# CSE 417 Algorithms

Richard Anderson

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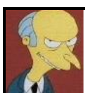
Lecture 9 – Greedy Algorithms II

## Announcements

- Today's lecture
  - Kleinberg-Tardos,  4.2, 4.3
- Wednesday and Friday
  - Kleinberg-Tardos, 4.4, 4.5

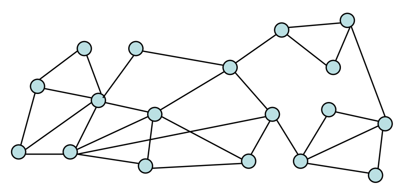


## Greedy Algorithms

- Solve problems with the simplest possible algorithm
- The hard part: showing that something simple actually works
- Today's problems (Sections 4.2, 4.3)
  - Graph Coloring
  - Homework Scheduling
  - Optimal Caching

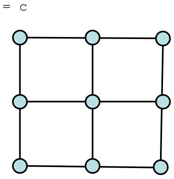
## Greedy Graph Coloring

Theorem:  An undirected graph with maximum degree K can be colored with K+1 colors



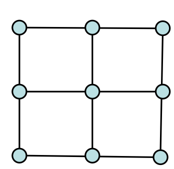
## Coloring Algorithm, Version 1

```
Let k be the largest vertex degree
Choose k colors

for each vertex v
        Color[v] = uncolored

for each vertex v
        Let c be a color not used in N[v]
        Color[v] = c
```



## Coloring Algorithm, Version 2

```
for each vertex v
        Color[v] = uncolored

for each vertex v
        Let c be the smallest color not used in N[v]
        Color[v] = c
```



## Homework Scheduling

- Tasks to perform
- Deadlines on the tasks
- Freedom to schedule tasks in any order

- Can I get all my work turned in on time?
- If I can't get everything in, I want to minimize the maximum lateness

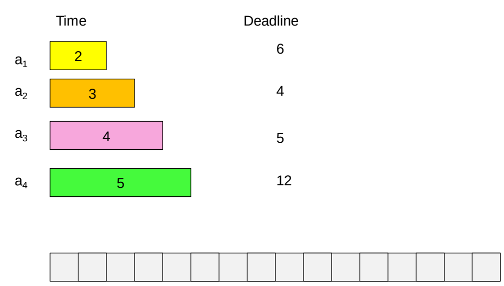
## Scheduling tasks

- Each task has a length $t_i$ and a deadline $d_i$
- All tasks are available at the start
- One task may be worked on at a time
- All tasks must be completed

- Goal minimize maximum lateness
  - Lateness: $L_i = f_i - d_i$ if $f_i >= d_i$

## Example


## Determine the minimum lateness




## Greedy Algorithm

- Earliest deadline first
- Order jobs by deadline

- This algorithm is optimal

## Analysis

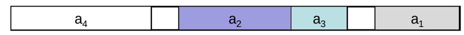
- Suppose the jobs are ordered by deadlines, $d_1 <= d_2 <= . . . <= d_n$
- A schedule has an *inversion* if job j is scheduled before i where j > i

- The schedule A computed by the greedy algorithm has no inversions.
- Let O be the optimal schedule, we want to show that A has the same maximum lateness as O

## List the inversions

| | Time | Deadline |
|---|---|---|
| $a_1$ | 3 | 4 |
| $a_2$ | 4 | 5 |
| $a_3$ | 2 | 6 |
| $a_4$ | 5 | 12 |

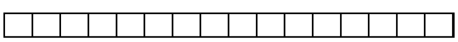

## Lemma: There is an optimal schedule with no idle time




- It doesn't hurt to start your homework early!
- Note on proof techniques
  - This type of can be important for keeping proofs clean
  - It allows us to make a simplifying assumption for the remainder of the proof

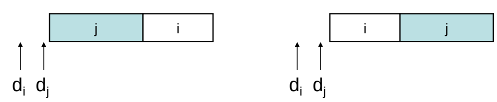
## Lemma

- If there is an inversion i, j, there is a pair of adjacent jobs i', j' which form an inversion

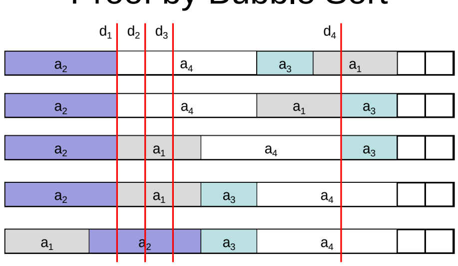


## Interchange argument

- Suppose there is a pair of jobs i and j, with $d_i <= d_j$, and j scheduled immediately before i. Interchanging i and j does not increase the maximum lateness.




## Proof by Bubble Sort




Determine maximum lateness

## Real Proof

- There is an optimal schedule with no inversions and no idle time.
- Let O be an optimal schedule k inversions, we construct a new optimal schedule with k-1 inversions
- Repeat until we have an optimal schedule with 0 inversions
- This is the solution found by the earliest deadline first algorithm

## Result

- Earliest Deadline First algorithm constructs a schedule that minimizes the maximum lateness

## Homework Scheduling

- How is the model unrealistic?

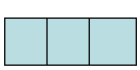
## Extensions

- What if the objective is to minimize the sum of the lateness?
  - EDF does not work
- If the tasks have release times and deadlines, and are non-preemptable, the problem is NP-complete
- What about the case with release times and deadlines where tasks are preemptable?

## Optimal Caching

- Caching problem:
  - Maintain collection of items in local memory
  - Minimize number of items fetched

## Caching example



A, B, C, D, A, E, B, A, D, A, C, B, D, A

## Optimal Caching

- If you know the sequence of requests, what is the optimal replacement pattern?
- Note – it is rare to know what the requests are in advance – but we still might want to do this:
  - Some specific applications, the sequence is known
    - Register allocation in code generation
  - Competitive analysis, compare performance on an online algorithm with an optimal offline algorithm

## Farthest in the future algorithm

- Discard element used farthest in the future

A, B, C, A, C, D, C, B, C, A, D

## Correctness Proof

- Sketch
- Start with Optimal Solution O
- Convert to Farthest in the Future Solution F-F
- Look at the first place where they differ
- Convert O to evict F-F element
  - There are some technicalities here to ensure the caches have the same configuration . . .

## Later this week