CSE 521: Design and Analysis of Algorithms I

Representative Problems

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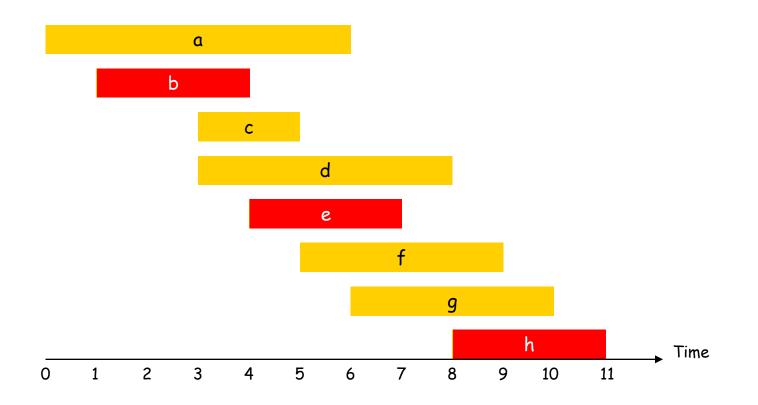


5 Representative Problems

- Interval Scheduling
 - Single resource
 - Reservation requests
 - Of form "Can I reserve it from start time s to finish time f?"
 - **s** < **f**
 - Find: maximum number of requests that can be scheduled so that no two reservations have the resource at the same time

Interval Scheduling

- Input. Set of jobs with start times and finish times.
- Goal. Find maximum cardinality subset of mutually compatible jobs.



Interval scheduling

- Formally
 - Requests 1,2,...,n
 - request i has start time s_i and finish time f_i > s_i
 - Requests i and j are compatible iff either
 - request i is for a time entirely before request j

•
$$f_i \leq s_j$$

 or, request j is for a time entirely before request i

•
$$f_j \leq s_i$$

- Set A of requests is compatible iff every pair of requests i,j∈ A, i≠j is compatible
- Goal: Find maximum size subset A of compatible requests



Interval Scheduling

- We shall see that an optimal solution can be found using a "greedy algorithm"
 - Myopic kind of algorithm that seems to have no look-ahead
 - These algorithms only work when the problem has a special kind of structure
 - When they do work they are typically very efficient

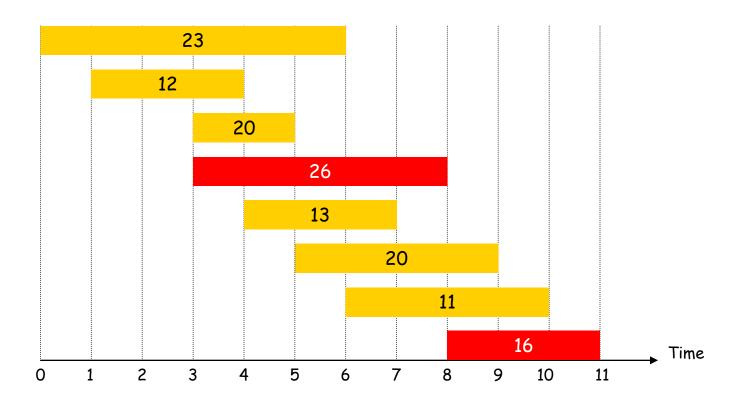


Weighted Interval Scheduling

- Same problem as interval scheduling except that each request i also has an associated value or weight w_i
 - w_i might be
 - amount of money we get from renting out the resource for that time period
 - amount of time the resource is being used
- Goal: Find compatible subset A of requests with maximum total weight

Weighted Interval Scheduling

- Input. Set of jobs with start times, finish times, and weights.
- Goal. Find maximum weight subset of mutually compatible jobs.





Weighted Interval Scheduling

- Ordinary interval scheduling is a special case of this problem
 - Take all w_i =1
- Problem is quite different though
 - E.g. one weight might dwarf all others
- "Greedy algorithms" don't work
- Solution: "Dynamic Programming"
 - builds up optimal solutions from smaller problems using a compact table to store them

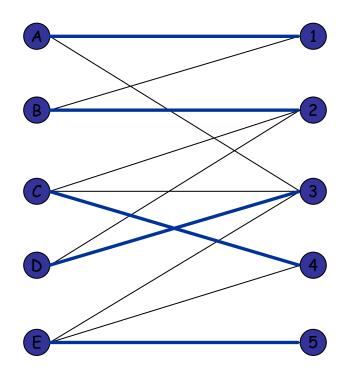


Bipartite Matching

- A graph G=(V,E) is bipartite iff
 - V consists of two disjoint pieces X and Y such that every edge e in E is of the form (x,y) where x∈ X and y∈ Y
 - Similar to stable matching situation but in that case all possible edges were present
- MCE is a matching in G iff no two edges in M share a vertex
 - Goal: Find a matching M in G of maximum possible size



- Input. Bipartite graph.
- Goal. Find maximum cardinality matching.





Bipartite Matching

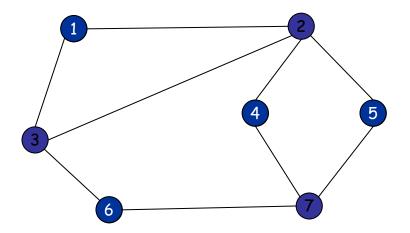
- Models assignment problems
 - X represents jobs, Y represents machines
 - X represents professors, Y represents courses
- If |X|=|Y|=n
 - G has perfect matching iff maximum matching has size n
- Solution: polynomial-time algorithm using "augmentation" technique
 - also used for solving more general class of network flow problems



- Given a graph G=(V,E)
 - A set I⊆V is independent iff no two nodes in I are joined by an edge
- Goal: Find an independent subset I in G of maximum possible size
- Models conflicts and mutual exclusion



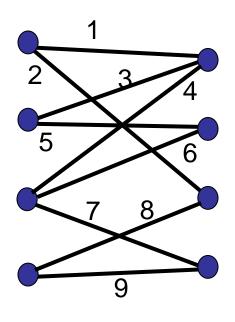
- Input. Graph.
- Goal. Find maximum cardinality independent set.



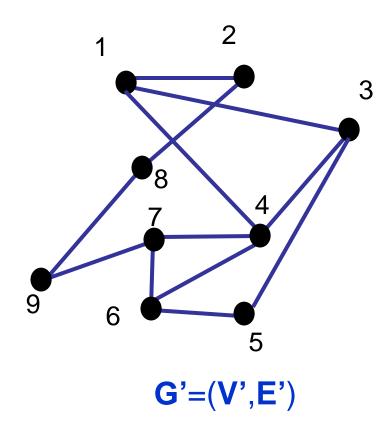
- Generalizes
 - Interval Scheduling
 - Vertices in the graph are the requests
 - Vertices are joined by an edge if they are **not** compatible
 - Bipartite Matching
 - Given bipartite graph G=(V,E) create new graph G'=(V',E') where
 - V'=E
 - Two elements of V' (which are edges in G) are joined if they share an endpoint in G



Bipartite Matching vs Independent Set



$$G=(U\cup V,E)$$





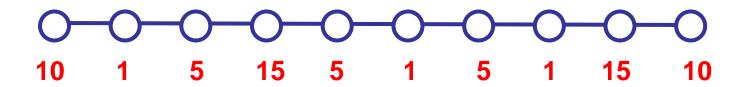
- No polynomial-time algorithm is known
 - But to convince someone that there was a large independent set all you'd need to do is show it to them
 - they can easily convince themselves that the set is large enough and independent
 - Convincing someone that there isn't one seems much harder
- We will show that Independent Set is NP-complete
 - Class of all the hardest problems that have the property above

- Two players competing for market share in a geographic area
 - e.g. McDonald's, Burger King
- Rules:
 - Region is divided into n zones, 1,...,n
 - Each zone i has a value b;
 - Revenue derived from opening franchise in that zone
 - No adjacent zones may contain a franchise
 - i.e., zoning regulations limit density
 - Players alternate opening franchises
- Find: Given a target total value B is there a strategy for the second player that always achieves $\geq B$?



- Model geography by
 - A graph G=(V,E) where
 - V is the set {1,...,n} of zones
 - E is the set of pairs (i,j) such that i and j are adjacent zones
- Observe:
 - The set of zones with franchises will form an independent set in G





Target B = 20 achievable?

What about B = 25?



- Checking that a strategy is good seems hard
 - You'd have to worry about all possible responses at each round!
 - a giant search tree of possibilities
- Problem is PSPACE-complete
 - Likely strictly harder than NP-complete problems
 - PSPACE-complete problems include
 - Game-playing problems such as n×n chess and checkers
 - Logic problems such as whether quantified boolean expressions are always true
 - Verification problems for finite automata



Five Representative Problems

- Variations on a theme: independent set.
- Interval scheduling: n log n greedy algorithm.
- Weighted interval scheduling: n log n dynamic programming algorithm.
- Bipartite matching: n^k max-flow based algorithm.
- Independent set: NP-complete.
- Competitive facility location: PSPACEcomplete.