

CS 331: Algorithms and Complexity (Spring 2024)
Unique Number: 52765, 52770

Assignment 2

Due on Thursday, 1 February, by 11.59pm

Problem 1: Short Answers Section

For this section, restrict answers to no more than a few sentences. Most answers can be expressed in a single sentence. Unless otherwise stated, briefly justify. No proofs are necessary for this section.

- (a) True, since at first there is a root node with no edges. Every subsequent node adds one edge.
- (b) False, there may be cycles.
- (c) True, BFS would iterate every edge set of every vertex, so $|V| \cdot |V|$ edges.
- (d) True
- (e) False, DFS will in general output deeper trees, but not always.
- (f) True, if there were multiple paths, then that means there's a cycle. Trees have no cycles.

Problem 2

- (a) True, we can alternate the colors in each layer of the tree. Then, every edge in the tree will be touching a node on layer _{n} and one on layer _{$n+1$} , which are different colors. An algorithm is to run BFS starting from the tree's root.
- (b) Nodes can't connect to other nodes on the same layer, as that would create an odd length cycle. However, they can connect to nodes on different layers, so we can multiply the count of nodes per layer together.

Problem 3

I would run a breadth-first search, which has $O(|V| + |E|)$.

Proof. Inductive hypothesis: At step k , all possible routes to nodes of distance k are stored in the `path_count` variable of each node.

Base case: At step 0, the `path_count` of the start node is 1, and all other nodes are unvisited.

Inductive step: At step k , we have a list of nodes of distance k . For each node, it stores the distance from s and the number of paths to it. For each node, we iterate through its edges. If the edge's node has not been visited, we set its distance to $k+1$, and by BFS, it's the shortest distance. We also set its `path_count` to the current node's + the node's `path_count`. If the edge's node has been visited, we don't need to add it again to the queue, but we do need to check if the distance is greater than the target's, as it means we can stop the algorithm.

Termination: The algorithm terminates when the target node's distance is greater than the current node's distance. At this point, we return the target node's `path_count`. \square

```
def bfs(graph, start){
    Initialize all nodes to path_count = 0 and distance = infinity
    Initialize s to path_count = 1 and distance = 0
    Initialize queue to list(s)
    while queue is not empty:
        node = queue.poll()
        if node.distance > t.distance:
            break
        for neighbor in node.neighbors:
            if neighbor.distance == infinity:
                neighbor.distance = node.distance + 1
                neighbor.path_count = node.path_count
                queue.add(neighbor)
            else if neighbor.distance == node.distance + 1:
                neighbor.path_count += node.path_count
        return t.path_count
}
```