## 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

(1) Divide-and-Conquer
(2) Counting Inversions
(3) Quicksort and Selection

- Quicksort
- Lower Bound for Comparison-Based Sorting Algorithms
- Selection Problem
(4) Polynomial Multiplication
(5) Other Classic Algorithms using Divide-and-Conquer
- Solving Recurrences
(7) 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-and-Conquer

- 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: $\quad B \leftarrow$ merge-sort $(A[1 . .\lfloor n / 2\rfloor],\lfloor n / 2\rfloor)$
5: $\quad C \leftarrow$ merge-sort $(A[\lfloor n / 2\rfloor+1 . . n],\lceil n / 2\rceil)$
6: return merge $(B, C,\lfloor n / 2\rfloor,\lceil n / 2\rceil)$

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- Divide: trivial
- Conquer: 4, 5
- Combine: 6


## merge-sort()

| 8 | 5 | 3 | 4 | 1 | 7 | 2 | 6 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

## merge-sort()



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## Running Time for Merge-Sort



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


## Running Time for Merge-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

