

# Chapter 4

## Greedy Algorithms



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# 4.1 Interval Scheduling

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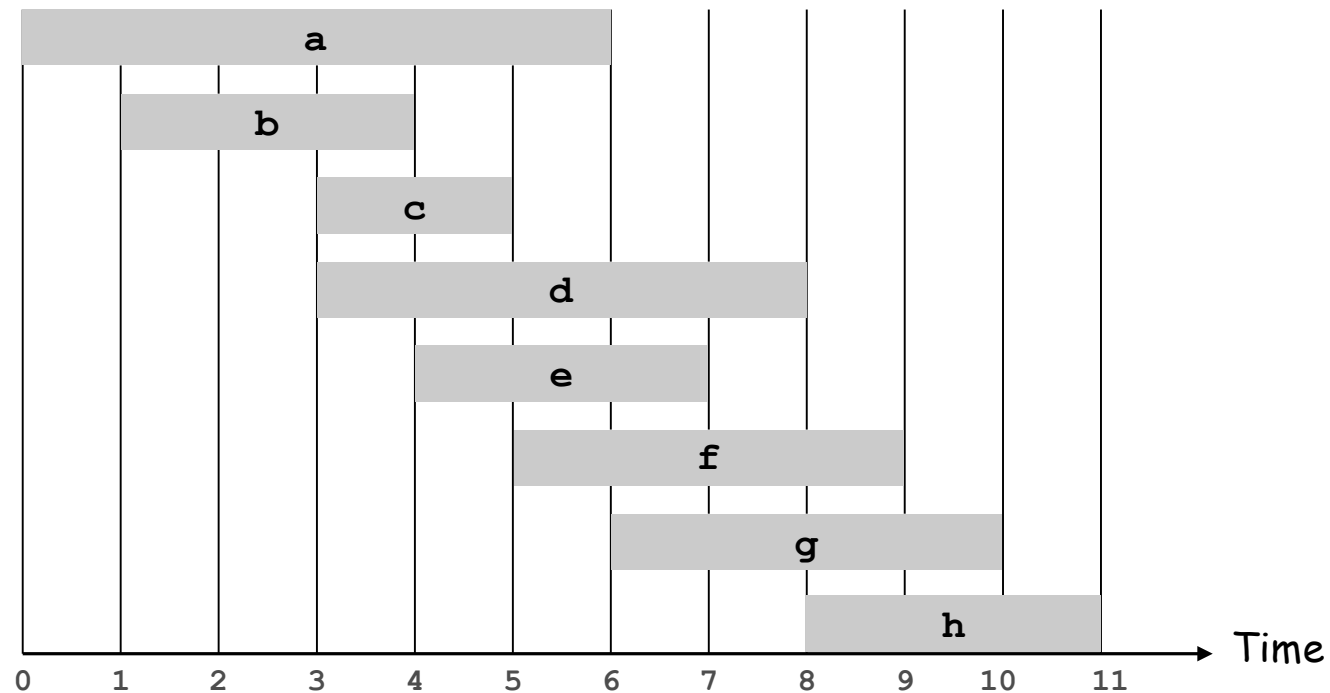
Section 4.1 del libro di testo KT



# Interval Scheduling

Interval scheduling. Instance  $\mathcal{I} = \{I_1, \dots, I_n\}$

- Job  $j$  starts at  $s_j$  and finishes at  $f_j \rightarrow I_j = (s_j, f_j)$
- Two jobs are **compatible** if they don't **overlap**.
- **Goal**: find **maximum** subset **A** of mutually compatible jobs.



# Interval Scheduling: Greedy Algorithms

## Greedy template:

1. Consider all jobs in some fixed **order**. Set  $A := \text{Empty-Set}$
2. For each  $j=1, \dots, n$ , IF  $I_j$  is **compatible** with all jobs in  $A$  THEN include  $I_j$  in  $A$

## Possible Ordering Criteria:

- [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.

Greedy 1: **Earliest Start Time**

Does it work ?

1st Step of **Problem Solvers**: Find **bad** situations for the Algorithm.



## Interval Scheduling: Greedy Algorithms

*Greedy template.* Consider jobs in some natural order.

Take each job provided it's compatible with the ones already taken.

Greedy 1: **Earliest** Start Time



counterexample for earliest start time



# Interval Scheduling: Greedy Algorithms

*Greedy template.* Consider jobs in some natural order.

Take each job provided it's compatible with the ones already taken.

**Greedy 2: Shortest Interval**

**Bad** Situations ???



# Interval Scheduling: Greedy Algorithms

*Greedy template.* Consider jobs in some natural order.

Take each job provided it's compatible with the ones already taken.

## Greedy 2: Shortest Interval



counterexample for shortest interval





## Interval Scheduling: Greedy Algorithms

*Greedy template.* Consider jobs in some natural order.

Take each job provided it's compatible with the ones already taken.

Greedy 3: **FEWEST CONFLICTS**

**IDEA:** Use GRAPH MODELLING;

Which is the problem in terms of GRAPHS?



## Interval Scheduling: Greedy Algorithms

*Greedy template.* Consider jobs in some natural order.

Take each job provided it's compatible with the ones already taken.

Greedy 3: **FEWEST CONFLICTS**



counterexample for fewest conflicts



## Interval Scheduling: Greedy Algorithm

**Greedy 4.** Consider jobs in **increasing order of finish time**. Take each job provided it's compatible with the ones already taken.

```
Sort jobs by finish times so that  $f_1 \leq f_2 \leq \dots \leq f_n$ .
```

```
    ↙ set of jobs selected  
A ←  $\phi$   
for j = 1 to n {  
    if (job j compatible with A)  
        A ← A  $\cup$  {j}  
}  
return A
```



**Implementation.** TIME=  $O(n \log n)$ .

- Remember job  $j^*$  that was added last to **A**.
- Job  $j$  is compatible with **A** iff  $s_j \geq f_{j^*}$ .



- Let  $i_1, i_2, \dots, i_k$  denote set **A** of jobs selected by *Greedy*.
- Let  $j_1, j_2, \dots, j_m$  denote set of jobs in *any* solution (ordered w.r.t. finish time).

**Lemma 1 (*Greedy Stays Ahead*)**. For any  $r = 1, \dots, k$  it holds

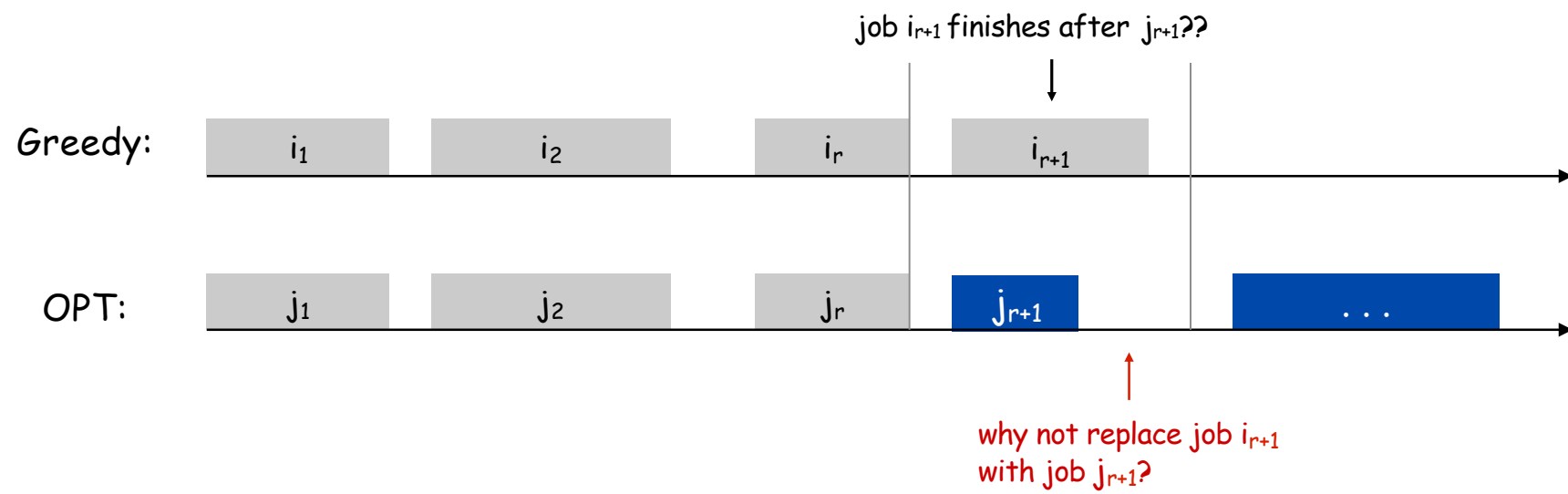
$$f(i_r) \leq f(j_r)$$

**Proof.** By induction on  $r$ .  $r = 1$  is trivial.

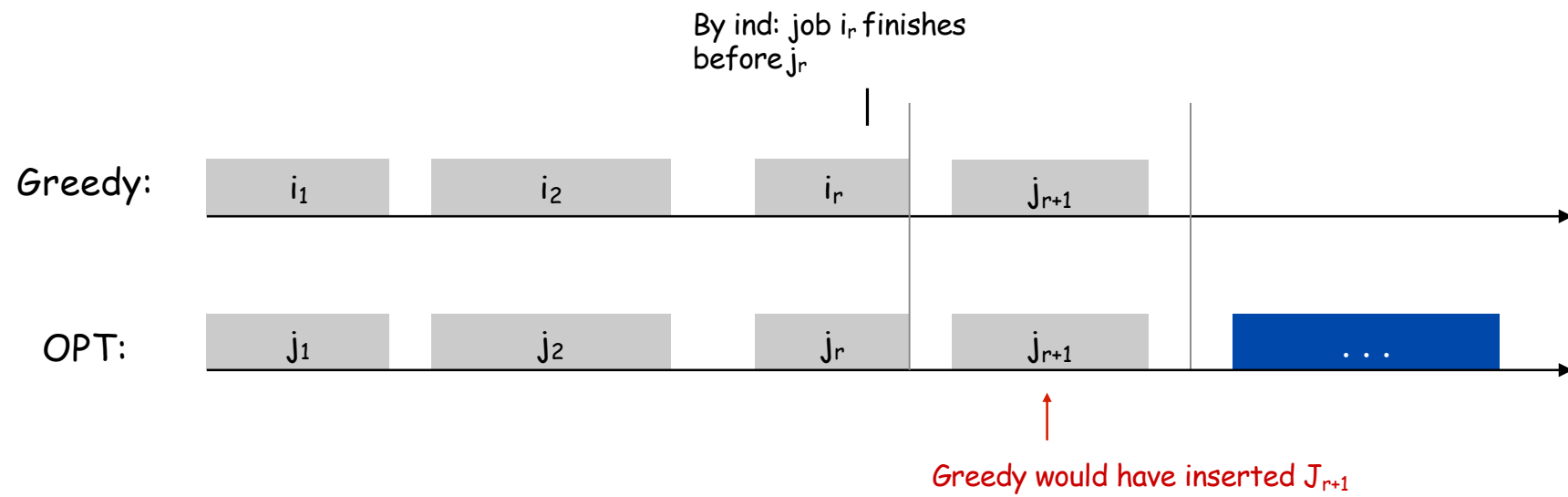
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# Interval Scheduling: Analysis



# Interval Scheduling: Analysis



# Interval Scheduling

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## EXERCISE I:

Prove that the **Greedy Algorithm** based on the **earliest finish time** is **optimal**

**Hint:** Use Lemma 1 (Greedy stays ahead)

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So, we have an **optimal** greedy algorithm for **Interval Scheduling** that run in time  **$O(n \log n)$**



## Domande di Autovalutazione

- 
- Che size  $|I|$  ha la generica istanza  $I = \{I_1 \dots, I_n\}$  del problema **Interval Scheduling**?
  - La size  $|I|$  come dipende dai valori di starting time  $s_i$  e finish time  $f_i$  degli intervalli?
  - Il tempo dell'algoritmo **Greedy** ottimale basato sul finish time dipende dai valori  $s_i$  ed  $f_i$ ? In che modo? In quale punto del codice?
  - Nel confronto con una generica soluzione ottima  $J = \{j_1, j_2, \dots, j_m\}$ , il **Lemma 1** garantisce che la size  $r$  della soluzione greedy **A** è tale che  $m \leq r$ ? Perché? (Esercizio I)

