

Algoritmi di printing

1)

PRINT-OPTIMAL-PARENS(s, i, j)

```
1  if  $i == j$ 
2      stampa " $A$ " $i$ 
3  else stampa "("
4      PRINT-OPTIMAL-PARENS( $s, i, s[i, j]$ )
5      PRINT-OPTIMAL-PARENS( $s, s[i, j] + 1, j$ )
6      stampa ")"
```

Algoritmo usato insieme
al matrix-chain-fldder

2)

PRINT-CUT-ROD-SOLUTION(p, n)

```
1  ( $r, s$ ) = EXTENDED-BOTTOM-UP-CUT-ROD( $p, n$ )
2  while  $n > 0$ 
3      print  $s[n]$ 
4       $n = n - s[n]$ 
```

Usato per le
rod-cut

3)

PRINT-ALL-PAIRS-SHORTEST-PATH(Π, i, j)

```
1  if  $i == j$ 
2      stampa  $i$ 
3  elseif  $\pi_{ij} == \text{NIL}$ 
4      stampa "non esiste un cammino da"  $i$  "a"  $j$ 
5  else PRINT-ALL-PAIRS-SHORTEST-PATH( $\Pi, i, \pi_{ij}$ )
6      stampa  $j$ 
```

Usato per
APSP

4)

PRINT-PATH(G, s, v)

```
1  if  $v == s$ 
2      stampa  $s$ 
3  elseif  $v.\pi == \text{NIL}$ 
4      stampa "non ci sono cammini da"  $s$  "a"  $v$ 
5  else PRINT-PATH( $G, s, v.\pi$ )
6      stampa  $v$ 
```

Usato per
grefi