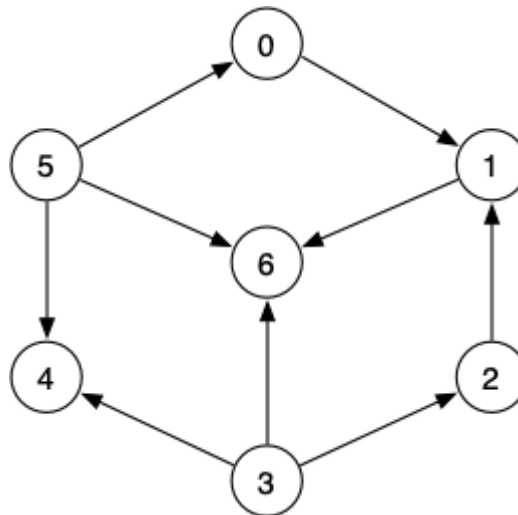


Quiz 5

Deadline	Saturday, 18 July 2020 at 11:59PM
Latest Submission	Thursday, 16 July 2020 at 9:20AM
Raw Mark	4.00/4.00 (100.00%)
Late Penalty	N/A
Final Mark	4.00/4.00 (100.00%)

Question 1 (1 mark)

Which vertices are *reachable* from vertex 3 in the following directed graph



Reminder: $\text{reachable}(v,w)$ = there is a path from v to w

(a)	none
<input type="radio"/>	
(b)	2, 4, 6
<input type="radio"/>	
(c)	1, 2, 4, 6
<input checked="" type="radio"/>	
(d)	1, 2, 4, 5, 6
<input type="radio"/>	
(e)	0, 1, 2, 4, 5, 6
<input type="radio"/>	
(f)	None of the above
<input type="radio"/>	

✓ Your response was correct.

Mark: 1.00

Question 2 (1 mark)

Which of the following would require both *weighted* and *directed* edges in order to be represented as a graph?

(a)	Facebook friends (people and their "friends")
<input type="radio"/>	
(b)	The Web (pages and URLs)
<input type="radio"/>	
(c)	The road network (incl. distances and one-way streets)
<input checked="" type="radio"/>	

(d) <input type="radio"/>	Dependencies between files in a Makefile
(e) <input type="radio"/>	None of the above scenarios require both weight and direction.
(f) <input type="radio"/>	All of the above scenarios require both weight and direction.

✓ Your response was correct.

Mark: 1.00

Question 3 (1 mark)

A *transitive closure* matrix indicates *reachability* in a graph. An entry in this matrix $tc[v][w]$ is set to 1 if there is a path from v to w , otherwise is set to zero.

For a graph with V vertices, this requires V^2 matrix cells. Storing each cell as an integer is wasteful. However, since each cell only has to store 1 or 0, we could store each cell as a single bit in a bit-string.

For a graph with 1000 vertices, how many bytes would be needed to store the transitive closure matrix if each row was represented by a V -bit bit-string? You can ignore the array of pointers to each matrix row; just count the bytes required for the bit-strings.

(a) <input type="radio"/>	1000000 bytes
(b) <input checked="" type="radio"/>	125000 bytes
(c) <input type="radio"/>	100000 bytes

(d) <input type="radio"/>	10000 bytes
(e) <input type="radio"/>	None of the above

✓ Your response was correct.

Mark: 1.00

Question 4 (1 mark)

In Dijkstra's algorithm for single-source shortest path, there are two arrays: `pred[]` and `dist[]`.

What is each of these arrays used for?

(a) <input type="radio"/>	<p><i>pred[v]</i> indicates the predecessor of <i>v</i> (e.g. 2 is predecessor of 3)</p> <p><i>dist[v]</i> is the length of the shortest path in which <i>v</i> is an intermediate node</p>
(b) <input type="radio"/>	<p><i>pred[v]</i> is an array of predicates indicating whether vertex <i>v</i> has been visited</p> <p><i>dist[v]</i> is the length of the edge along which <i>v</i> was reached on the shortest path</p>
(c) <input type="radio"/>	<p><i>pred[v]</i> is the predecessor of <i>v</i> in the shortest path</p> <p><i>dist[v]</i> is the distance between <i>v</i> and its predecessor</p>
(d) <input checked="" type="radio"/>	<p><i>pred[v]</i> holds the vertex immediately before <i>v</i> along the shortest path</p> <p><i>dist[v]</i> is the length of the shortest path from the source to vertex <i>v</i></p>

(e)

☐

None of the above

✓ Your response was correct.

Mark: 1.00