

CSE 431/531: Algorithm Analysis and Design (Spring 2020)

# Greedy Algorithms

Lecturer: Shi Li

*Department of Computer Science and Engineering  
University at Buffalo*

**Def.** In an **optimization problem**, our goal of is to find a valid solution with the minimum cost (or maximum value).

### Trivial Algorithm for an Optimization Problem

Enumerate all valid solutions, compare them and output the best one.

- However, trivial algorithm often runs in **exponential** time, as the number of potential solutions is often exponentially large.
- $f(n)$  is a **polynomial** if  $f(n) = O(n^k)$  for some **constant**  $k > 0$ .
- convention: polynomial time = **efficient**

### Goals of algorithm design

- 1 Design efficient algorithms to solve problems
- 2 Design more efficient algorithms to solve problems

# Common Paradigms for Algorithm Design

- Greedy Algorithms
- Divide and Conquer
- Dynamic Programming
- Greedy algorithms are often for optimization problems.
- They often run in polynomial time due to their simplicity.

## Greedy Algorithm

- Build up the solutions in steps
- At each step, make an **irrevocable** decision using a “reasonable” strategy

## Analysis of Greedy Algorithm

- Prove that the reasonable strategy is “safe” (**key**)
- Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (**usually easy**)

**Def.** A strategy is safe: there is always an optimum solution that agrees with the decision made according to the strategy.

# Outline

- 1 Toy Example: Box Packing
- 2 Interval Scheduling
- 3 Offline Caching
- 4 Data Compression and Huffman Code
- 5 Summary

## Box Packing

**Input:**  $n$  boxes of capacities  $c_1, c_2, \dots, c_n$

$m$  items of sizes  $s_1, s_2, \dots, s_m$

Can put **at most 1** item in a box

Item  $j$  can be put into box  $i$  if  $s_j \leq c_i$

**Output:** A way to put as many items as possible in the boxes.

### Example:

- Box capacities: 60, 40, 25, 15, 12
- Item sizes: 45, 42, 20, 19, 16
- Can put 3 items in boxes:  $45 \rightarrow 60, 20 \rightarrow 40, 19 \rightarrow 25$

## Greedy Algorithm

- Build up the solutions in steps
- At each step, make an **irrevocable** decision using a “reasonable” strategy

## Designing a Reasonable Strategy for Box Packing

- Q: Take box 1. Which item should we put in box 1?
- A: The item of the largest size that can be put into the box.

## Analysis of Greedy Algorithm

- Prove that the reasonable strategy is “safe”
- Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem

**Lemma** The strategy that put into box 1 the largest item it can hold is “safe”: There is an optimum solution in which box 1 contains the largest item it can hold.

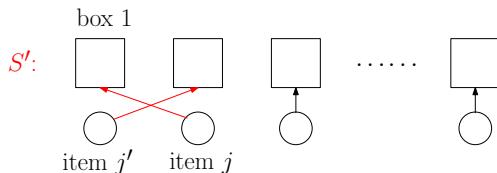
- Intuition: putting the item gives us the easiest residual problem.
- formal proof via exchanging argument:



**Lemma** There is an optimum solution in which box 1 contains the largest item it can hold.

**Proof.**

- Let  $j$  = largest item that box 1 can hold.
- Take any optimum solution  $S$ . If  $j$  is put into Box 1 in  $S$ , done.
- Otherwise, assume this is what happens in  $S$ :



- $s_{j'} \leq s_j$ , and swapping gives another solution  $S'$
- $S'$  is also an optimum solution. In  $S'$ ,  $j$  is put into Box 1. □

- Notice that the exchanging operation is only for the sake of analysis; it is not a part of the algorithm.

### Analysis of Greedy Algorithm

- Prove that the reasonable strategy is “safe”
  - Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem
- 
- Trivial: we decided to put Item  $j$  into Box 1, and the remaining instance is obtained by removing Item  $j$  and Box 1.

## Generic Greedy Algorithm

- 1 **while** the instance is non-trivial **do**
- 2     make the choice using the greedy strategy
- 3     reduce the instance

## Greedy Algorithm for Box Packing

- 1  $T \leftarrow \{1, 2, 3, \dots, m\}$
- 2 **for**  $i \leftarrow 1$  to  $n$  **do**
- 3     if some item in  $T$  can be put into box  $i$ , then
- 4          $j \leftarrow$  the largest item in  $T$  that can be put into box  $i$
- 5         print("put item  $j$  in box  $i$ ")
- 6          $T \leftarrow T \setminus \{j\}$

## Generic Greedy Algorithm

- 1 **while** the instance is non-trivial **do**
- 2     make the choice using the greedy strategy
- 3     reduce the instance

**Lemma** Generic algorithm is correct **if and only if** the greedy strategy is safe.

- Greedy strategy is safe: we will not miss the optimum solution
- Greedy strategy is not safe: we will miss the optimum solution for some instance, since the choices we made are irrevocable.

## Greedy Algorithm

- Build up the solutions in steps
- At each step, make an **irrevocable** decision using a “reasonable” strategy

## Analysis of Greedy Algorithm

- Prove that the reasonable strategy is “safe”
- Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem

**Def.** A strategy is “safe” if there is always an optimum solution that is “consistent” with the decision made according to the strategy.

## Exchange argument: Proof of Safety of a Strategy

- let  $S$  be an arbitrary optimum solution.
  - if  $S$  is consistent with the greedy choice, done.
  - otherwise, show that it can be modified to another optimum solution  $S'$  that is consistent with the choice.
- 
- The procedure is not a part of the algorithm.

# Outline

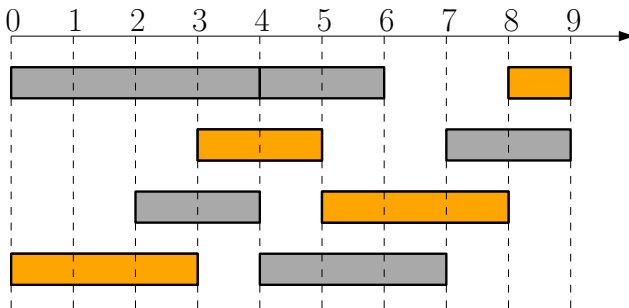
- 1 Toy Example: Box Packing
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## Interval Scheduling

**Input:**  $n$  jobs, job  $i$  with start time  $s_i$  and finish time  $f_i$

$i$  and  $j$  are **compatible** if  $[s_i, f_i)$  and  $[s_j, f_j)$  are disjoint

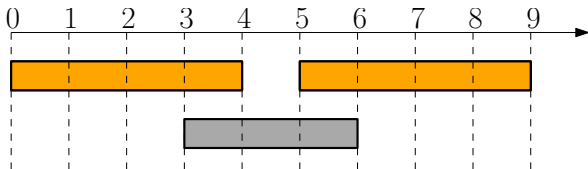
**Output:** A maximum-size subset of mutually compatible jobs





# Greedy Algorithm for Interval Scheduling

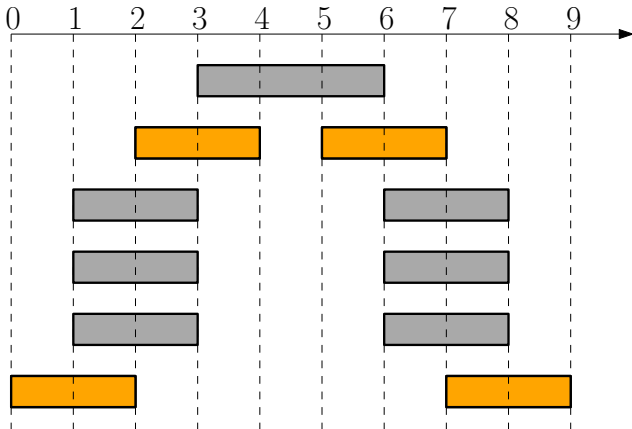
- Which of the following strategies are safe?
- Schedule the job with the smallest size? **No!**



# Greedy Algorithm for Interval Scheduling

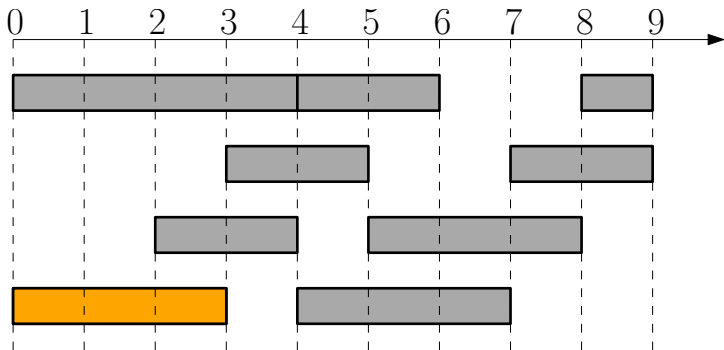
- Which of the following strategies are safe?
- Schedule the job with the smallest size? No!
- Schedule the job conflicting with smallest number of other jobs?

No!



# Greedy Algorithm for Interval Scheduling

- Which of the following strategies are safe?
- Schedule the job with the smallest size? No!
- Schedule the job conflicting with smallest number of other jobs? No!
- Schedule the job with the earliest finish time? **Yes!**

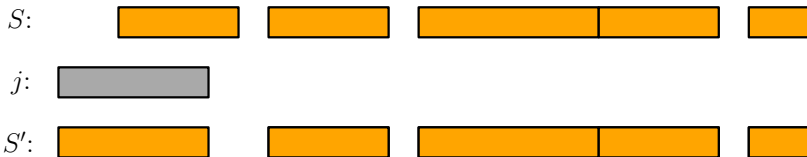


# Greedy Algorithm for Interval Scheduling

**Lemma** It is safe to schedule the job  $j$  with the earliest finish time: There is an optimum solution where the job  $j$  with the earliest finish time is scheduled.

Proof.

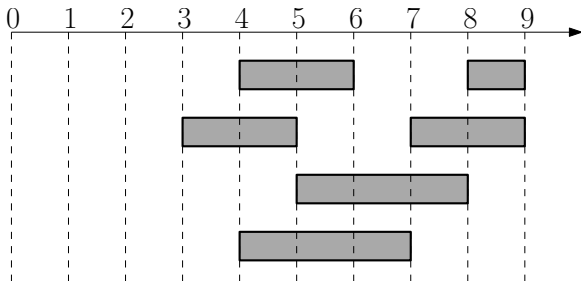
- Take an arbitrary optimum solution  $S$
- If it contains  $j$ , done
- Otherwise, replace the first job in  $S$  with  $j$  to obtain another optimum schedule  $S'$ . □



# Greedy Algorithm for Interval Scheduling

**Lemma** It is safe to schedule the job  $j$  with the earliest finish time: There is an optimum solution where the job  $j$  with the earliest finish time is scheduled.

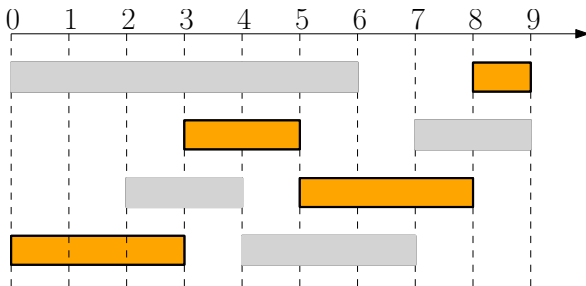
- What is the remaining task after we decided to schedule  $j$ ?
- Is it another instance of interval scheduling problem? **Yes!**



# Greedy Algorithm for Interval Scheduling

$\text{Schedule}(s, f, n)$

- 1  $A \leftarrow \{1, 2, \dots, n\}, S \leftarrow \emptyset$
- 2 while  $A \neq \emptyset$
- 3     $j \leftarrow \arg \min_{j' \in A} f_{j'}$
- 4     $S \leftarrow S \cup \{j\}; A \leftarrow \{j' \in A : s_{j'} \geq f_j\}$
- 5 return  $S$



# Greedy Algorithm for Interval Scheduling

## Schedule( $s, f, n$ )

- 1  $A \leftarrow \{1, 2, \dots, n\}, S \leftarrow \emptyset$
- 2 while  $A \neq \emptyset$
- 3      $j \leftarrow \arg \min_{j' \in A} f_{j'}$
- 4      $S \leftarrow S \cup \{j\}; A \leftarrow \{j' \in A : s_{j'} \geq f_j\}$
- 5 return  $S$

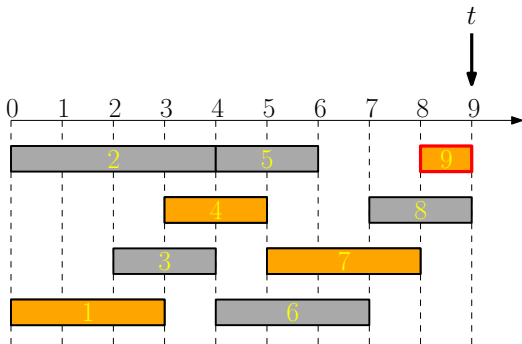
Running time of algorithm?

- Naive implementation:  $O(n^2)$  time
- Clever implementation:  $O(n \lg n)$  time

# Clever Implementation of Greedy Algorithm

## Schedule( $s, f, n$ )

- ① sort jobs according to  $f$  values
- ②  $t \leftarrow 0, S \leftarrow \emptyset$
- ③ for every  $j \in [n]$  according to sorted order
- ④   if  $s_j \geq t$  then
- ⑤      $S \leftarrow S \cup \{j\}$
- ⑥      $t \leftarrow f_j$
- ⑦ return  $S$





# Outline

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# Offline Caching: Example

# Offline Caching

- Cache that can store  $k$  pages
- Sequence of page requests
- Cache miss happens if requested page not in cache. We need bring the page into cache, and evict some existing page if necessary.
- Cache hit happens if requested page already in cache.
- Goal: minimize the number of cache misses.

page sequence		cache			
		<div></div>	<div></div>	<div></div>	
1	×	1			×
5	×	5			×
4	×	4			×
2	×	4	2		×
5	×	4	2	5	✓
3	×	4	2	3	×
2	✓	4	2	3	✓
1	×	1	2	3	×

misses = 7

# A Better Solution for Example

page sequence		cache				cache		
1	×	1			×	1		
5	×	5			×	5		
4	×	4			×	5	4	
2	×	4	2		×	5	4	2
5	×	4	2	5	✓	5	4	2
3	×	4	2	3	×	5	3	2
2	✓	4	2	3	✓	5	3	2
1	×	1	2	3	×	1	3	2
		misses = 7					misses = 6	

## Offline Caching Problem

**Input:**  $k$  : the size of cache

$n$  : number of pages

We use  $[n]$  for  $\{1, 2, 3, \dots, n\}$ .

$\rho_1, \rho_2, \rho_3, \dots, \rho_T \in [n]$ : sequence of requests

**Output:**  $i_1, i_2, i_3, \dots, i_T \in \{\text{hit}, \text{empty}\} \cup [n]$ : indices of pages to evict (“hit” means evicting no page, “empty” means evicting empty page)

- Offline Caching: we know the whole sequence ahead of time.
- Online Caching: we have to make decisions on the fly, before seeing future requests.

**Q:** Which one is more realistic?

**A:** Online caching

- Offline Caching: we know the whole sequence ahead of time.
- Online Caching: we have to make decisions on the fly, before seeing future requests.

**Q:** Which one is more realistic?

**A:** Online caching

**Q:** Why do we study the offline caching problem?

**A:** Use the offline solution as a benchmark to measure the “competitive ratio” of online algorithms

# Offline Caching: Potential Greedy Algorithms

- FIFO(First-In-First-Out): always evict the first page in cache
- LRU(Least-Recently-Used): Evict page whose most recent access was earliest
- LFU(Least-Frequently-Used): Evict page that was least frequently requested
- All the above algorithms are not optimum!
- Indeed all the algorithms are “online”, i.e, the decisions can be made without knowing future requests. Online algorithms can not be optimum.

## FIFO is not optimum

		FIFO			Furthest-in-Future			
requests								
1	×	1			×	1		
2	×	1	2		×	1	2	
3	×	1	2	3	×	1	2	3
4	×	4	2	3	×	1	4	3
1	×	4	1	3	✓	1	4	3
		misses = 5			misses = 4			

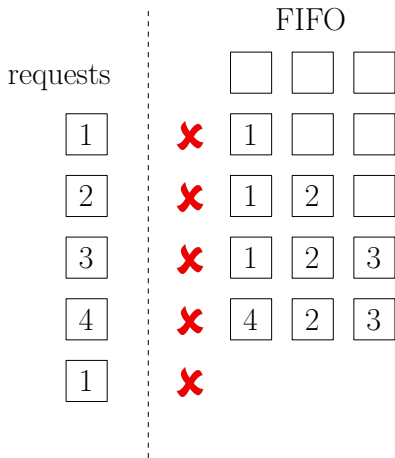


# Optimum Offline Caching

## Furthest-in-Future (FF)

- Algorithm: every time, evict the item that is not requested until furthest in the future, if we need to evict one.
- The algorithm is **not** an online algorithm, since the decision at a step depends on the request sequence in the future.

# Furthest-in-Future (FF)



# Example

requests

1 5 4 2 5 3 2 4 3 1 5 3

✗ ✗ ✗ ✗ ✓ ✗ ✓ ✓ ✓ ✗ ✗ ✓

	1	1	1	2	2	2	2	2	2	1	5	5
		5	5	5	5	3	3	3	3	3	3	3
			4	4	4	4	4	4	4	4	4	4

# Recall: Designing and Analyzing Greedy Algorithms

## Greedy Algorithm

- Build up the solutions in steps
- At each step, make an **irrevocable** decision using a “reasonable” strategy

## Analysis of Greedy Algorithm

- Prove that the reasonable strategy is “safe” (key)
- Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)

## Offline Caching Problem

**Input:**  $k$  : the size of cache

$n$  : number of pages

$\rho_1, \rho_2, \rho_3, \dots, \rho_T \in [n]$ : sequence of requests

$p_1, p_2, \dots, p_k \in \{\text{empty}\} \cup [n]$ : initial set of pages in cache

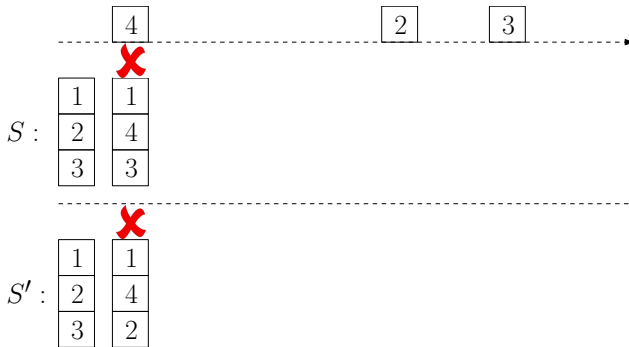
**Output:**  $i_1, i_2, i_3, \dots, i_t \in \{\text{hit}, \text{empty}\} \cup [n]$

- empty stands for an empty page
- “hit” means evicting no pages

## Analysis of Greedy Algorithm

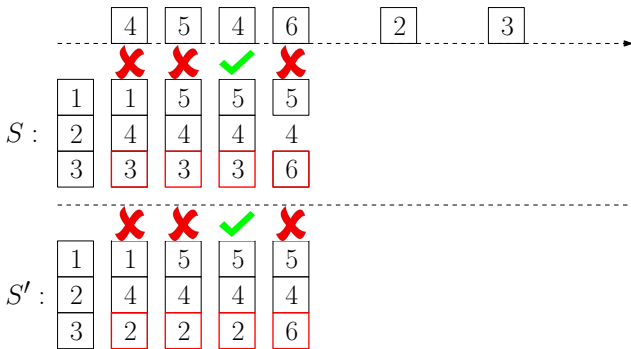
- Prove that the reasonable strategy is “safe” (key)
- Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)

**Lemma** Assume at time 1 a page fault happens and there are no empty pages in the cache. Let  $p^*$  be the page in cache that is not requested until furthest in the future. There is an optimum solution in which  $p^*$  is evicted at time 1.



## Proof.

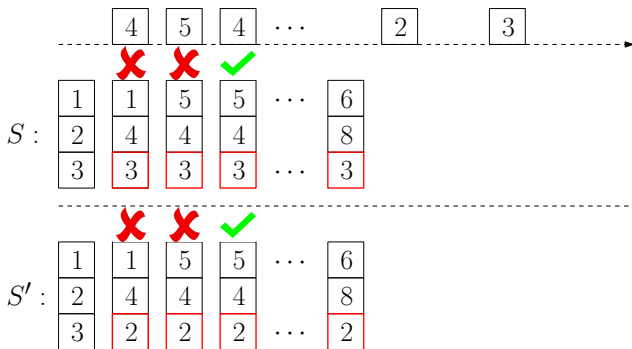
- ①  $S$ : any optimum solution
- ②  $p^*$ : page in cache not requested until furthest in the future.
  - In the example,  $p^* = 3$ .
- ③ Assume  $S$  evicts some  $p' \neq p^*$  at time 1; otherwise done.
  - In the example,  $p' = 2$ .



## Proof.

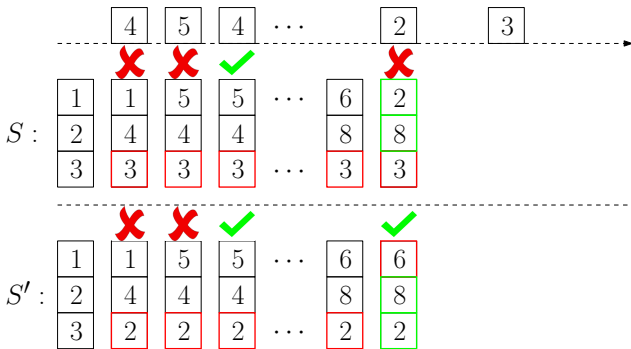
- ④ Create  $S'$ .  $S'$  evicts  $p^*(=3)$  instead of  $p' (=2)$  at time 1.
- ⑤ After time 1, cache status of  $S$  and that of  $S'$  differ by only 1 page.  $S$  contains  $p' (=2)$  and  $S$  contains  $p^* (=3)$ .
- ⑥ From now on,  $S'$  will “copy”  $S$ .





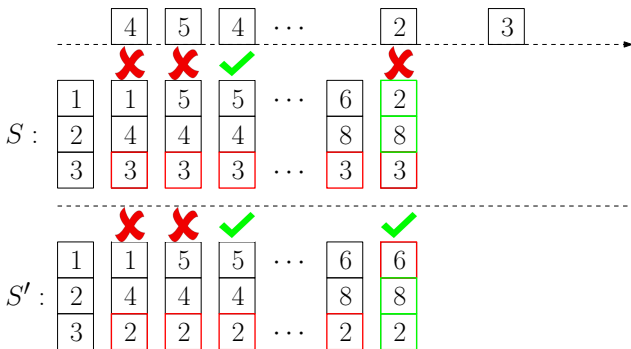
### Proof.

- ⑦ If  $S$  evicted the page  $p'$ ,  $S'$  will evict the page  $p^*$ . Then, the cache status of  $S$  and that of  $S'$  will be the same.  $S$  and  $S'$  will be exactly the same from now on.
- ⑧ Assume  $S$  did not evict  $p' (=2)$  before we see  $p' (=2)$ .



### Proof.

- ⑨ If  $S$  evicts  $p^*(=3)$  for  $p' (=2)$ , then  $S$  won't be optimum. Assume otherwise.
- ⑩ So far,  $S'$  has 1 less page-miss than  $S$  does.
- ⑪ The status of  $S'$  and that of  $S$  only differ by 1 page.



## Proof.

- 12 We can then guarantee that  $S'$  make at most the same number of page-misses as  $S$  does.
- Idea: if  $S$  has a page-hit and  $S'$  has a page-miss, we use the opportunity to make the status of  $S'$  the same as that of  $S$ . □

- Thus, we have shown how to create another solution  $S'$  with the same number of page-misses as that of the optimum solution  $S$ . Thus, we proved

**Lemma** Assume at time 1 a page fault happens and there are no empty pages in the cache. Let  $p^*$  be the page in cache that is not requested until furthest in the future. **It is safe to evict  $p^*$  at time 1.**

**Theorem** The furthest-in-future strategy is optimum.

- 1 **for**  $t \leftarrow 1$  to  $T$  **do**
- 2     **if**  $\rho_t$  is in cache, **then** do nothing
- 3     **else if** there is an empty page in cache, **then**
- 4         evict the empty page and load  $\rho_t$  in cache
- 5     **else**
- 6          $p^* \leftarrow$  the page in cache that is not used furthest in the future
- 7         evict  $p^*$  and load  $\rho_t$  in cache

**Q:** How can we make the algorithm as fast as possible?

**A:**

- The running time can be made to be  $O(n + T \log k)$ .
- For each page  $p$ , use a linked list to store the time steps in which  $p$  is requested.
  - We can find the next time a page is requested easily.
- Use a priority queue data structure to hold all the pages in cache, so that we can easily find the page that is requested furthest in the future.

- 1 **for** every  $p \leftarrow 1$  to  $n$  **do**
- 2      $lists[p] \leftarrow$  linked list of times in which  $p$  is requested, in increasing order     \\put  $\infty$  at the end of the list
- 3      $pointer[p] \leftarrow$  head of  $lists[p]$
- 4      $nexttime[p] \leftarrow$  value pointed by  $pointer[p]$
- 5      $Q \leftarrow$  empty priority queue
- 6 **for** every  $t \leftarrow 1$  to  $T$  **do**
- 7     move  $pointer[\rho_t]$  to right by one position
- 8      $nexttime[\rho_t] \leftarrow$  value pointed by  $pointer[\rho_t]$
- 9     **if**  $\rho_t \in Q$  **then**  $Q.update\text{-}priority(\rho_t, nexttime[\rho_t])$ , continue
- 10    **if**  $Q$  has size  $k$  **then**  $p \leftarrow Q.extract\text{-}max()$  and evict  $p$
- 11    load  $\rho_t$
- 12    add  $\rho_t$  to  $Q$  with priority value  $nexttime[\rho_t]$

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# Encoding Letters Using Bits

- 8 letters  $a, b, c, d, e, f, g, h$  in a language
- need to encode a message using bits
- idea: use 3 bits per letter

$a$	$b$	$c$	$d$	$e$	$f$	$g$	$h$
000	001	010	011	100	101	110	111

$deacfg \rightarrow 011100000010101110$

**Q:** Can we have a better encoding scheme?

- Seems unlikely: must use 3 bits per letter

**Q:** What if some letters appear more frequently than the others?

**Q:** If some letters appear more frequently than the others, can we have a better encoding scheme?

**A:** Using **variable-length encoding scheme** might be more efficient.

### Idea

- using fewer bits for letters that are more frequently used, and more bits for letters that are less frequently used.

**Q:** What is the issue with the following encoding scheme?

- $a: 0$        $b: 1$        $c: 00$

**A:** Can not guarantee a unique decoding. For example, 00 can be decoded to  $aa$  or  $c$ .

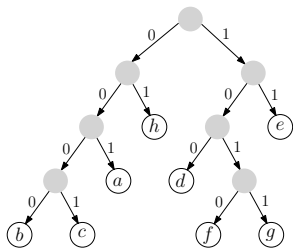
### Solution

Use **prefix codes** to guarantee a unique decoding.

# Prefix Codes

**Def.** A prefix code for a set  $S$  of letters is a function  $\gamma : S \rightarrow \{0, 1\}^*$  such that for two distinct  $x, y \in S$ ,  $\gamma(x)$  is not a prefix of  $\gamma(y)$ .

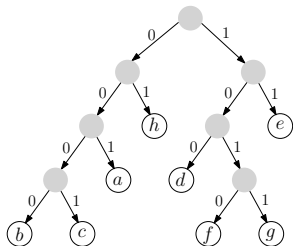
$a$	$b$	$c$	$d$
001	0000	0001	100
$e$	$f$	$g$	$h$
11	1010	1011	01



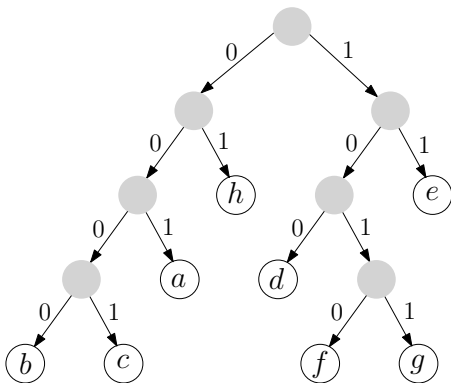
# Prefix Codes Guarantee Unique Decoding

- Reason: there is only one way to cut the first code.

<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>
001	0000	0001	100
<i>e</i>	<i>f</i>	<i>g</i>	<i>h</i>
11	1010	1011	01



- 0001/001/100/0000/01/01/11/1010/0001/001/
- cadbhhefca



## Properties of Encoding Tree

- Rooted binary tree
- Left edges labelled 0 and right edges labelled 1
- A leaf corresponds to a code for some letter
- If coding scheme is not wasteful: a non-leaf has exactly two children

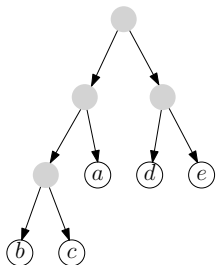
## Best Prefix Codes

**Input:** frequencies of letters in a message

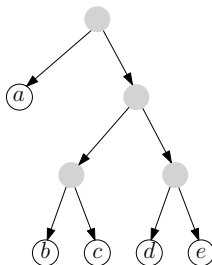
**Output:** prefix coding scheme with the shortest encoding for the message

## example

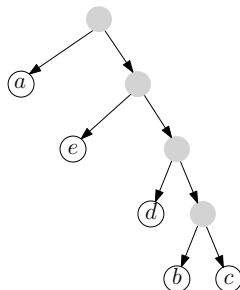
letters	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	
frequencies	18	3	4	6	10	
scheme 1 length	2	3	3	2	2	total = 89
scheme 2 length	1	3	3	3	3	total = 87
scheme 3 length	1	4	4	3	2	total = 84



scheme 1



scheme 2



scheme 3

- Example Input: ( $a$ : 18,  $b$ : 3,  $c$ : 4,  $d$ : 6,  $e$ : 10)

**Q:** What types of decisions should we make?

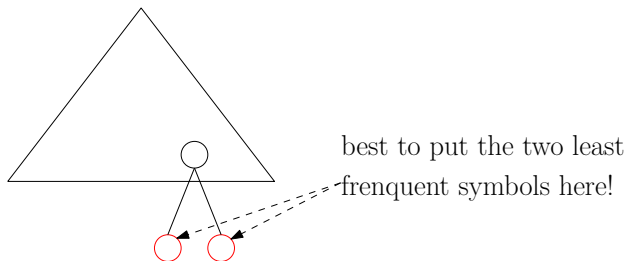
- Can we directly give a code for some letter?
- Hard to design a strategy; residual problem is complicated.
- Can we partition the letters into left and right sub-trees?
- Not clear how to design the greedy algorithm

**A:** We can choose two letters and make them brothers in the tree.



# Which Two Letters Can Be Safely Put Together As Brothers?

- Focus on the “structure” of the optimum encoding tree
- There are two deepest leaves that are brothers



**Lemma** It is safe to make the two least frequent letters brothers.

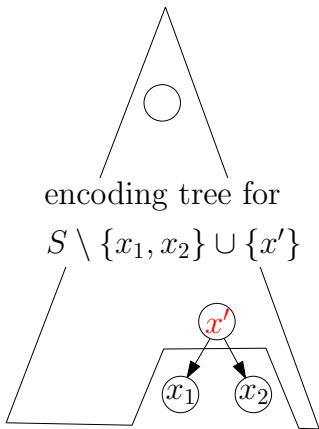
**Lemma** There is an optimum encoding tree, where the two least frequent letters are brothers.

- So we can irrevocably decide to make the two least frequent letters brothers.

**Q:** Is the residual problem another instance of the best prefix codes problem?

**A:** Yes, though it is not immediate to see why.

- $f_x$ : the frequency of the letter  $x$  in the support.
- $x_1$  and  $x_2$ : the two letters we decided to put together.
- $d_x$  the depth of letter  $x$  in our output encoding tree.



$$\begin{aligned}
 & \sum_{x \in S} f_x d_x \\
 &= \sum_{x \in S \setminus \{x_1, x_2\}} f_x d_x + f_{x_1} d_{x_1} + f_{x_2} d_{x_2} \\
 &= \sum_{x \in S \setminus \{x_1, x_2\}} f_x d_x + (f_{x_1} + f_{x_2}) d_{x_1} \\
 &= \sum_{x \in S \setminus \{x_1, x_2\}} f_x d_x + f_{x'} (d_{x'} + 1) \\
 &= \sum_{x \in S \setminus \{x_1, x_2\} \cup \{x'\}} f_x d_x + f_{x'}
 \end{aligned}$$

Def:  $f_{x'} = f_{x_1} + f_{x_2}$

In order to minimize

$$\sum_{x \in S} f_x d_x,$$

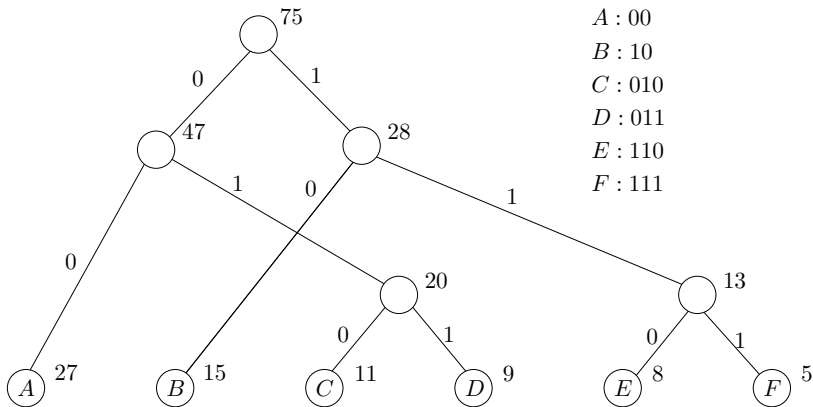
we need to minimize

$$\sum_{x \in S \setminus \{x_1, x_2\} \cup \{x'\}} f_x d_x,$$

subject to that  $d$  is the depth function for an encoding tree of  $S \setminus \{x_1, x_2\}$ .

- This is exactly the best prefix codes problem, with letters  $S \setminus \{x_1, x_2\} \cup \{x'\}$  and frequency vector  $f$ !

# Example



**Def.** The codes given the greedy algorithm is called the **Huffman codes**.

**Huffman**( $S, f$ )

- ① **while**  $|S| > 1$  **do**
- ②     let  $x_1, x_2$  be the two letters with the smallest  $f$  values
- ③     introduce a new letter  $x'$  and let  $f_{x'} = f_{x_1} + f_{x_2}$
- ④     let  $x_1$  and  $x_2$  be the two children of  $x'$
- ⑤      $S \leftarrow S \setminus \{x_1, x_2\} \cup \{x'\}$
- ⑥ **return** the tree constructed

# Algorithm using Priority Queue

## Huffman( $S, f$ )

- 1  $Q \leftarrow \text{build-priority-queue}(S)$
- 2 **while**  $Q.\text{size} > 1$  **do**
- 3      $x_1 \leftarrow Q.\text{extract-min}()$
- 4      $x_2 \leftarrow Q.\text{extract-min}()$
- 5     introduce a new letter  $x'$  and let  $f_{x'} = f_{x_1} + f_{x_2}$
- 6     let  $x_1$  and  $x_2$  be the two children of  $x'$
- 7      $Q.\text{insert}(x')$
- 8 **return** the tree constructed

# Outline

- 1 Toy Example: Box Packing
- 2 Interval Scheduling
- 3 Offline Caching
- 4 Data Compression and Huffman Code
- 5 Summary



# Summary for Greedy Algorithms

## Greedy Algorithm

- Build up the solutions in steps
- At each step, make an **irrevocable** decision using a “reasonable” strategy
- Interval scheduling problem: schedule the job  $j^*$  with the earliest deadline
- Offline Caching: evict the page that is used furthest in the future
- Huffman codes: make the two least frequent letters brothers

# Summary for Greedy Algorithms

## Analysis of Greedy Algorithm

- Prove that the reasonable strategy is “safe” (key)
- Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)

**Def.** A strategy is “safe” if there is always an optimum solution that “agrees with” the decision made according to the strategy.

# Proving a Strategy is Safe

- Take an arbitrary optimum solution  $S$
- If  $S$  agrees with the decision made according to the strategy, done
- So assume  $S$  does not agree with decision
- Change  $S$  slightly to another optimum solution  $S'$  that agrees with the decision
  - Interval scheduling problem: exchange  $j^*$  with the first job in an optimal solution
  - Offline caching: a complicated “copying” algorithm
  - Huffman codes: move the two least frequent letters to the deepest leaves.

# Summary for Greedy Algorithms

## Analysis of Greedy Algorithm

- Prove that the reasonable strategy is “safe” (key)
  - Show that the remaining task after applying the strategy is to solve a (many) smaller instance(s) of the same problem (usually easy)
- 
- Interval scheduling problem: remove  $j^*$  and the jobs it conflicts with
  - Offline caching: trivial
  - Huffman codes: merge two letters into one