

The slide features five small images: a Gantt chart titled '10/10 Job Shop Scheduling Problem', a network flow diagram, a 2D vector field, a circular graph, and a grid of small squares.

Five Problems

CSE 421
Richard Anderson
Autumn 2015, Lecture 3

Announcements

- Office hours
 - Richard Anderson
 - M 2:30-3:30 (CSE 582), F 2:30-3:30 (CSE 582)
 - Yueqi Sheng
 - T 10:30-11:30 (CSE 021), Th 10:30-11:30 (CSE 218)
 - Erin Yoon
 - T 3:30-4:30 (CSE 021), Th 12:30-1:30 (CSE 218)
 - Kuai Yu
 - M 3:30-5:30 (CSE 021)

Theory of Algorithms

- What is expertise?
- How do experts differ from novices?

Introduction of five problems

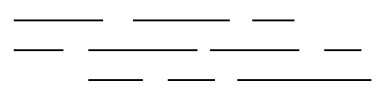
- Show the types of problems we will be considering in the class
- Examples of important types of problems
- Similar looking problems with very different characteristics
- Problems
 - Scheduling
 - Weighted Scheduling
 - Bipartite Matching
 - Maximum Independent Set
 - Competitive Facility Location

What is a problem?

- Instance
- Solution
- Constraints on solution
- Measure of value

Problem: Scheduling

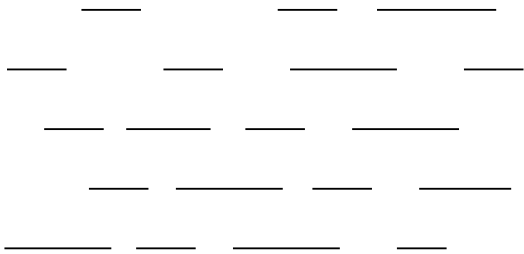
- Suppose that you own a banquet hall
- You have a series of requests for use of the hall: $(s_1, f_1), (s_2, f_2), \dots$



The diagram shows three horizontal bars representing intervals. The top bar is the longest, the middle bar is shorter and overlaps with the top bar, and the bottom bar is the shortest and overlaps with both the top and middle bars.

- Find a set of requests as large as possible with no overlap

What is the largest solution?

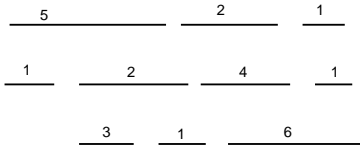


Greedy Algorithm

- Test elements one at a time if they can be members of the solution
- If an element is not ruled out by earlier choices, add it to the solution
- Many possible choices for ordering (length, start time, end time)
- For this problem, considering the jobs by increasing end time works

Suppose we add values?

- (s_i, f_i, v_i) , start time, finish time, payment
- Maximize value of elements in the solution



Greedy Algorithms

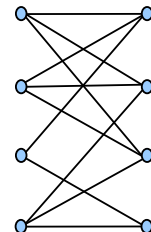
- Earliest finish time
- Maximum value
- Give counter examples to show these algorithms don't find the maximum value solution

Dynamic Programming

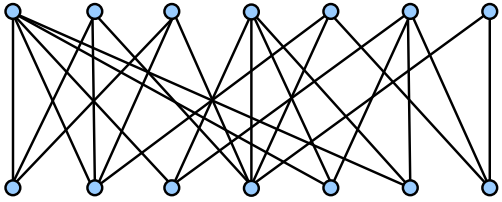
- Requests R_1, R_2, R_3, \dots
- Assume requests are in increasing order of finish time ($f_1 < f_2 < f_3 \dots$)
- Opt_i is the maximum value solution of $\{R_1, R_2, \dots, R_i\}$ containing R_i
- $Opt_i = \text{Max}\{j \mid f_j < s_i\}[Opt_j + v_i]$

Matching

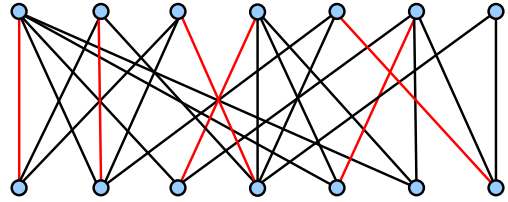
- Given a bipartite graph $G=(U,V,E)$, find a subset of the edges M of maximum size with no common endpoints.
- Application:
 - U: Professors
 - V: Courses
 - (u,v) in E if Prof. u can teach course v



Find a maximum matching

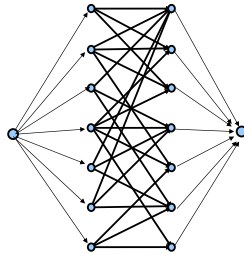


Augmenting Path Algorithm



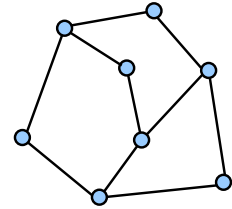
Reduction to network flow

- More general problem
- Send flow from source to sink
- Flow subject to capacities at edges
- Flow conserved at vertices
- Can solve matching as a flow problem

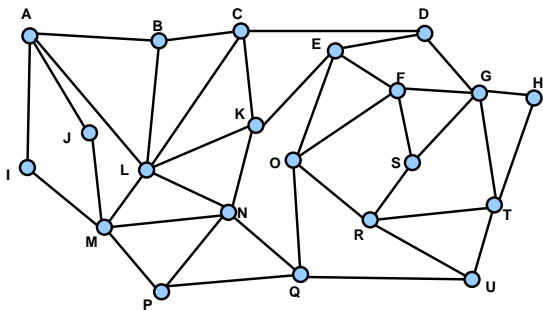


Maximum Independent Set

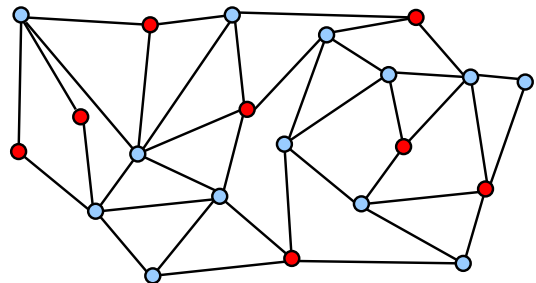
- Given an undirected graph $G=(V,E)$, find a set I of vertices such that there are no edges between vertices of I
- Find a set I as large as possible



Find a Maximum Independent Set



Verification: Prove the graph has an independent set of size 8



Key characteristic

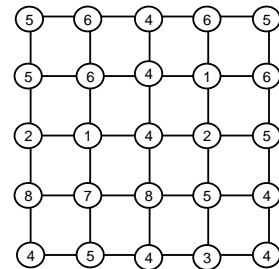
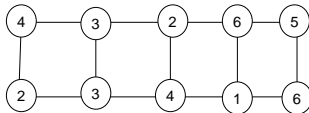
- Hard to find a solution
- Easy to verify a solution once you have one
- Other problems like this
 - Hamiltonian circuit
 - Clique
 - Subset sum
 - Graph coloring

NP-Completeness

- Theory of Hard Problems
- A large number of problems are known to be equivalent
- Very elegant theory

Are there even harder problems?

- Simple game:
 - Players alternating selecting nodes in a graph
 - Score points associated with node
 - Remove nodes neighbors
 - When neither can move, player with most points wins



Competitive Facility Location

- Choose location for a facility
 - Value associated with placement
 - Restriction on placing facilities too close together
- Competitive
 - Different companies place facilities
 - E.g., KFC and McDonald's

Complexity theory

- These problems are P-Space complete instead of NP-Complete
 - Appear to be much harder
 - No obvious certificate
 - G has a Maximum Independent Set of size 10
 - Player 1 wins by at least 10 points

Summary

- Scheduling
- Weighted Scheduling
- Bipartite Matching
- Maximum Independent Set
- Competitive Scheduling