

Graphs & Games

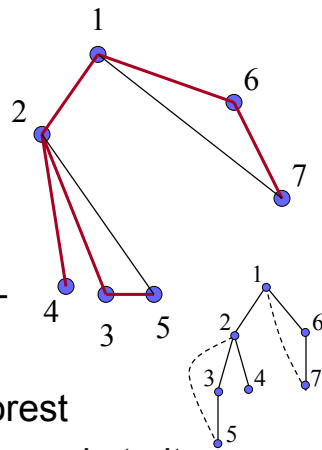
EECS 477

Lecture 18, 11/14/2002

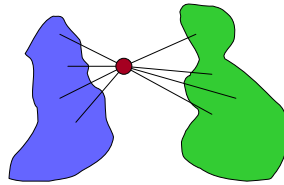
DFS properties

■ Undirected graphs

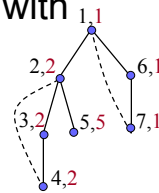
- Takes $\Theta(|E|+|V|)$ time
- Builds a spanning tree T
 - Example
- If not connected get a forest
- Edges not in T connect a node to its ancestor (**cannot cross to another branch**)
- Nodes of T indexed in pre-order (*prenum*)
 - Of course, depends on the starting node



Articulation points

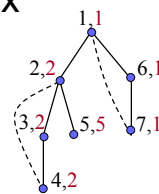


- A node v of a connected graph
 - is an articulation point if deleting it with adjacent edges makes the graph disconnected
- Find them
- Define $\text{highest}[v]$ = prenum of a highest node that can be reached going down the tree and at most one dashed link up



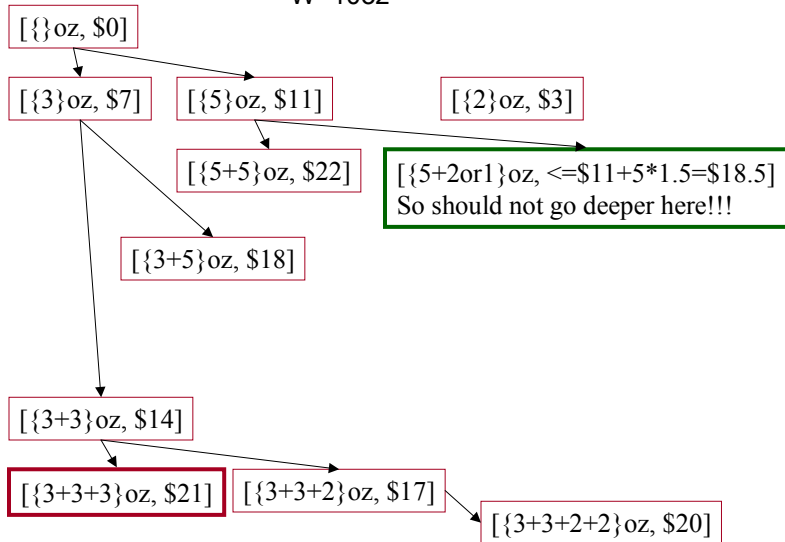
Articulation points

- (non-root) Node v is an articulation point if and only if it has at least one child x such that $\text{highest}[x] \geq \text{prenum}[v]$
 - Indeed then subtree rooted at x will be separated from the rest of the graph
 - Root is articulated if it has more than one child
 - $\text{highest}[v] = \min(\text{prenum}[v], \text{prenum}[w], \text{highest}[u])$ over all w 's connected to v by dashed line and all children u
 - » (this is how we compute highest values)

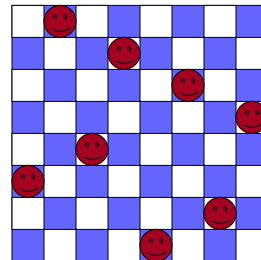


Knapsack

$\$2.33$ $\$2.2$ $\$1.5$ $\$1$
 $\{(3\text{oz}, \$7), (5\text{oz}, \$11), (2\text{oz}, \$3), (1\text{oz}, \$1)\}$
 $W=10\text{oz}$



Eight queens problem



- No threatening
- Solutions:
 - $C(64,8)$ approx. 4 billions
 - Vector of 8 numbers 8^8 approx 16 millions
 - Permutations $8! = 40,320$
 - Backtracking
 - DFS: tree of k-promising vectors (size 2057)
 - One queen at a time
 - Check right away – only the lastly added queen

Branch and bound

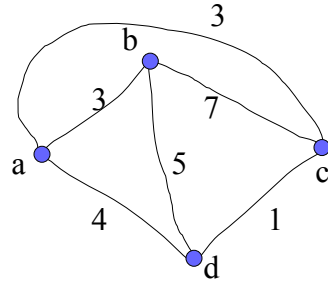
- Looking for an optimal solution
 - Use bounds to prune the search tree
 - DFS or BFS
 - Example: assignment
 - Matrix Cost[x,y]
 - Minimize $\sum_x \text{Cost}[x, a[x]]$ where a[x] is the assignment and a[x]! = a[y] when x! = y
 - Assign jobs with least costs one per worker

Assignment

- Branch and bound
 - minimize $\sum_x \text{Cost}[x, a[x]]$
- Cost: diagonal, first A, then B,...

	job1	job2	job3	job4
A	8	12	3	10
B	11	7	8	9
C	2	14	9	4
D	12	5	12	7

TSP



- Branch and bound
- Need a lower bound
 - How good can a tour be?
 - (sum of min edge pair costs) / 2
 - a:3+3, b:3+5, c:3+1, d:4+1.
 - Cost $\geq (6+8+4+5)/2 = 23/2 = 11.5$
 - Cost[abdca] = 12. **That must be optimal!**
- Exclude/include edges one by one
 - That gives constraints

Minimax principle

- Two player games
- Games with values
 - Win/lose money
 - Chess/checkers: evaluation function
 - Player Max and player Min
 - Tree of variants: alternate min and max
 - Start from the leaves
 - Alpha-beta pruning
 - Not covered here