

# Lecture08

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# CSE 417

## Algorithms and Complexity

Greedy Algorithms

Autumn 2024

Lecture 8

# Announcements

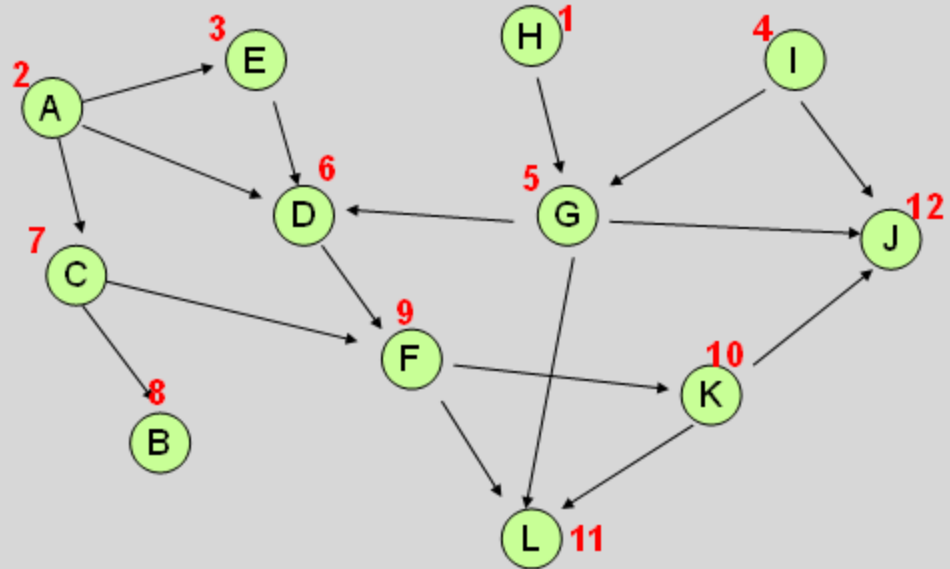
- **Reading**
  - For today, sections 4.1, 4.2,
  - For next week sections 4.4, 4.5, 4.7, 4.8
- **Homework 3 is available**
  - Graph algorithms
  - Programming problem: Random Graphs

# Highlight from last lecture: Topological Sort Algorithm

While there exists a vertex  $v$  with in-degree 0

Output vertex  $v$

Delete the vertex  $v$  and all out going edges



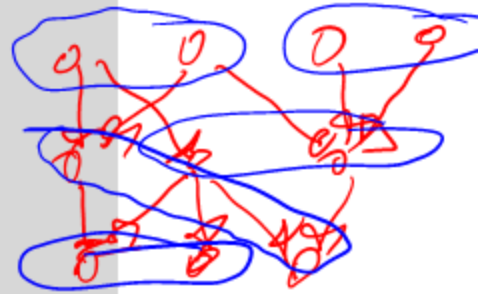
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# Greedy Algorithms

- Solve problems with the simplest possible algorithm
- The hard part: showing that something simple actually works
- Pseudo-definition
  - An algorithm is **Greedy** if it builds its solution by adding elements one at a time using a simple rule

# Scheduling Theory

- Tasks
  - Processing requirements, release times, deadlines
- Processors
- Precedence constraints
- Objective function
  - Jobs scheduled, lateness, total execution time



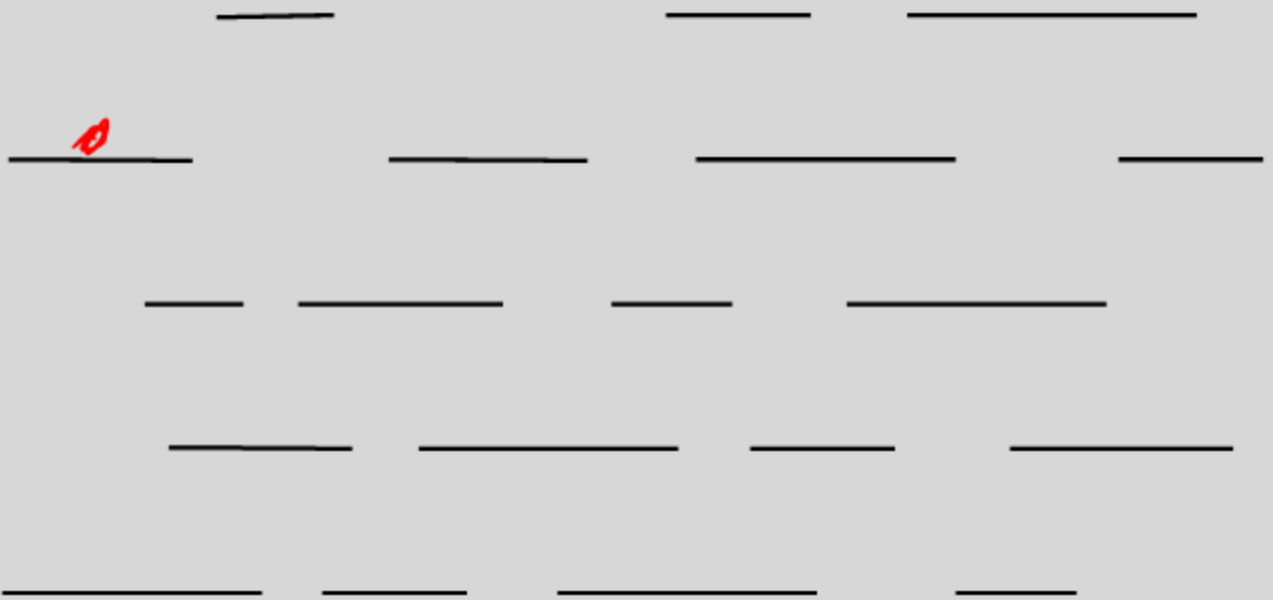
# Interval Scheduling

- Tasks occur at fixed times
- Single processor
- Maximize number of tasks completed



- Tasks  $\{1, 2, \dots, N\}$
- Start and finish times:  $s(i)$ ,  $f(i)$

# What is the largest solution?



# Greedy Algorithm for Scheduling

Let  $T$  be the set of tasks, construct a set of independent tasks  $I$ ,  $A$  is the rule determining the greedy algorithm

$I = \{\}$

While ( $T$  is not empty)

    Select a task  $t$  from  $T$  by a rule  $A$

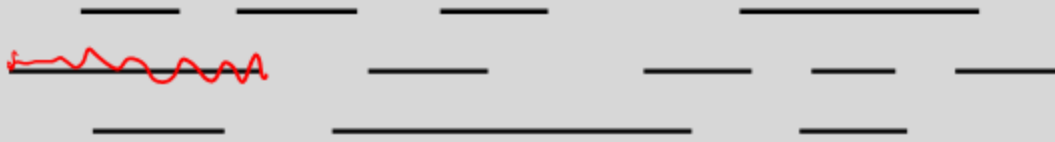
    Add  $t$  to  $I$

    Remove  $t$  and all tasks incompatible with  $t$  from  $T$

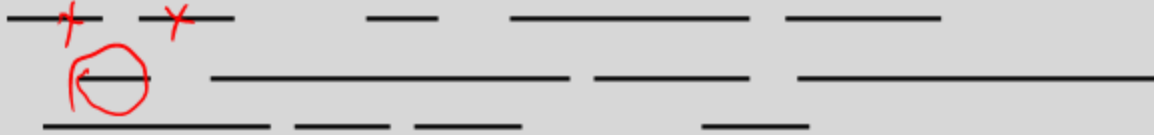


# Simulate the greedy algorithm for each of these heuristics

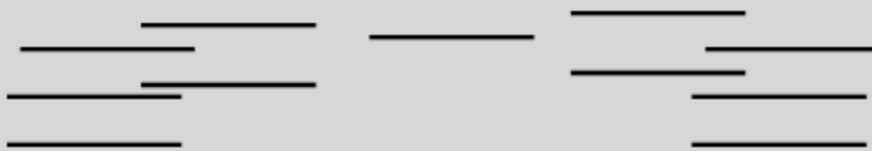
Schedule earliest starting task



Schedule shortest available task

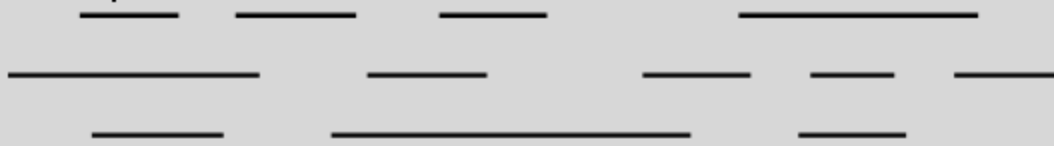


Schedule task with fewest conflicting tasks

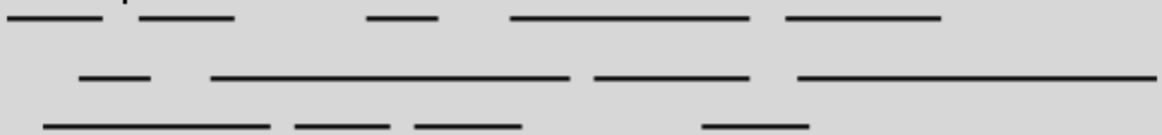


# Greedy solution based on earliest finishing time

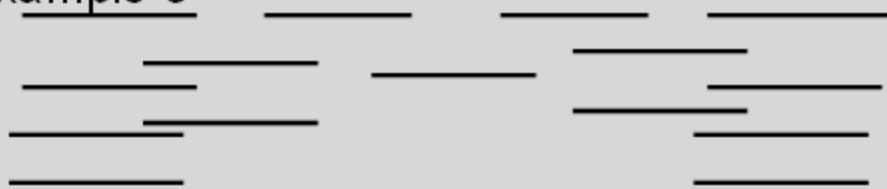
Example 1



Example 2



Example 3



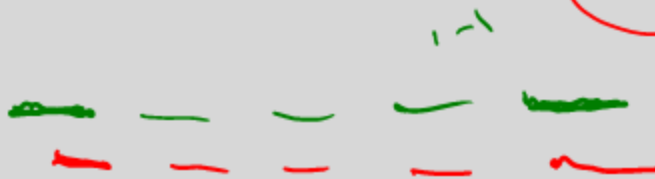
## Theorem: Earliest Finish Algorithm is Optimal

- Key idea: Earliest Finish Algorithm stays ahead
- Let  $A = \{i_1, \dots, i_k\}$  be the set of tasks found by EFA in increasing order of finish times
- Let  $B = \{j_1, \dots, j_m\}$  be the set of tasks found by a different algorithm in increasing order of finish times
- Show that for  $r \leq \min(k, m)$ ,  $f(i_r) \leq f(j_r)$



# Stay ahead lemma

- A always stays ahead of B,  $f(i_r) \leq f(j_r)$
- Induction argument
  - $f(i_1) \leq f(j_1)$
  - If  $f(i_{r-1}) \leq f(j_{r-1})$  then  $f(i_r) \leq f(j_r)$

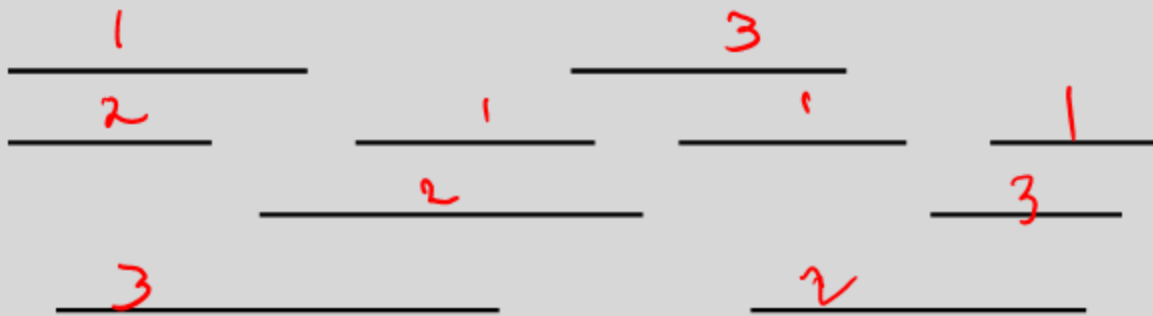


# Completing the proof

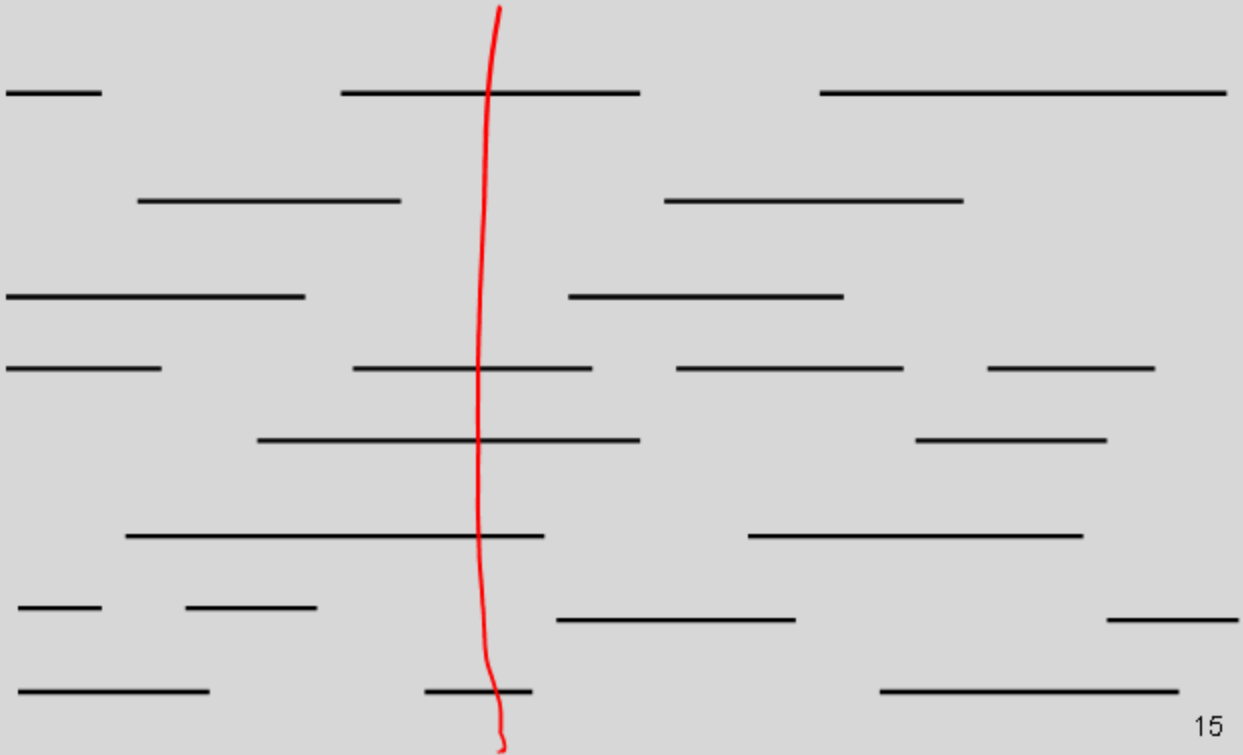
- Let  $A = \{i_1, \dots, i_k\}$  be the set of tasks found by EFA in increasing order of finish times
- Let  $O = \{j_1, \dots, j_m\}$  be the set of tasks found by an optimal algorithm in increasing order of finish times
- If  $k < m$ , then the Earliest Finish Algorithm stopped before it ran out of tasks

# Scheduling all intervals

- Minimize number of processors to schedule all intervals



# How many processors are needed for this example?



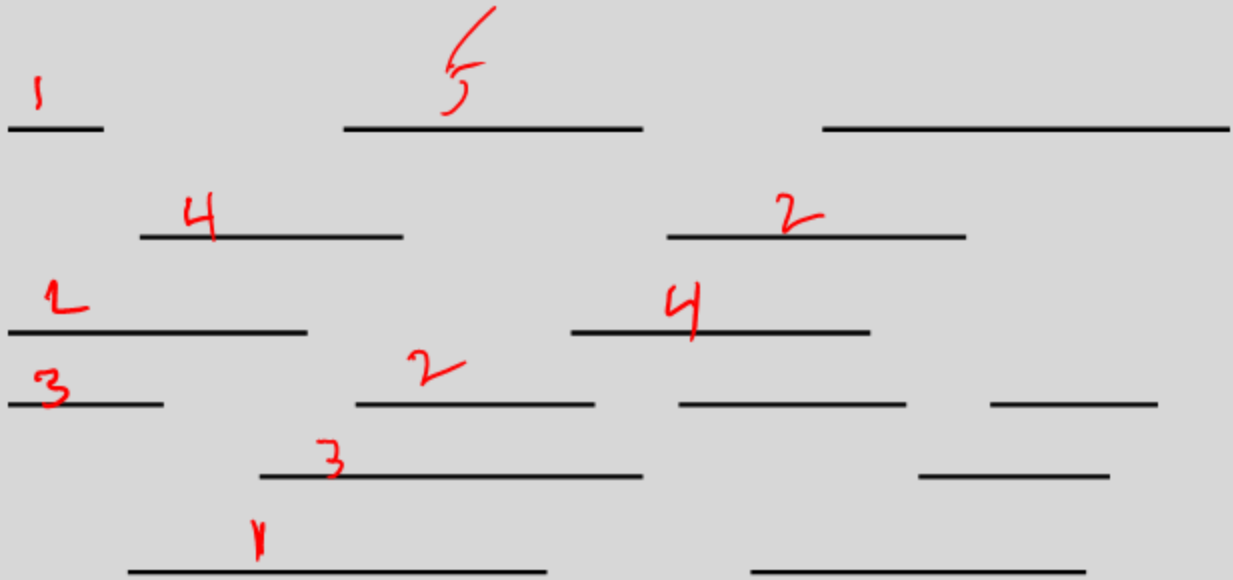
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Prove that you cannot schedule this set of intervals with two processors





# Depth: maximum number of intervals active

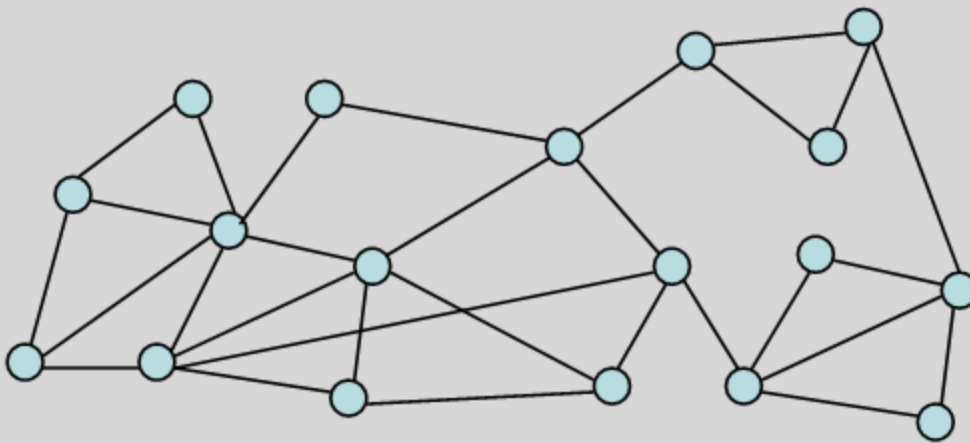


# Algorithm

- Sort by start times
- Suppose maximum depth is  $d$ , create  $d$  slots
- Schedule items in increasing order, assign each item to an open slot
- Correctness proof: When we reach an item, we always have an open slot

# Greedy Graph Coloring

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



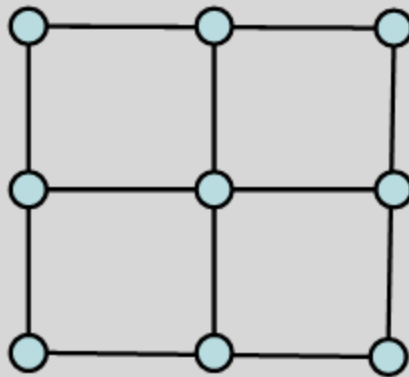
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# Coloring Algorithm, Version 1

Let  $k$  be the largest vertex degree  
Choose  $k+1$  colors

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

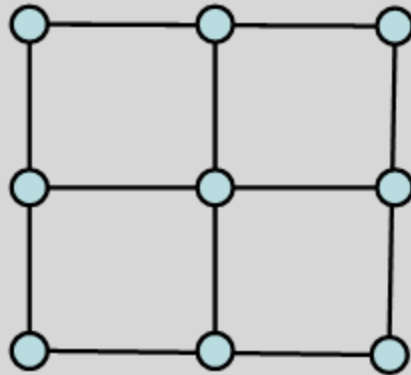
```
for each vertex  $v$   
    Let  $c$  be a color not used in  $N[v]$   
    Color[ $v$ ] =  $c$ 
```



# 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
```



# 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 =  $f_i - d_i$  if  $f_i \geq d_i$

# Example

Time	Deadline
2	2
3	4
2   3	Lateness 1
3   2	Lateness 3

# Determine the minimum lateness

Time

Deadline

2

6

3

4

4

5

5

12



24