

and edges change when going from T' to T.)

Ut when a tree created by

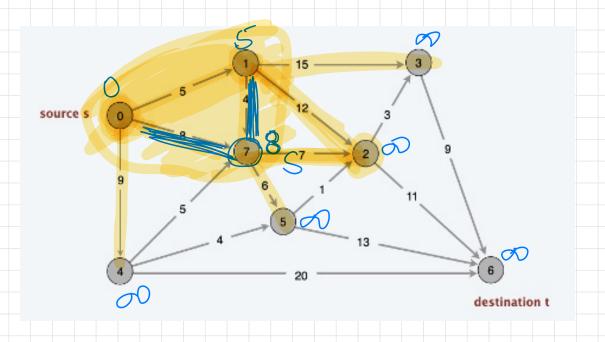
removing a leaf hode v from T.

Whas fewer hodes tran T, so by

It was edges.

unen I add V back tow to # nodes: op by 1 # edges: up by 1 # nodes is I more man # edges

Greedy Algorimus make pre best local decision Lget an optimal global solution easy to design, but not always example Gale-Shapley -Topo 5007 Single-Pair shortest Pams (u,v) = lengm/ weign+ of edge X (1,3) = (5



$$d(0) + l(0, v) min^{\frac{1}{2}}$$

$$d(1) - d(0) + l(0, v) = 0 + 5$$

$$possible v = U, 7, 2, 3$$

$$d(u) + l(u, v)$$

$$d(0) + l(0, 7) = 0 + 8 = 8$$

$$d(1) + l(1, 7) = 5 + 4 = 9$$

5044 le s = 0 target l = 6 unat is its weight /length? 9+4+1+11=25 BadGreedy (directed weighted graph Gr, sources, target t), Start Com S choose shortest edge keep going vistil I reach t Dijkstra (G, 5, t): set deu) for all u eV to set d(s) to 0 Ut S be me set of nocles w/ at 00 unile SIV: find v&S that: · hus an edge out of S · minimizes d(u) + l(u,u) add v +0 S, set d(v) to d(u)+ l(u,v)