

Shortest path (Dyn. Prog)

$$(d_{ij}) \text{ where } d_{ij} = \begin{cases} \text{length of edge } (i,j) & \text{if } (i,j) \text{ is an edge} \\ 0 & \text{if } i=j \\ \infty & \text{if } (i,j) \text{ not an edge, } i \neq j \end{cases}$$

Problem is to construct a sequence of vertices

$$x_0, x_1, x_2, \dots, x_k, x_{k+1} \text{ st. } \sum_{i=0}^k x_i x_{i+1} \text{ is minimal.}$$

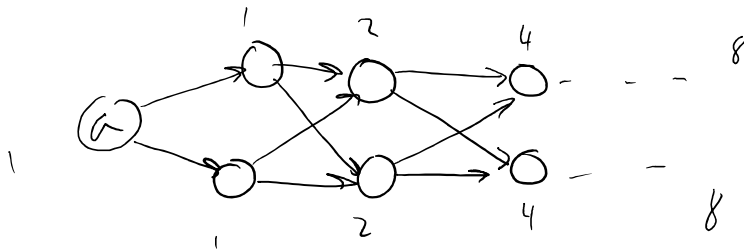
options for x_i are nodes which have an edge from starting node

let $P(x)$ denote the problem of finding shortest distance

from x to v , $f(x)$ distance from x to v .

$$f(x) = \min \{ d(x,y) + f(y) : (x,y) \in E \} \text{ if } x \neq v \text{ and } \text{out-deg}(x) \neq 0.$$

$$f(x) = \begin{cases} 0 & \text{if } x=v \\ \infty & \text{if } v \neq x \text{ and } \text{out-deg}(x) = 0. \end{cases}$$



how to eliminate redundancy

'Shortest' is called $O(|E|)$ time.