Greedy Algorithms

Part Two

Announcements

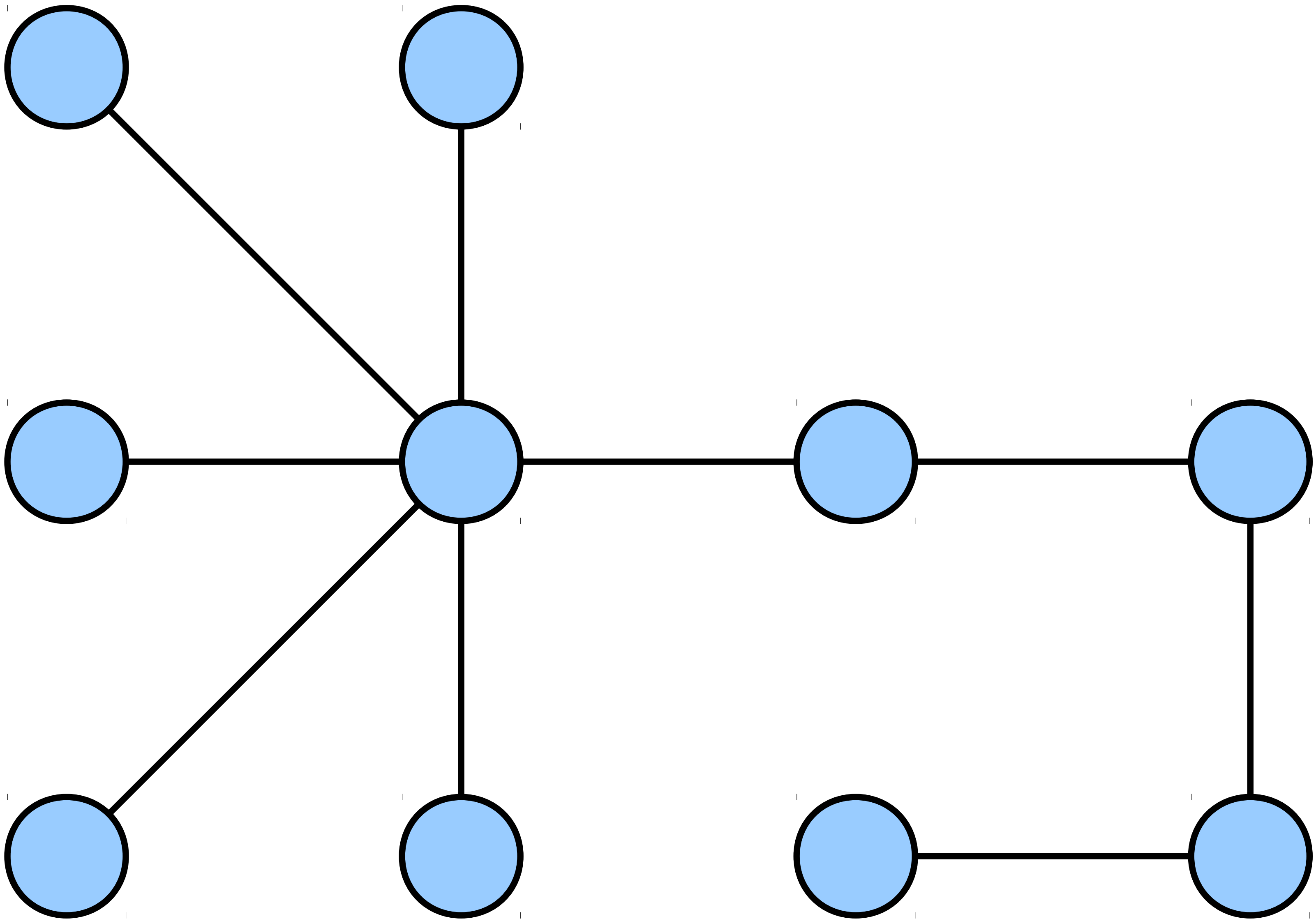
- Problem Set Three graded, will be returned at end of lecture.
- Problem Set Four due on Monday, or on Wednesday if you're using a late period.

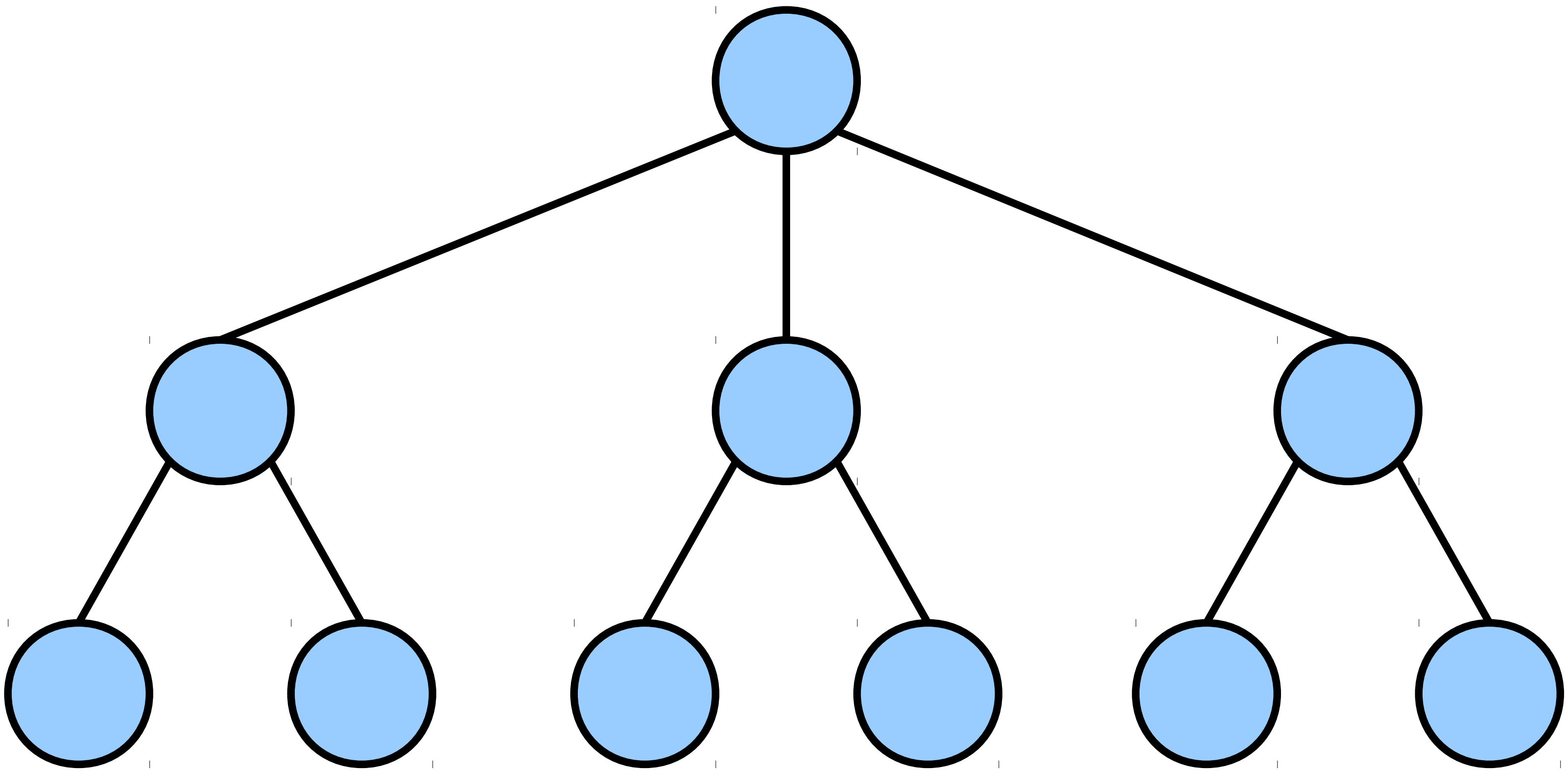
Outline for Today

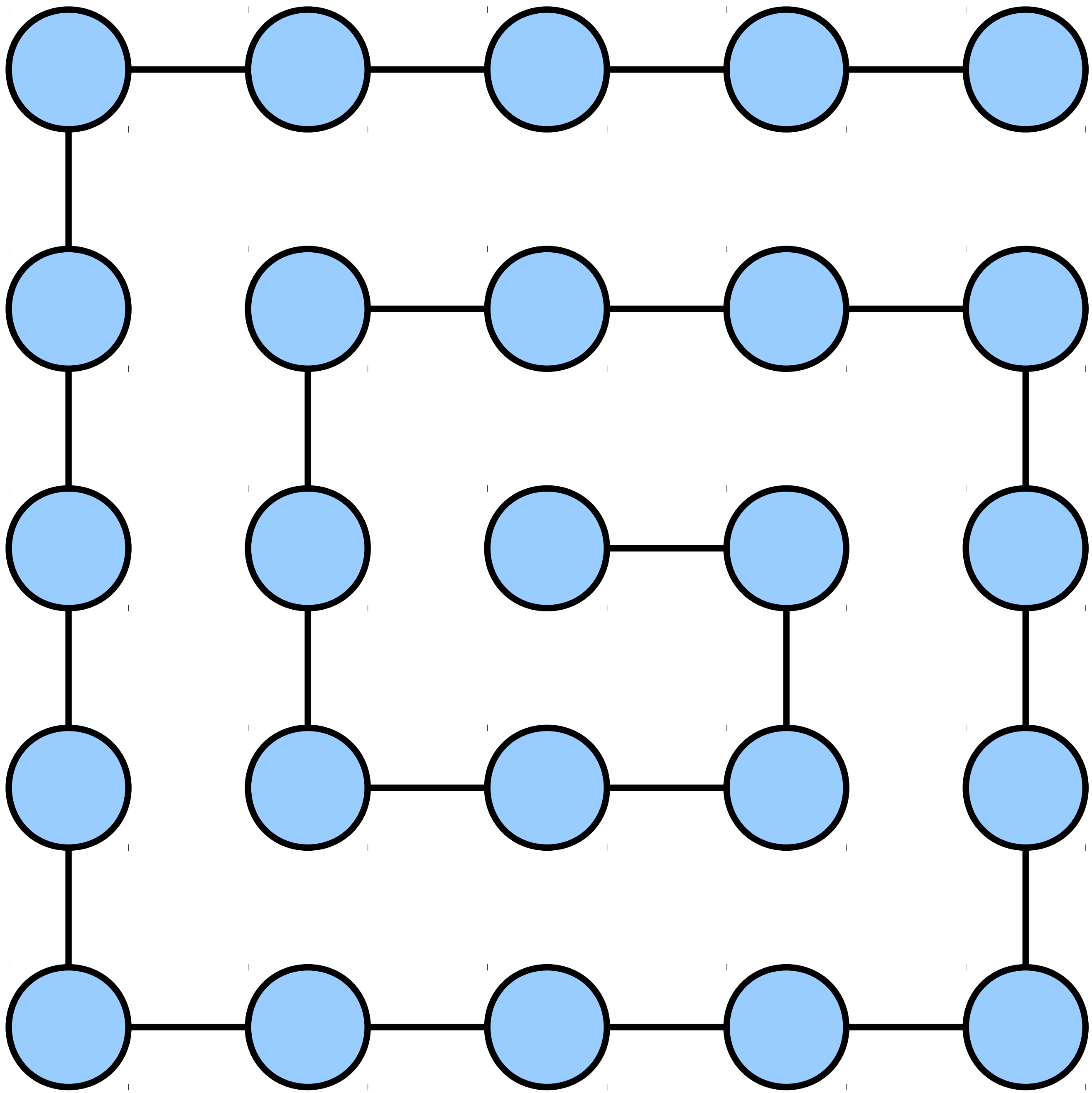
- **Minimum Spanning Trees**
  - What's the cheapest way to connect a graph?
- **Prim's Algorithm**
  - A simple and efficient algorithm for finding minimum spanning trees.
- **Exchange Arguments**
  - Another approach to proving greedy algorithms work correctly.

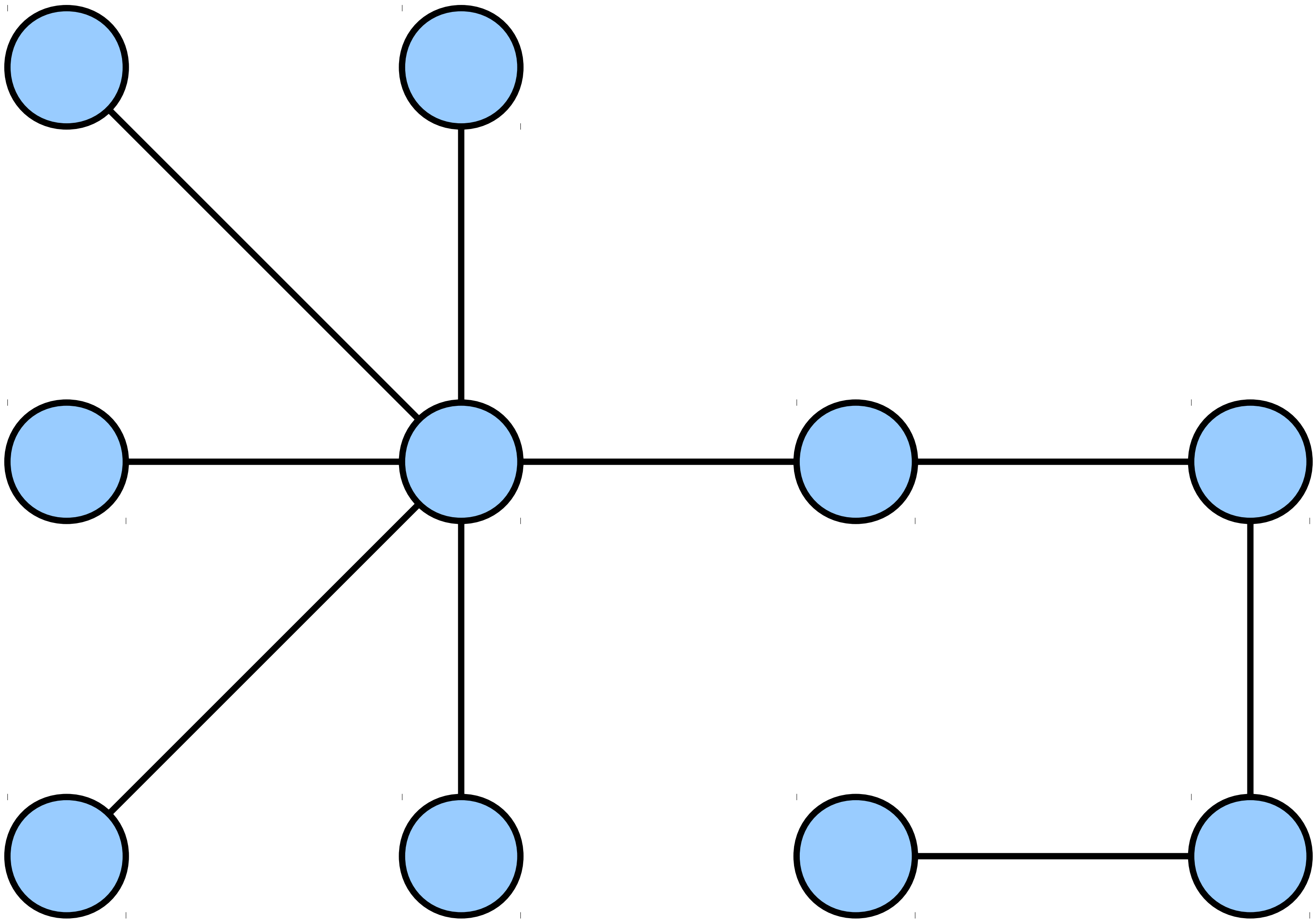
Trees

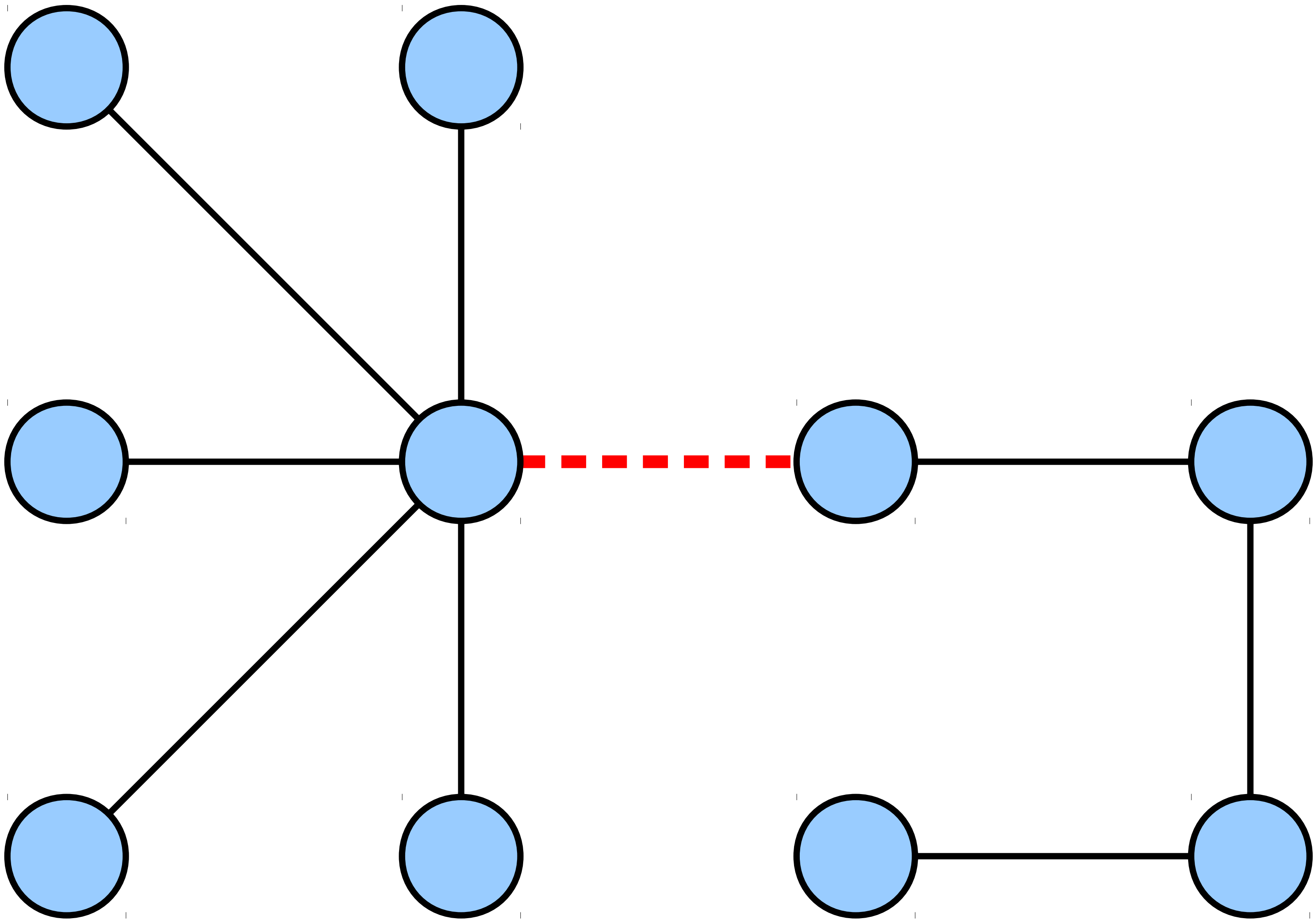
A **tree** is an undirected, acyclic, connected graph.

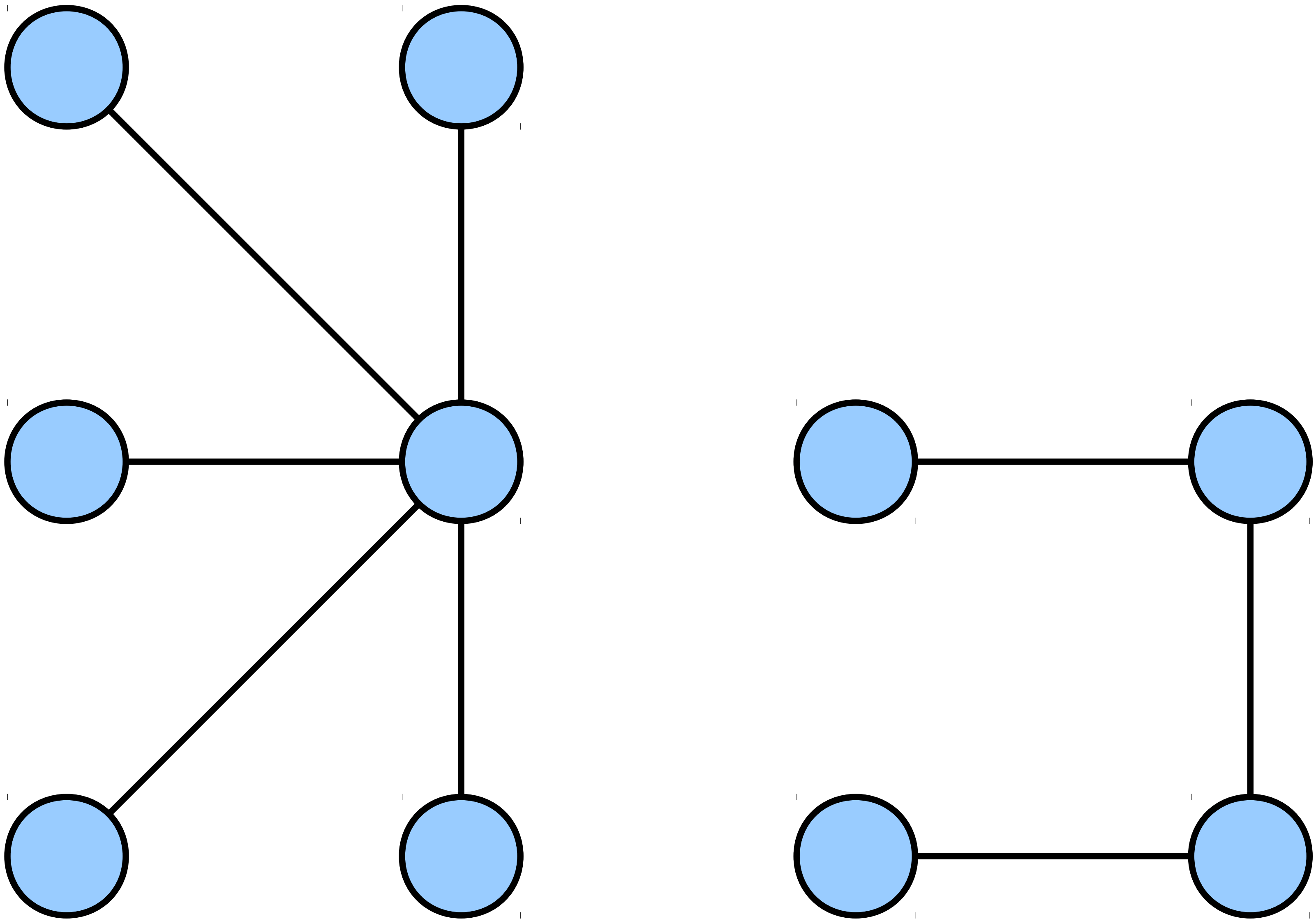


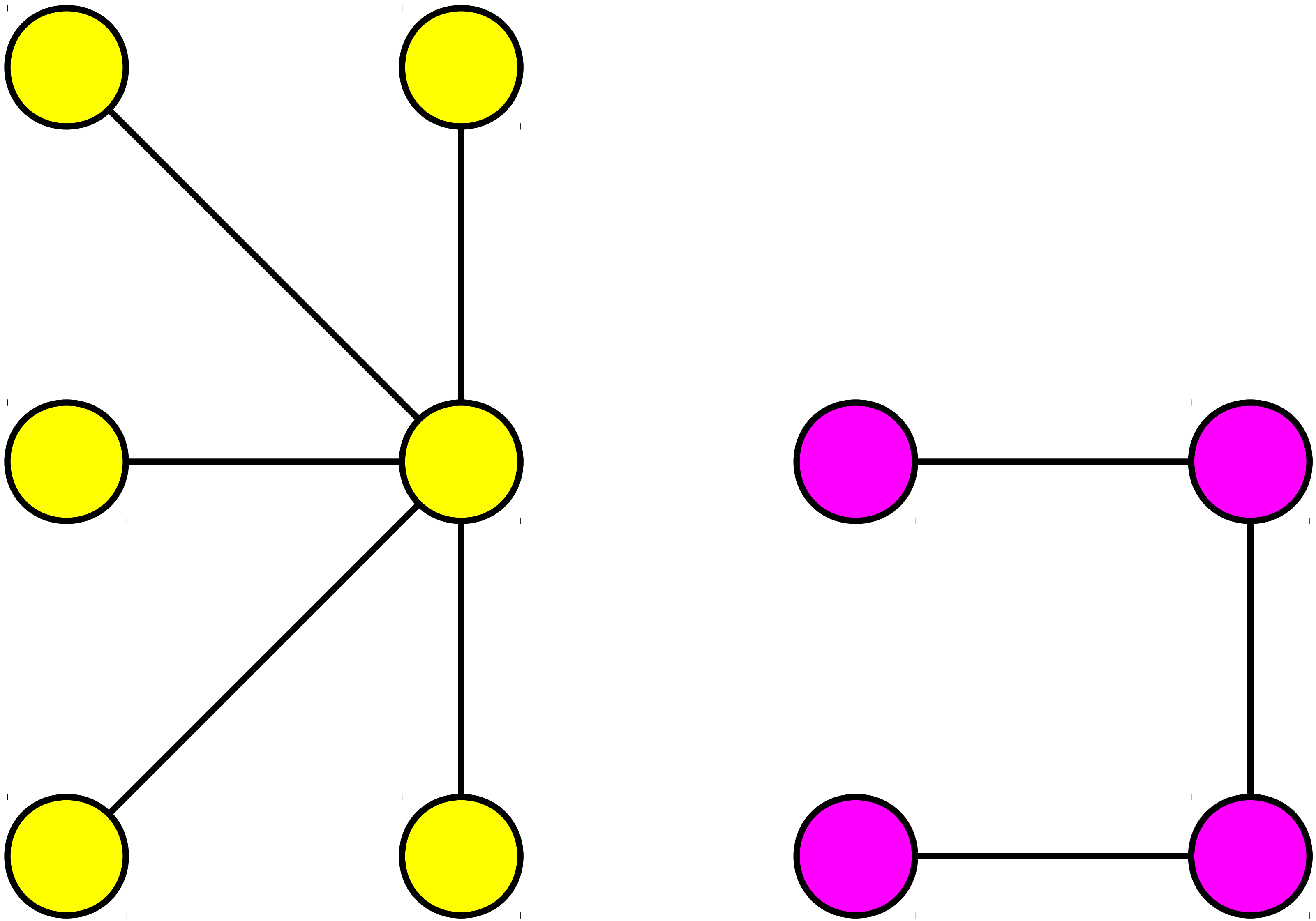


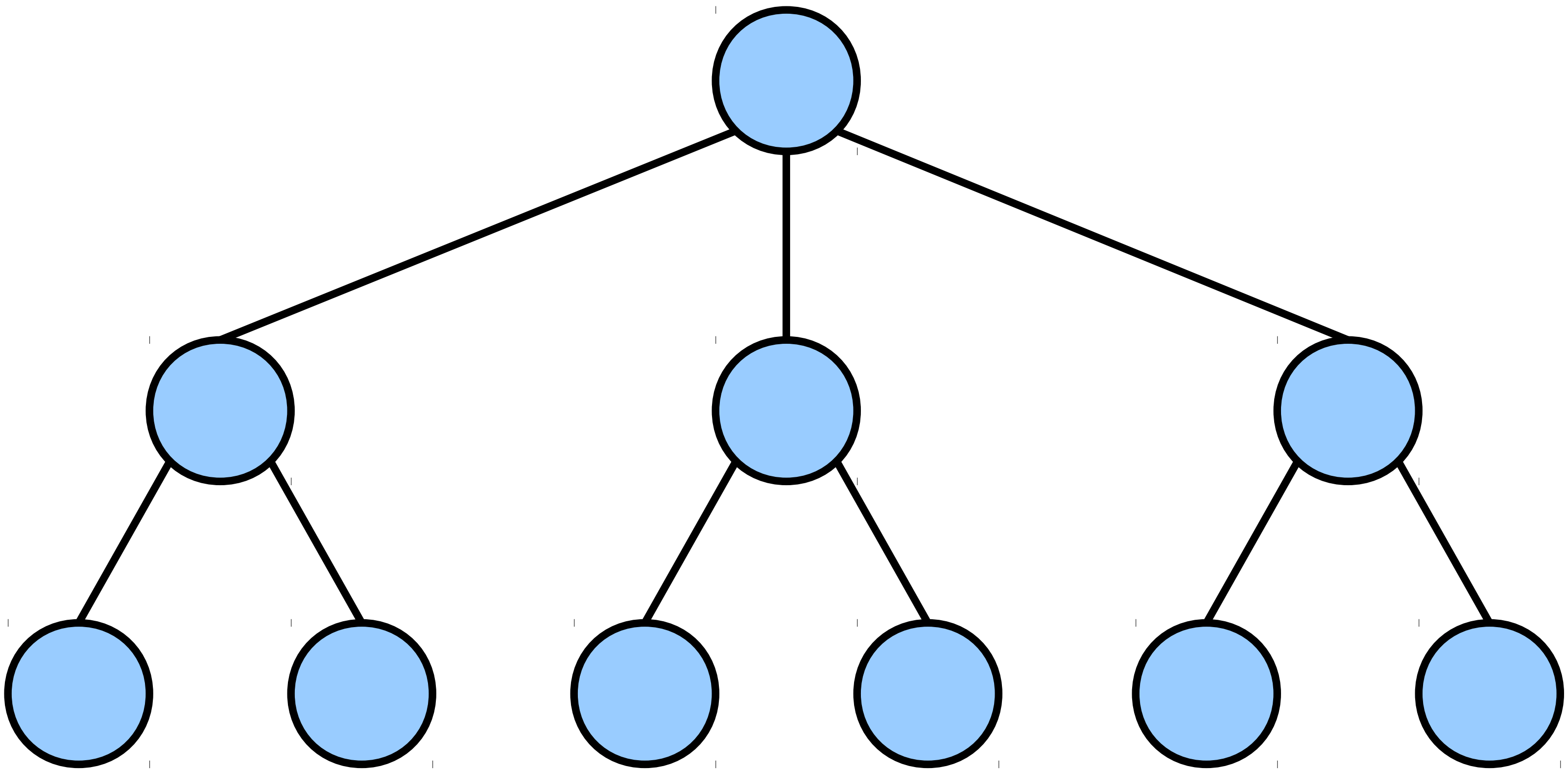


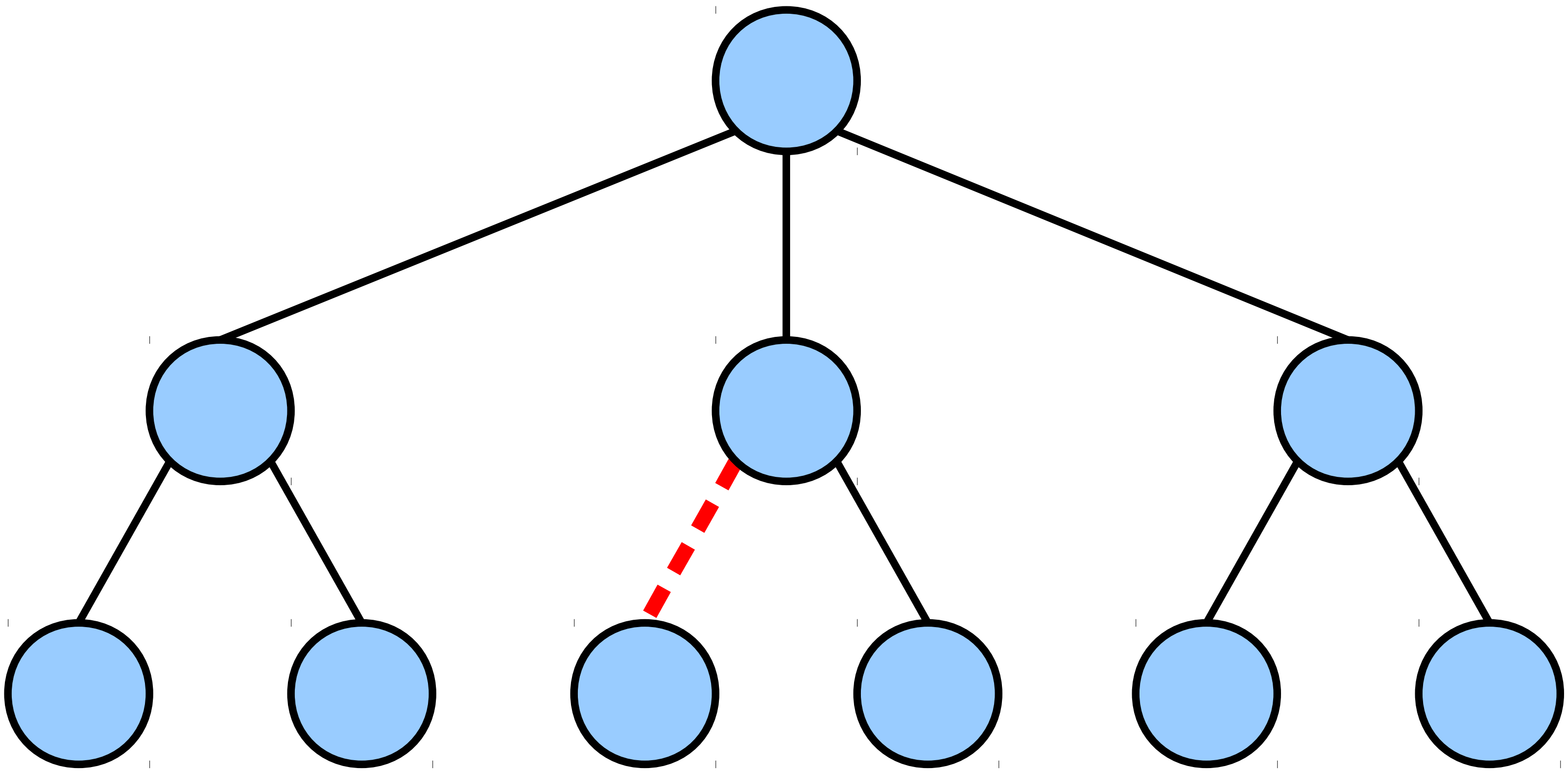


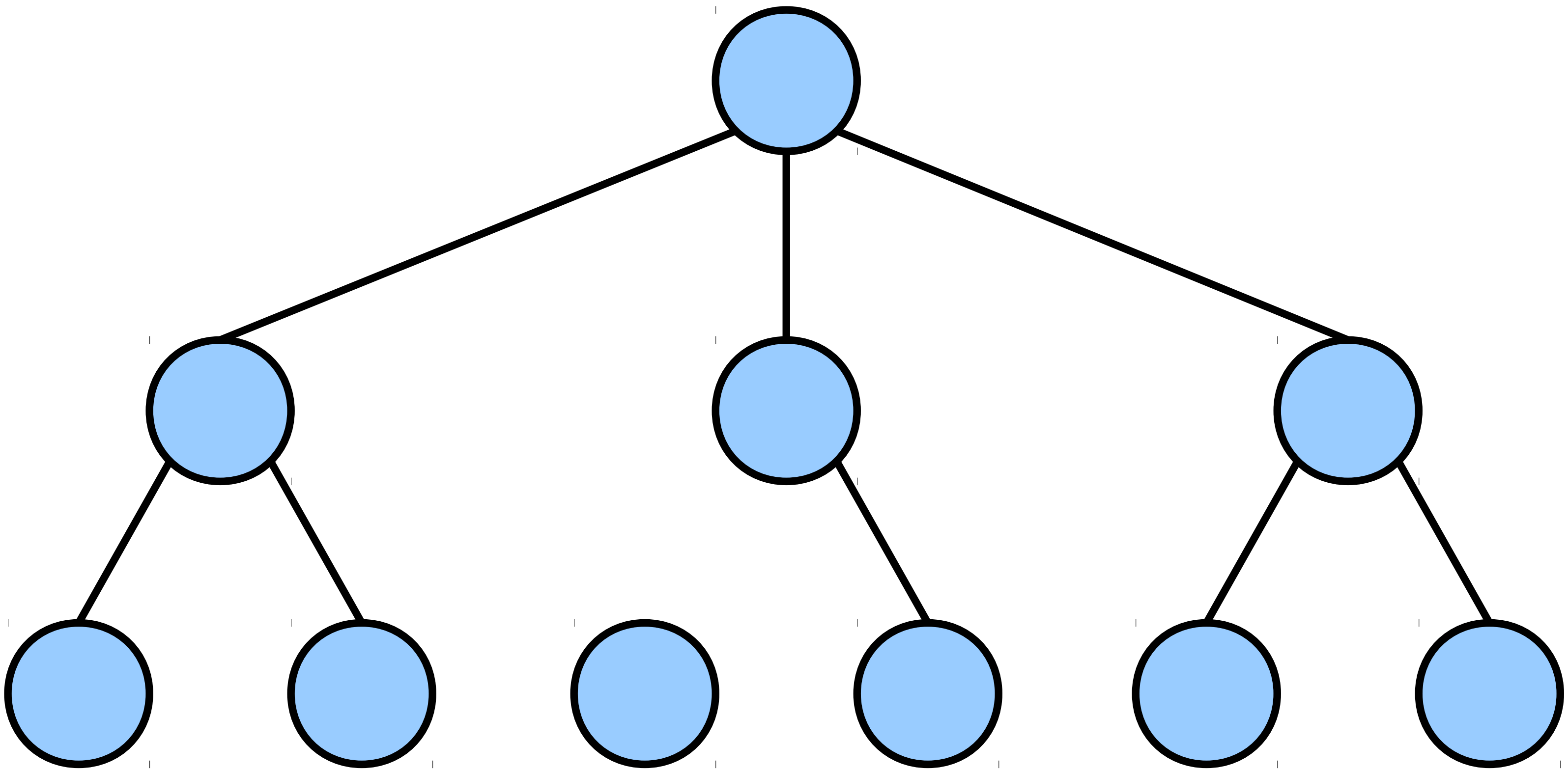


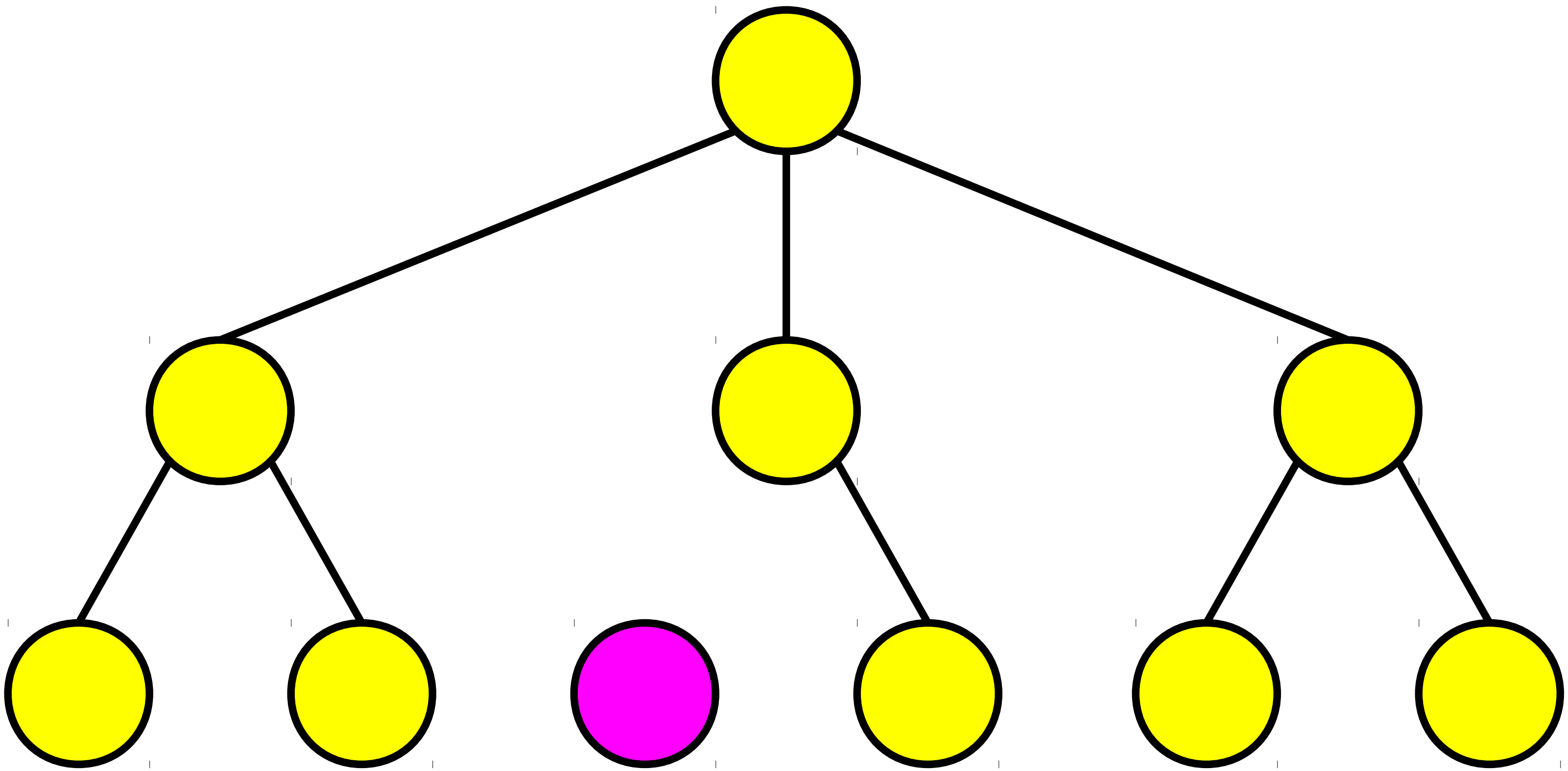


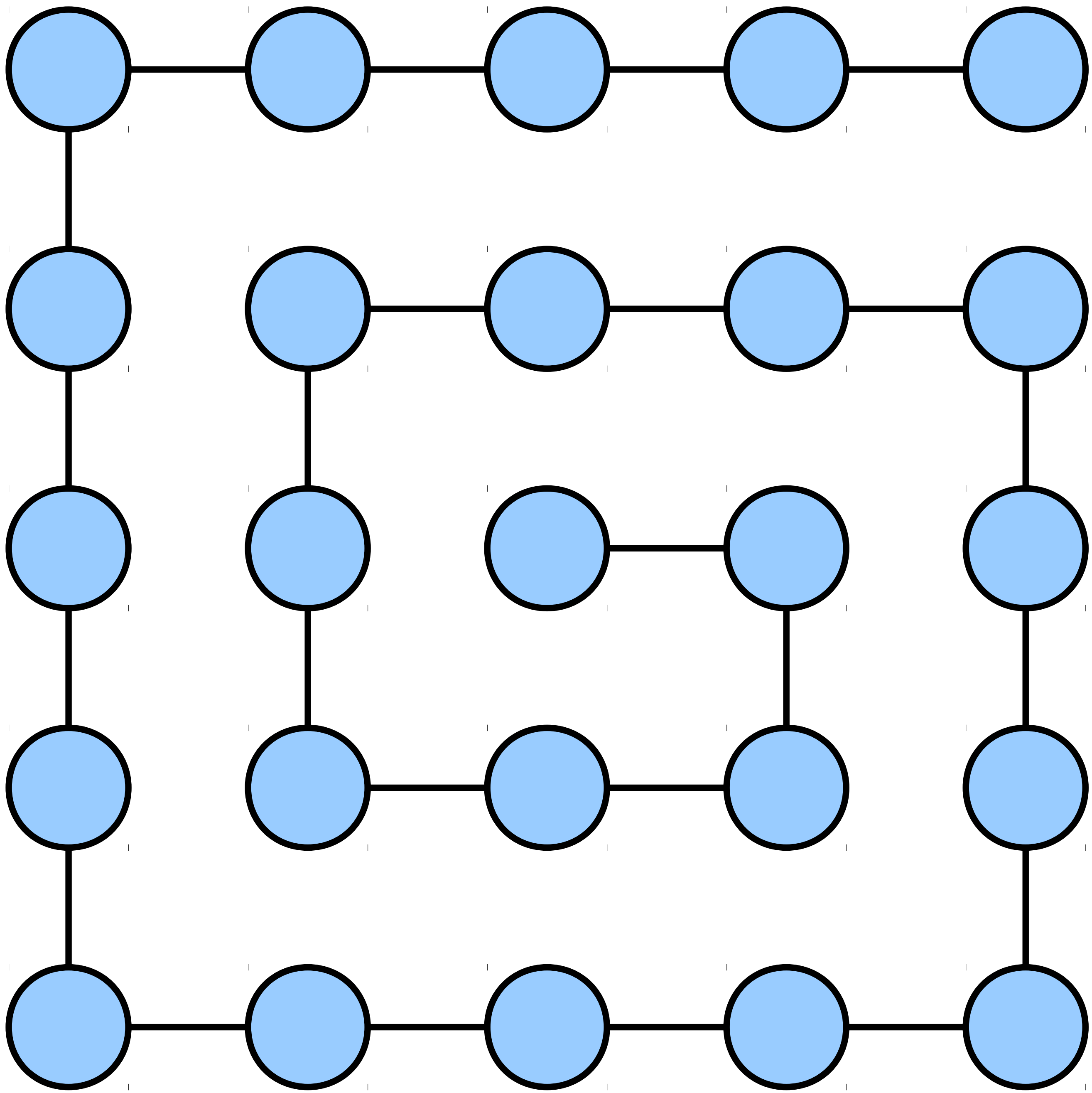


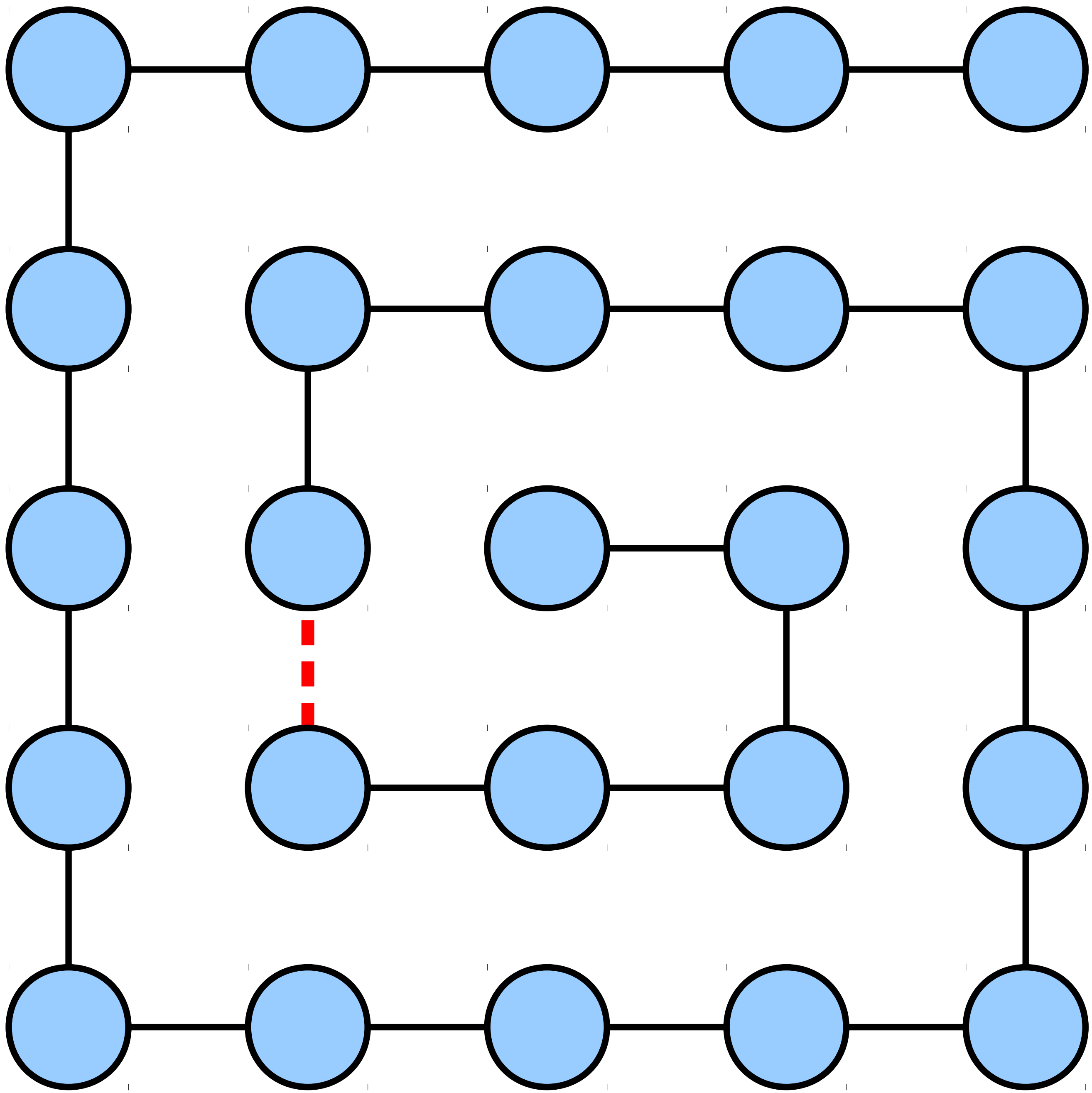


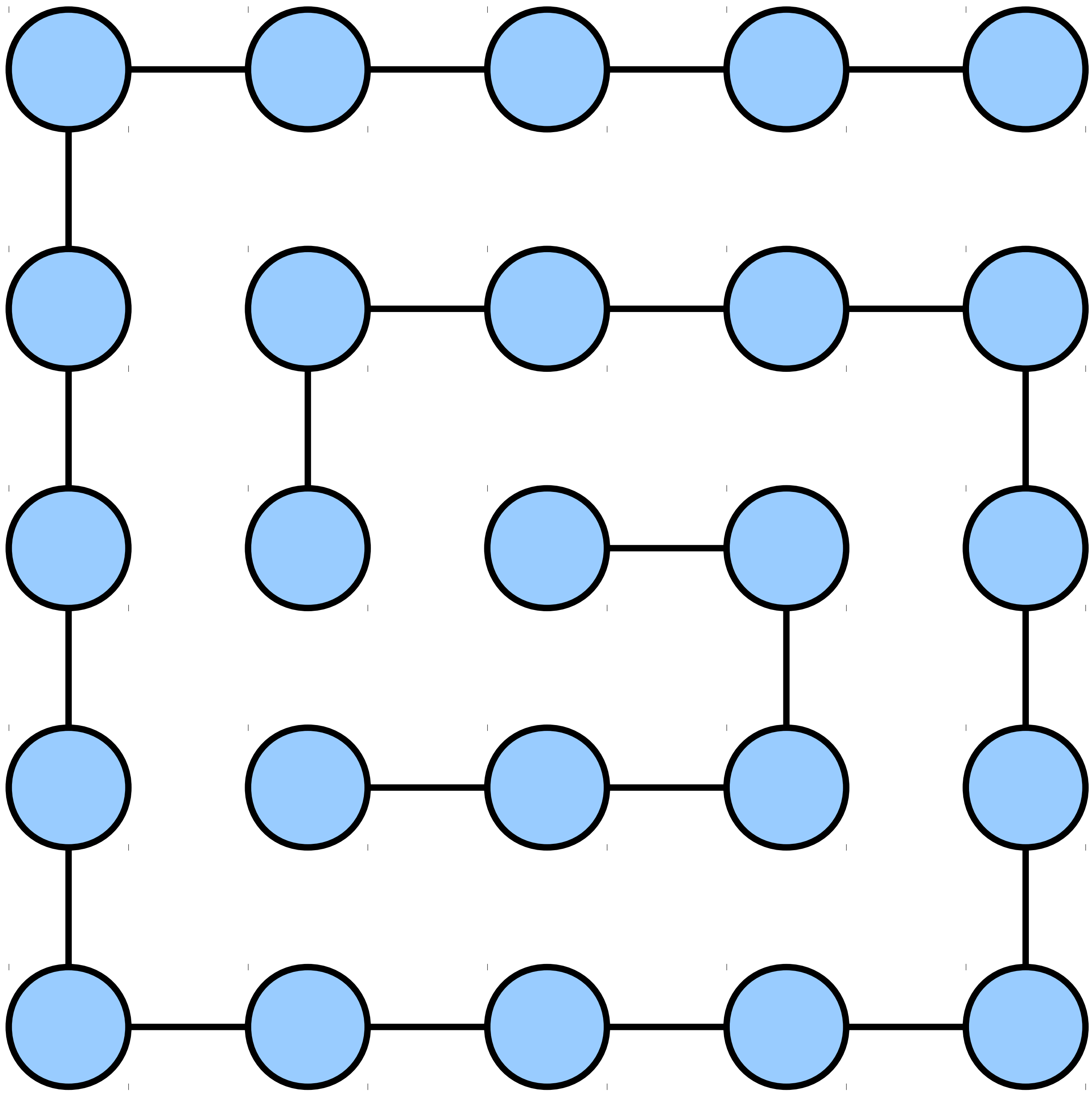


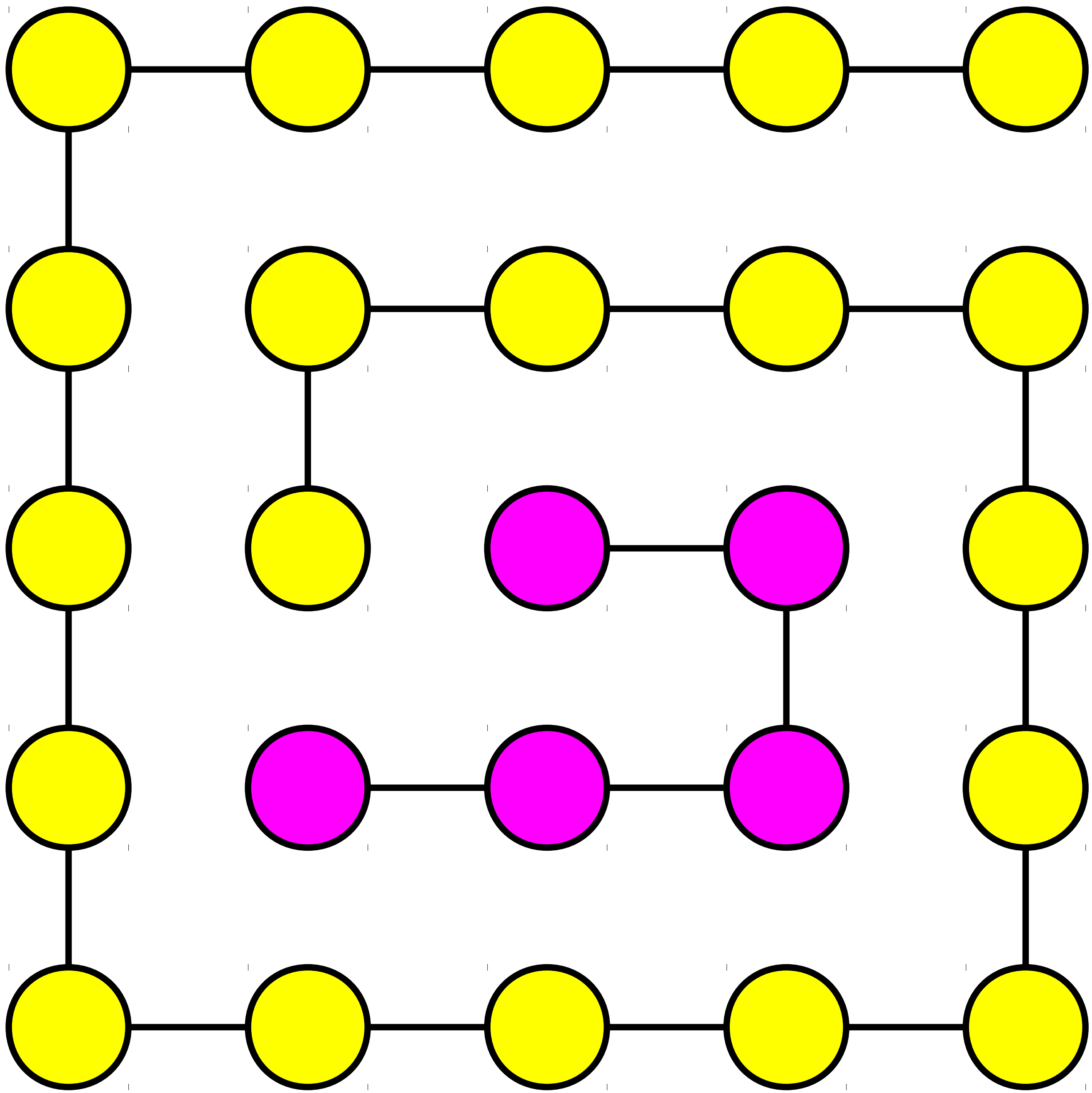






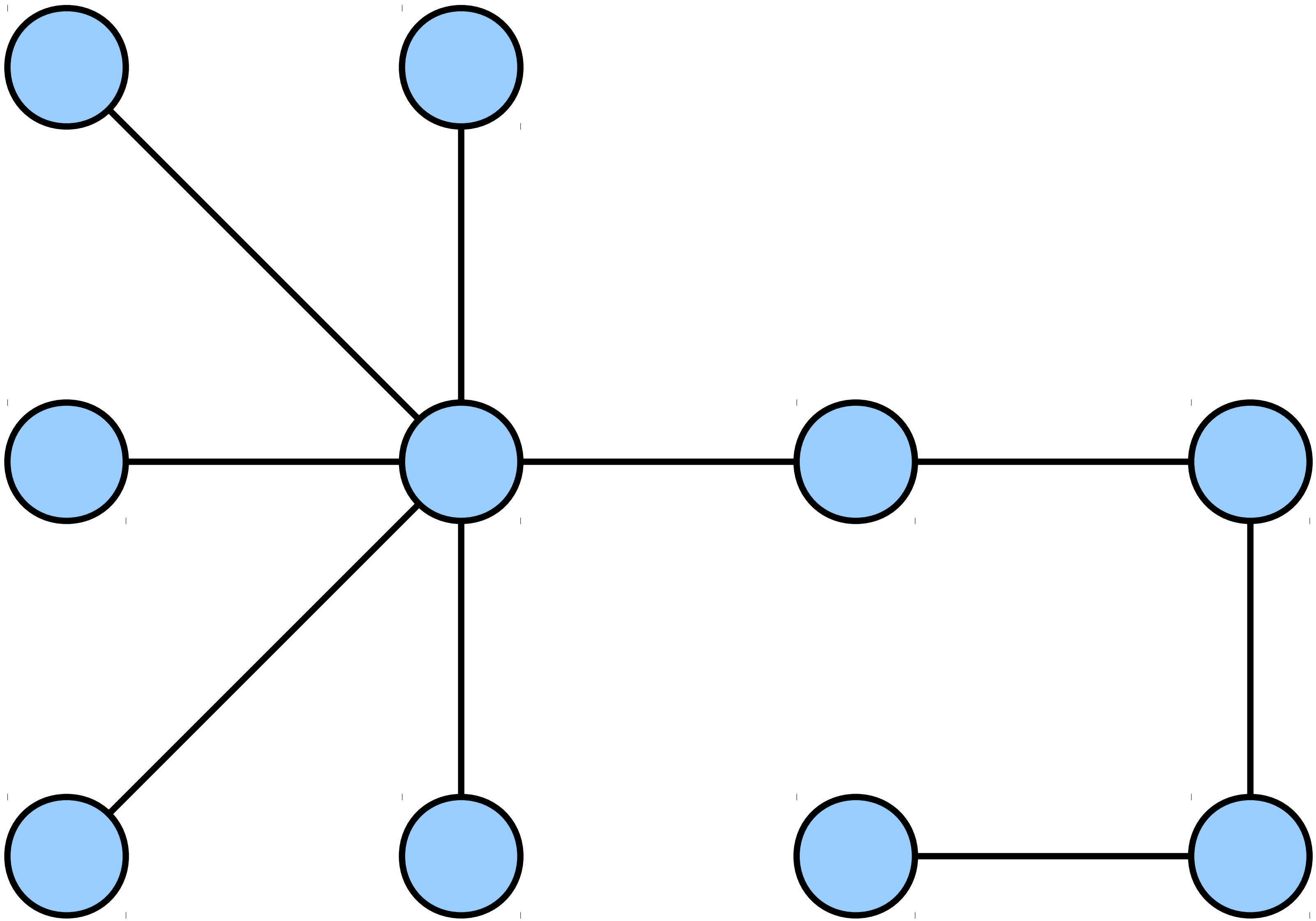


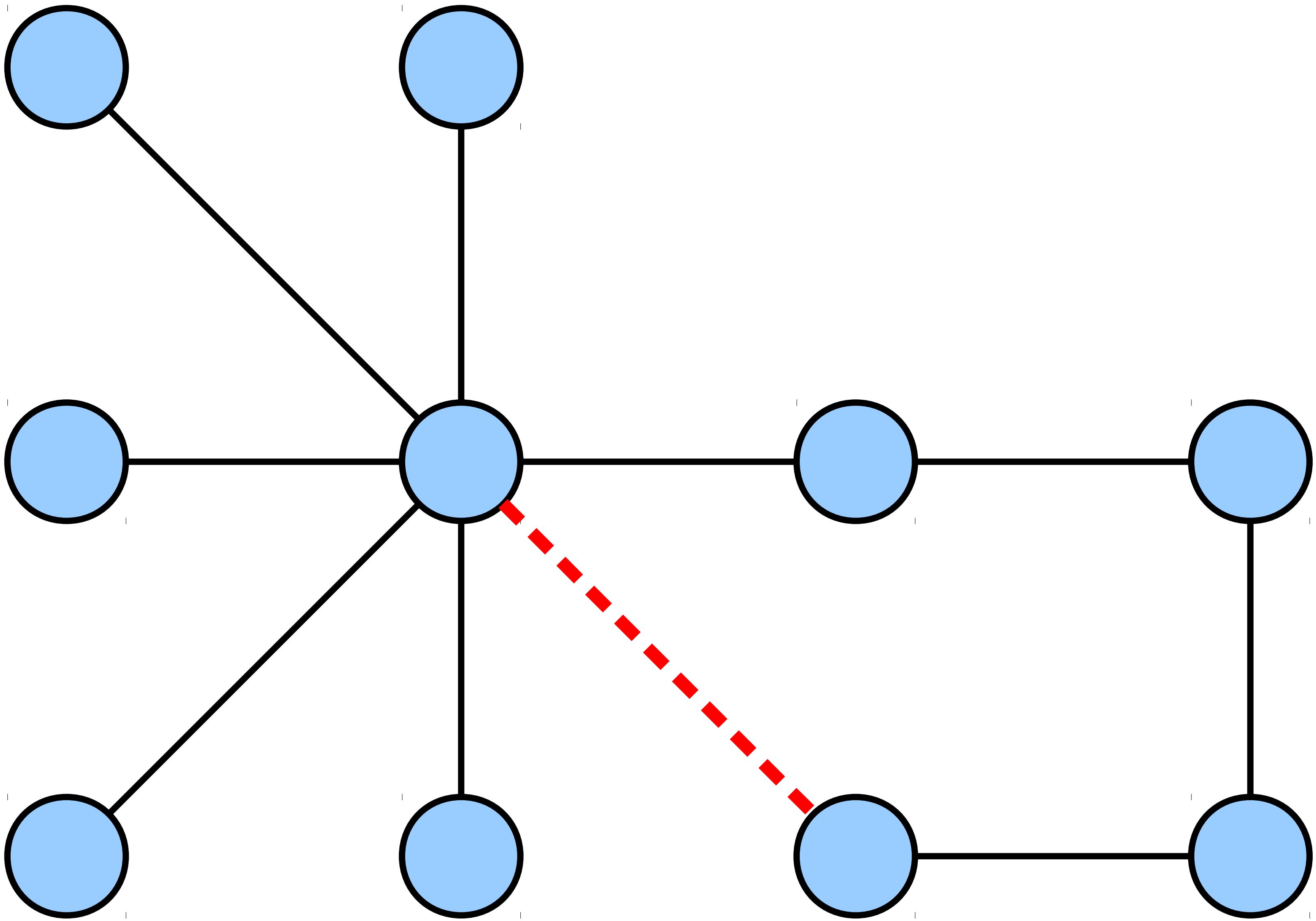


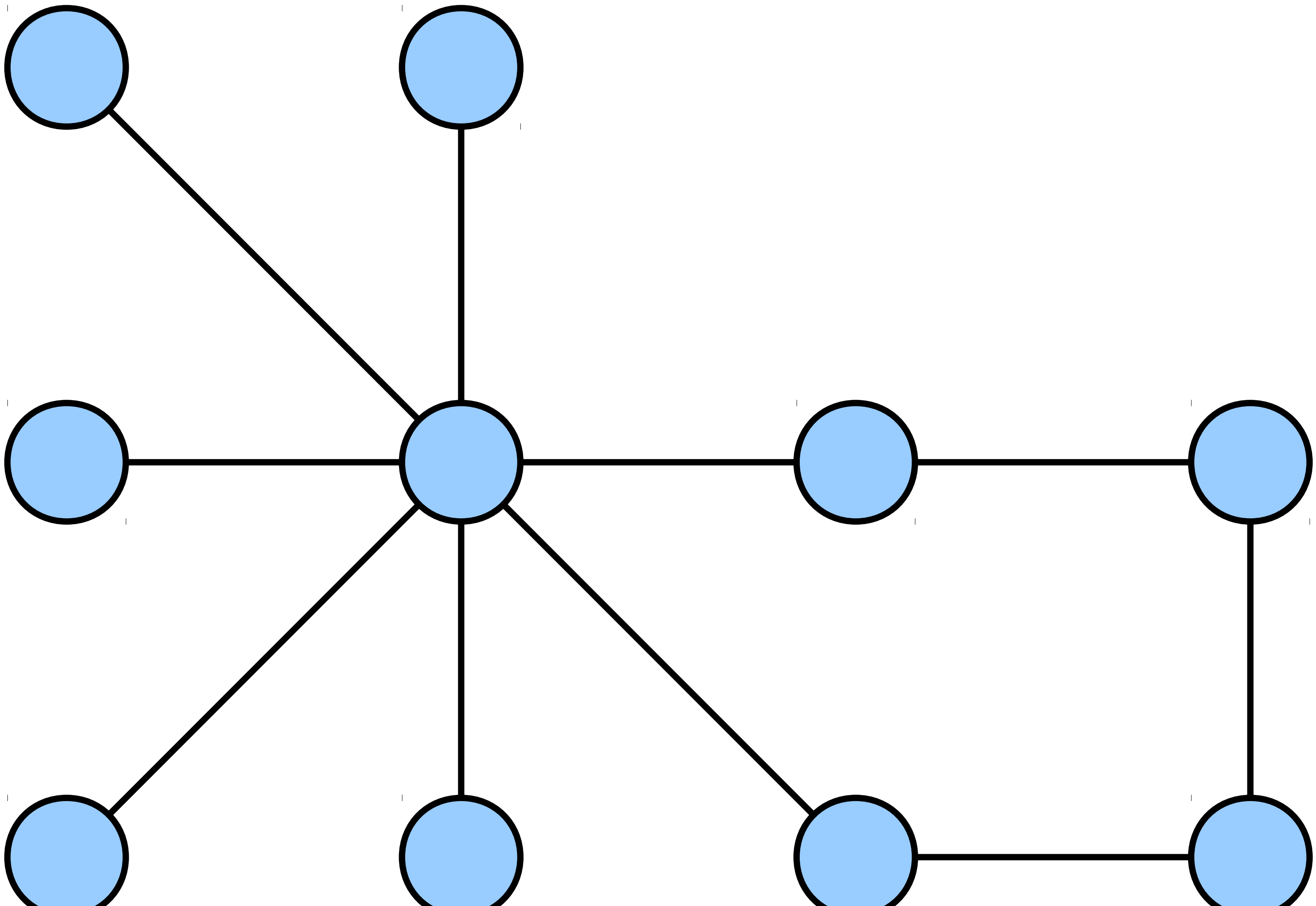


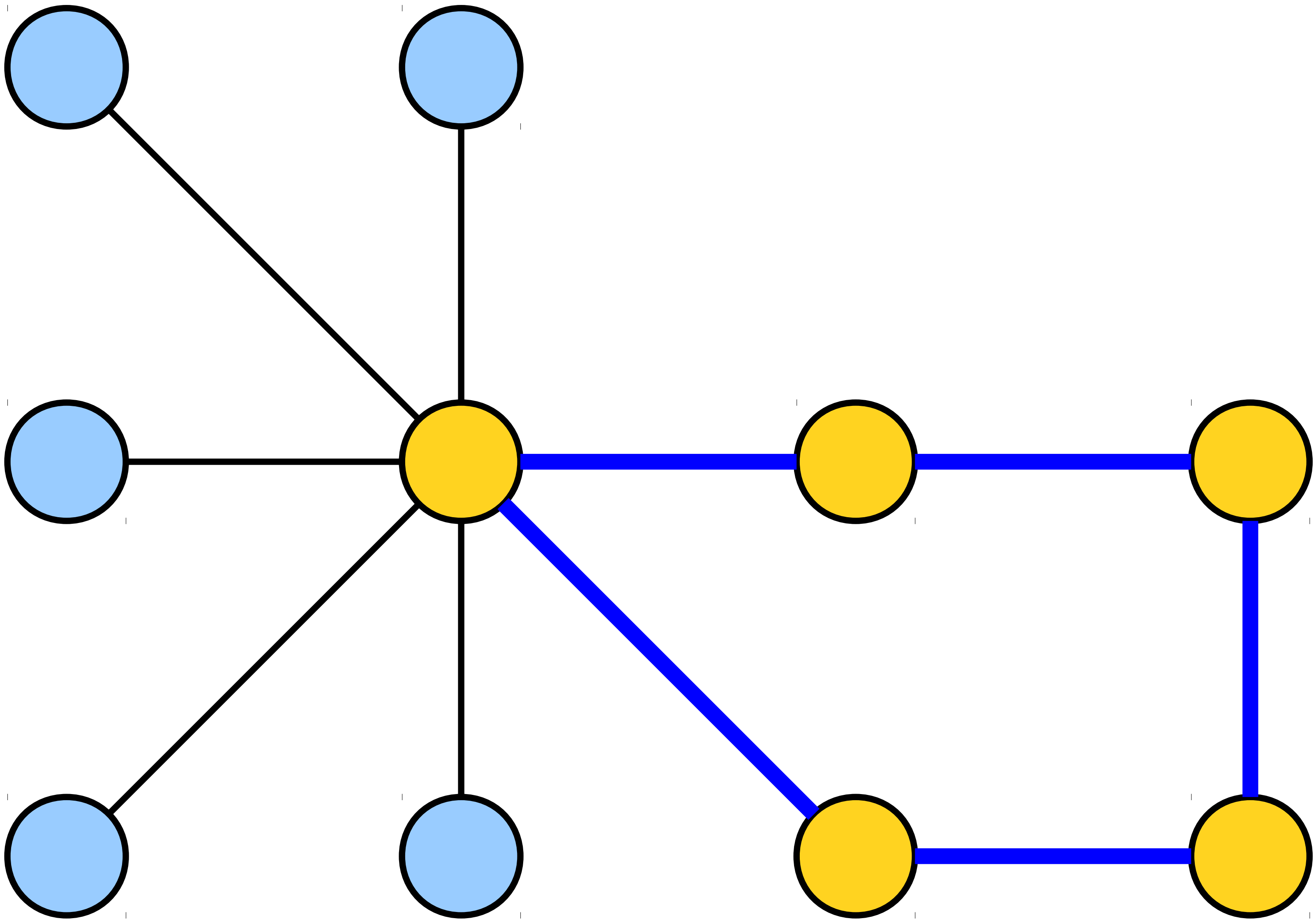
An undirected graph is called **minimally connected** iff it is connected and removing any edge disconnects it.

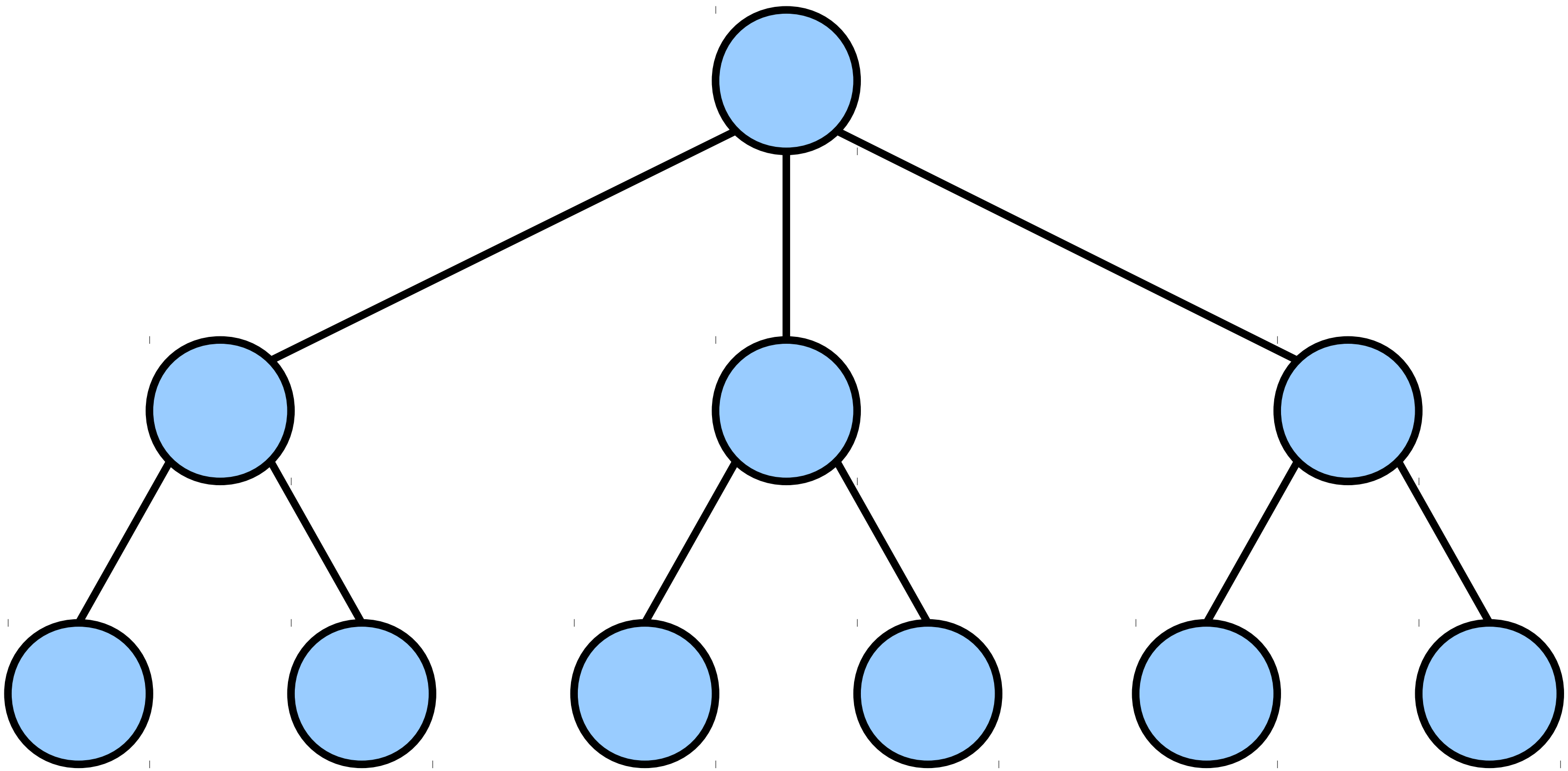
Theorem: An undirected graph is a tree iff it is minimally connected.

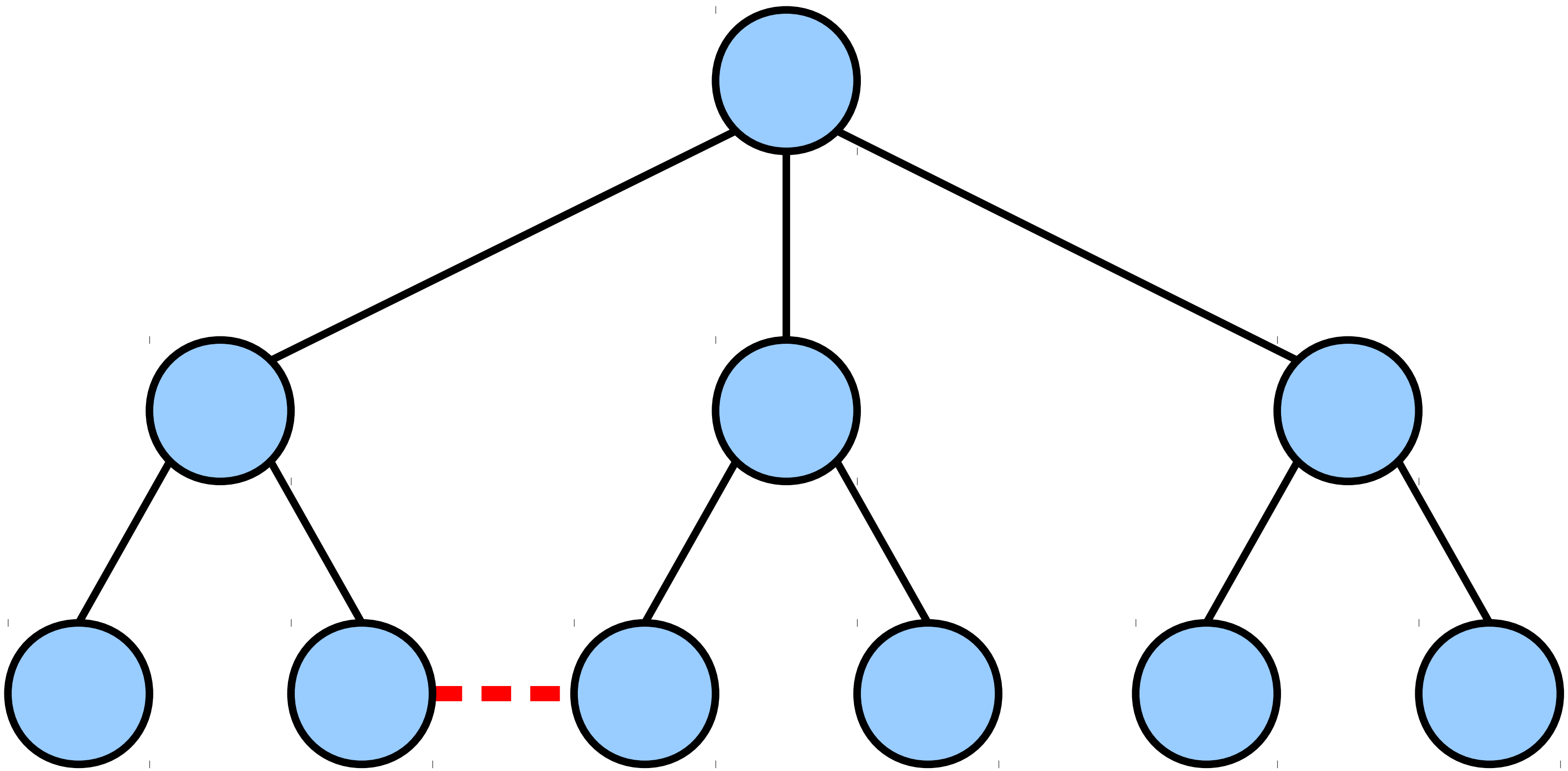


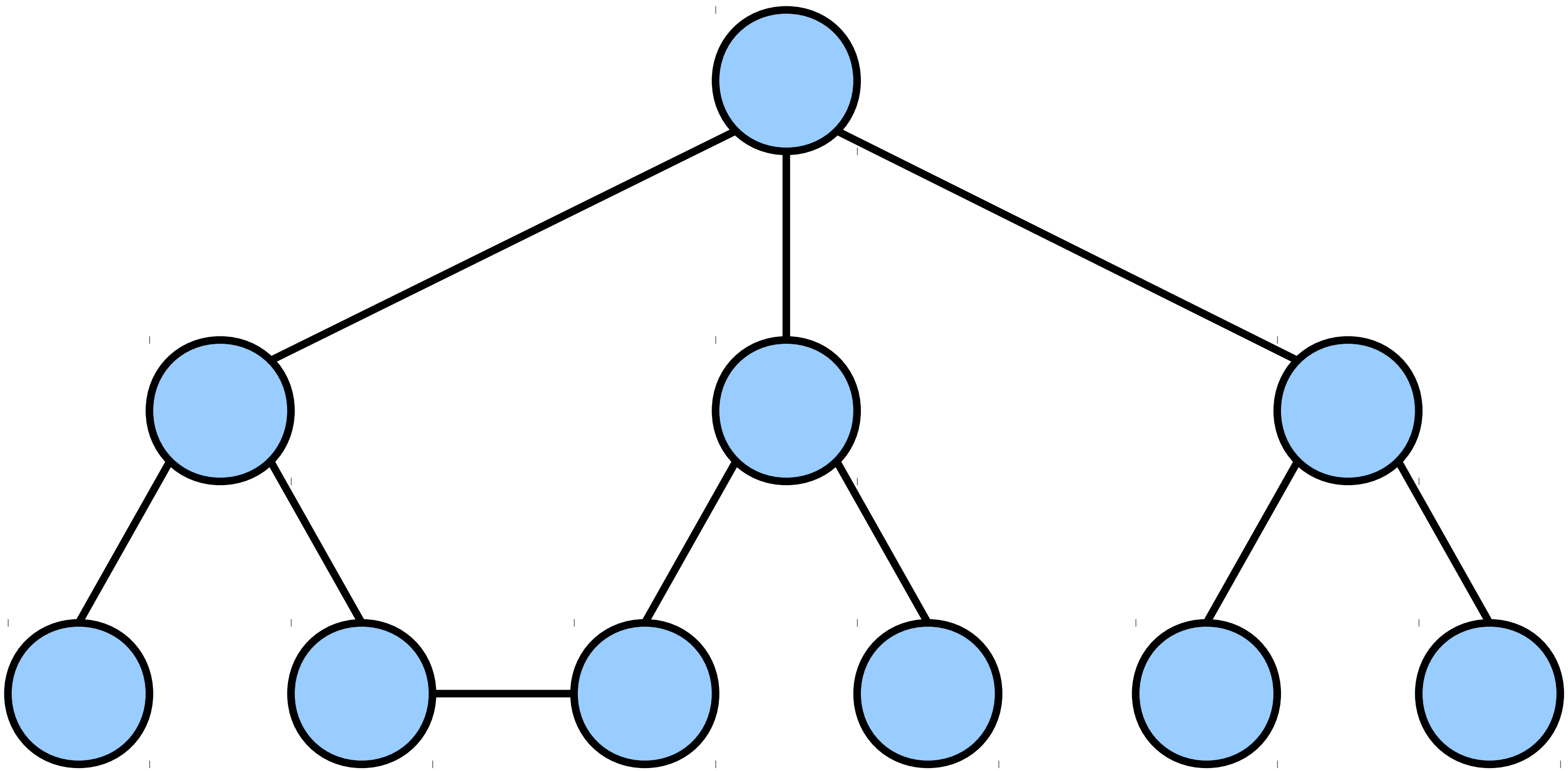


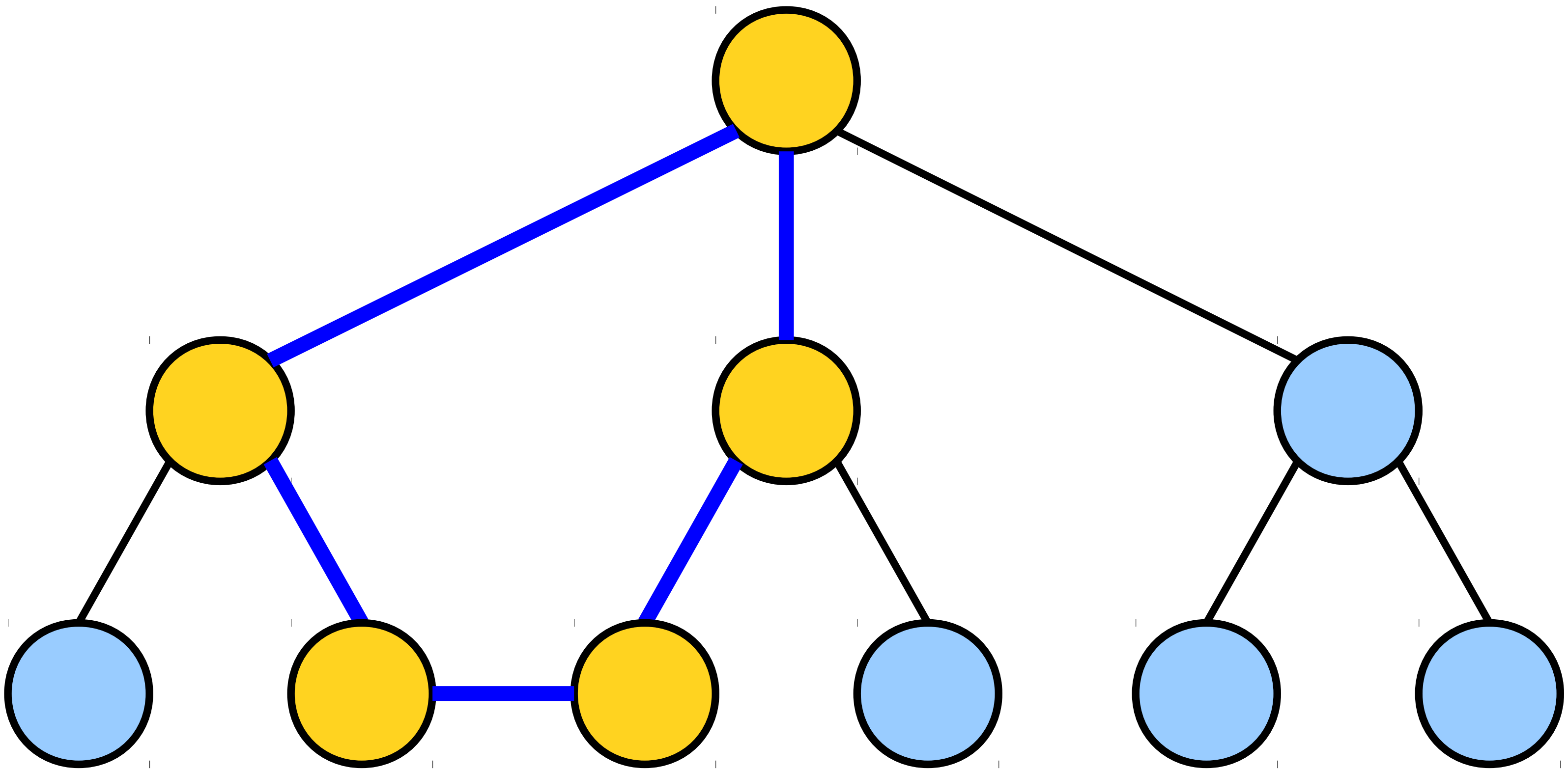


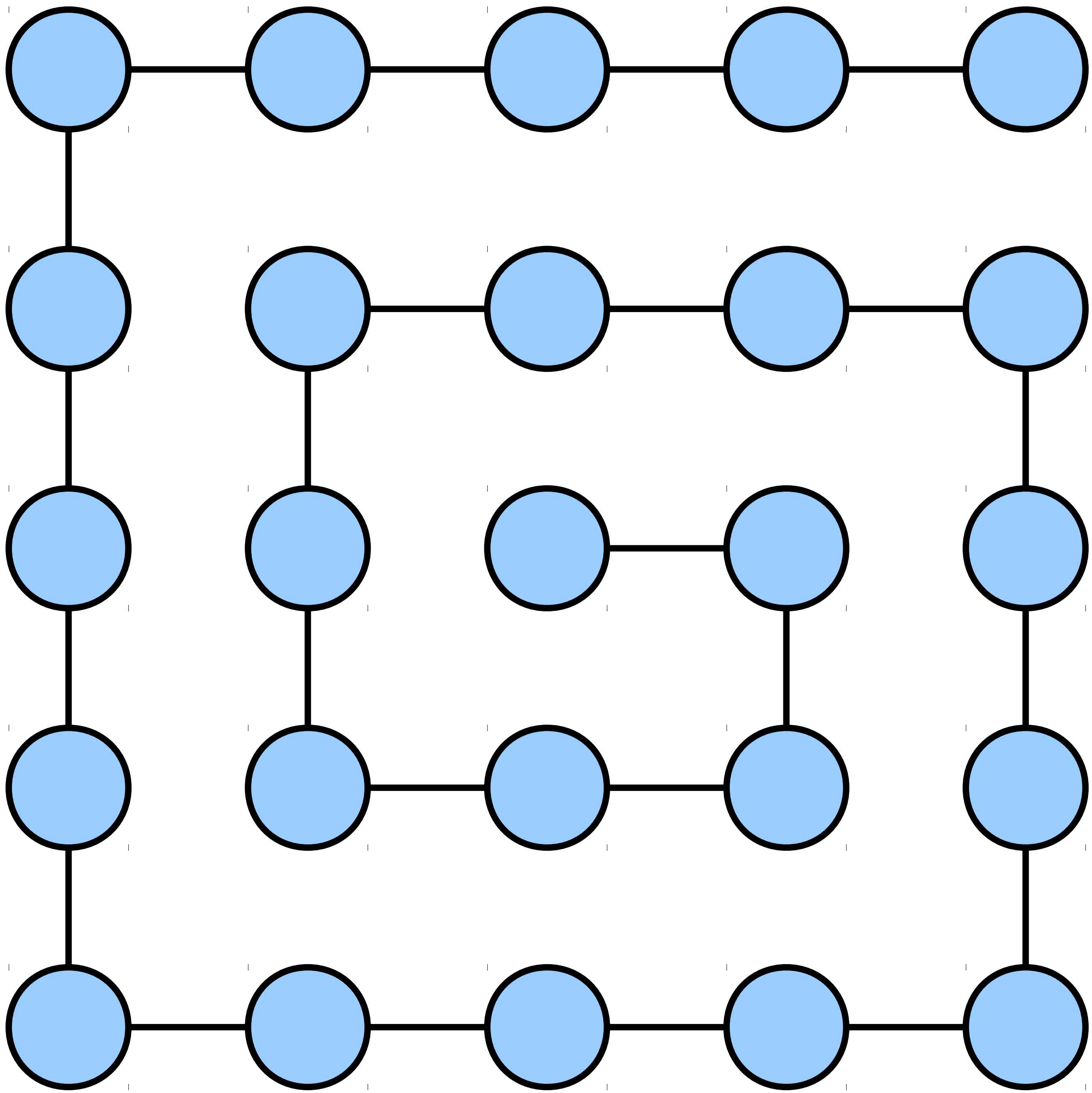


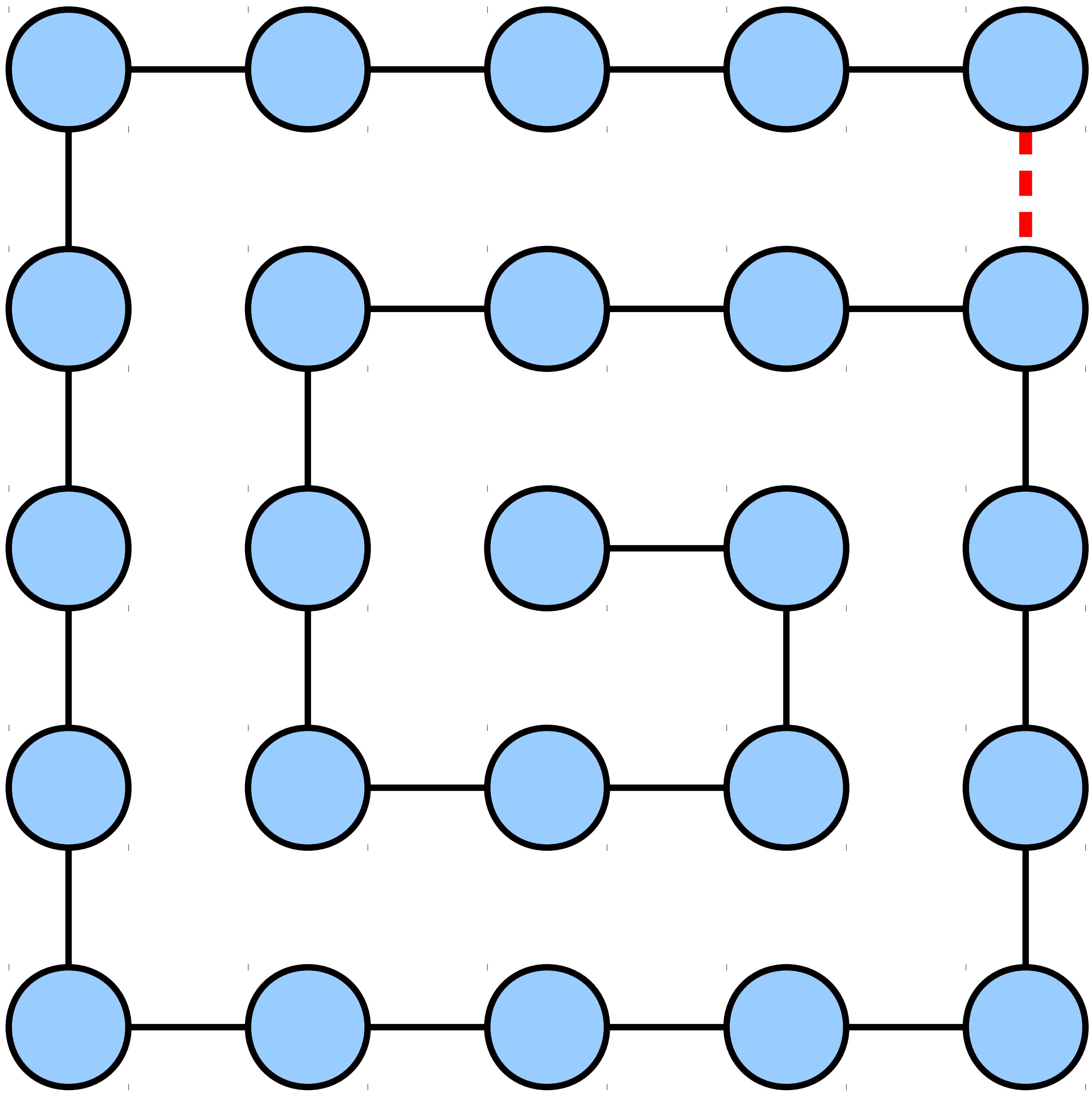


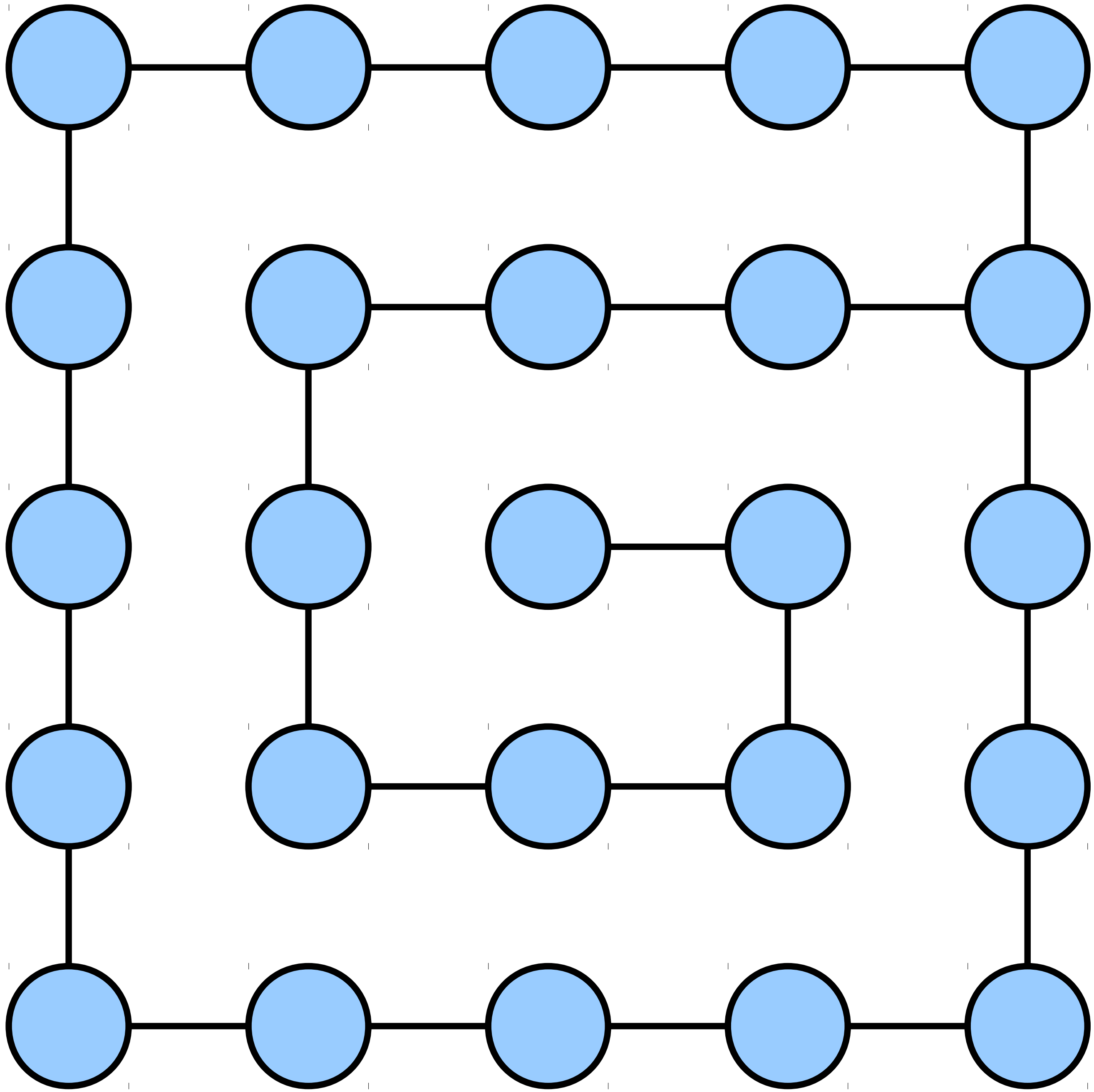


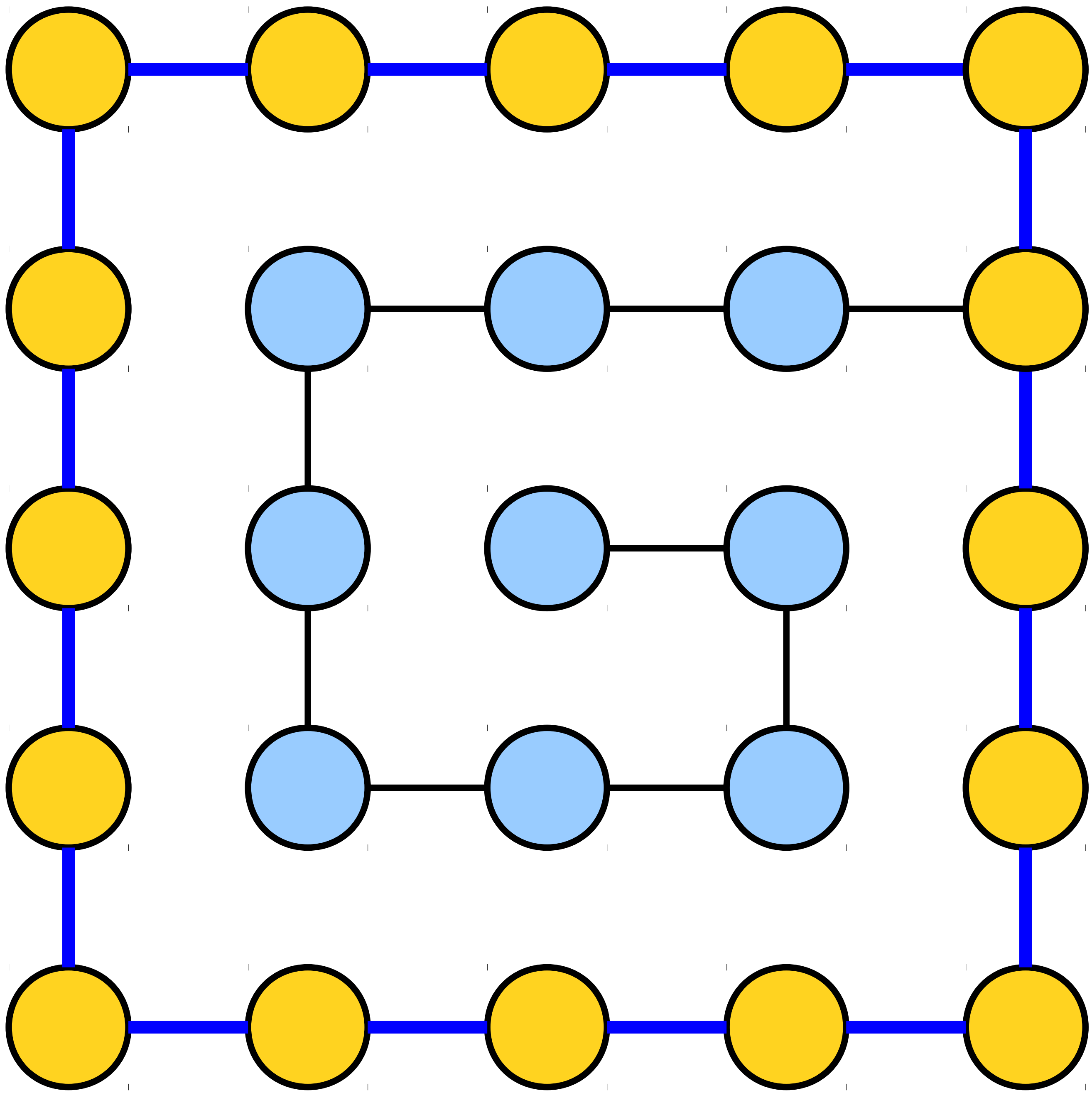






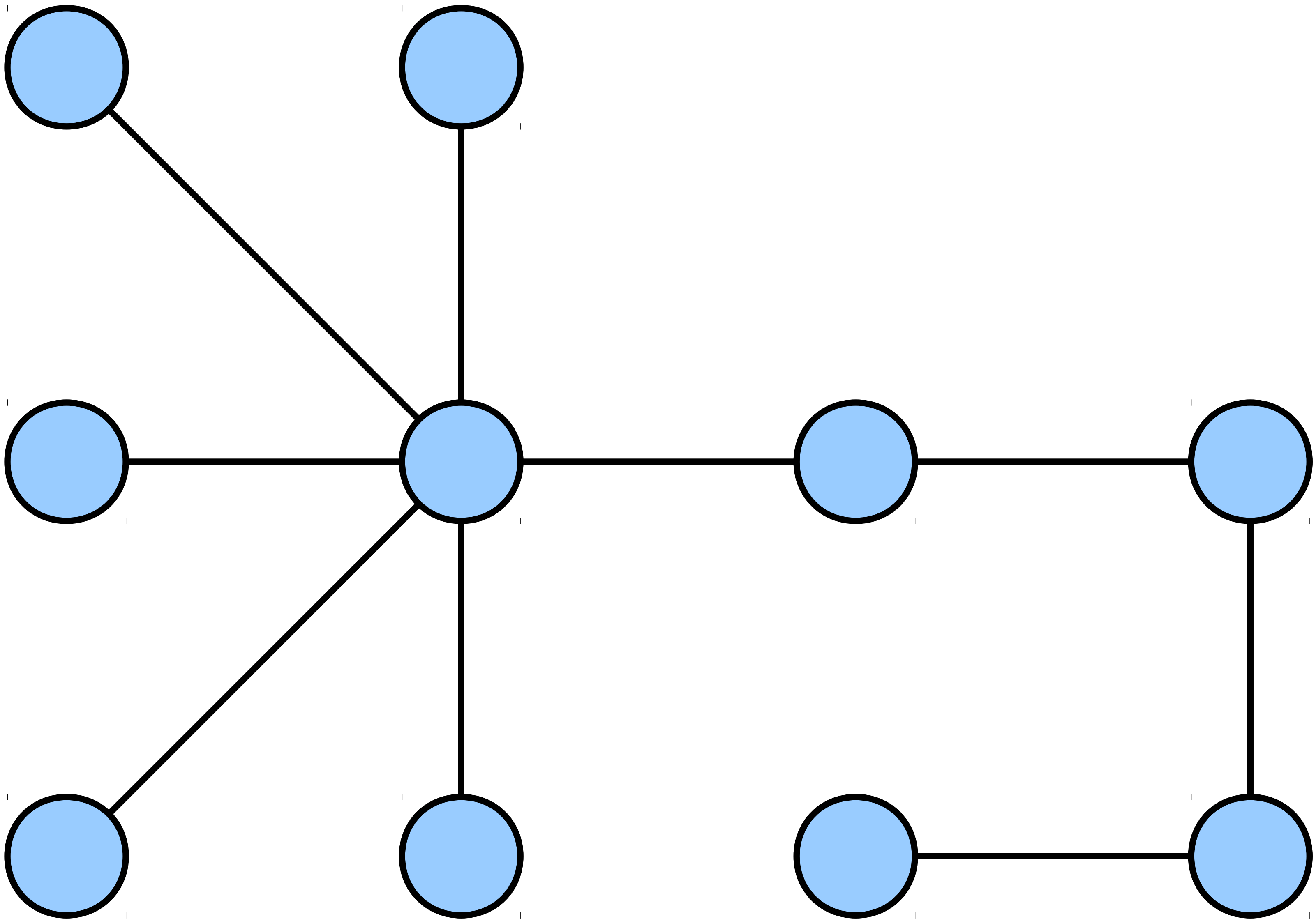


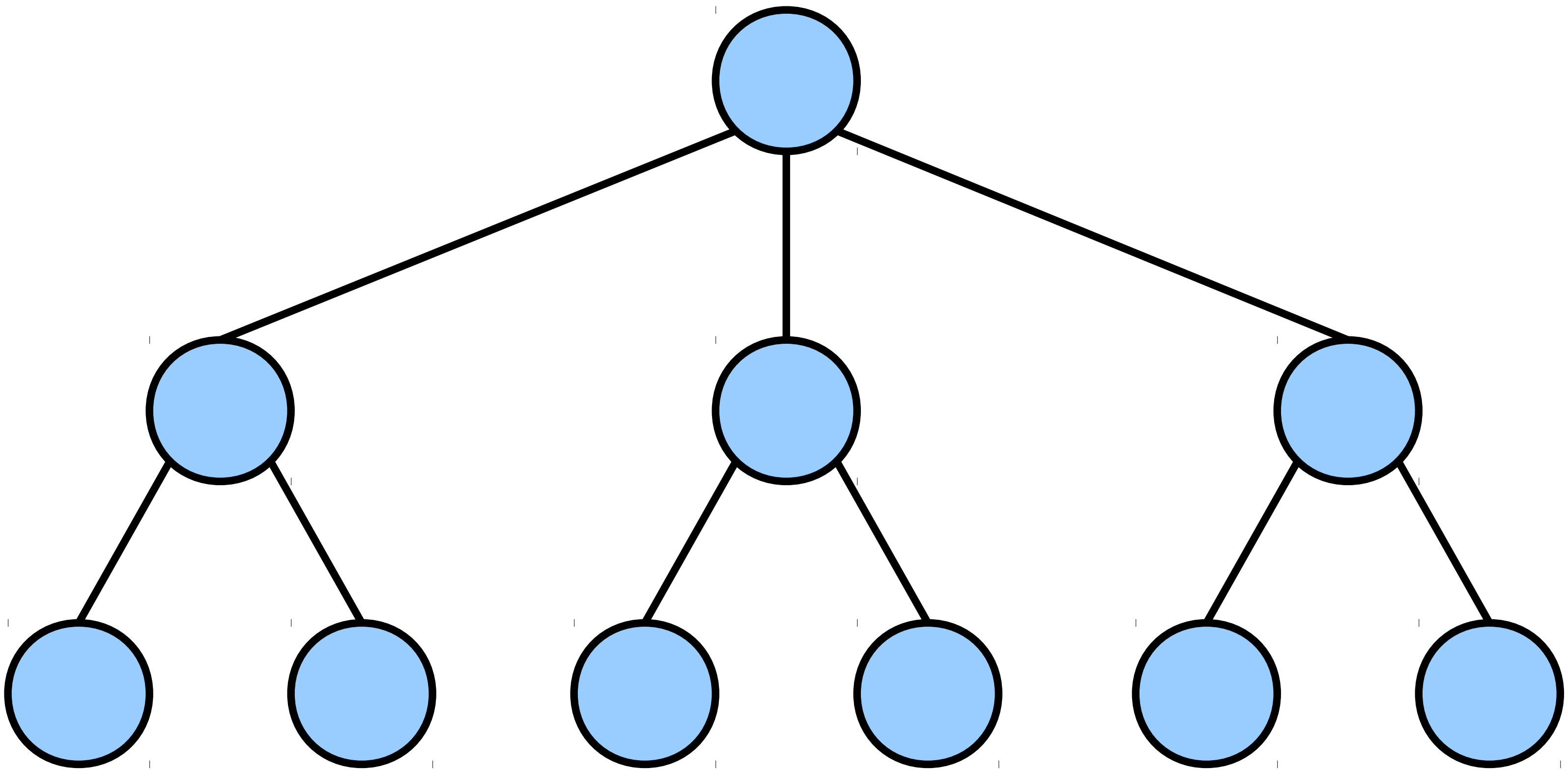


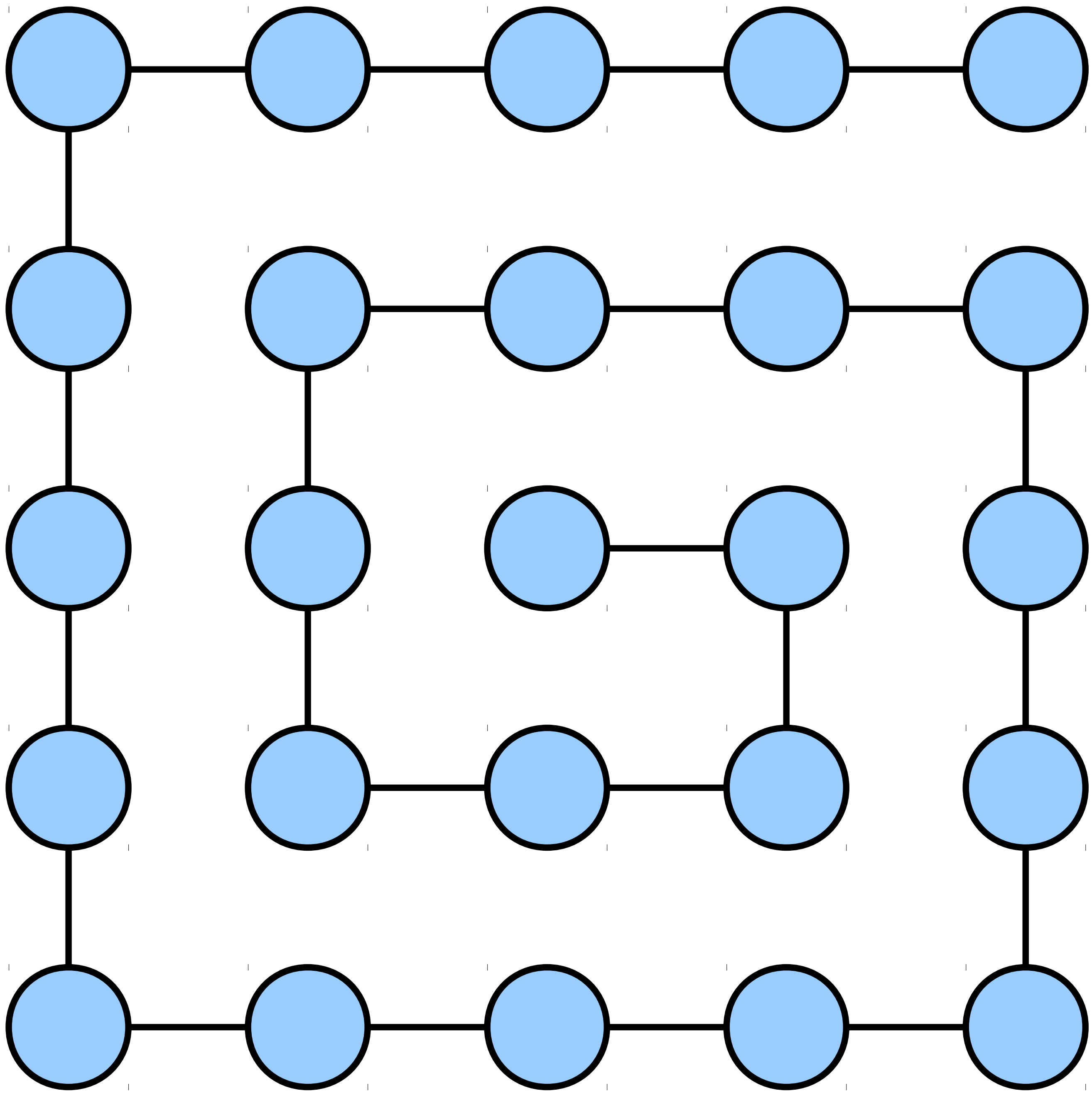


An undirected graph is called **maximally acyclic** iff adding any missing edge introduces a cycle.

Theorem: An undirected graph is a tree iff it is maximally acyclic.



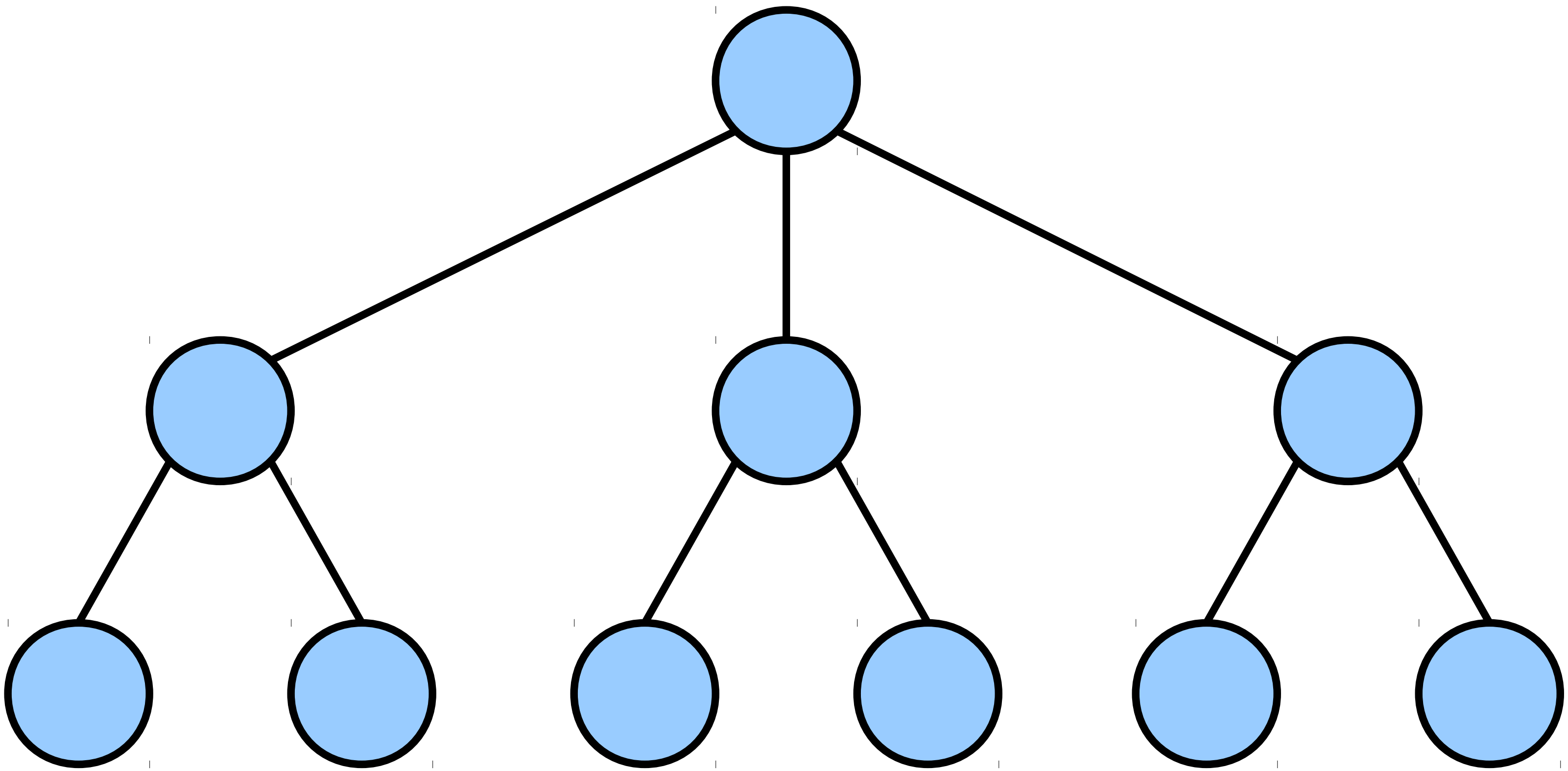


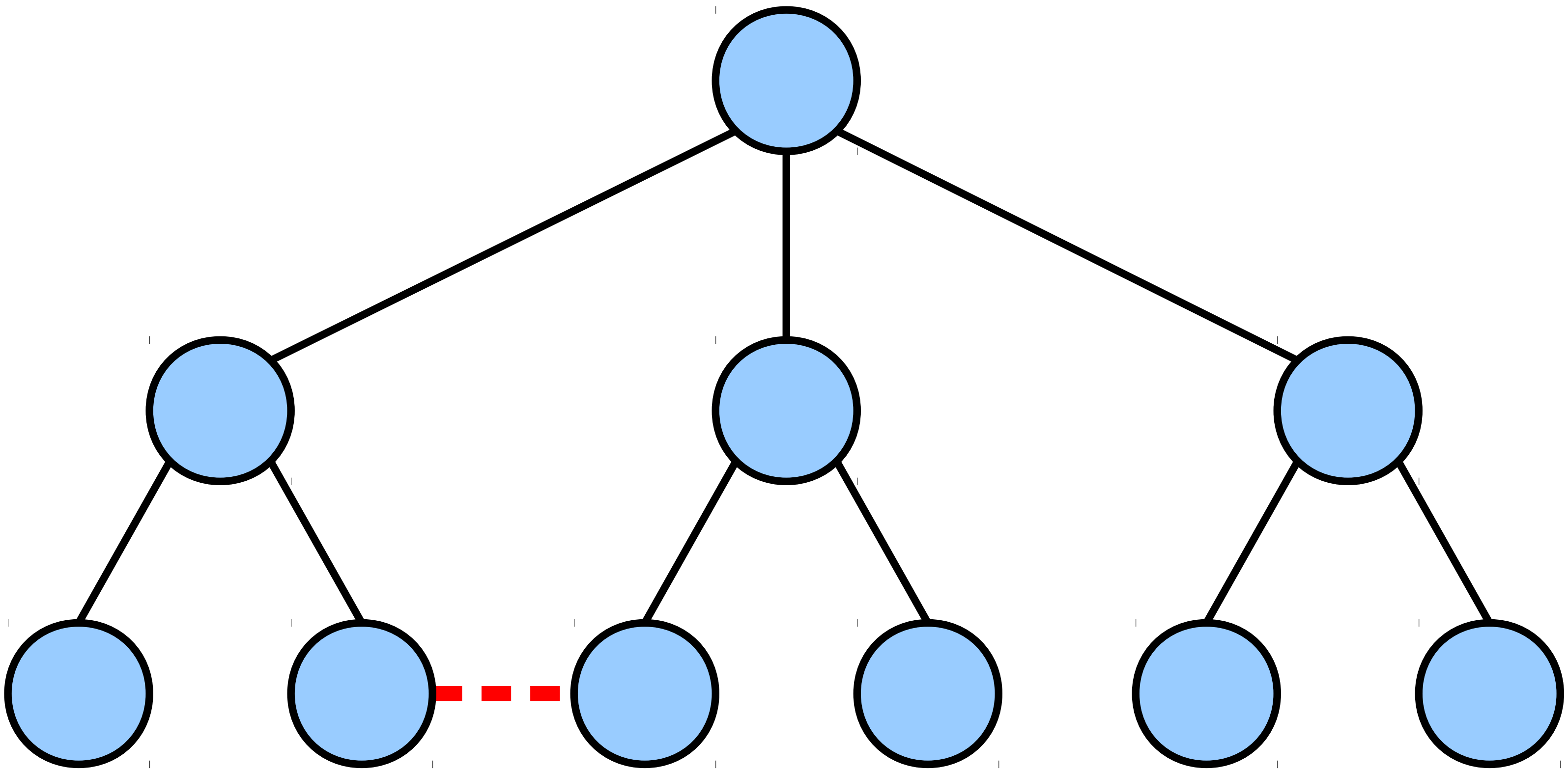


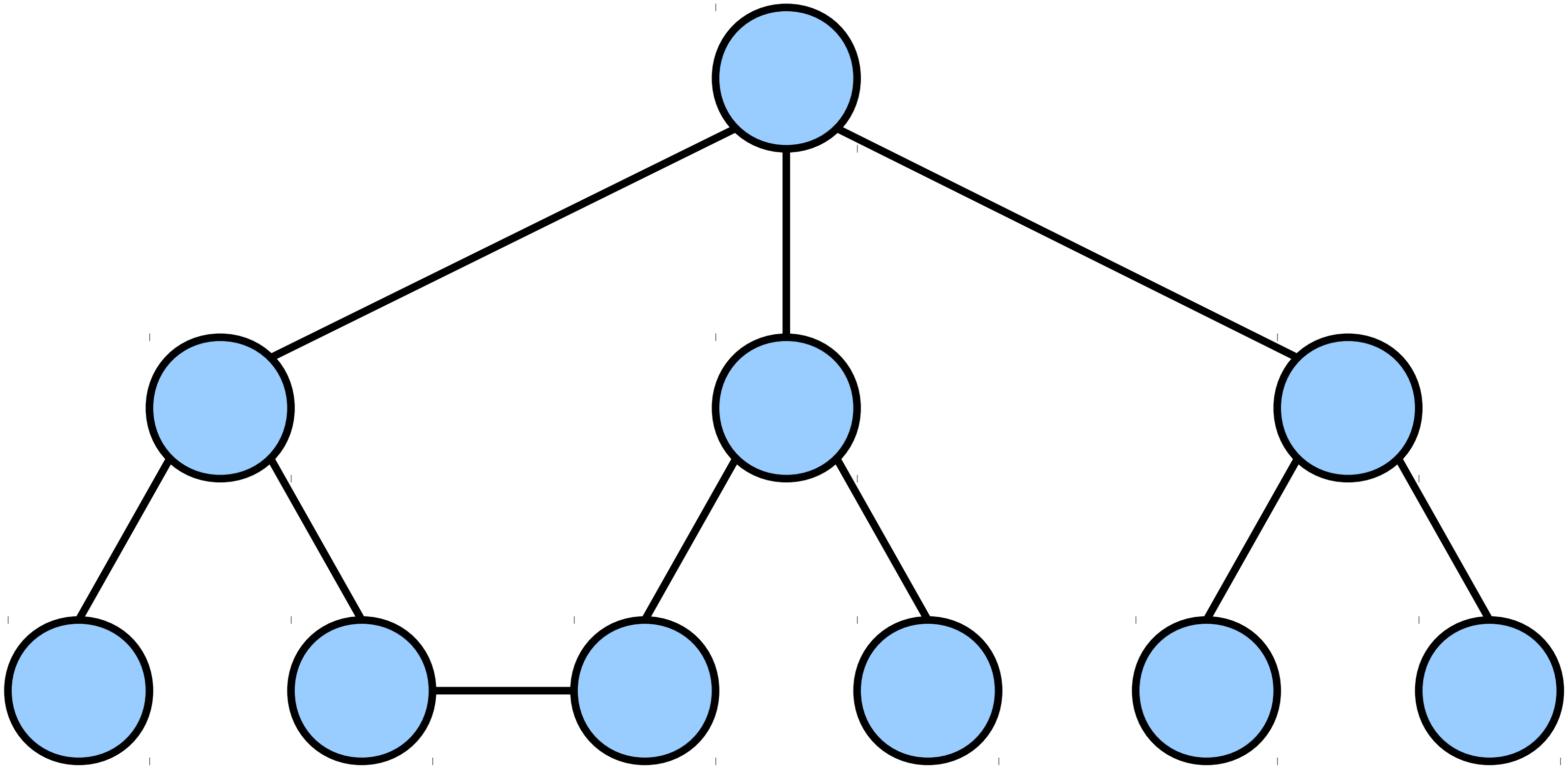
Theorem: An undirected graph is a tree iff it is connected and $|E| = |V| - 1$.

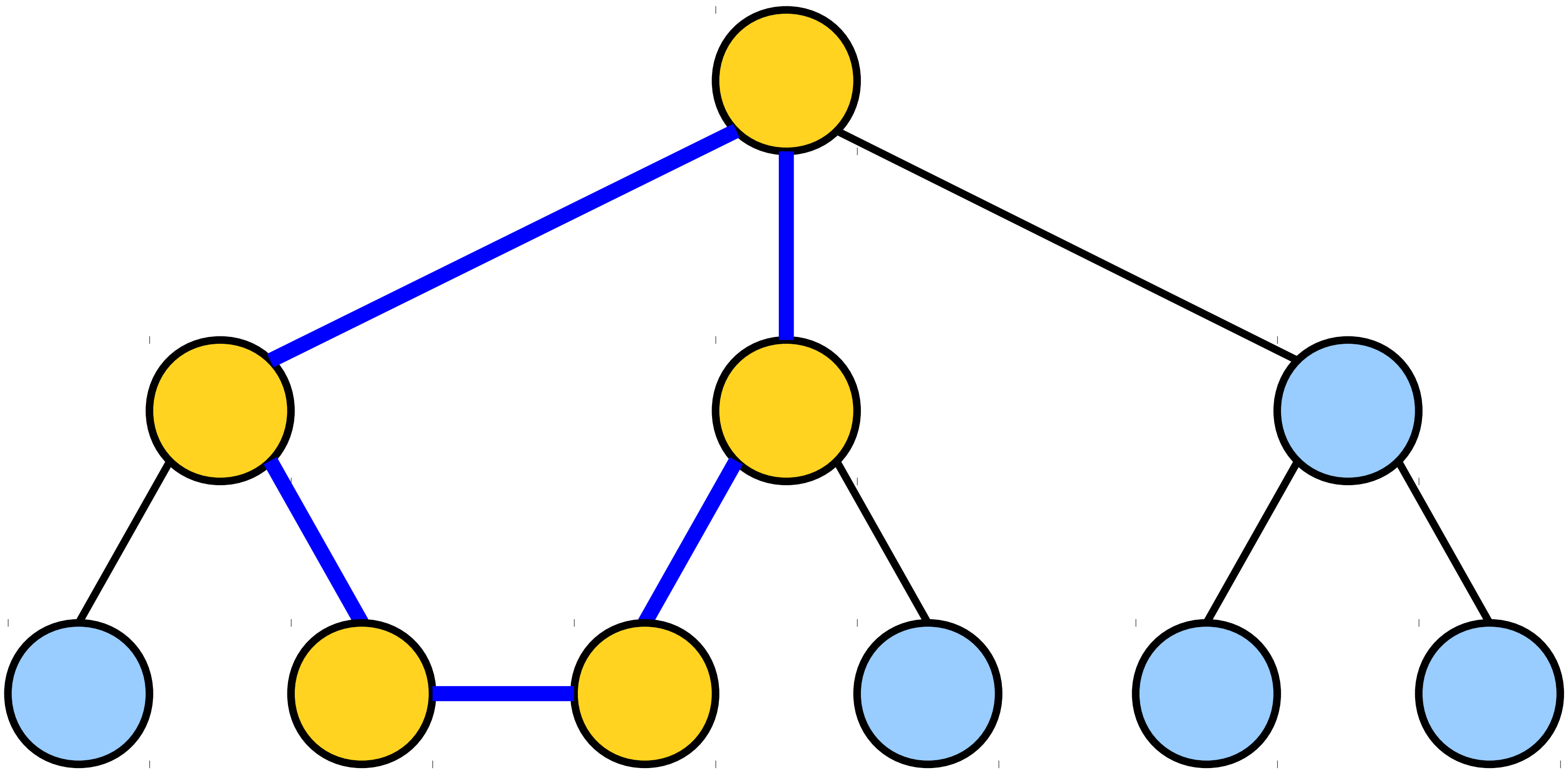
Trees

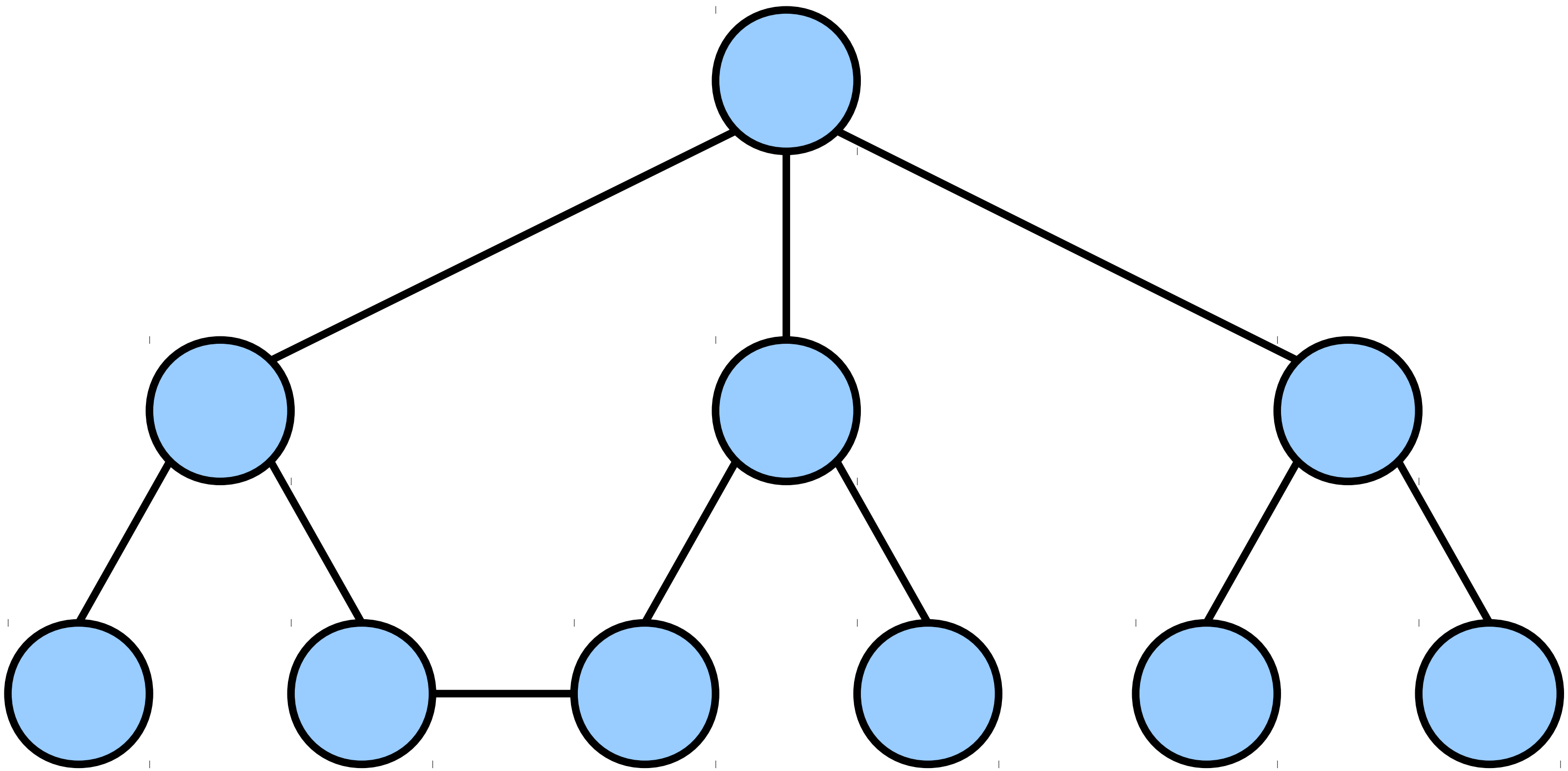
- A **tree** is an undirected graph $G = (V, E)$ that is connected and acyclic.
- All the following are equivalent:
  - G is a tree.
  - G is connected and acyclic.
  - G is **minimally connected** (removing any edge from G disconnects it.)
  - G is **maximally acyclic** (adding any edge creates a cycle)
  - G is connected and $|E| = |V| - 1$.

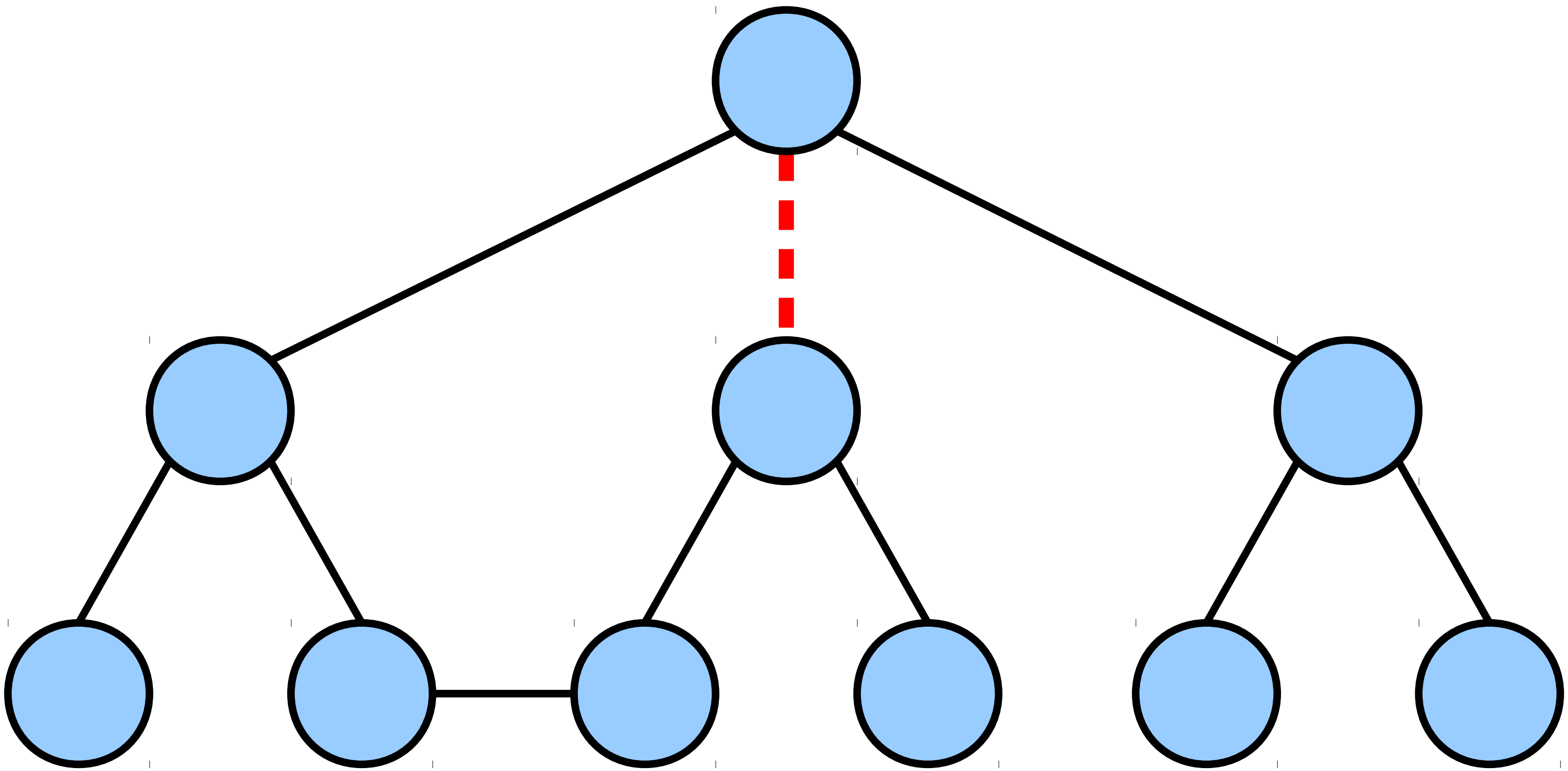


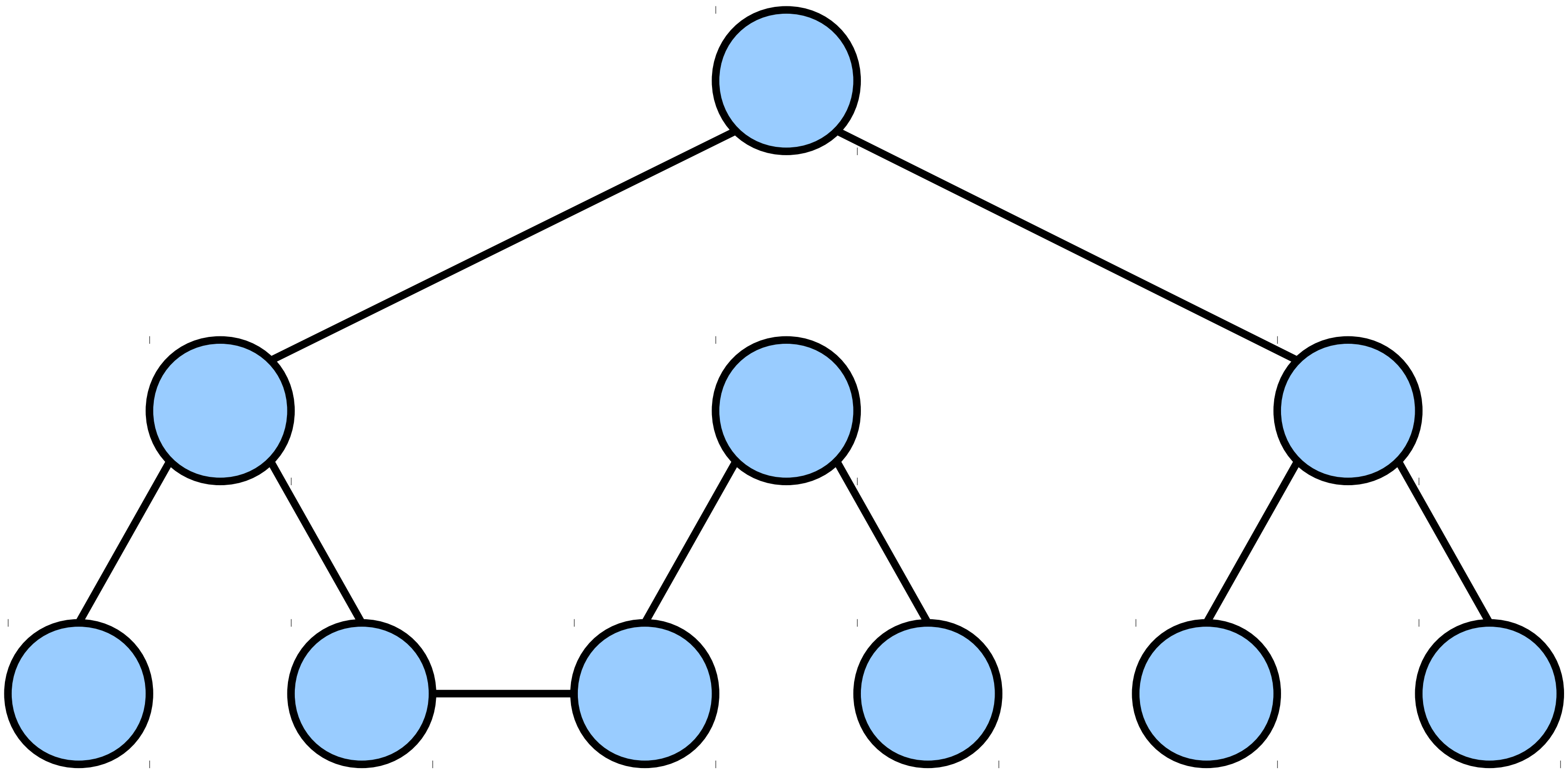


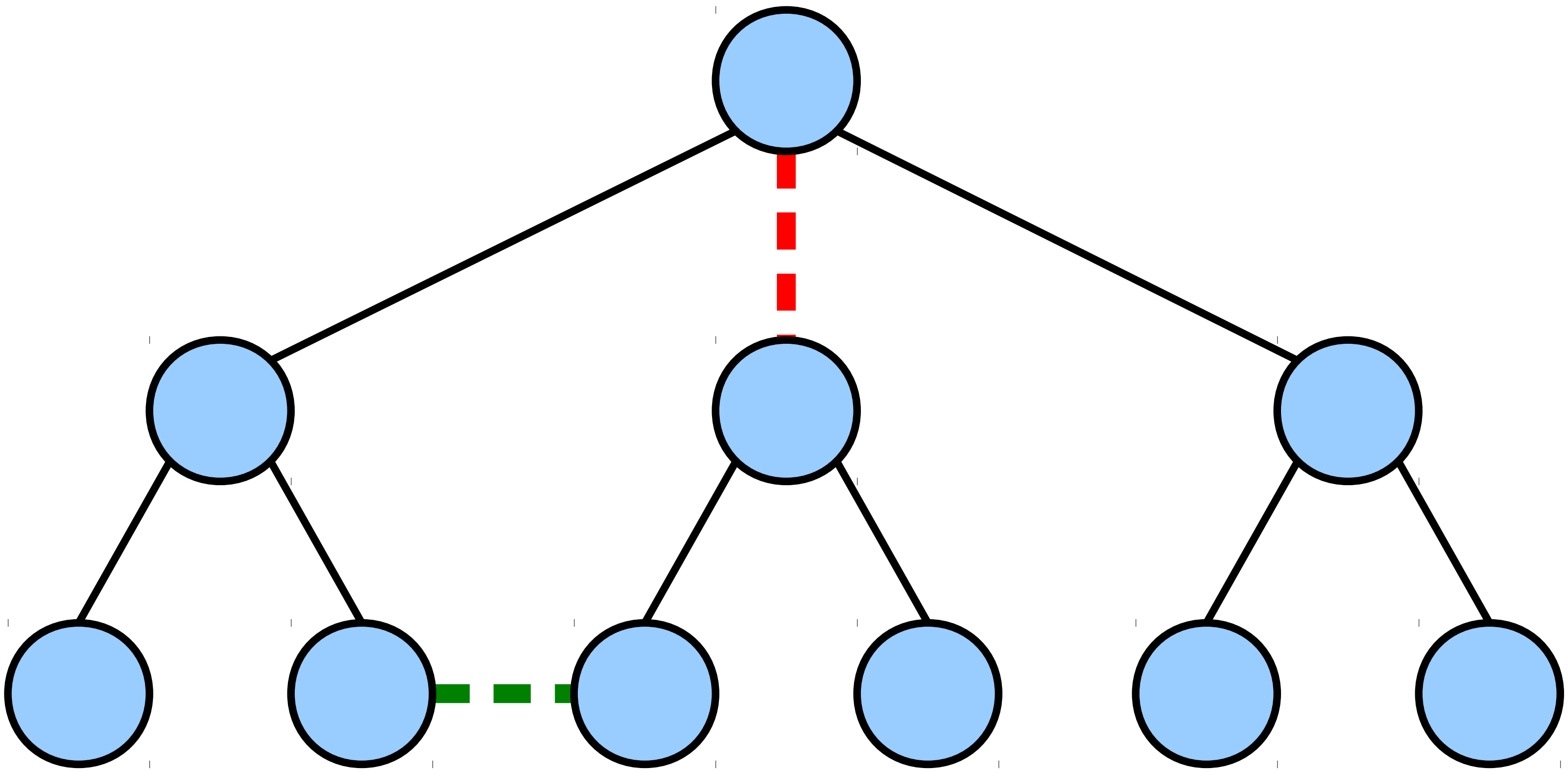










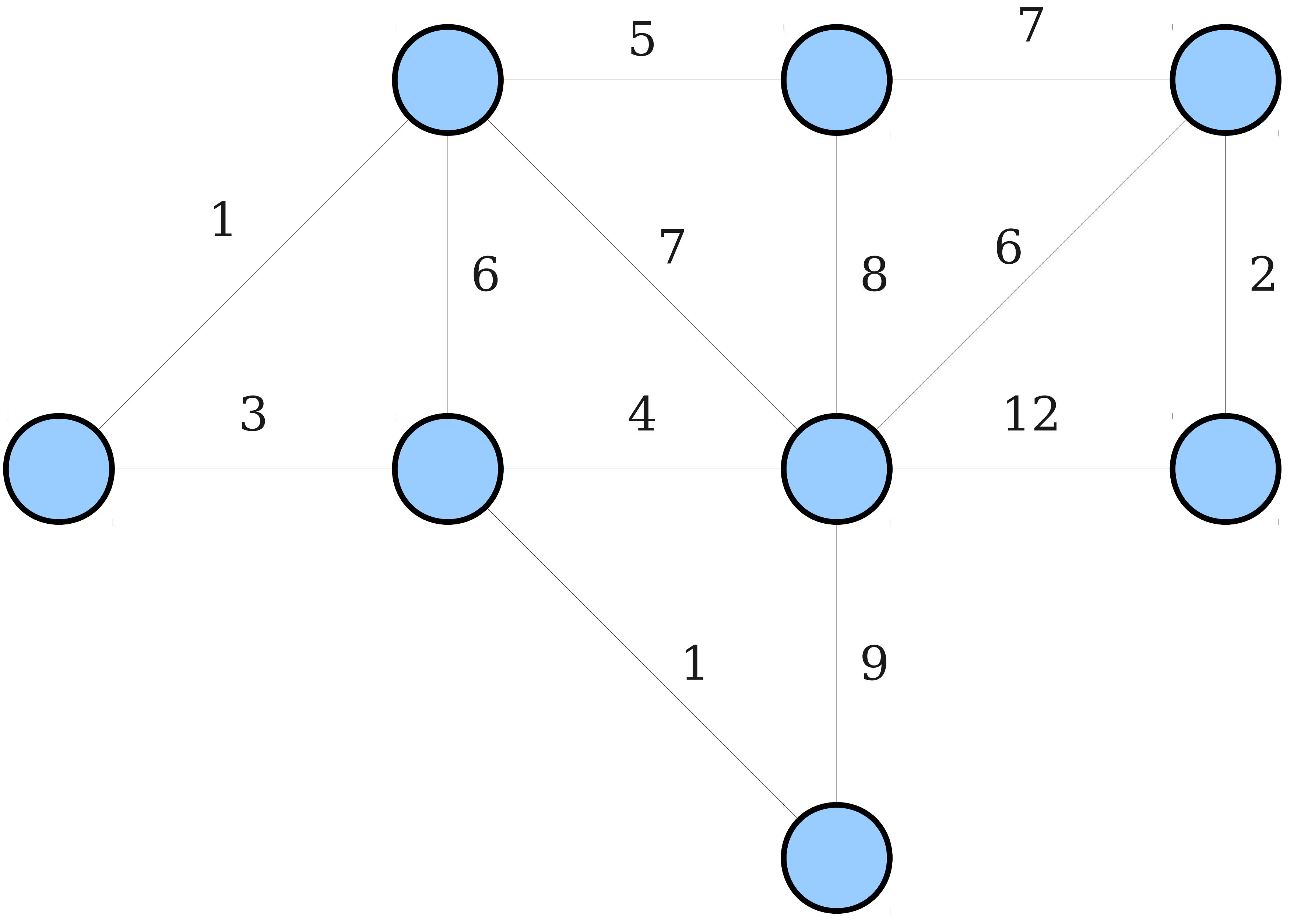


Theorem: Let T be a tree and $(u, v) \notin T$. The graph $T \cup \{(u, v)\}$ contains a cycle. For any edge (x, y) on the cycle, the graph $T' = T \cup \{(u, v)\} - \{(x, y)\}$ is a tree.

Proof: Since $(u, v) \notin T$ and $(x, y) \in T \cup \{(u, v)\}$, we know $|T'| = |T| + 1 - 1 = |T| = |V| - 1$. Therefore, we will show that T' is connected to conclude T' is a tree.

Consider any $s, t \in V$. Since T is connected, there is some path from s to t in T. If that path does not cross (x, y), or if $(x, y) = (u, v)$, then this path is also a path from s to t in T', so s and t are connected in T'. Otherwise, suppose the path from s to t crosses (x, y). Assume without loss of generality that the path starts at s, goes to x, crosses (x, y), then goes from y to t. Since (u, v) and (x, y) are part of the same cycle, we can modify the original path from s to t so that instead of crossing (x, y), it goes around the cycle from x to y. This new path is then a path from s to t in T', so s and t are connected in T'. Thus any arbitrary pair of nodes are connected in T', so T' is connected. ■

Minimum Spanning Trees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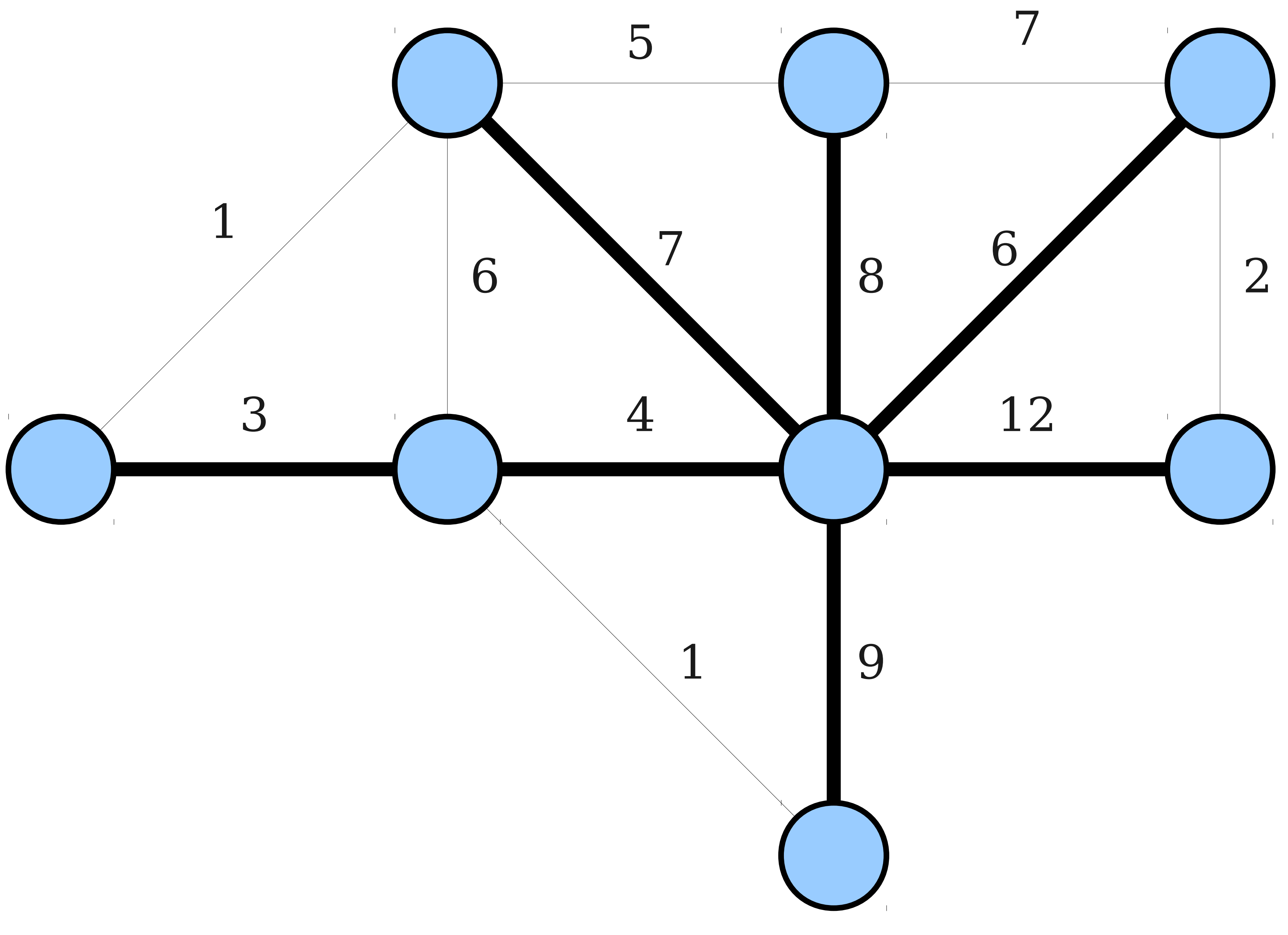

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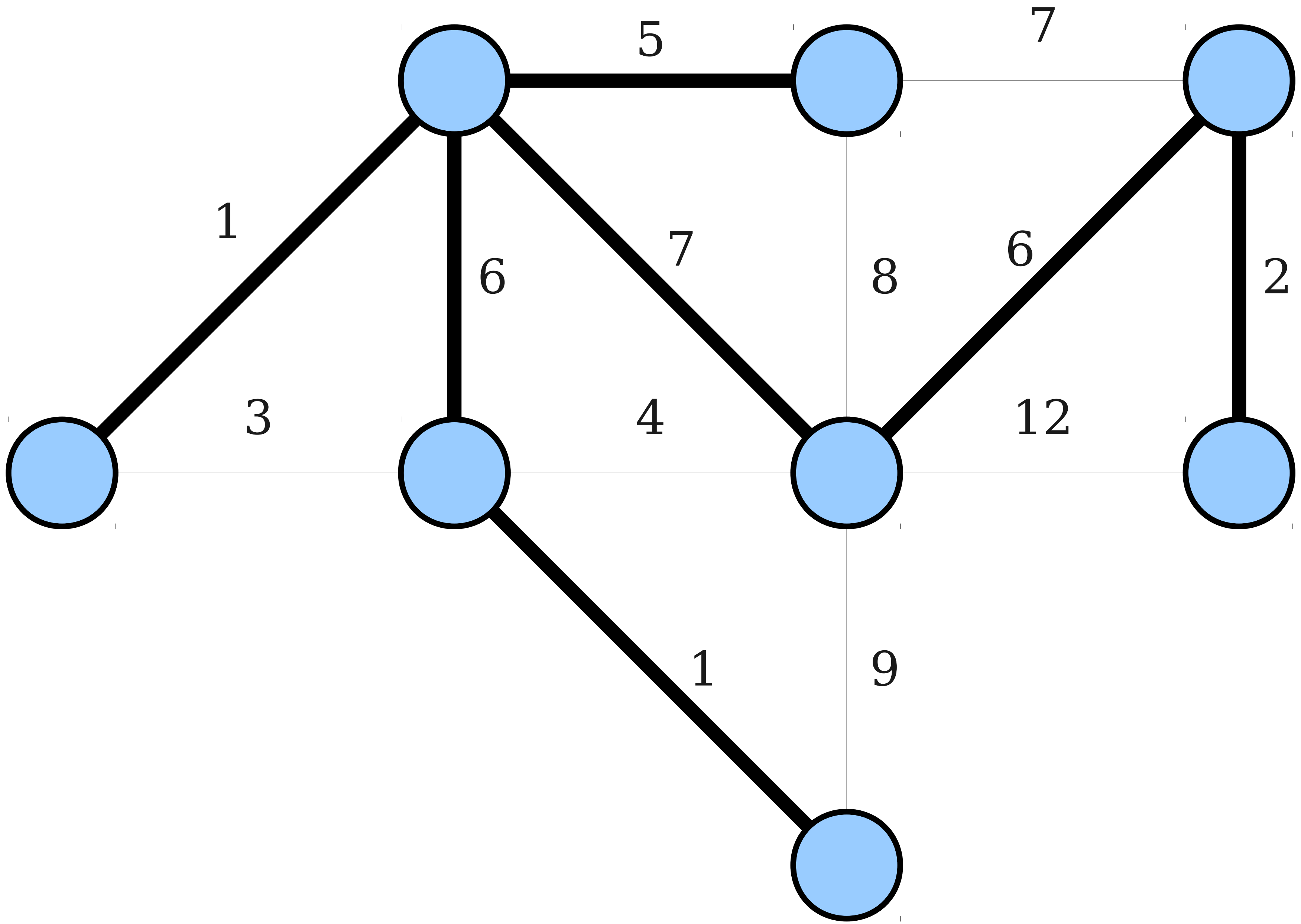
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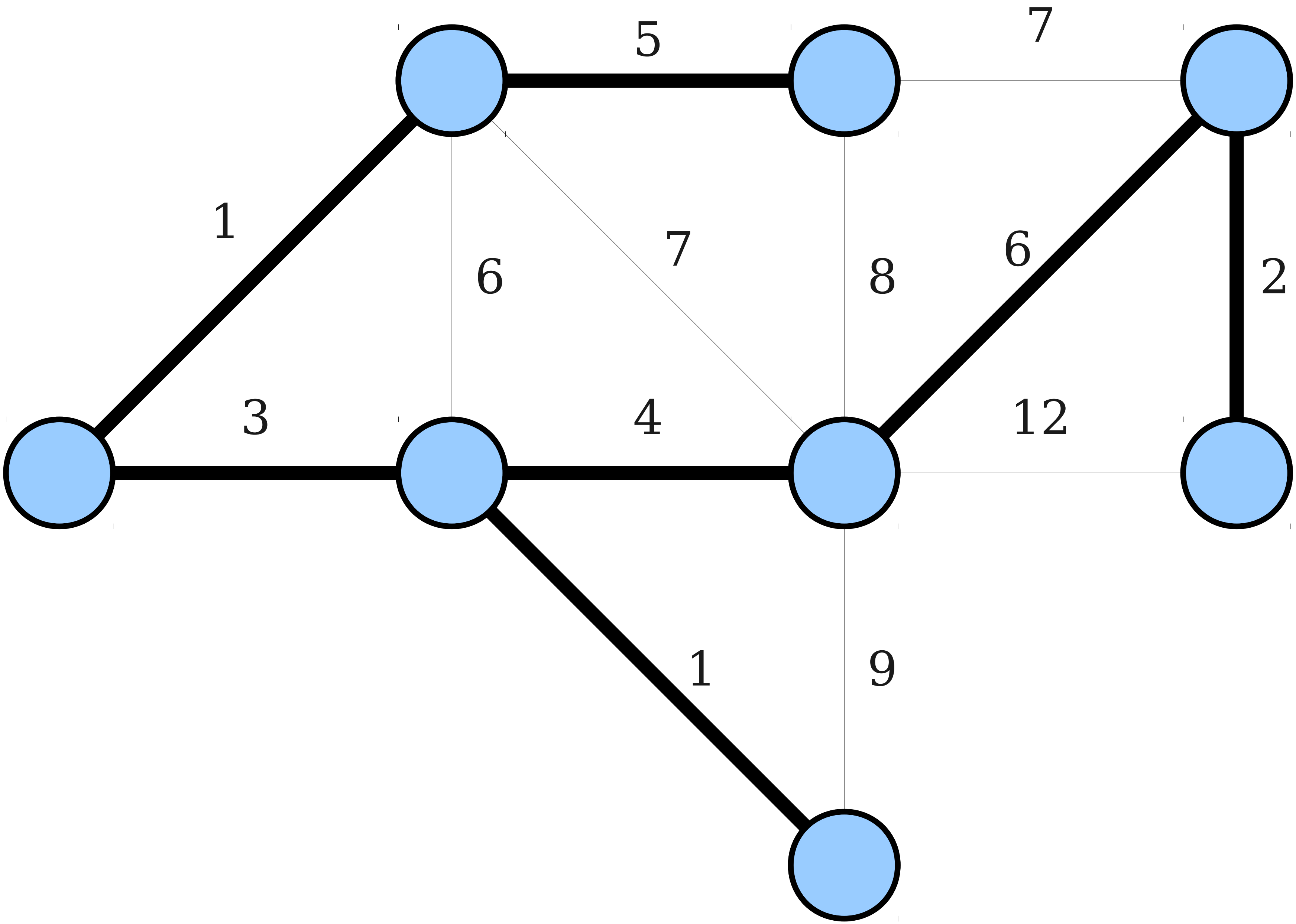
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Spanning Trees

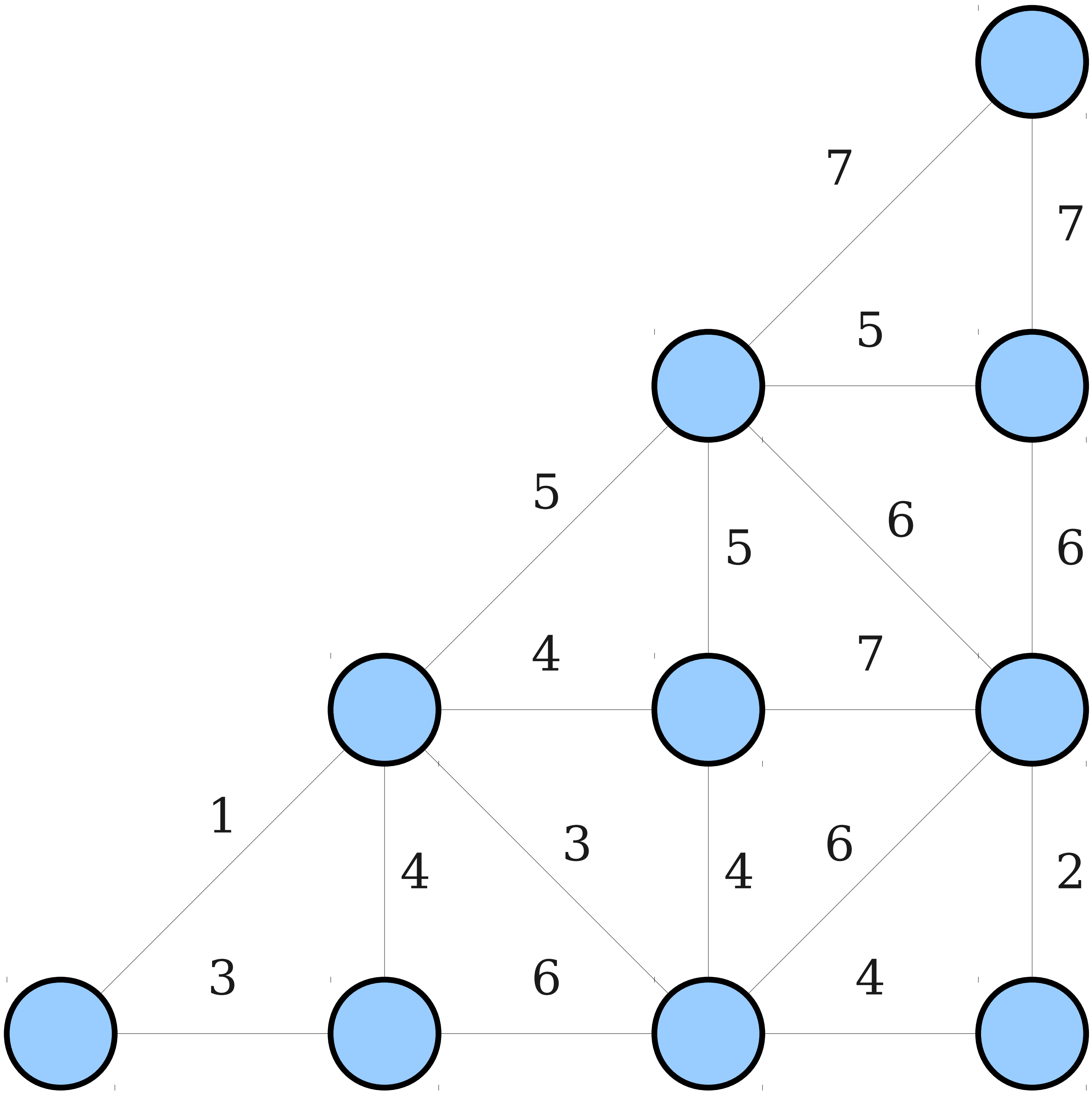
- Let $G = (V, E)$. A **spanning tree** (or **ST**) of G is a graph (V, T) such that (V, T) is a tree.
  - For notational simplicity: we'll identify a spanning tree with just the set of edges T.
- Suppose that each edge $(u, v) \in E$ is assigned a **cost** $c(u, v)$.
- The **cost of a tree** T, denoted $c(T)$, is the sum of the costs of the edges in T:

$$c(T) = \sum_{(u,v) \in T} c(u,v)$$

- A **minimum spanning tree** (or **MST**) of G is a spanning tree T^* of G with minimum cost.

Minimum Spanning Trees

- There are *many* greedy algorithms for finding MSTs:
  - Borůvka's algorithm (1926)
  - Kruskal's algorithm (1956)
  - Prim's algorithm (1930, rediscovered 1957)
- We will explore Kruskal's algorithm and Prim's algorithm in this course.
- *Lots* of research into this problem: parallel implementions, optimal serial implementations, implementations harnessing bitwise operations, etc...



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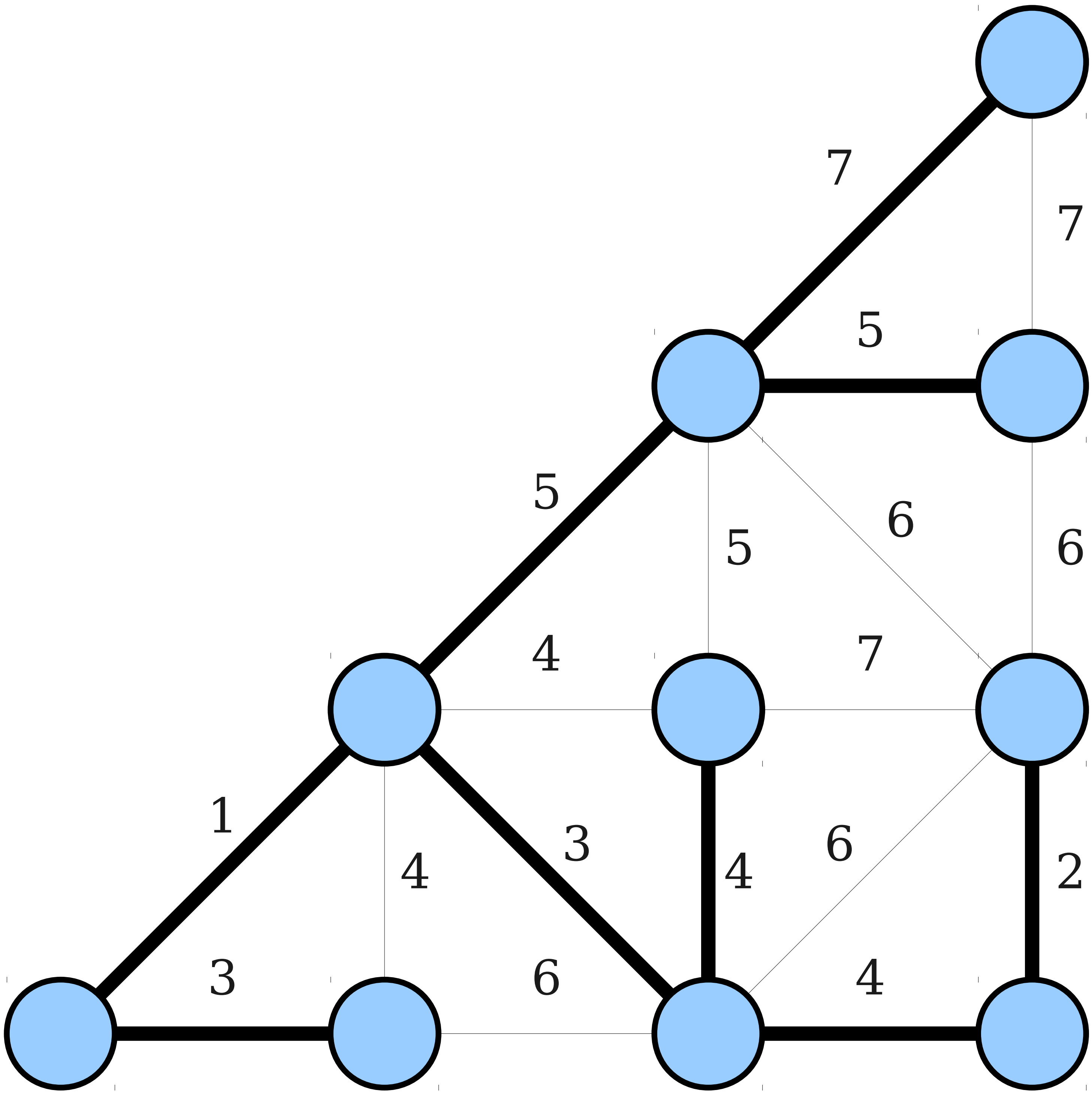
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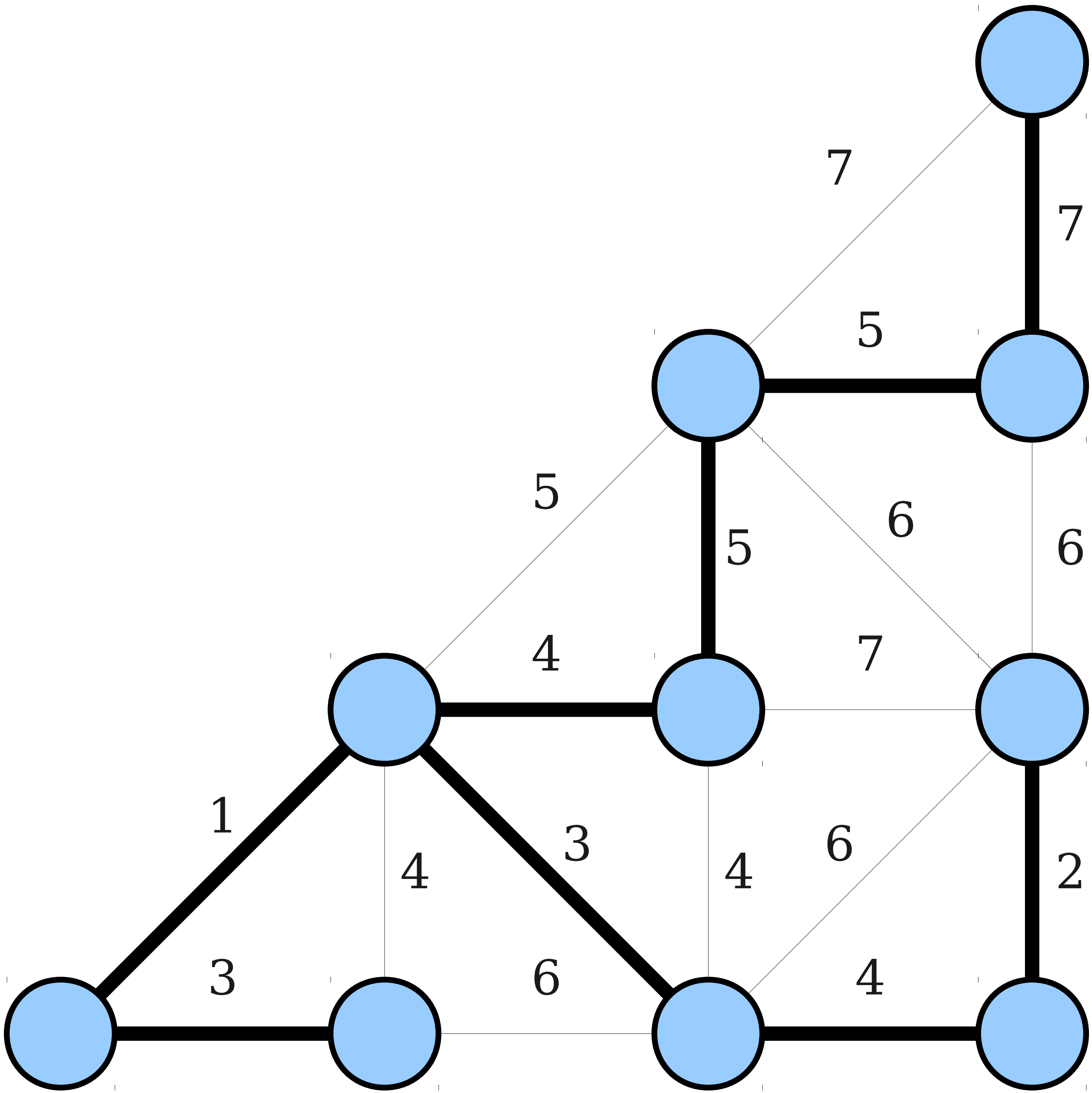

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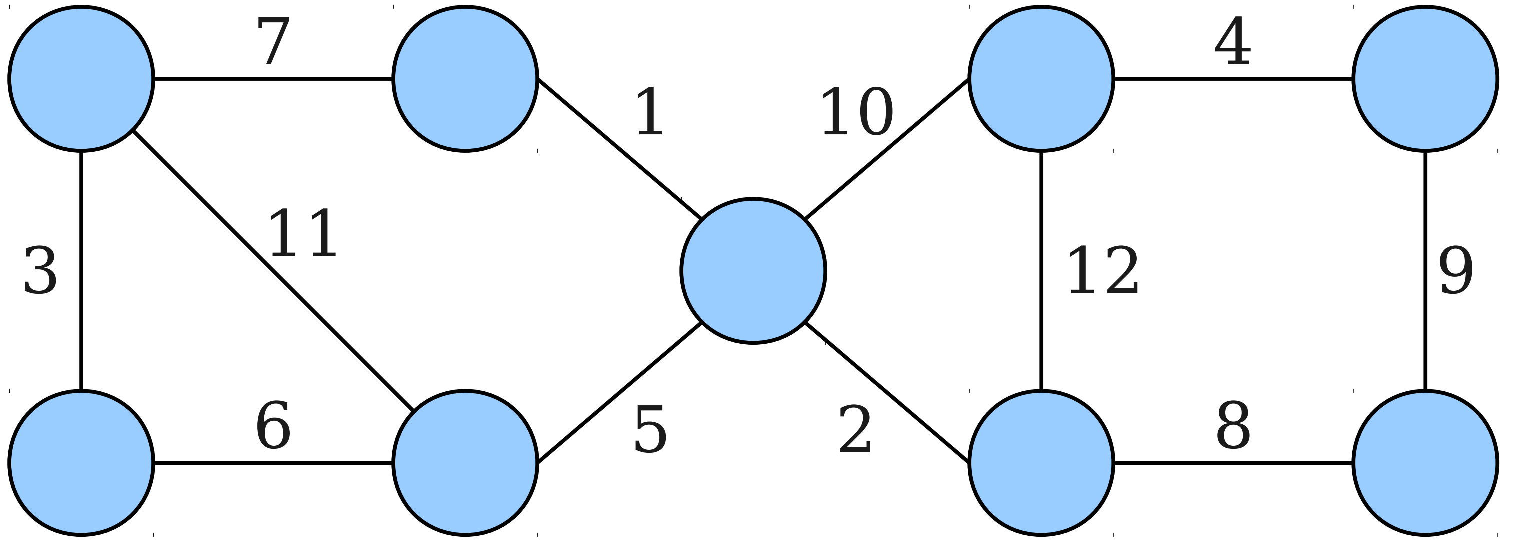
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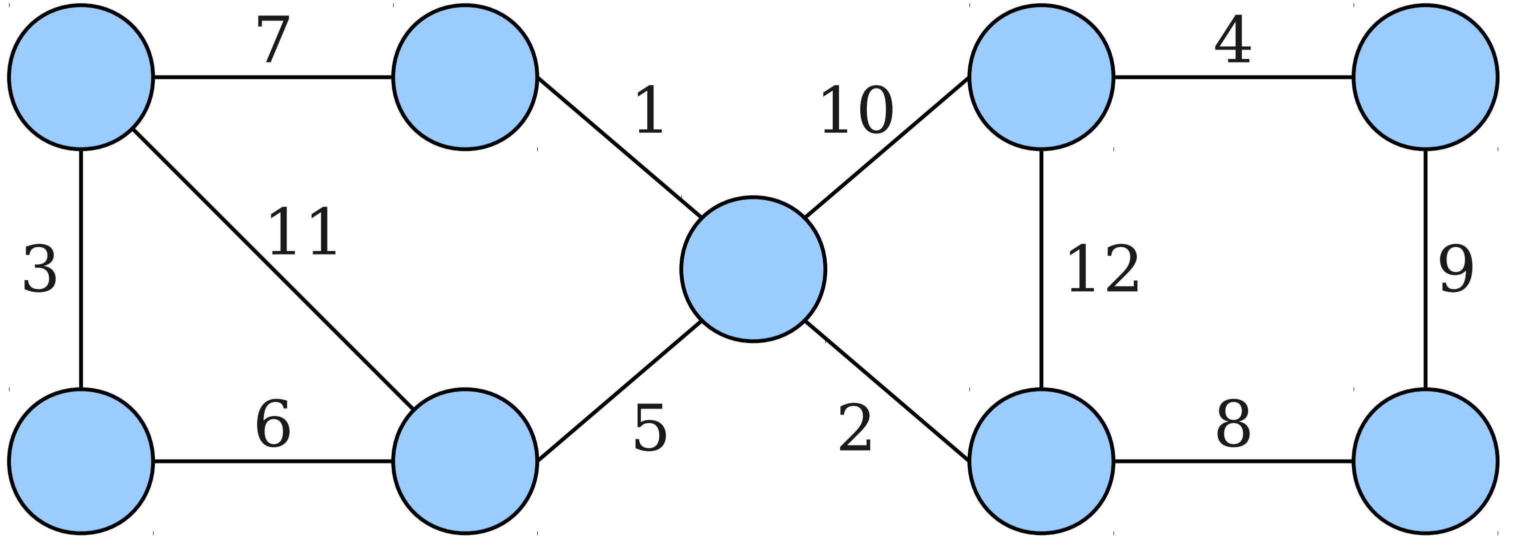
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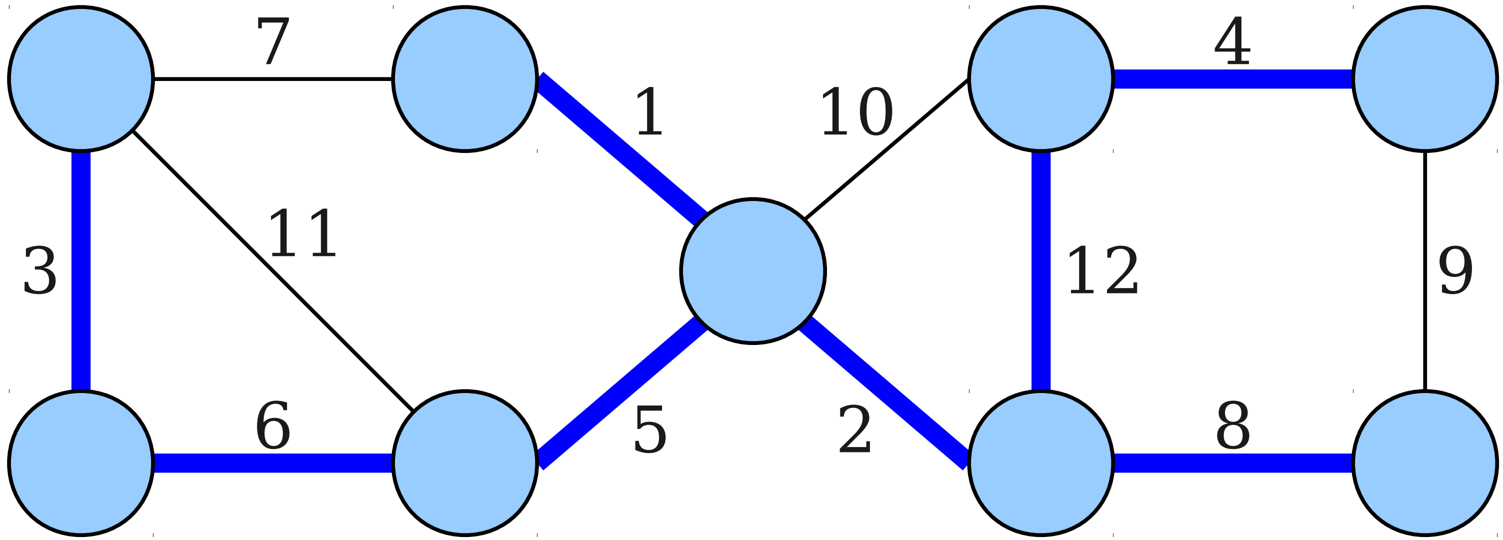
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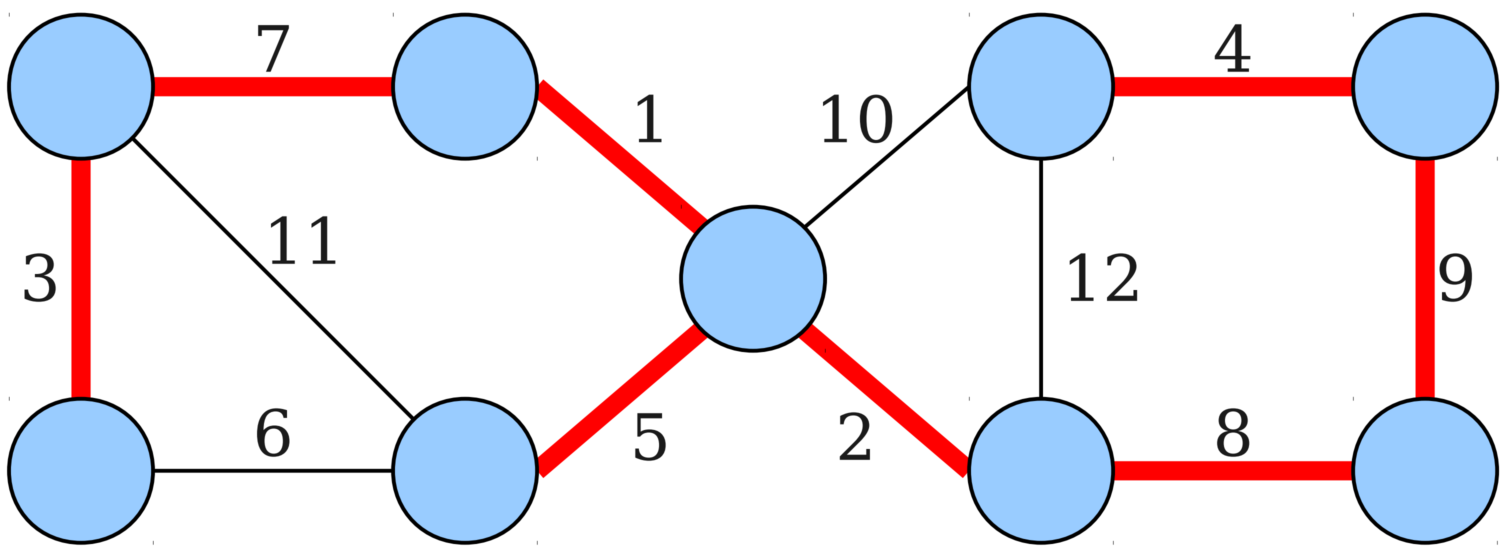
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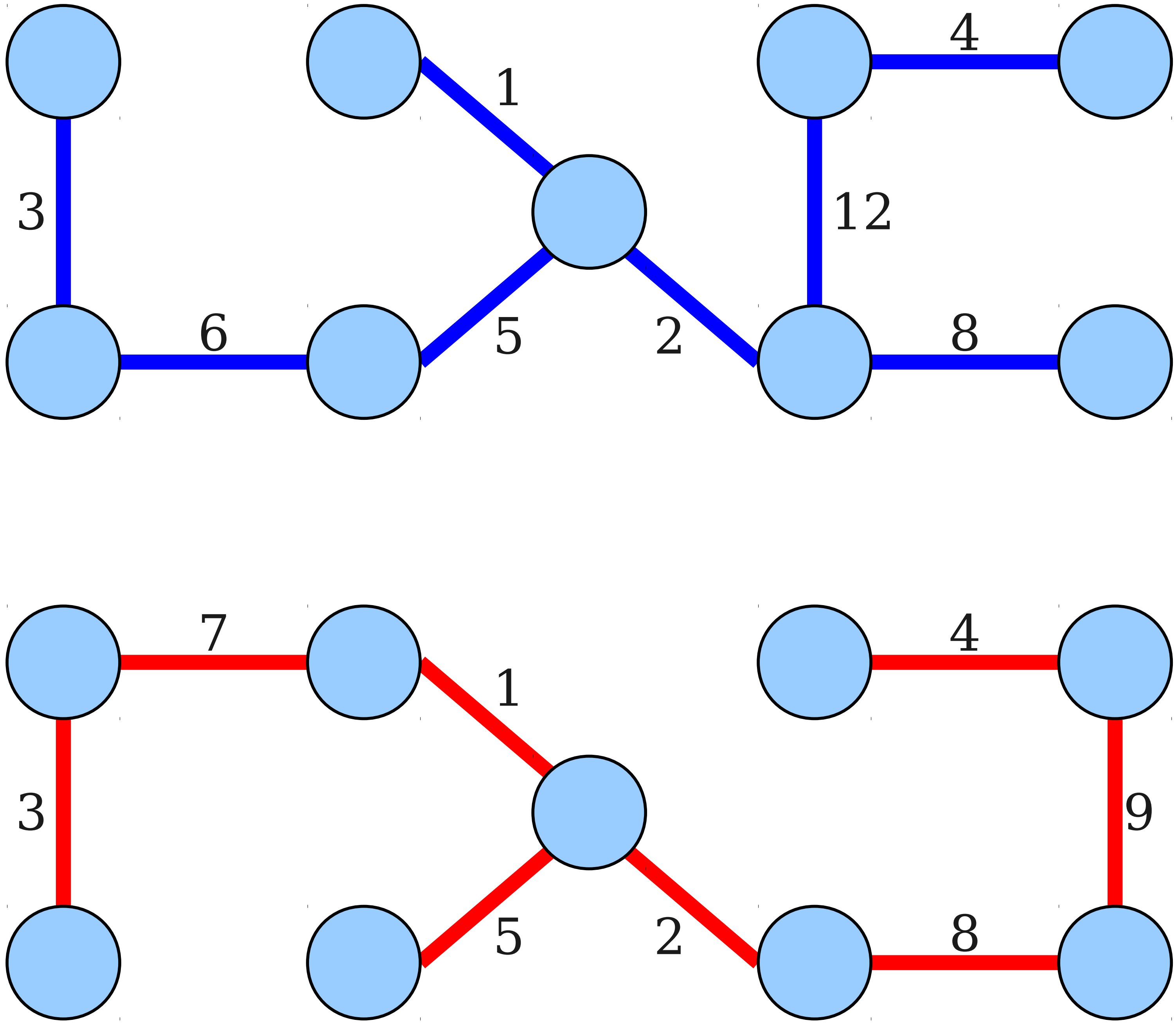
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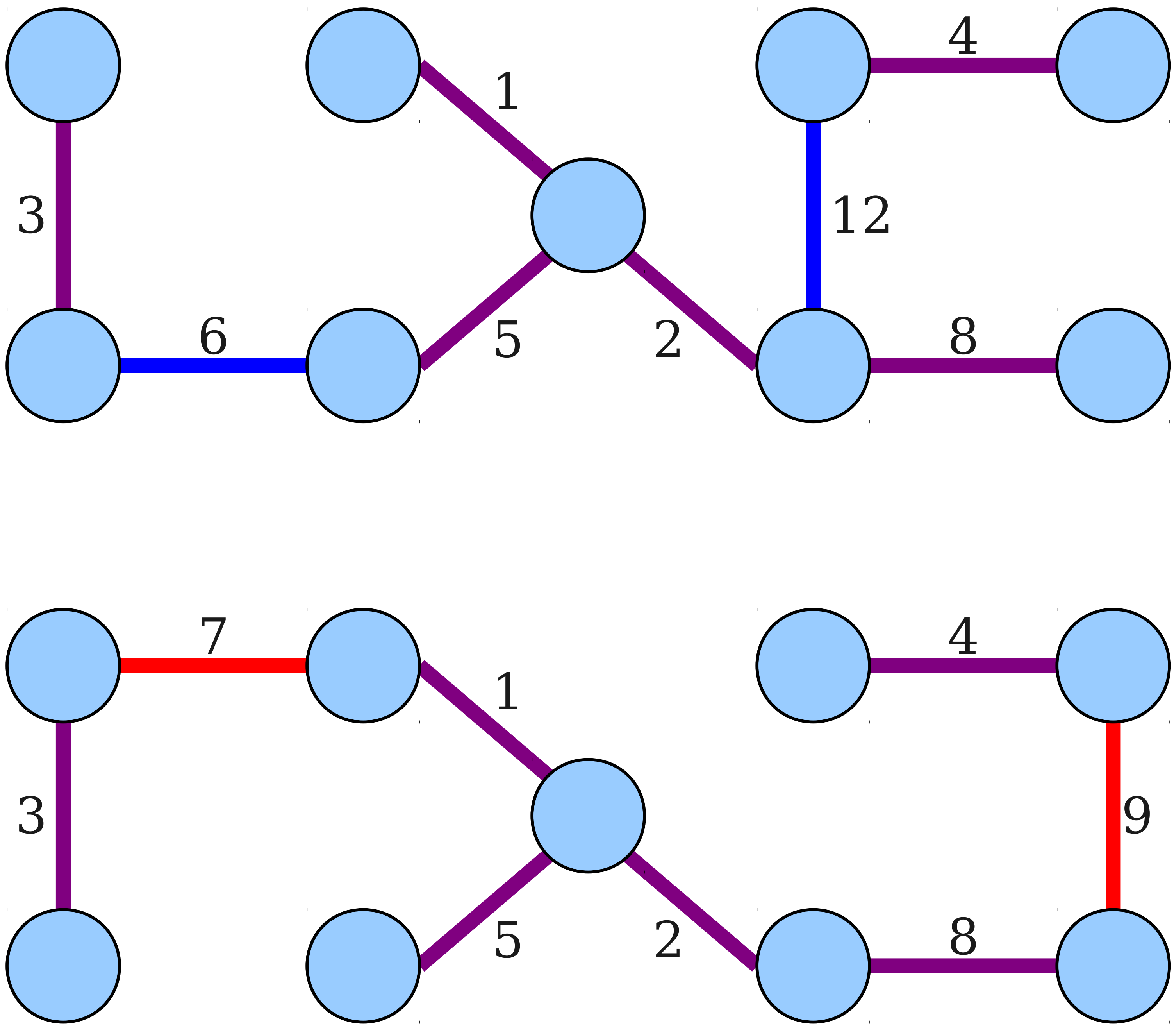

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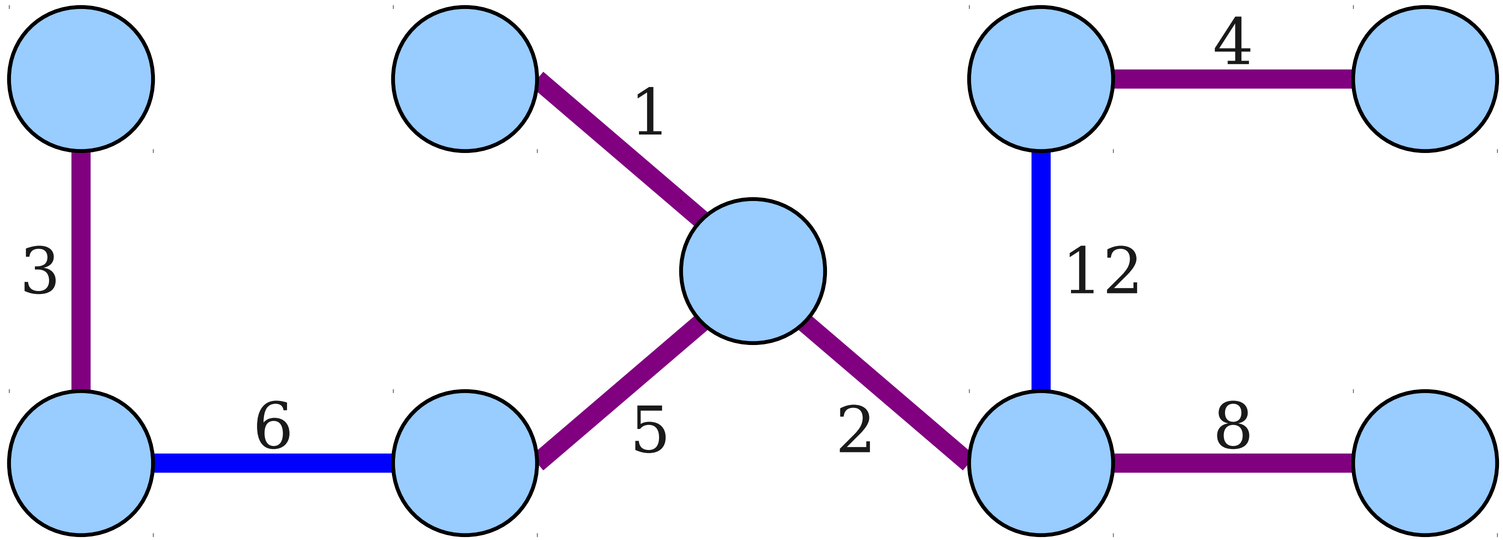

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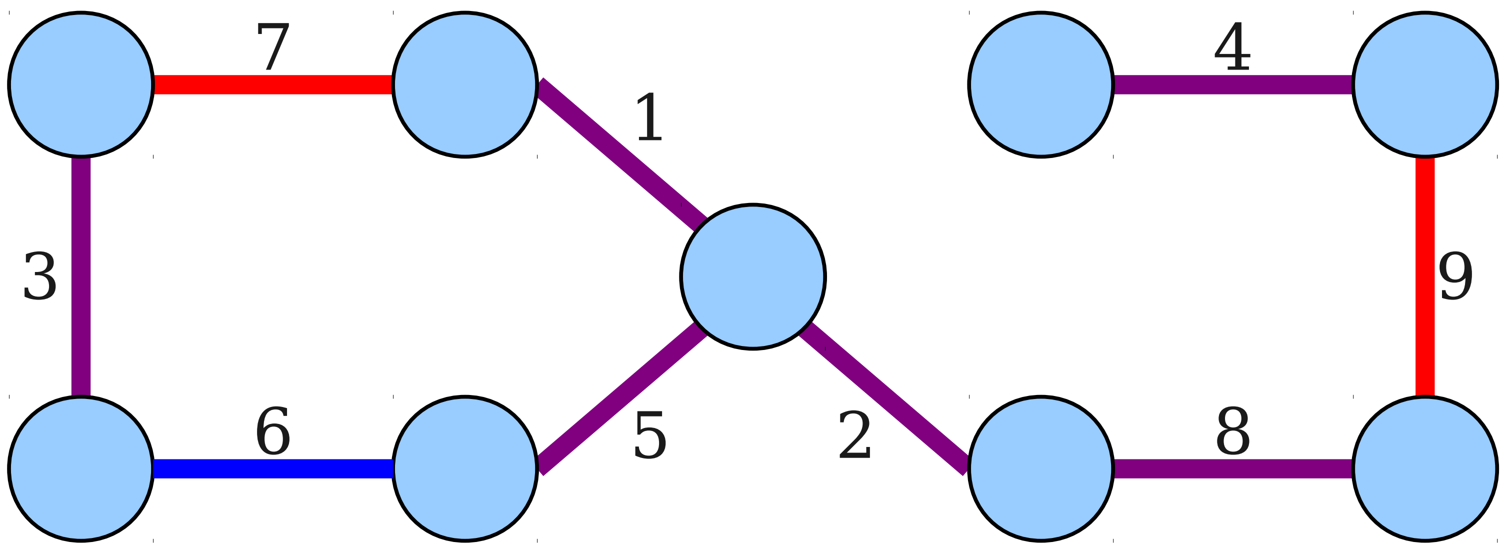

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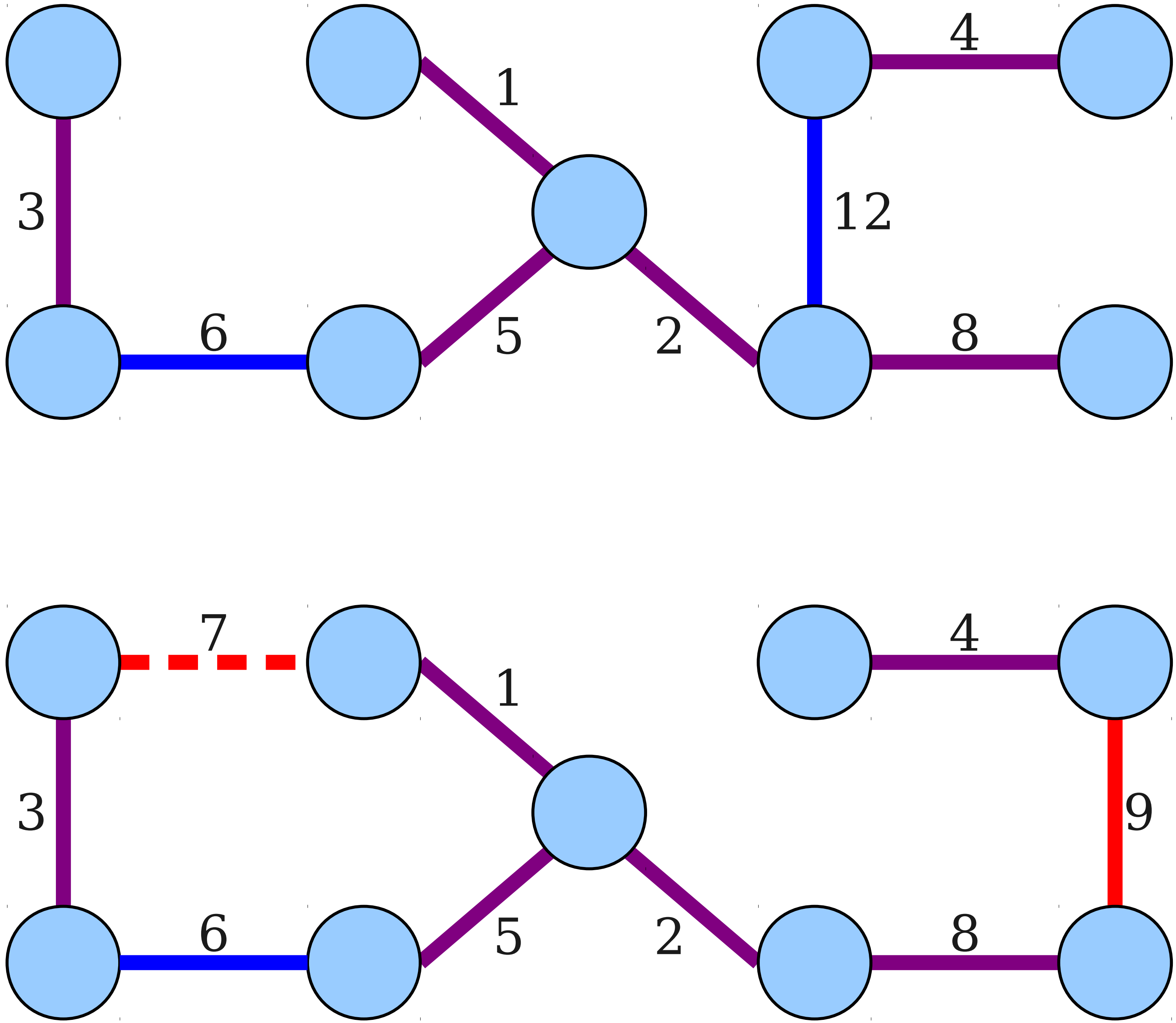

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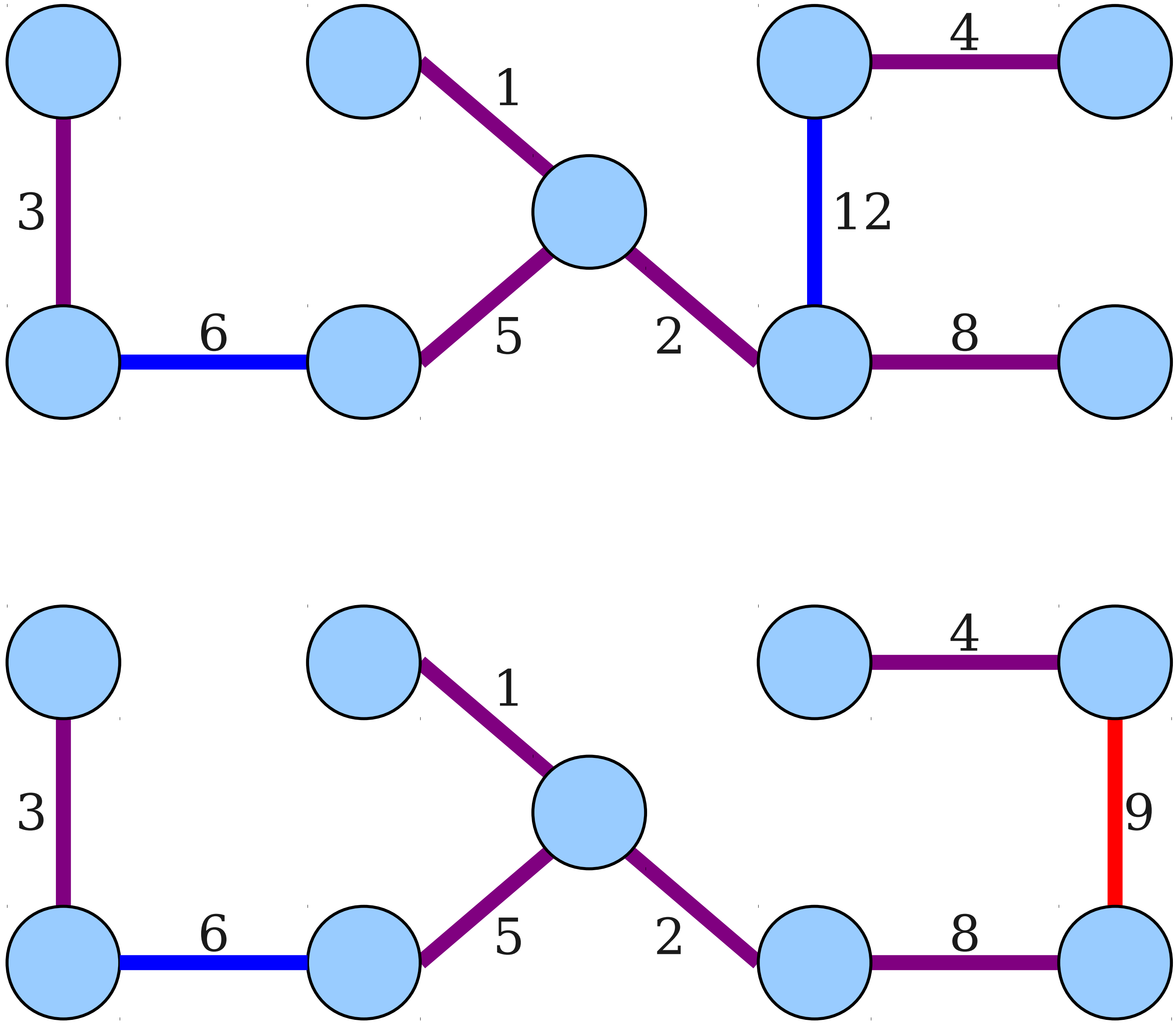
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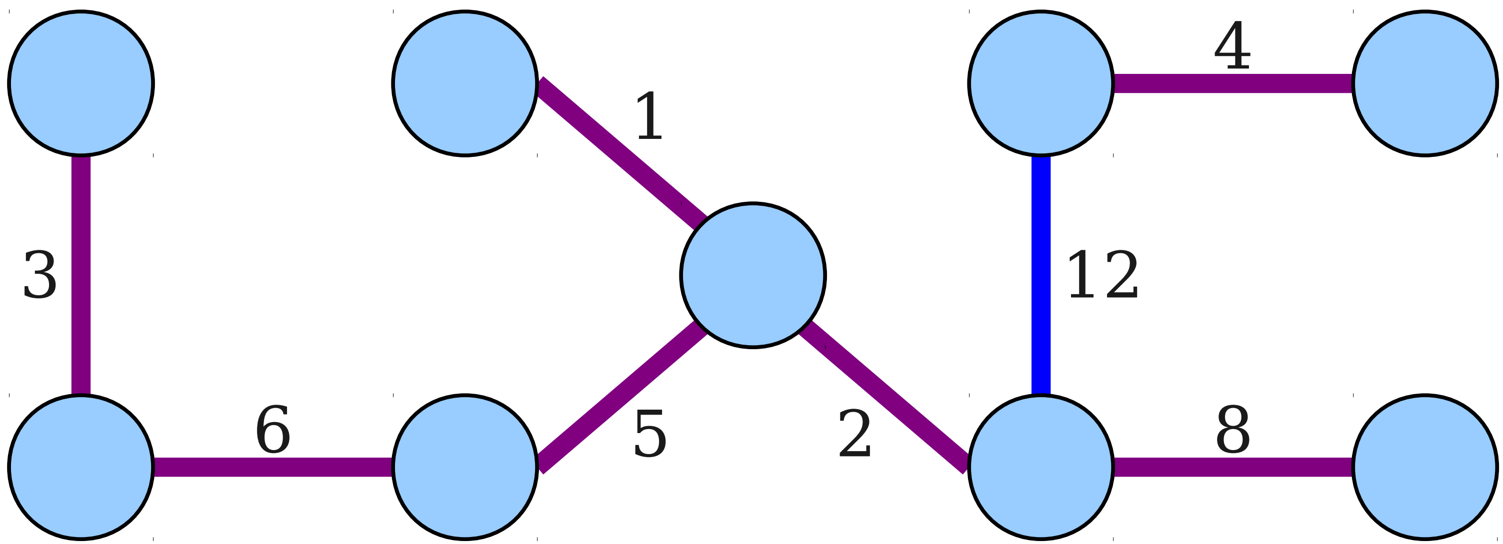
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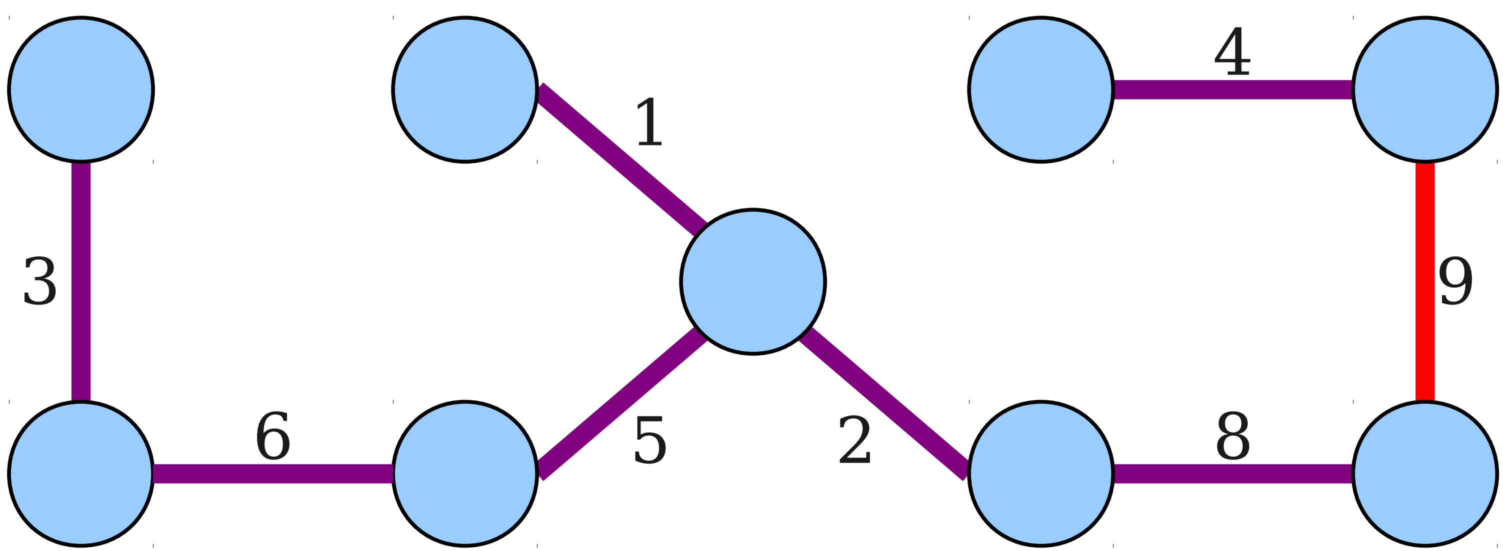
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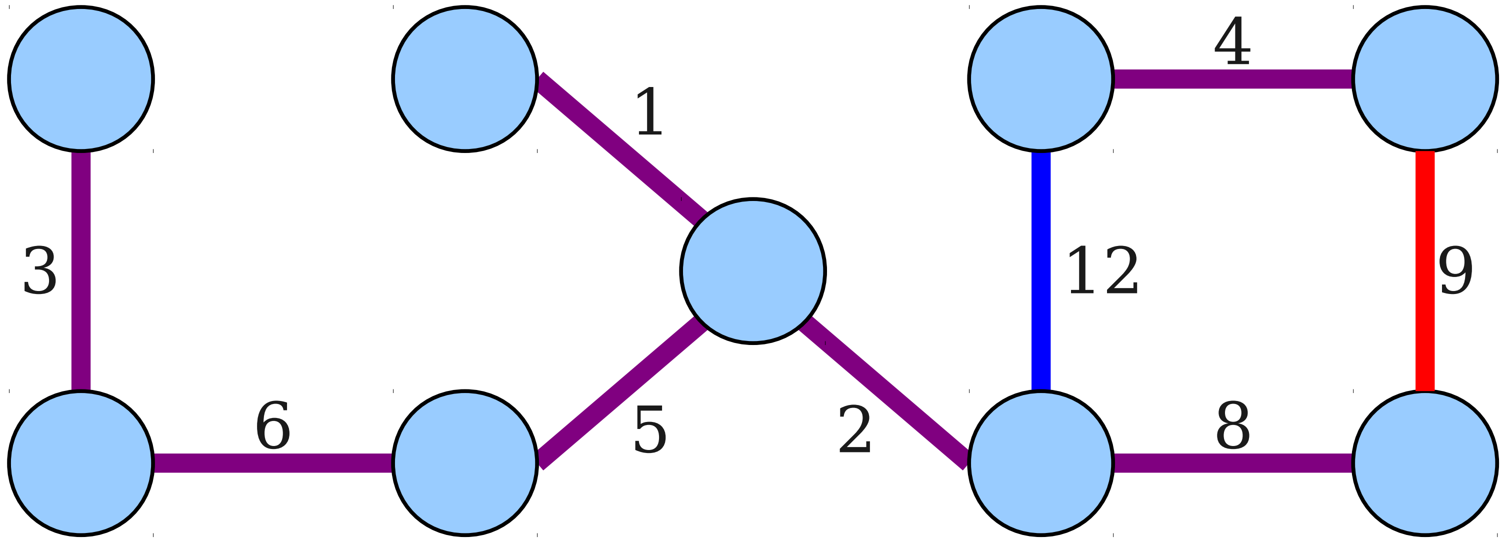

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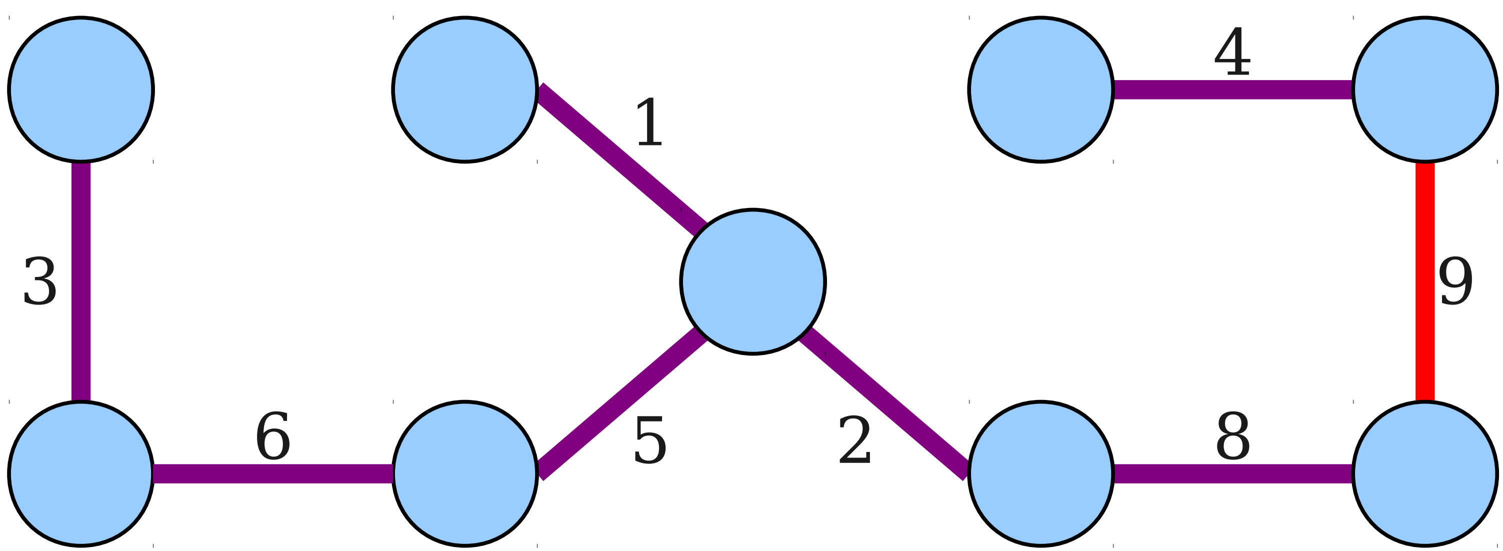

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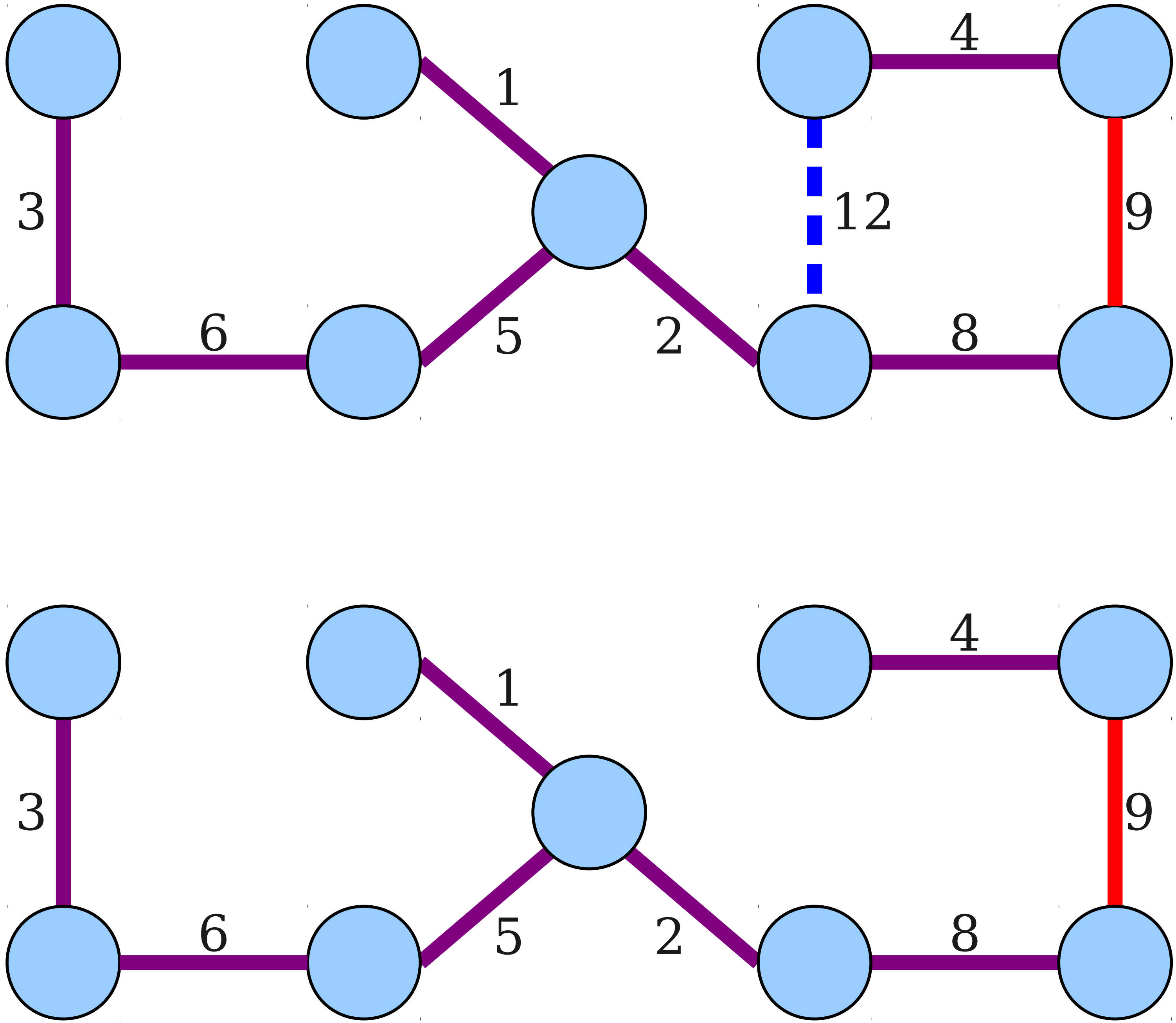

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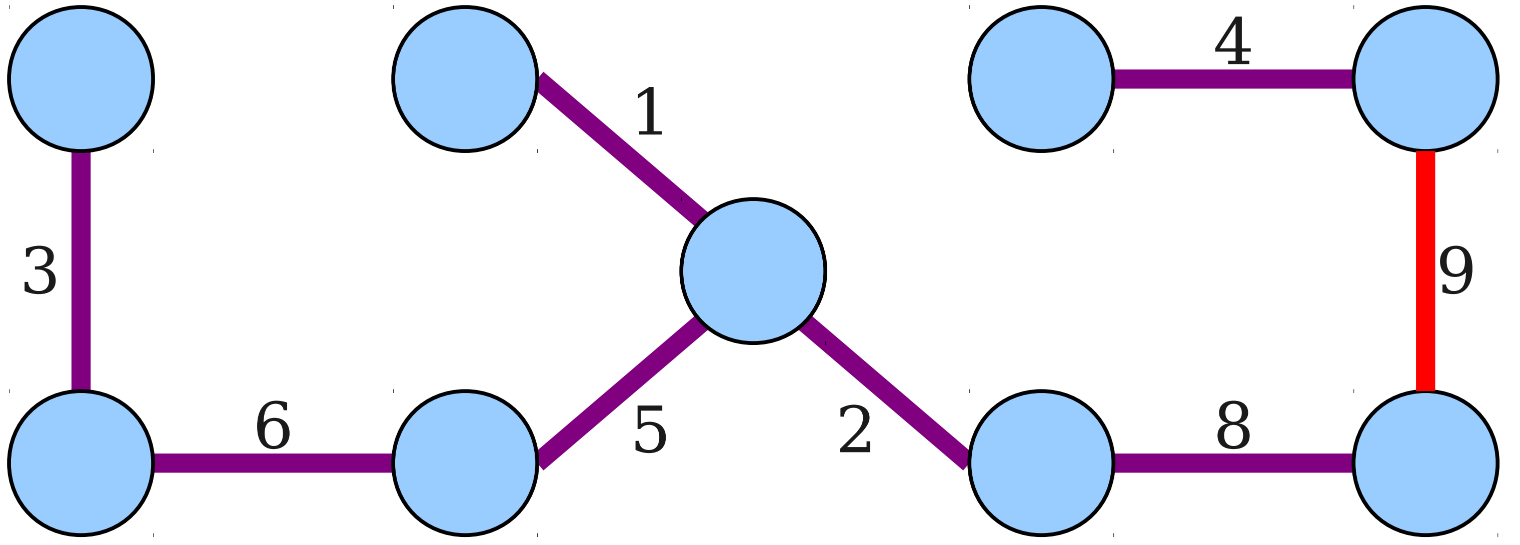
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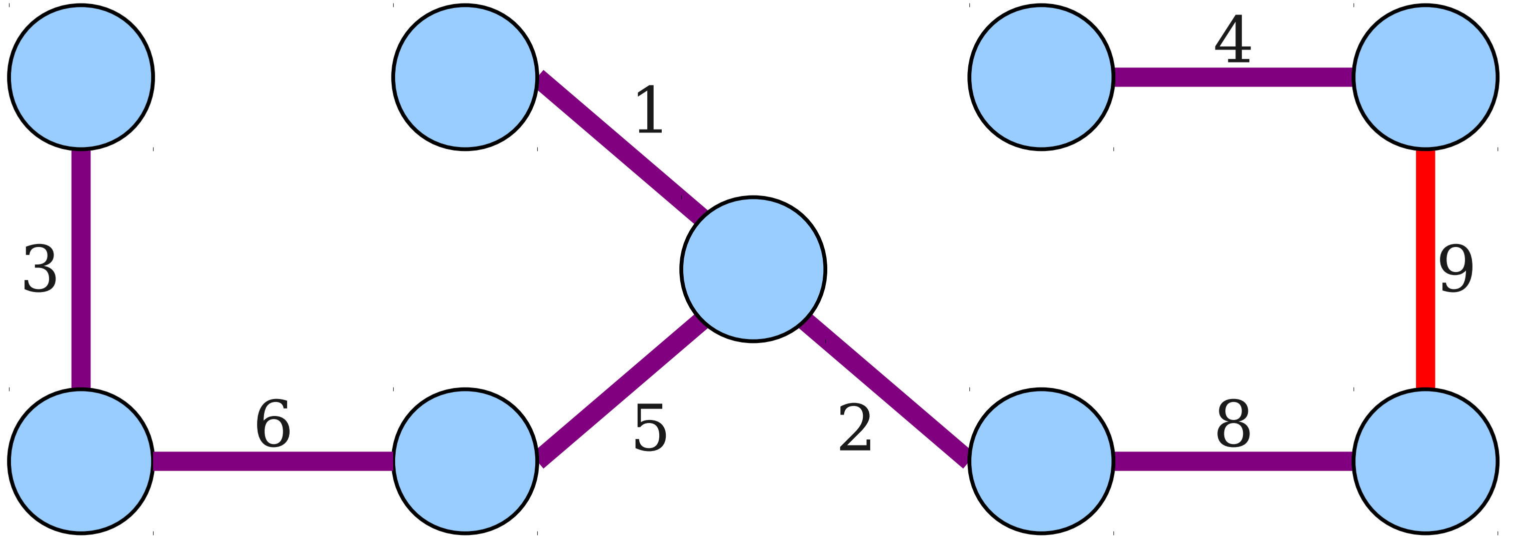
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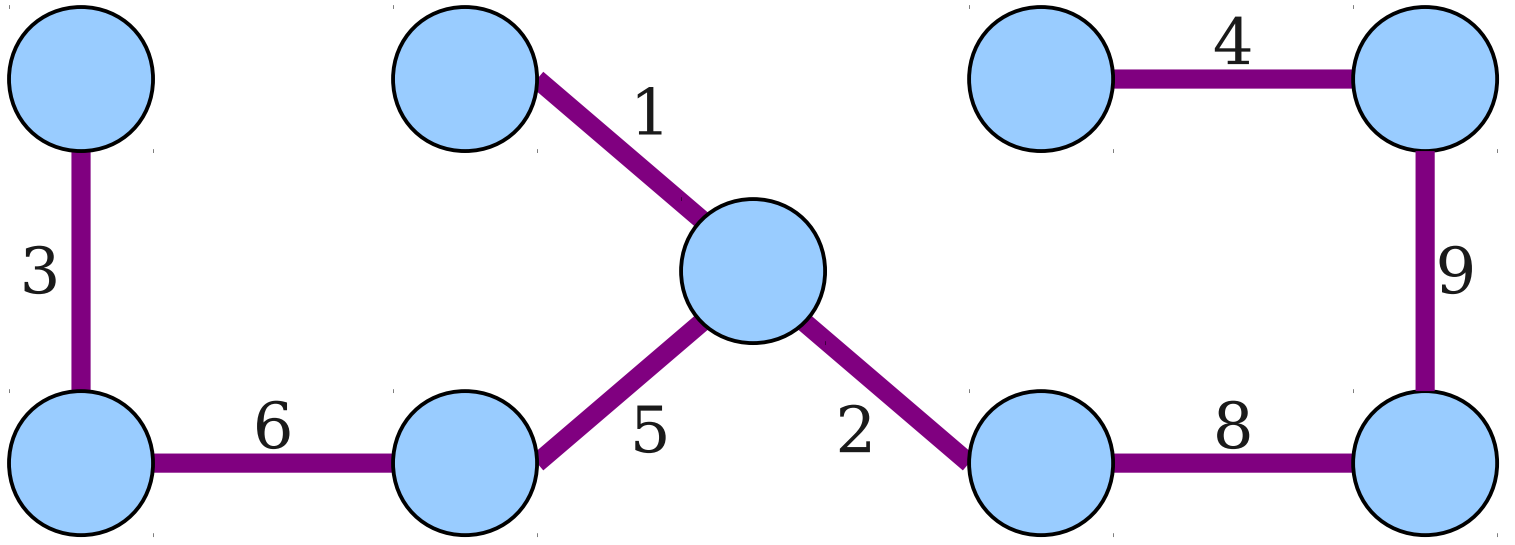

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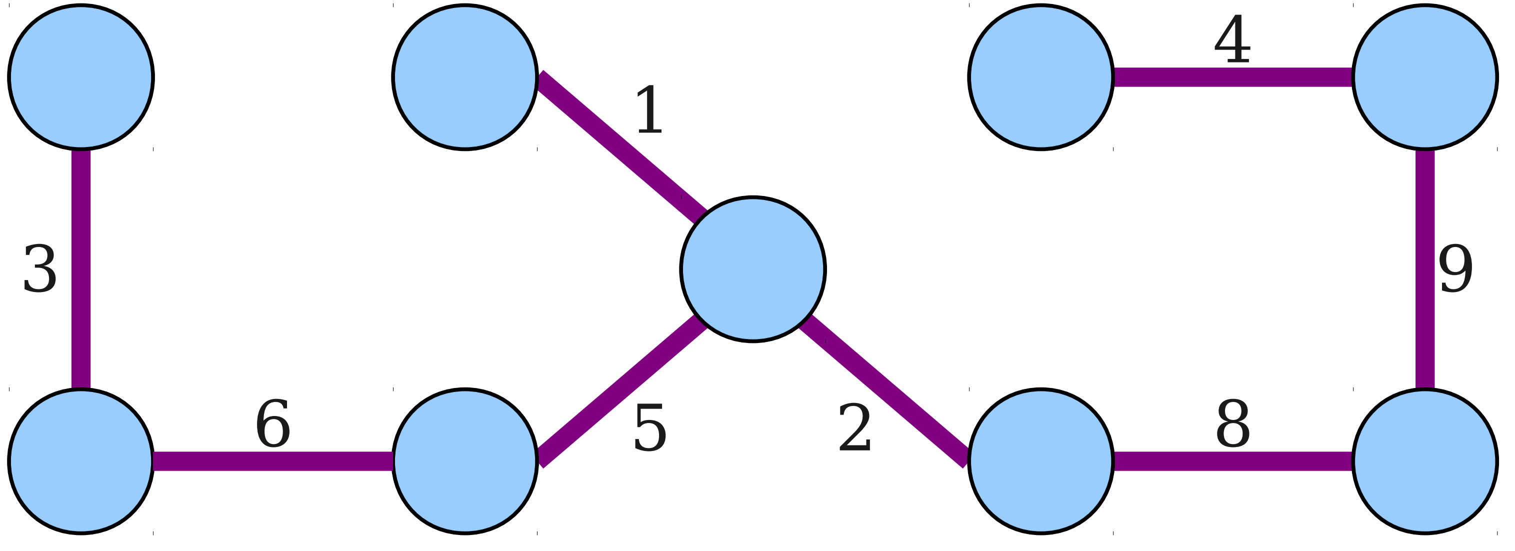

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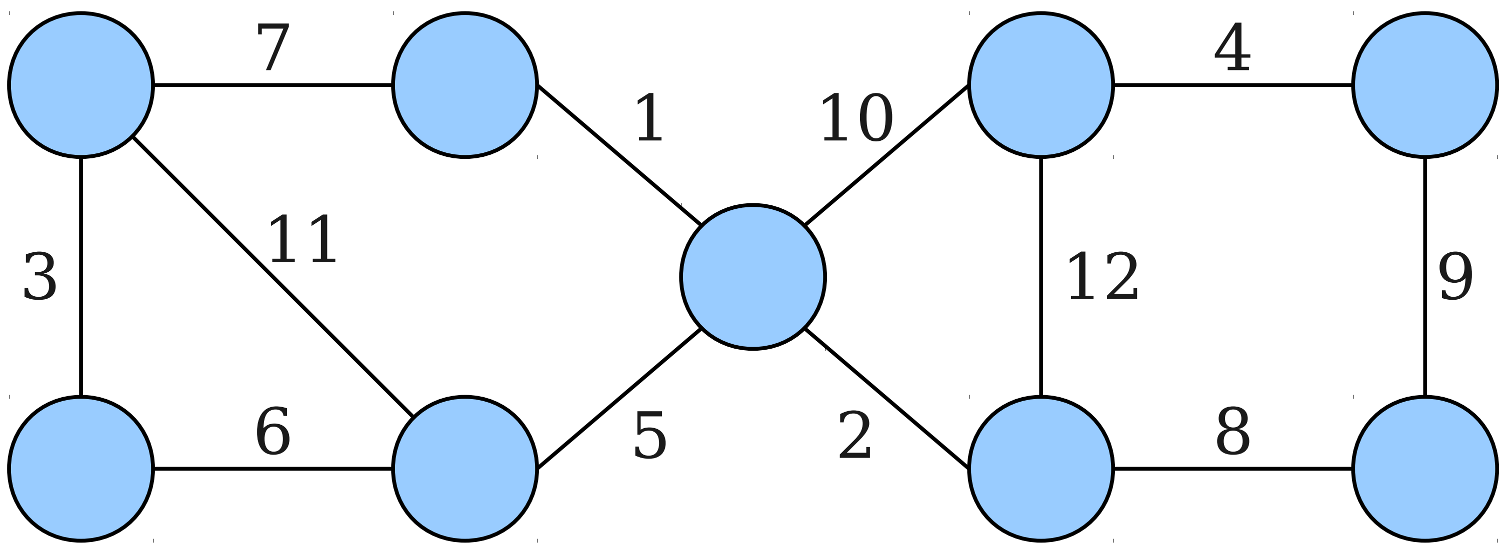
The Cycle Property

- This previous proof relies on a property of MSTs called the *cycle property*.

  Theorem (Cycle Property): If (x, y) is an edge in G and is the heaviest edge on some cycle C, then (x, y) does not belong to any MST of G.

- Proof along the lines of what we just saw: if it did belong to some MST, adding the cheapest edge on that cycle and removing (x, y) leaves a lower-cost spanning tree.

Finding MSTs: **Prim's Algorithm**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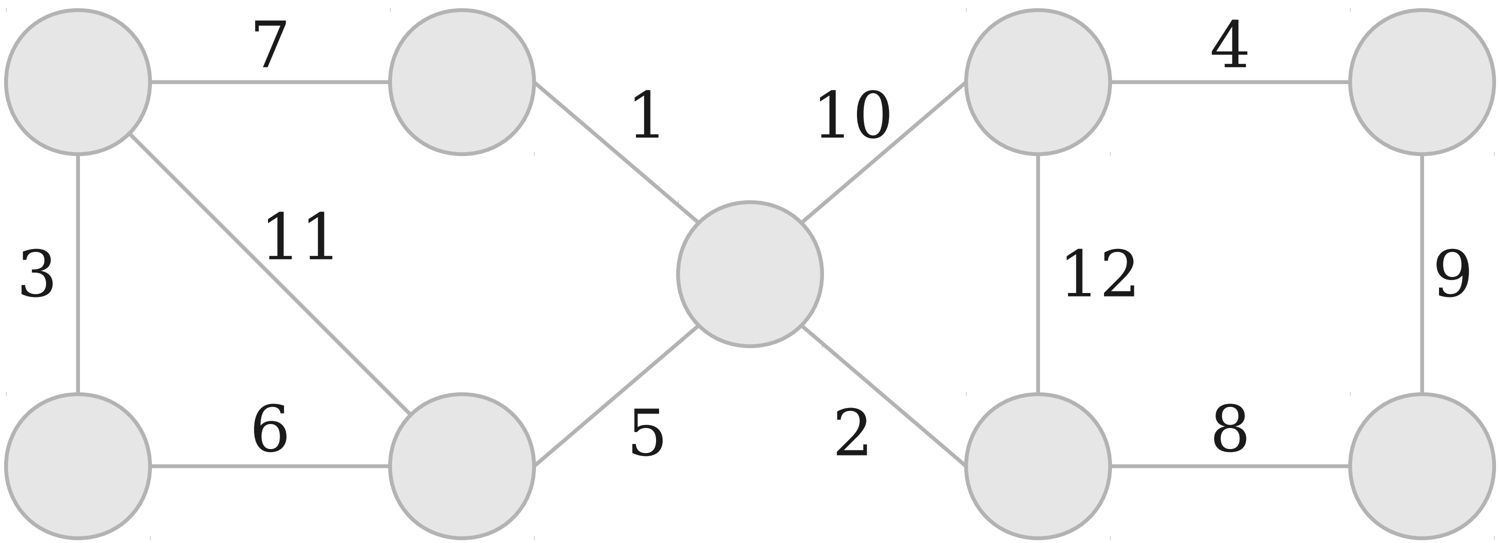
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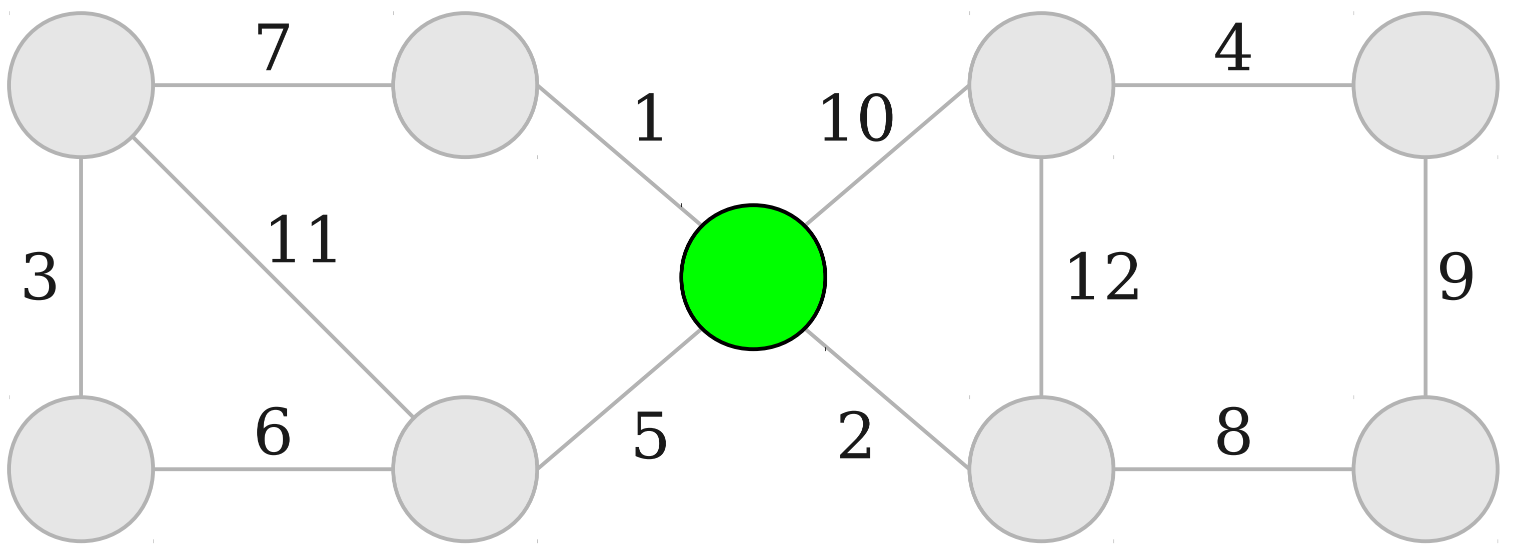

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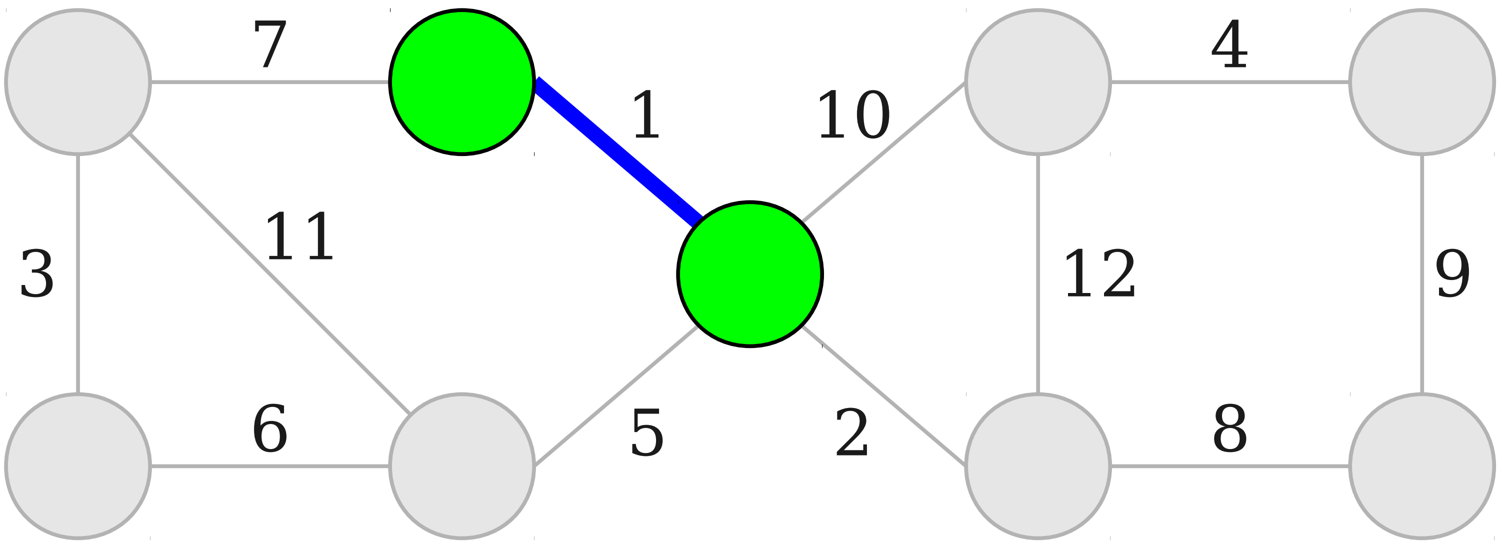
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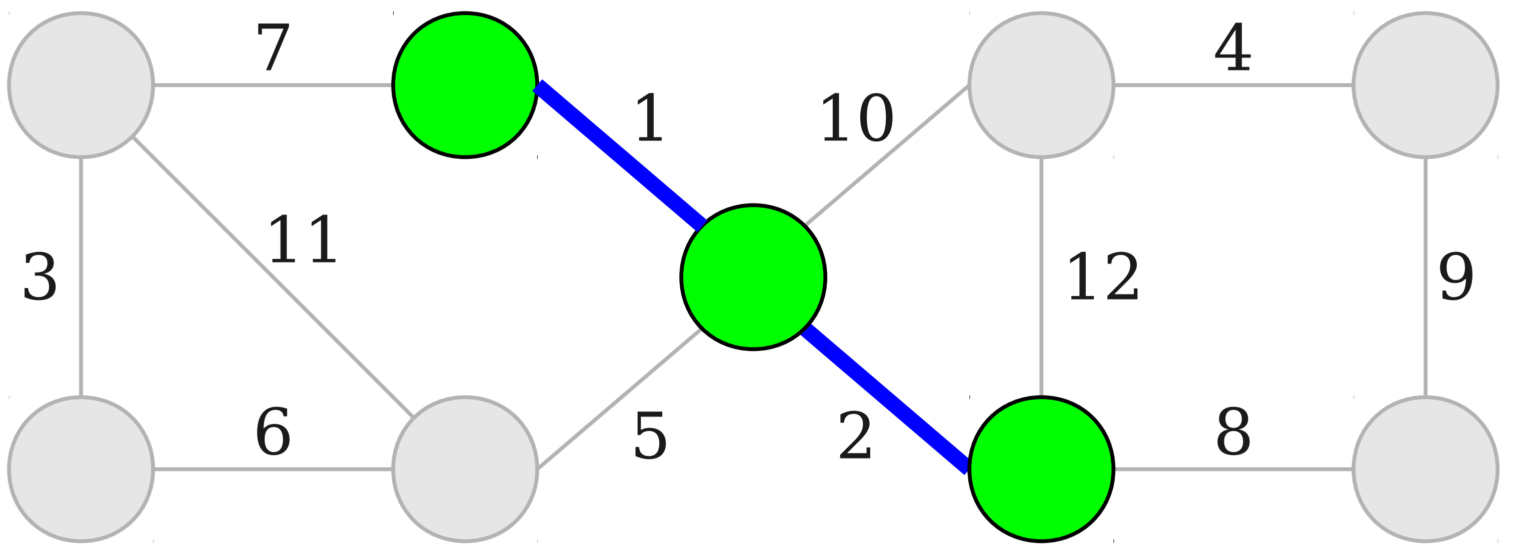

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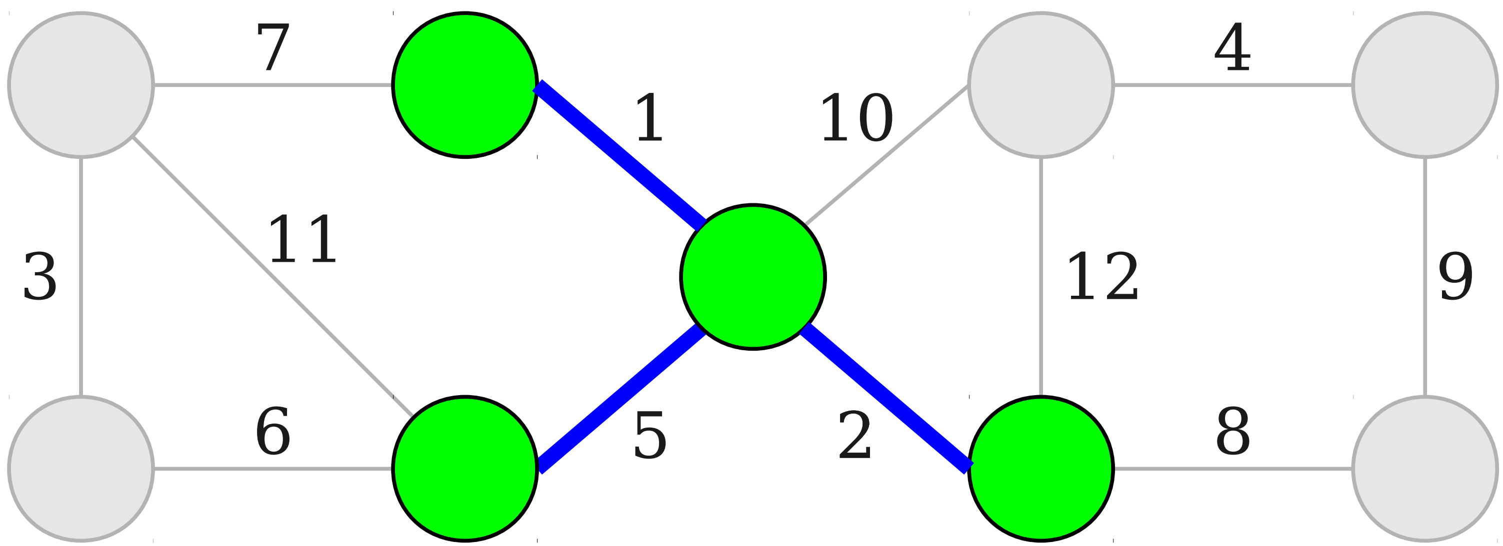
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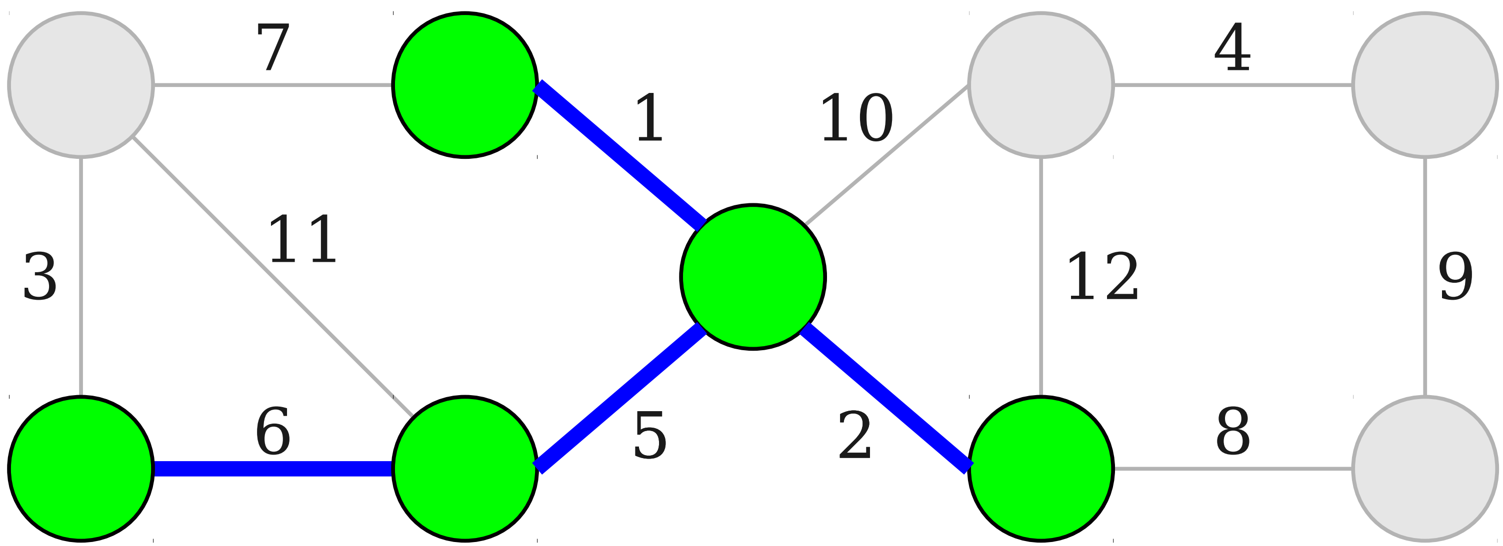
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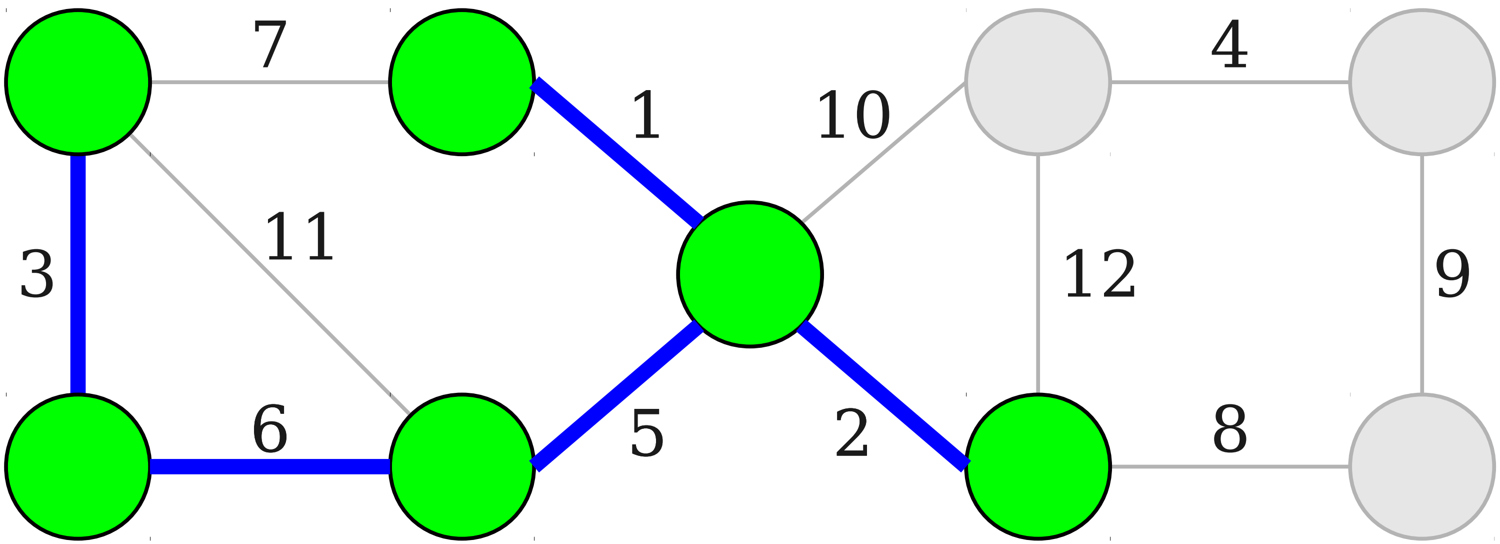
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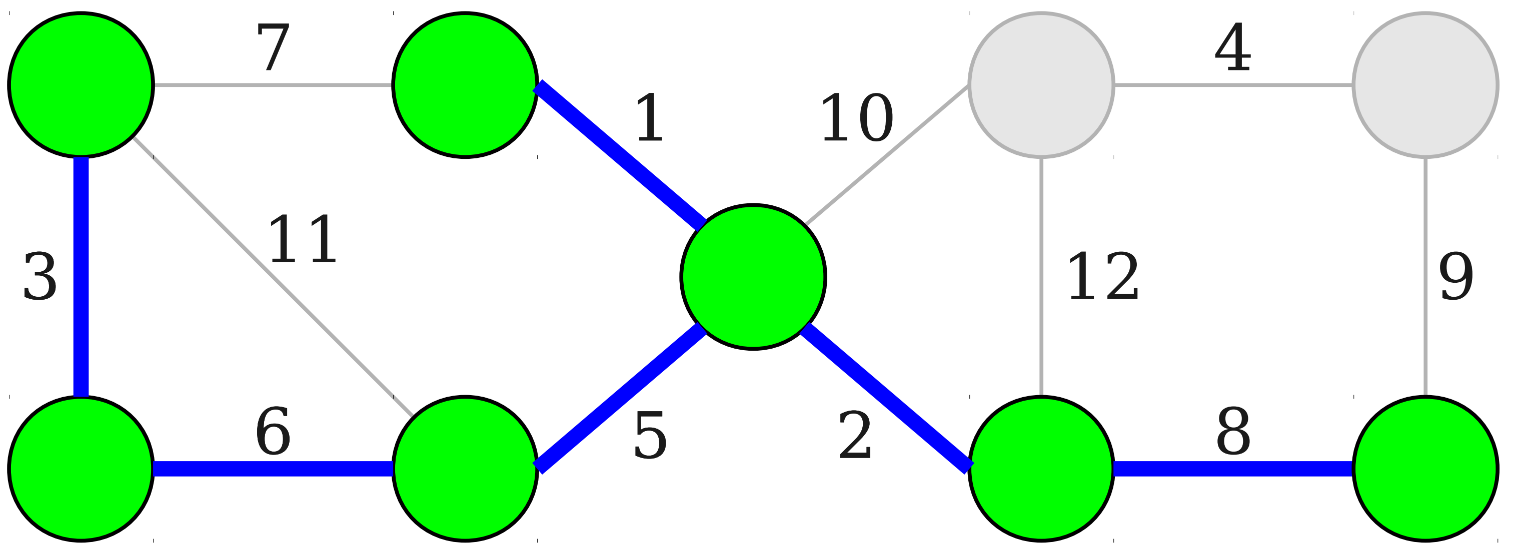
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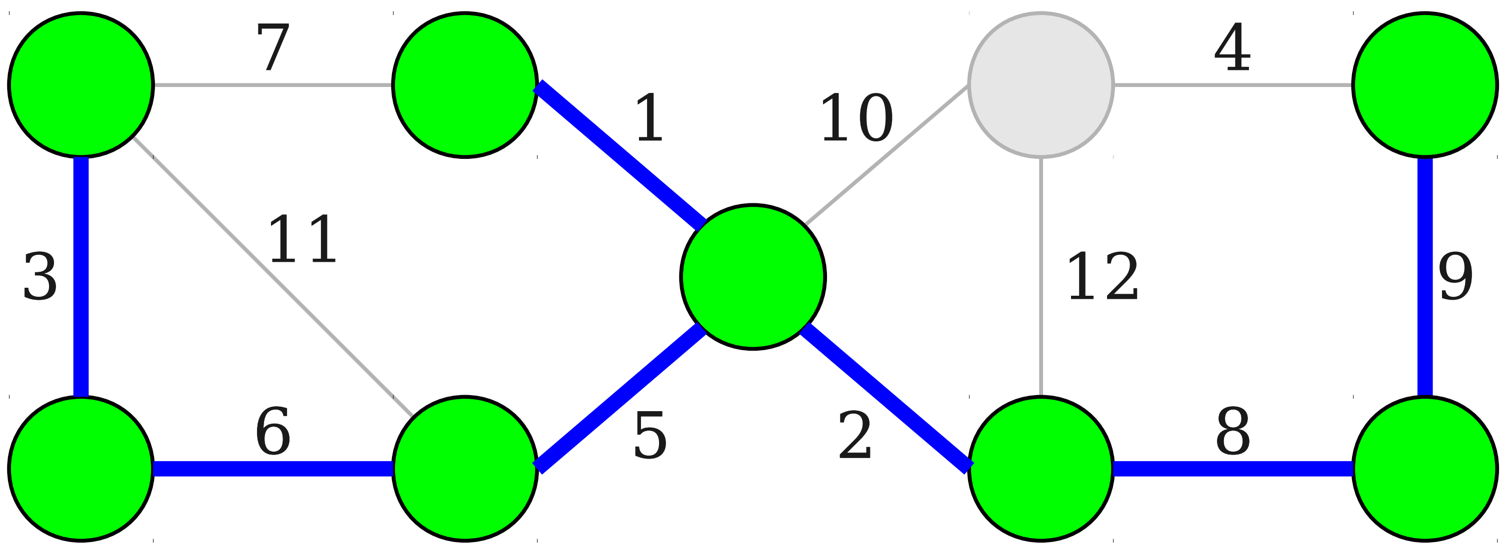
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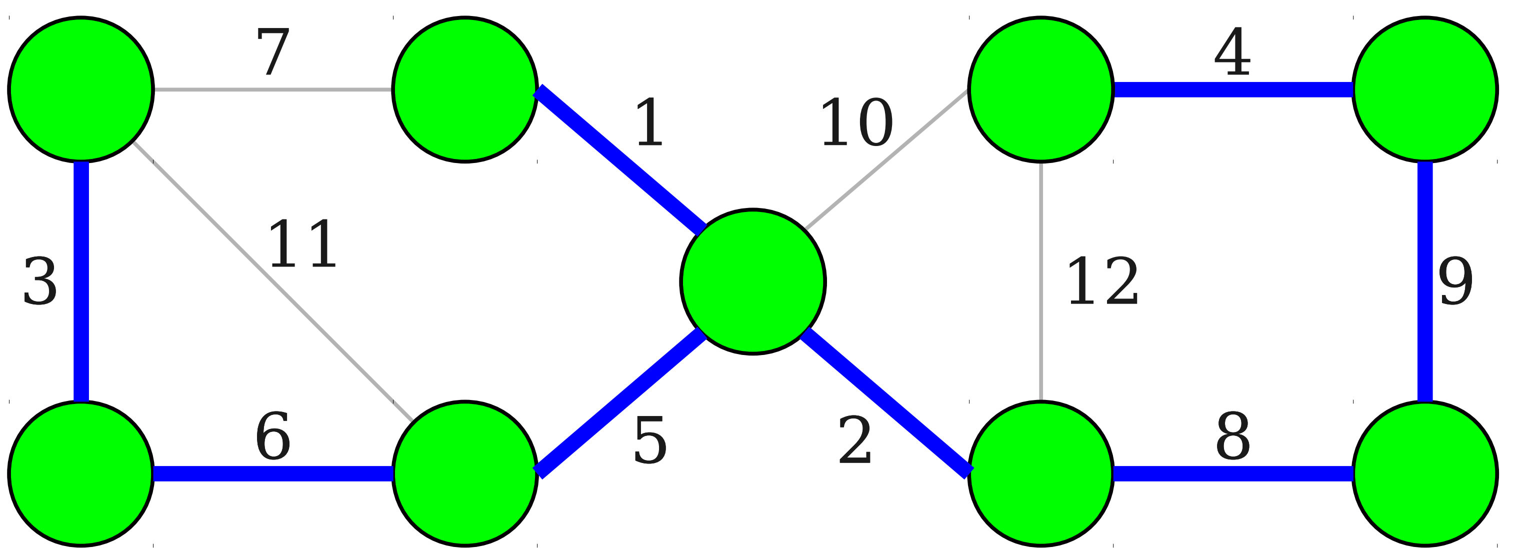
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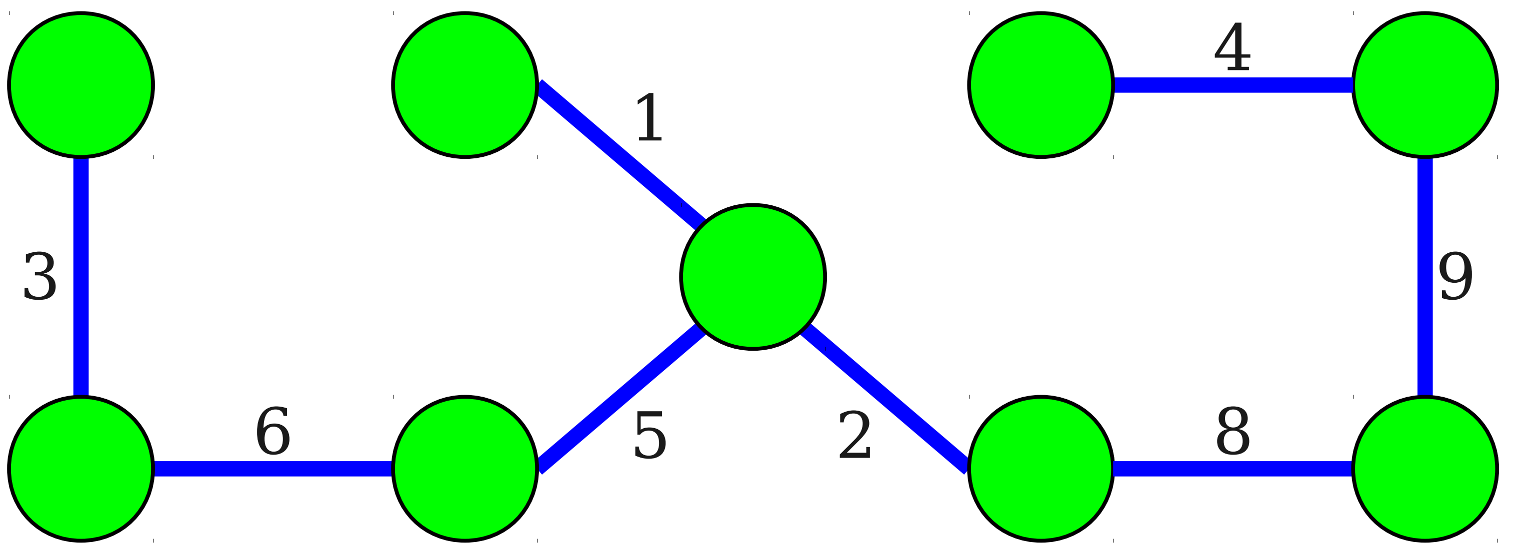
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Prim's Algorithm

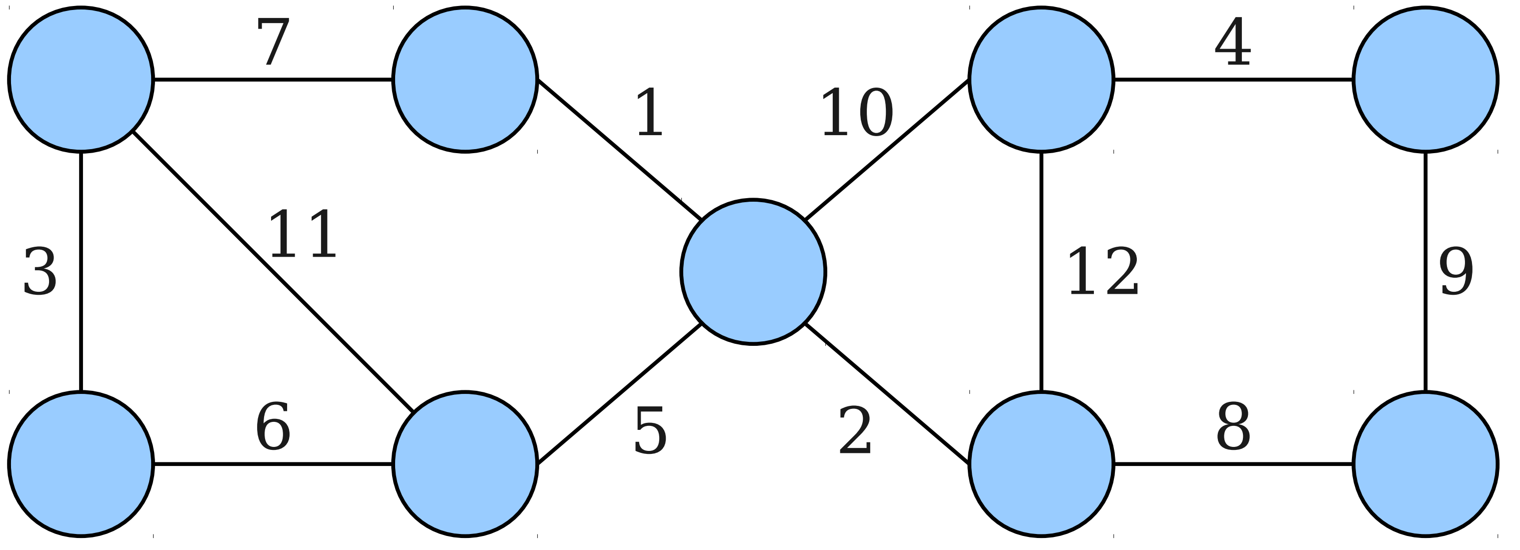
- **Prim's Algorithm** is the following:
  - Choose some $v \in V$ and let $S = \{v\}$.
  - Let $T = \emptyset$.
  - While $S \neq V$:
    - Choose a least-cost edge e with one endpoint in S and one endpoint in $V - S$.
    - Add e to T.
    - Add both endpoints of e to S.
- (Quick history: This was originally invented by Czech mathematician Vojtěch Jarník in 1930.)

Proving Legality

- ***Claim:*** Prim's algorithm produces a spanning tree of G.
- ***Proof idea:*** Show by induction that T forms a spanning tree of the nodes in S. Conclude that since eventually $S = V$, that T is a spanning tree for G.

Proving Optimality

- To show that Prim's algorithm produces an MST, we will work in two steps:
  - First, as a warmup, show that Prim's algorithm produces an MST as long as all edge costs are distinct.
  - Then, for the full proof, show that Prim's algorithm produces an MST even if there are multiple edges with the same cost.
- In doing so, we will see the ***exchange argument*** as another method for proving a greedy algorithm is optimal.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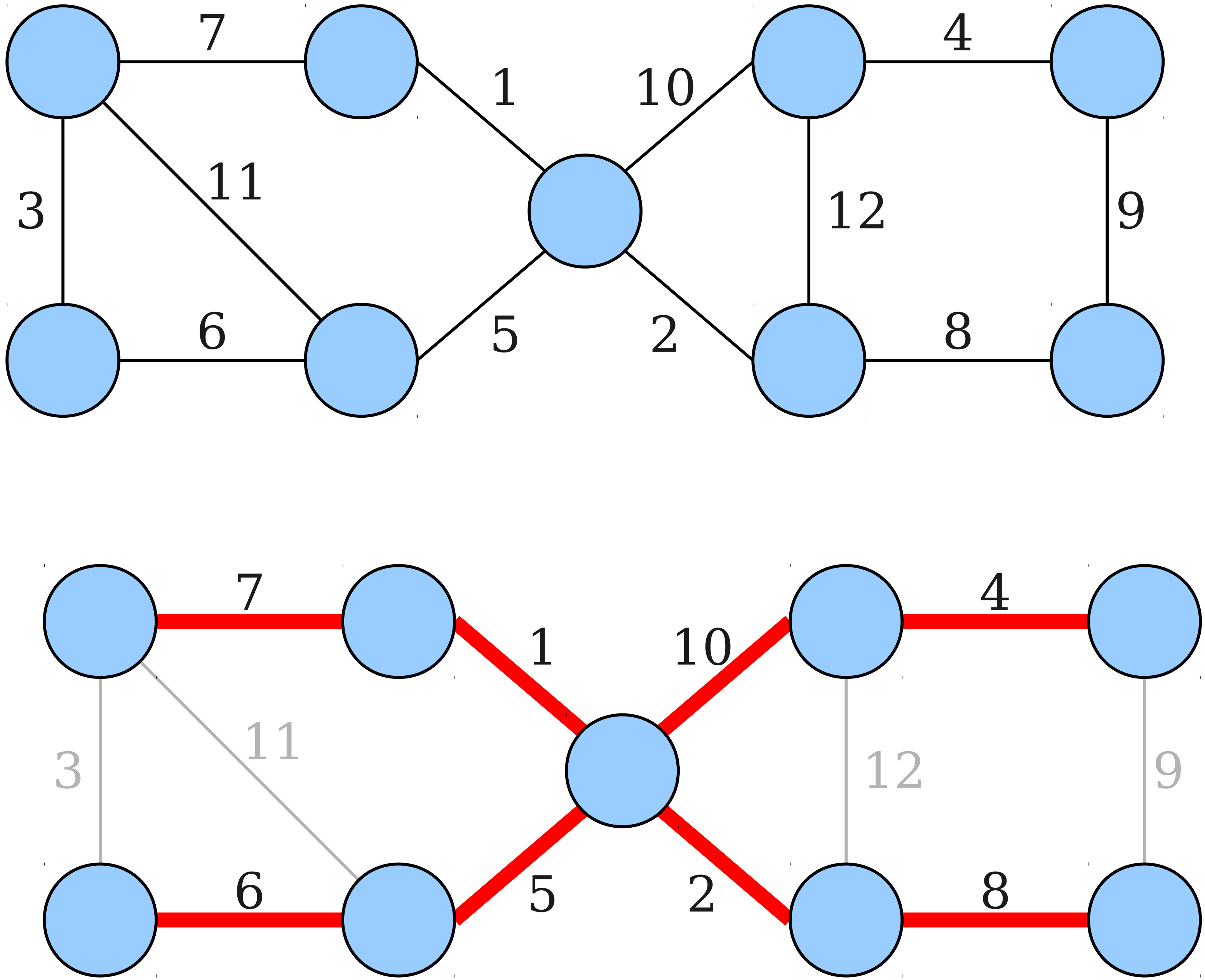
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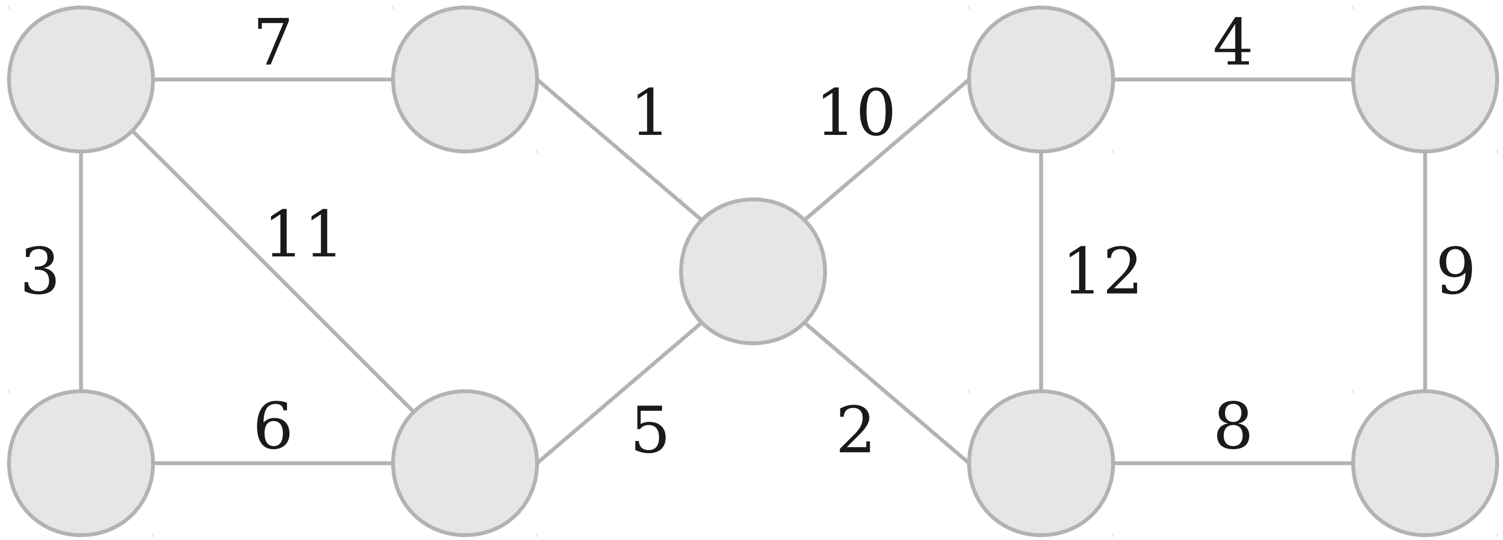
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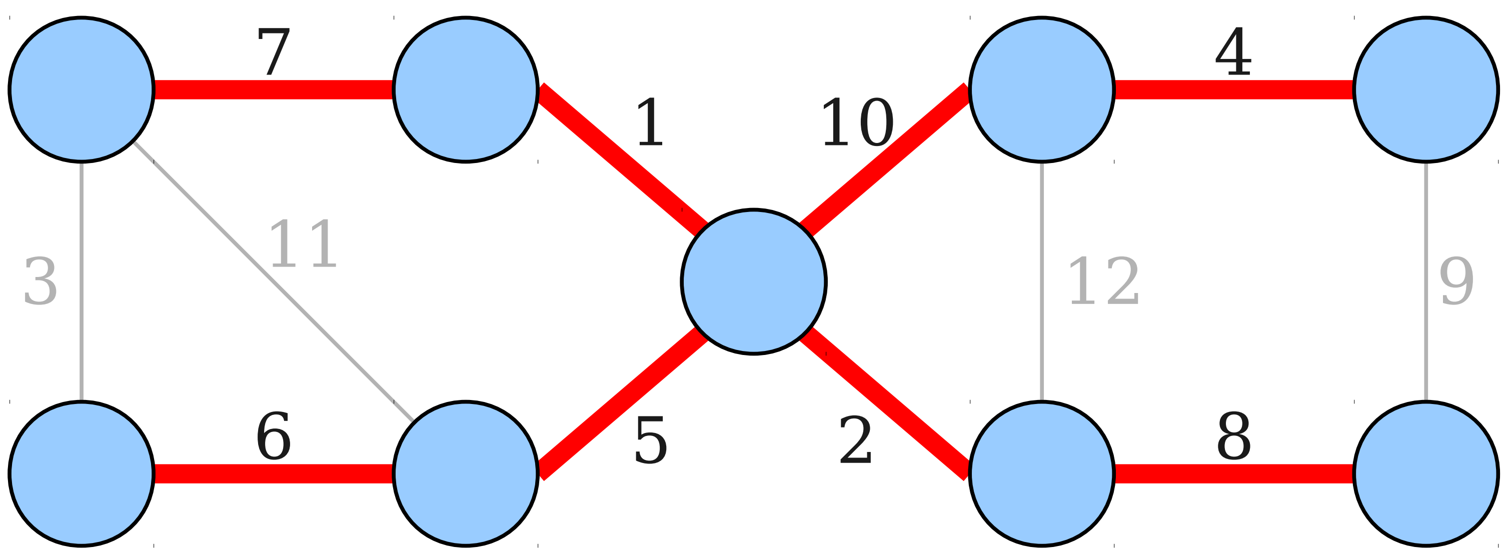
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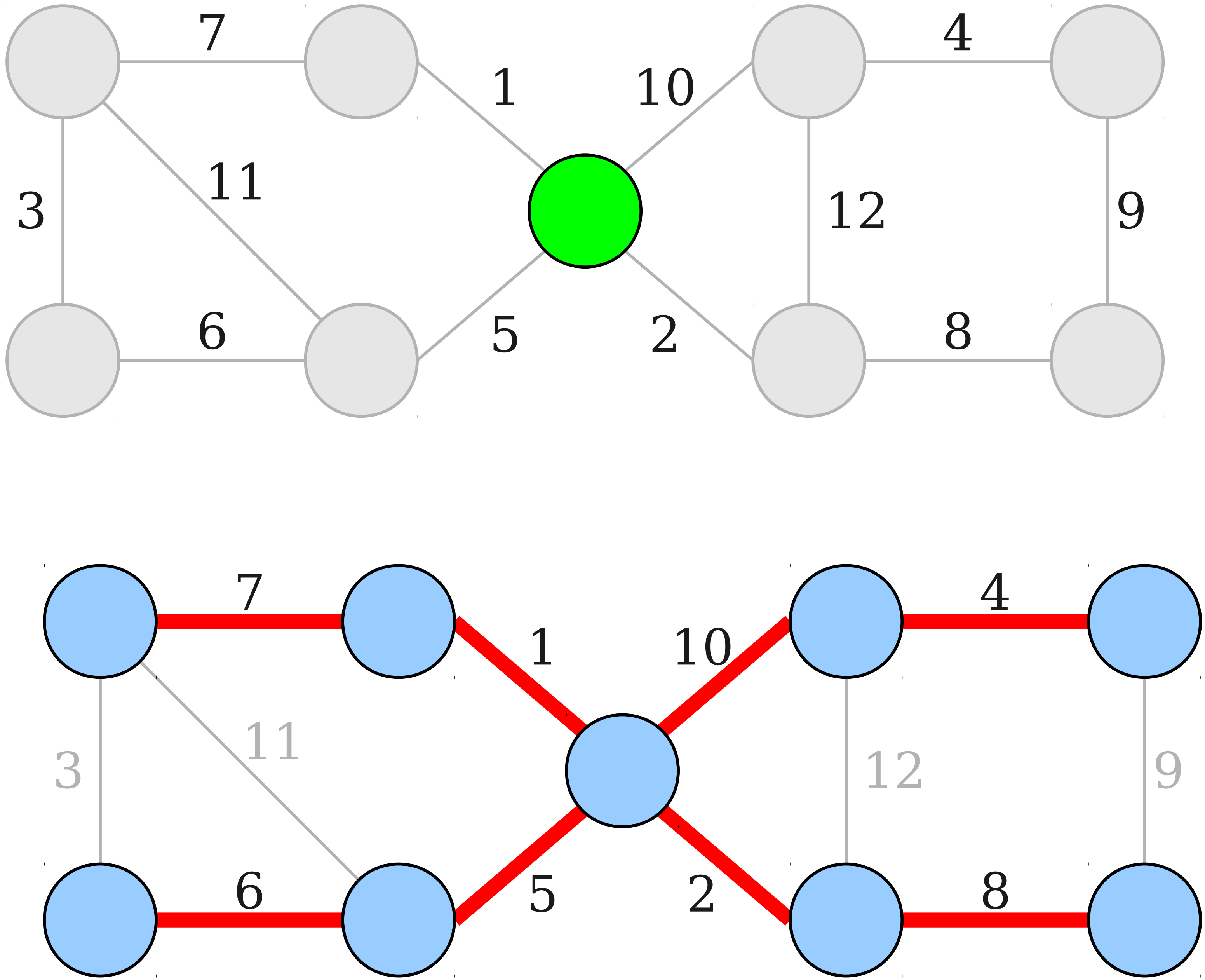
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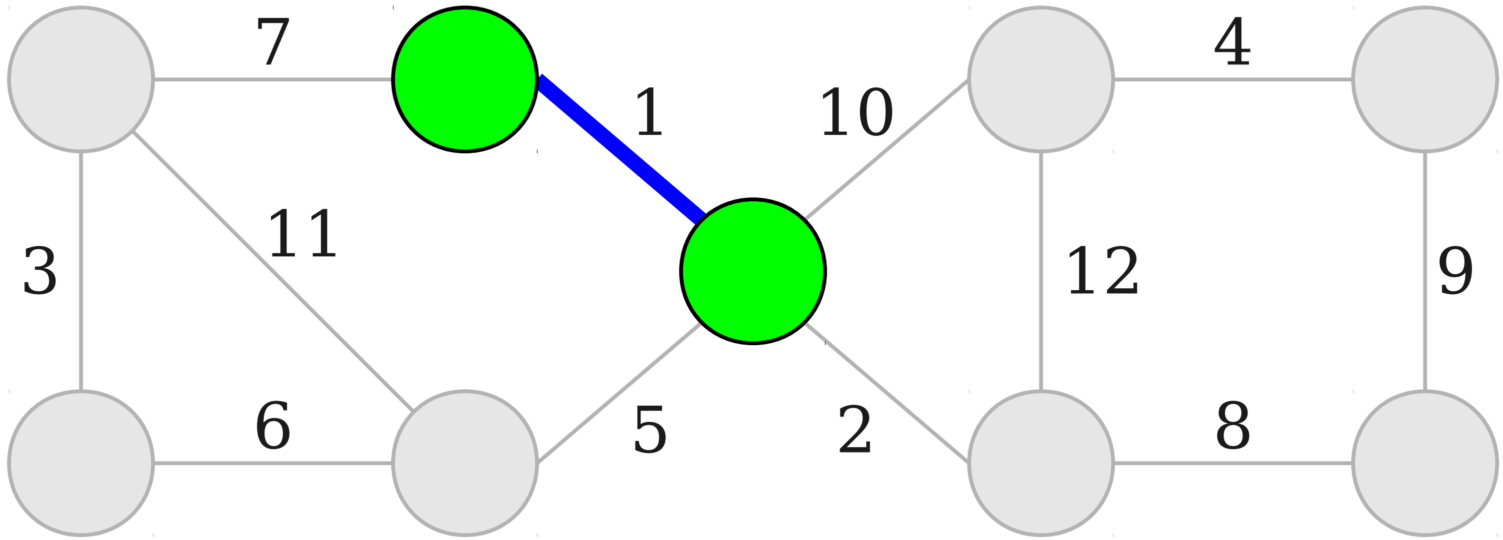
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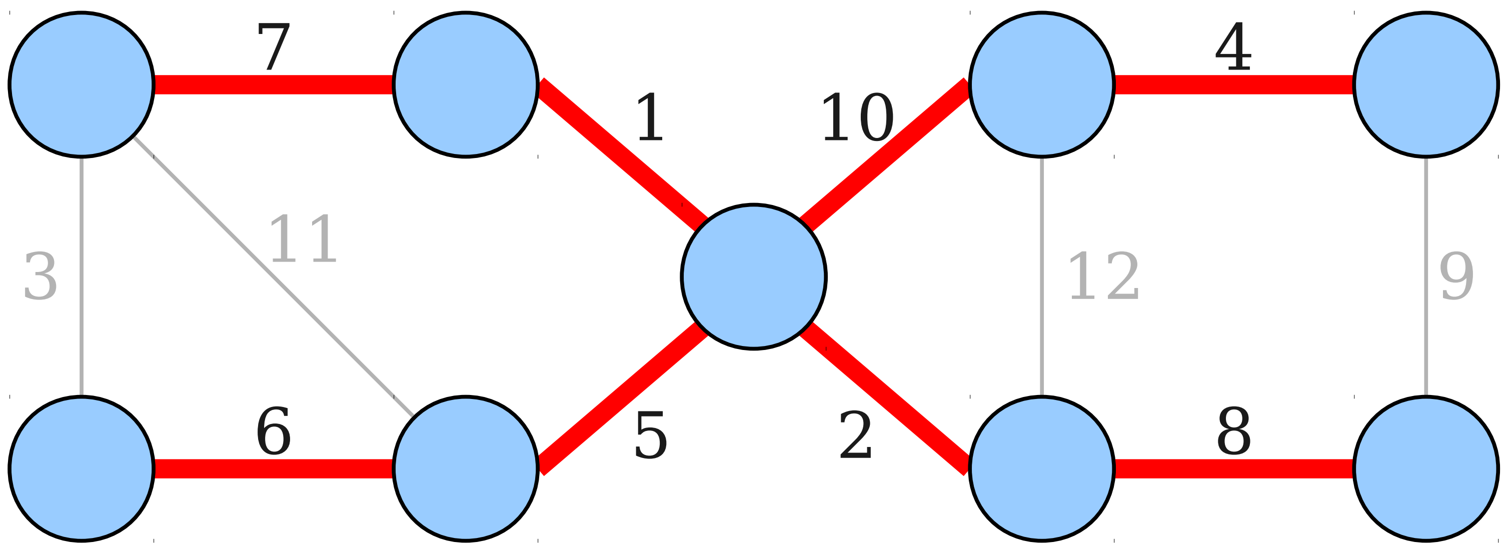
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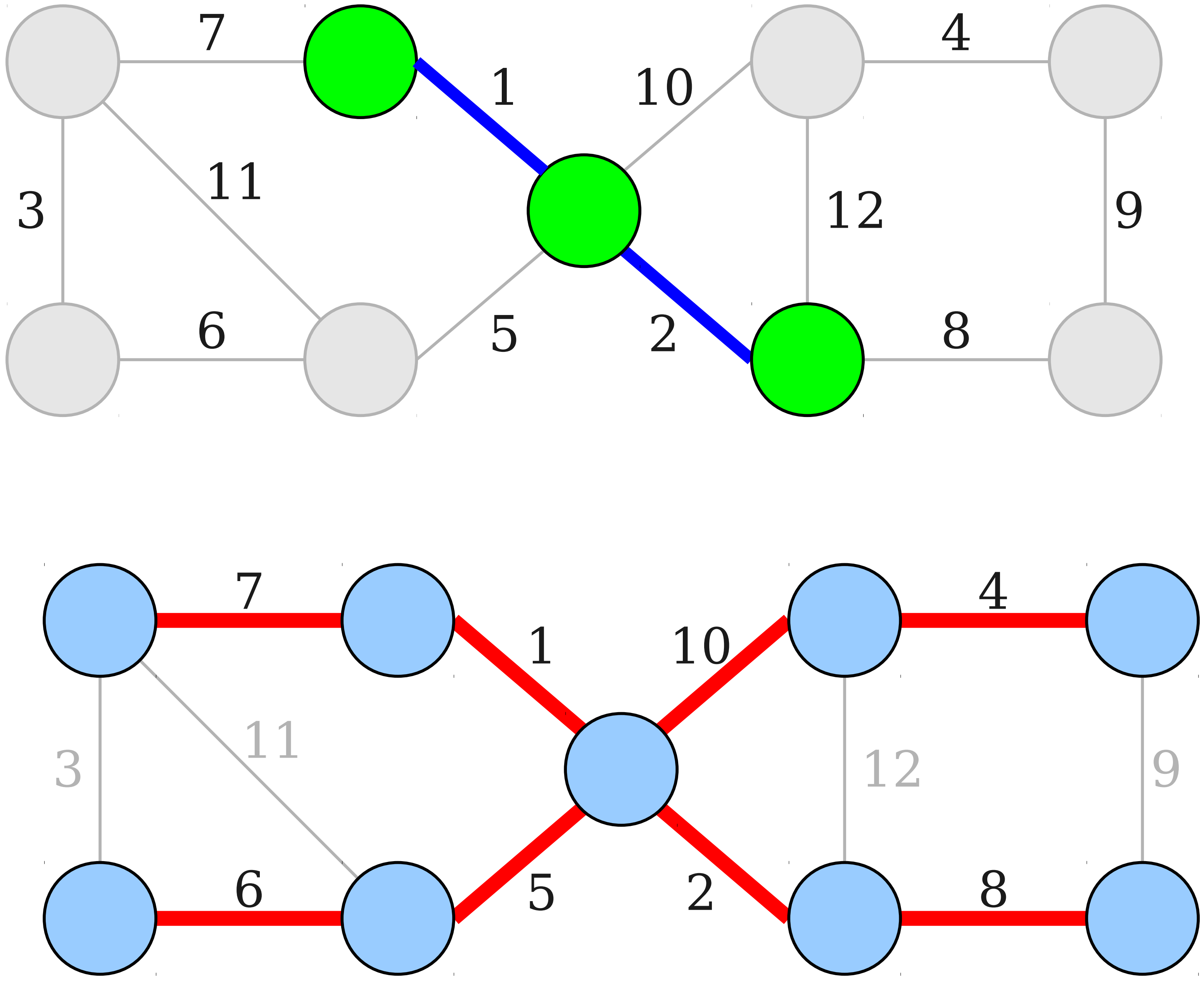
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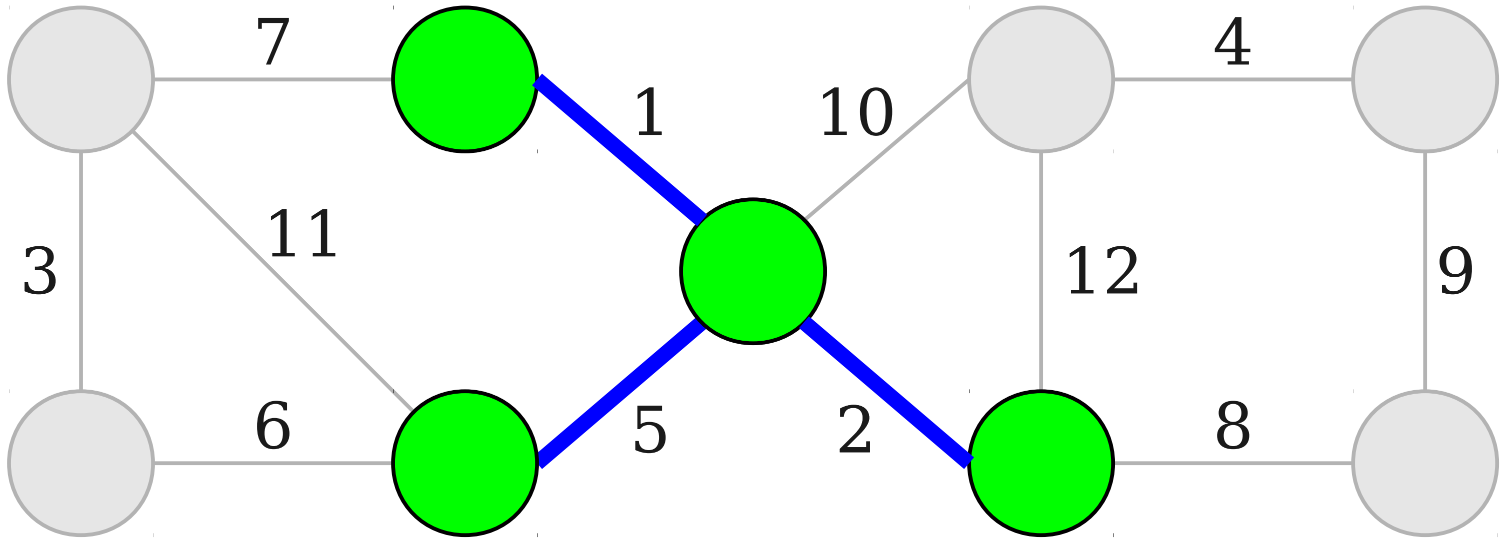
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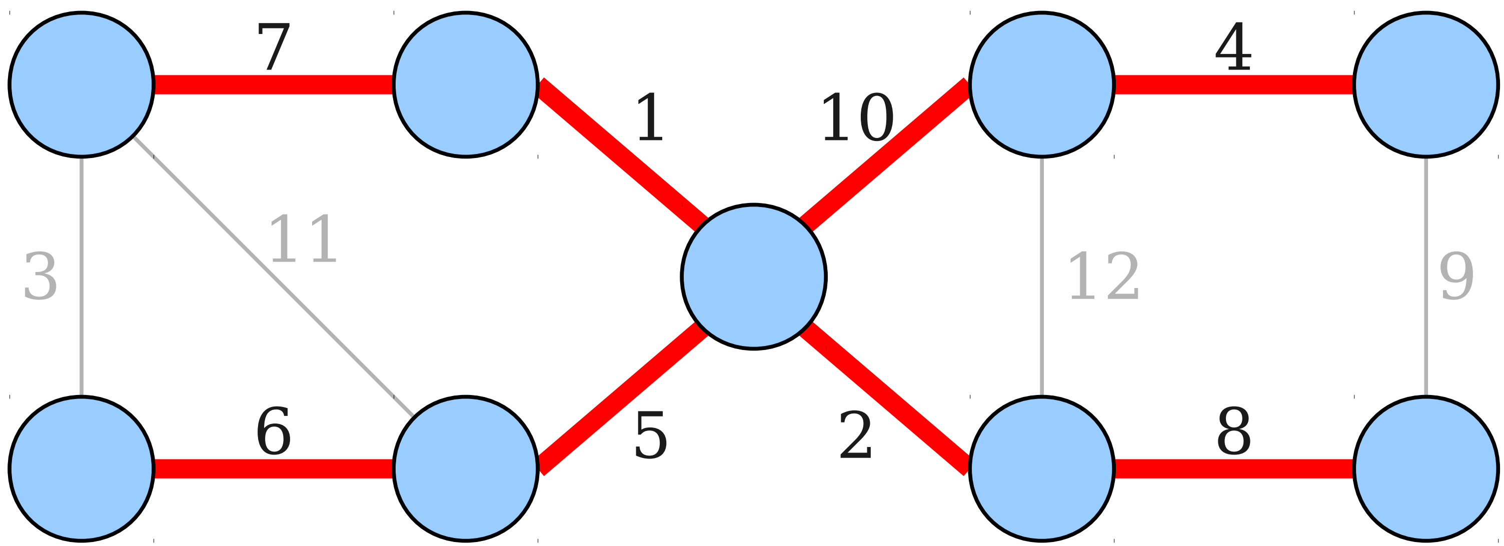
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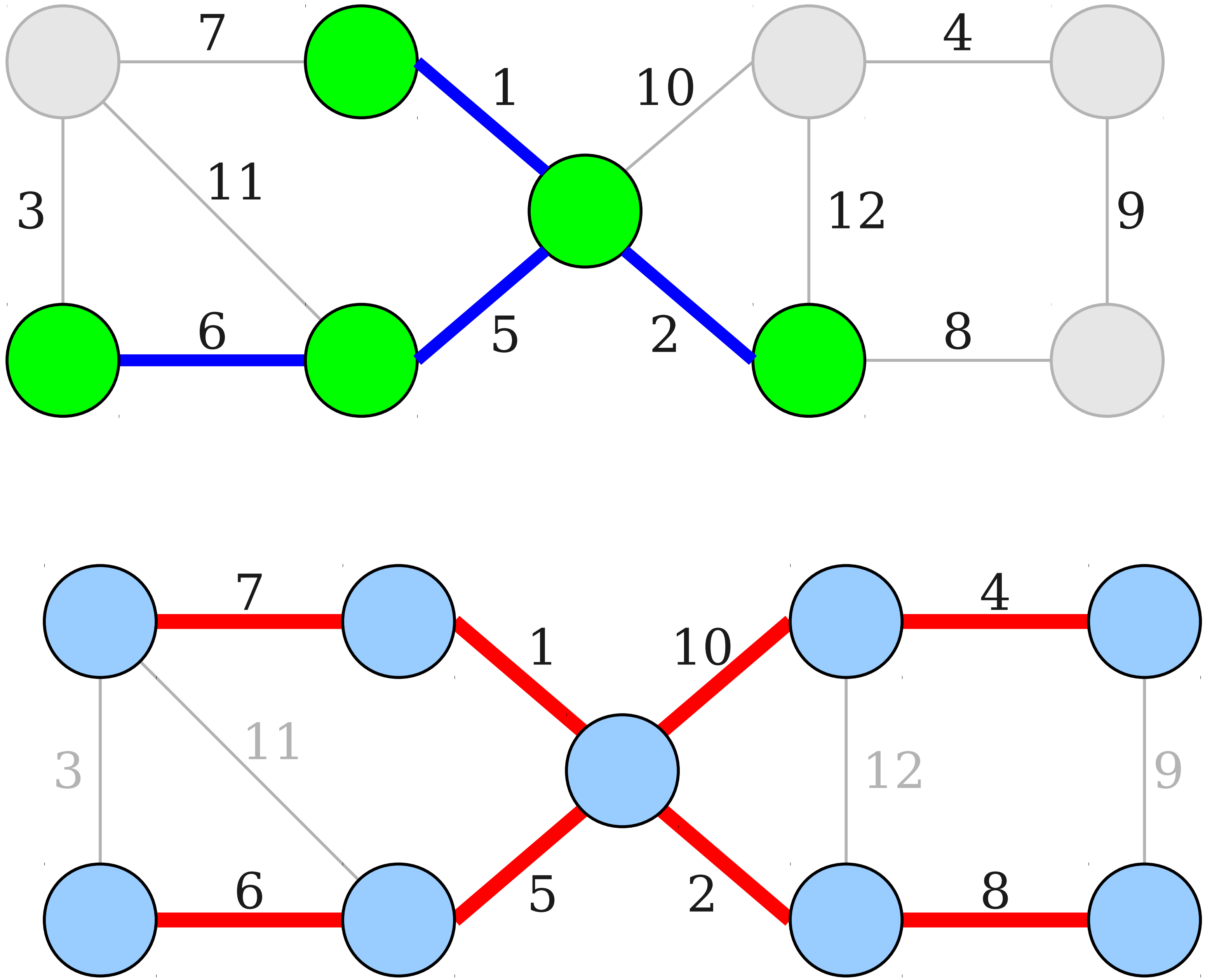
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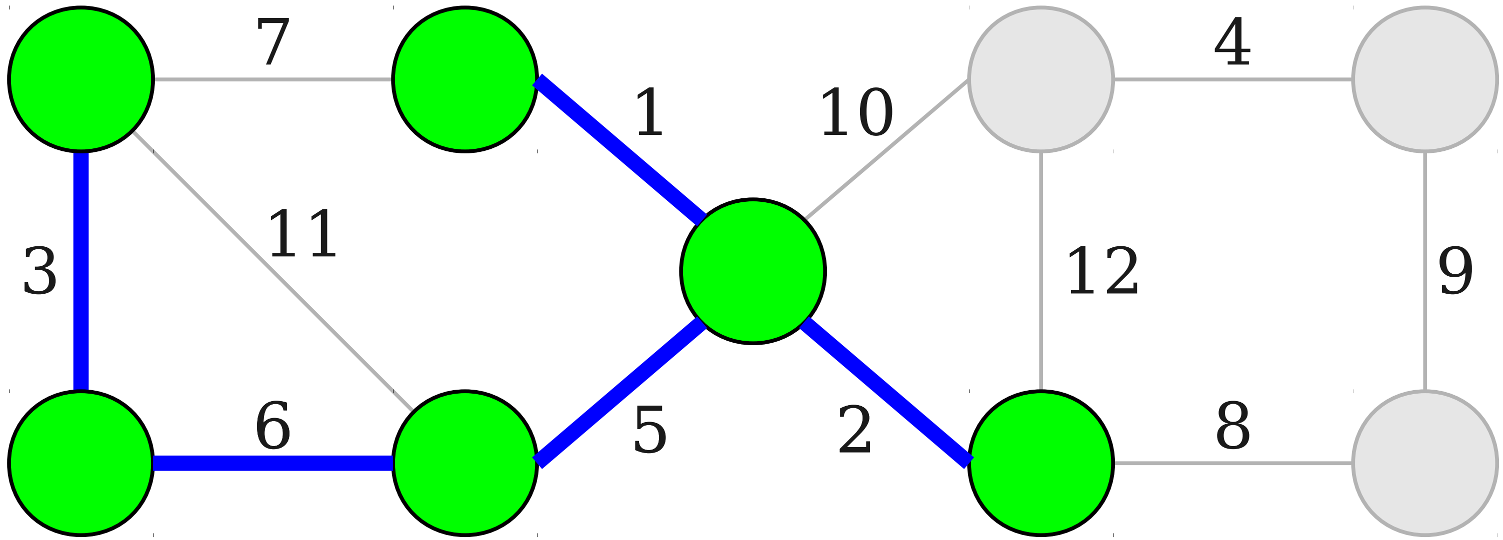
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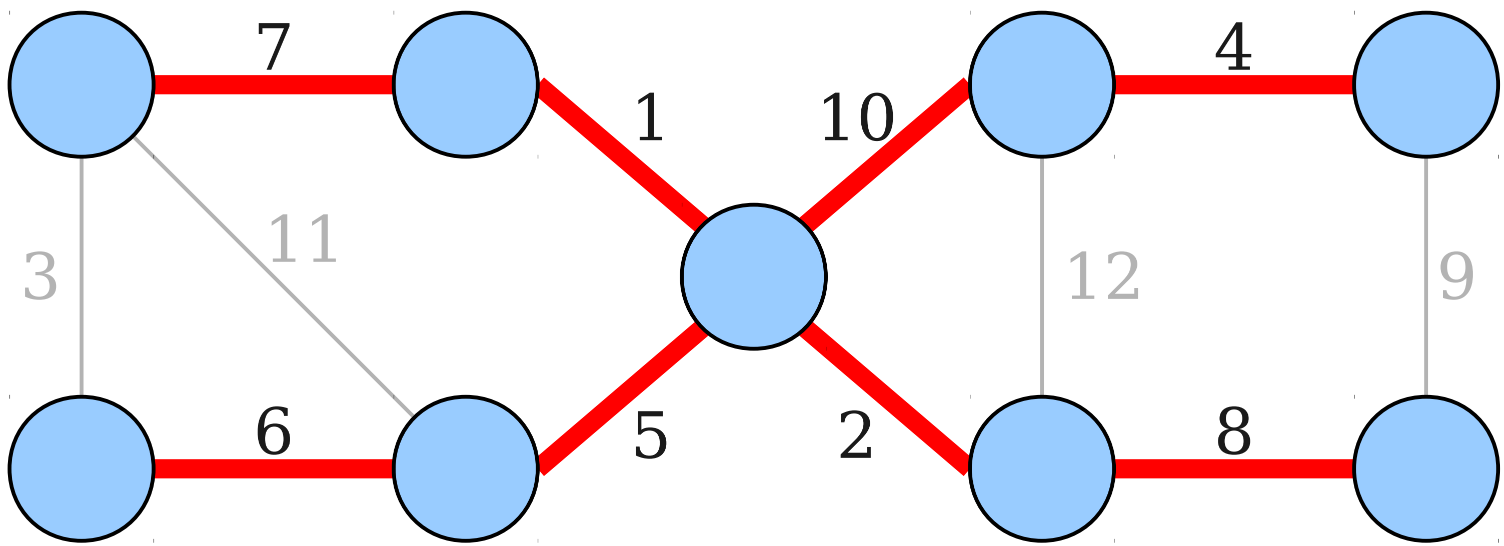
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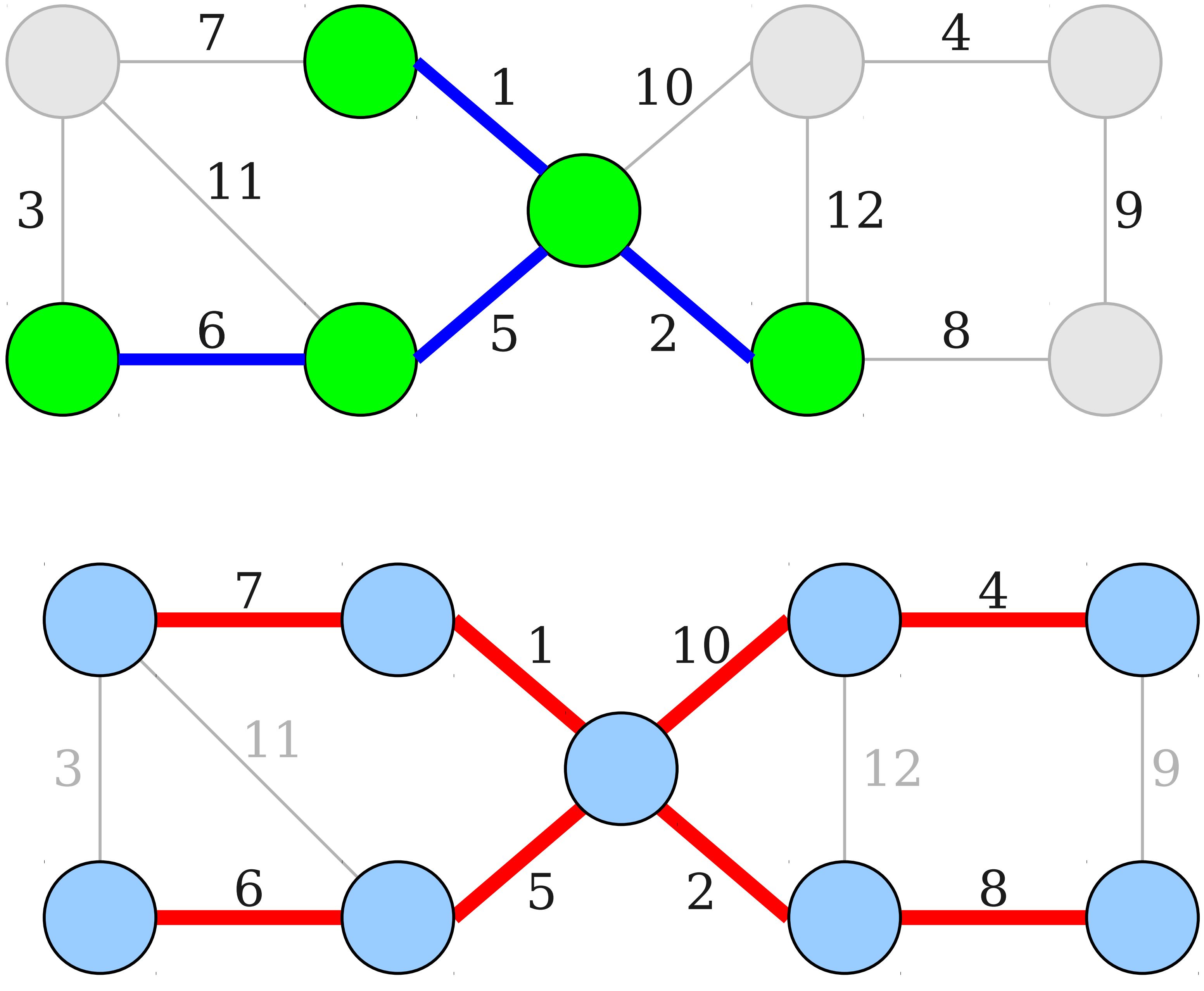

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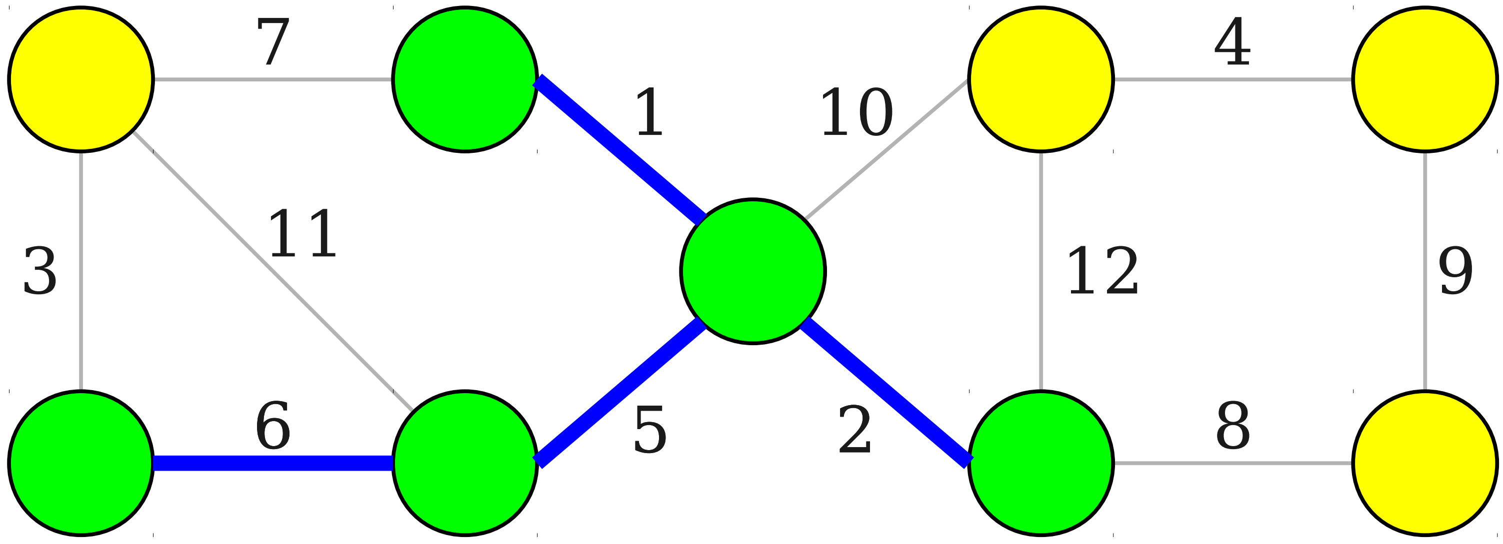
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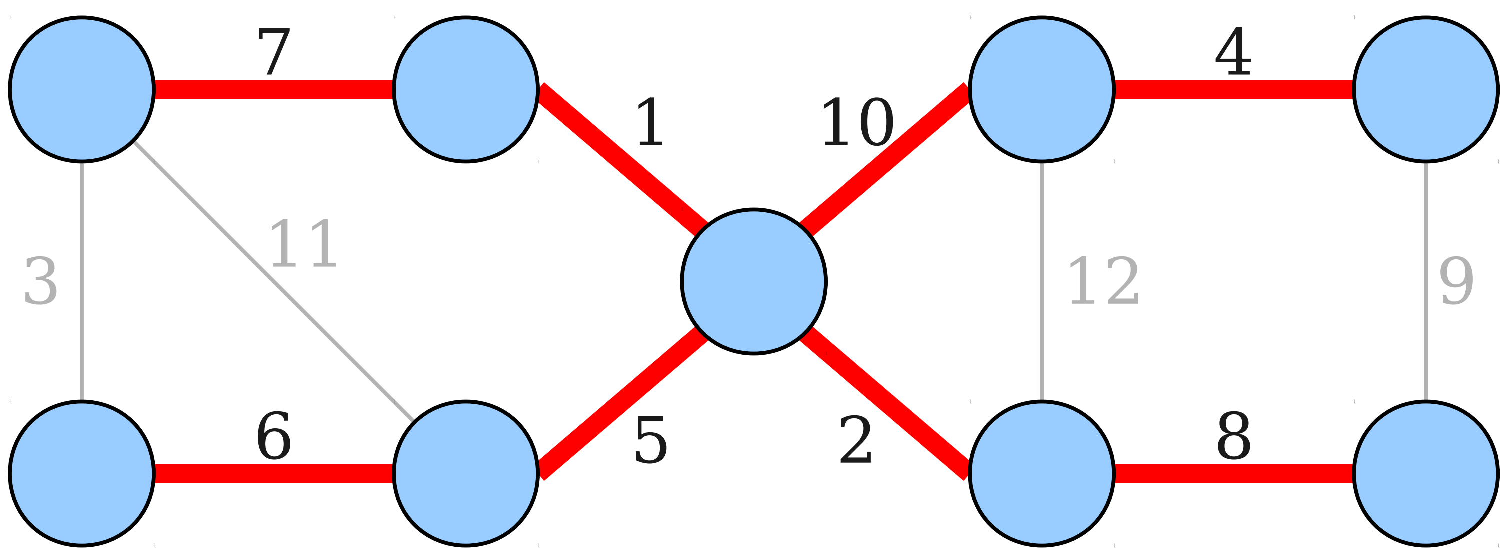
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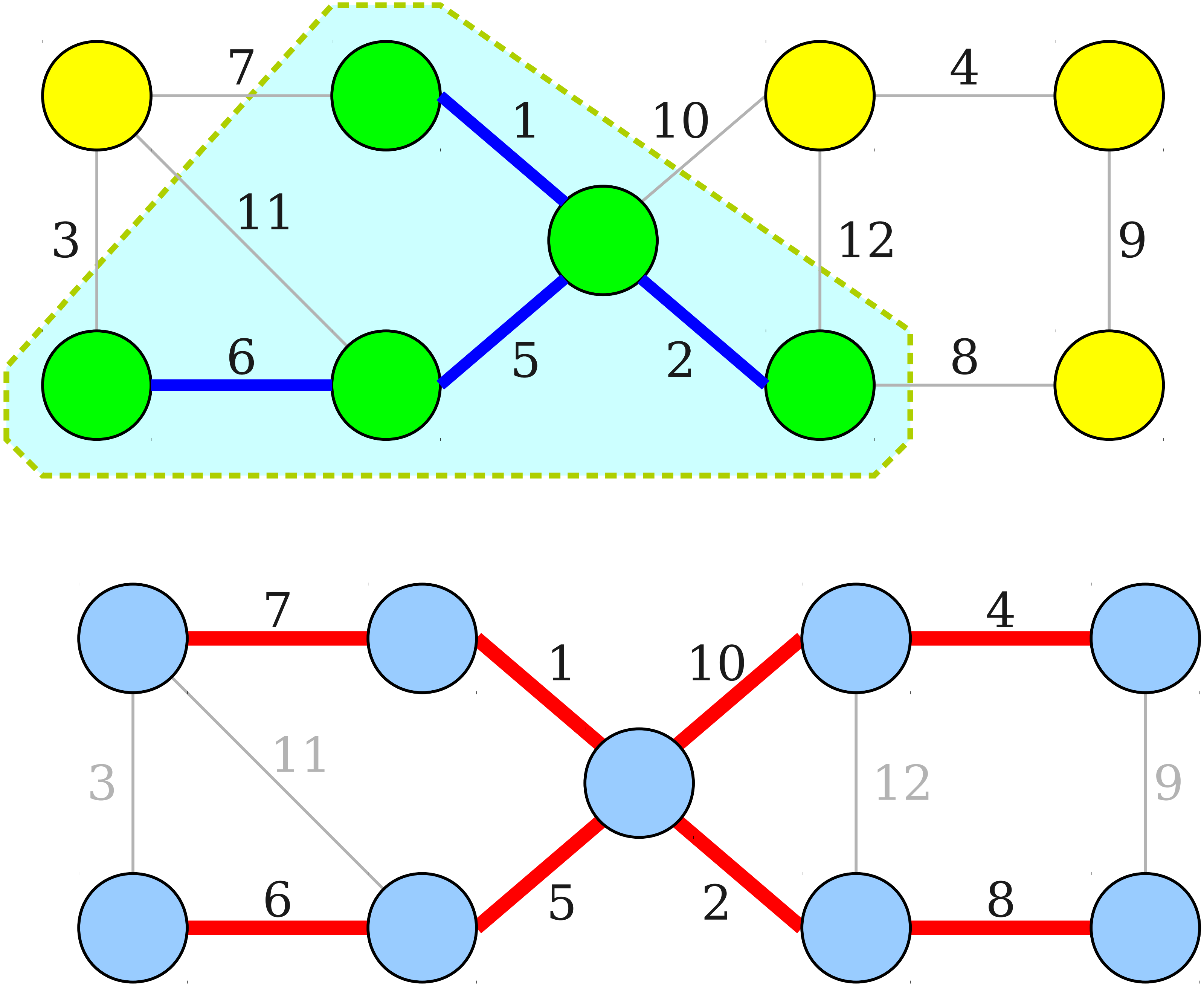

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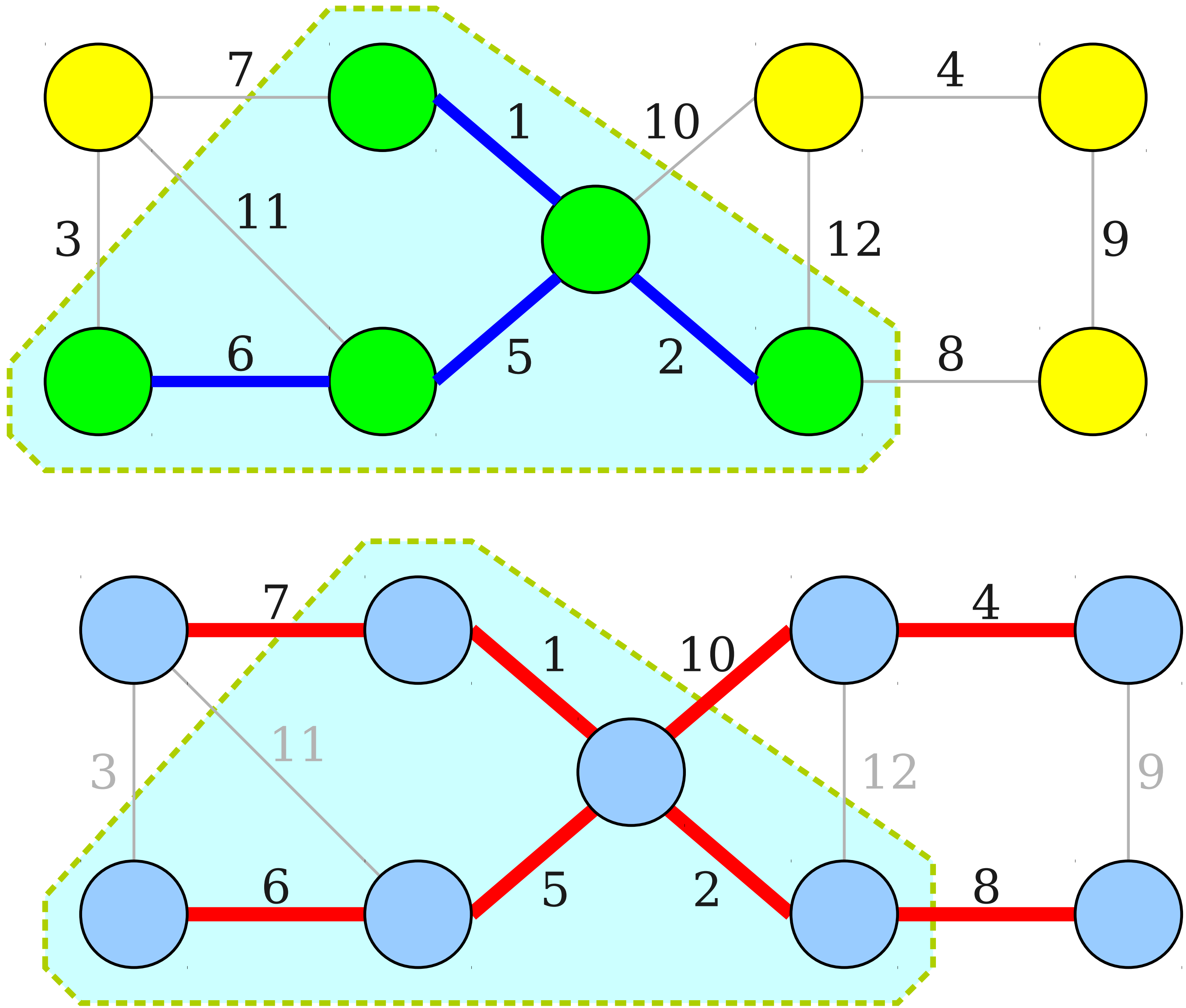
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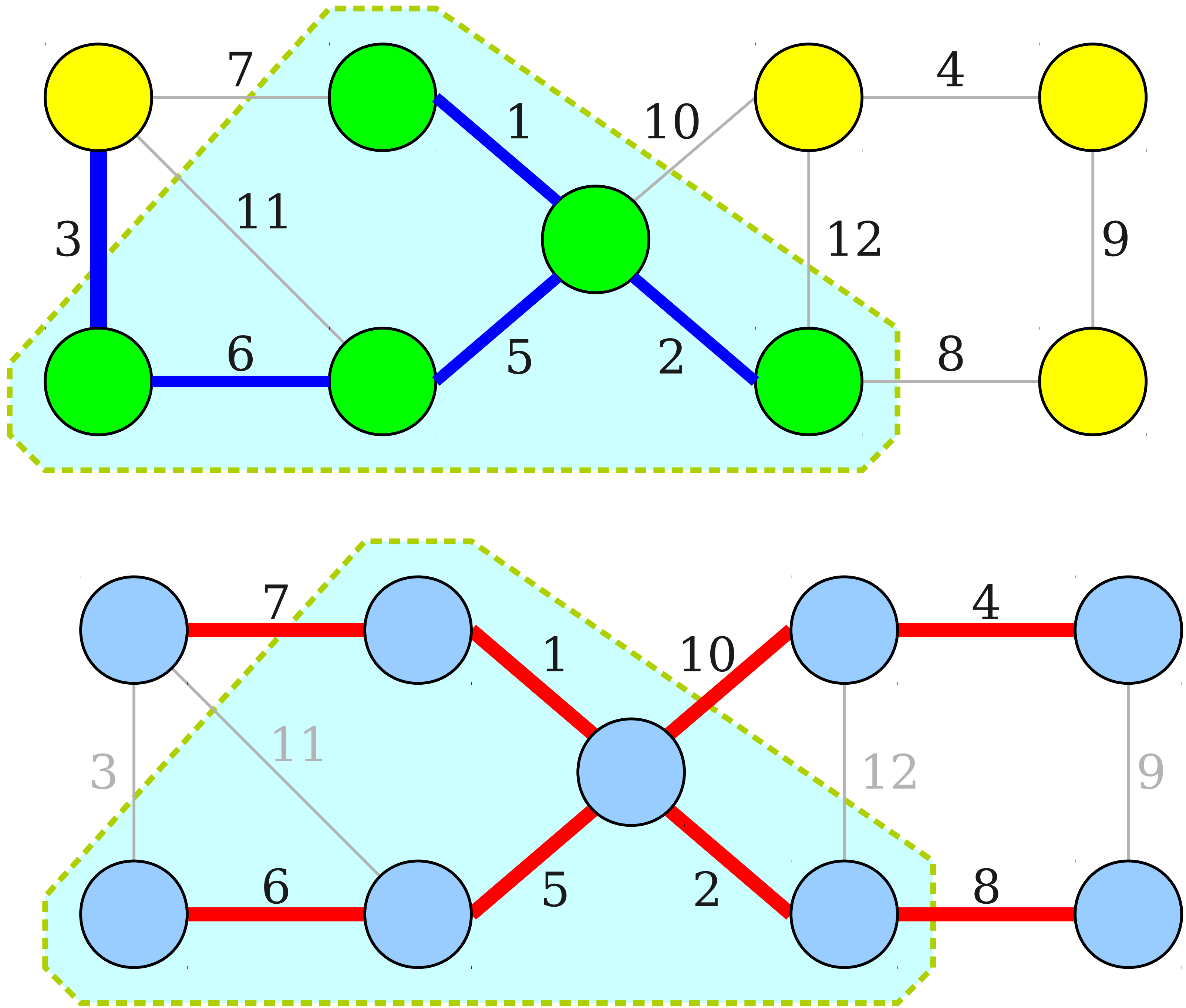
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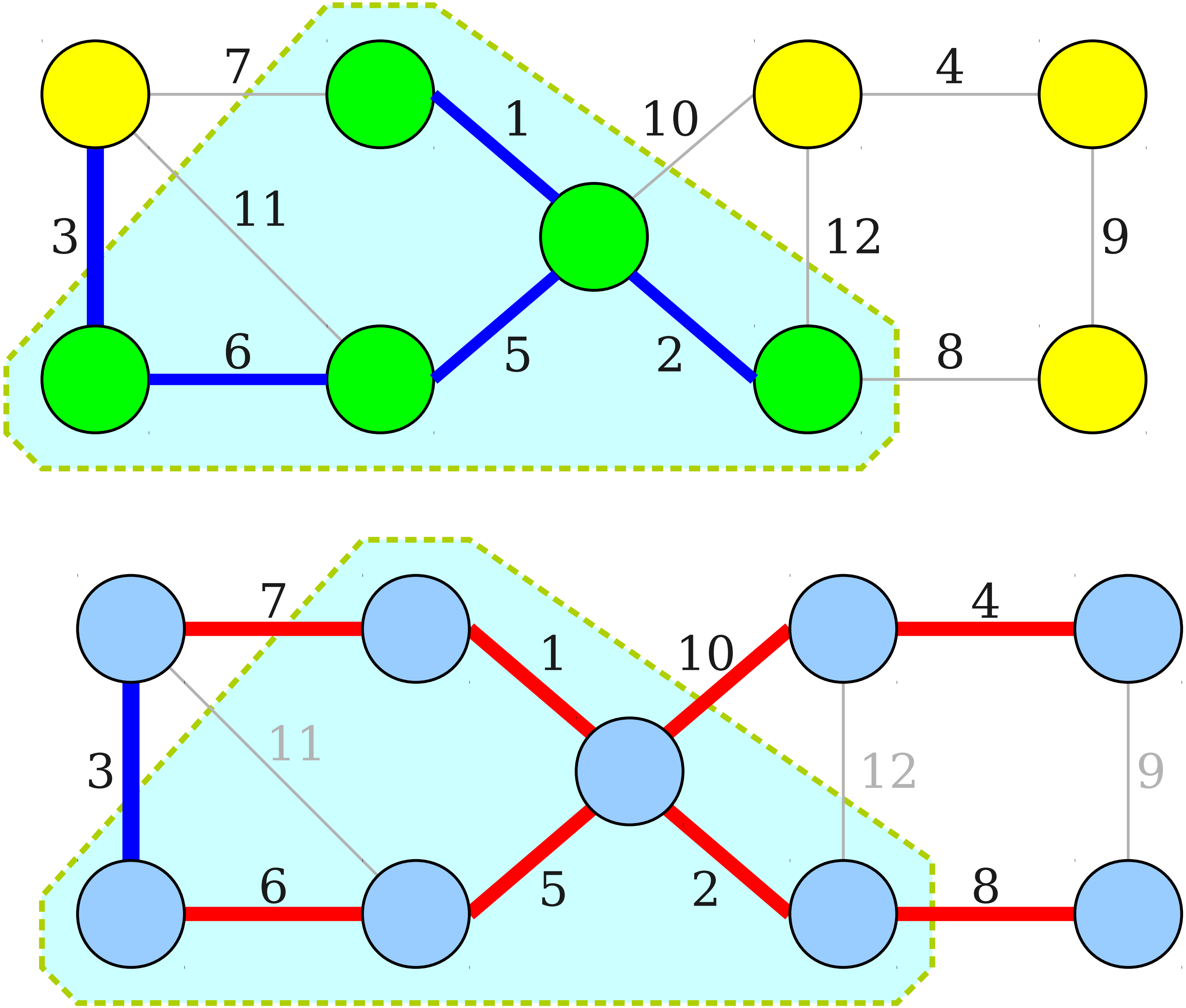

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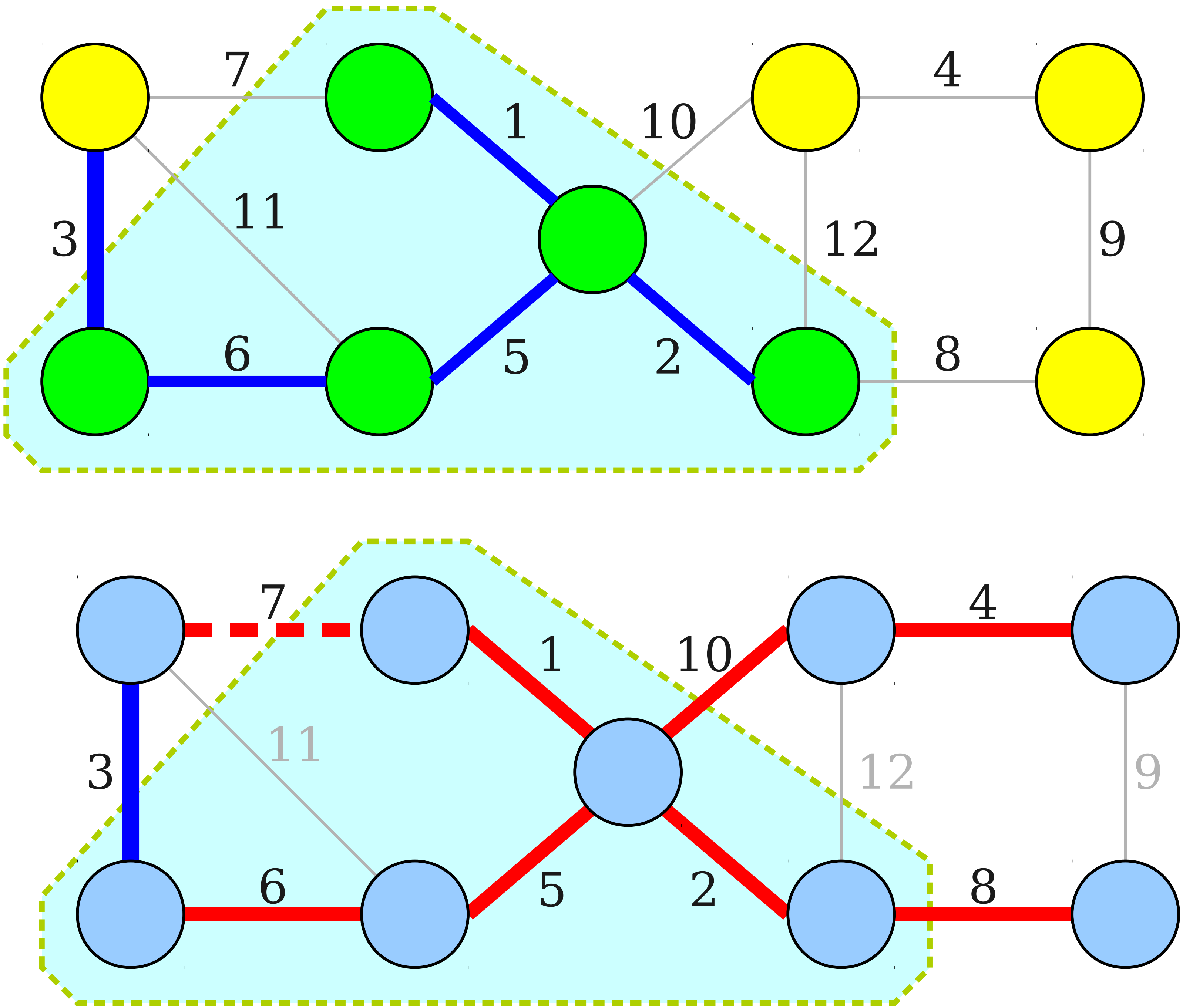
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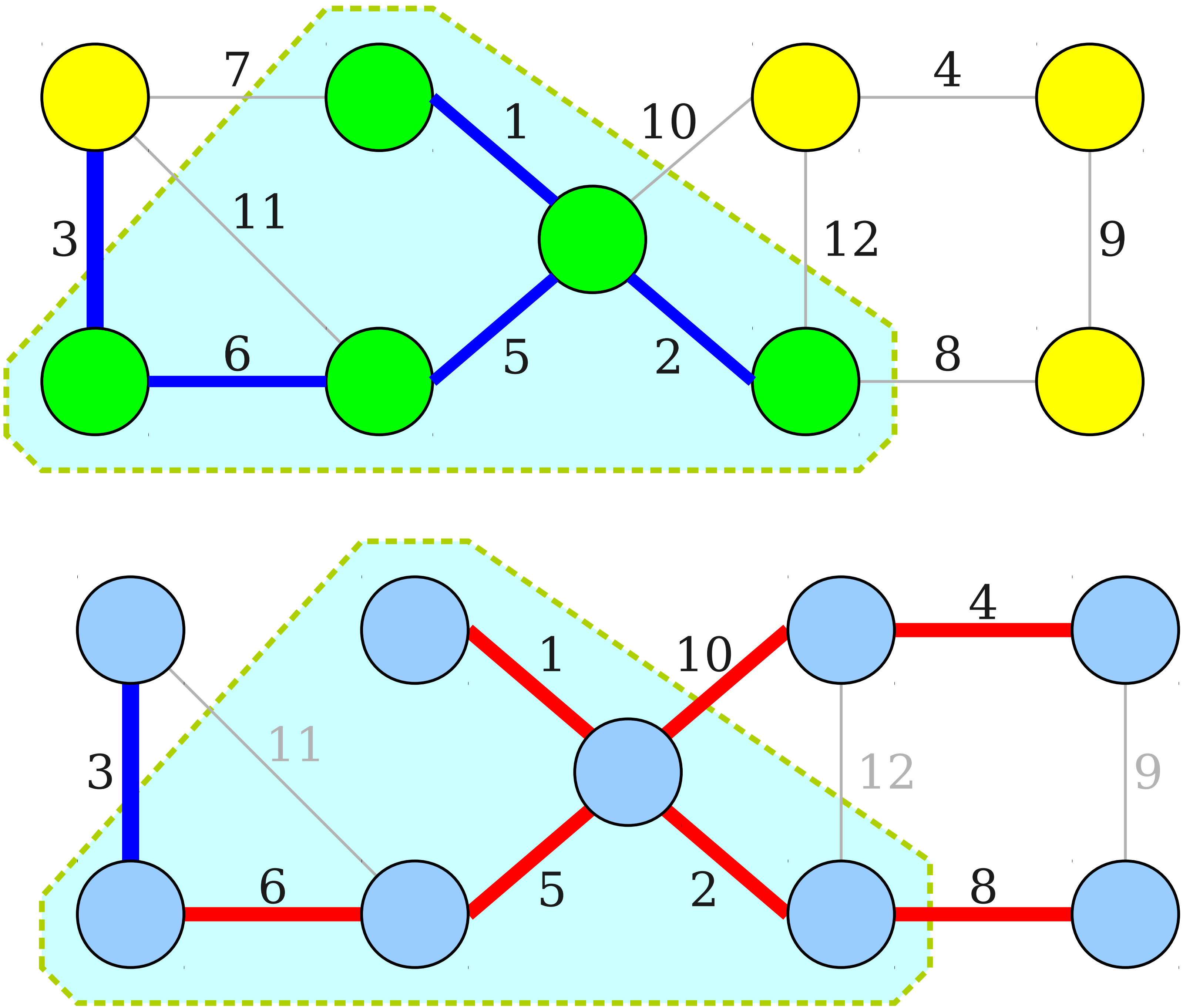
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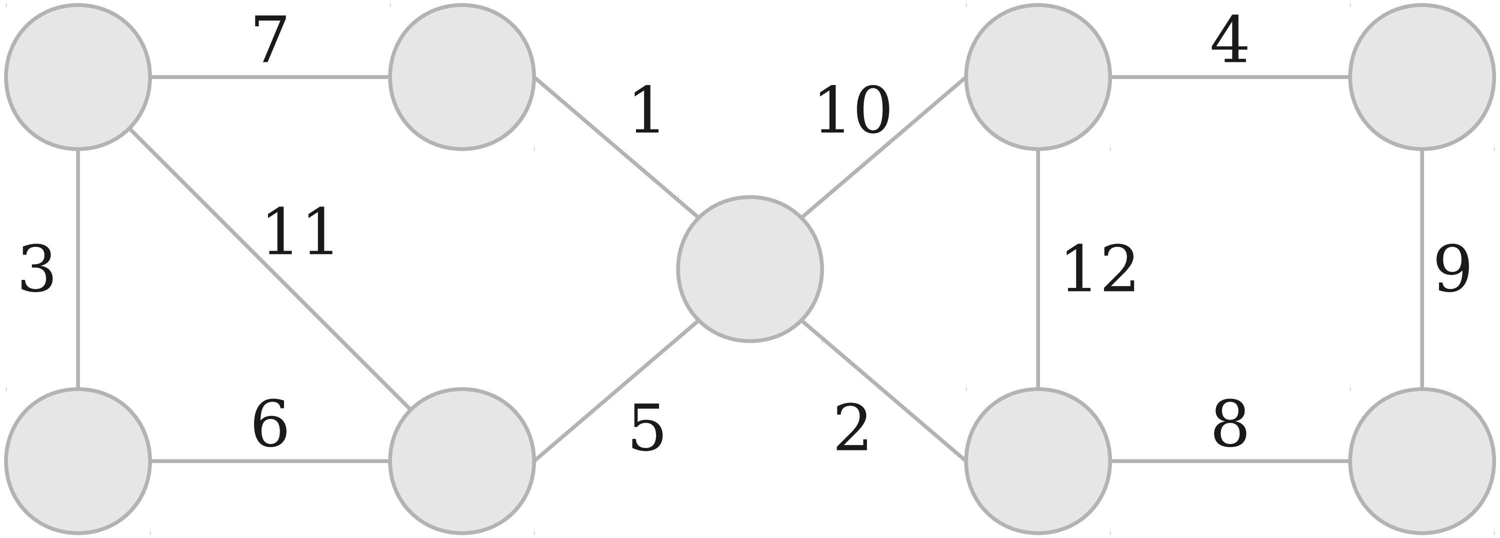
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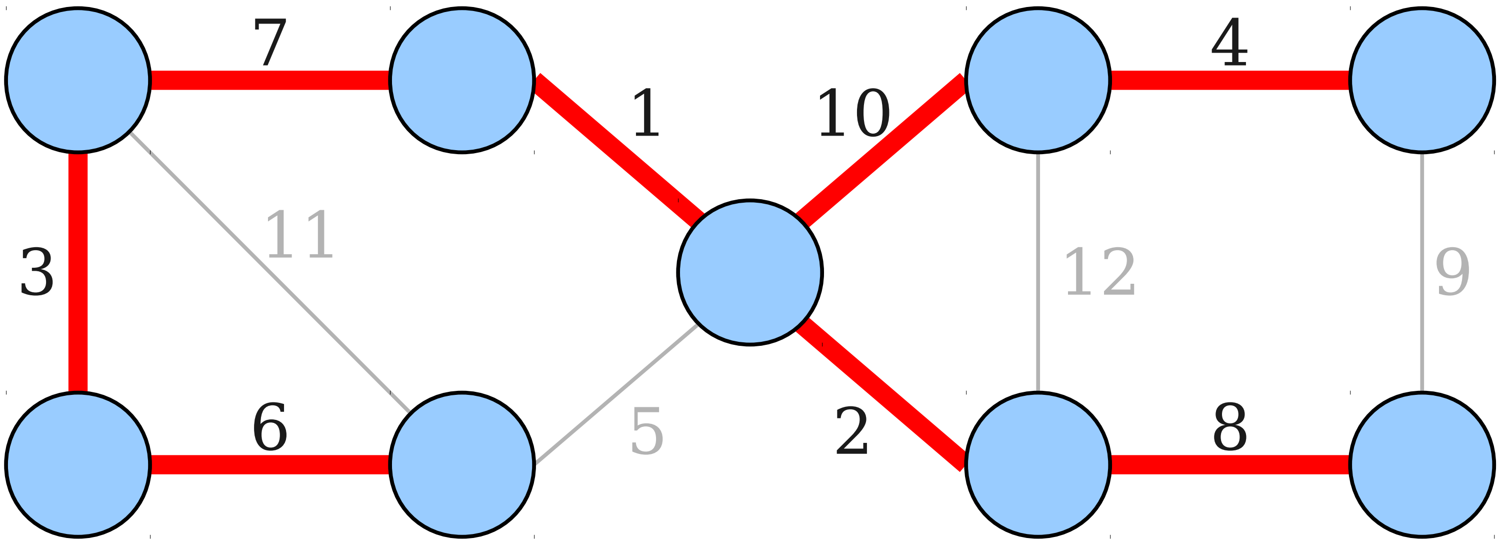
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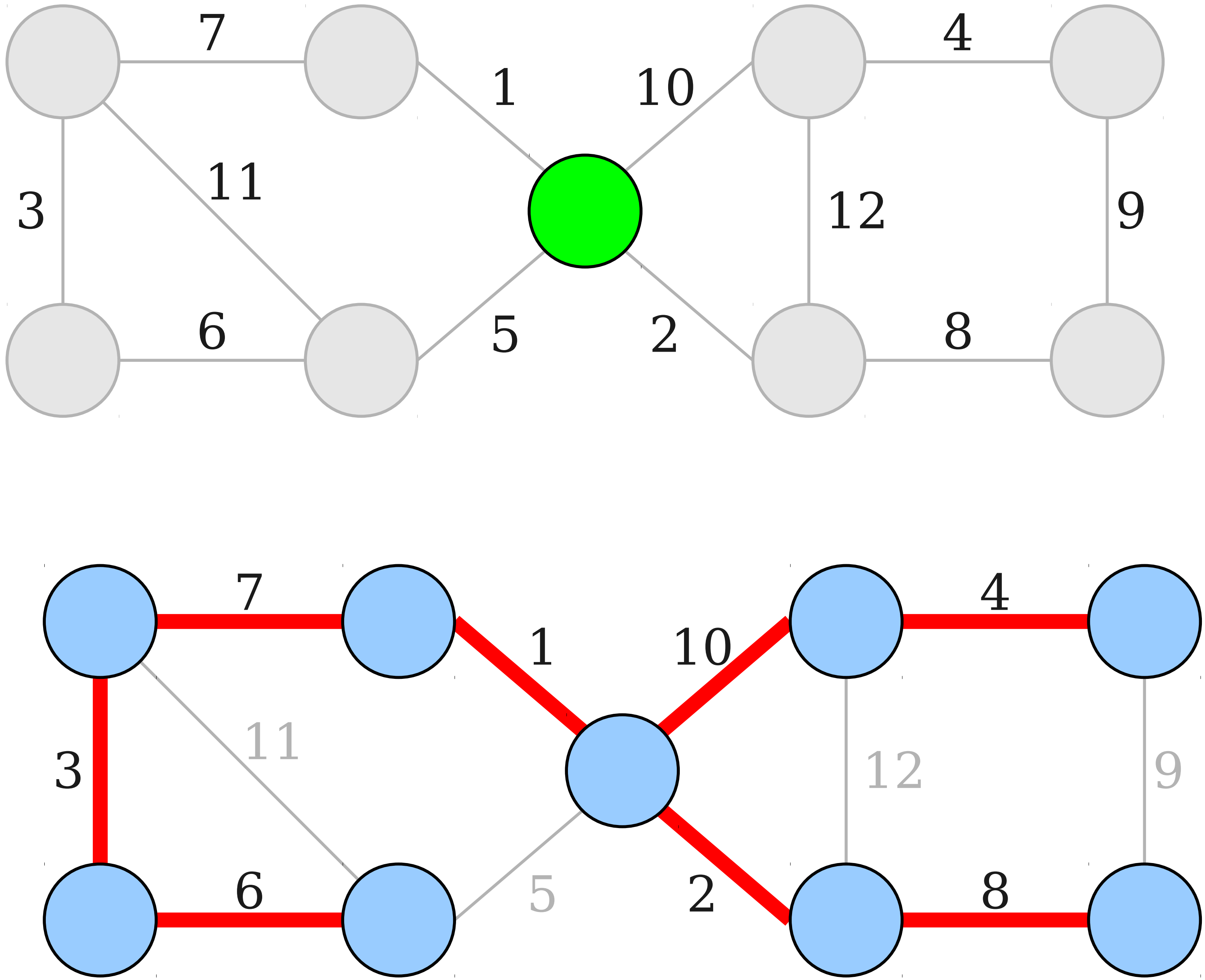
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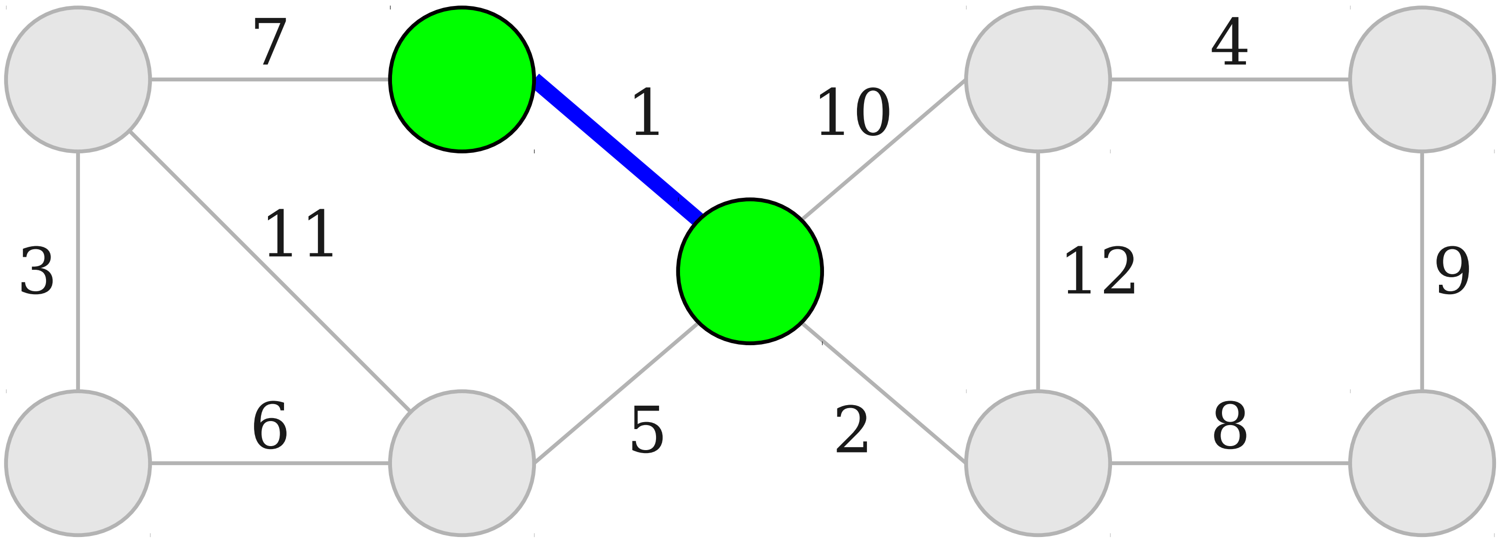
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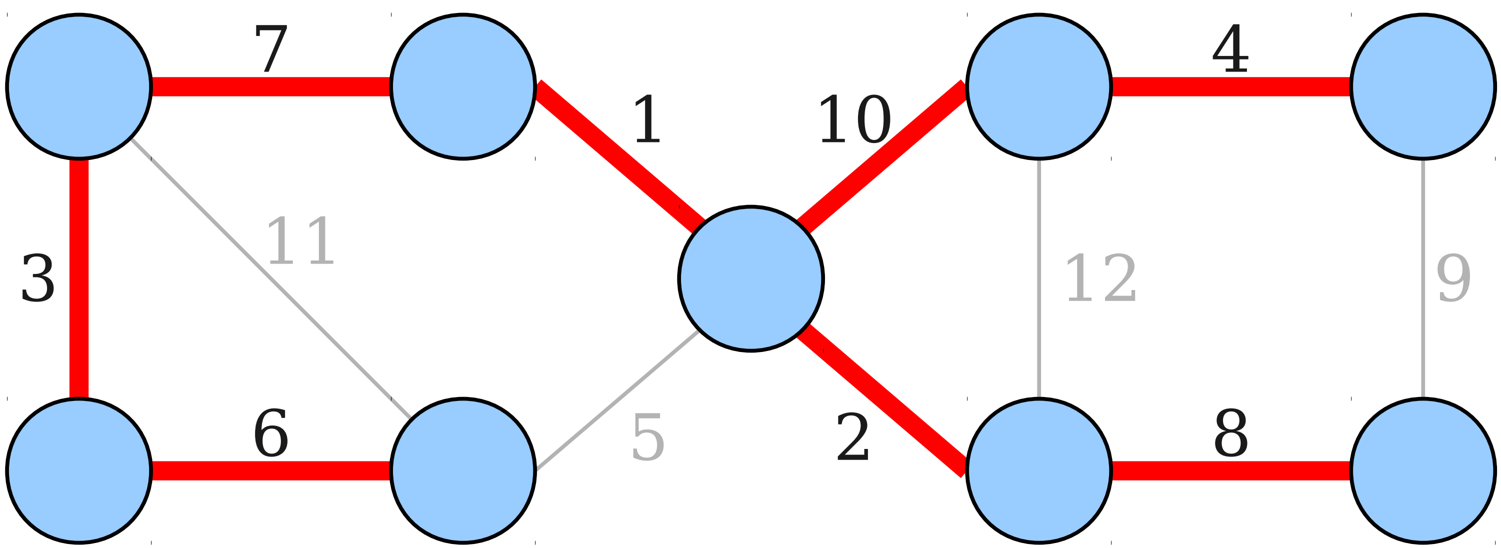
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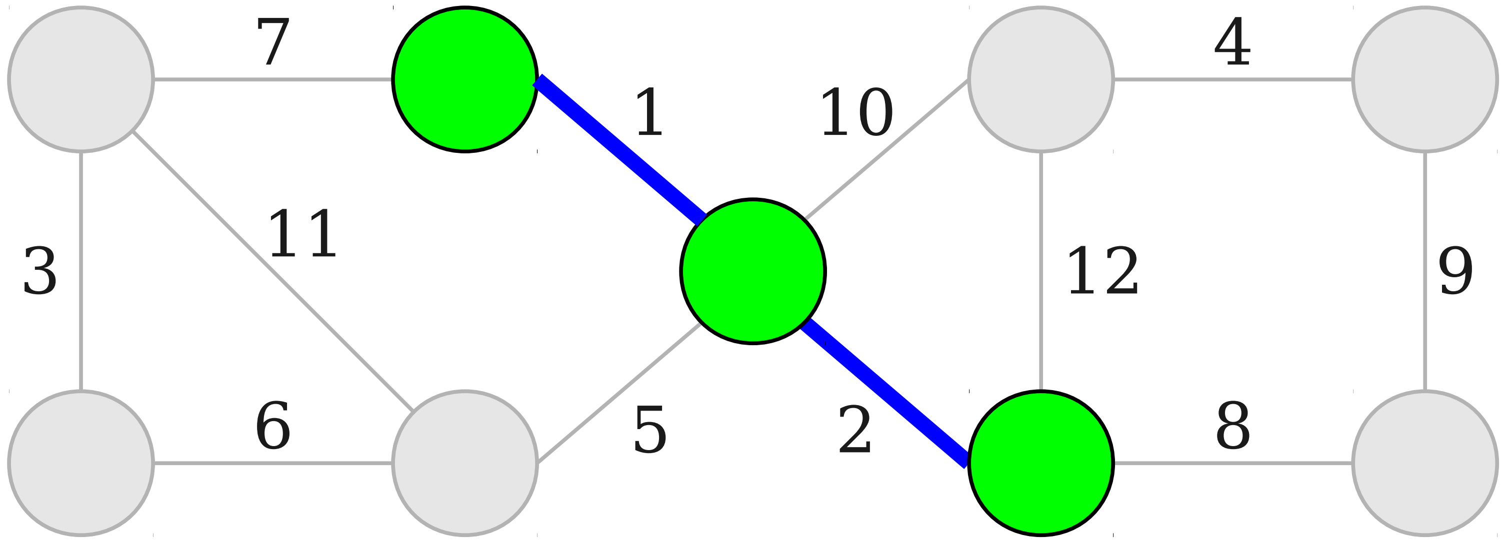
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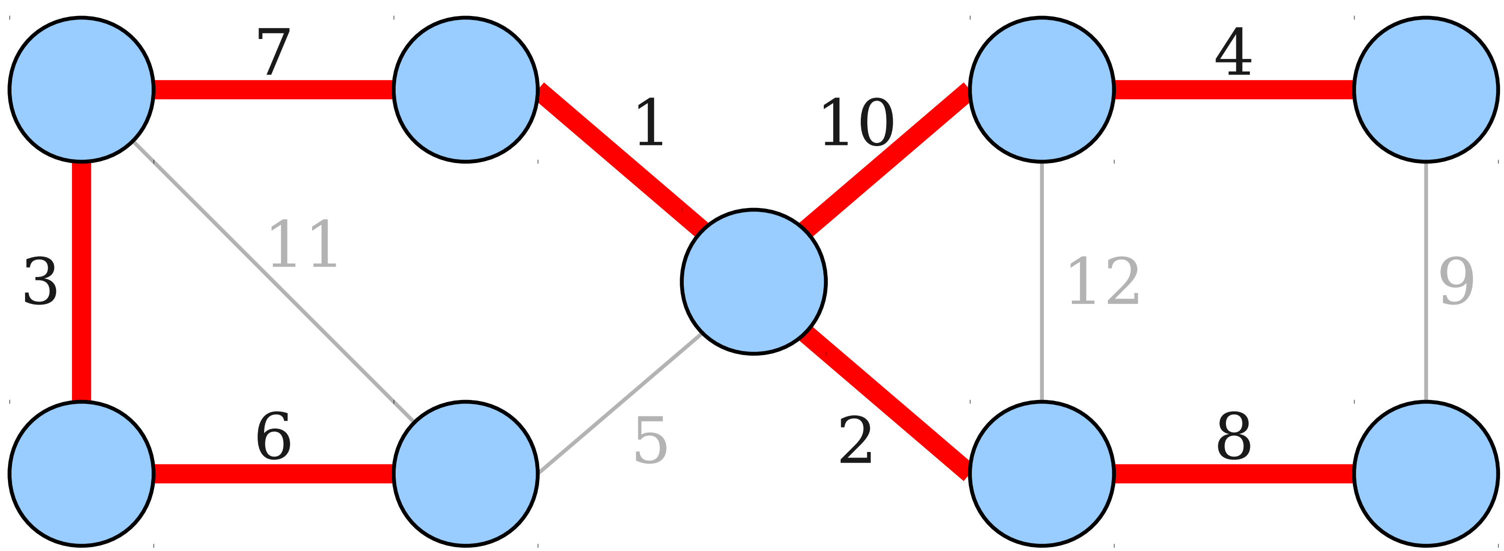
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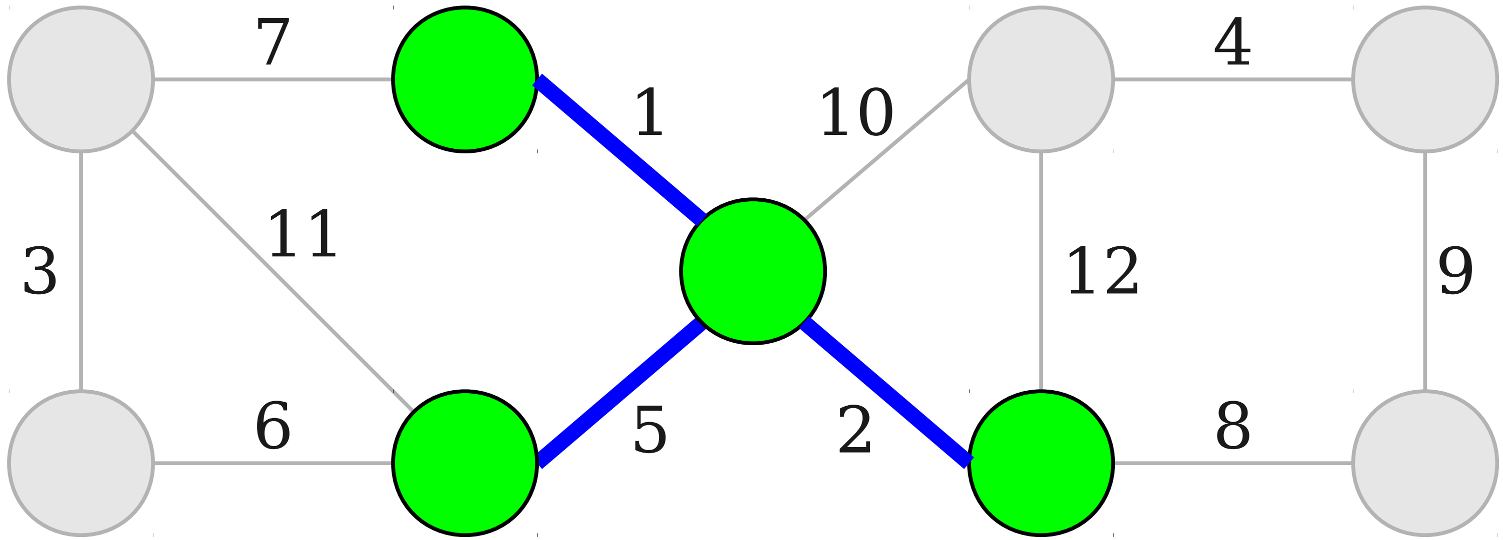
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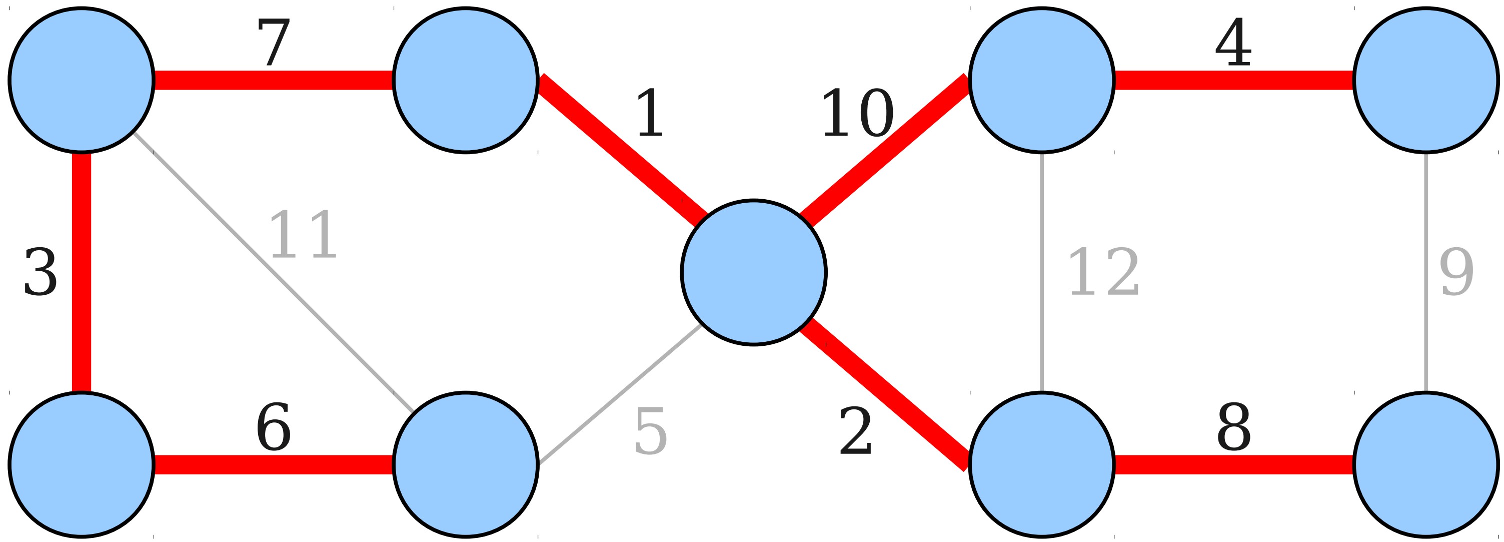
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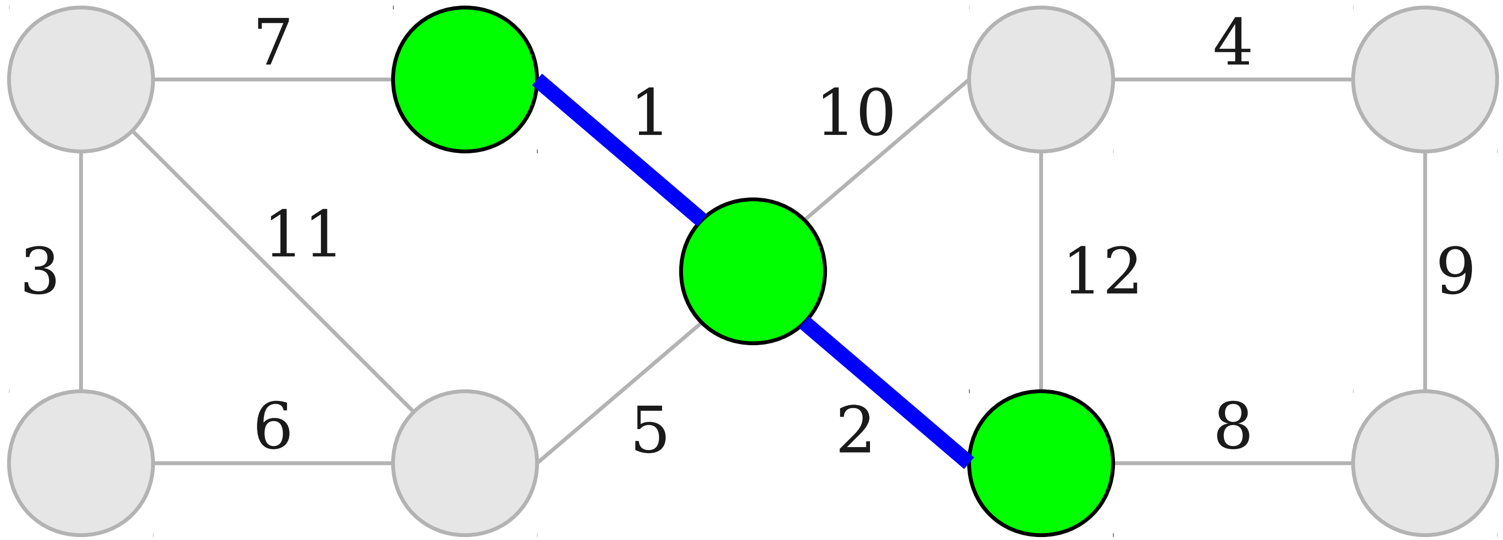
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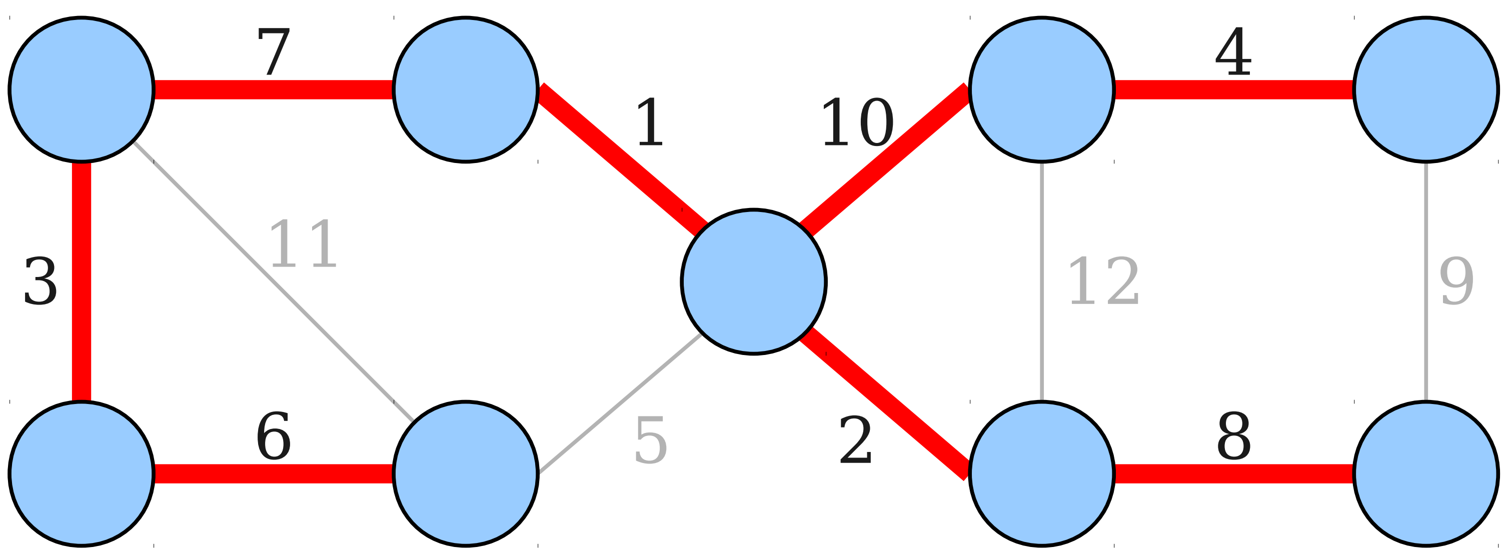
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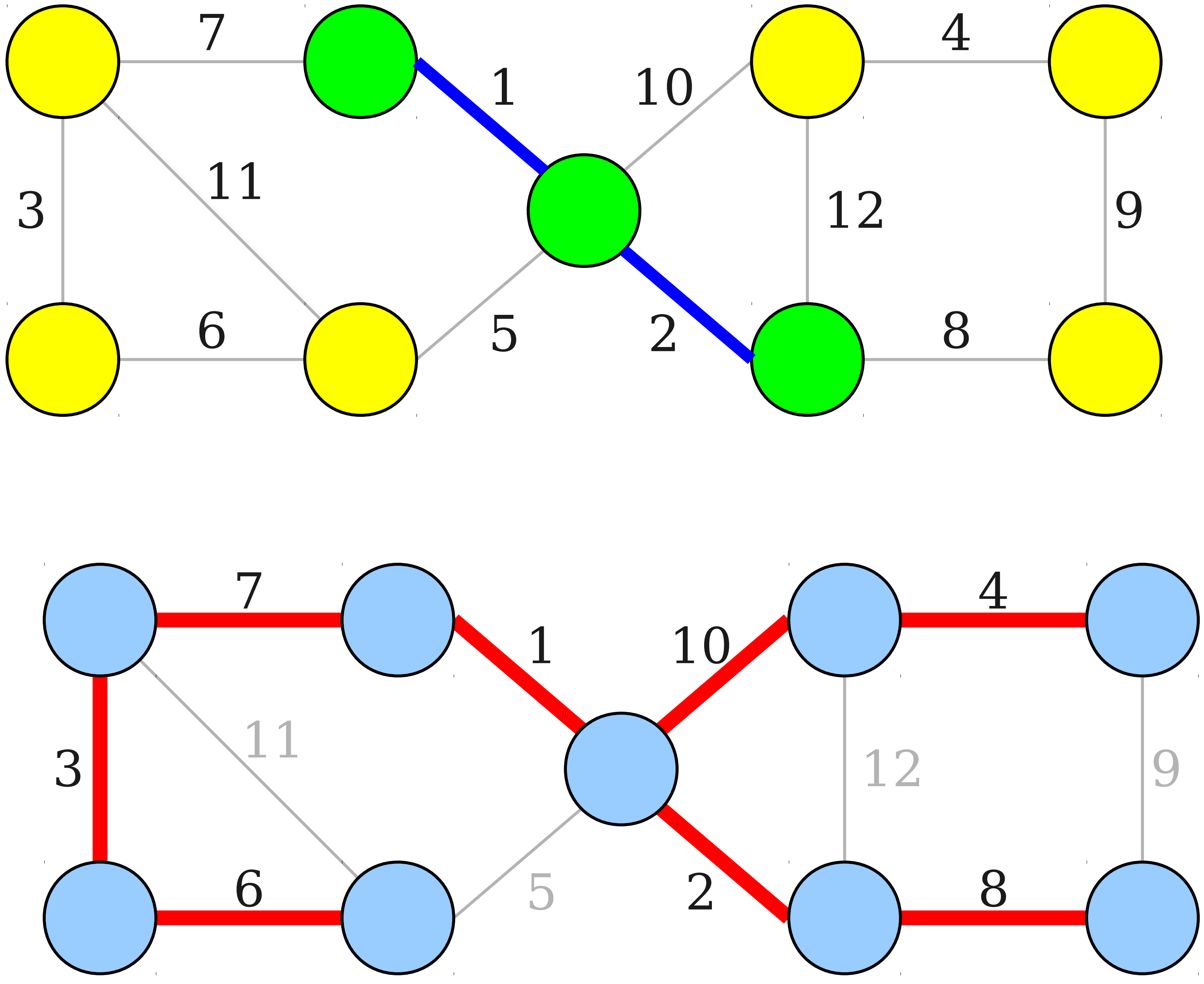
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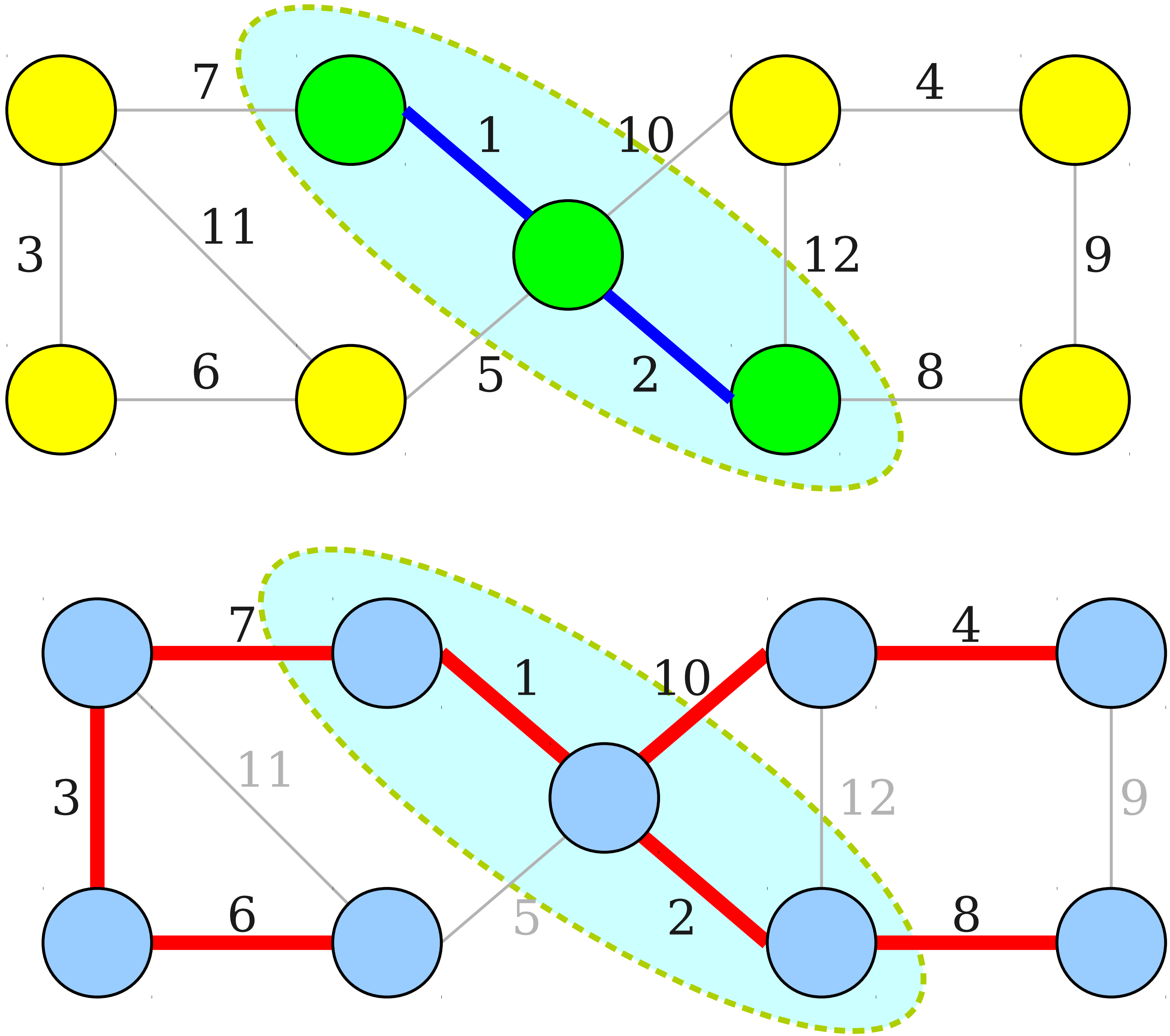
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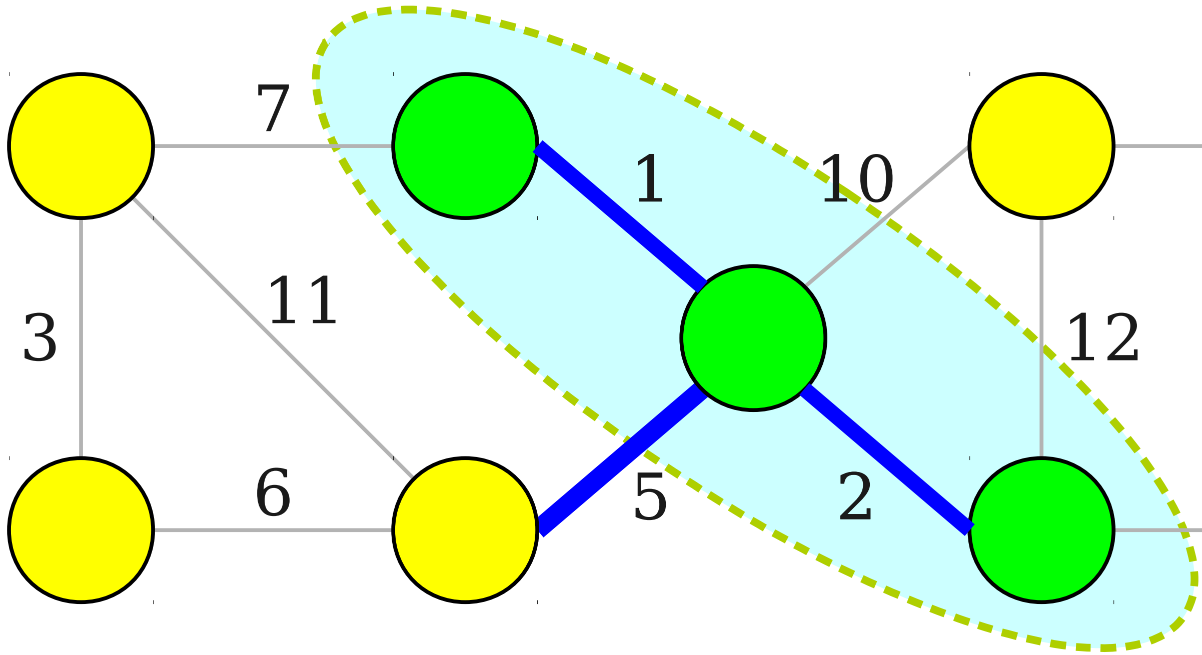
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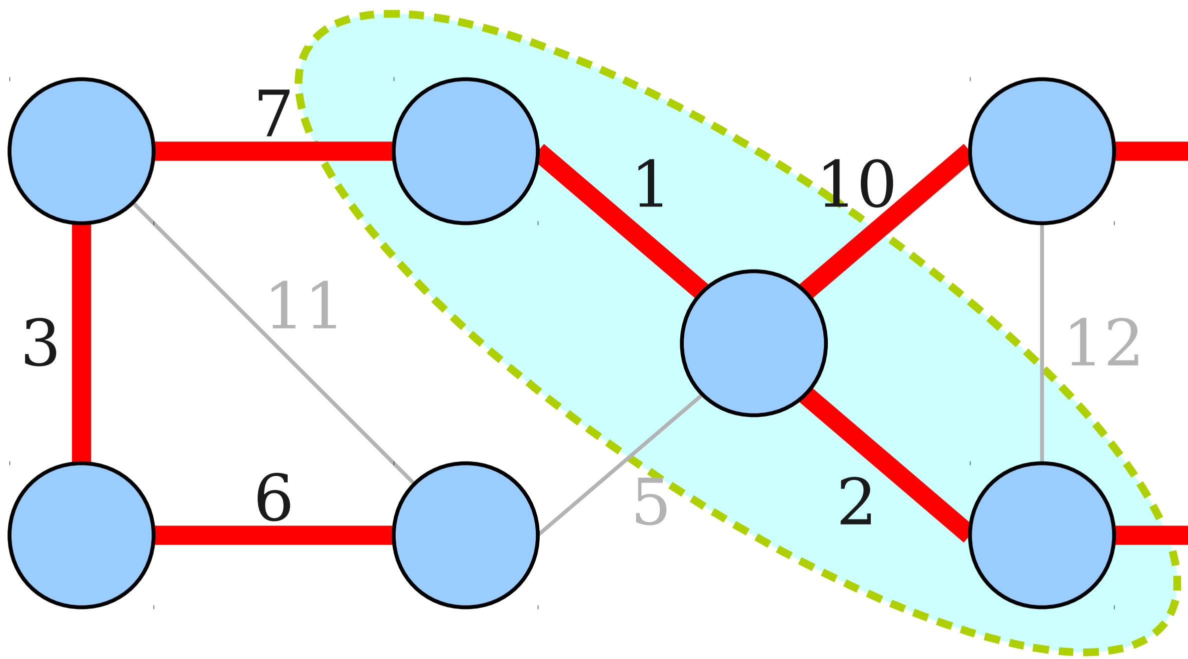
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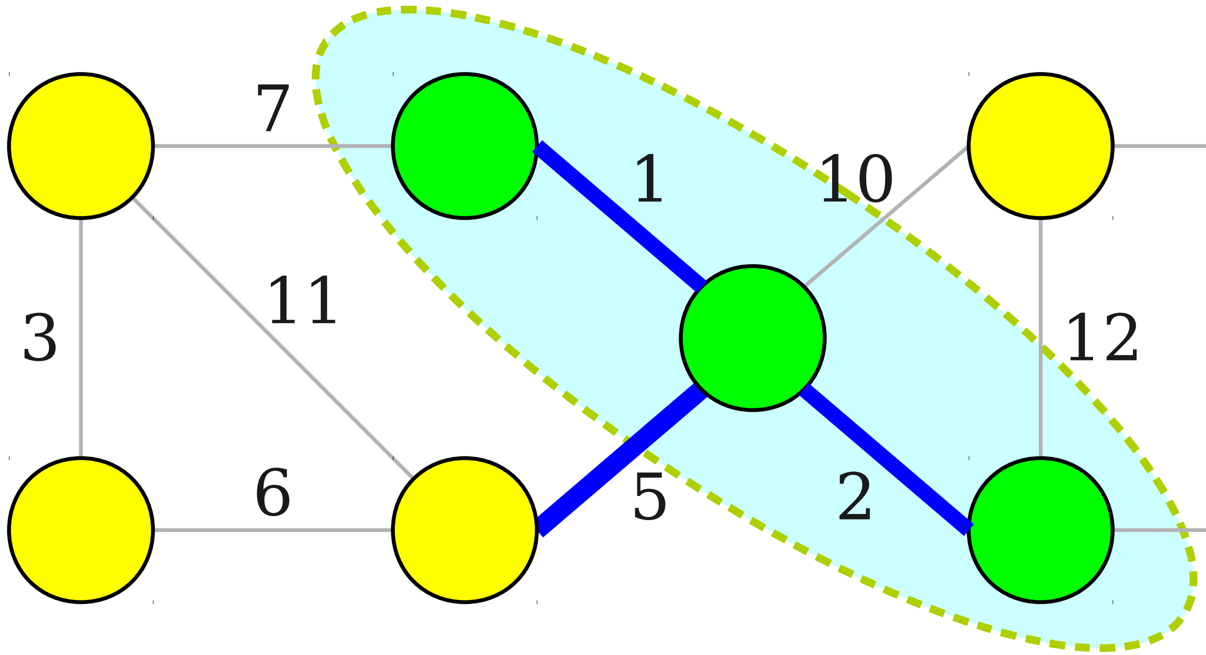
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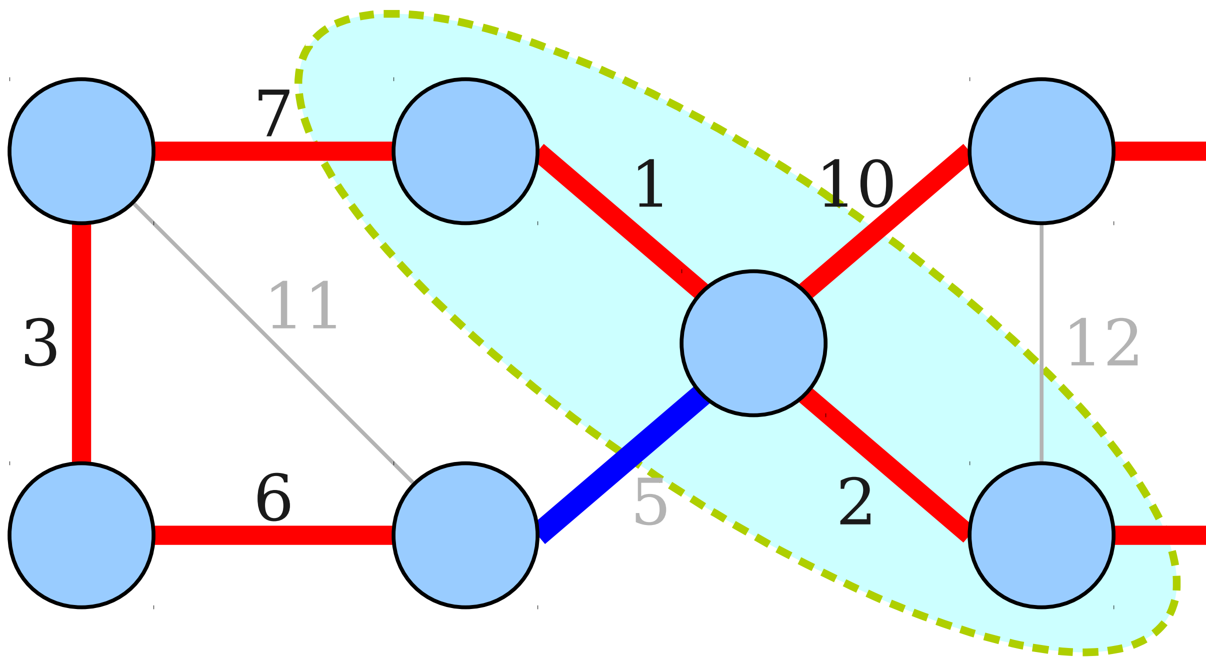
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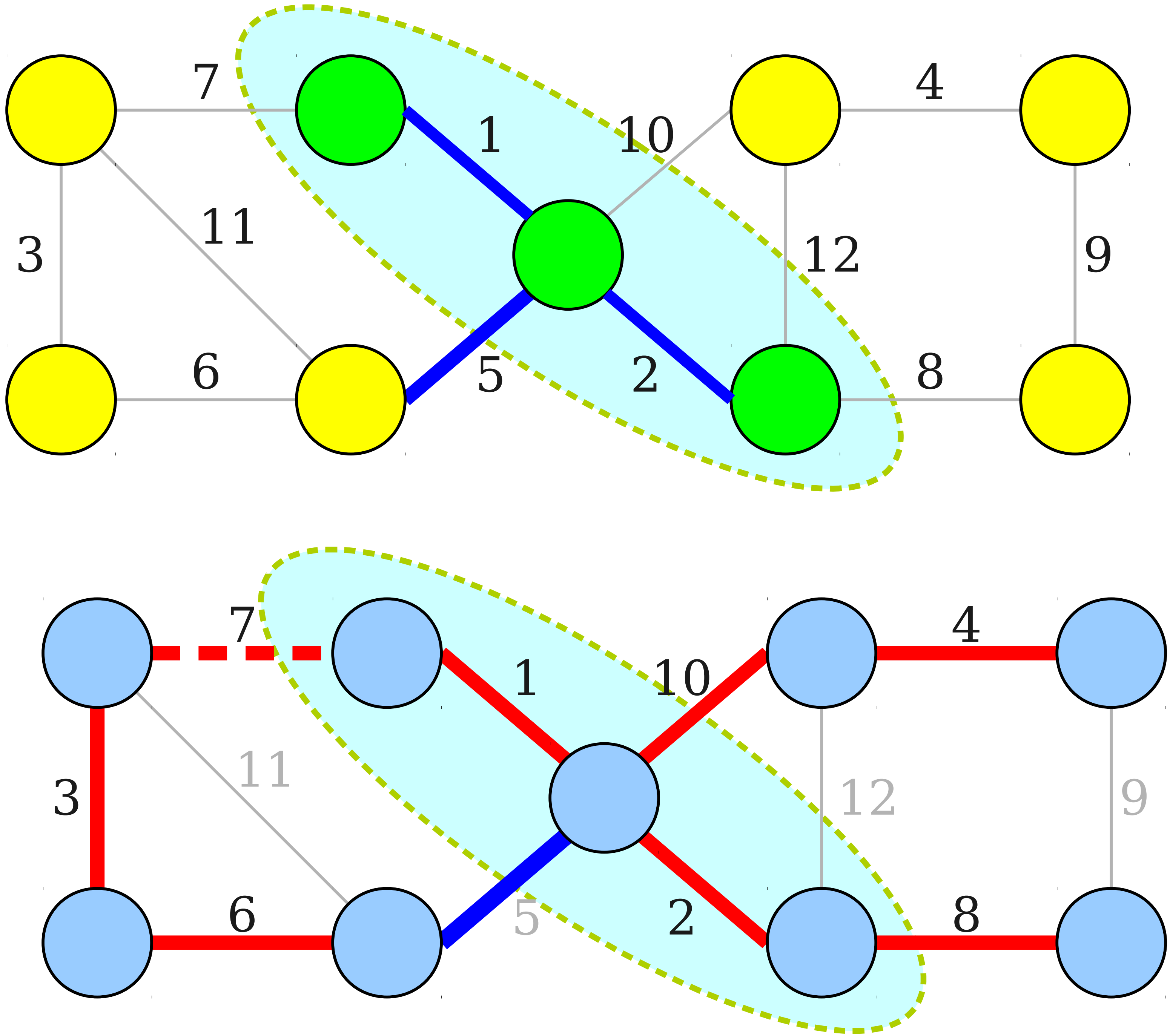

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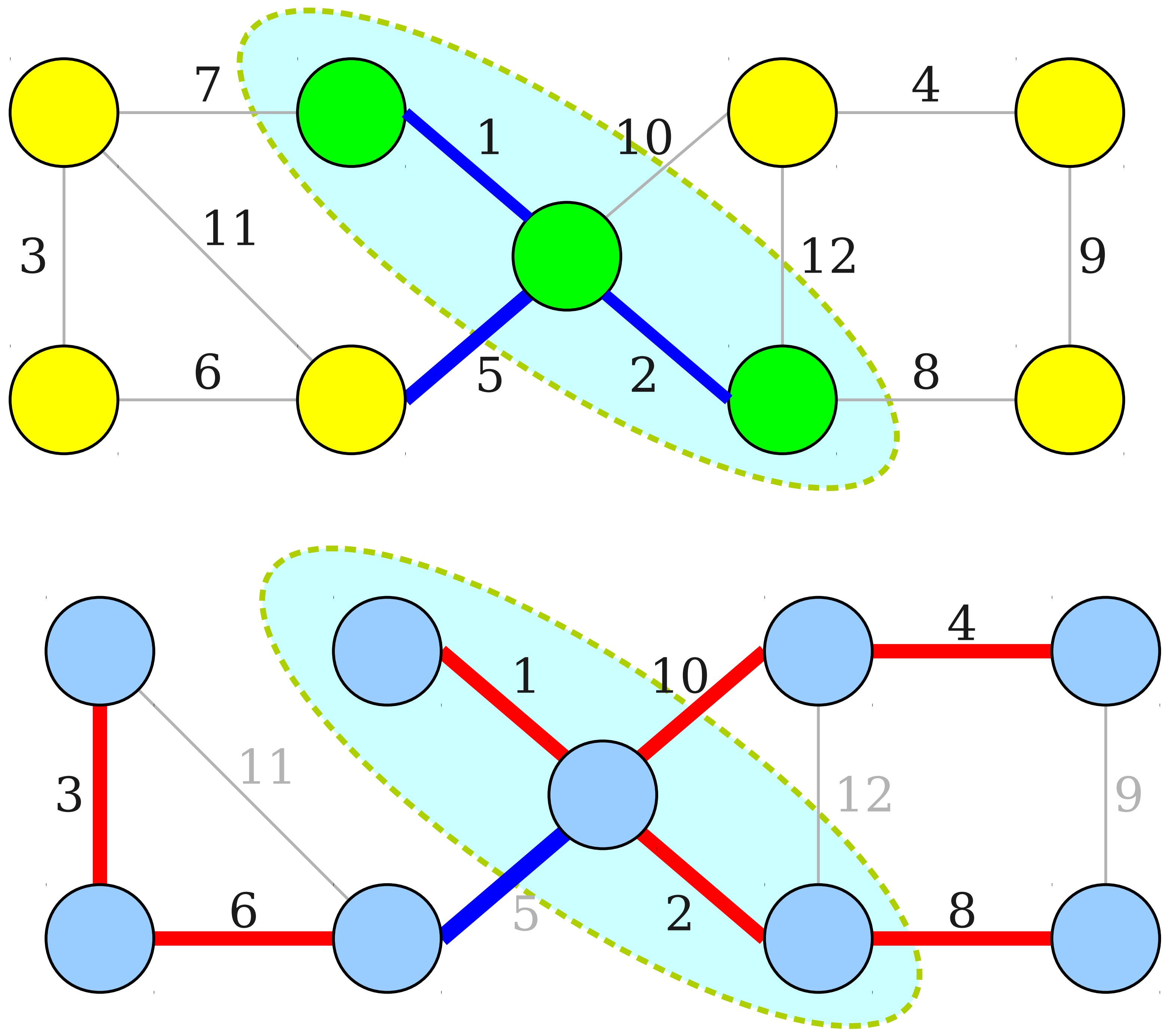

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The Intuition

- By construction, every edge added in Prim's algorithm is the cheapest edge crossing some cut $(S, V - S)$.
- Any tree other than the one produced by Prim's algorithm has to exclude some edge that was included by Prim's algorithm.
- Adding that edge closes a cycle that crosses the cut.
- Deleting an edge in the cycle that crosses the cut strictly lowers the cost of the tree.

Theorem: If G is a connected, weighted graph with distinct edge weights, Prim's algorithm correctly finds an MST.

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We have reached a contradiction, so our assumption must have been wrong. Thus $T = T^*$, so T is an MST. ■

Exchange Arguments

- This proof of optimality for Prim's algorithm uses an argument called an ***exchange argument***.
- General structure is as follows *
    - Assume the greedy algorithm does not produce the optimal solution, so the greedy and optimal solutions are different.
    - Show how to *exchange* some part of the optimal solution with some part of the greedy solution in a way that improves the optimal solution.
    - Reach a contradiction and conclude the greedy and optimal solutions must be the same.
- *(* This assumes there is a **unique** optimal solution; we'll generalize this shortly.)*

The Cut Property

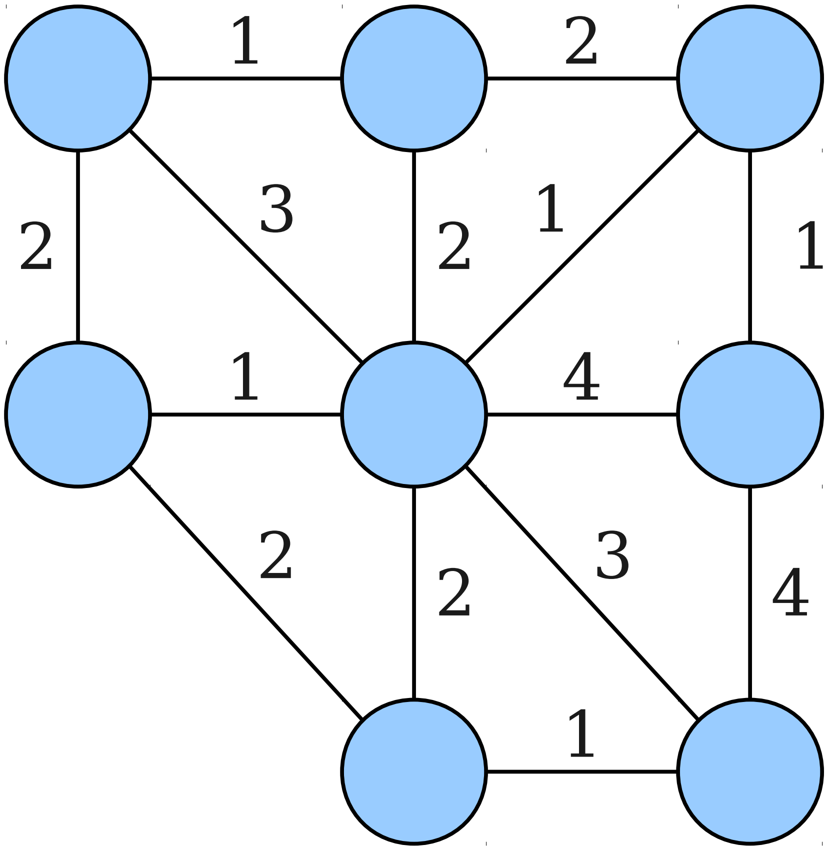
- The previous correctness proof relies on a property of MSTs called the *cut property*:

  Theorem (Cut Property): Let $(S, V - S)$ be a nontrivial cut in G (i.e. $S \neq \emptyset$ and $S \neq V$). If (u, v) is the lowest-cost edge crossing $(S, V - S)$, then (u, v) is in every MST of G.

- Proof uses an exchange argument: swap out the lowest-cost edge crossing the cut for some other edge crossing the cut.

One Problem

- This proof of correctness relies on edge weights being distinct in two ways:
  - Assumes there is a **unique** MST in the graph.
  - Assumes swapping one edge crossing the cut for another **strictly** improves the cost of an alleged MST.
- Neither of these are true if weights can be duplicated.
- How do we account for this?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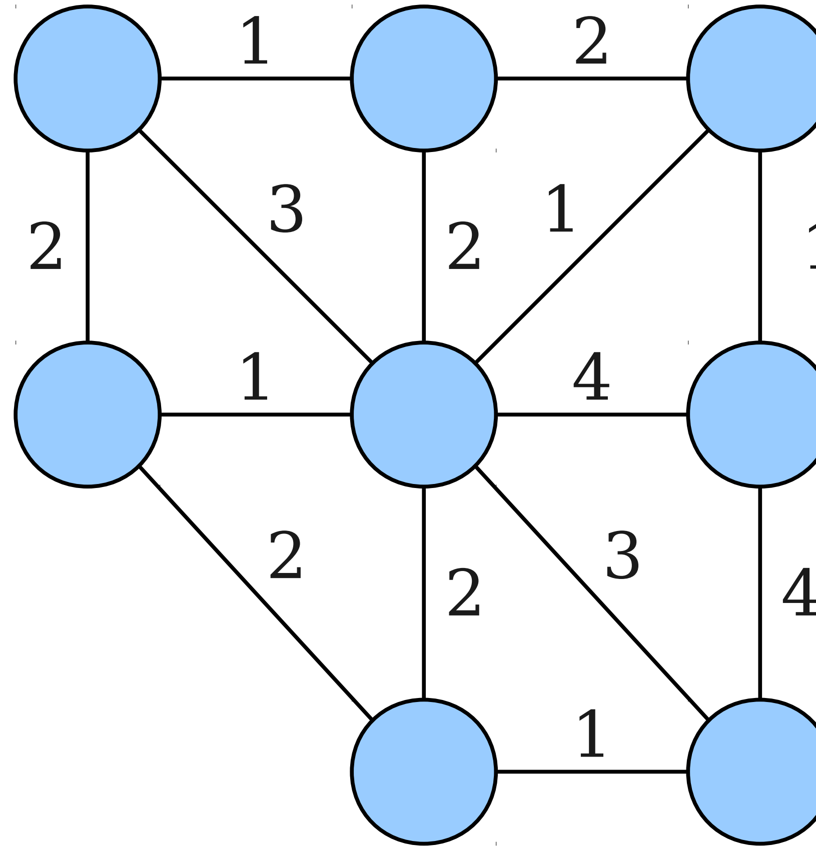
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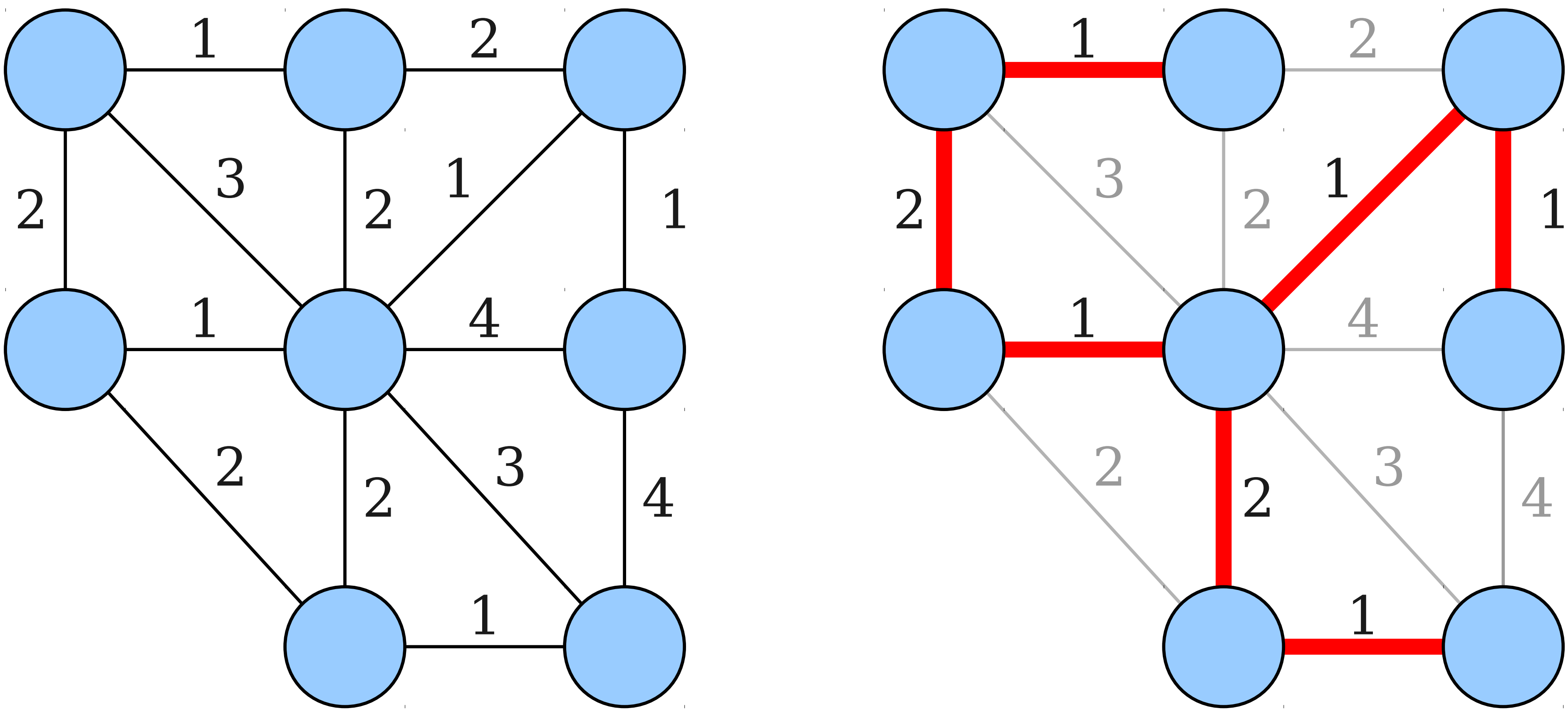
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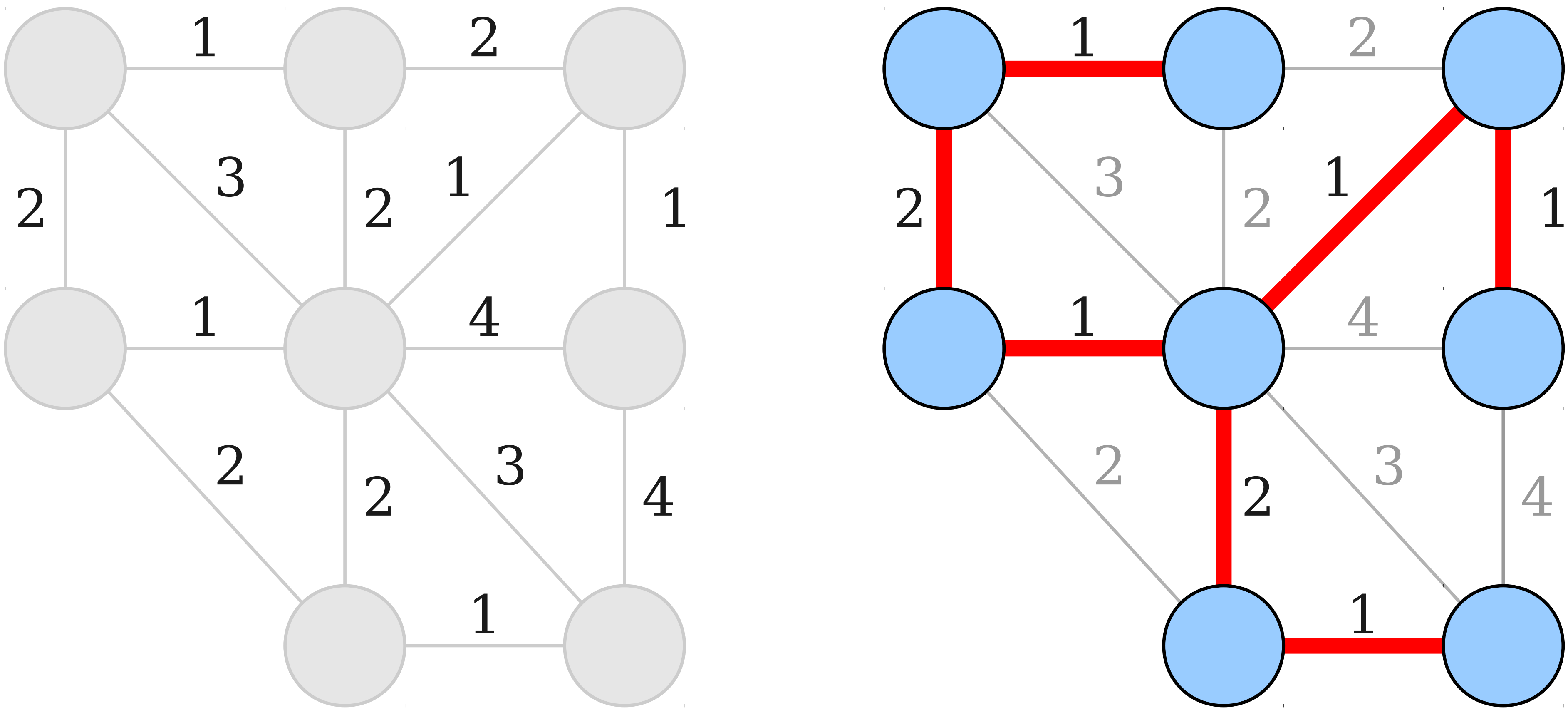
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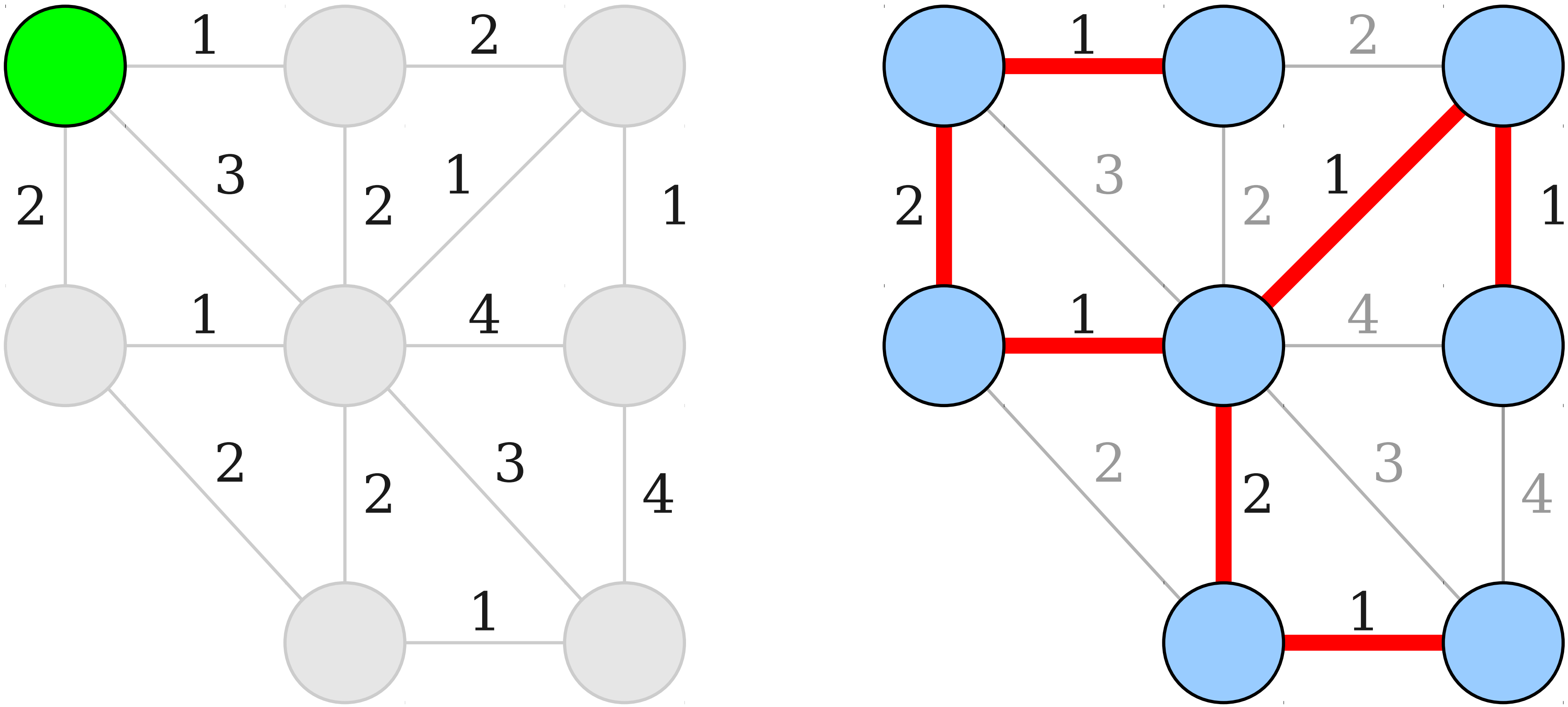

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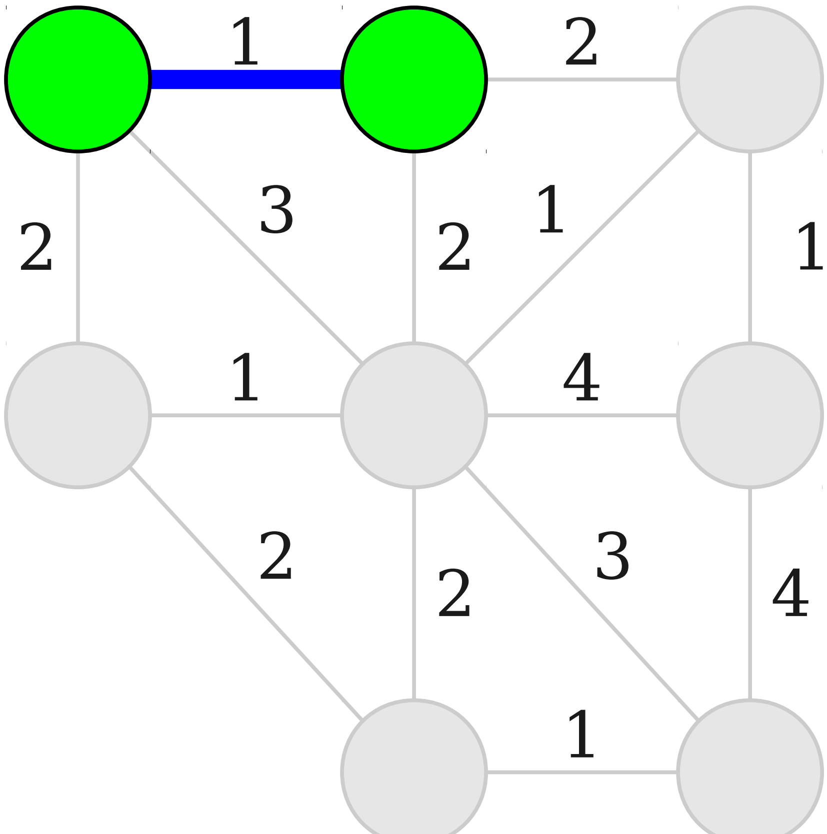
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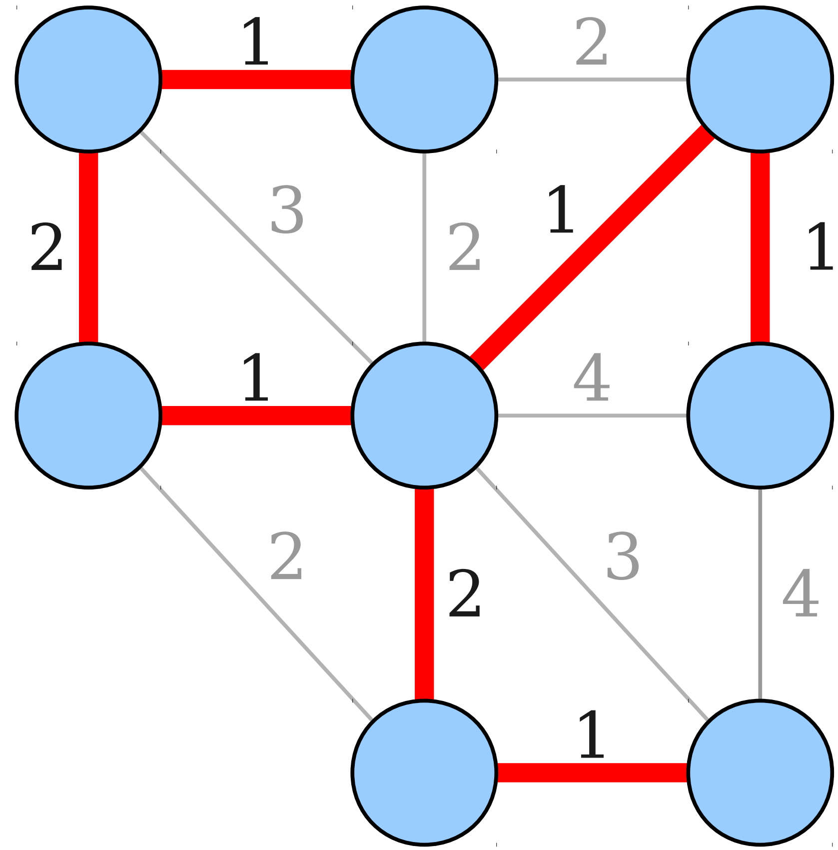
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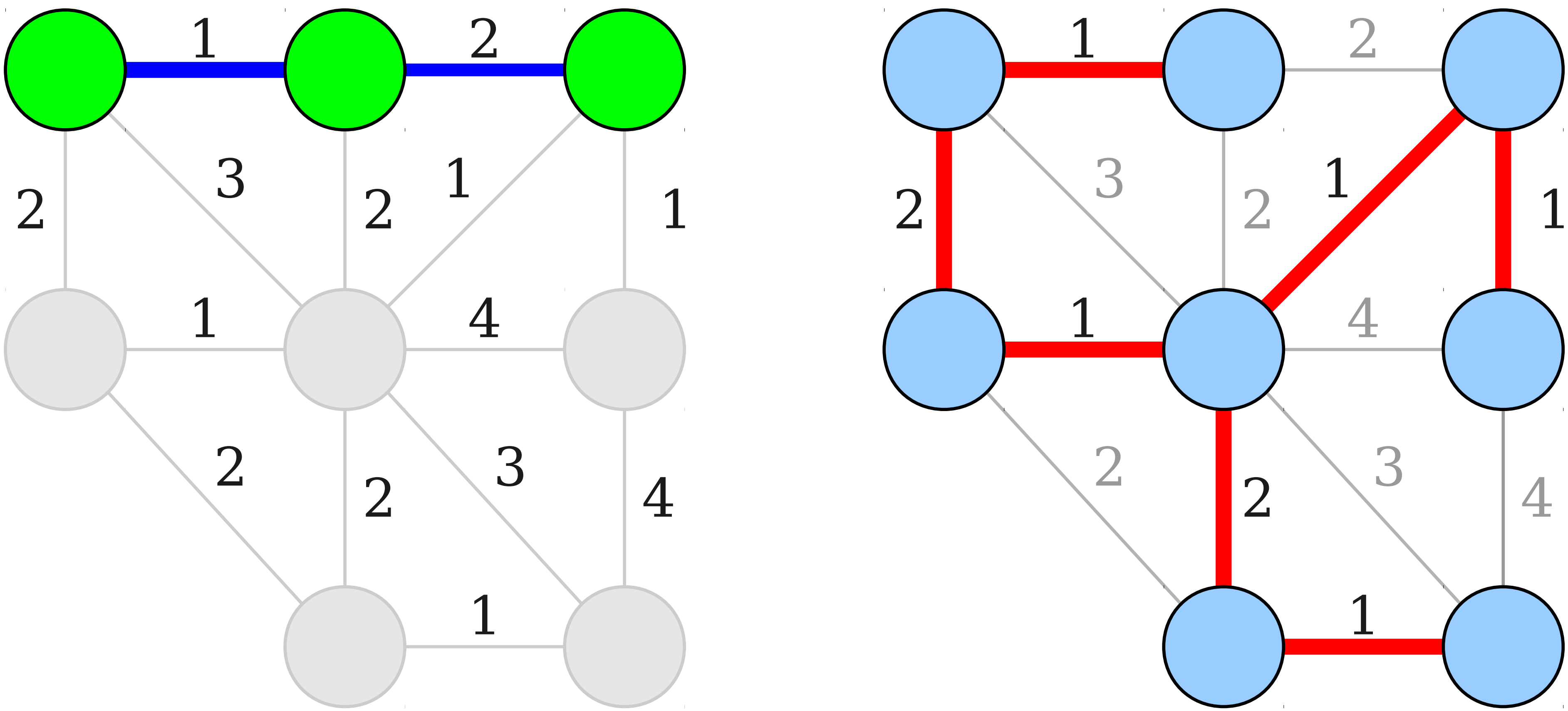

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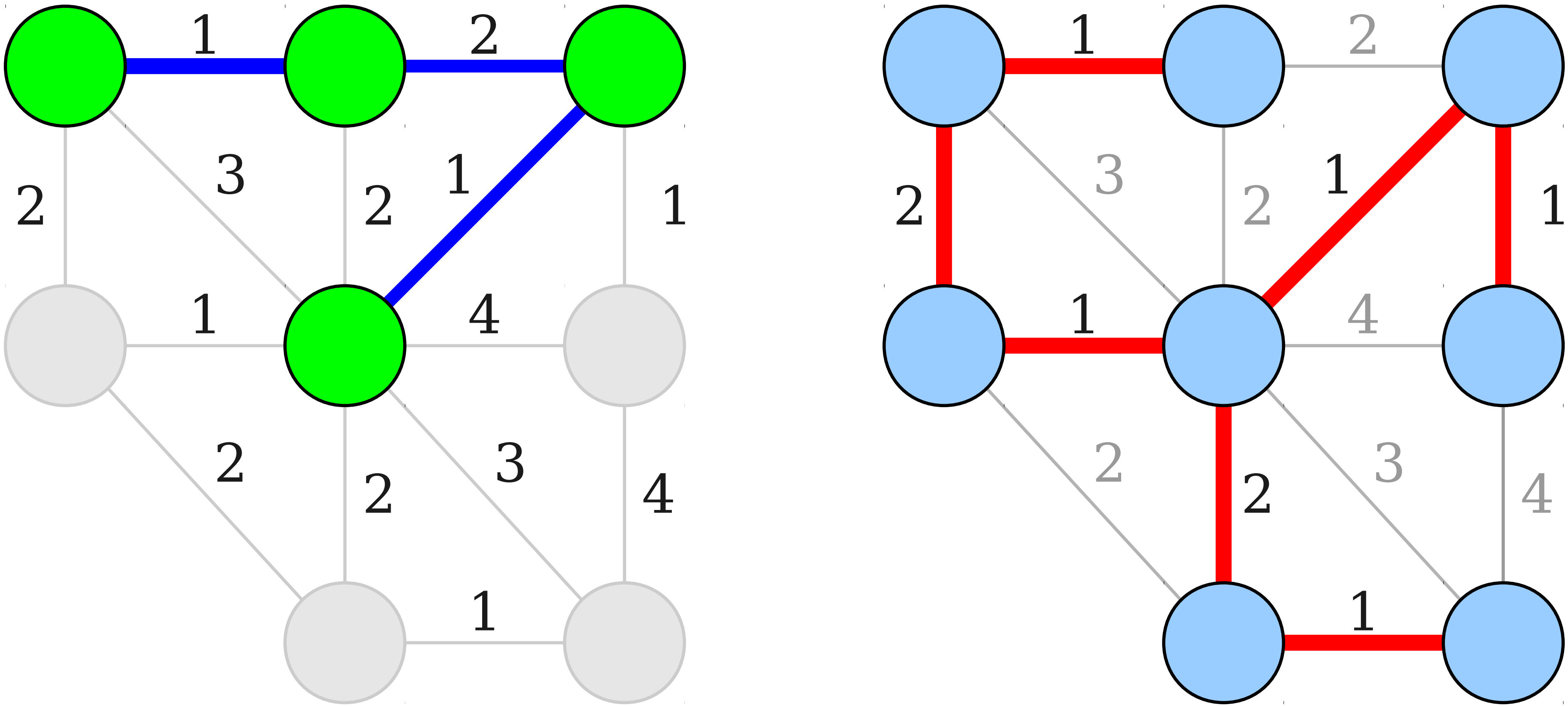
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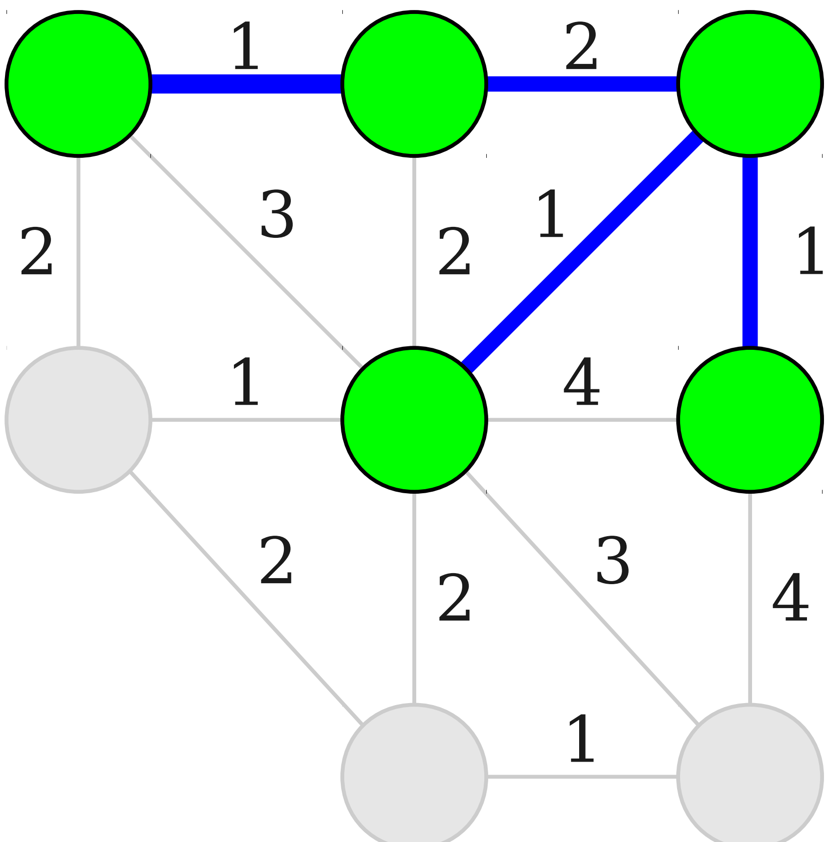
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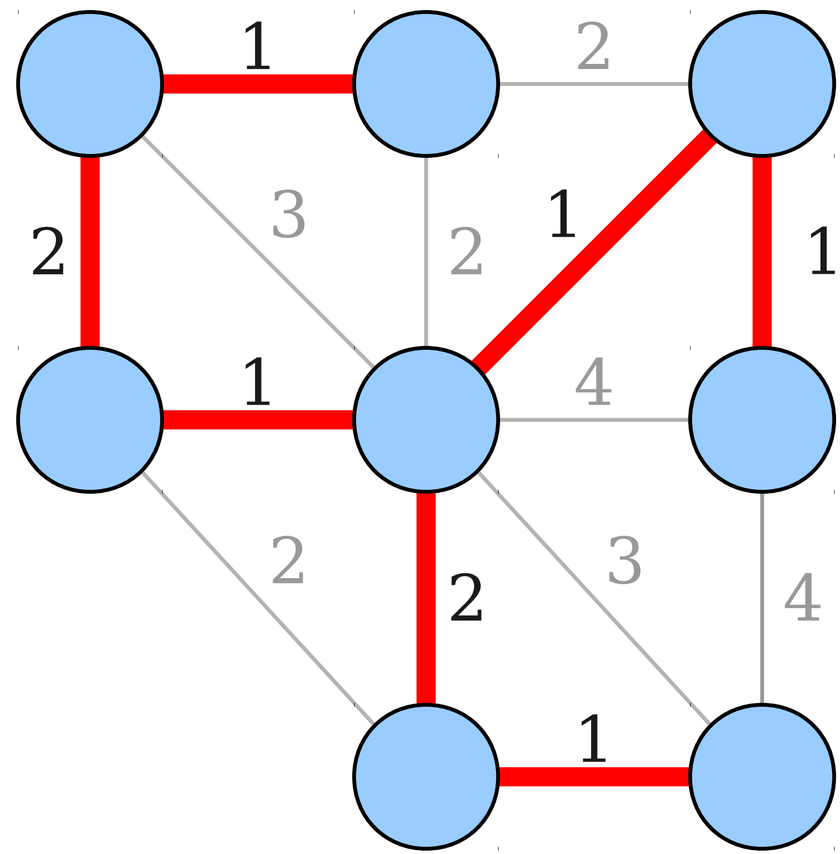
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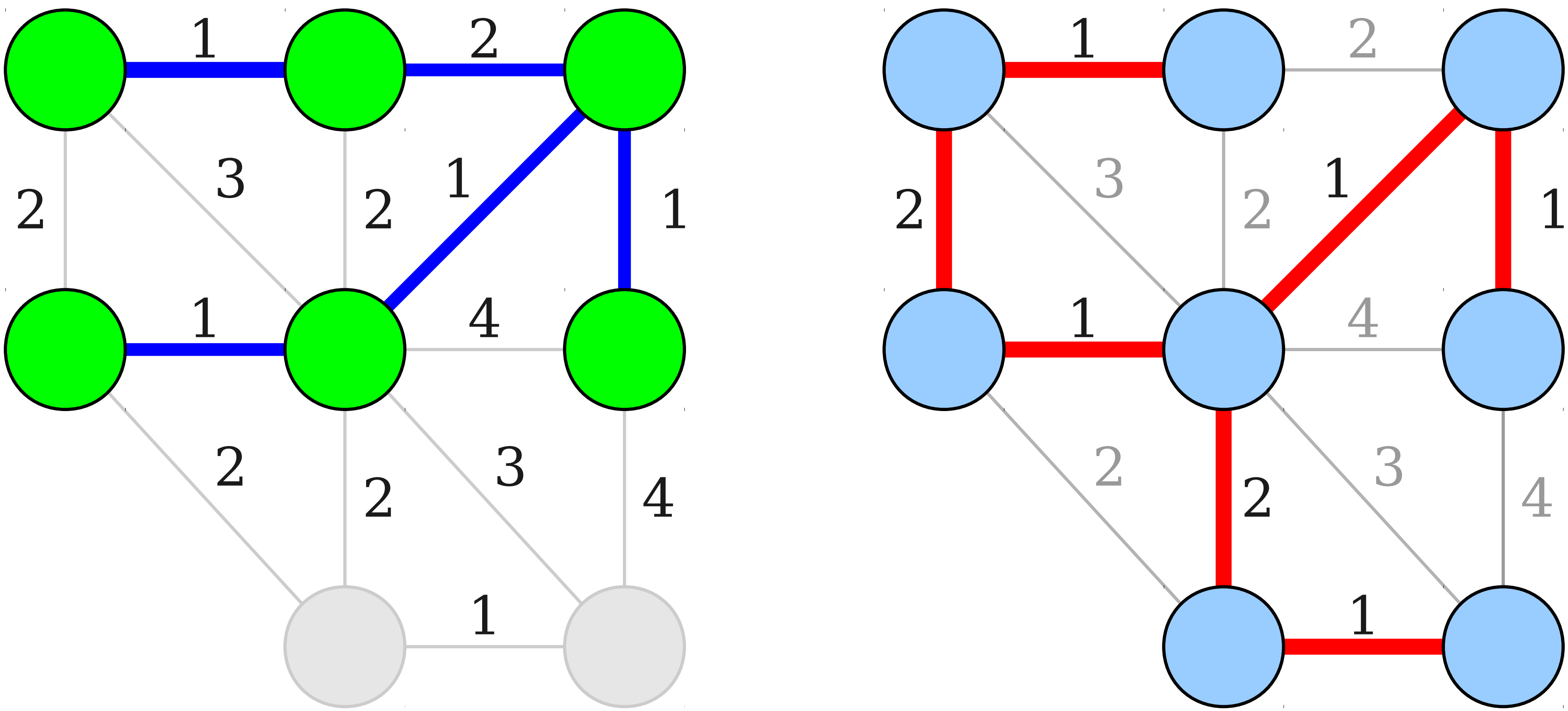
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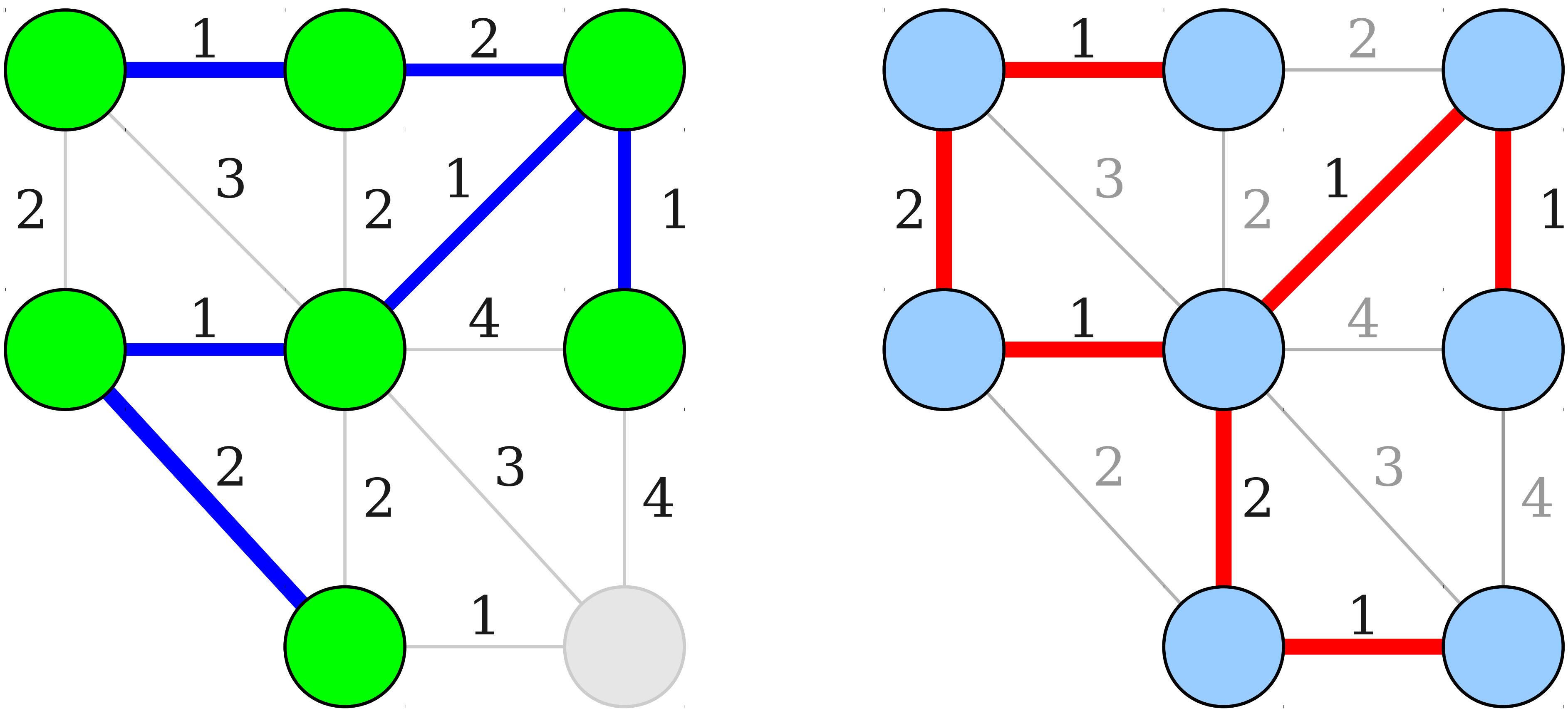
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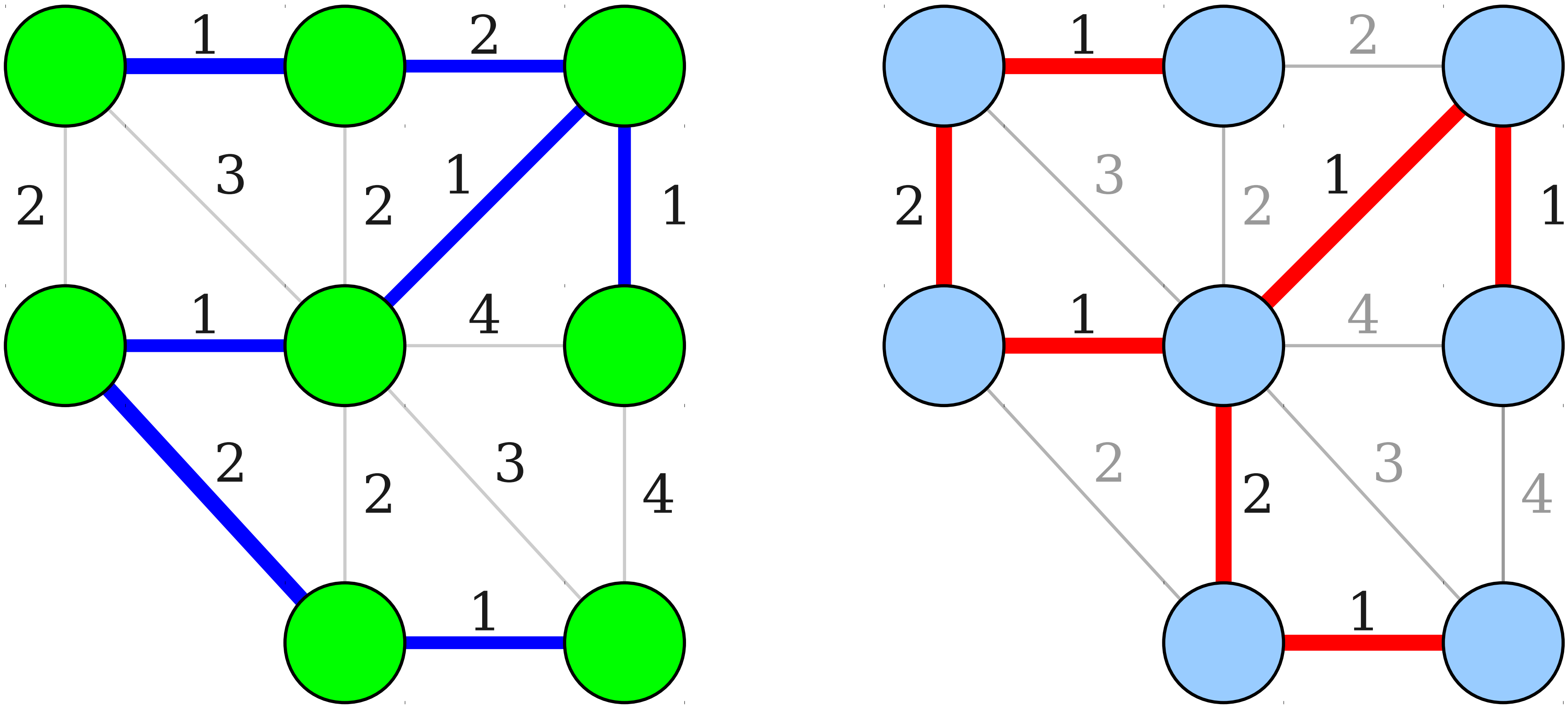

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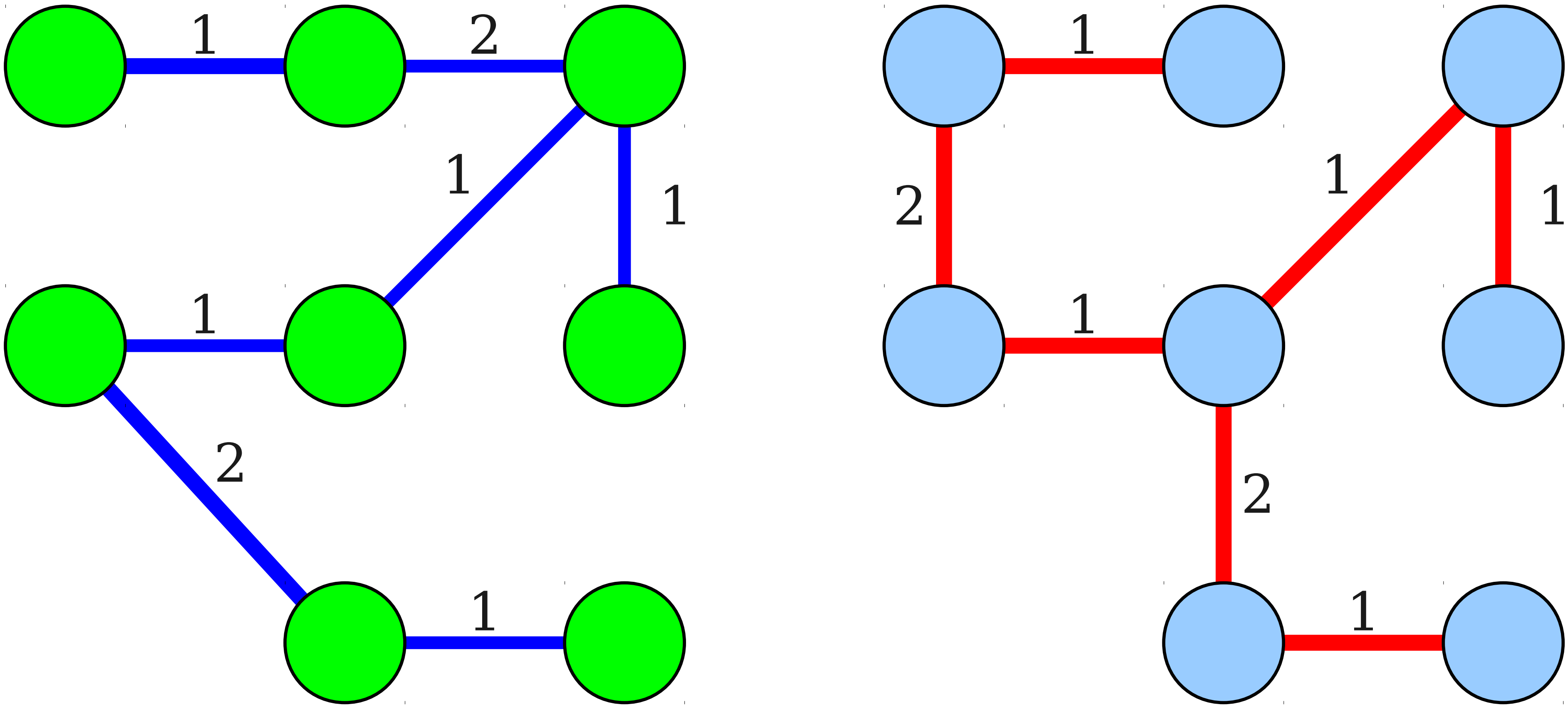
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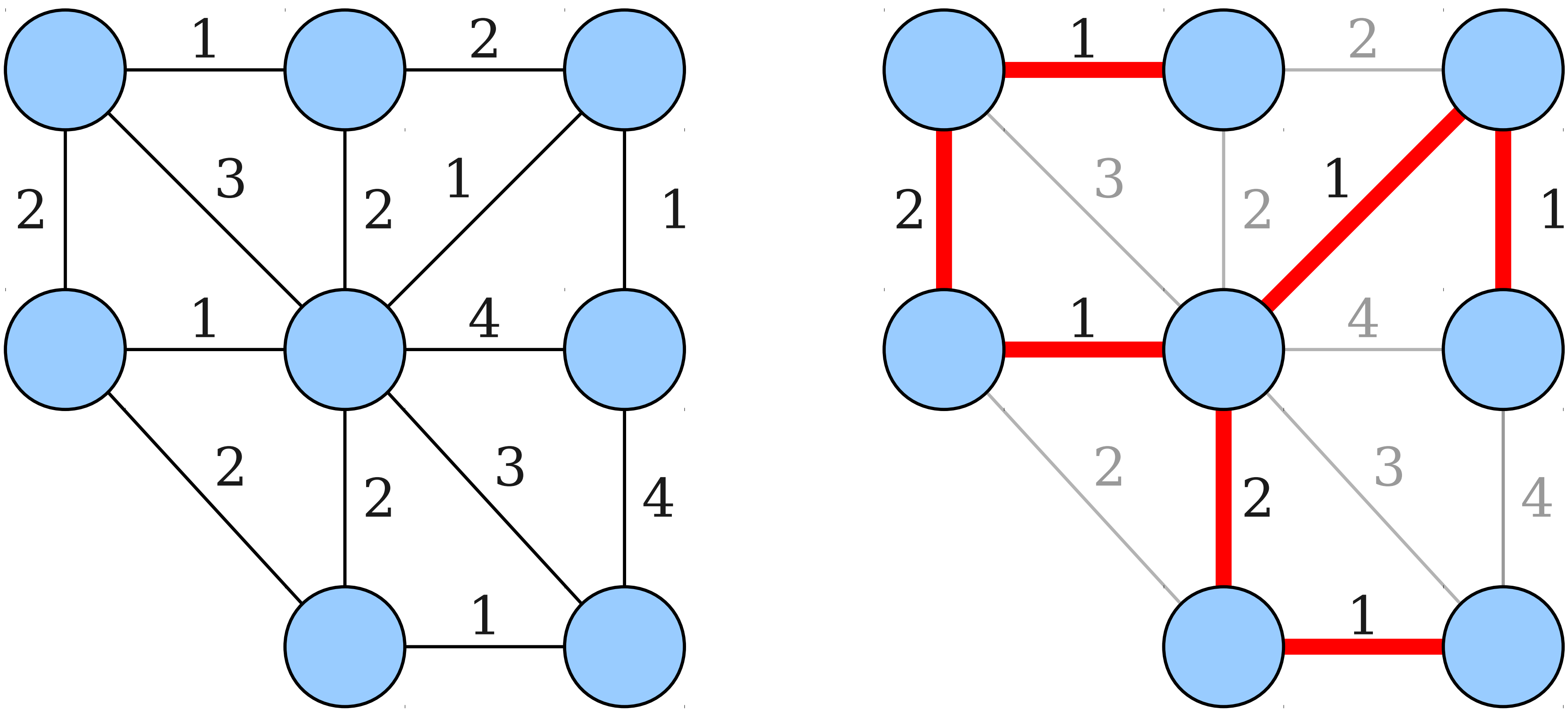

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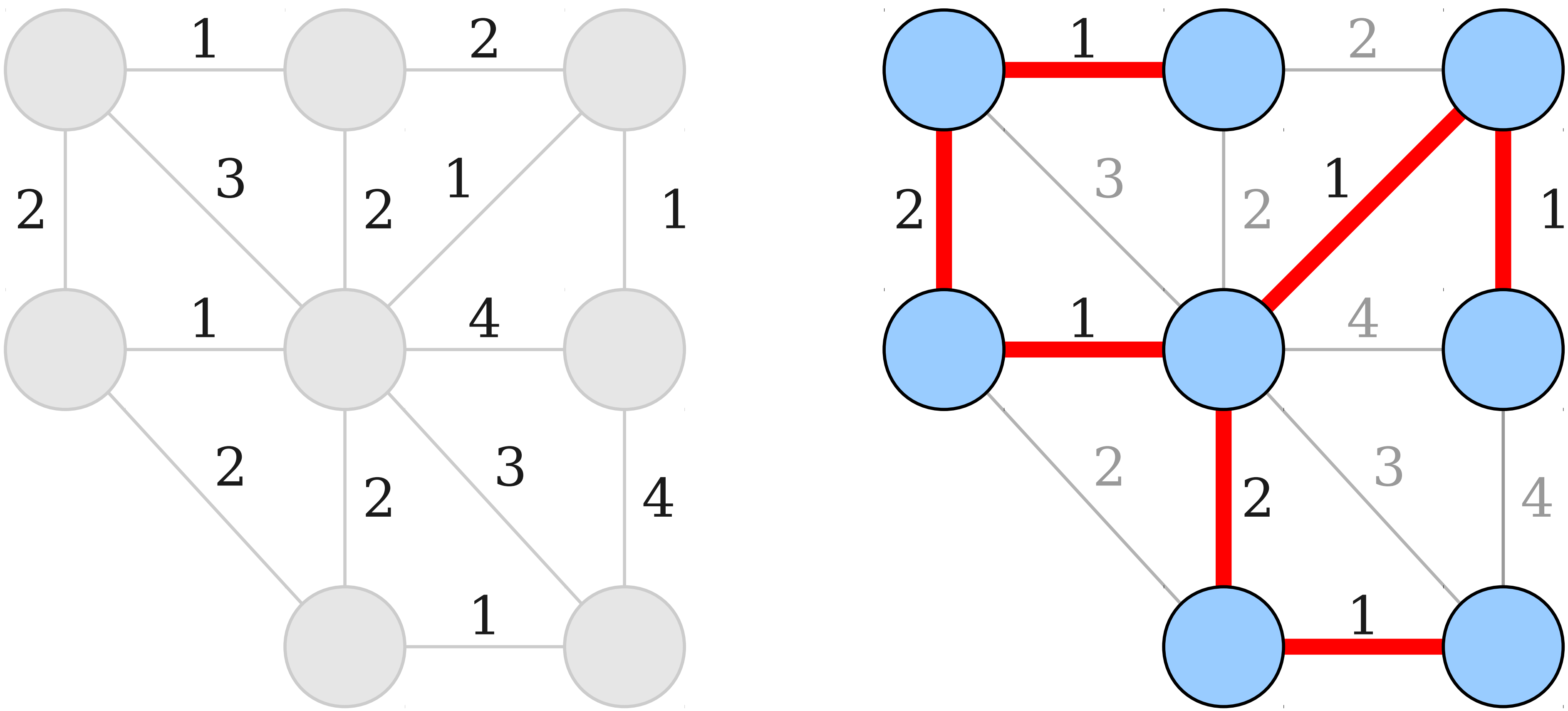
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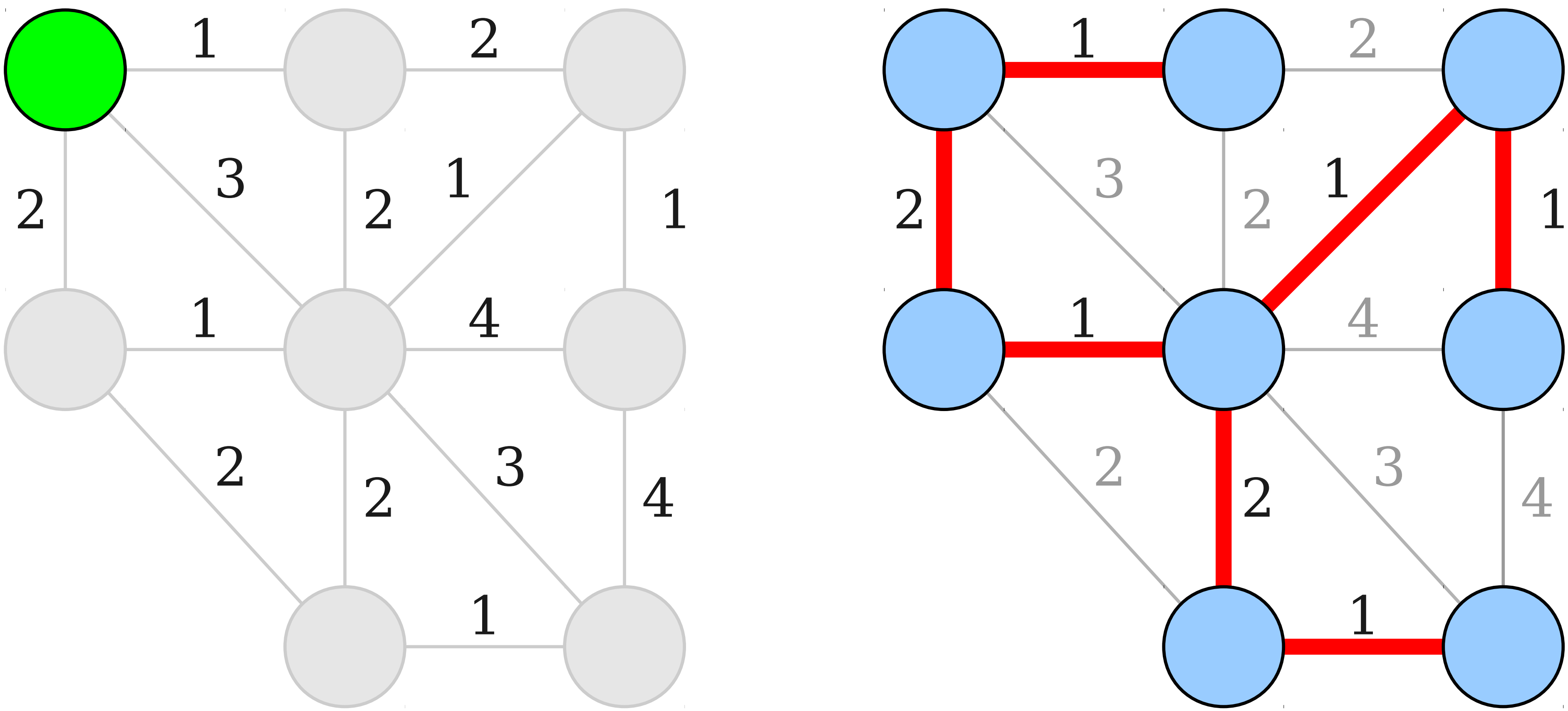
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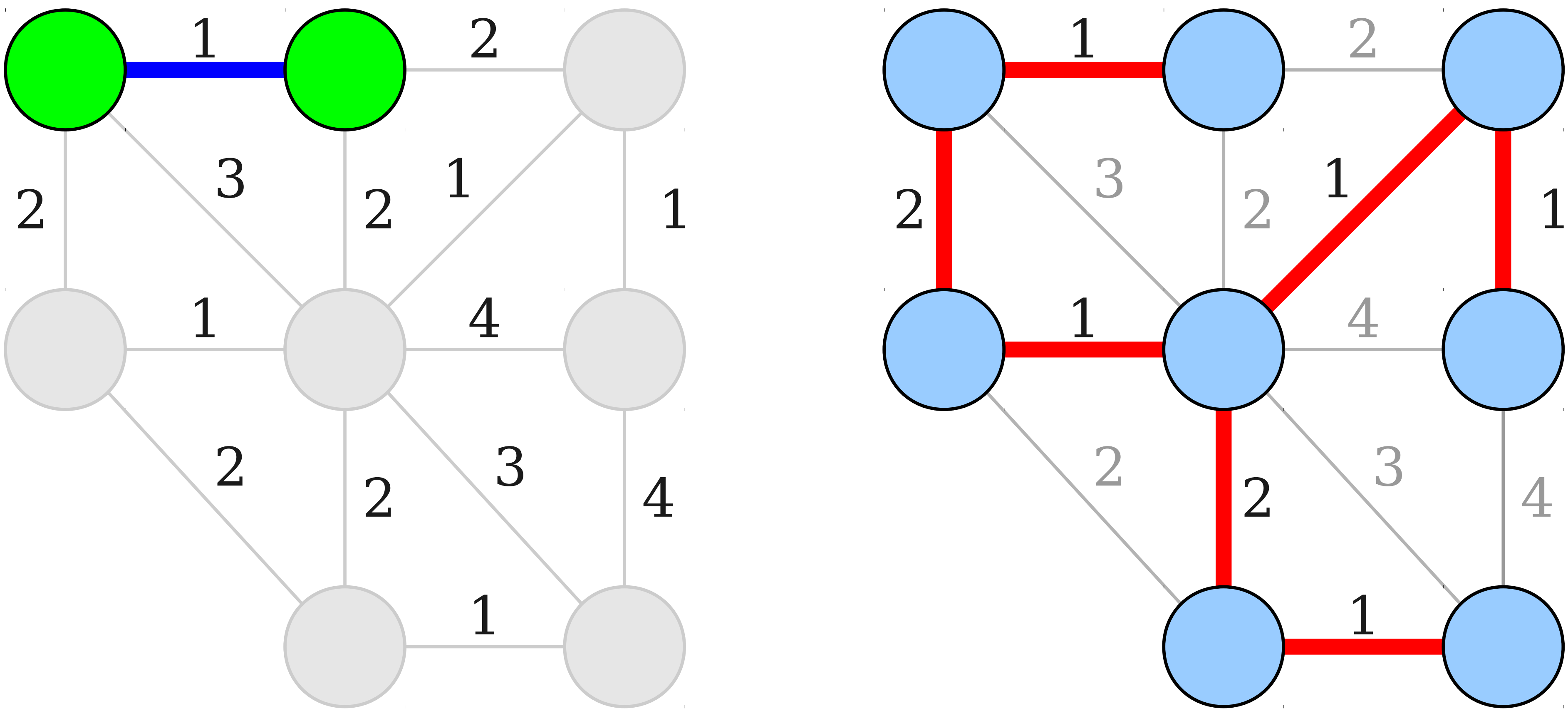

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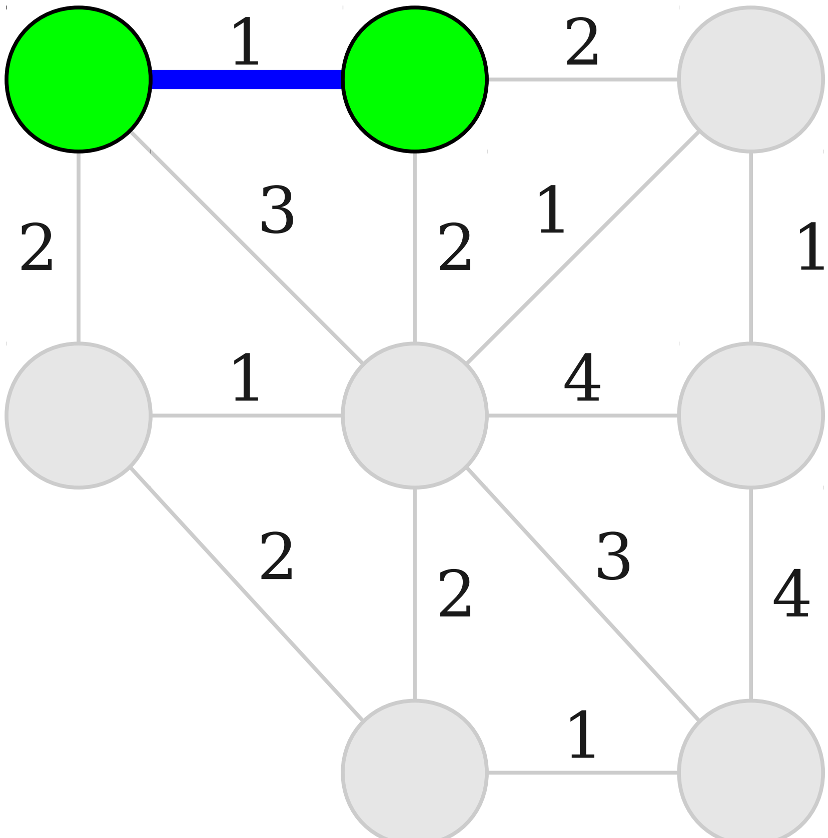
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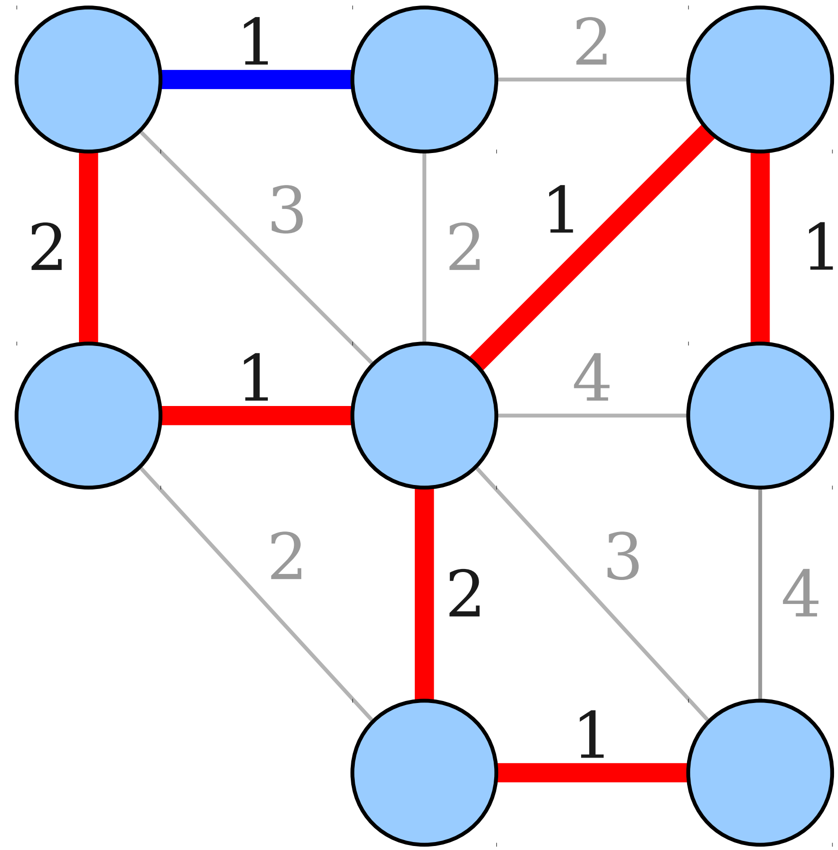
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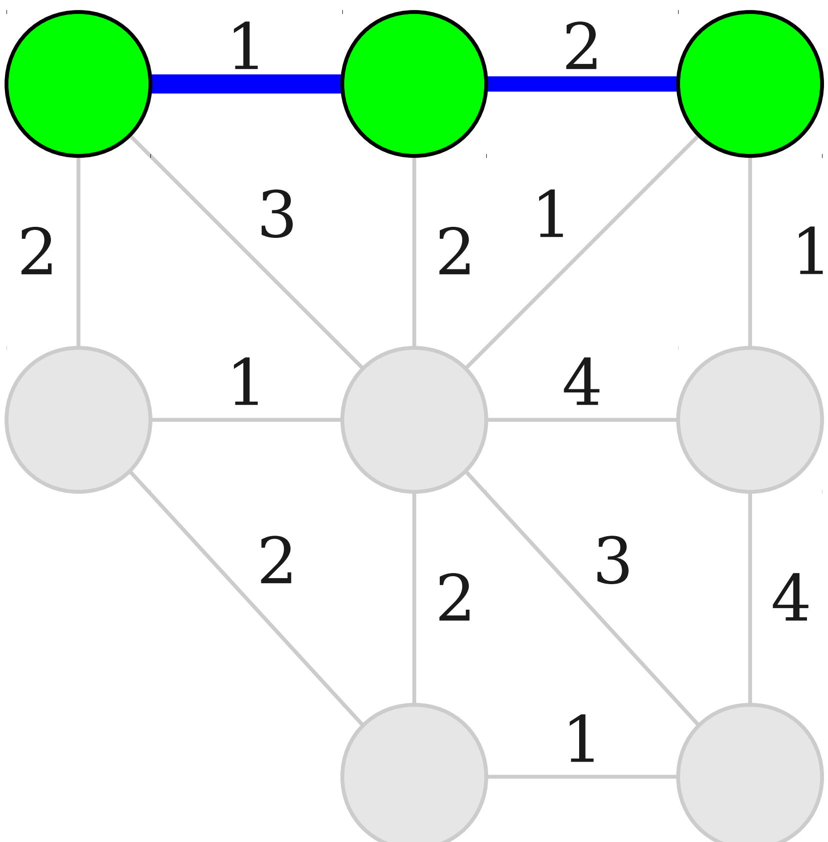
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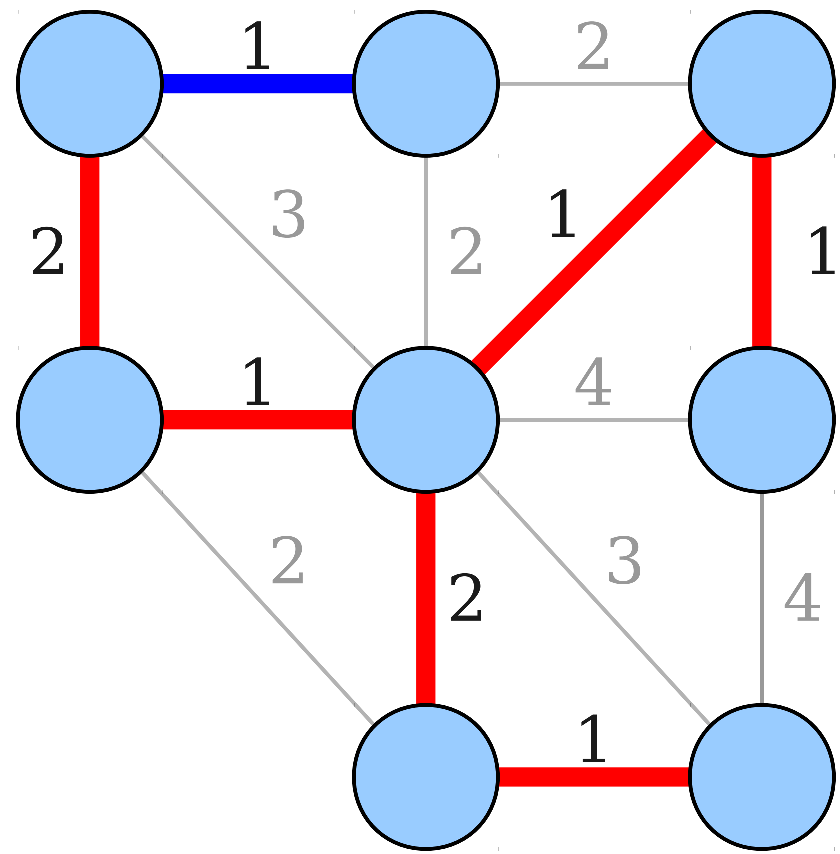
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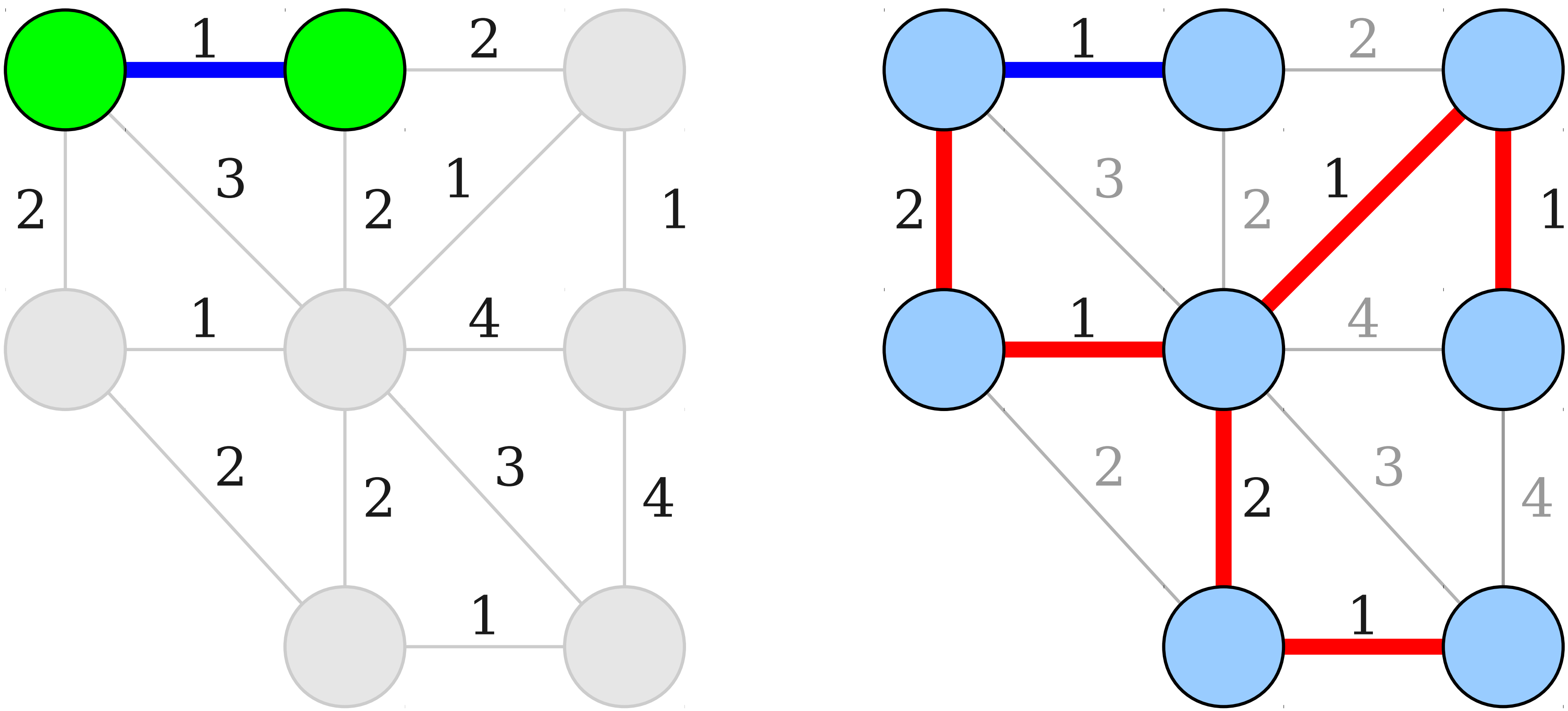

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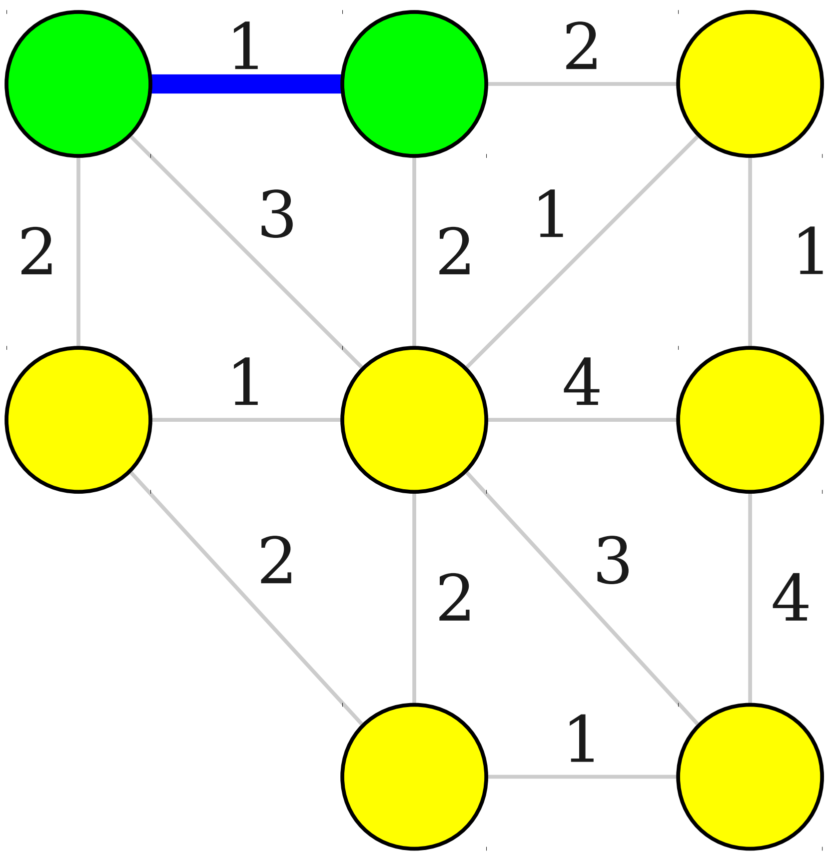
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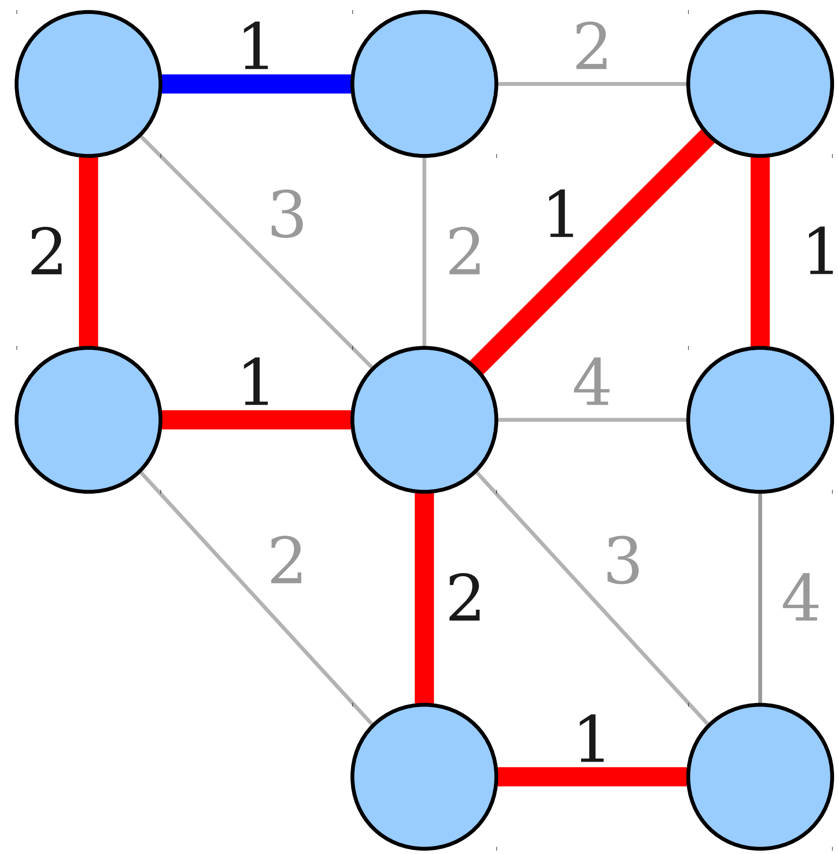
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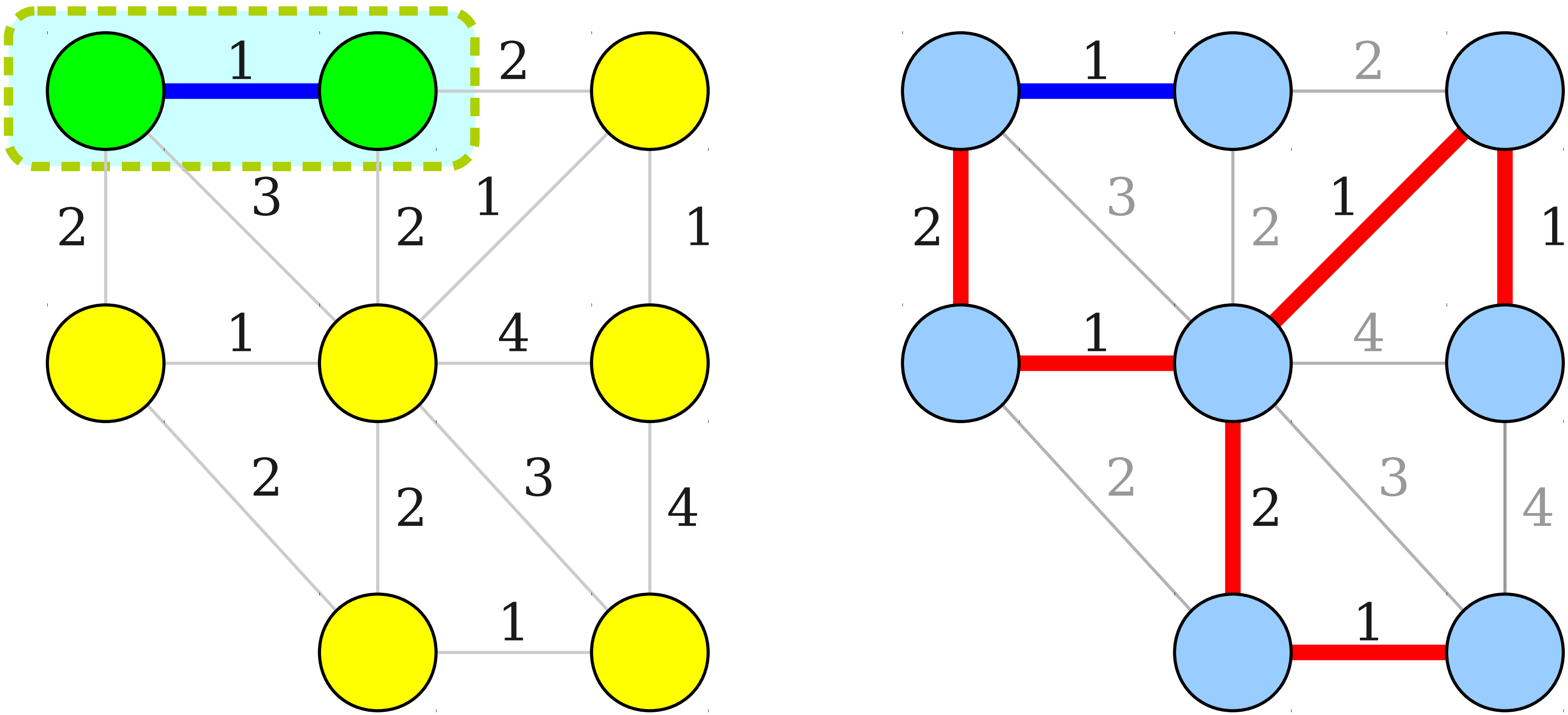
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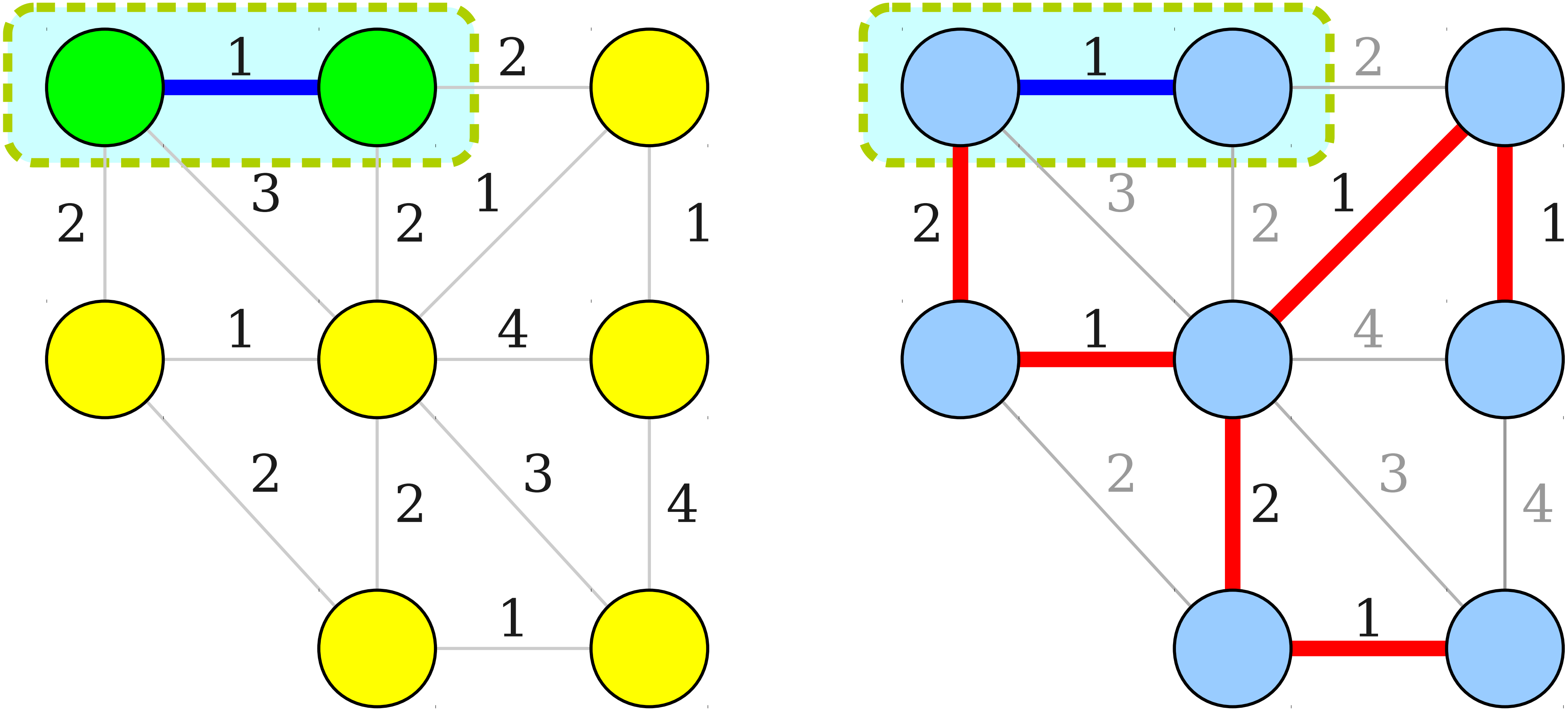
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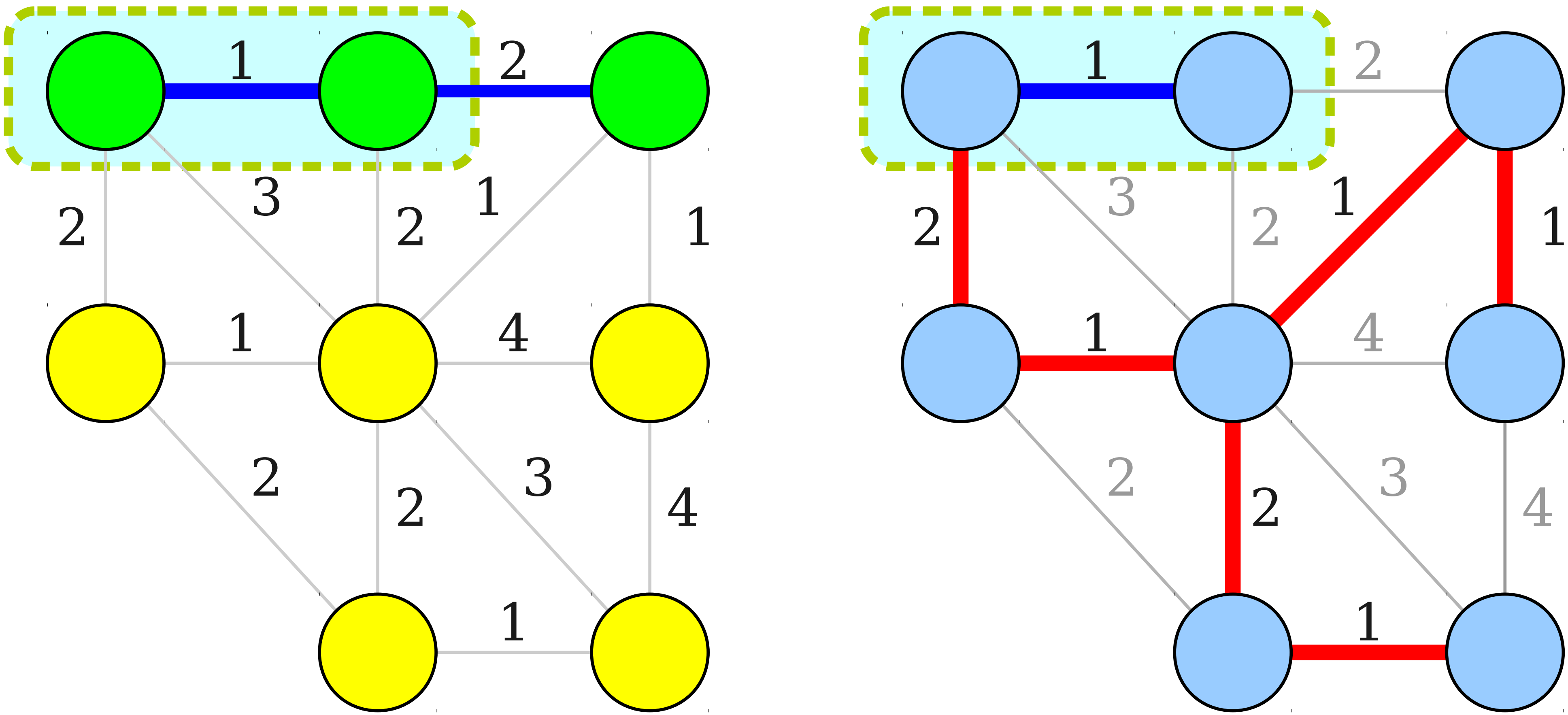
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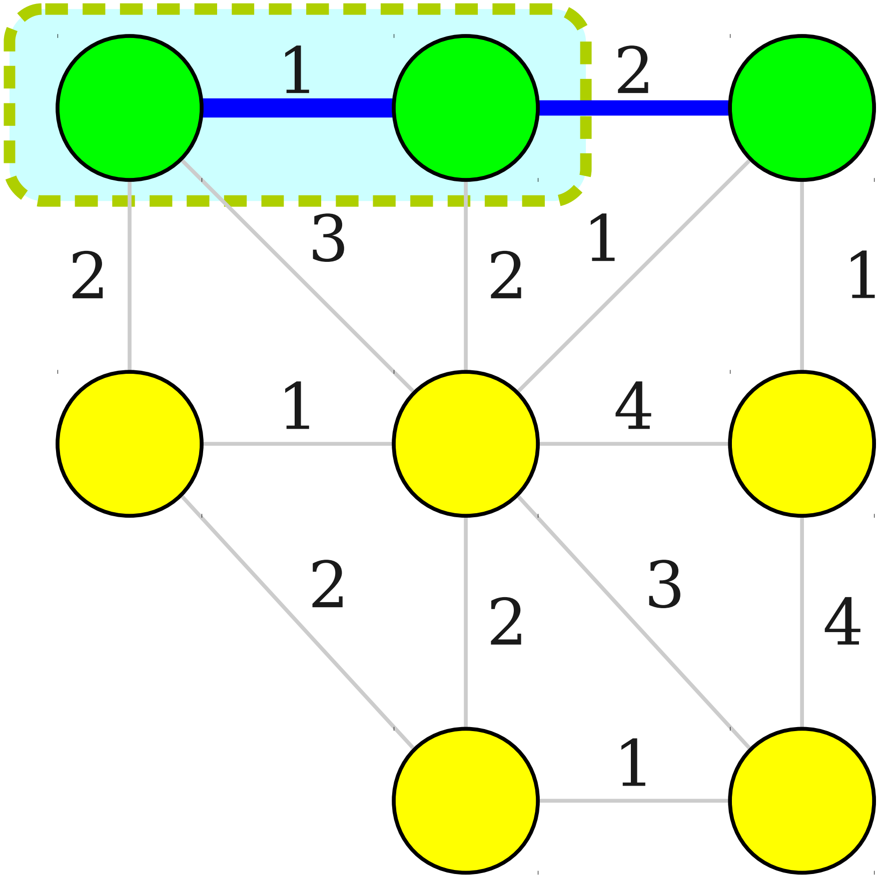

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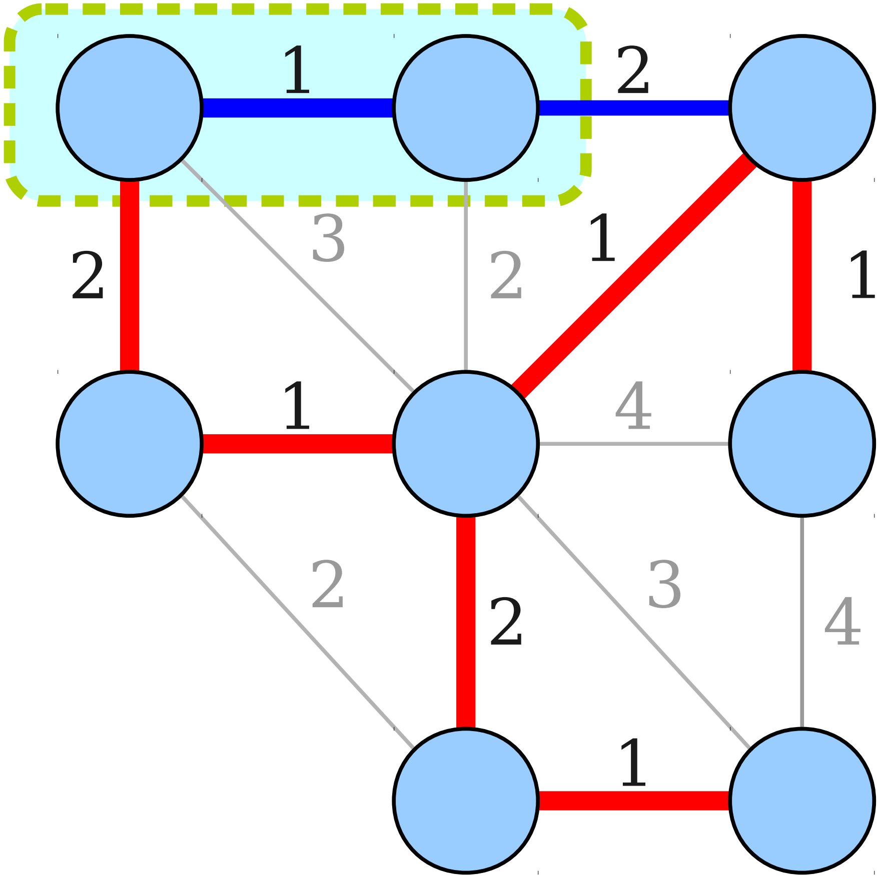

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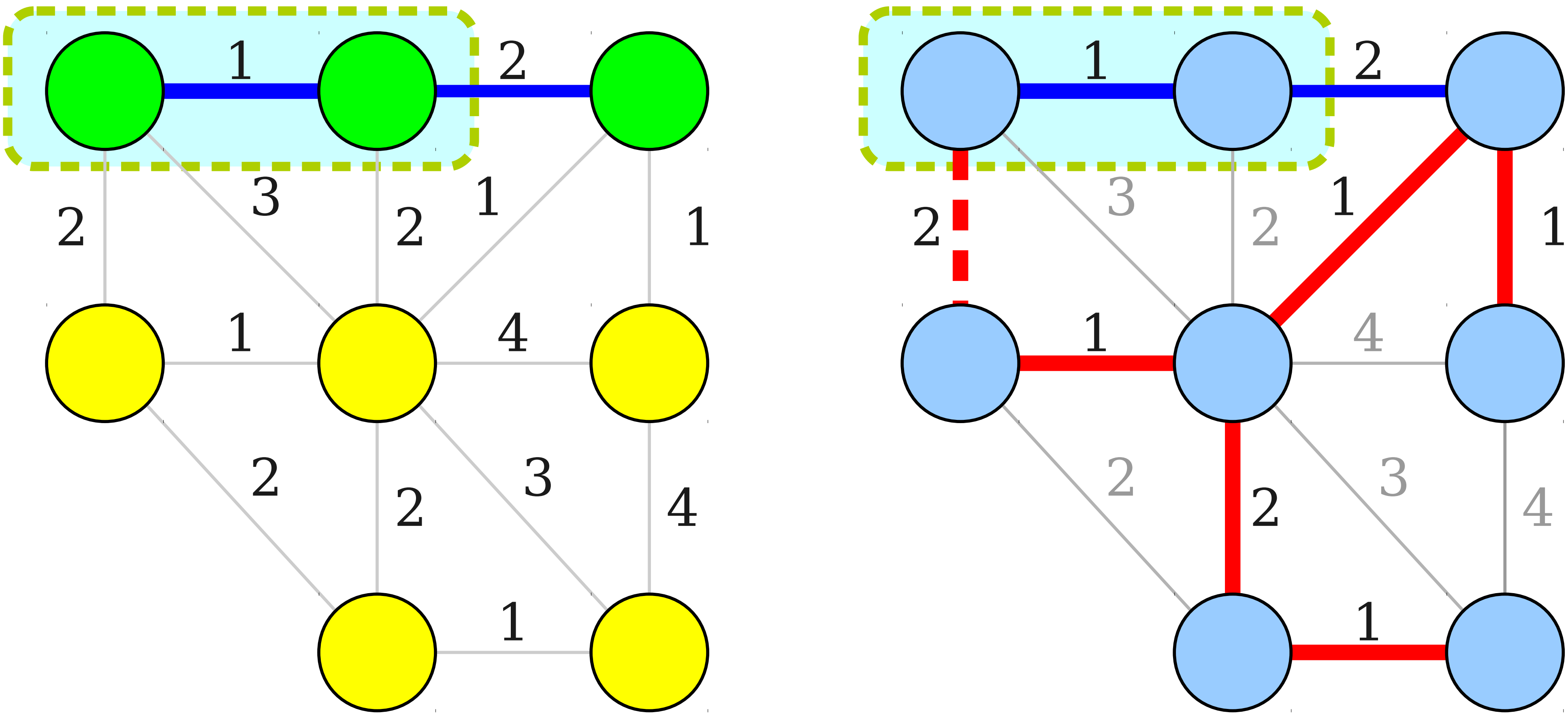

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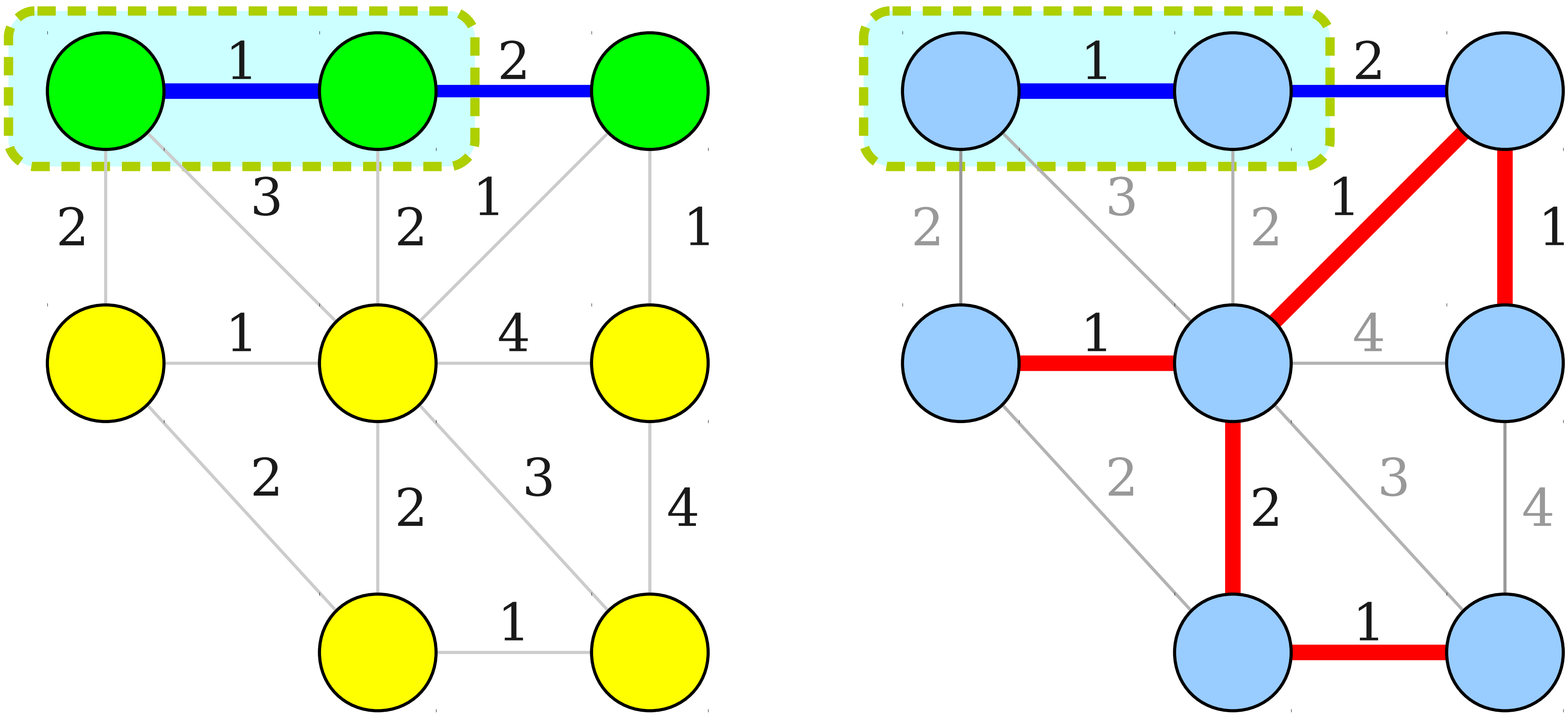
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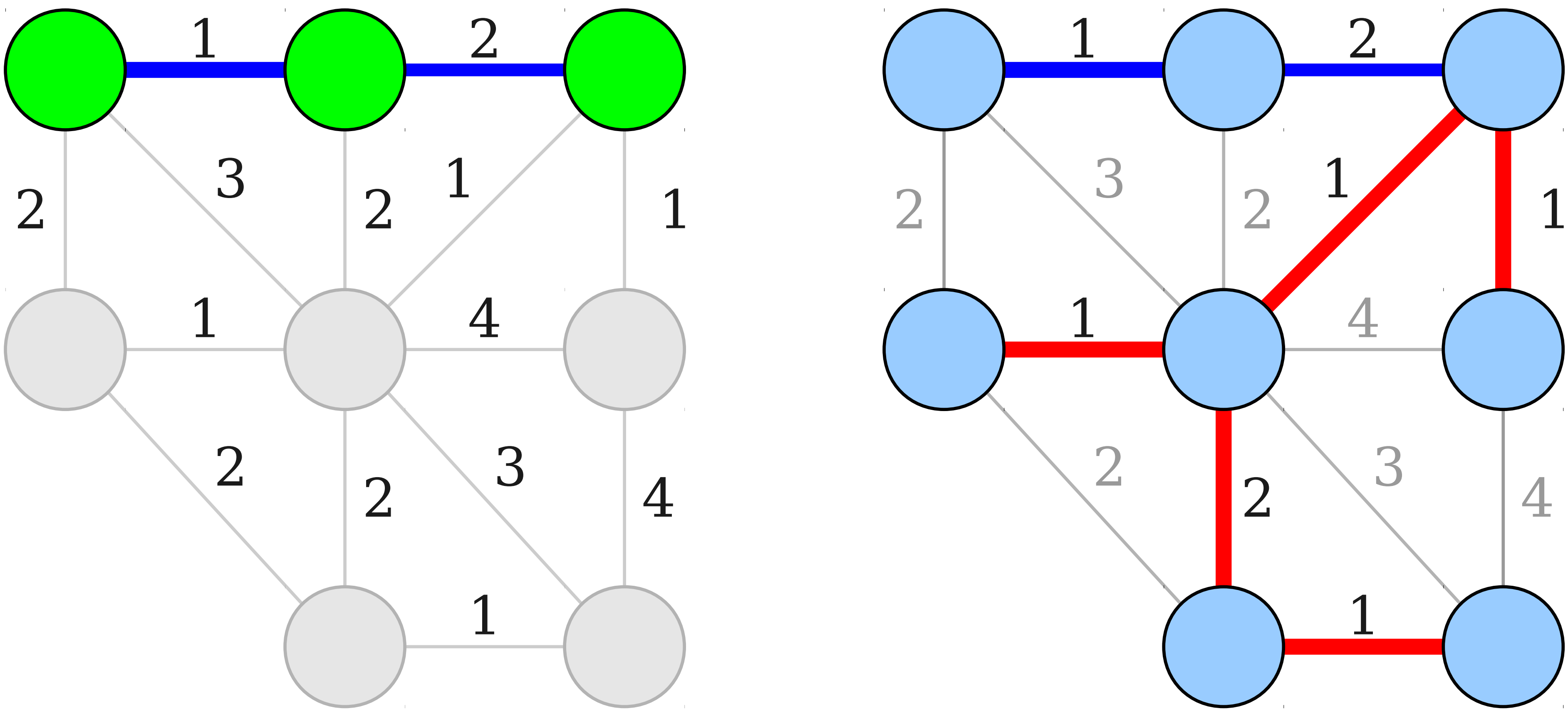

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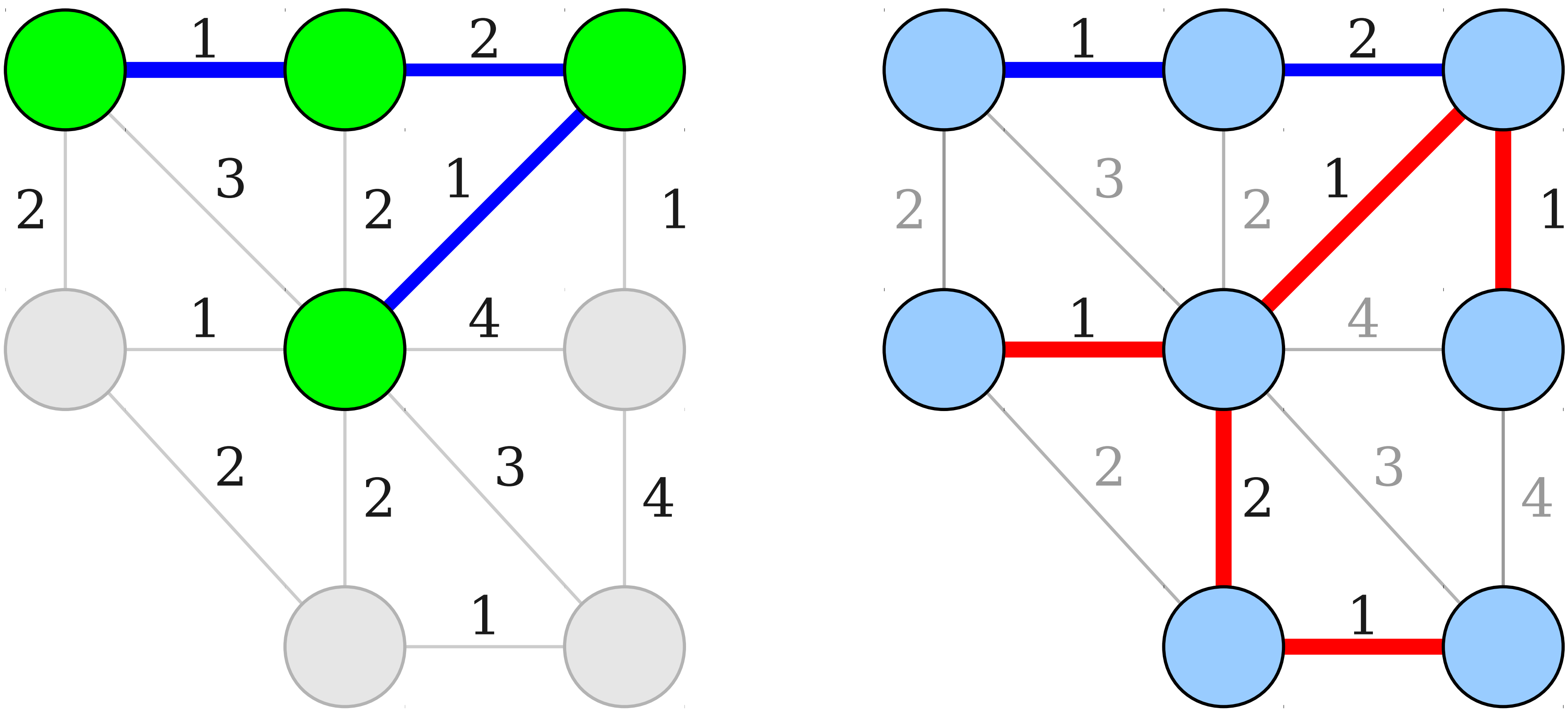
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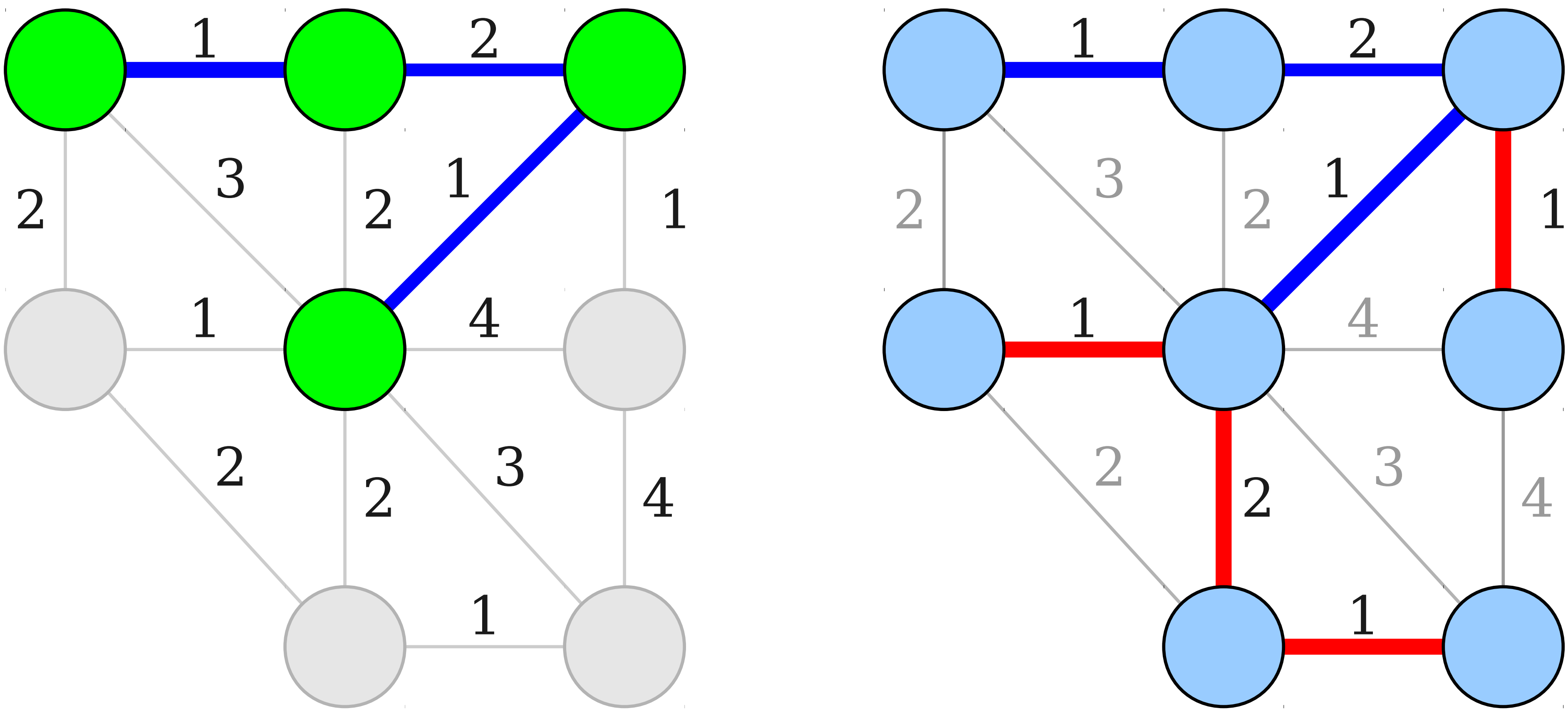

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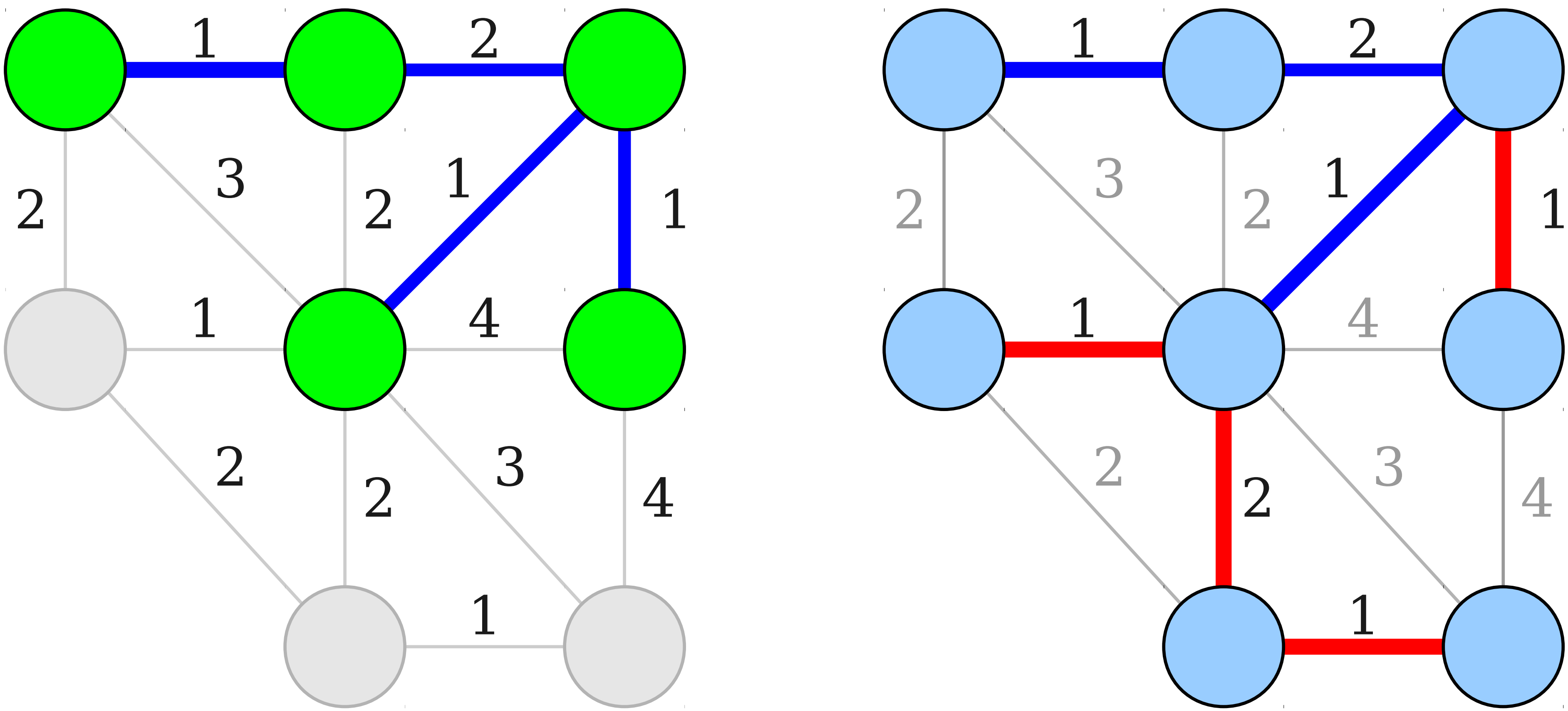

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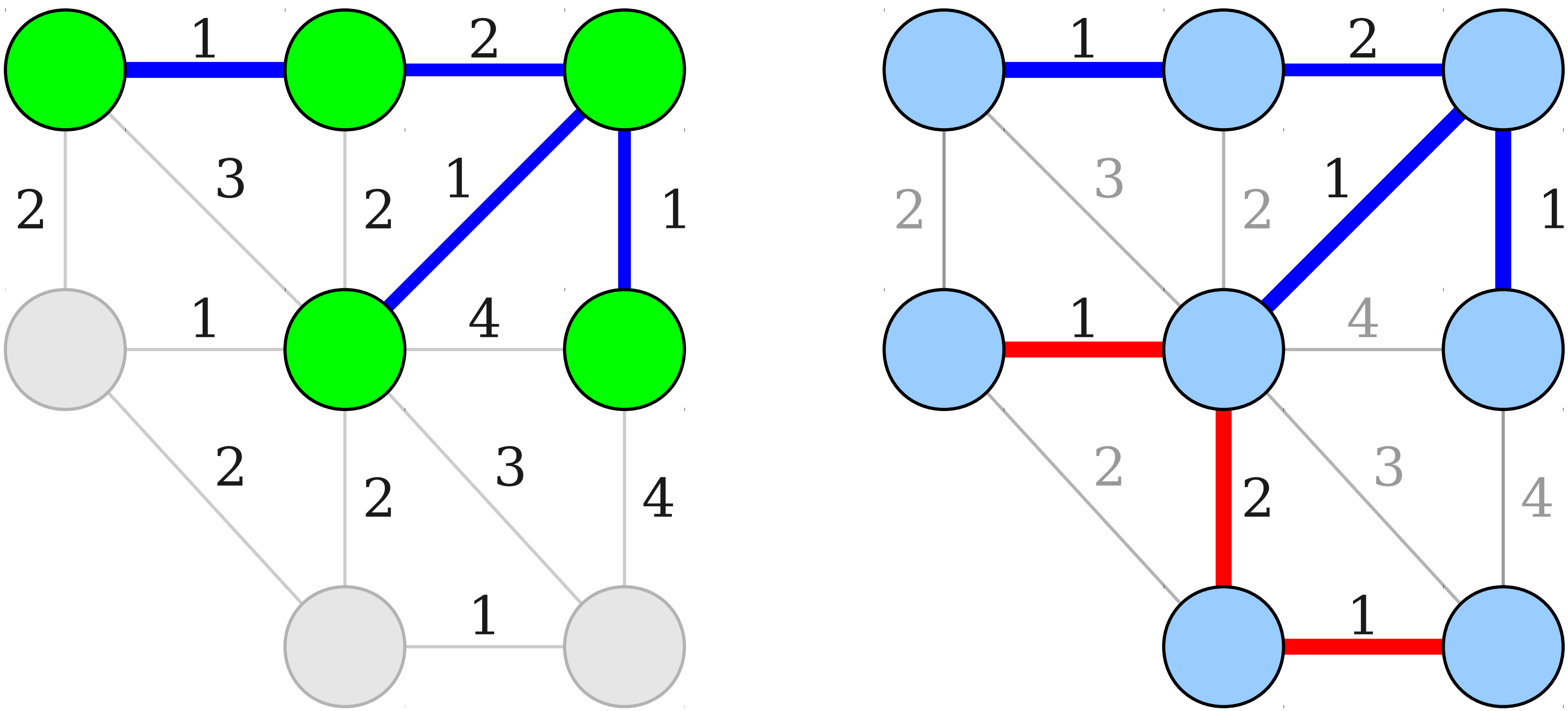
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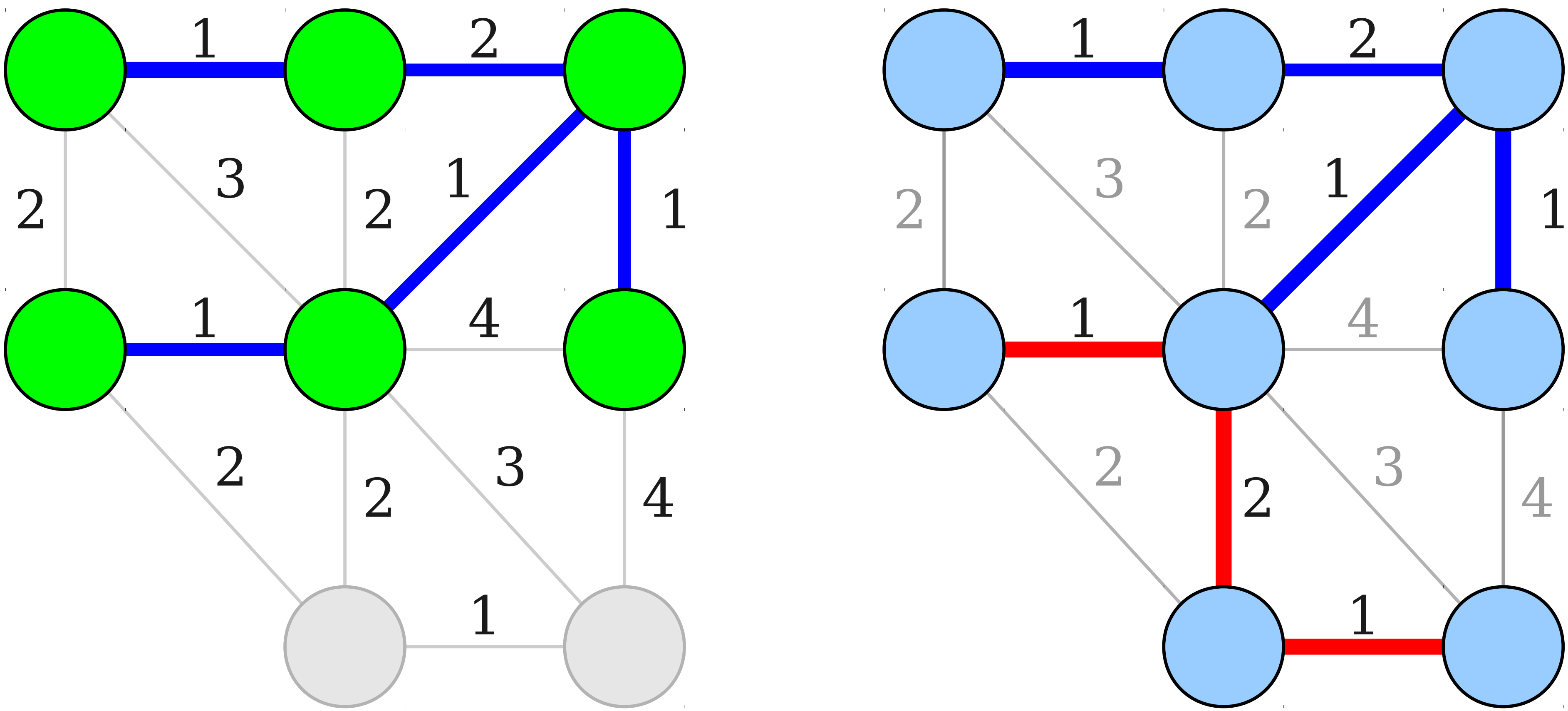

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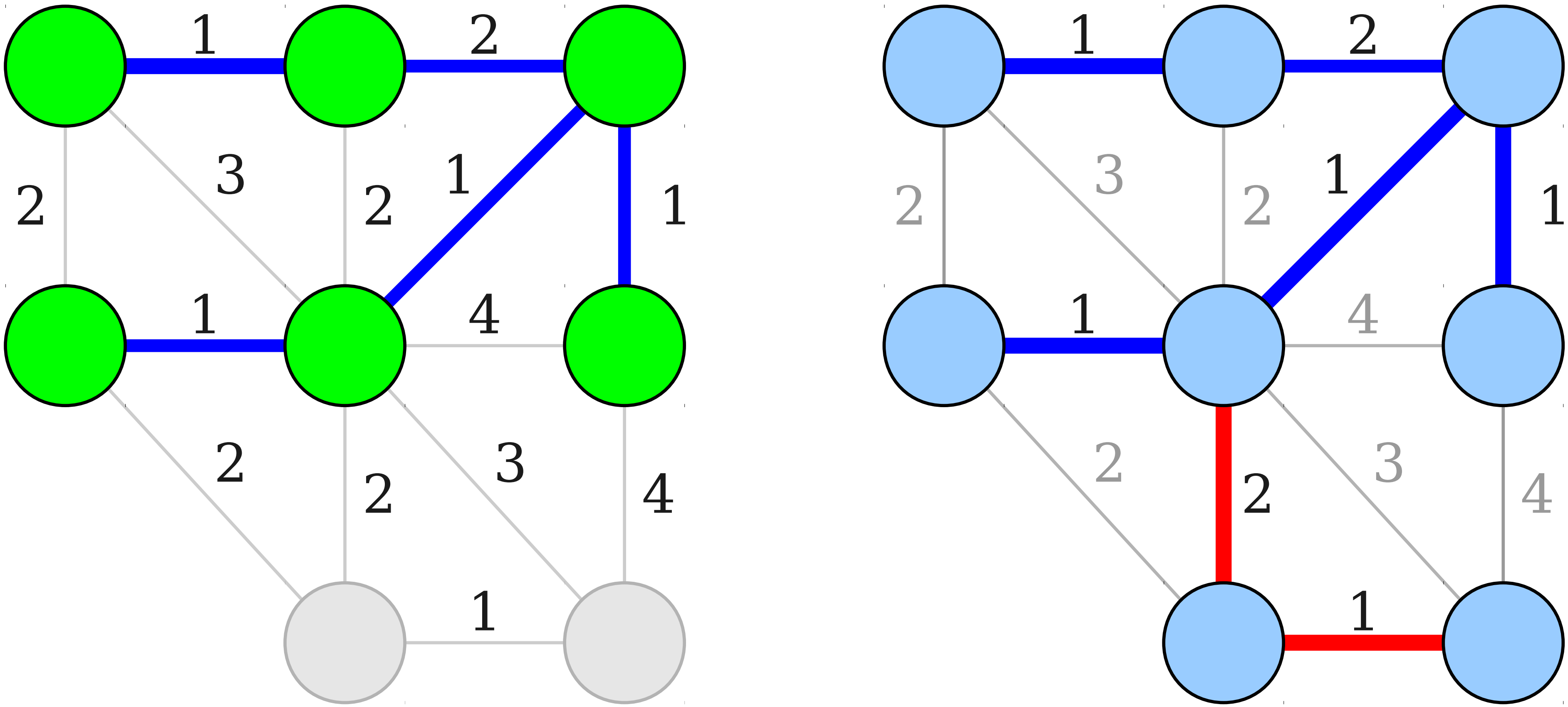

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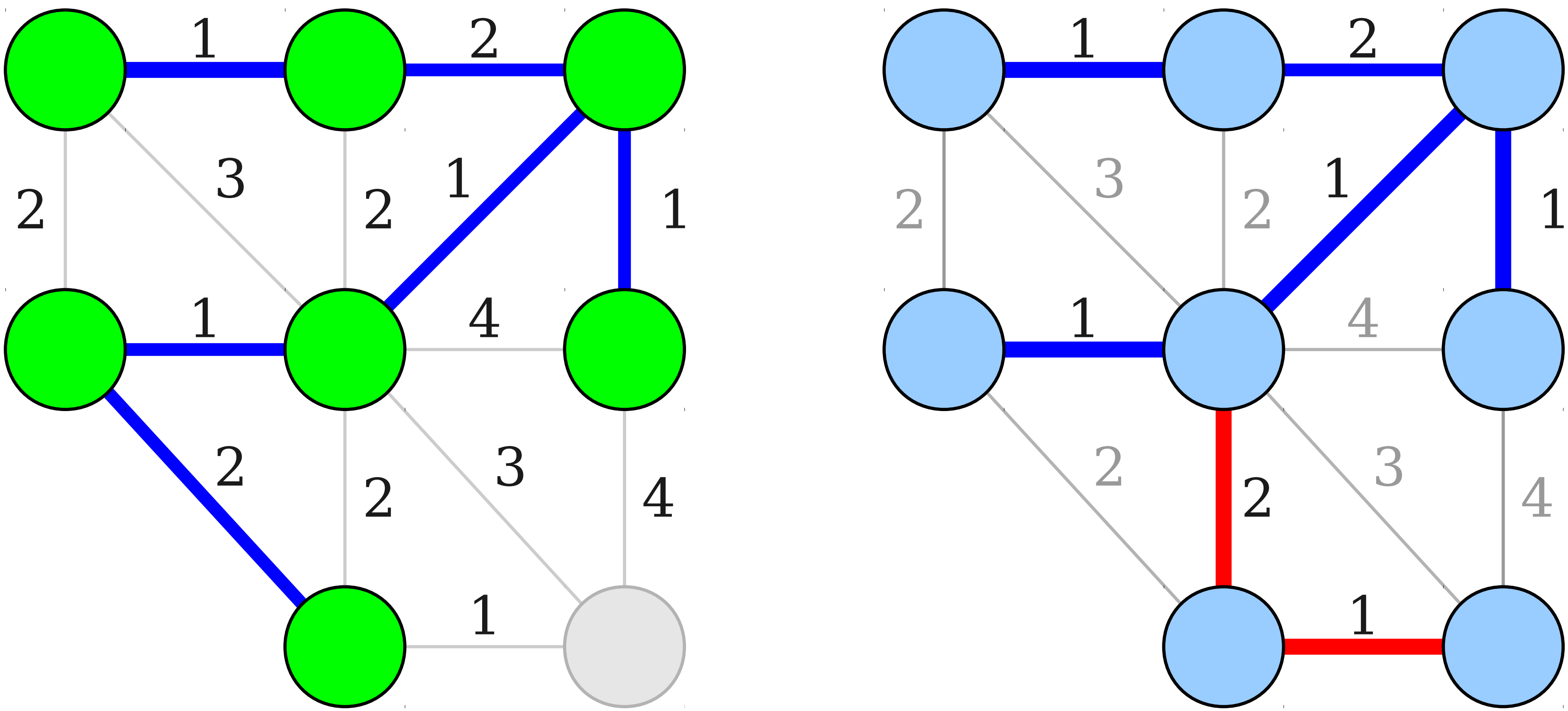
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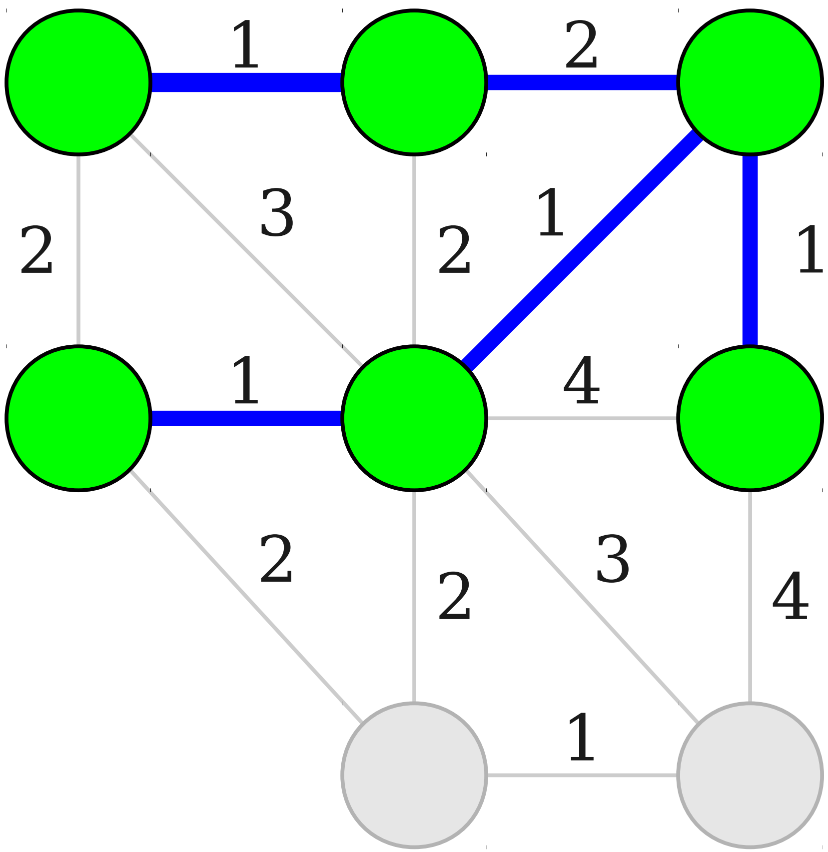
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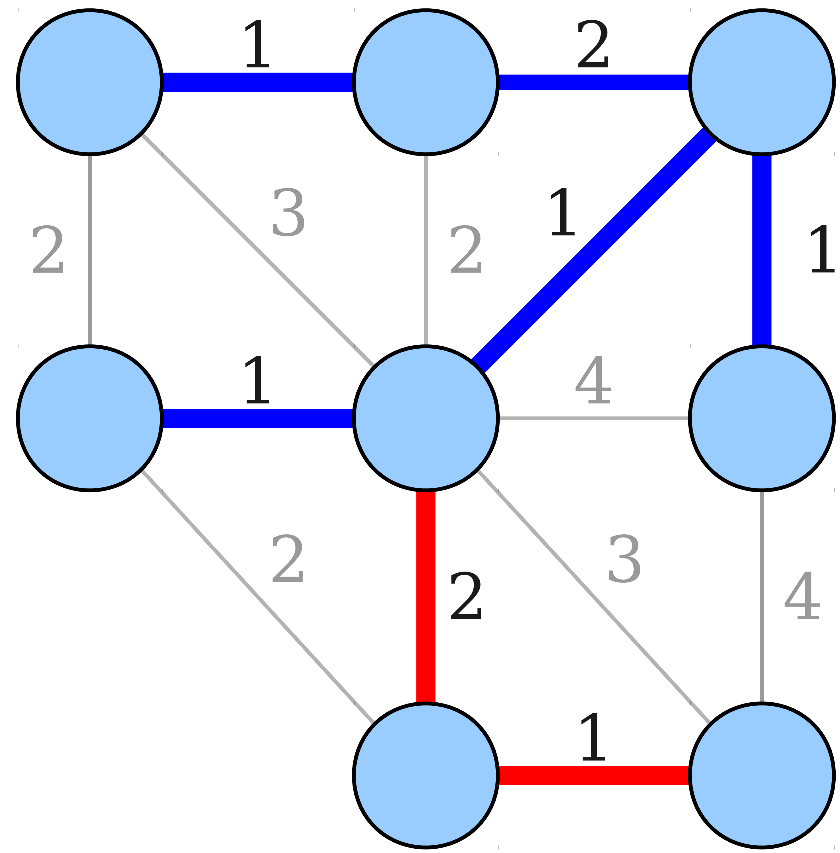
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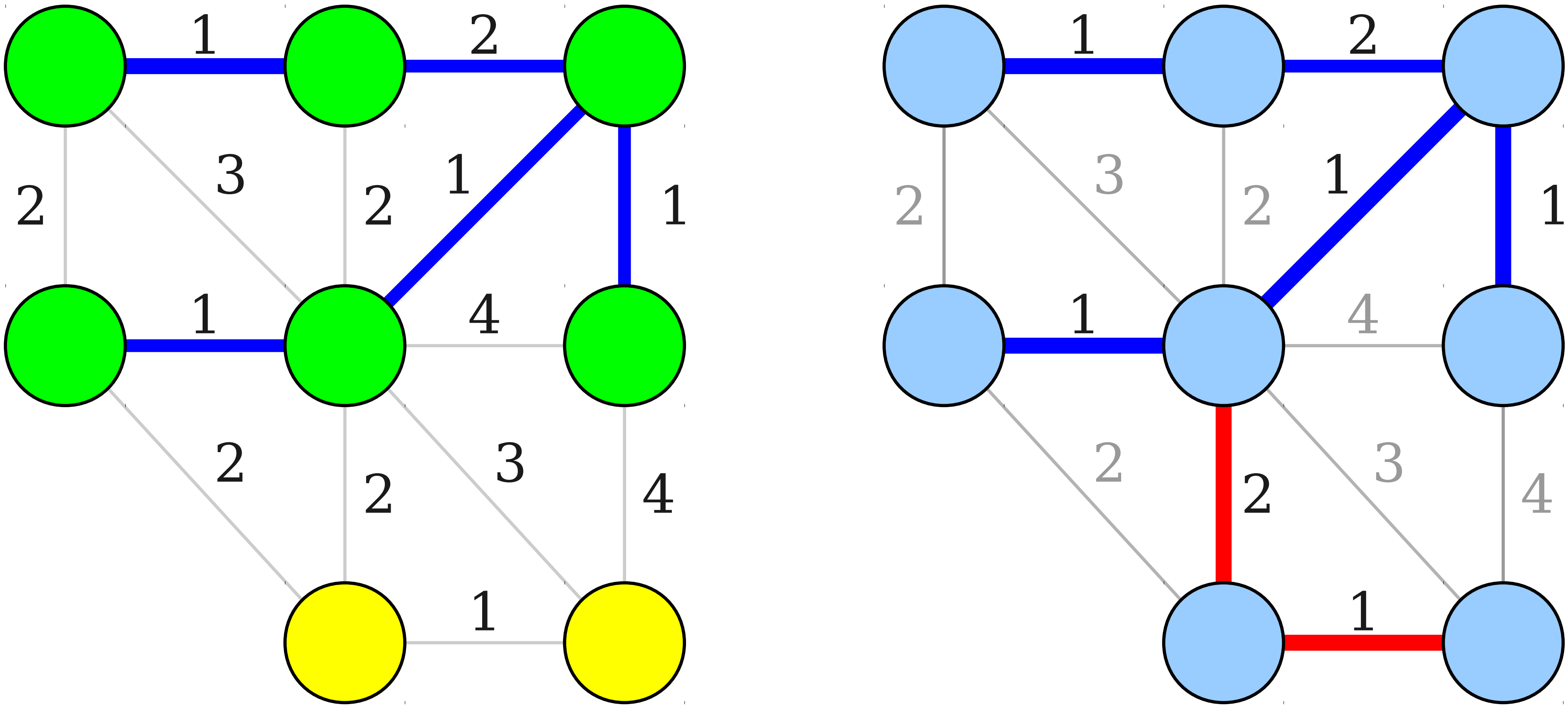

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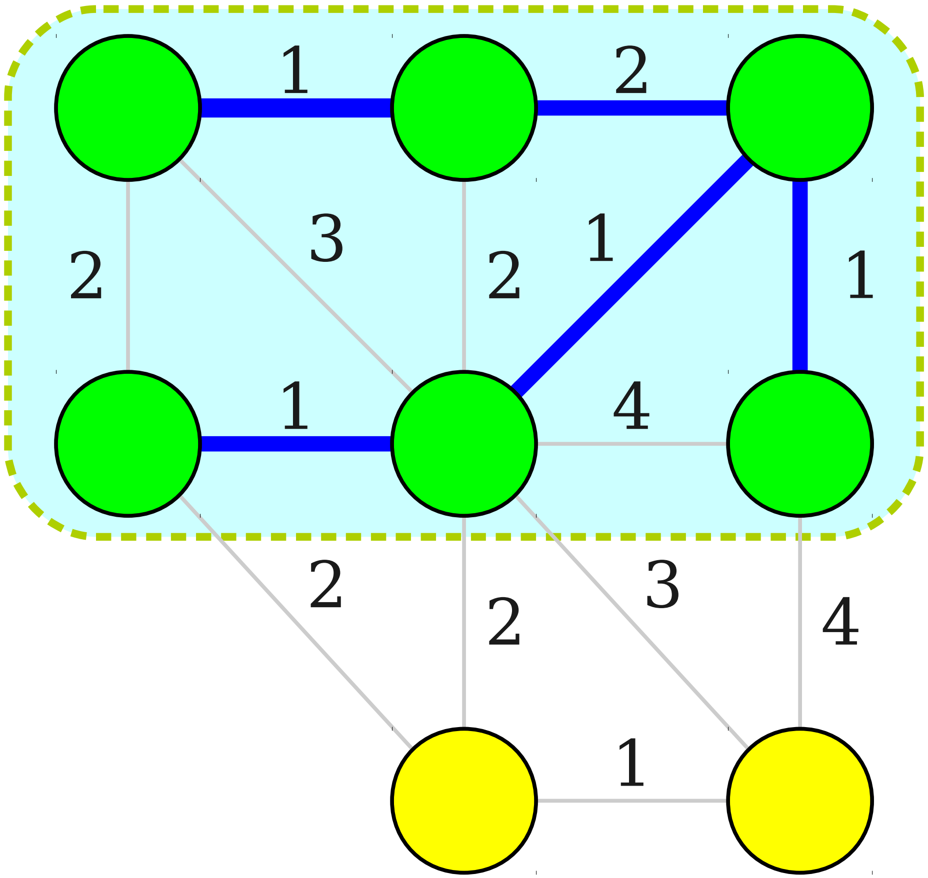
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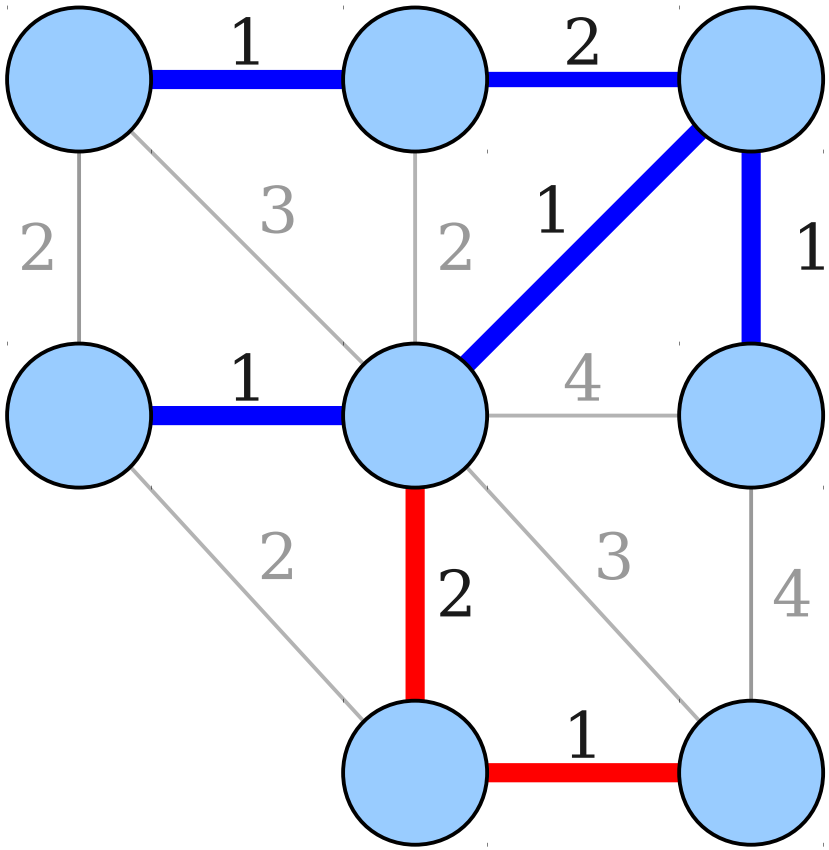
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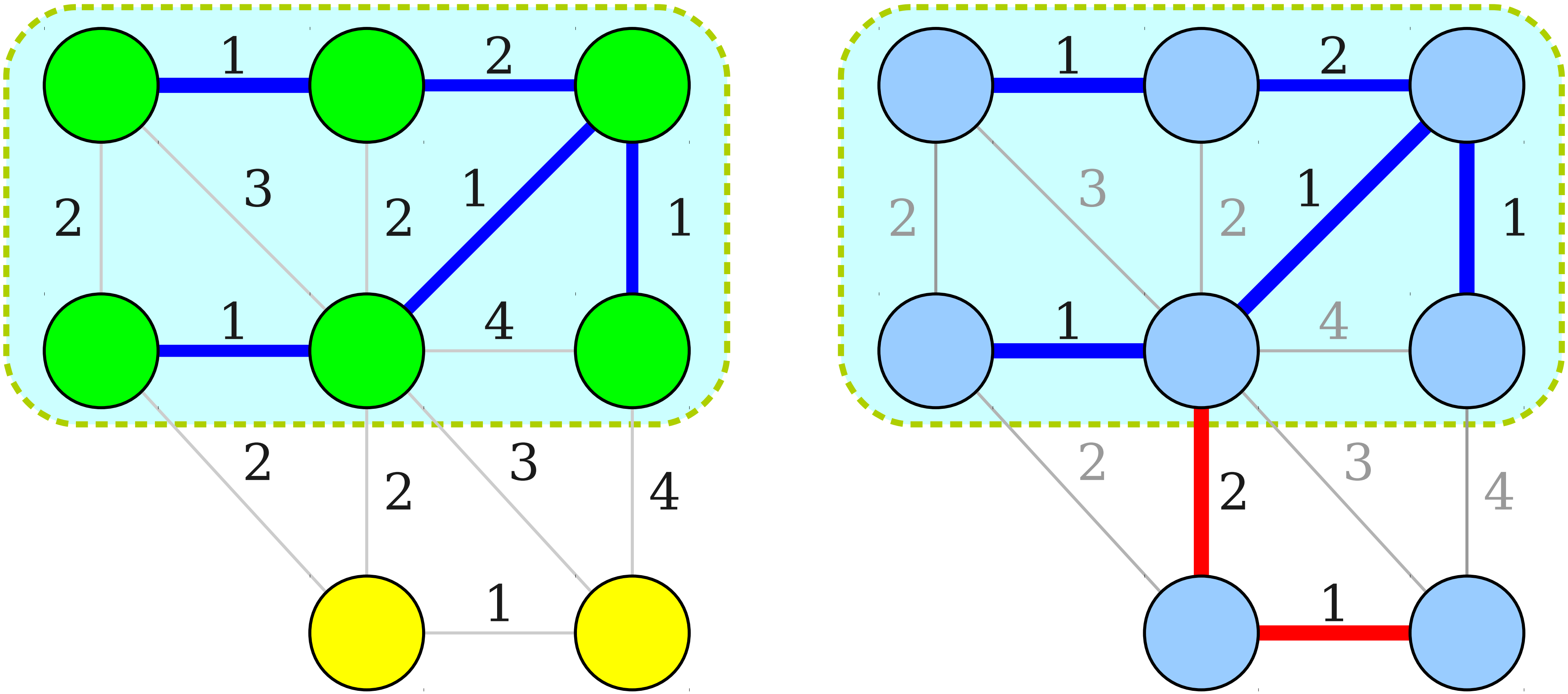

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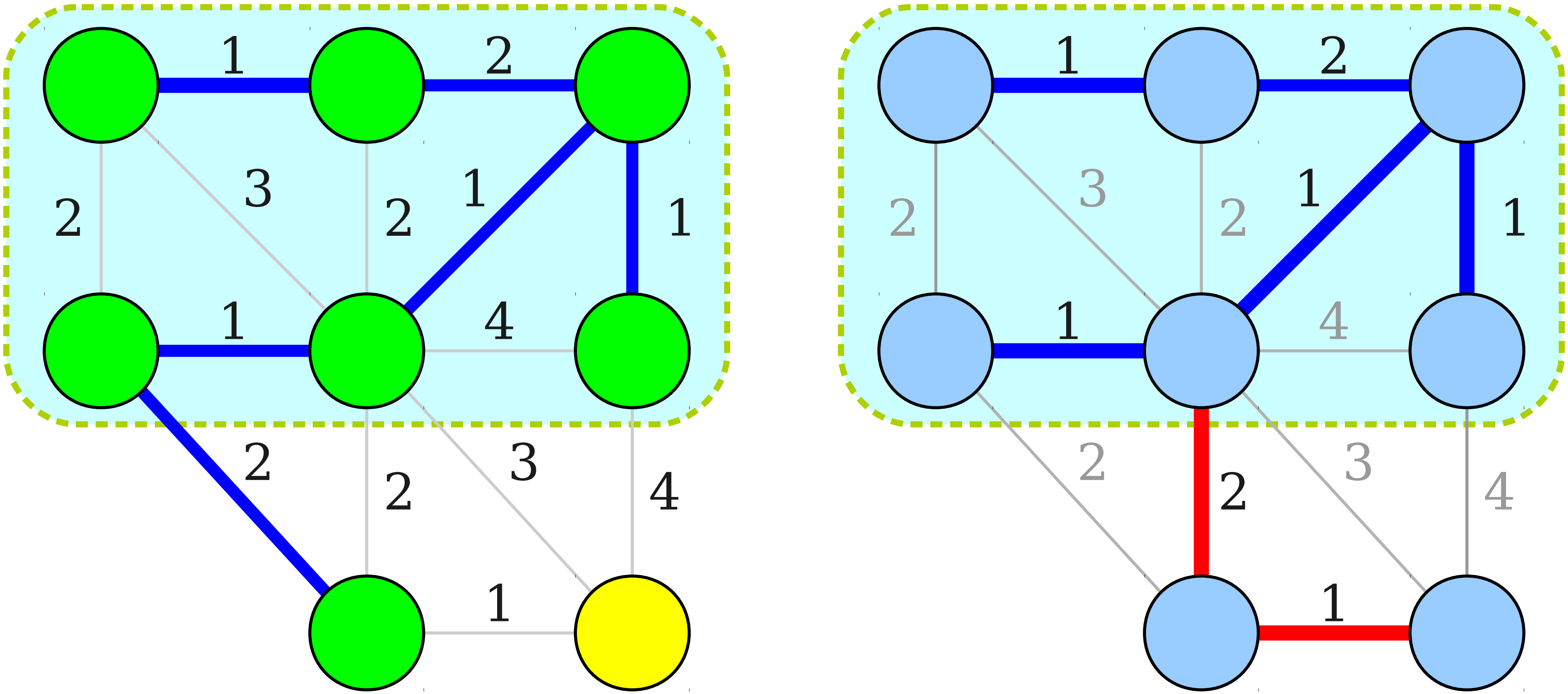
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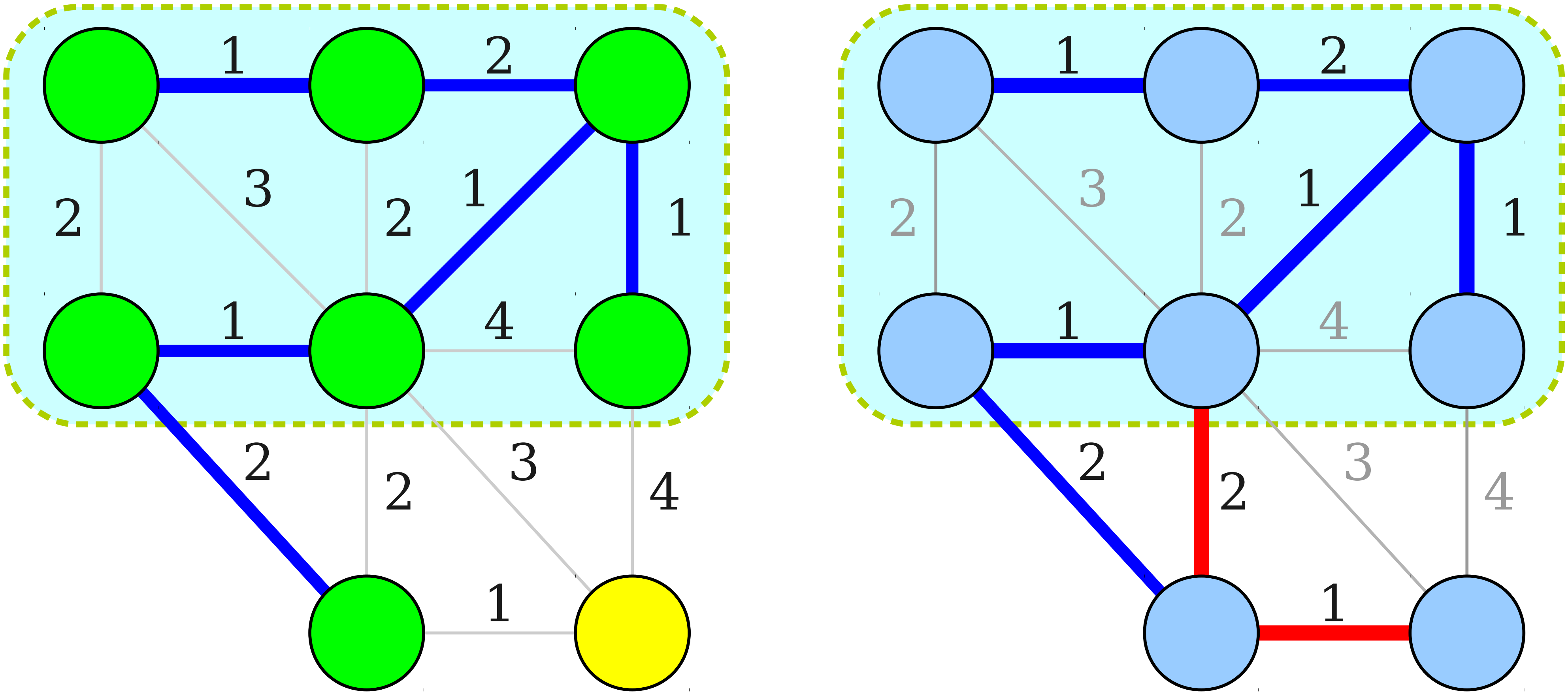
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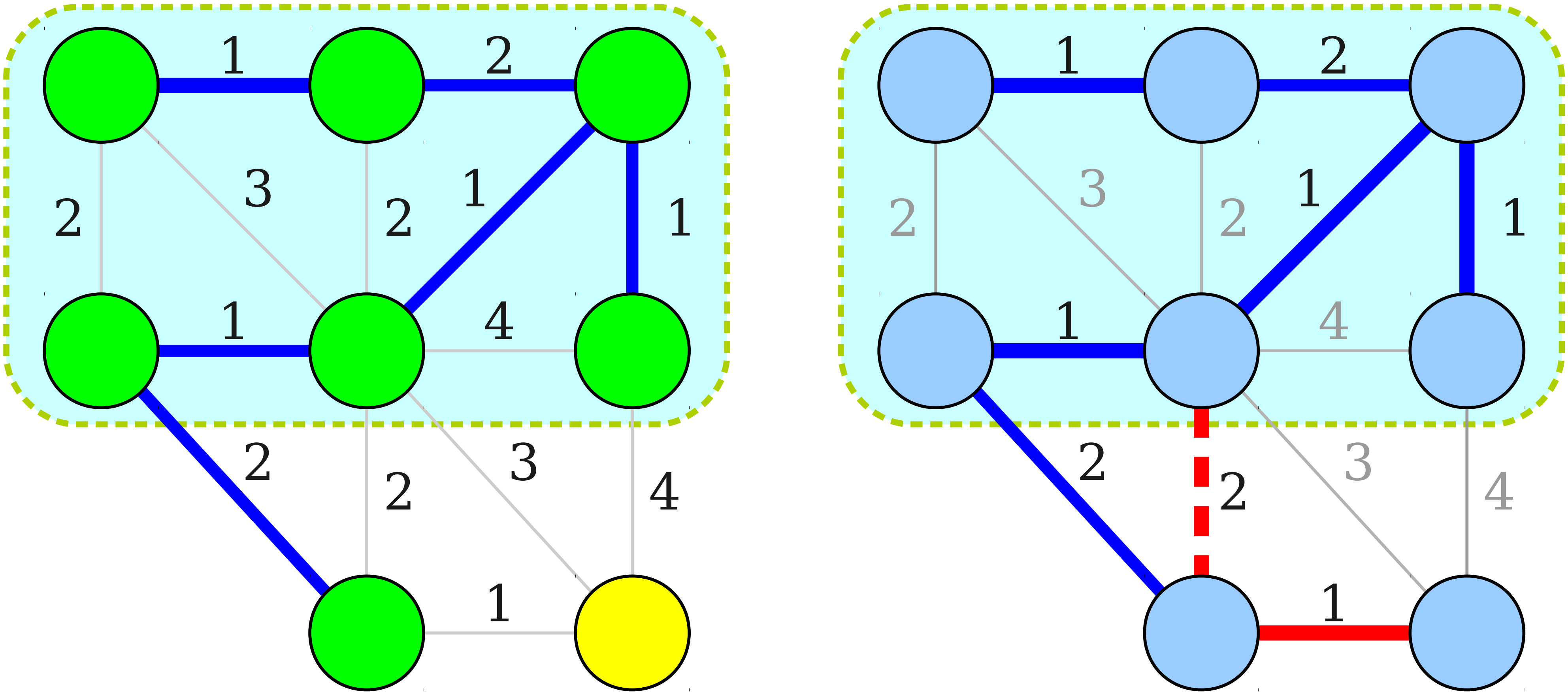

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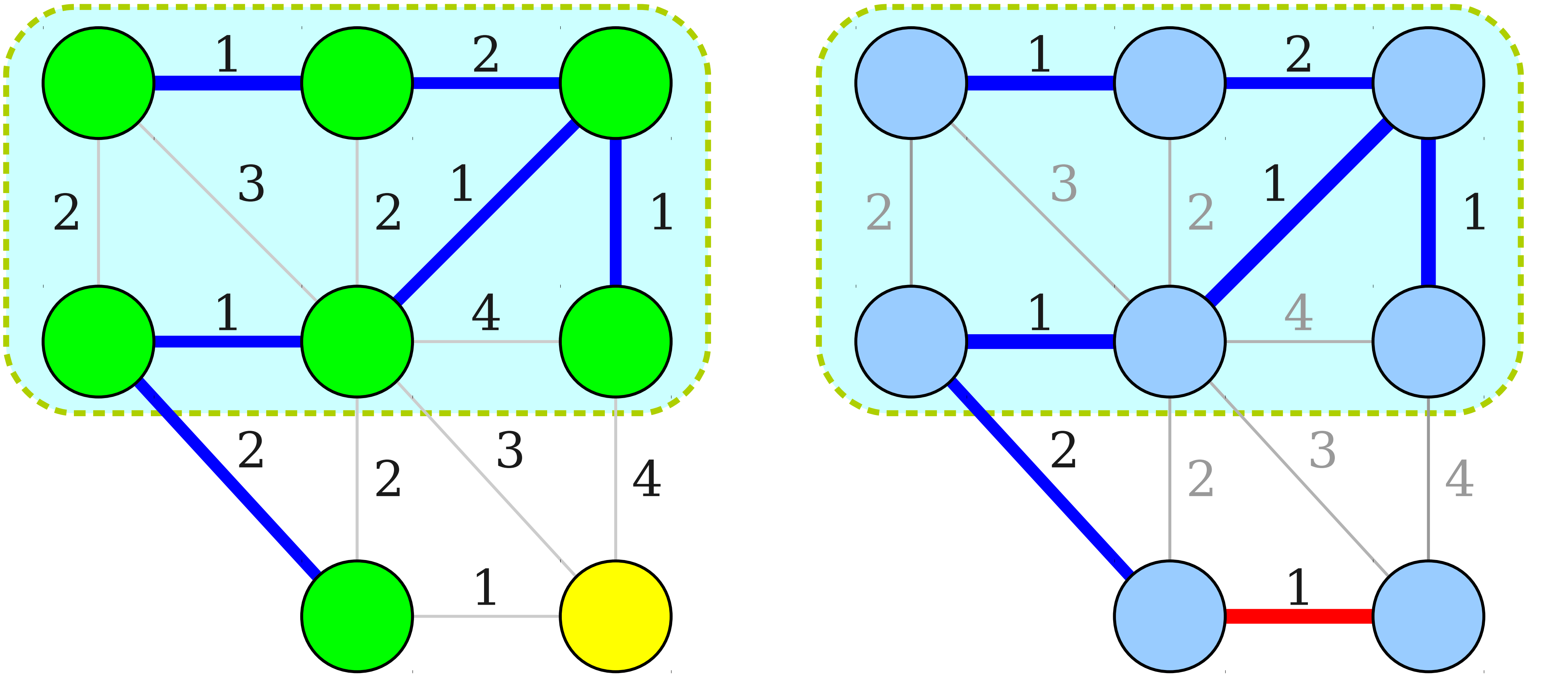
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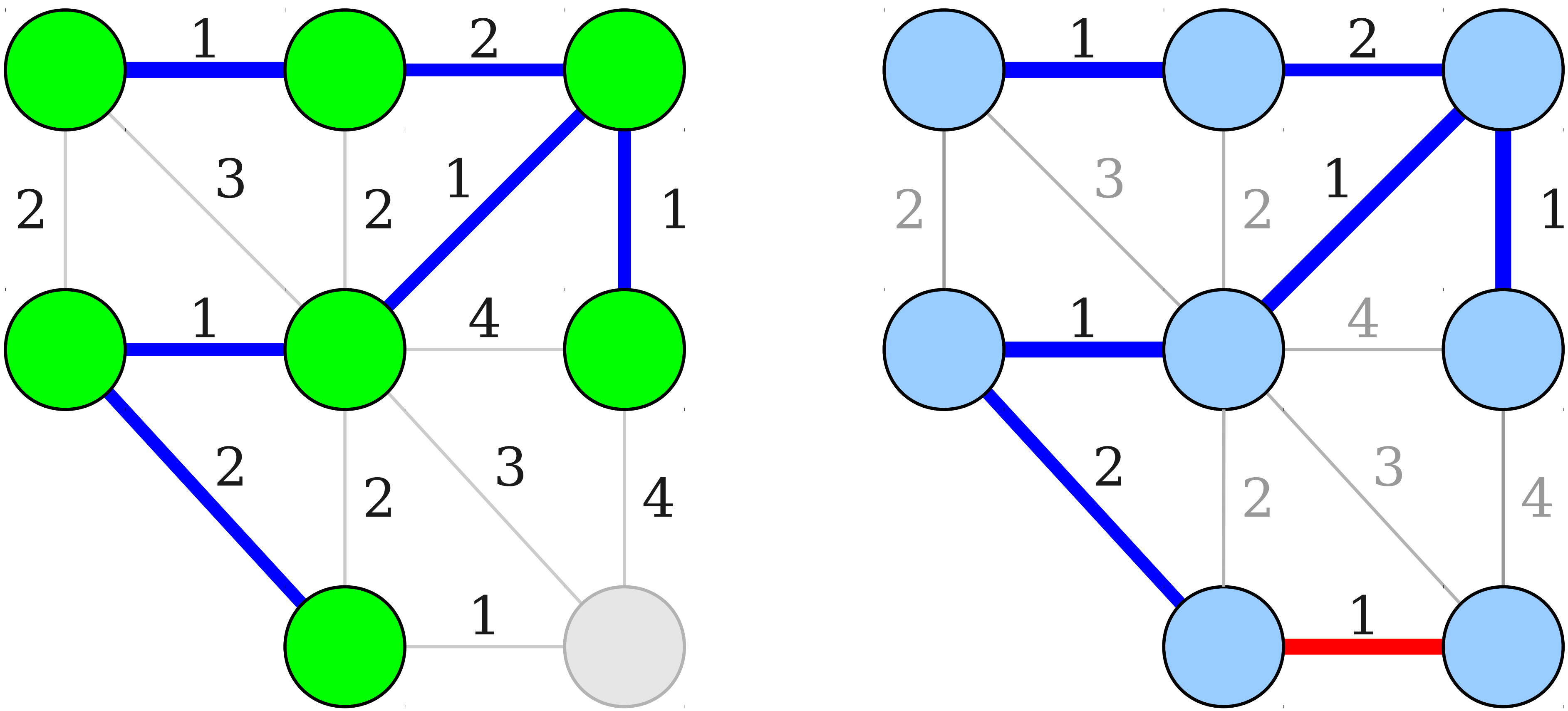

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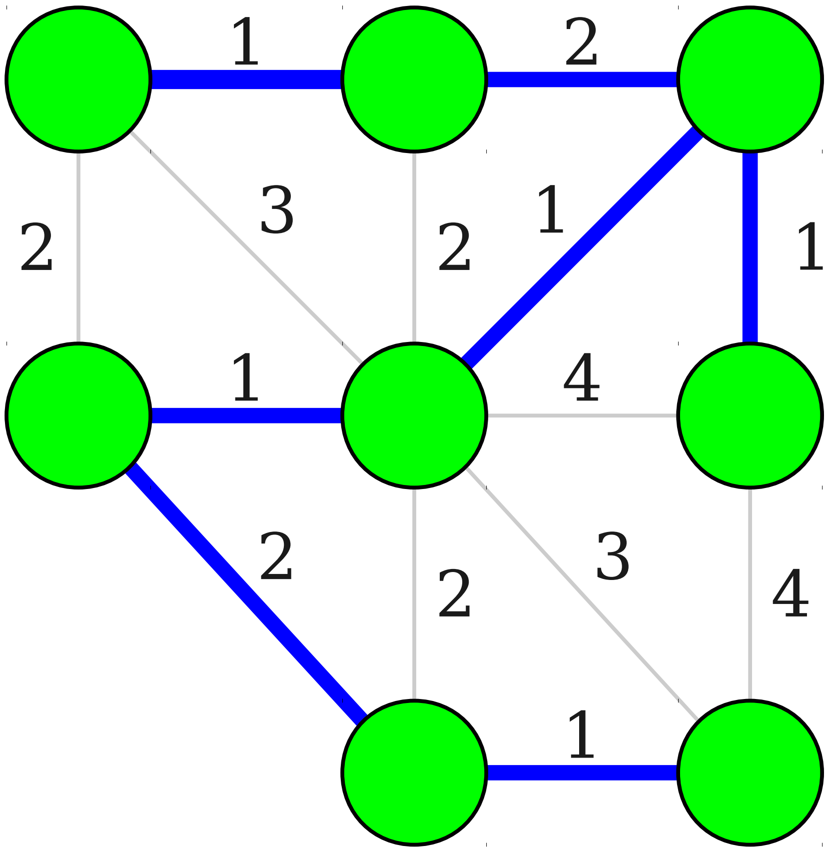
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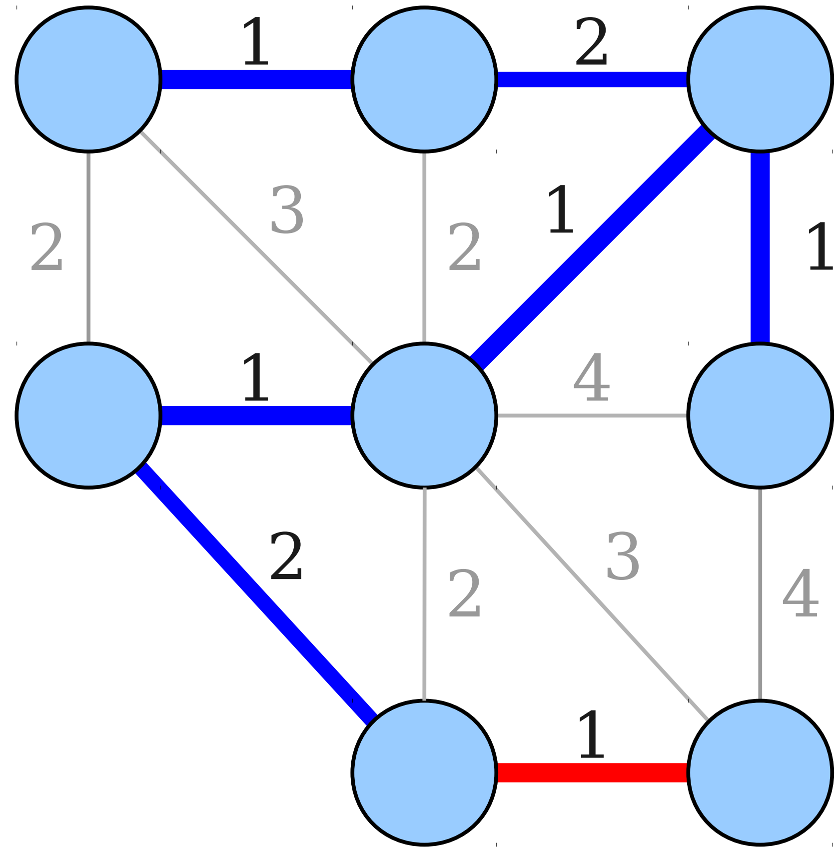
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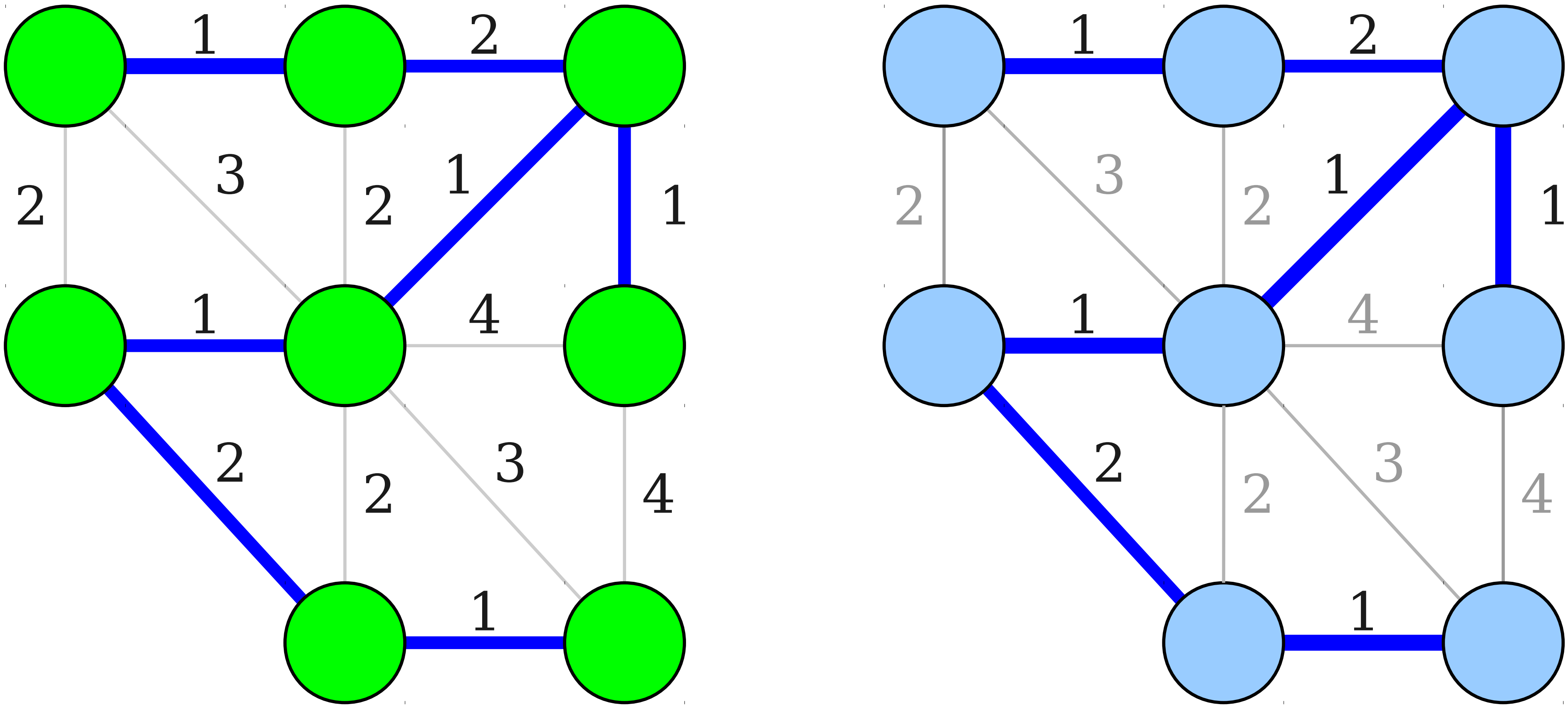
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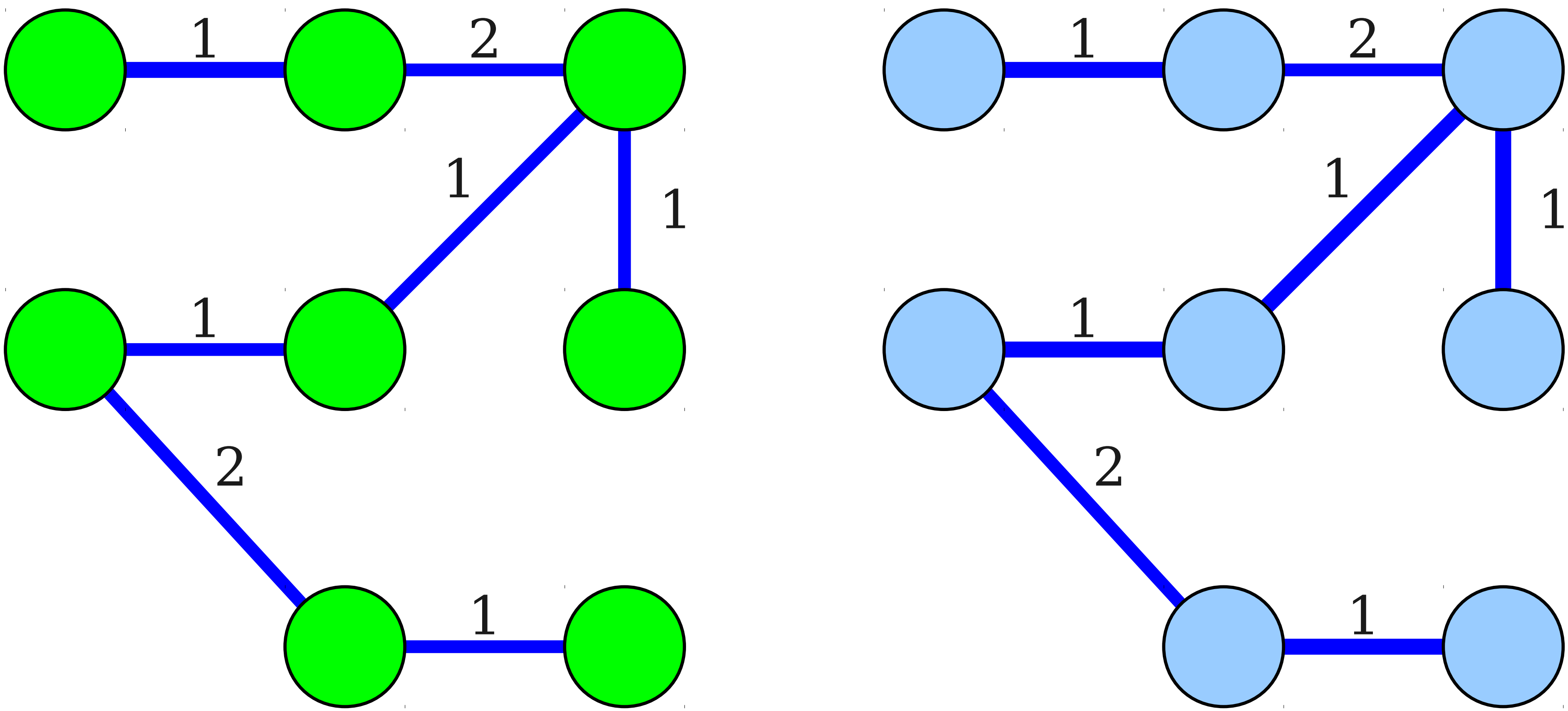
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Exchange Arguments

- A more general version of an exchange argument is as follows.
  - Let X be the object produced by a greedy algorithm and X^* be *any* optimal solution.
  - If $X = X^*$, the algorithm is optimal.
  - Otherwise, show that you can *exchange* some piece of X^* for some piece of X without deteriorating the quality of X^*.
  - Argue that this process can be iterated repeatedly to turn X^* into X without changing its cost.
  - Conclude that X is optimal.

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A Note on the Proof

- Our proof worked as follows:
  - Find a way to replace one piece of T^* with one piece of T without increasing $c(T^*)$.
  - Note that this makes T^* "less different" than T as before.
  - Conclude that we could iterate this process until eventually T^* became T, at which point we have $c(T) = c(T^*)$.
- This is inherently an inductive argument, but typically it is not presented as such.
  - It's fine to say "repeat this process" rather than writing out a base case and inductive step.

Next Time

- Kruskal's Algorithm
- Disjoint-Set Forests