



Discrete Mathematics

Lecture 9

Finding the Optimum

Contents

1. Finding the **best** tree

- **Borůvka(1926)-Kruskal(1956)'s Algorithm**
- **Jarník(1930)-Prim(1957)'s Algorithm (9.2.6)**

2. The **traveling salesman problem**

- **Tree Shortcut Algorithm**

9.1 Finding the Best Tree

连通网问题：

假设要在城市之间建立通讯联络网，
则连通 n 个城市只需要修建 $n-1$ 条线路，
如何在最节省经费的前提下建立这个通讯网？

最小生成树

设 $G=(V, E)$ 是一连通图， G 的每一条边 e 有权 $c(e)$ ， G 的生成树 T 的权 $c(T)$ 就是 T 的边的权和。

定义 在图 G 所有生成树中，树权最小的那棵树称为 **G 的最小生成树**。

前问题等价于：

构造网的一棵最小生成树，即：在 m 条带权的边中选取 $n-1$ 条边（不含圈），使“权值之和”为最小。

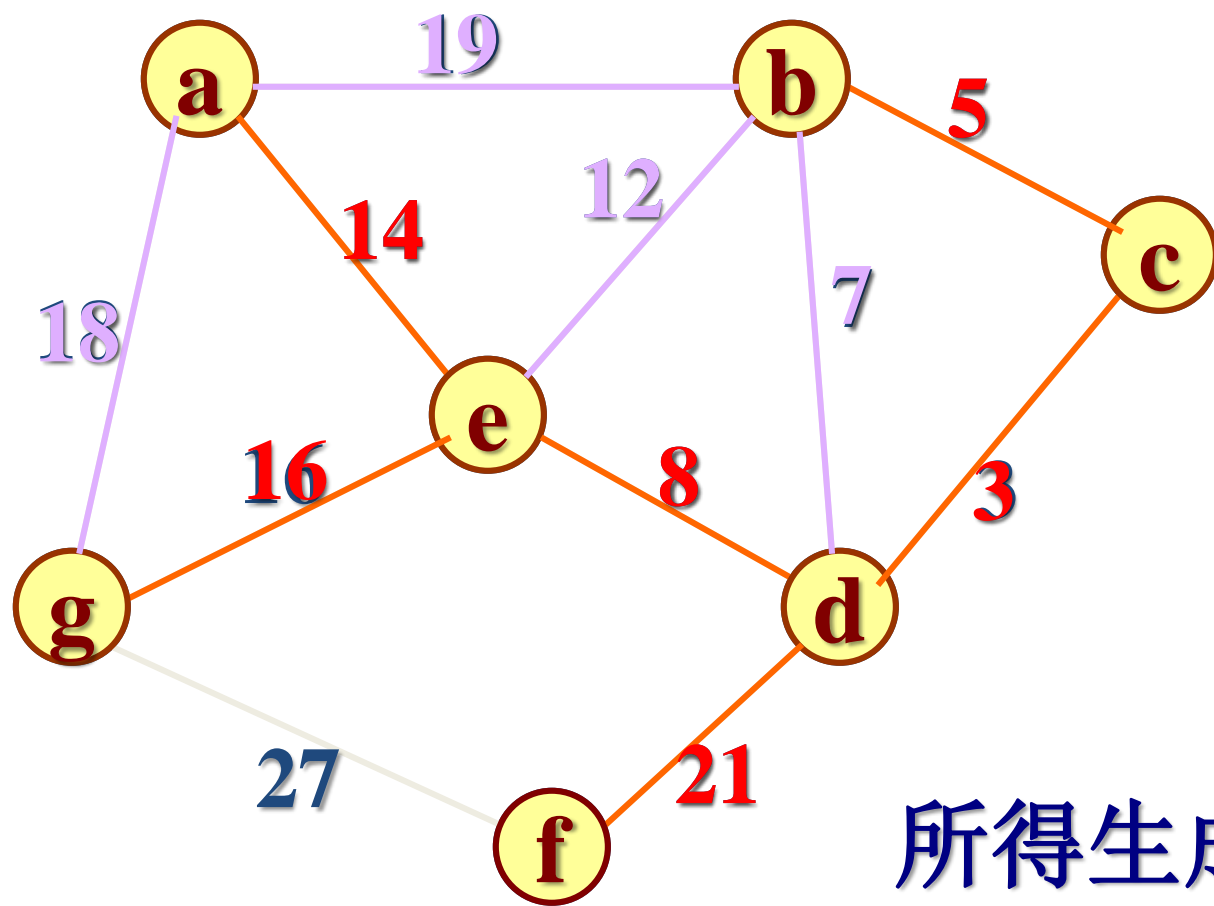
Borůvka(1926)-Kruskal(1956)'s Alg.

Jarník(1930)-Prim(1957)'s Algorithm

Borůvka-Kruskal算法的基本思想

- 考虑问题的出发点: 为使生成树上边的权值之和达到最小, 则应使生成树中每一条边的权值尽可能地小。
- 具体做法: 先从权值最小的边开始, 若它的添加不使图中产生圈, 则在图上加上这条边, 如此重复, 直至加上 $n-1$ 条边为止。

例如：



所得生成树权值和
 $= 3 + 5 + 8 + 14 + 16 + 21 = 67.$

Borůvka-Kruskal算法(避圈法):

- a)** 在 G 中选取最小权的边,记作 e_1 ,置 $i=1$ 。
- b)** 当 $i=n-1$ 时结束, 否则转**c**)。
- c)** 设已选择边为 e_1, e_2, \dots, e_i , 此时无圈。在 G 中选取不同于这 i 条边的边 e_{i+1} , 该边使得 $\{e_1, \dots, e_{i+1}\}$ 生成的子图中无圈, 并且 e_{i+1} 是满足该条件中权最小的一条边。
- d)** 置 $i:=i+1$, 转**b**)。

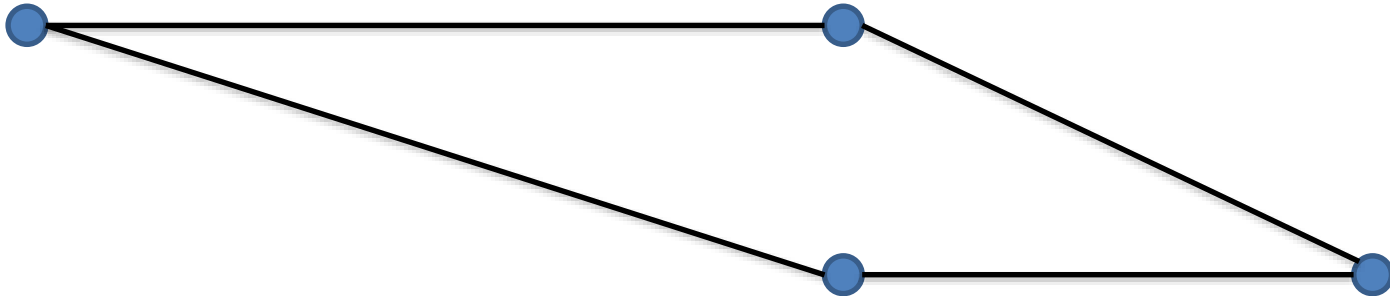
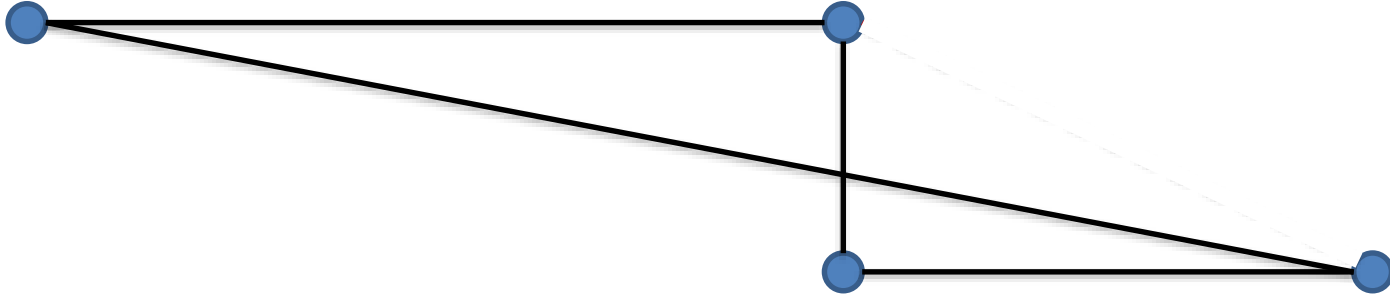
Is a Borůvka-Kruskal tree the best?

Yes, it is; but need a **proof. (need not?)**

Consider the **Traveling **S**alesman **P**roblem.**

- **We have n towns in the plane.**
- **The **cost** of connecting any two of them is proportional to their distance.**

****Aim**: to find a Hamilton cycle with cost as small as possible.**



Theorem 1 A B-K tree is the best.

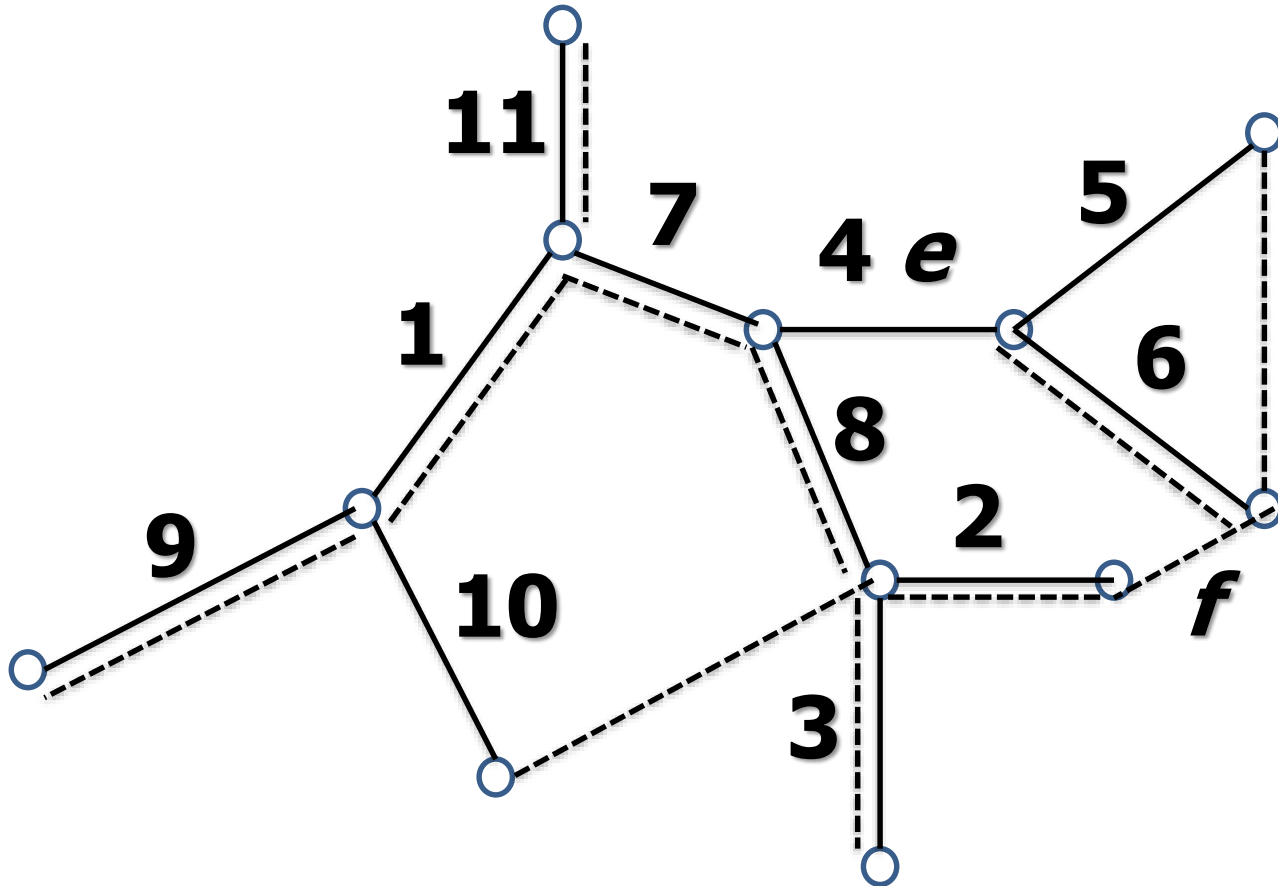
Proof idea.

If F is a Borůvka-Kruskal tree and T is another spanning tree, then

$$c(F) \leq \dots \leq c(H) \leq c(T),$$

where H is a spanning tree obtained from T and comes close to F .

Theorem 1 A B-K tree is the best.



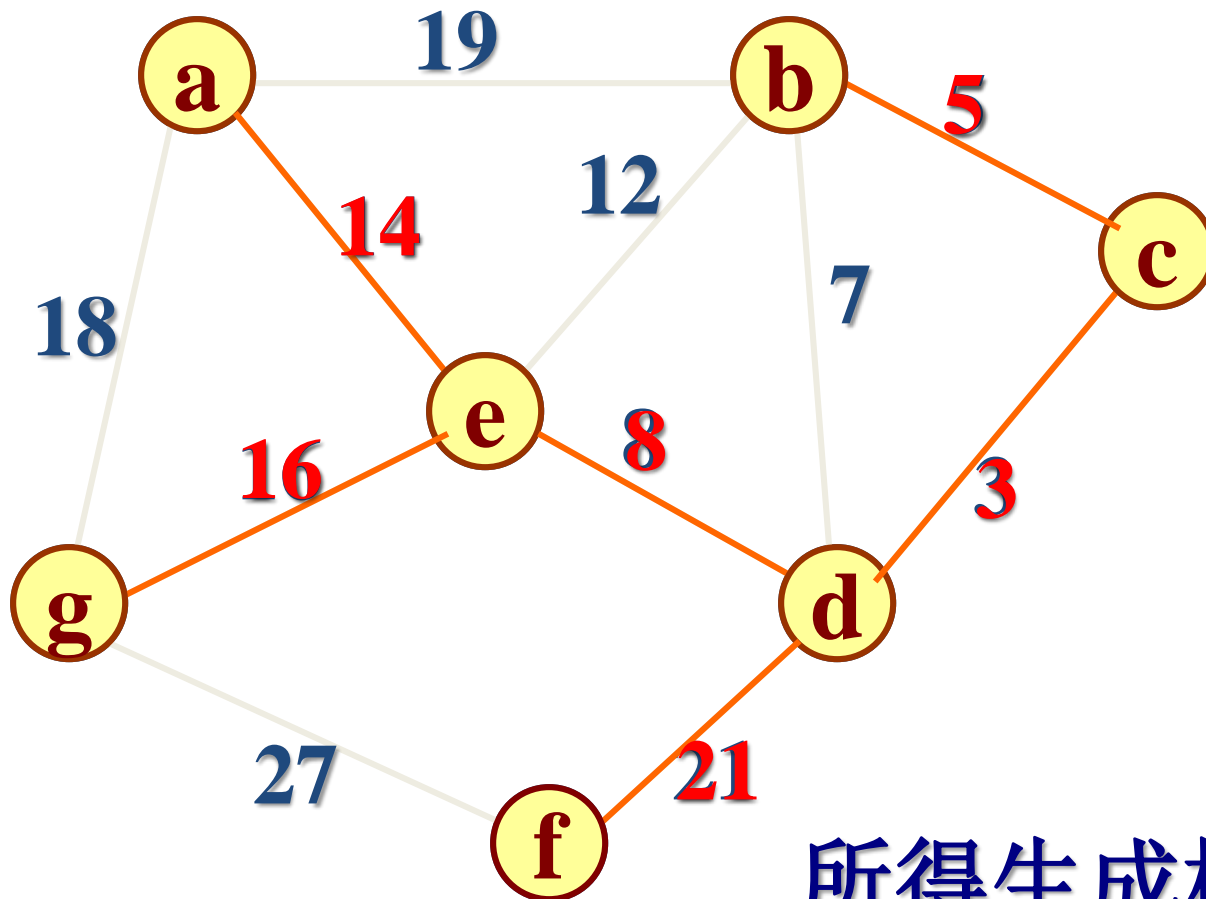
— F (a B-K tree), --- T (a tree)

If $H := T + e - f$, then $c(H) \leq c(T)$.

Jarník-Prim算法的基本思想

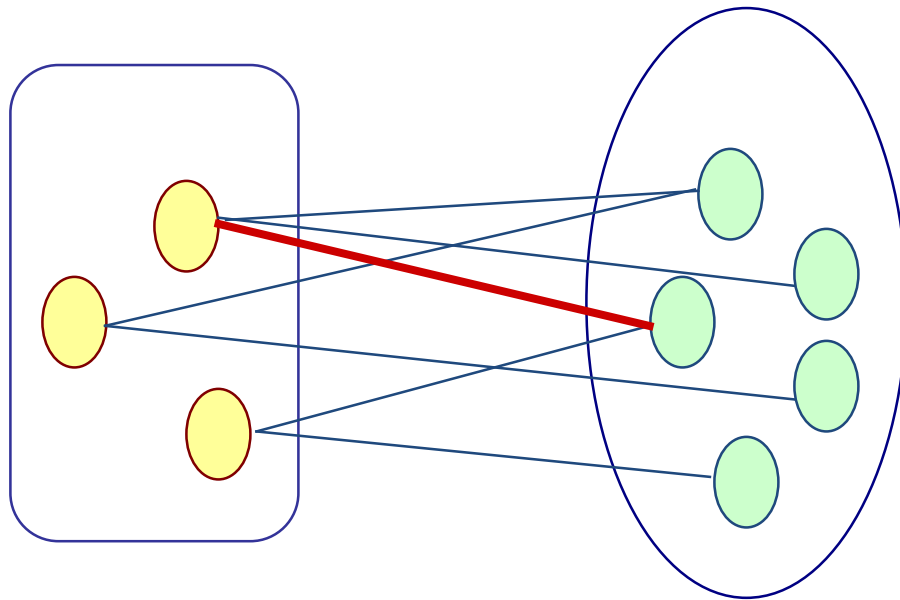
- 取图中任意一个顶点 v 作为生成树的根，之后往树上添加新的顶点 u 让树生长。
- 在添加的顶点 u 和已经在树上的顶点 v 之间存在一条边，并且该边的权值在所有连接顶点 u 和 v 之间的边中取值最小。
- 之后继续往树上添加顶点，直至生成树上含有 n 个顶点为止。

例如：



所得生成树权值和
 $=14+8+3+5+16+21=67.$

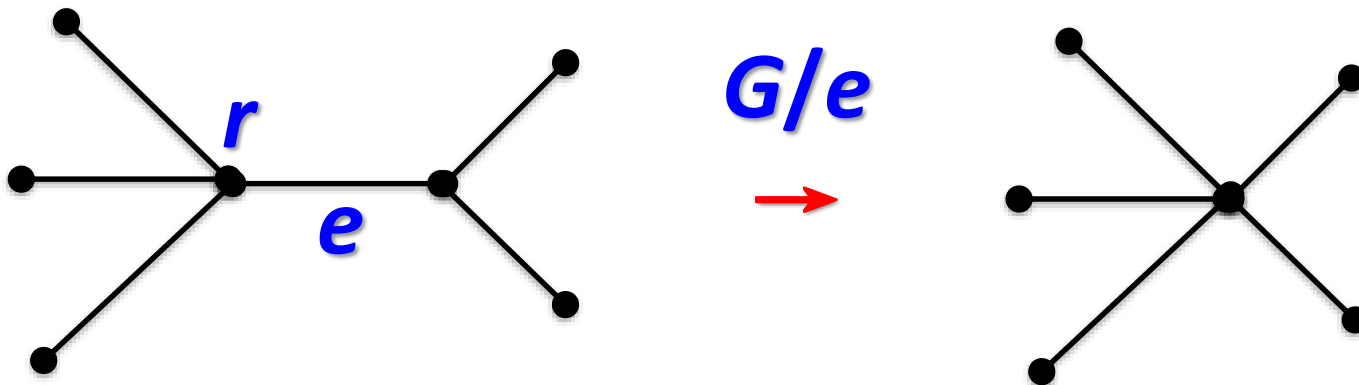
在生成树的构造过程中，图中 n 个顶点分属两个集合：已落在生成树上的顶点集 U 和尚未落在生成树上的顶点集 $V \setminus U$ ，则应在所有连接 U 中顶点和 $V \setminus U$ 中顶点的边中选取权值最小的边。



Theorem 2 A J-P tree is the best.

Proof idea. Use induction on $|V|$.

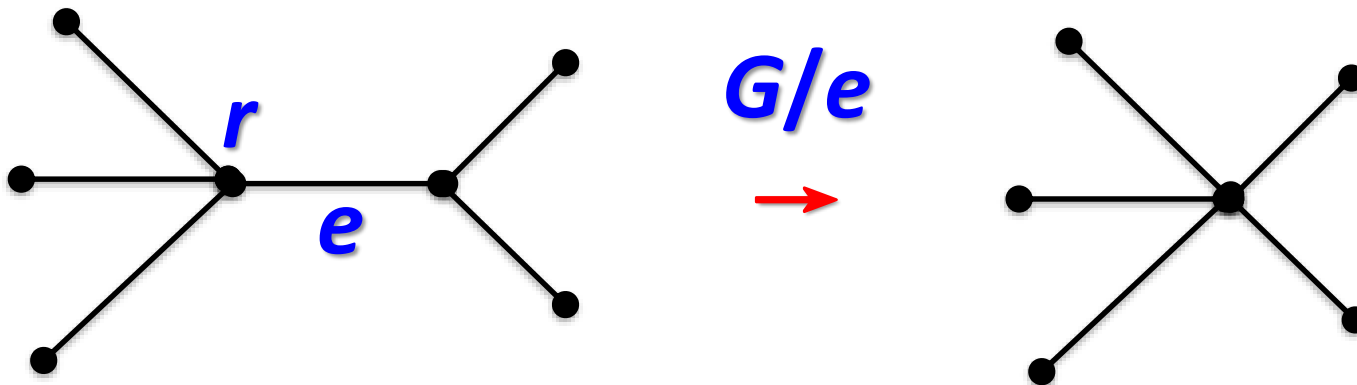
- Let T be a Jarník-Prim tree with root r .
- Let e be the **first** edge of T s.t. $c(e) \leq c(f)$ for all edges f incident with r .



Theorem 2 A J-P tree is the best.

Proof idea. Use induction on $|V|$.

- Is T/e a J-P tree of G/e ?
- **Yes**, it is.
- Is $T = T/e + e$ the best?
- **Unnecessary**, then when is it best?



Theorem 2 A J-P tree is the best.

Proof idea. Use induction on $|V|$.

- Is T/e a J-P tree of G/e ?
- **Yes**, it is.
- Is $T = T/e + e$ the best?
- **Unnecessary**, then when is it best?
- If an optimal tree $T^* \ni e$ in G , then T^*/e is also optimal in G/e (Why?), and $c(T) = c(e) + c(T/e) = c(e) + c(T^*/e) = c(T^*)$.

Theorem 2 A J-P tree is the best.

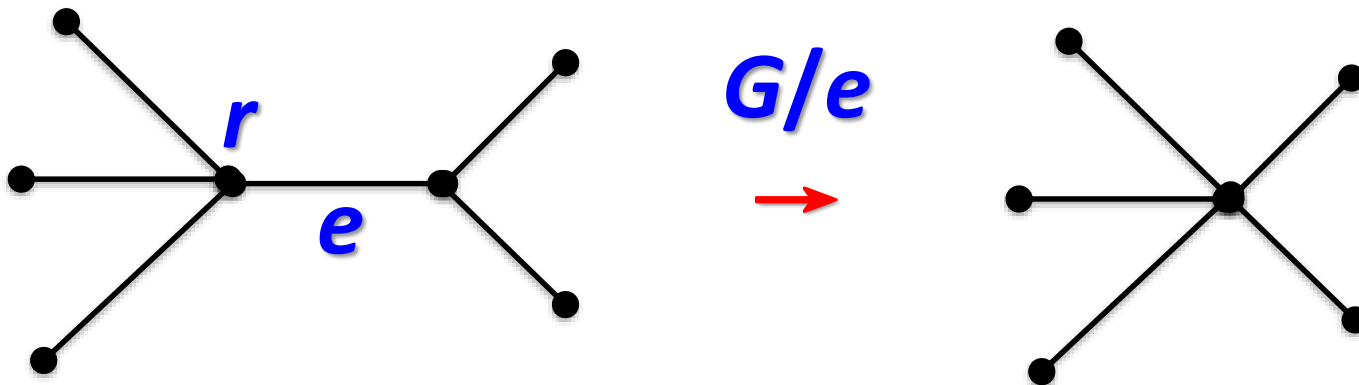
Proof. Use induction on $|V|$.

- Let T be a Jarník-Prim tree with root r .
- Let e be the **first** edge of T s.t. $c(e) \leq c(f)$ for all edges f incident with r .

Claim. Some optimal tree includes e .

- If T^* is an optimal tree but $e \notin T^*$, then $T^* + e$ contains a cycle C .
- Let f be the other edge of C incident with r . Clearly, $c(e) \leq c(f)$.

- Then $T' := T^* + e - f$ is a spanning tree and
- $c(T') = c(T^*) + c(e) - c(f) \leq c(T^*)$.
- So some optimal tree includes e .
- Then by induction, T/e is an optimal Jarník-Prim tree of G/e , and so is T of G .



9.2 The **T**raveling **S**alesman **P**roblem

- We have n towns in the plane.
- The **cost** of connecting any two is given.

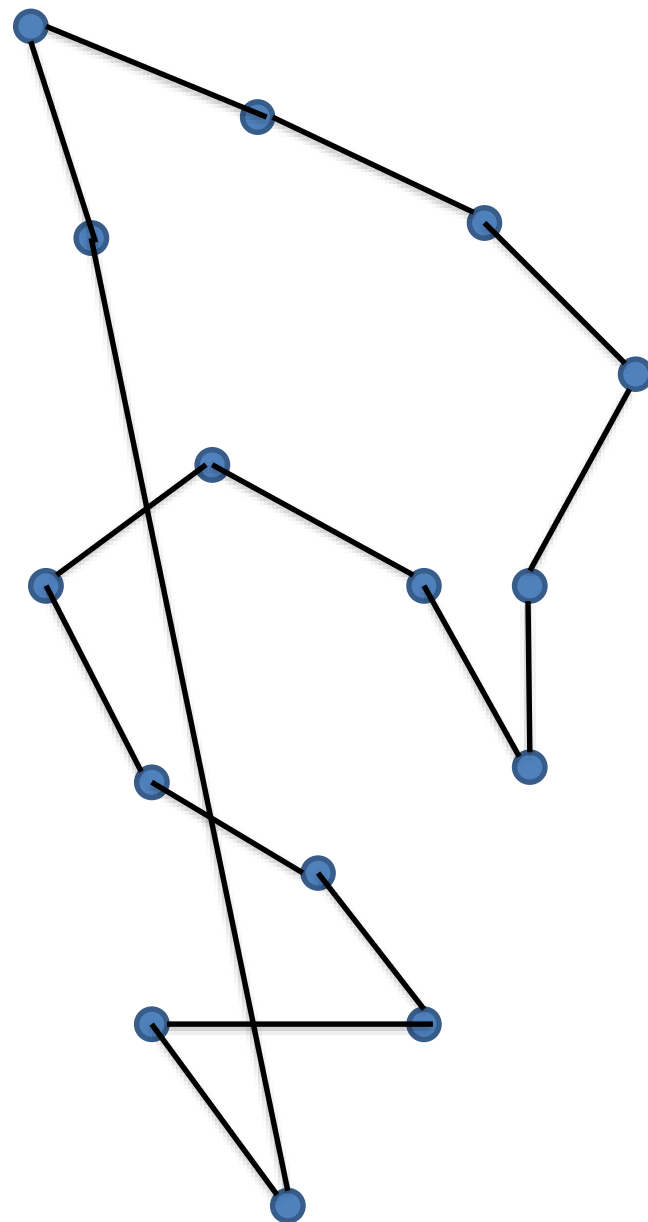
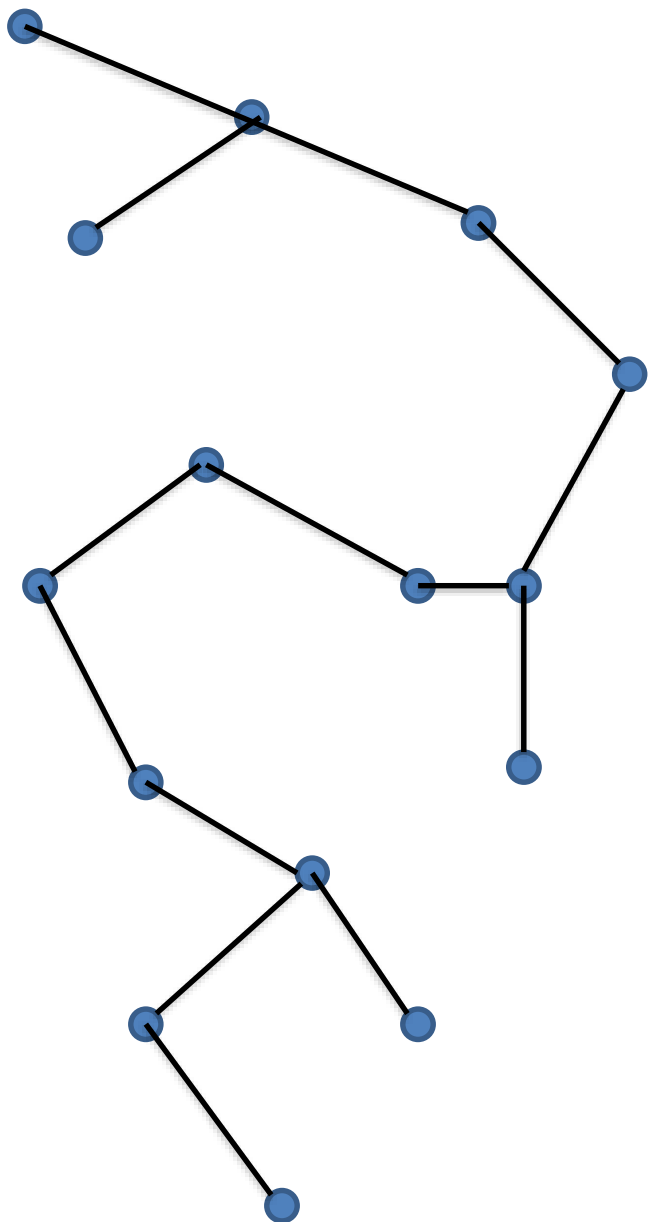
Aim: to find a Hamilton cycle with cost as small as possible.

The problem of whether a given graph is **Hamiltonian** can be reduced to the **TSP**.

- Define the cost of linking two nodes:
1 for adjacent nodes, **2** otherwise.

Tree Shortcut Algorithm

1. Find a cheapest spanning tree
2. Get a closed walk around the tree
3. Make shortcuts: If the walk takes from i to j to k , and j has been seen, the walk can directly go from i to k .
4. Doing (3) as long as we can ends up with a Hamilton cycle.



Theorem 9.2.1 If the costs in a Traveling Salesman Problem satisfy the triangle inequality $c(ij) + c(jk) \geq c(ik)$, then the Tree Shortcut Algorithm finds a tour that costs less than **twice** as much as the optimum tour.

Proof. The optimum cost: c^* ,

- The cost of the cheapest tree: $c(T)$,
- The cost of the walk: $c(\text{walk})$,
- The cost of our tour: $c(\text{tour})$,

$$c(\text{tour}) \leq c(\text{walk}) = 2c(T) \leq 2c^*.$$