

2/20/18 ①

# Greedy Algorithms

Greedy is the antithesis of Brute Force.  
↳ DON'T LOOK @ ALL OPTIONS, MAKE "LOCAL" GREEDY CHOICE THAN "SEEM" TO BE RIGHT.

2 Greedy Algs we've seen so far are: KRUSKAL'S, PRIM.

DEFINITION OF AN ALGORITHM:

FINITE SET OF STEPS THAT

CORRECTLY SOLVES A PROBLEM.

BIGGEST DANGER IN DESIGNING THESE - NOT SOLVING ALL INSTANCES OF THE PROBLEM CORRECTLY!!!

HARDEST PART - PROVING CORRECTNESS

MOST PROOFS - "EXCHANGE ARGUMENT"  
"PROOF CONTRADICTION"

# MAKING CHANGE

Example : 1, 5, 10, 50, 100, 1000

General :  $d_1, d_2, d_3, \dots, d_k$

where  $d_i \mid d_{i+1}$  for all  $i$   
 $1 \leq i < k$ .

Given a set of denominations and a value to make change for, determine the fewest # of coins necessary:

$n = 968$

$968 / 1000 \rightarrow 0$  of 1000 coins

$968 / 100 \rightarrow 9$  of 100 coins

$968 \% 100 \rightarrow 68 / 50 \rightarrow 1$  of 50 coins

$68 \% 50 \rightarrow 18 / 10 \rightarrow 1$  of 10 coins

$18 \% 10 \rightarrow 8 / 5 \rightarrow 1$  of 5 coins

$8 \% 5 \rightarrow 3 / 1 \rightarrow 3$  of 1 coins

$(0, 9, 1, 1, 1, 3) \rightarrow$  my ans

$(0, 9, 0, 0, 0, 3) \rightarrow$  alt ans

If not divis

1, 8, 10

16¢  
COUNTER  
EX

first spot w/ mismatch

$\rightarrow$  ONLY WAY YOU CAN GET 50¢ IS BY combining multiple ones of these.

# SINGLE ROOM SCHEDULING

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Scheduling a single room

Input - Bunch of requests

{50, 150}      {100, 160}

{10, 30}      {151, 180}

{5, 180}      {150, 157}

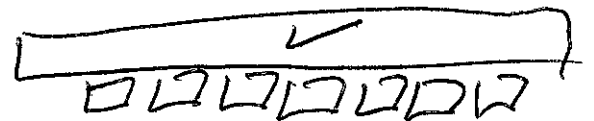
{45, 57}      {160, 180}

{60, 90}

Output - Maximum # of satisfiable request.

Brute force run-time  $\sim O(2^n)$

(look @ each subset)

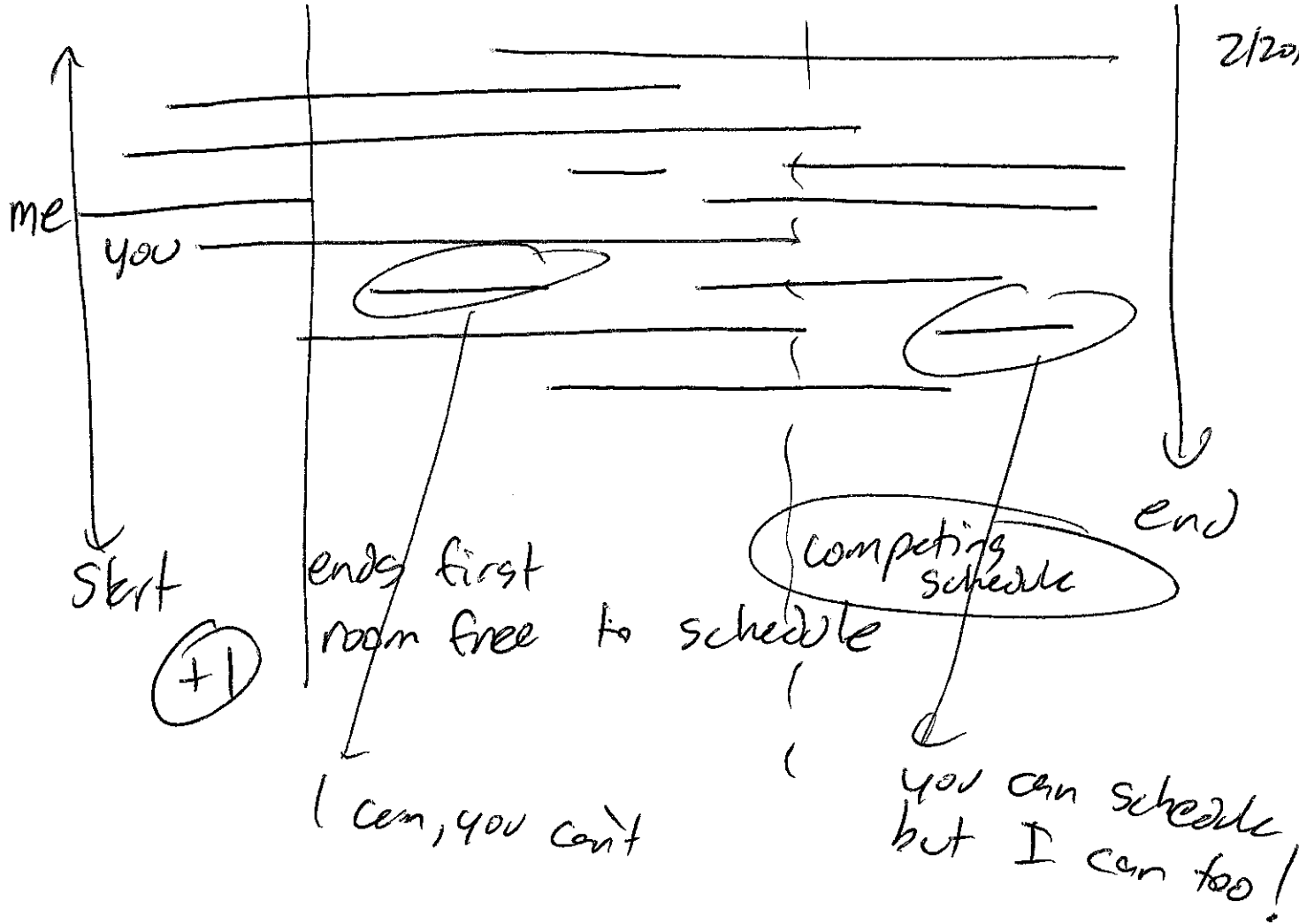


## 3 POSSIBLE ALGS

- ~~1~~ Sort requests by event length.
- ~~2~~ Sort requests by start time
- ~~3~~ Sort requests by end time.

Consider each event, one by one, add it to the schedule if it doesn't conflict with anything else in the schedule.





THINK ABOUT -

maximize # of minutes room is used.

Doesn't have a greedy solution!!!

GOOD TO BRAINSTORM

TEST CASES TO BREAK  
POTENTIAL IDEAS!

# MULTIPLE ROOM SCHEDULING

Input - list of events (start, end)

Output - min # of rooms to schedule ALL events.

## ALG

Sort events by start time

When you get to an event put it in the ~~ear~~ lowest # empty room

- ✓ A - 5, 180
- ✓ B - 10, 30
- C - 45, 57
- D - 50, 150
- E - 60, 90
- F - 100, 160
- G - 150, 157
- H - 157, 180
- I - 160, 180

Room 1: <sup>160</sup>A  
 Room 2: <sup>30</sup>B, C, E, F  
 Room 3: <sup>150</sup>D, G, I  
 Room 4: <sup>180</sup>H

Imagine  $n = 10^5$

Sort is  $O(n \lg n)$  ✓

Have to find earliest room that is free

Priority Queue  
 Obj rooms (ID, time free)

$O(\lg n)$  for finding 1 min

total  $\rightarrow O(n \lg n)$   
 find min  $\uparrow$  for each find min

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# Sweep Line Idea

A - 5, 180	F - 100, 160
B - 10, 30	G - 150, 157
C - 45, 57	H - 151, 180
D - 80, 150 ✓	I - 160, 180
E - 60, 90	

Create 2 objects for each event

① (start, 1)

② (end, -1)

Sort the 2n objects by time (value)

Break ties by having -1 go first.

(5, +1)	(60, +1)	(157, -1)
(10, +1)	(90, -1)	(160, -1) → (160, 1)
(30, -1)	(100, +1)	(180, -1)
(45, +1)	(150, -1)	(180, -1)
(50, +1)	(150, +1)	(180, -1)
(57, -1)	(151, +1)	

# CONTAINERS

"Extra Programs"

B  
B  
C  
C  
C  
A B C C

Shipments: ABCCCBBC BDBA

A	B	C	D
A	B	C	D
1	2	3	4

A B C

Place B → A B B

Place B → A B C

Goal: Minimize # of stacks

Input: DCBA →  $\begin{matrix} A \\ B \\ C \\ D \end{matrix}$  ①

- ① Go through the boxes in order
- ② Place each box of the "minimum" valid top. If none exists add a new stack.

set 0 →

A	C	M	R	V	Z
<del>A</del>	<del>C</del>	<del>M</del>	<del>R</del>	<del>V</del>	<del>Z</del>
<del>A</del>	<del>C</del>	<del>M</del>	<del>R</del>	<del>O</del>	<del>Z</del>
<del>A</del>	<del>C</del>	<del>M</del>	<del>R</del>	V	O