

Algorithms: Design and Analysis, Part II

Exact Algorithms for NP-Complete Problems

A Dynamic
Programming
Algorithm for TSP

## The Subproblems

Moral of last villo: to exforce constraint that each vertex visited exactly once, need to remember the identities of vertices risited in a subproblem. Ebut not the order in which they 're visited] Subposeurs: For every destination jeslis, ---, us, every subset SE S1,2, ---, n3 that contains I and i, let Lsi = minimum length of a path from 1 to j that visits precisely the vertices of S [exactly once each]

## **Optimal Substructure**

Optimal Substructure Lemma: Let P be a shortest path from 1 to j that visits the vertices S) Lexactly Ohce each]. It last hop of P is (4is), then P'is a shortest path from I to k that visits every vertex of S-Eis exactly on a. Eprost = straightbroad "cottposte"] Corresponding Recurrence: Ls.; = min Ls.; = kes Ls.isi,k + Cki ["site" of supproblem = 151]

## A Dynamic Programming Algorithm

Let A=2-D array, indexed by subsets S s {1,2,--, in} that contain I and destinations j c {1,2,--, in}.

Base case: ACS, 1] = { +100 otherwise [no way to avoid viciting vertex (twice)

For m= 2,3,4, ---, n: [m=subproblem size] Vertex (twice)

For each get SS{1,2,-, in 3 of size in that contains 1:

For each jes, j+1:

A[S;j] = min (AB-s;j, k) + Ck; }

Return min { A[{1,2,3, ... in}, i] + (i)} "is the every board on the second of the sec

D("3"). O(")

# of 5 of bordens problem

- O(n2). O(n)

- O(n2). O(n)