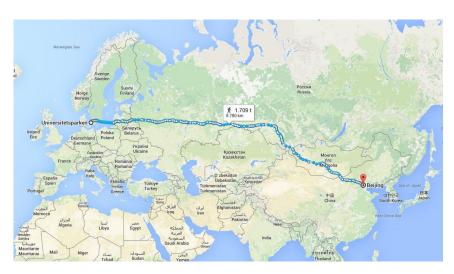
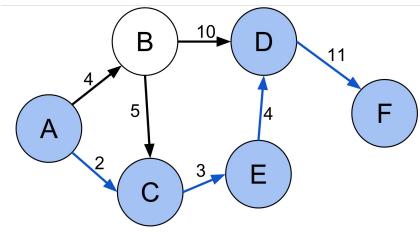




DMA 2016

Stefan Sommer, Department of Computer Science, UCPH 29/8 2016





Diskret Matematik og Algoritmer?

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Hvad er DMA?

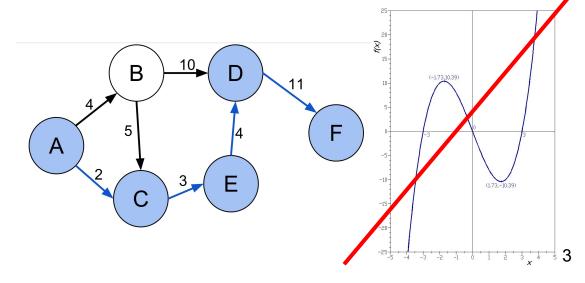
Algoritme: en præcis beskrivelse af instruktioner som leder til et ønsket mål

en avanceret opskrift

Diskret Matematik:

matematik der omhandler diskrete objekter - tal, logik, grafer, kombinationer - i modsætning til kontinuert matematik

```
function Dijkstra(Graph, source):
        dist[source] + 0
                                                  // Distance from source to source
        prev[source] - undefined
                                                  // Previous node in optimal path initialization
        create vertex set Q
                                                  // Initialization
        for each vertex v in Graph:
            if v ≠ source:
                                                  // v has not yet been removed from Q (unvisited nodes)
                 dist[v] ← INFINITY
                                                  // Unknown distance from source to v
11
                 prev[v] - UNDEFINED
                                                  // Previous node in optimal path from source
12
            add v to Q
                                                  // All nodes initially in Q (unvisited nodes)
13
14
        while Q is not empty:
15
            u ← vertex in Q with min dist[u]
                                                   // Source node in the first case
16
             remove u from Q
17
            for each neighbor v of u:
18
                                                  // where v is still in O.
19
                 alt \leftarrow dist[u] + length(u, v)
20
                 if alt < dist[v]:</pre>
                                                  // A shorter path to v has been found
21
                     dist[v] \leftarrow alt
22
                     prev[v] \leftarrow u
23
        return dist[], prev[]
```



Dijkstras Algoritme

```
DIJKSTRA(G, w, s)

1 INITIALIZE-SINGLE-SOURCE(G, s)

2 S = \emptyset

3 Q = G.V

4 while Q \neq \emptyset

5 u = \text{EXTRACT-MIN}(Q)

6 S = S \cup \{u\}

7 for each vertex v \in G.Adj[u]

8 RELAX(u, v, w)
```

DMA vil (blandt andet) indeholde

- algoritmer
- pseudokode
- diskrete matematiske objekter
- beviser for korrekthed
- typer af algoritmer
- kompleksitet

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Store Grafer



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Hvem er DMA?

jer!

Stefan Sommer (kursusansvarlig)

Søren Eilers

Stephen Alstrup



Jacob Evald, Jens Emil Østergaard Laursen, Henrik Thomsen, Asger Andersen, Amalie Vangekjær Christensen, Jonas Rudloff, Stefan Friis Tofte, Pernille Julie Viuff Sand, Eric Zou

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Velkommen!

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