

Basic Greedy algorithm for
a Job Scheduling problem

Jobs J_1, J_2, \dots, J_n each with
unit processing requirement

Deadlines d_1, d_2, \dots, d_n

Penalty p_1, p_2, \dots, p_n

Obj: Maximize the penalty of the
scheduled jobs

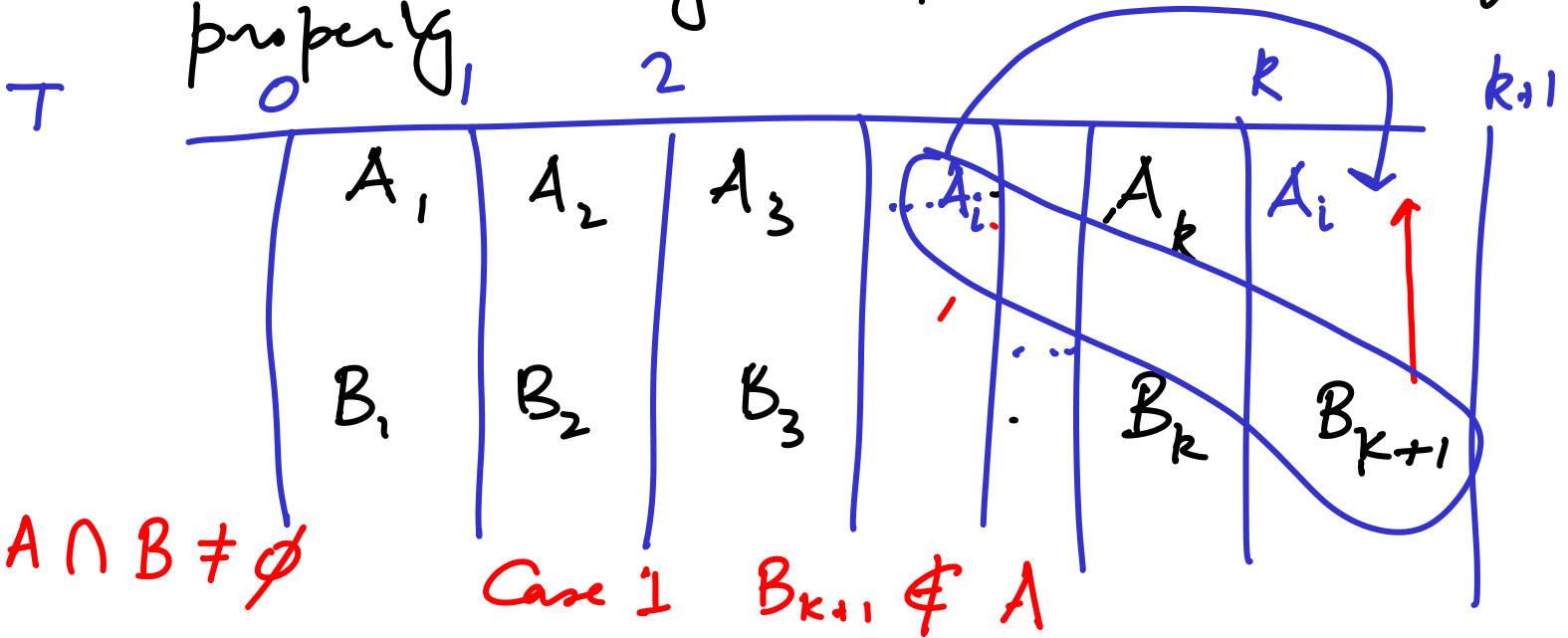
A set of jobs $J_{i_1}, J_{i_2}, \dots, J_{i_k}$ is
"feasible" if they can be scheduled
without incurring any penalty

Basic Greedy

Starting from the largest penalty job keep
adding the next highest penalty-incuring
job (if feasible).

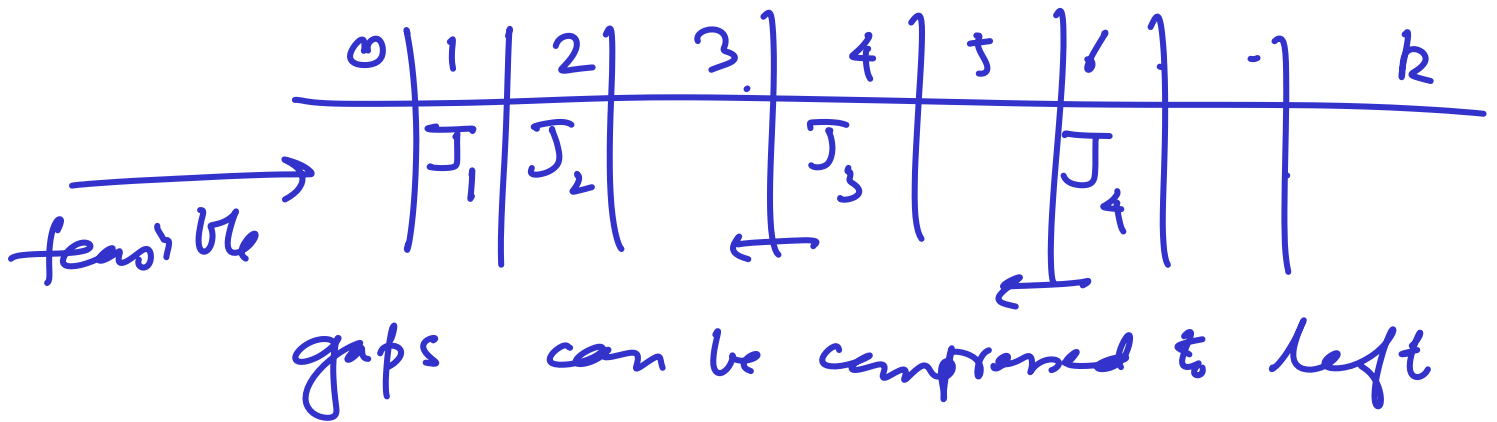
Does basic greedy yield optimal soln?

We will try to prove the exchange property



The jobs are given in order of some feasible schedule.

(It is an algorithmic problem to determine a feasible schedule)



Case II $B_{k+1} = A_i$ for some $i < k+1$

Move A_i to the interval $k, k+1$
 Look at the set of jobs ignoring the last col.

Can we add the next most profitable element and maintain feasibility?

(S, M)
← family of "feasible subsets"
and M can be very large
 $M \subset 2^S$, so maintaining M explicitly
will be extremely inefficient.

Instead we characterise the subsets of M using some property

→ Maximal Spanning trees: no cycles

(Does the matroid theorem extend to minimisation functions, specifically Minimal Spanning Trees)

At any stage of the MSF problem we have a set of trees. We add the next edge if it doesn't induce a cycle

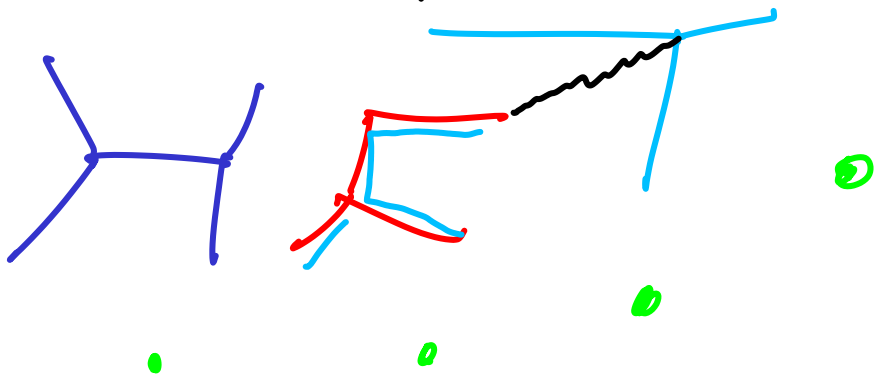
Obs We can add the next edge (x, y) iff x and y belong to different connected components

How quickly can we do this test?

What is the right data structure

$C(\cdot)$: defines the component
 $C(x) \stackrel{?}{=} C(y)$?

If $C(x) \neq C(y)$ then we must add the edge and combine the components



Label the vertices with the component nos (initially, $1, 2, \dots, n$)
when you join, change the labels of one component

Test $C(x) = C(y)$
Find $O(1)$ time

Join : $O(\min(|C_x|, |C_y|))$
Union
size of smaller component

What is the overall cost for
 $\boxed{2m}$ tests $\boxed{n-1}$ Joins?

$$m = |E|$$

$$|V| = n$$

m Finds and n unions

$$O(m)$$

$$O(n^2)?$$

How often does a specific vertex
change its label.