

percorsi semplici



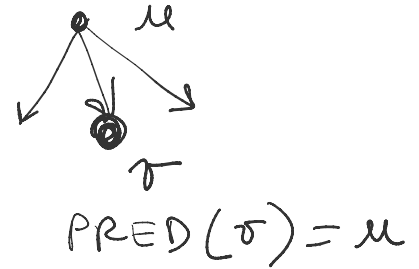
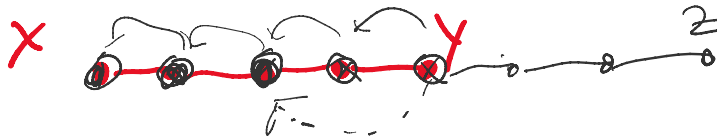
DFS percorso

$X \rightsquigarrow Y$

← calcolare anche il PRED

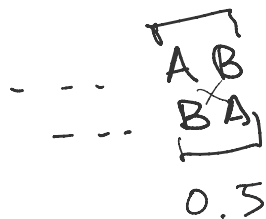
DFS percorso

$Y \rightsquigarrow Z$



EDIT DISTANCE

- mismatch 1
- carattere in più 1
- carattere in meno 1
- inversione 0.5



$X = \widehat{L} \widehat{A} \widehat{S} \widehat{T} \widehat{R} \widehat{A}$
 $Y = \widehat{S} \widehat{A} \widehat{R} \widehat{T} \widehat{A}$

$$M[0, j] = j$$

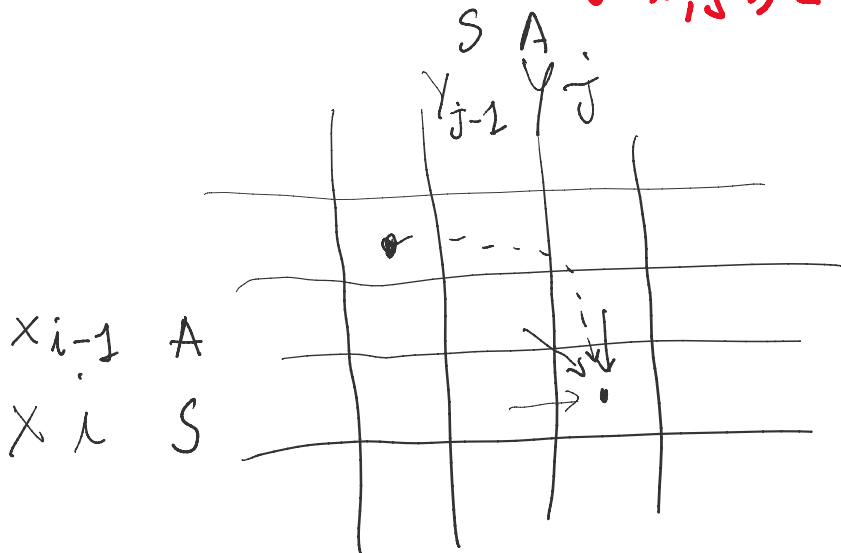
$$M[i, 0] = i$$

$$p_{ij} = \begin{cases} 0 & \text{se } x_i = y_j \\ 1 & \text{se } x_i \neq y_j \end{cases}$$

$$\left\{ \begin{array}{l} M[i-1, j-1] + p_{ij} \\ M[i, j-1] + 1 \end{array} \right.$$

$$M[i, j] = \min \left\{ \begin{array}{l} M[i, j-1] + 1 \\ M[i-1, j] + 1 \\ M[i-2, j-2] + 0.5 \end{array} \right.$$

for $i, j \geq 2$ & & $x_i = y_{j-1}$ & & $x_{i-1} = y_j$

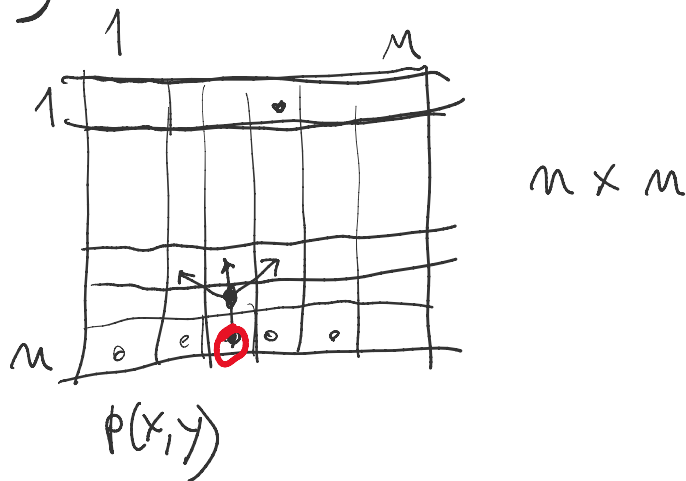


	\emptyset	y_{j-1}	y_j	\dots	\dots	
X		S	A	R	T	A
\emptyset	\emptyset	1	2	3	4	5
L	1	1	2	3	4	5
A	2	2	1	2	3	4
x_{i-1} S	3	2	1.5	2	3	4
x_i T	4	3	2.5	2.5	2	3
R	5	4	3.5	2.5	2	3
A	6	5	4	3.5	3	2

LASTRA
 LISARTA

 1 0.5 0.5 = 2

Es. 3

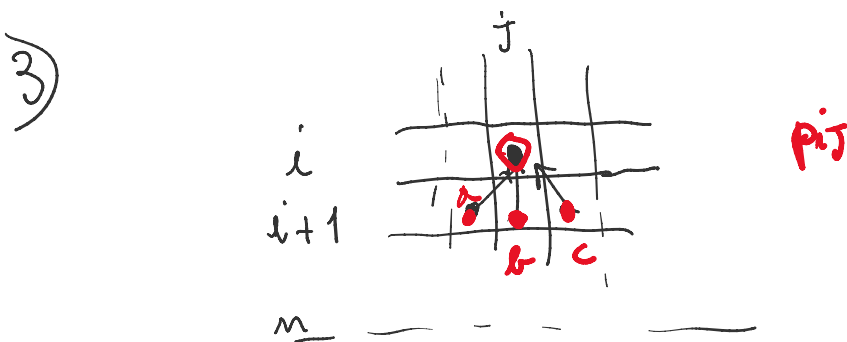


1) Definire il problema generale e il sottoproblema nello stesso modo

$M[i, j] = \max$ profitto arrivando alla casella (i, j)

$$\max M[1, j] \quad 1 \leq j \leq n$$

2) $M[n, j] = P[n, j]$ condizioni iniz.



$$M[i, j] = \max (a, b, c) + P_{ij}$$

4) $M[1..n, 1..n]$

$a > \dots < b, c$

01-Zaino_{OTT} $S' \subseteq S$

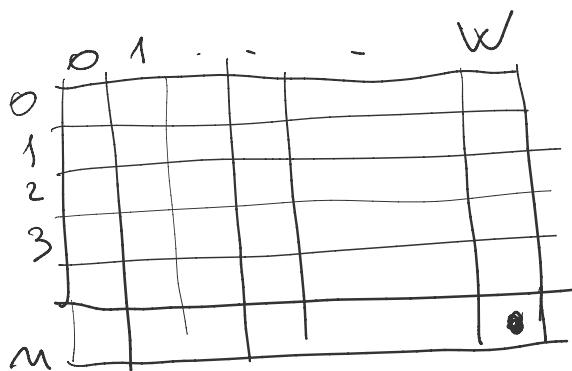
$p_1 \dots p_n$

$v_1 \dots v_n$ W

$$\sum_{v_i \in S'} v_i \leq W$$

$$\sum_{p_i \in S'} p_i \text{ max}$$

$\Theta(n \cdot W)$



Z

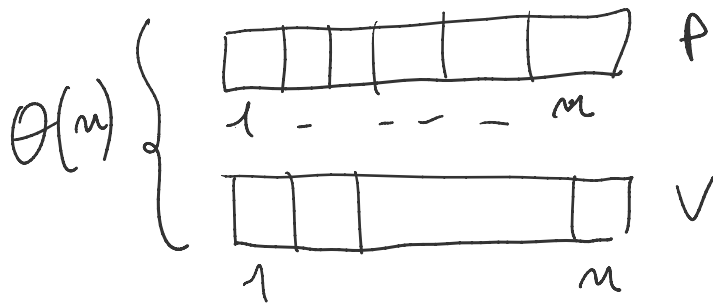
Z_{ij} il valore di una soluzione
che considera i primi i oggetti
e peso $\leq j$.

ZAINO_{OTT} è NP-hard

Alg. di Progr. Dinamica è pseudo-poli-
nomiale.

dimensioni dei dati

n



W ?

$W = 1000'000$
 $7 \text{ cifre} \equiv \log_{10} 1000'000$

Zerico($P, V, \log W$)

$\Theta(n) + \Theta(\log W)$ dimensione dati

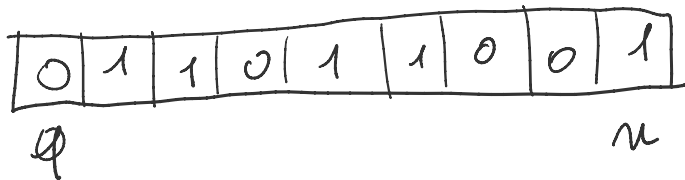
$\Theta(n \cdot W)$

$\log_{10} W = t$
 $W = 10^t$

W è esponenziale rispetto a $\log W$.

Test di primalità

PARTIZIONE è NP-completo



se $b_i = 0 \rightarrow a_i \in A'$
 $b_i = 1 \rightarrow a_i \in A - A'$

A
 $A' \text{ e } A - A'$
 \uparrow
 $\sum_{A'} a_i = \sum_{A - A'} a_i = \sum_A a_i / 2$

PARTIZIONE (A)

GENERABINARIE

Somma = 0;

(B, ϕ , A, s)

somme = 0;

for (i=1, i ≤ n, i++) somme = somme + A[i];

if (somme % 2 != 0) * failure *

S = somme / 2;

Genero Brionie (B, 0, A, s)

* failure *

All'interno di Genero Brionie

E labore (B, A, s)

Partizione ∈ NP

somme_B = 0;

for (i=1; i ≤ n; i++)

somme_B = somme_B + A[i] * B[i];

if (somme_B == s) * success *

il comando * success * arresta la
computazione decretando che esiste una
soluzione

il comando * failure * arresta dichiarando
che la sol. non esiste

$$T(n) = O(2^n \cdot n)$$

Genera Binaria (B, i, n) $GB(B, 0, n)$

if $(i == n)$ Elaborare (B, n)

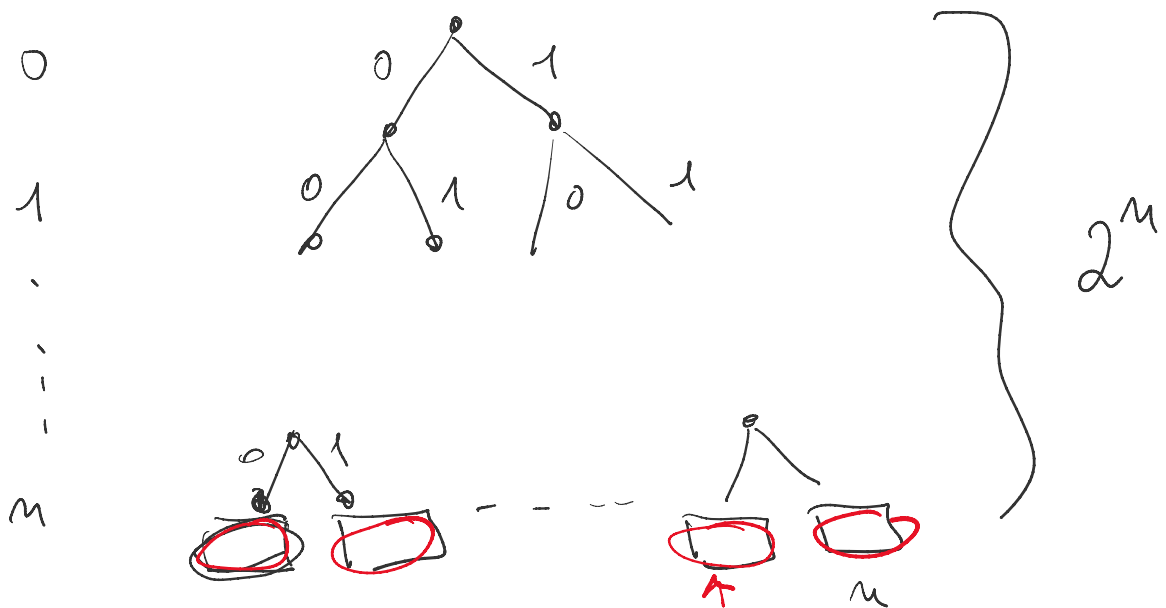
else {

$B[i] = 0;$

Genera Binaria $(B, i+1, n);$

$B[i] = 1;$

Genera Binaria $(B, i+1, n);$
}



$$\left. \begin{array}{l} T(i) = 2T[i] + \Theta(1) \\ T(n) = \Theta(n) \end{array} \right\} \Theta(2^n)$$

PARTIZIONE \in NP ? si

perché Elaborare \equiv Verifica \bar{e} $\Theta(n)$

DIMOSTRARE che K -CLIQUE $\in NP$
 $G=(V, E)$ $G'=(V', E')$: $V' \subseteq V = |V'| = K$, $E \subseteq E'$ è una clique
 Verifica Clique (G, b) $b[i] = 1$ se $i \in V'$
 $num = 0$

```

for (i = 1, i <= n, i++)
  if (b[i] == 1) num++;
if (num != K) return false;

```

```

for (i = 1, i <= n, i++)
  for (j = 1, j < n, j++) {
    if (b[i] == 1 && b[j]) {
      if (A[i, j] == 0) return "failure"
    }
  }
}
return true;

```

$\Theta(n \cdot n)$

