

## 4. GREEDY ALGORITHMS

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- ▶ *Edmonds branching algorithm demo*

Lecture slides by Kevin Wayne

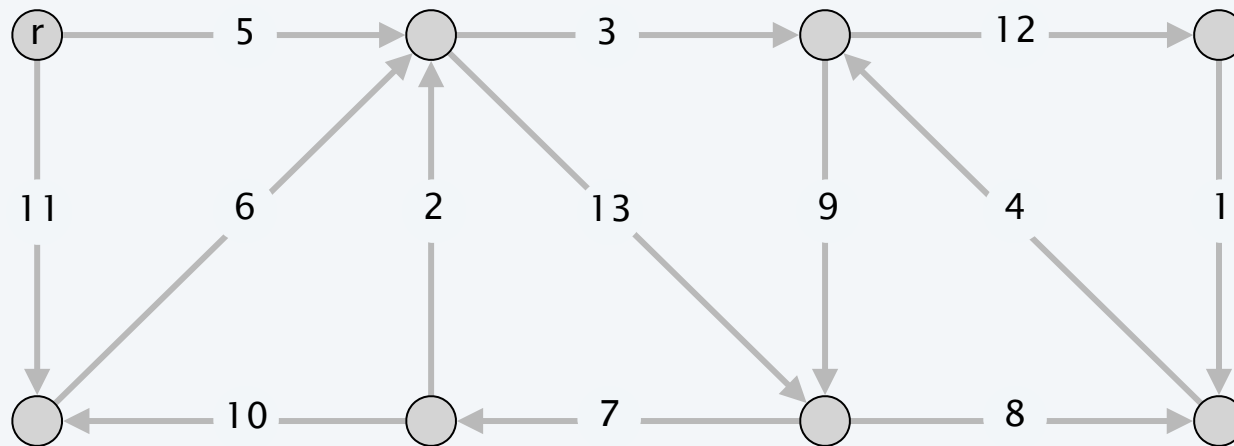
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<http://www.cs.princeton.edu/~wayne/kleinberg-tardos>

# Edmonds branching algorithm demo

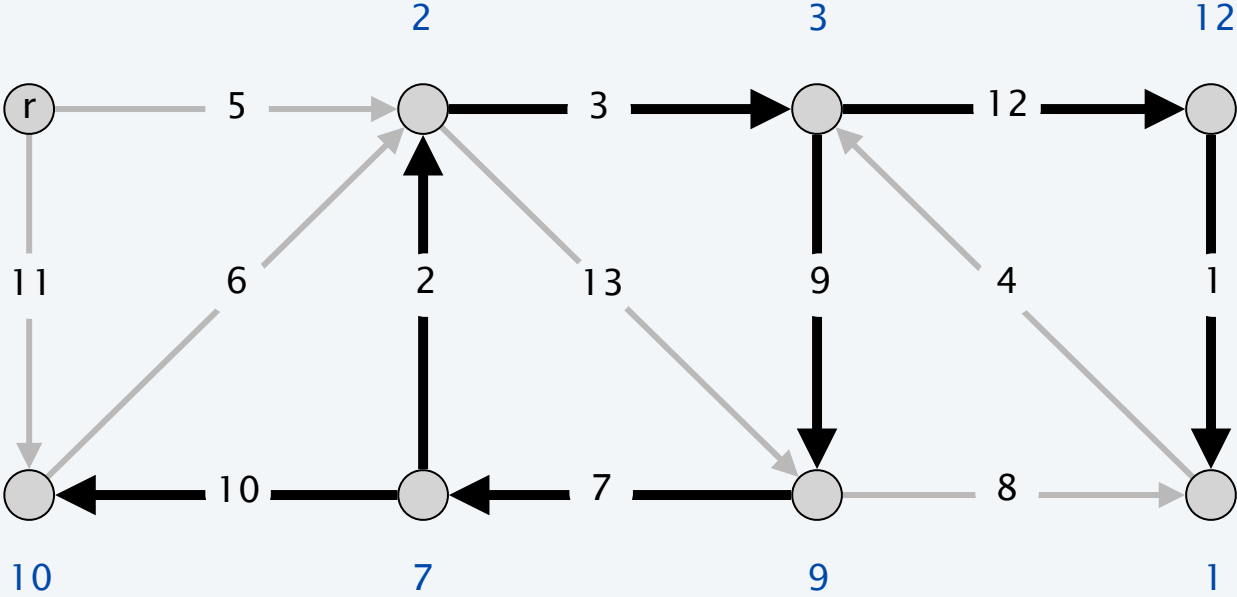
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input digraph  $G = (V, E)$



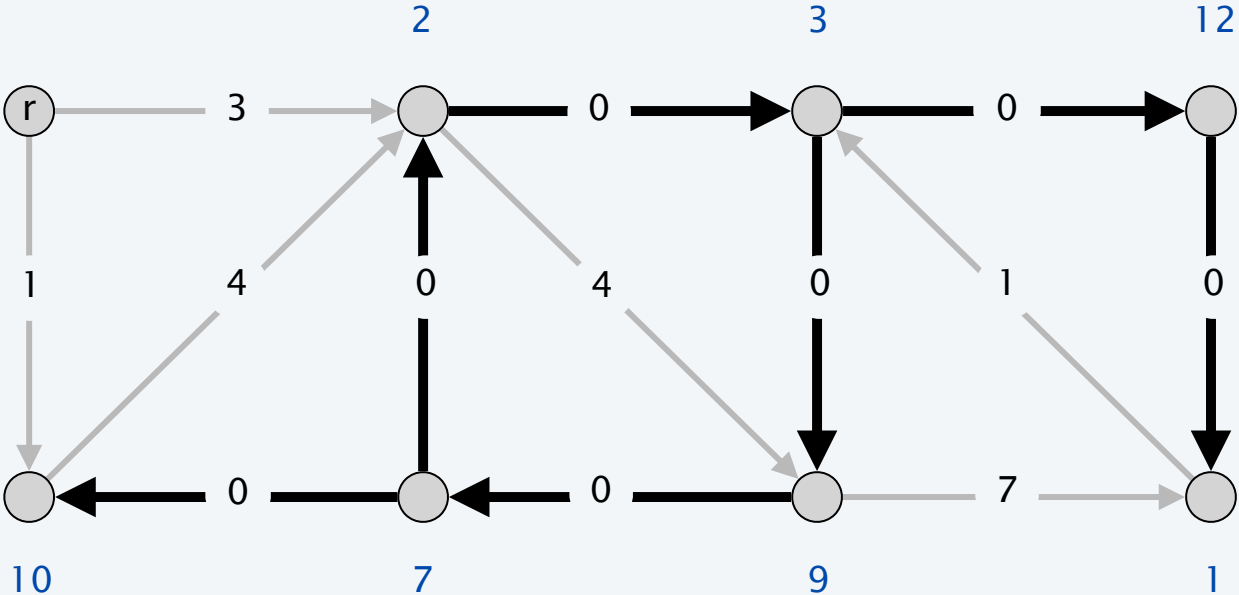
# Edmonds branching algorithm demo

Phase 1: find cheapest edge entering each node



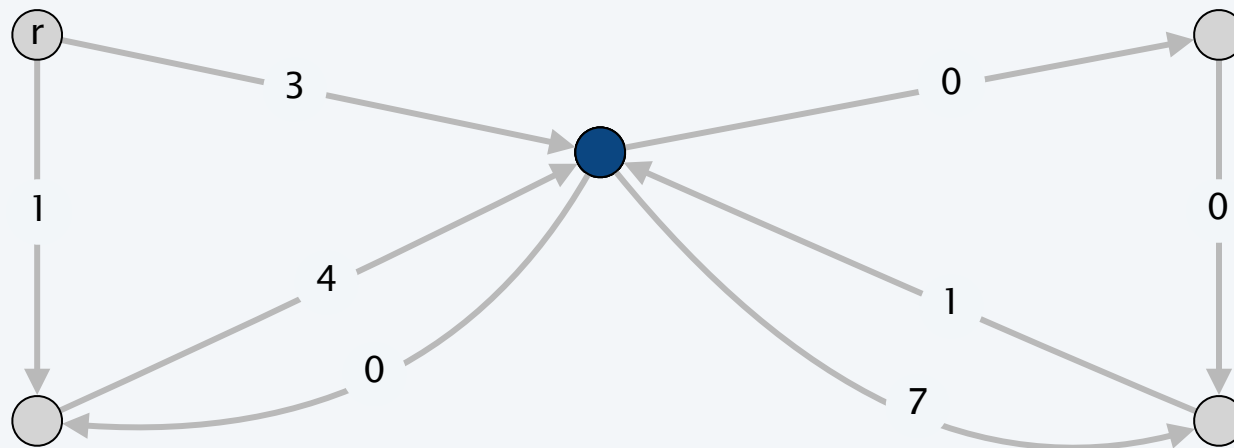
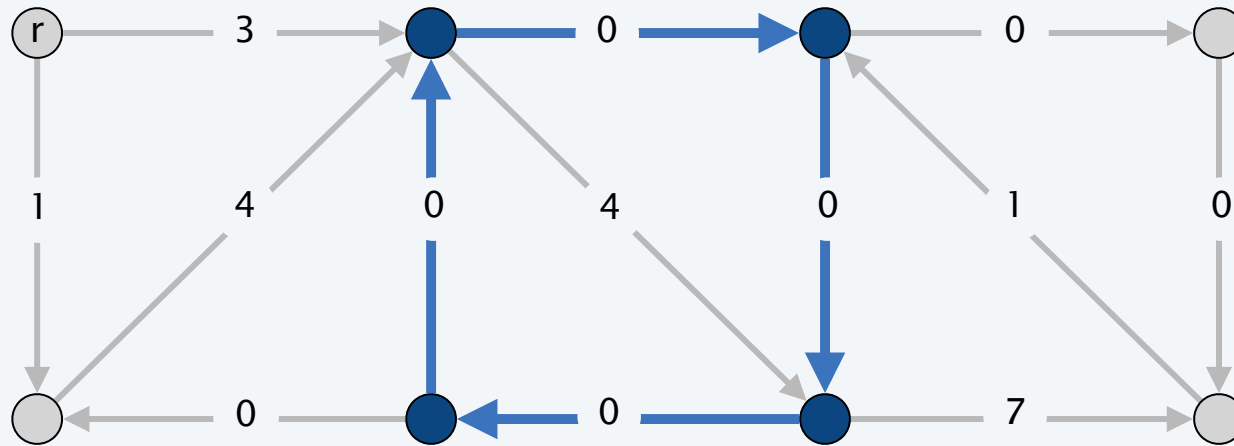
# Edmonds branching algorithm demo

Phase 1: replace costs with reduced costs



# Edmonds branching algorithm demo

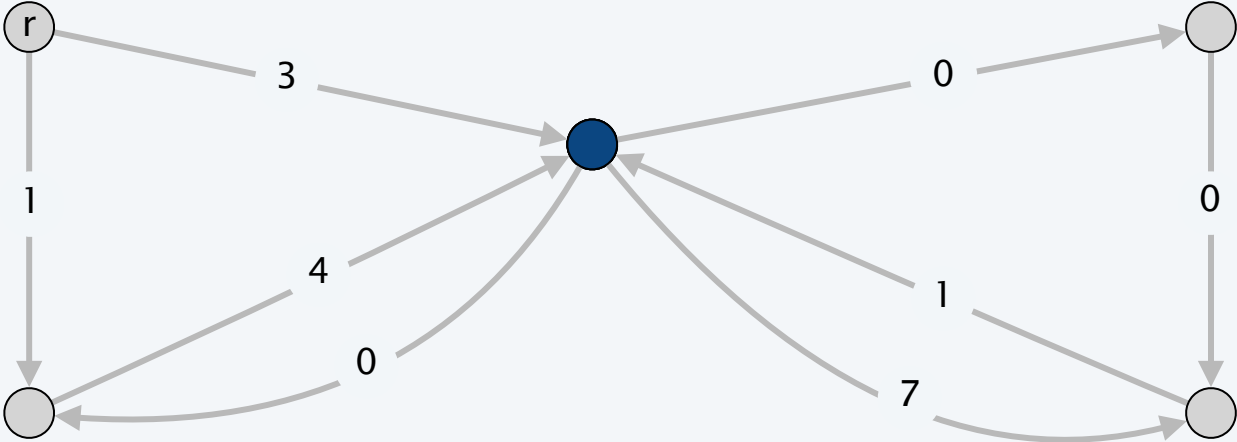
Phase 1: find 0-cost directed cycle C and contract



# Edmonds branching algorithm demo

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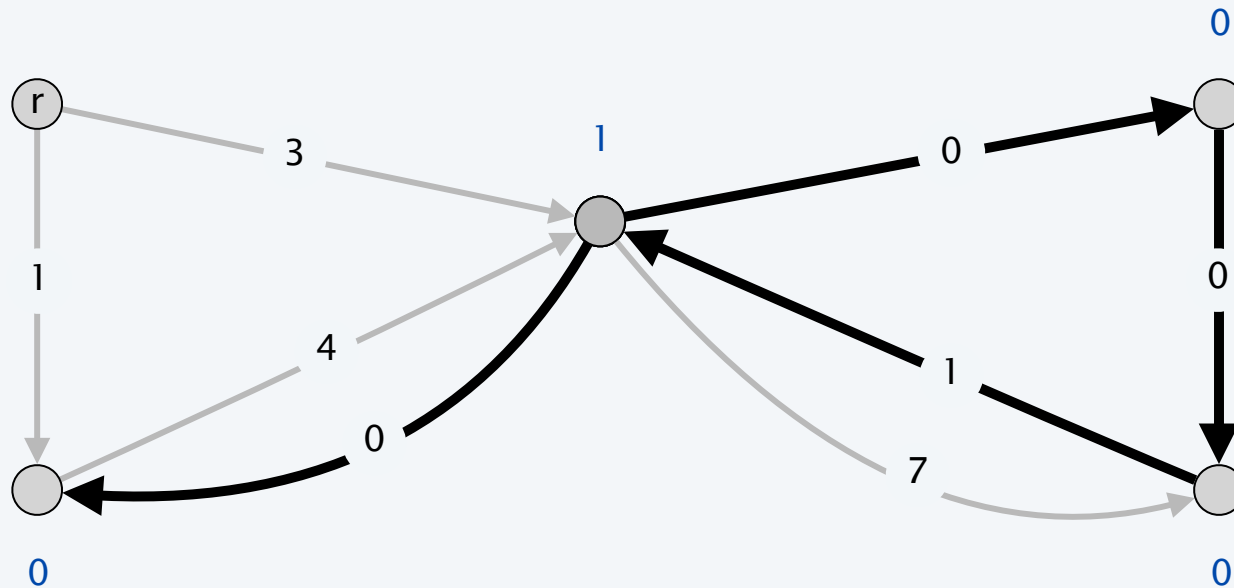
Phase 2: digraph  $G'$



# Edmonds branching algorithm demo

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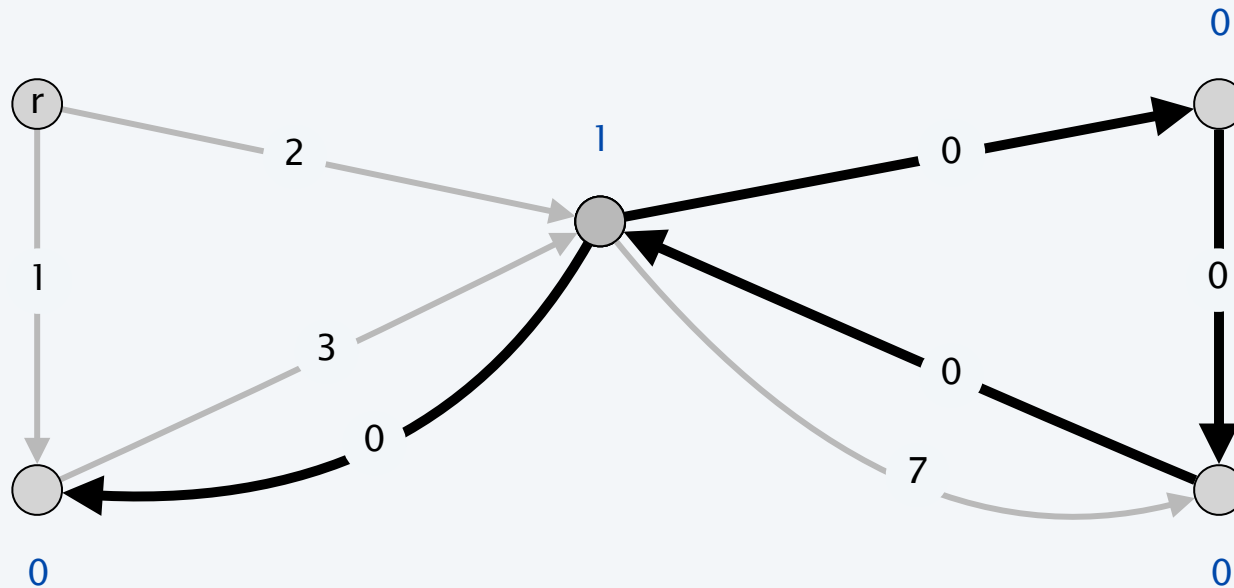
Phase 2: find cheapest edge entering each node



# Edmonds branching algorithm demo

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Phase 2: replace cost with reduced costs

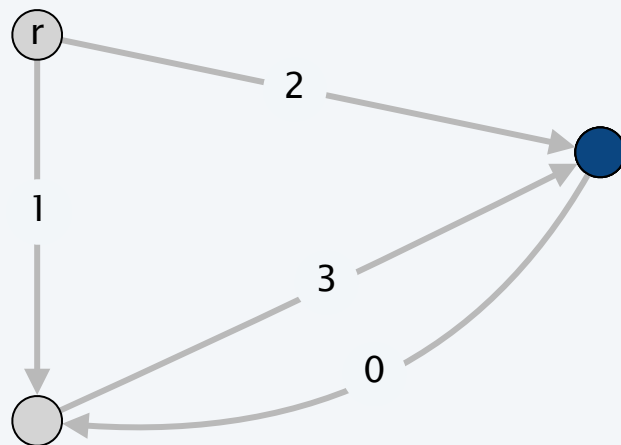
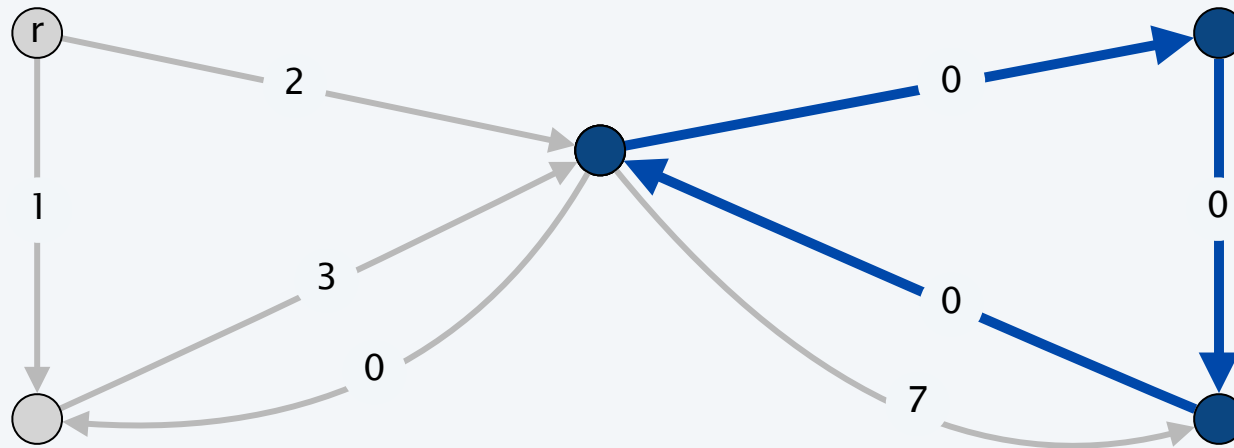




# Edmonds branching algorithm demo

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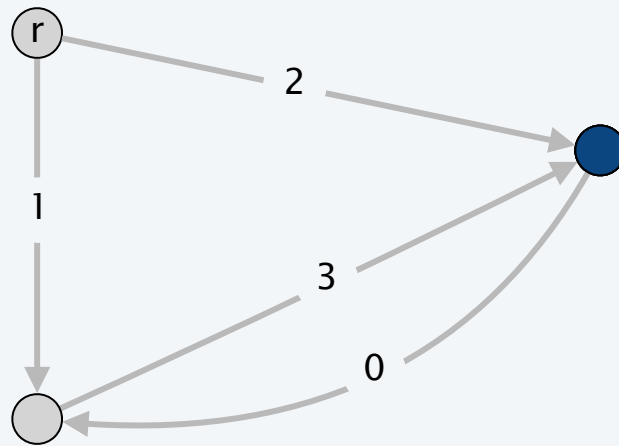
Phase 2: find 0-cost directed cycle and contract



# Edmonds branching algorithm demo

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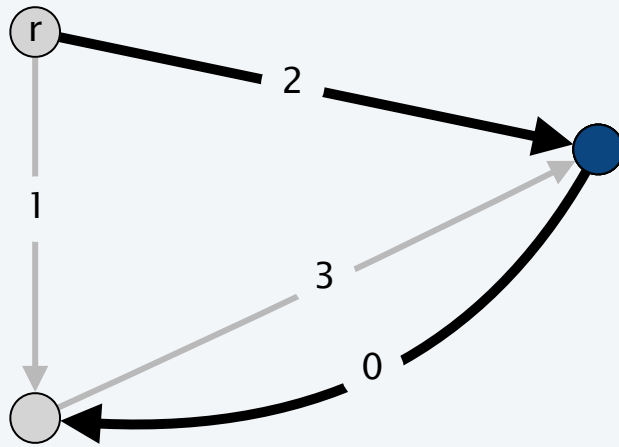
Phase 3: digraph  $G''$



# Edmonds branching algorithm demo

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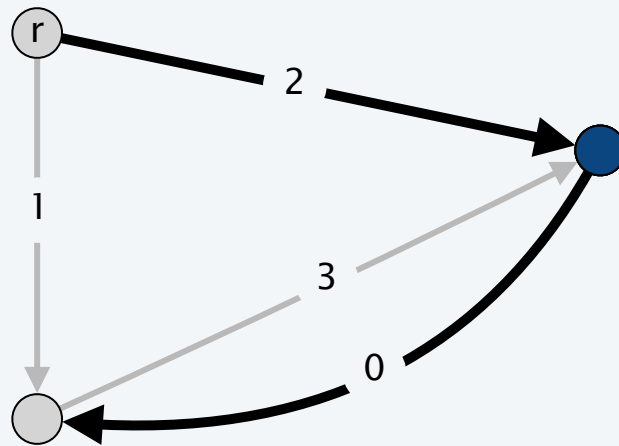
Phase 3: find cheapest edge entering each node



# Edmonds branching algorithm demo

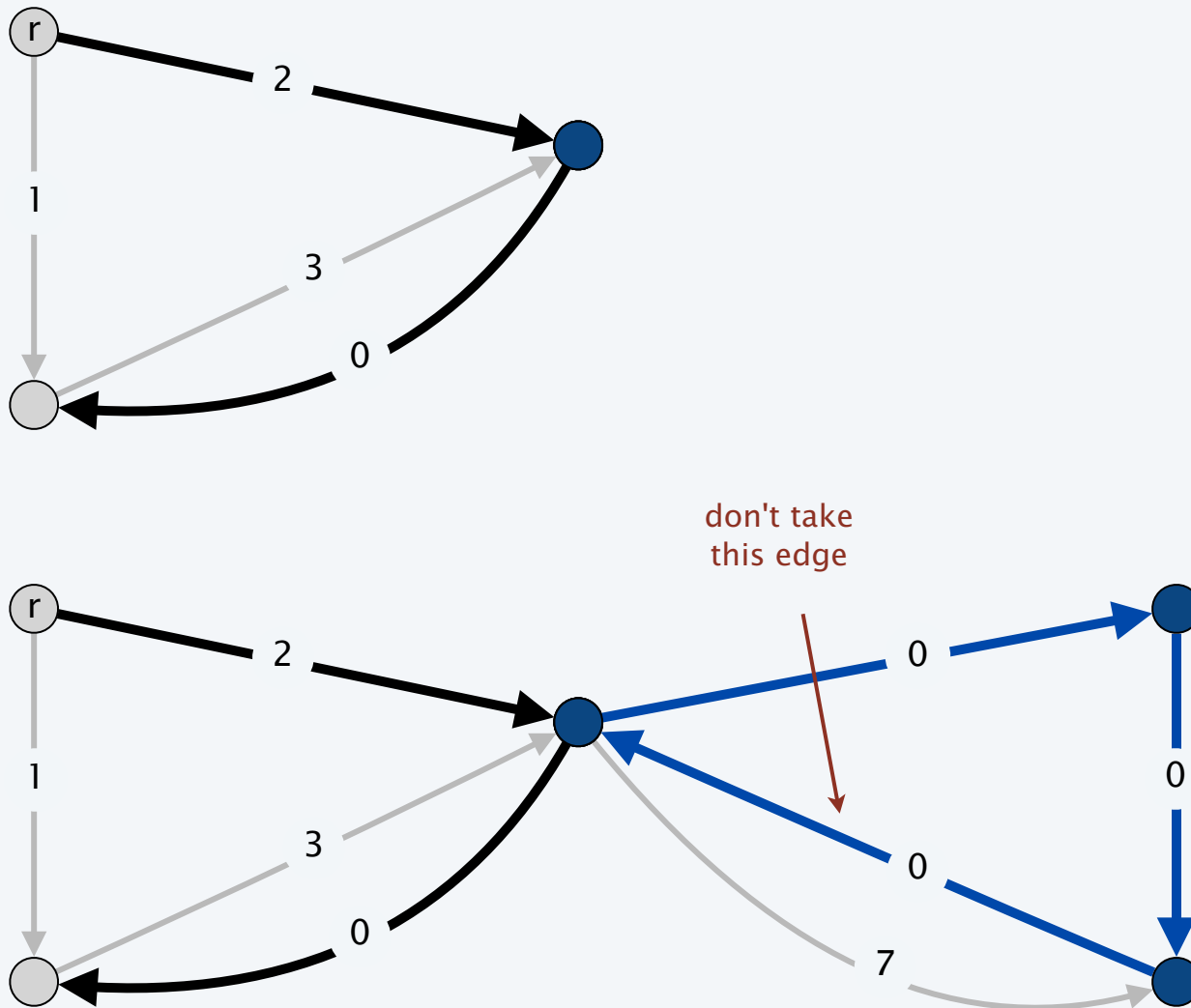
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Phase 3: it's an arborescence!



# Edmonds branching algorithm demo

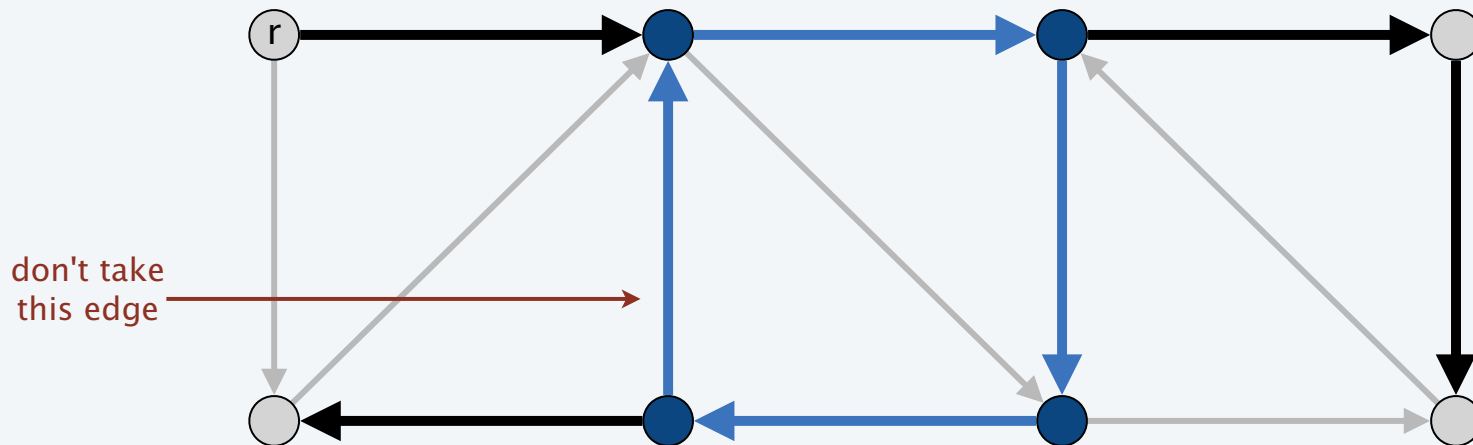
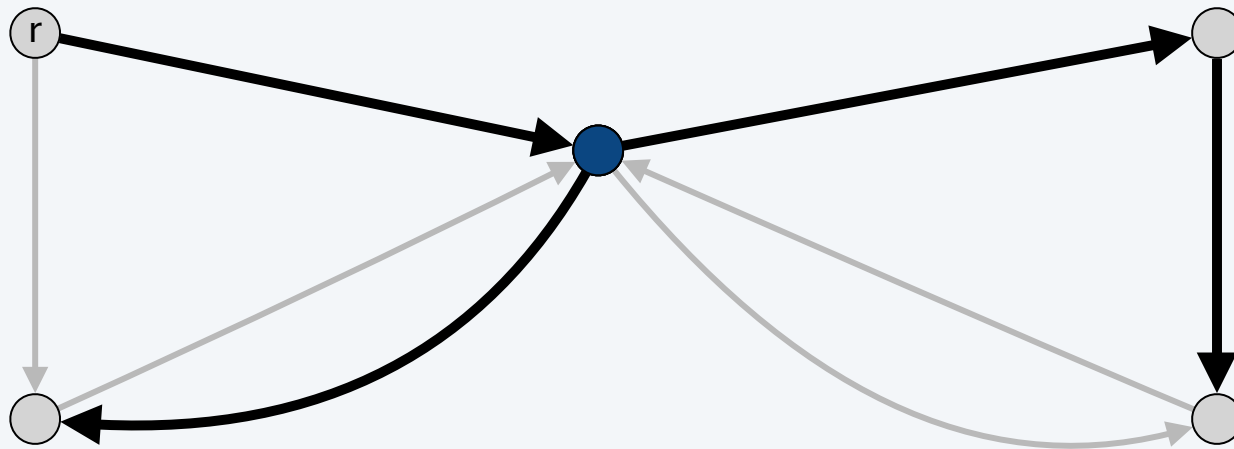
Phase 2': uncontract node and take all but one edge of cycle



# Edmonds branching algorithm demo

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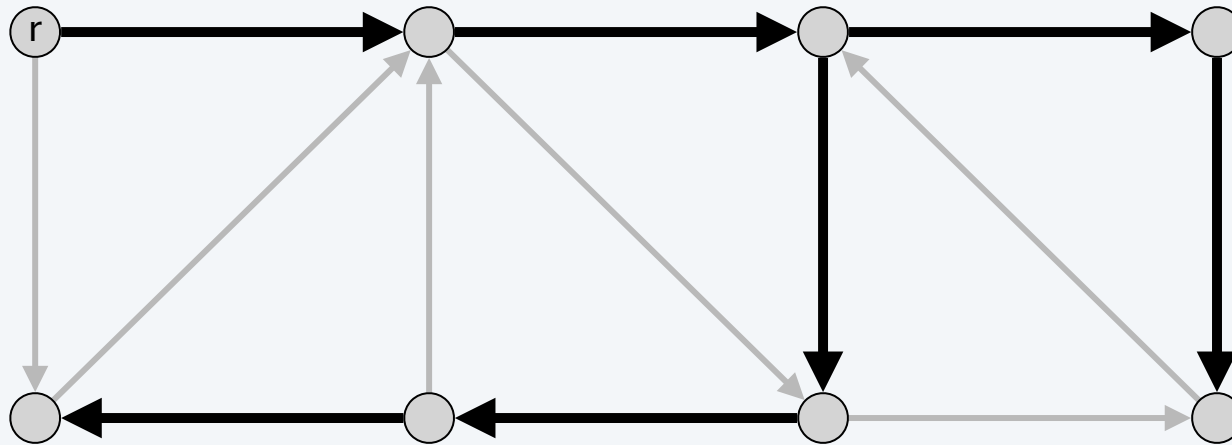
Phase 1': uncontract node and take all but one edge of cycle



# Edmonds branching algorithm demo

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stop: no more nodes to uncontract



# Edmonds branching algorithm demo

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min-cost arborescence

