

CSE 102 5-14-24

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- mid 2. Thurs. May 23
 - Project. Mon. May ~~20~~ 27

Principle of Optimality
or Optimal Substructure.

an optimal solution to any instance
is a combination of optimal sub-
instance solutions.

- coin change

$$C[i, j] = \min(C[i-1, j], 1 + C[i, j-d_i])$$

- Discrete Knapsack

$$V[i, j] = \max(V[i-1, j], v_i + V[i-1, j-w_i])$$

Graph Theory:

Problem 1:

Given a graph G and $u, v \in V(G)$, find a shortest $u-v$ path.

- what is length: $d(u, v)$
- what is the shortest path.

Problem 2

Given a graph G and $u, v \in V(G)$, find a longest $u-v$ Path.

• what is len. : $l(u, v)$

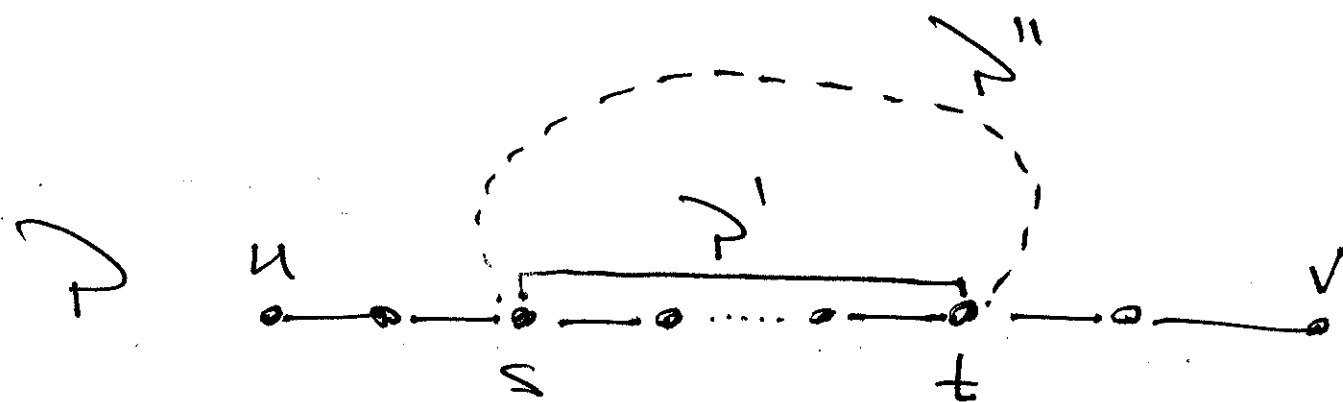
• " " the longest Path.

Lemma

Problem 1 exhibits optimal Substructure.
i.e. any subpath of a shortest Path
is a shortest Path.

Proof.

Let P be a shortest $u-v$
Path in G .



Let s and t be any 2 intermediate vertices. let P' be the sub-path from s to t . Assume P' is not a shortest $s-t$ path in G . Then there exists a shorter $s-t$ path, call it P'' .

Let Q be the $u-v$ path

$$Q: u \xrightarrow{P} s \xrightarrow{P''} t \xrightarrow{P} v$$

Then $\text{len}(P) - \text{len}(Q) = \text{len}(P') - \text{len}(P'') > 0$

$\therefore \text{len}(Q) < \text{len}(P)$, a \times



note: Problem 2 does not exhibit optimal substructure.


Procedure for Dynamic Programming Solutions.

1. characterize the structure of an opt. solution as consisting of a combination of opt. sub-instance solutions.
2. recursively define optimal solutions in terms of sub-instance solutions.
3. compute the value of an opt. solution in a bottom up fashion, i.e. fill in a table.

4. Construct an optimal solution by backtracking through the table in (3).

Ex. Matrix Chain Multiplication

$$\begin{array}{ccc}
 \text{Subinstance} & & \text{Subinstance} \\
 (A_1 A_2 \dots A_i) & (A_{i+1} \dots A_{n-1} A_n)
 \end{array}$$


 Split Point: i