

LeetCode Contest Dec 9

Question 4

Problem Definition

Given:

- Set of shops (“branches”)
- Length of roads between these shops
- An integer maxDistance

Find the set of all possible sets of shops you can close to make it such that ***no two shops are more than maxDistance apart.***

Brute Force

1. Generate all possible ***combinations*** of nodes
 2. Check each combination to see if it's valid via the shortest path algorithm
- Power set
 - Floyd-Warshall
 - Slow??? (to run) -> Big-O complexity $O(2^n * n^3)$
 - *(but VERY fast to write!)*

Dynamic Programming

1. Generate combinations as a ***tree***.
 2. Each branch adds a new node – update matrix ***incrementally***
- Uses an inefficiency in the brute force method
 - Fast to run (100x faster!)
 - Slow to write

Soln 1: Brute Force (Pseudo-code)

```
all_combos = powerset(n)  # {(), (0), (1) ... (1,2), (2,3)}
```

```
for group in all_combos:
```

```
    # calculate the shortest paths from all vertices  
    #     - Floyd-Warshall algorithm
```

```
    # check if any two vertices are > maxDistance
```

```
    for a in group:
```

```
        for b in group:
```

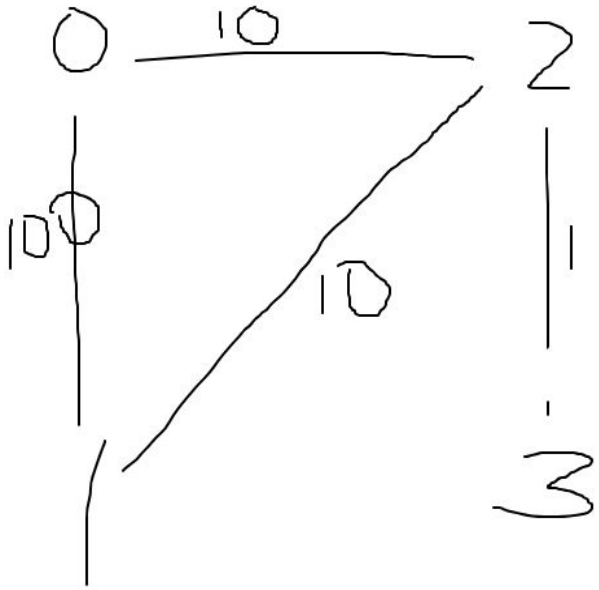
```
            if distance(a, b) > maxDistance:
```

```
                valid = False
```

```
if valid:
```

```
    # Add group to the set of 'good' groups
```

Soln 1: Brute Force (Adjacency matrix)

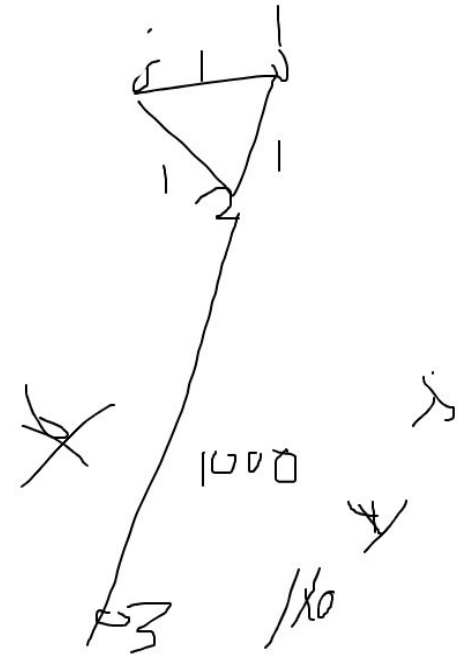
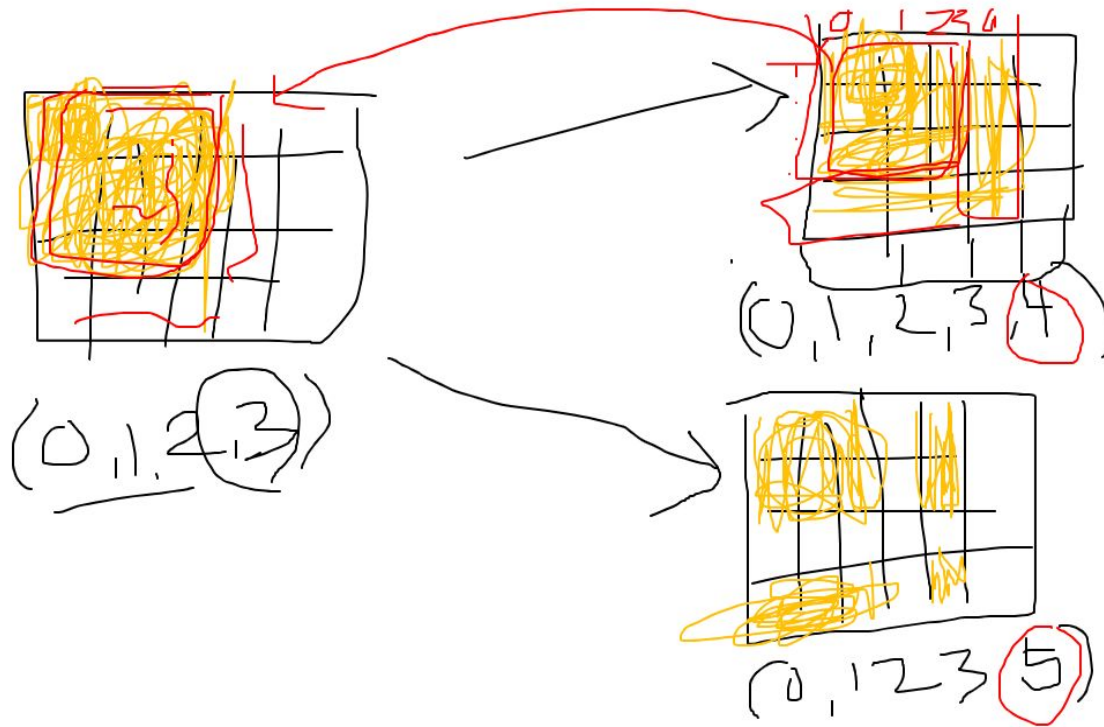


	0	1	2	3
0	0	100	10	x
1	100	0	10	11
2	10	10	0	1
3	x	11	1	0

Soln 2: Dynamic Programming (Pseudo-code)

1. Start from {}
2. Pick a node n that makes a valid graph when added
3. Set is now $\{n\}$
4. Update the matrix to include n 's neighbors
5. Explore:
 - a. All groups with n
 - b. All groups without n

Soln 2: Dynamic Programming



Soln 2: Dynamic Programming

- Exploits two inefficiencies with the brute force method:
 - Calculates shortest path faster. Instead of starting from scratch, we update the previous adjacency matrix with just one more node
 - Invalid groups are dropped early. For instance, if $\{1,2,3\}$ is invalid, and there is no new node that makes it valid, we never explore the rest of the sub-tree

Assumes that adding one node at a time will either result in a valid group, else any combination containing the group is invalid!