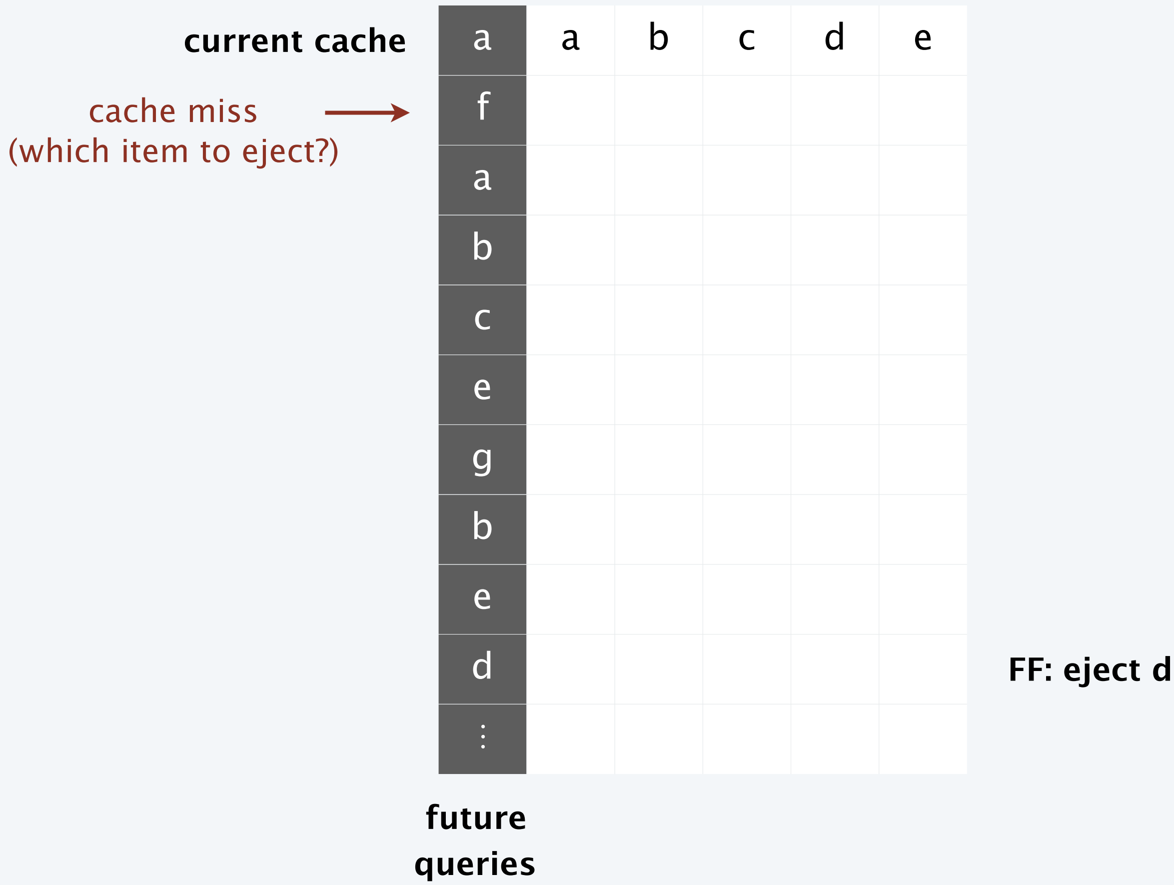
previous queries

	query						
	⋮						
	a	a	w	x	y	z	FIFO: eject a
	d	a	w	x	d	z	LRU: eject d
	a	a	w	x	d	z	
	b	a	b	x	d	z	
	c	a	b	c	d	z	
current cache	e	a	b	c	d	e	LIFO: eject e
cache miss (which item to eject?) →	g						
	b						
	e						
	d						
	⋮						

future queries

Optimal offline caching: farthest-in-future (clairvoyant algorithm)

Farthest-in-future. Evict item in the cache that is not requested until farthest in the future.



Theorem. [Bélády 1966] FF is optimal eviction schedule.

Pf. Algorithm and theorem are intuitive; proof is subtle.

Caching perspective

Online vs. offline algorithms.

- Offline: full sequence of requests is known a priori.
- Online (reality): requests are not known in advance.
- Caching is among most fundamental online problems in CS.

LIFO. Evict page brought in most recently.

LRU. Evict page whose most recent access was earliest.

↑ FIF with direction of time reversed!

Theorem. FF is optimal offline eviction algorithm.

- Provides basis for understanding and analyzing online algorithms.
- LRU is k-competitive. [Section 13.8]
- LIFO is arbitrarily bad.