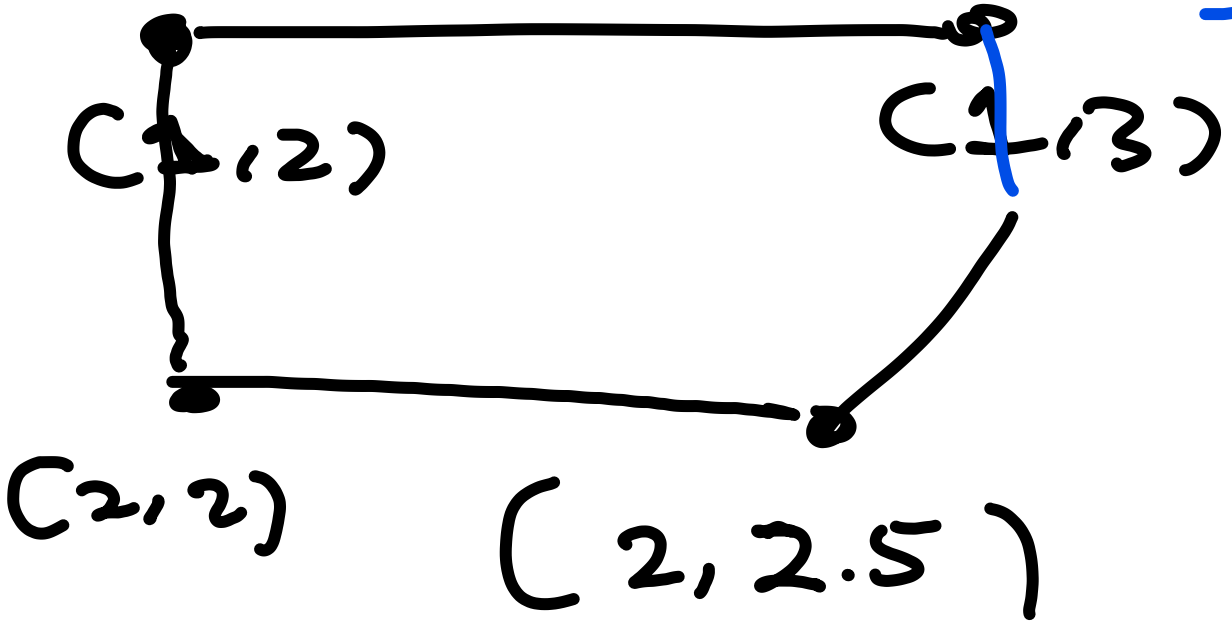
Seslab III

By Asdos Asdos Gamtenk

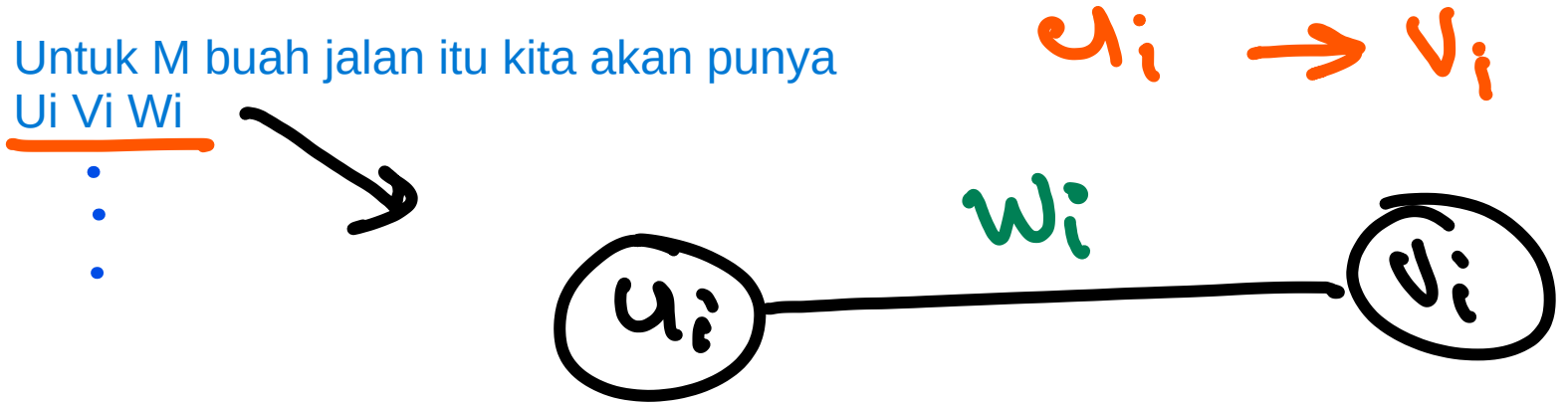


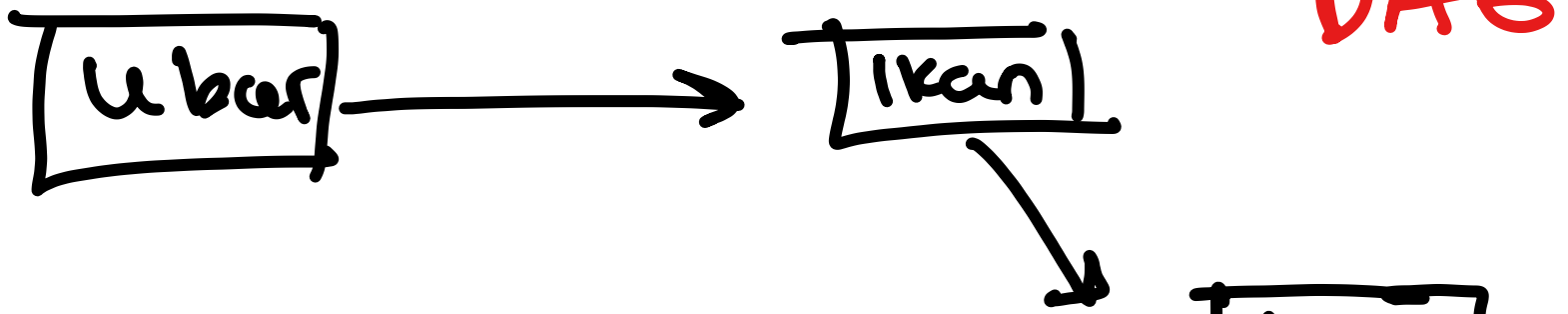
Resizing win

Polygon

N buah node => Kota, Orang,
M buah edge / jalan

Untuk M buah jalan itu kita akan punya
Ui Vi Wi





DAG

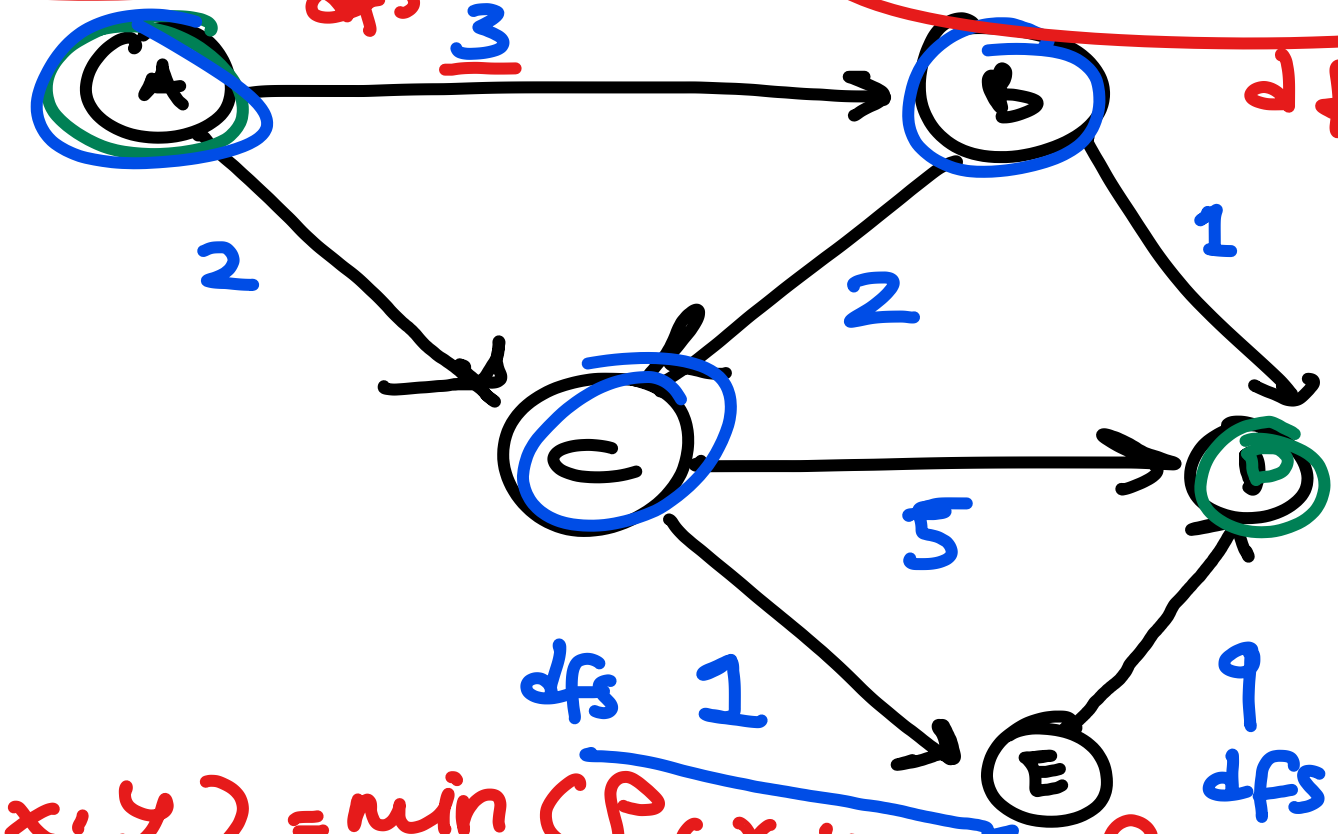
f(node) = min cost A → node

f(node) = Min (f(connection(node)) + cost[node])

dfs

dfs

* Directed Acyclic Graph (DAG)

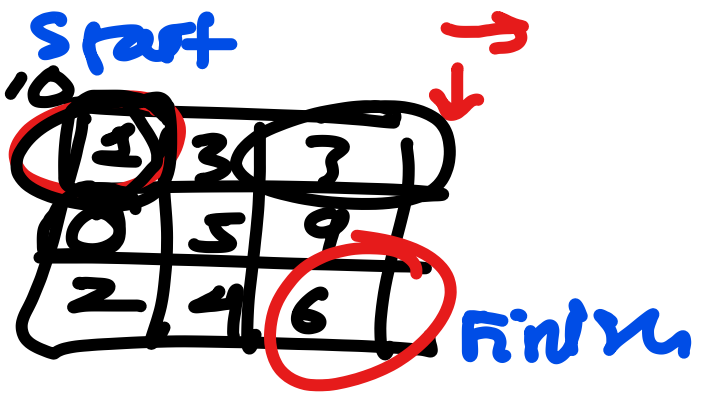


A → D

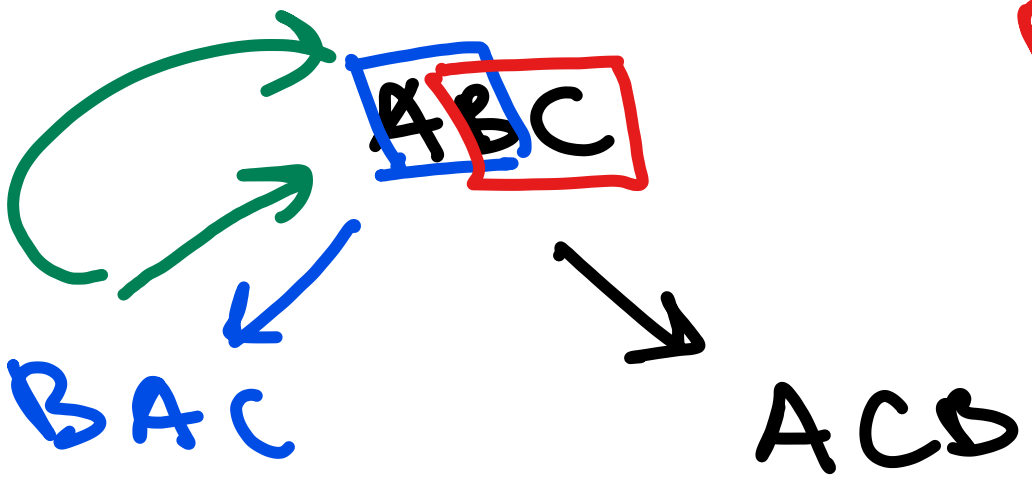
dfs + Greedy

f(x,y) = min (f(x,y-1), f(x-1,y)) + cost[x][y]

f(x,y) = min cost 0,0 to x,y



KING → KING, KNG, KGN, ...

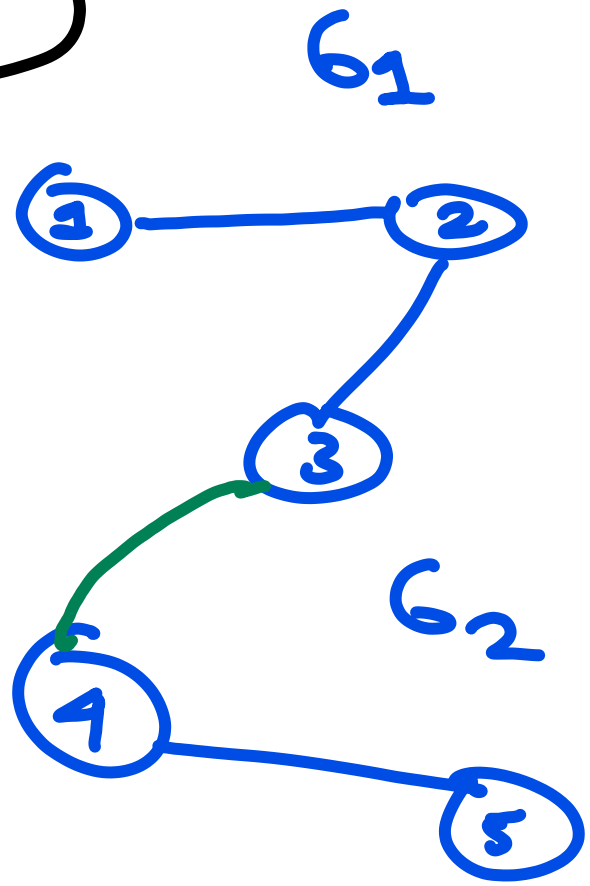


Perm(s)
Perm(s, i+1)
SwapC
Perm(s, ·

G_1 : { (1,2) , (2,3) }

G_2 : { (4,5) }

Join (3,4)



G_1 : { (1,2), (2,3),
(3,4), (4,5) }