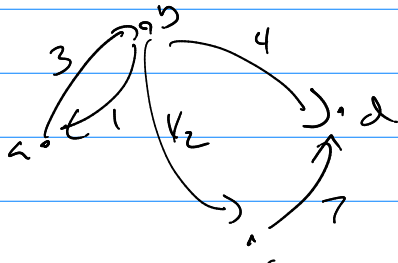


# Math 322

10/6

Weighted Graphs:  $G = (V, E)$  adds  $w(e)$  weight function.



$$w((a,b)) = 3$$

$$w((b,a)) = 1$$

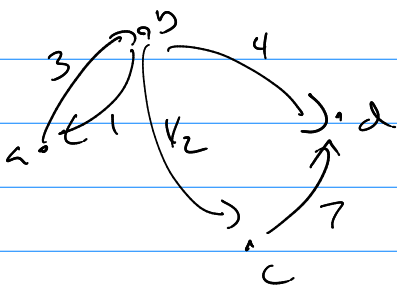
$$\Rightarrow A_G = \begin{bmatrix} 0 & 3 & 0 & 0 \\ 1 & 0 & 2 & 4 \\ 0 & 0 & 0 & 7 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

no edge

$$\text{or } A_G = \begin{bmatrix} Inf & 3 & Inf & Inf \\ 1 & Inf & 2 & 4 \\ Inf & Inf & Inf & 7 \\ Inf & Inf & Inf & Inf \end{bmatrix}$$

"length of path" becomes "total weight of path"

(ex)

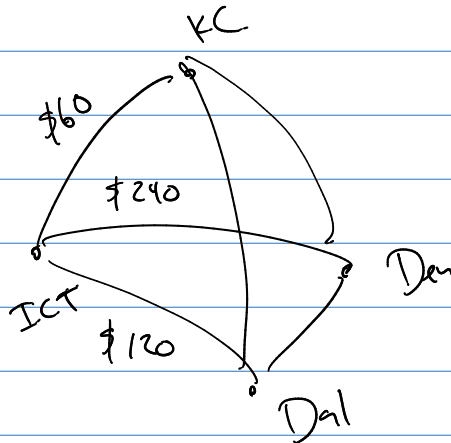


$$a, b, c, d$$

$$\text{length} = 10.5$$

Making weighted graphs:

(1) cost



(2) time

Fan incidence matrix

|       |       |       |       |         |
|-------|-------|-------|-------|---------|
|       | $C_1$ | $C_2$ | $C_3$ |         |
| $P_1$ | 1     | 1     | 1     | = $M_G$ |
| $P_2$ | 0     | 1     | 0     |         |
| $P_3$ | 1     | 0     | 1     |         |
| $P_4$ | 1     | 0     | 0     |         |

$M_G M^T$

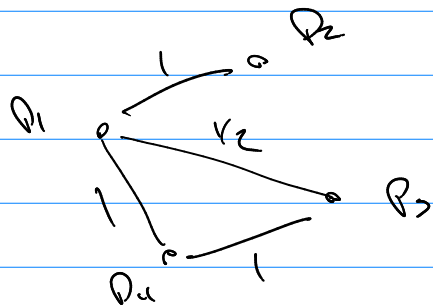
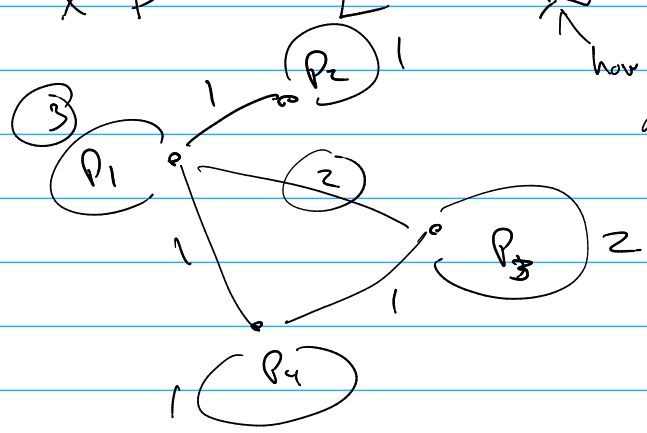
$$\begin{bmatrix} 1 & 1 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 1 & 1 \\ 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 3 & 1 & 2 & 1 \\ 1 & 1 & 0 & 0 \\ 2 & 0 & 2 & 1 \\ 1 & 0 & 1 & 1 \end{bmatrix}$$

$P \times C$        $C \times P$

how many clubs are you in

$W_G =$

$$\begin{bmatrix} 1 & 1 & .5 & 1 \\ 1 & 1 & 1 & 1 \\ .5 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{bmatrix}$$



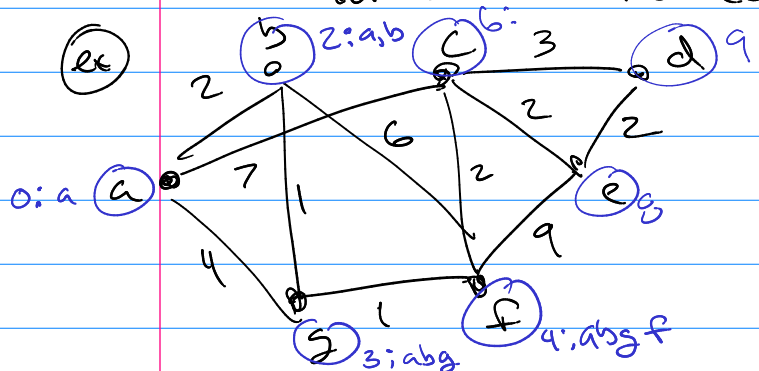
Path  $P_1, P_2, P_1, P_4, P_3 = 4$   
 $P_1, P_3 = 1/2$

Uses

① Shortest = lowest cost path from  $V_1$  to  $V_6$

Dijkstra's Algorithm

This finds costs and paths of least cost from  $\rightarrow$  gives 1st vertex and then sorts all other vertices in inc. cost.



Start @ a

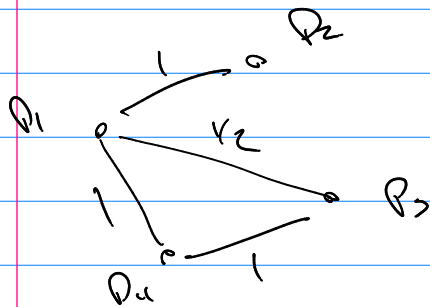
|    |   |                 |
|----|---|-----------------|
| a: | 0 | : a             |
| b: | 2 | : a, b          |
| c: | 6 | : a, b, c       |
| d: | 9 | : a, b, c, d    |
| e: | 8 | : a, b, c, d, e |
| f: | 4 | : a, b, c, f    |

Sorted

|      |   |
|------|---|
| a, c | 7 |
| b, f | 8 |
| d, e | 9 |

→ Dijkstra's is  $O(n^2)$  computational cost

Use  $\textcircled{\text{ex}}$  person x person example above --



Applications, ① run Dijkstra for all vertices.

$P_1 \rightarrow$  table

$P_2 \rightarrow$  table

$P_3 \rightarrow$  table

$P_4 \rightarrow$  table

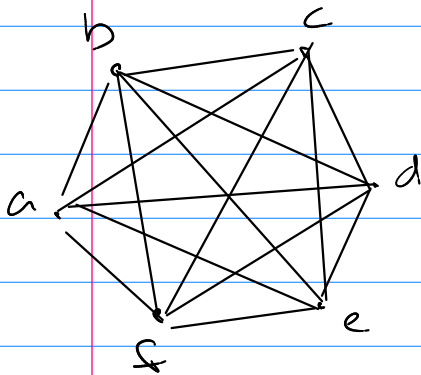
② for all tables how many times

is some  $P_i$  in the paths of least cost?

③ sum all the times  $P_i$  is in a least path.

Traveling Salesman

$K_n$  weighted graph



$\deg(v) = 5 \geq \frac{6}{2}$  ① by Dirac's we have a Hamiltonian circuit.

② But b/c  $K_n$  has every vertex connected to every vertex then there are

$(n-1)!$  Hamiltonian Circuits

$K_6$   $|V| = 6$   
 $|E| = 15$

So  $K_6$  has  $5! = 5 \cdot 4 \cdot 3 \cdot 2 \cdot 1 = 120$

③ Note: if you say  $a, b, c, d, e, f, a = a, f, e, d, c, b, a$

then  $\frac{(n-1)!}{2}$  unique Hamiltonian circuits

so  $K_6$  has  $\frac{5!}{2} = 60$  unique circuits.

traveling Salesman problem is of the  $\frac{(n-1)!}{2}$  unig hamilton circuits in a  $K_n$  weighted graph is find least cost.

b/c unig. and cost of one does not say anything about another hamilton circuit we must know all.

Approximation:  $(\text{real ans}) \leq \boxed{\text{approx}} \leq C(\text{real ans})$

algorithm that gives a triangular boundry. in Polynomial time.

## Problems and Computational Time

