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24.4-6 simply we a

$x_i - x_j \leq b_k$ and $x_j - x_i \leq -b_k$, and then solve this Problem like
~~modified Bellman-ford~~ usual Bellman-ford Problem

25.1-6

for each vertex, we would need to compute the Predecessor when $j \neq i$.
 we need to compute $L[i, k] + w(k, j) = L[i, j]$.

Since we need $O(n)$ vertices, and for each vertex we need $O(n-1)$
 And $O(n)$ to compute for each node.
 total time $O(n^3)$

25.2-2

$w_{ij} = 1$ if there's edge between i, j

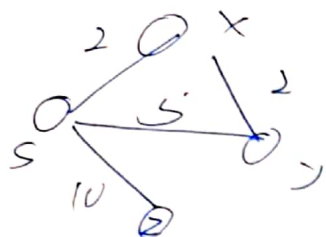
$w_{ij} = 0$ if there's no edge
 direct.

we simply

modified-shortest Paths (L, w) $n = L.rows$ let $L' = (l'_{ij})$ for $j = 1$ to n : be new $n \times n$ matrixfor $j = 1$ to n . $L'_{ij} = \infty$ for $k = 1$ to n . ~~$L'_{ij} = \min(L'_{ij}, L'_{ik} + w_{kj})$~~ $L''_{ij} = L'_{ij} \vee (L'_{ik} \wedge w_{kj})$ SLOW-ALL-PAIRS - shortest - PATHS (L, w) .

25-3-4.

I think the problem is that it changes the shortest path,
for example, there are four nodes.



we simply add 10 to each path.

The original path from s to y.

$$now \text{ is } s x + x y = 4.$$

But after changing.

It ~~does~~ changes the shortest path, which is different from the original. 15 directly from s to y.

