

Mod 3

→

3.1 : Greedy

- Dijkstras (Single source shortest path)
- Knapsack
- Job Sequencing
- Ford fukerson method (Max flow)

* Dijkstras (for single source shortest path) $[O(V^2)] / [O(V \log V)]$

- ① Given a graph
- ② Create source | destination table
- ③ First all destination empty
- ④ Then keep choosing shortest dist node to source
- ⑤ Check & calculate from new perspective
- ⑥ Get a final graph of all nodes min dist.

* Knapsack $[O(n \log n)]$

- ① Given Profit, Weight & KS capacity
- ② Calculate P/W ratio & arrange in decreasing order
- ③ Keep adding weight to knapsack
if full can't be accommodated
 $\frac{\text{remaining capacity} \times \text{profit}}{\text{weight}}$
- ④ Get final profit

* Jobsequencing $[O(n \log n)]$

- ① Given Profit, deadline
- ② Max deadline → total Jobs to be sequenced
- ③ 0 1 2 3
- ④ Jobs to be arranged for max profit.

Note: deadline doesn't mean, job will take 2 months

It means, we can schedule either in first month or 2nd month.

* Ford Fulkerson method (for max flow)

- ① Given a graph with edgeweights, source & sink
- ② Trace every path from source to sink one by one
In each iteration choose min weight
Make a table of Augmenting Path | Bottleneck capacity
Use that min weight to block one edge every iteration
Repeat until all paths covered & no path left
- ③ Max flow = \sum Bottleneck capacity

→ 3.2 : Dynamic Programming

* OBST [$O(N^3)$]

- ① Given keys, frequency & numbers
- ② We create a matrix starting from 0 always
- ③ $l = j - i = 0$
directly frequency le skte (min)
fill in the matrix
- ④ $l = j - i = 1$
again directly
- ⑤ $l = j - i = 2$
for each $(-, -)$ there will be two trees get min freq
after totaling level \times freq
fill in the matrix but freq \leftarrow parent node number
- ⋮
- ⑥ $l = j - i = 4$ (serial no. max)

	0	1	2	3	4
0					
1					
2					
3					
4					

} for 4 keys

formula

$$c[i, j] = \min_{\text{all combs}} \{c[i, k-1] + c[k, j]\} + w(i, j)$$

- ⑥ finally draw the OBST

