

Design & Analysis of Algorithms - 344: Homework #3

Due on February 3, 2017 at 11:59pm

Professor Dr. Kalantari Section #2

Douglas Rudolph

Question 1: Given an undirected graph G , describe an algorithm that can check if it is bipartite. A graph is bipartite if its vertices are partitioned into two sets A and B where all the edges are of the form (a,b) with a in A , b in B .

Answer 1: When checking to see if a graph is Bipartite, we know that all vertices are required to be split up into 2 sets; we will call these sets A and B . In terms of representing this on a graph, let's assume that for any given vertex V , V is aware of what set it belongs to. We will denote what set a vertex belongs to by writing V_A and or V_B .

Checking to see if a graph is Bipartite can be accomplished by running BFS on a graph G , but while running BFS, we also have to check and see if that for any given V_i and a neighboring vertex V_j , that $i \neq j$ (i is not from the same set as j .) This condition is checked when inserting elements into the FIFO Queue. When all vertices meet this pre-condition, and the algorithm doesn't break prematurely, we know that a graph is considered Bipartite.

Question 2: Do a BFS of the undirected graph whose adjacency list is

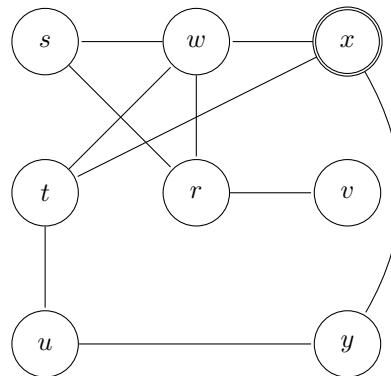
```

s → w → r
r → v → s
v → r
w → s → t → x
t → w → x → u
u → t → y
x → t → w → y
y → u → x

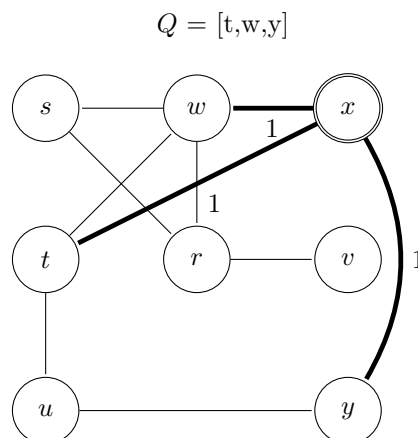
```

where starting vertex is x and vertices are placed on queue in alphabetic order.

Answer 2: To start, we first create a graph G that corresponds to the adjacency list given in the problem (**NOTE***: Any time we dequeue a vertex from the queue Q , we signify this process by adding a circle around the given vertex V . Also, the vertex x is given a circle in the beginning to signify that x is the starting node.

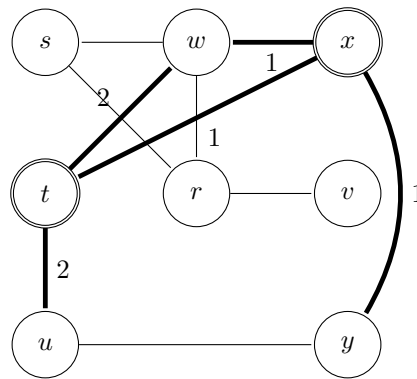


To start running *BFS* (Breadth First Search), all nodes that are adjacent to x are inserted into Q . After inserting the nodes into Q , G and Q will look as follows:



Now that all the nodes that x is adjacent too are added into Q , t is dequeued from Q , *BFS* branches out from the vertex t to all adjacent nodes and adds them to Q .

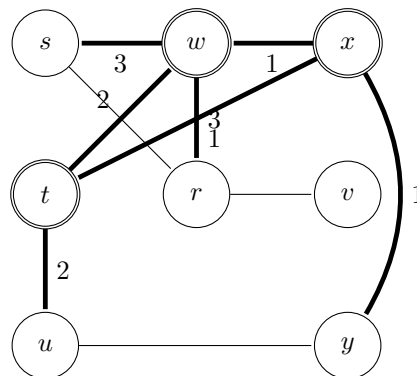
(Q before adding adjacent nodes of t) $Q = [w, y]$



(Q after adding adjacent nodes of t) $Q = [w, y, u]$

We then repeat the same process that was performed with t with the vertex w .

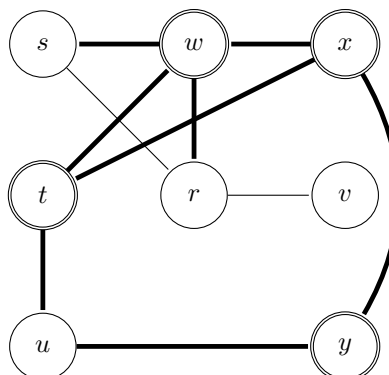
(Q before adding adjacent nodes of w) $Q = [y, u]$



(Q after adding adjacent nodes of w) $Q = [y, u, r, s]$

For the next iteration, we go y , and repeat the previous process.

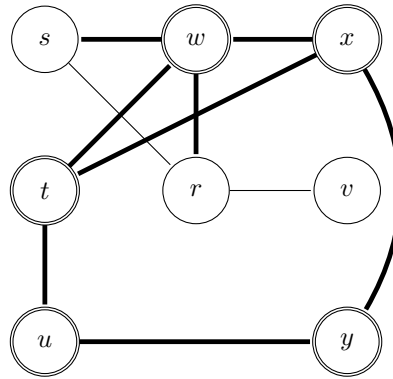
(Q before adding adjacent nodes of y) $Q = [u, r, s]$



(*Q* **after** adding adjacent nodes of *y*) $Q = [u, r, s]$

Again, the process is repeated on the vertex *u*.

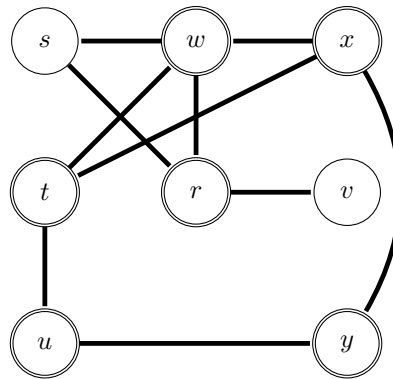
(*Q* **before** adding adjacent nodes of *u*) $Q = [r, s]$



(*Q* **after** adding adjacent nodes of *u*) $Q = [r, s]$. (***NOTE** In this case, all adjacent nodes of *u* were viewed, therefore no nodes were added to *Q*).

Moving forward from the previous iteration, the previous process is repeated on the vertex *r*.

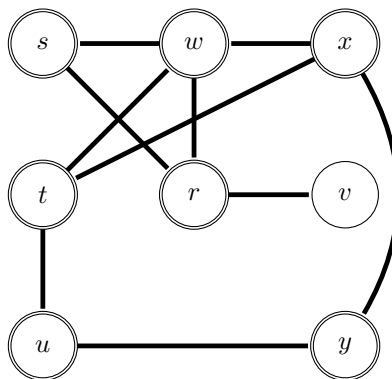
(*Q* **before** adding adjacent nodes of *r*) $Q = [s]$



(*Q* **after** adding adjacent nodes of *r*) $Q = [s, v]$.

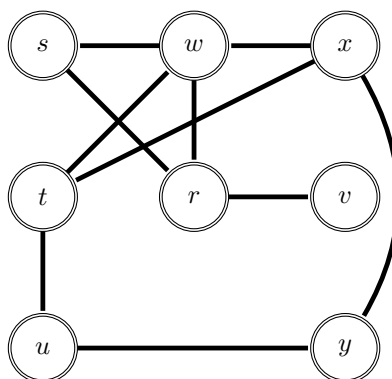
Now, all edges have been seen by *BFS*, but all nodes have yet been visited, therefore, must continue running *BFS* until *Q* is empty.

(*Q* **before** adding adjacent nodes of *s*) $Q = [v]$



(*Q* **after** adding adjacent nodes of *s*) $Q = [v]$.

(*Q* **before** adding adjacent nodes of *v*) $Q = []$



(*Q* **after** adding adjacent nodes of *v*) $Q = []$.

Q is now empty and all nodes were visited. This concludes the process of *BFS*.

Question 3: Given a tree $T=(V,E)$ compute its diameter, i.e. the longest path between two vertices. Do *BFS* at a node s , find the farthest from s to get a vertex, say t . Then do *BFS* to from t to find the farthest from t . Prove this gives diameter of tree. Diameter of a tree is the longest path in the tree.

Answer 3:

Question 4: Give an efficient algorithm that takes as input a directed graph $G=(V,E)$ and determines if there is a vertex s in V from which all other vertices can be reached.

Answer 4:

Question 5: Show that in an undirected graph, the sum of the degrees of the vertices is twice the number of edges.

Answer 5: