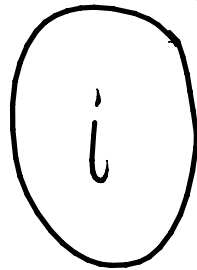


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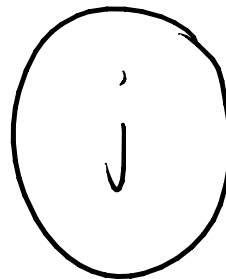
Markov decision processes

$D_i = \{\text{possible "decisions"}\}$
↙ If you choose $d \in D_i$ then



$P_d(i, j)$

$= P_i[\text{going to } j \text{ next}]$



α

Combinatorial Optimisation

1. Shortest paths
2. Assignment problem
3. Spanning Tree

Shortest Paths

Digraph $D = (V, A)$

Length $l : A \rightarrow \mathbb{R}$

[edge a has
length $l(a)$]

If P is a path then

$$l(P) = \sum_{a \in P} l(a)$$

Single Source Problem

Given $s \in V$ find a shortest path
from s to all $v \in V$.

Case 1

Non-negative arc lengths

$$l(a) \geq 0, \quad \forall a \in A$$

Dijkstra's Algorithm

Initially we have $d(s) = 0$ & $d(v) = \infty$ for all $v \neq s$.

[$d(v)$ is our current estimate of the shortest distance from s to v]

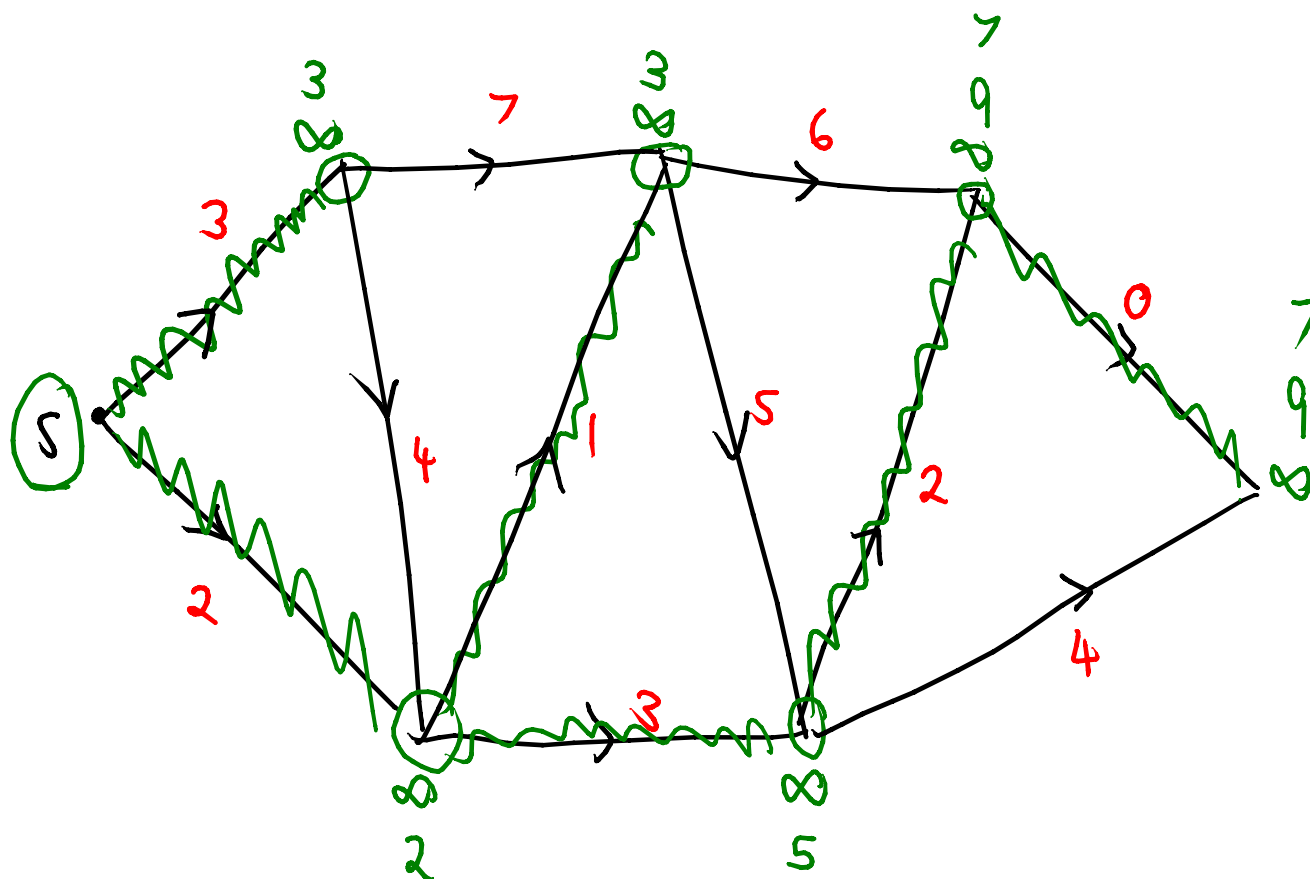
$S := \emptyset$

We know shortest path from s to $v \in S$

$x \leftarrow s$

repeat

{ process x : $\forall v \notin S$; $d(v) \leftarrow \min\{d(v), d(x) + l(x, v)\}$
 $S = S \cup \{x\}$
 $y \leftarrow \arg\min\{v \notin S : d(v)\}$
 $x \leftarrow y$



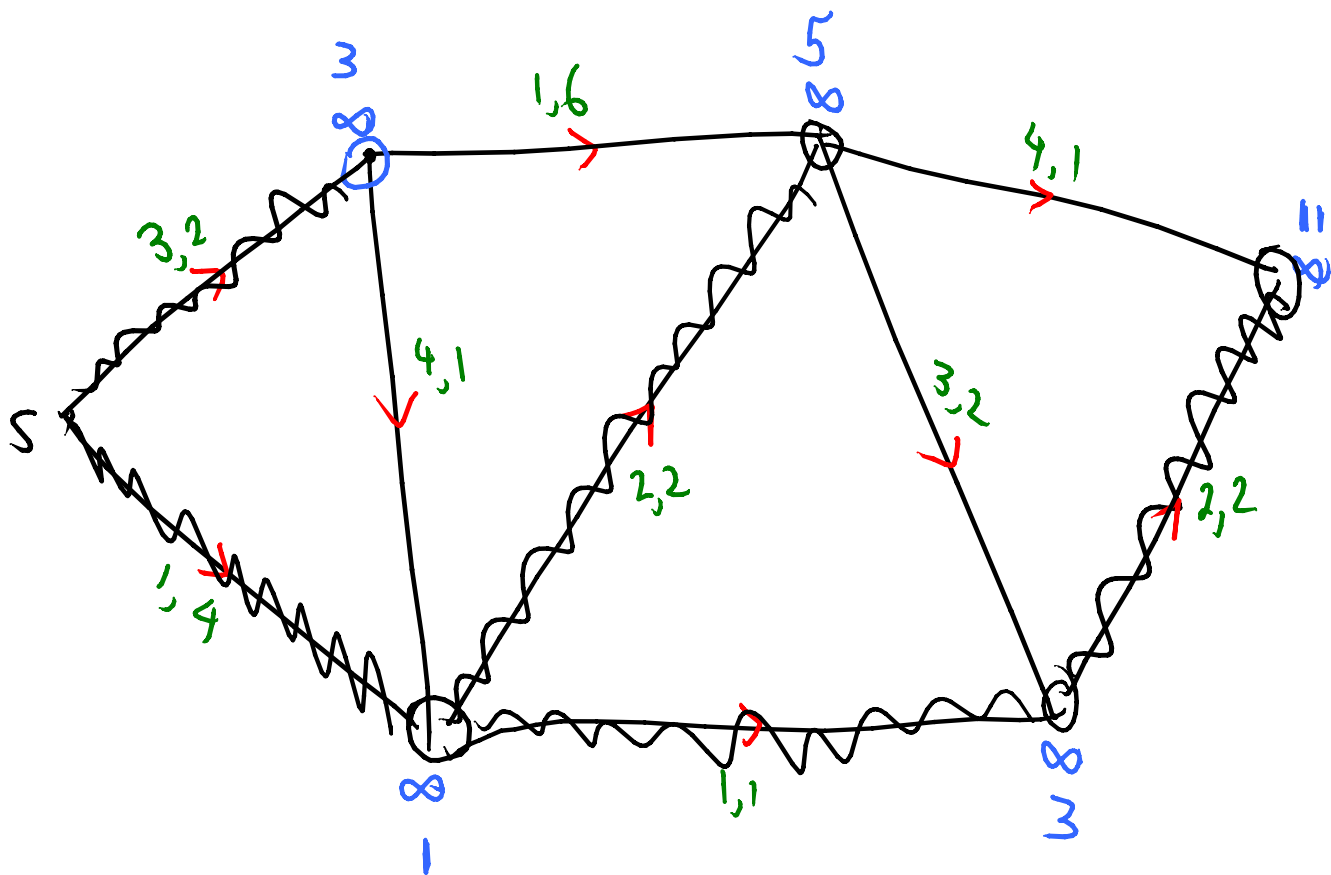
Time dependent arc lengths

$$l: A \times \mathbb{R}^+ \longrightarrow \mathbb{R}^+$$

$l(a, t)$ = length of arc $a = (x, y)$ if we arrive at x at time t .

$P = (u_0, u_1, u_2, \dots)$; start at $t = 0$

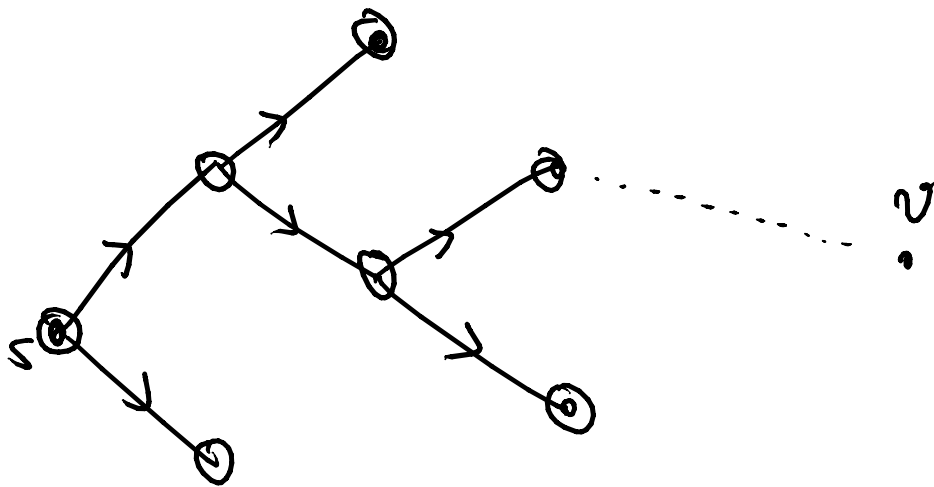
$$l(P) = \underbrace{l(u_1, u_2, 0)}_{\xi_1} + \underbrace{l(u_2, u_3, \xi_1)}_{\xi_2} + \underbrace{l(u_3, u_4, \xi_1 + \xi_2)}_{+ \dots}$$



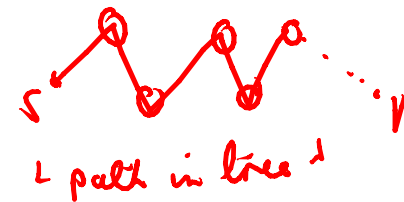
$$l(p, y, t) = \alpha + \beta t \quad \text{for some } \alpha, \beta$$

Claim: $d(v)$ is correct for all $v \in S$

Proof: by induction on $|S|$.



$d(v)$ = minimum
length of a path
from s to v
of the form



Any other path s to v



not need
line path

$$\geq d(w) \geq d(v).$$

