<u>Greedy Algorithm</u> (informal def): an alg that sequentially contstructs a solution through a series of myopic (short-sighted = local = not global = not thinking about future) decisions

- Typical properties
  - · Easy to create
  - · Runtime easy to analyze

  - · Frequently not optimal · When optimal, hard to prove correct.

Scheduling ex: N=3 r time needed for tast 1 t = 13 | 4 | 2 | - 1 is most important Input: N tasks, W = 5112  $W_1 W_2 W_3$ · Lime for each task, · weight/importance for each task Idea: Can only do one task at a time, must complete a task before moving on Output: Ordering of tasks  $\sigma = (\sigma_1, \sigma_2, \sigma_3, \ldots)$  e.g.  $\sigma = (3, 1, 2)$ that minimizes  $A(\sigma) = \sum_{i=1}^{n} W_i C_i(\sigma)$ « "Objective Function is a function where your goal (object) is to maximize or minimize its value. Used Application: CPU scheduling in optimization problems, where goal is to optimize something.

What is the runtime of a brute force algorithm?  $(\mathcal{C}) = \mathcal{O}(\mathcal{M}, \mathcal{M}) = \mathcal{D} = \mathcal{O}(\mathcal{M}, \mathcal{M})$  $A) \quad O(n) \quad B) \quad O(N^2)$ INPUT: N tasks, · Lime for each task, · weight/importance for each task Untput: Ordering of tasks  $\sigma = (\sigma_1, \sigma_2, \sigma_3, \dots)$ that minimizes  $A(\sigma) = \sum_{i=1}^{n} w_i C_i(\sigma)$ Brute Force: opto=  $A(\sigma)$ : Min A < DO Sume O For JE permutations of ZIZ, 3,..., n 3 time = O For it J A ← A(J) ← time < tme + t[i] Sum < sum + w[i] time O(N)If A < minA, O(n)1 min A < A Return Sum opt J < J Return opto

Objective Function + Completion Time Is large when  $A(\sigma) = Z W_i C_i(\sigma)$ important jobs i=1Completion Time: C:(J) time when job i is completed with ordering T  $\begin{array}{cccc} t_1 & t_2 & t_3 \\ e_X; & 3 & 4 & 2 \end{array}$ T(3,1,2)start  $C_{1}(3,1,2)=5$  $\binom{1}{2} (\frac{3}{3}, \frac{1}{2}, \frac{2}{2}) = 9$  $(3_1, 1_1, 2) = 2$ 

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Counter example: 5 deg. 1 deg. t = 53W = 1211 $5(are = [-3] - 2] (w_i - t_i)$ Other Ordering (1,2) Jobs 5 jobs 8 Hitter Htt Greedy Ordering (2,1) job2 3 job180  $A = W_1 C_1 + W_2 C_2$  $A = W_1 C_1 + W_2 C_2$ = 2.5 + 1 - 8 = 18 = 2.8 + 11 - 3 = 19

One approach to designing greedy alg: Wi-tì  $W_i/t_i$  $W_i^2 - 2t_i$ - create several reasonable scoring functions - test, try to create counterexamples - if no counter example, try to prove correct This Ordering jobs by decreasing value of wilt; is optimal for minimizing A(0)= ZwiCilo) if wilt; are all distinct. Pf: [Exchange Argument = Type of Pf by Contradiction]

WLOGI, relabel so  $\frac{w_1}{t_1} > \frac{w_2}{t_2} > \frac{w_3}{t_3}$  so greedy ordering is T = (1, 2, 3, ..., n). Assume for contradiction that T is not optimal. Then  $\exists T^*$  that is optimal.

Since 
$$J^{*} \neq J$$
, there must be tasks by in  $J^{*}$  that are next to  
each other but out of order relative to  $J^{*}$ :  
 $J^{*} = (..., y, b...)$  but b(y)  
ex:  $J^{*} = (3, 1, 2)$   
What is b, y in this example?  
A) b=1 B) b=3 () b=2 D) There is not  
a unique  
 $y=3$   $y=1$   $y=3$  b, y in this  
example

Let 
$$\mathcal{T}^{+1}$$
 be the same sequence as  $\mathcal{T}^{+}$ , but with by  
exchanged to be in the correct order  
 $\mathcal{T}^{+} = (\dots, y_{1}, b, \dots)$   $\mathcal{T}^{+} = (3, 1, 2)$   
 $\mathcal{T}^{+} = (1, 3, 2)$   
 $\mathcal{T}^{+1} = (1, 3, 2)$   
What is  $A(\mathcal{T}^{+}) - A(\mathcal{T}^{+1})$ ?  $(A(\mathcal{T}) = \sum_{i=1}^{2} w_{i}(\mathcal{L}_{i}(\mathcal{T}))$   
time  $\mathcal{T}^{+} = (1, 3, 2)$   
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= Wbty- Wytb

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 be the same sequence as  $\mathcal{T}^{+}$ , but with by  
exchanged to be in the correct order  
 $\mathcal{T}^{+} = (\dots, y_{j}, b, \dots)$   $\mathcal{T}^{+} = (3, 1, 2)$   
 $\mathcal{T}^{+1} = (\bigcup_{k \to 0}^{+} b_{k}, y_{k}, \bigcup_{k \to 0}^{+} b_{k}, y_{k}, \bigcup_{k \to 0}^{+} \mathcal{T}^{+} = (1, 3, 2)$   
What is  $A(\mathcal{T}^{+}) - A(\mathcal{T}^{+})$ ?  $(A(\mathcal{T}) = \sum_{i=1}^{2} w_{i}(\mathcal{L}_{i}(\mathcal{T}))$   
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 $\mathcal{T}^{+} =$ 

= Wbty- Wytb

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Structure of Exchange Proof tssumption 1. Assume greedy strategy T is not optimal 2. There must exist an optimal strategy styr 3. Modify J\* by exchanging/swapping 2 elements => J\*1 4. Show J\*' is better than J\* => contradiction What is the runtime of our greedy scheduling algorithm? C)  $O(n \log n)$   $D O(n^2)$  $\mathcal{B}$ ) O(n)A) O(1)Schedule (n): · For i < 1 to vi: calculate wilti Where did we use Score Wilt. · Sort by score are all distinct?

Recall 
$$A(\sigma^*) - A(\sigma^{*'}) = W_{b} + W_{y} + b$$
. Divide both sides by types:  

$$\frac{A(\sigma^*) - A(\sigma^{*'})}{t_{y} + b} = \frac{W_{b}}{t_{y}} - \frac{W_{y}}{t_{y}}$$
But  $b < y$ , so  $\frac{W_{b}}{t_{b}} > \frac{W_{t}}{t_{y}}$ , so  

$$\frac{A(\sigma^*) - A(\sigma^{*'})}{t_{y} + b} > 0$$
, and  $t_{y} + b > 0$ , so  

$$\frac{A(\sigma^*) - A(\sigma^{*'}) > 0}{t_{y} + b} = 0$$
, so  

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, we said  

$$\frac{A(\sigma^{*'}) - A(\sigma^{*'}) - A(\sigma^{$$

The Ordering jobs by decreasing value of Wilti is optimal  
for Minimizing 
$$A(\sigma) = \xi WiCi(\sigma)$$
 if  $Wilti are all distinct.$   
PF sketch: Choose some relabelling of tasks so that  
 $Wilt_1 \ge W_2/t_2 \ge W_3/t_3 \cdots \ge W_0/t_n$   
We call  $T = (I_1Z, 3, ..., N)$  this greedy ordering. Let  $T^*$  be any other  
ordering. We will show  $A(T^*) \ge A(\sigma)$ . Since for every permution  
 $T^*$ ,  $A(\sigma^*) \ge A(\sigma)$ ,  $T$  must be optimal.  
 $T^*$ ,  $A(\sigma^*) \ge A(\sigma^*) \ge A(\sigma^*'') \ge ... \ge A(\sigma)$ 

What is the runtime of our greedy scheduling algorithm?  $O\left(M^{2}\right)$ C) O(nlogn)  $(A) \circ O(r)$ B) O(n) $\mathbb{D}$ Algorithm has not changed! We don't do bubble sort; we just imagine doing bubblesort in the proof!