Exercise: Scheduling Problem with Min Weighted Completion Time

Scheduling Problem

Input: Given are n jobs each $i \in [n]$ has a weight (or the importance) w_i and the length (or the time required) l_i . We define the completion time c_i of job i to be the sum of the lengths of jobs in the ordering up to and including l_i .

- **Output:** An ordering of jobs that minimizes the weighted sum of completion times $\sum_{i \in [n]} w_i c_i$.
- Example: Given are 5 jobs with the following weights and lengths:

| | 1 | 2 | 3 | 4 | 5 |
|--------|---|---|----|---|---|
| weight | 2 | 6 | 5 | 4 | 2 |
| length | 5 | 4 | 10 | 8 | 3 |

CSE 431/531: Algorithm Analysis and Design (Fall 2023) Divide-and-Conquer

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Outline

Divide-and-Conquer

- 2 Counting Inversions
- Quicksort and Selection
 - Quicksort
 - Lower Bound for Comparison-Based Sorting Algorithms
 - Selection Problem
- Polynomial Multiplication
- 5 Other Classic Algorithms using Divide-and-Conquer
- Solving Recurrences
- 🕜 Computing n-th Fibonacci Number

Greedy Algorithm

- mainly for combinatorial optimization problems
- trivial algorithm runs in exponential time
- greedy algorithm gives an efficient algorithm
- main focus of analysis: correctness of algorithm

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Divide-and-Conquer

- not necessarily for combinatorial optimization problems
- trivial algorithm already runs in polynomial time
- divide-and-conquer gives a more efficient algorithm
- main focus of analysis: running time

- Divide: Divide instance into many smaller instances
- **Conquer**: Solve each of smaller instances recursively and separately
- **Combine**: Combine solutions to small instances to obtain a solution for the original big instance

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Running time analysis

• recursive programs: recurrence

merge-sort(A, n)

- 1: if n = 1 then
- 2: return A
- 3: **else**

4:
$$B \leftarrow \mathsf{merge-sort}(A[1..\lfloor n/2 \rfloor], \lfloor n/2 \rfloor)$$

5:
$$C \leftarrow \text{merge-sort} \left(A \left[\lfloor n/2 \rfloor + 1..n \right], \lceil n/2 \rceil \right) \right)$$

6: **return** merge $(B, C, \lfloor n/2 \rfloor, \lceil n/2 \rceil)$

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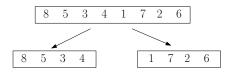
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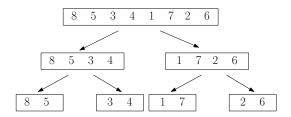
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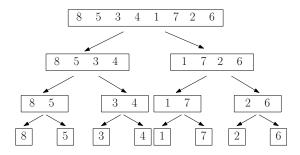
- 6: **return** merge $(B, C, \lfloor n/2 \rfloor, \lceil n/2 \rceil)$
- Divide: trivial
- Conquer: 4, 5
- Combine: 6

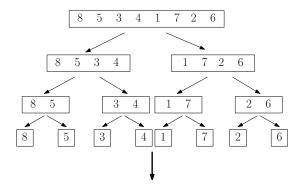




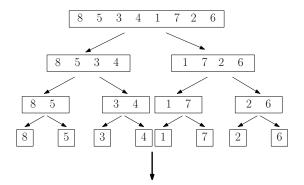


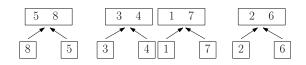


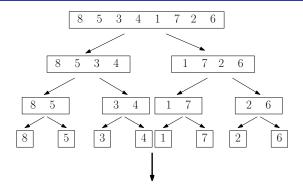


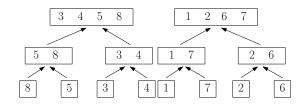




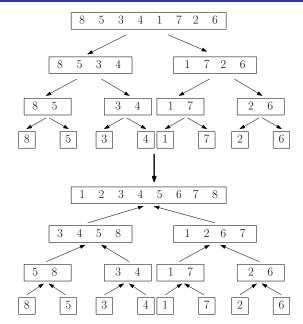


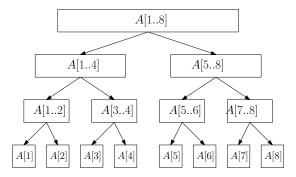












- Each level takes running time O(n)
- There are $O(\lg n)$ levels
- Running time = $O(n \lg n)$
- Better than insertion sort

Implementation

• Divide A[a,b] by $q = \lfloor (a+b)/2 \rfloor$: A[a,q] and A[q+1,b]; or A[a,q-1] and A[q,b]?

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- Speed-up: avoid the constant copying from one layer to another and backward
- Speed-up: stop the dividing process when the sequence sizes fall below constant