

Homework 9

CS 430 Introduction to Algorithms
Spring Semester, 2014

1. **Problem 1** Problem 22.4-2 (Pg 614) CLRS(3rd Edition): Give a linear-time algorithm that takes as input a directed acyclic graph $G = (V, E)$ and two vertices s and t , and returns the number of simple paths from s to t in G . For example, the directed acyclic graph of Figure 22.8 contains exactly four simple paths from vertex p to vertex v : pov , $poryv$, $posryv$, and $psryv$. (Your algorithm needs only to count the simple paths, not list them.) (20 pts)
2. **Problem 2** Problem 22-1 (Pg 621) CLRS(3rd Edition): A depth-first forest classifies the edges of a graph into tree, back, forward, and cross edges. A breadth-first tree can also be used to classify the edges reachable from the source of the search into the same four categories.
 - (a) Prove that in a breadth-first search of an undirected graph, the following properties hold:
 - i. There are no back edges and no forward edges.
 - ii. For each tree edge (u, v) , we have $v.d = u.d + 1$.
 - iii. For each cross edge (u, v) , we have $v.d = u.d$ or $v.d = u.d + 1$.
 - (b) Prove that in a breadth-first search of a directed graph, the following properties hold:
 - i. There are no forward edges.
 - ii. For each tree edge (u, v) , we have $v.d = u.d + 1$.
 - iii. For each cross edge (u, v) , we have $v.d \leq u.d + 1$.
 - iv. For each back edge (u, v) , we have $0 \leq v.d \leq u.d$(20 pts)
3. **Problem 3** Problem 22-4 (Pg 623) CLRS(3rd Edition): Let $G = (u, v)$ be a directed graph in which each vertex $u \in V$ is labeled with a unique integer $L(u)$ from the set $\{1, 2, \dots, |V|\}$. For each vertex $u \in V$, let $R(u) = \{v \in V : u \rightarrow v\}$ be the set of vertices that are reachable from u . Define $\min(u)$ to be the vertex in $R(u)$ whose label is minimum, i.e., $\min(u)$ is the vertex v such that $L(v) = \min\{L(w) : w \in R(u)\}$. Give an $O(V + E)$ -time algorithm that computes $\min(u)$ for all vertices $u \in V$. (20 pts)
4. **Problem 4** Problem 23.2-5 (Pg 637) CLRS(3rd Edition): Suppose that all edge weights in a graph are integers in the range from 1 to $|V|$. How fast can you make Prim's algorithm run? What if the edge weights are integers in the range from 1 to W for some constant W ? (20 pts)