

1st problem

We assume that for given a directed graph G , each edge is labeled by an element of some closed semiring and there is special vertices 'u' and 'v'.

The labels come from S where $(S, +, \cdot, 0, 1)$.

This is the algorithm that compute $c(u,v)$ for all possible pair of vertices u and v that $u, v \in V[G]$

```
COMPUTE-PATH( $G, u, v$ )
1  $c(u, v) = 0$  //this "0" is an element of some closed semiring
2 do if  $u = v$ 
3    $c(u, v) \leftarrow 1$  //this "1" is an element of some closed semiring
4 for each vertex  $k \in V[G] - \{u\}$ 
5   do  $color[k] \leftarrow WHITE$ 
6      $path[k] \leftarrow 0$  //this "0" is an element of some closed semiring
7  $color[u] \leftarrow GRAY$ 
8  $Q \leftarrow \emptyset$ 
9 ENQUEUE( $Q, u$ )
10 while  $Q \neq \emptyset$ 
11 do  $k \leftarrow DEQUEUE(Q)$ 
12   for each  $a \in Adj[k]$ 
13     do if  $color[a] = WHITE$ 
14       then  $color[a] \leftarrow GRAY$ 
15         if  $k = u$ 
16           then  $path[a] \leftarrow Label[(k, a)]$ 
17         else
18           then if  $path[a] = 0$  //this "0" is an element of some closed semiring
19             then  $path[a] \leftarrow \cdot(path[k], Label[(k, a)])$ 
20           else
21             then  $path[a] \leftarrow +(path[a], \cdot(path[k], Label[(k, a)]))$ 
22         if  $a \neq v$ 
23           then ENQUEUE( $Q, a$ )
24    $color[k] \leftarrow BLACK$ 
25 if  $c(u, v) = 1$ 
26   then  $c(u, v) \leftarrow +(c(u, v), path[v])$ 
27 else
28   then  $c(u, v) \leftarrow path[v]$ 
29 RETURN  $c(u, v)$ 
```

We can compute $c(u, v)$ by using this algorithm

2nd problem

```
COMPUTE-2-COLORING( $G, s$ )
1 for each vertex  $u \in V[G]$ 
2   do  $color[u] \leftarrow WHITE$ 
3  $color[s] \leftarrow RED$ 
4  $Q \leftarrow \emptyset$ 
```

```

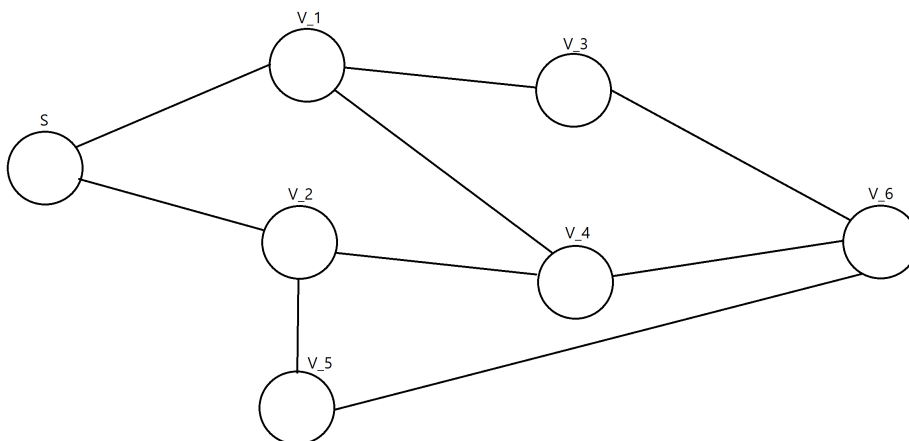
5 ENQUEUE(Q, u)
6 while Q ≠ ∅
7 do u ← DEQUEUE(Q)
8   for each v ∈ Adj[u]
9     do if color[v] = WHITE
10        then if color[u] = RED
11             then color[v] ← BLUE
12        else
13             then color[v] ← RED
14             ENQUEUE(Q, v)
15     else if color[v] = color[u]
16         then RETURN NO
17 RETURN YES

```

The algorithm COMPUTE-2-COLORING is made by applying BFS.

We can solve 2-coloring problem by using this algorithm.

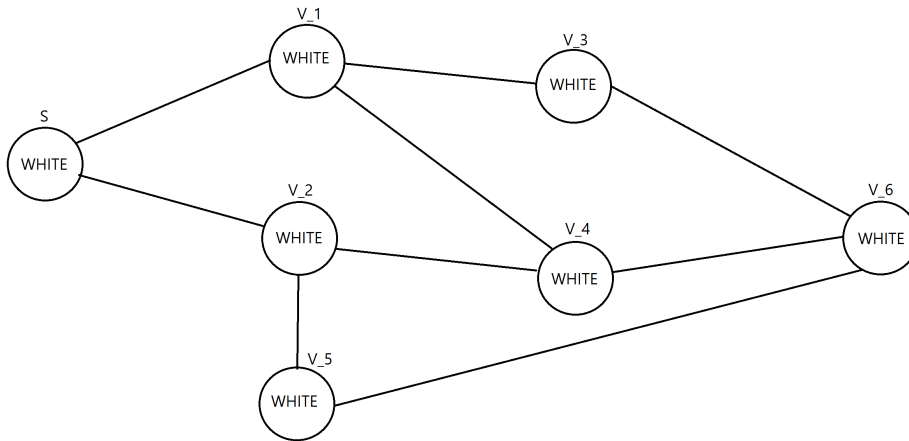
I'm going to explain how this algorithm is done with example.



The picture above is a undirected graph G that is $|V| \geq 2$, $|E| \geq 1$

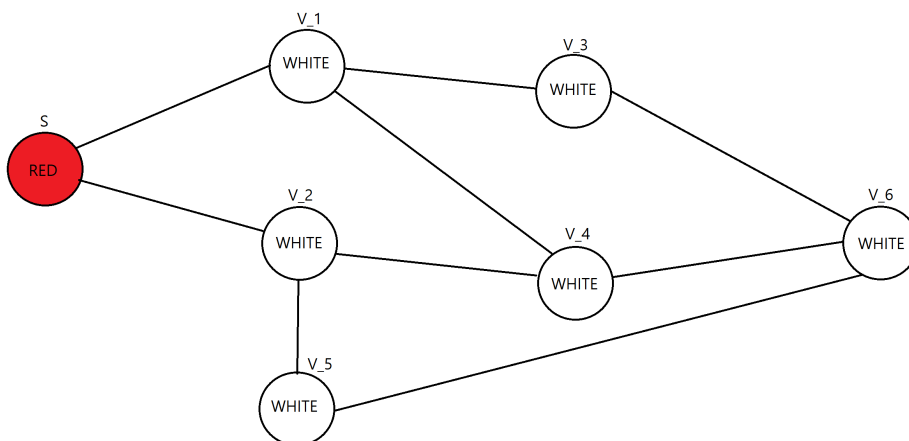
After running line 1-2, all vertices of $G(S, v_1, v_2, v_3, v_4, v_5, v_6)$ are colored by WHITE

Graph G is as follows.



After running line 3-5, vertex S is colored by RED, QUEUE Q is initialized, and the vertex S is enqueued. So $Q = \{S\}$

Graph G is as follows.



We are in the while loop at 6-16 because Q is not empty.

Dequeue S of Q.

Adjacent vertices of S are v_1, v_2

v_1 is colored with WHITE and S is colored with RED

→ Color v_1 with BLUE

→ Enqueue v_1

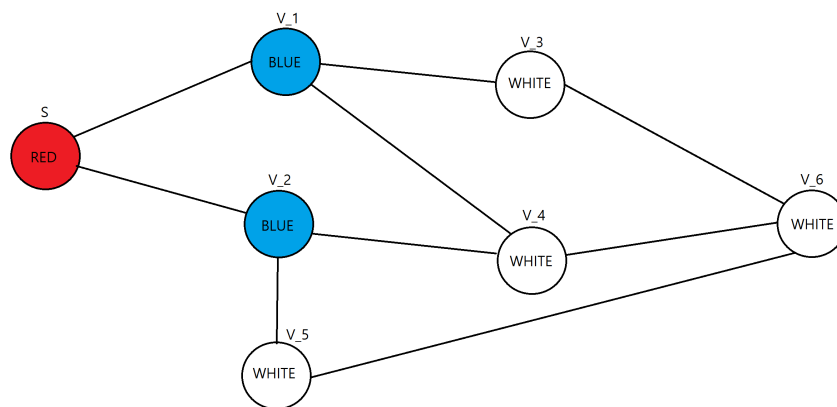
v_2 is colored with WHITE and S is colored with RED

→ Color v_2 with BLUE

→ Enqueue v_2

Q is (v_1, v_2)

Graph G is as follows.



We are in the while loop at 6-16 because Q is not empty.

Dequeue v_1 of Q.

Adjacent vertices of S are S, v_3 , v_4

S is not colored with WHITE and colors of S and v_1 are not same

v_3 is colored with WHITE and v_1 is colored with BLUE

→ Color v_3 with RED

→ Enqueue v_3

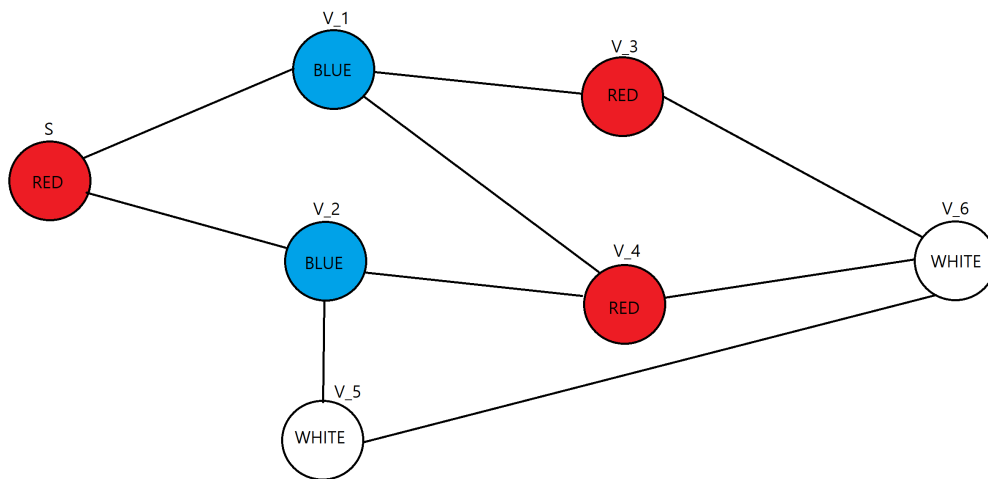
v_4 is colored with WHITE and v_1 is colored with BLUE

→ Color v_4 with RED

→ Enqueue v_4

Q is (v_2, v_3, v_4)

Graph G is as follows.



We are in the while loop at 6-16 because Q is not empty.

Dequeue v_2 of Q.

Adjacent vertices of S are S, v_4, v_5

S is not colored with WHITE and colors of S and v_2 are not same

v_4 is not colored with WHITE and colors of v_4 and v_2 are not same

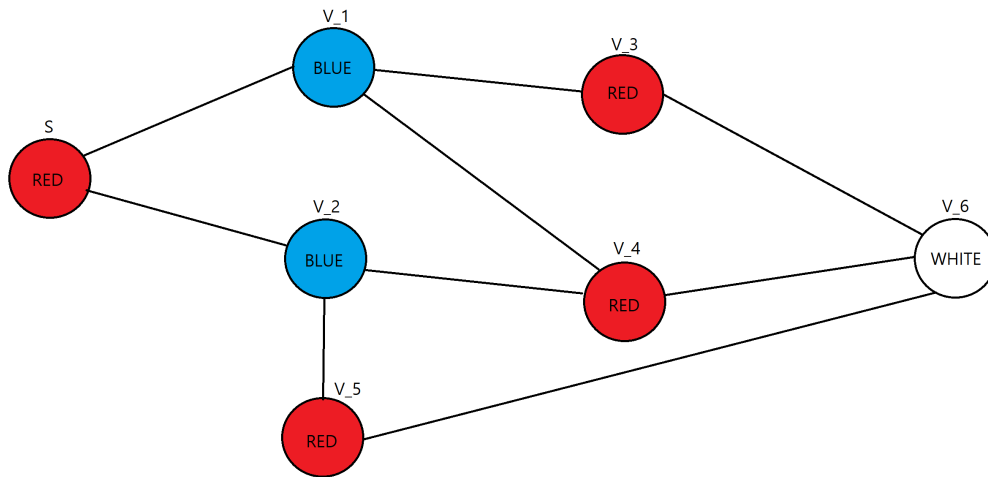
v_5 is colored with WHITE and v_2 is colored with BLUE

→ Color v_5 with RED

→ Enqueue v_5

Q is (v_3, v_4, v_5)

Graph G is as follows.



We are in the while loop at 6-16 because Q is not empty.

Dequeue v_3 of Q.

Adjacent vertices of S are v_1, v_6

v_1 is not colored with WHITE and colors of v_1 and v_3 are not same

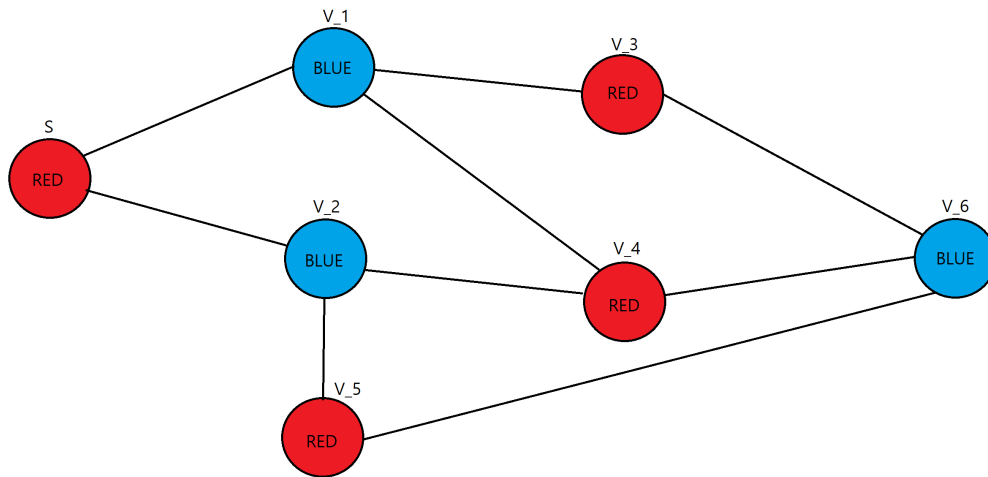
v_6 is colored with WHITE and v_3 is colored with RED

→ Color v_6 with BLUE

→ Enqueue v_6

Q is (v_4, v_5, v_6)

Graph G is as follows.



We are in the while loop at 6-16 because Q is not empty.

Dequeue v_4 of Q.

Adjacent vertices of S are v_1, v_2, v_6

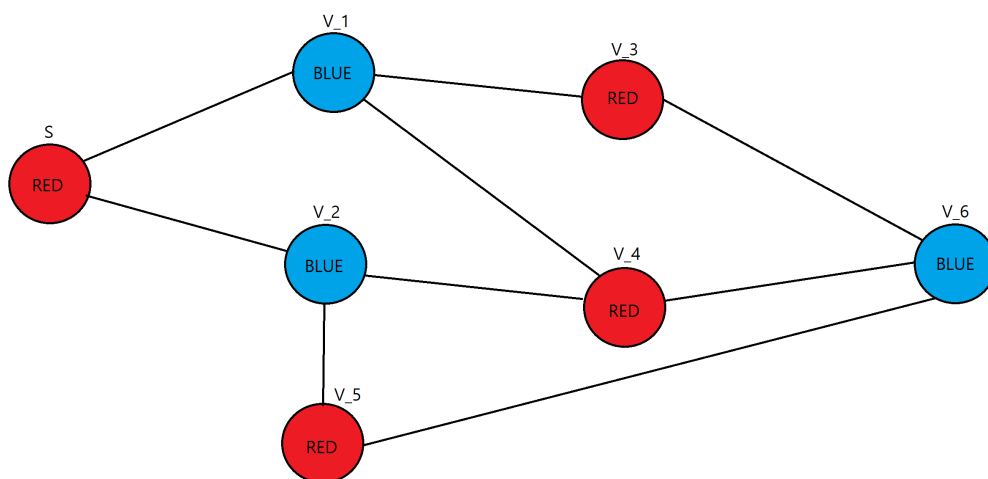
v_1 is not colored with WHITE and colors of v_1 and v_4 are not same

v_2 is not colored with WHITE and colors of v_2 and v_4 are not same

v_6 is not colored with WHITE and colors of v_6 and v_4 are not same

Q is (v_5, v_6)

Graph G is as follows.



We are in the while loop at 6-16 because Q is not empty.

Dequeue v_5 of Q.

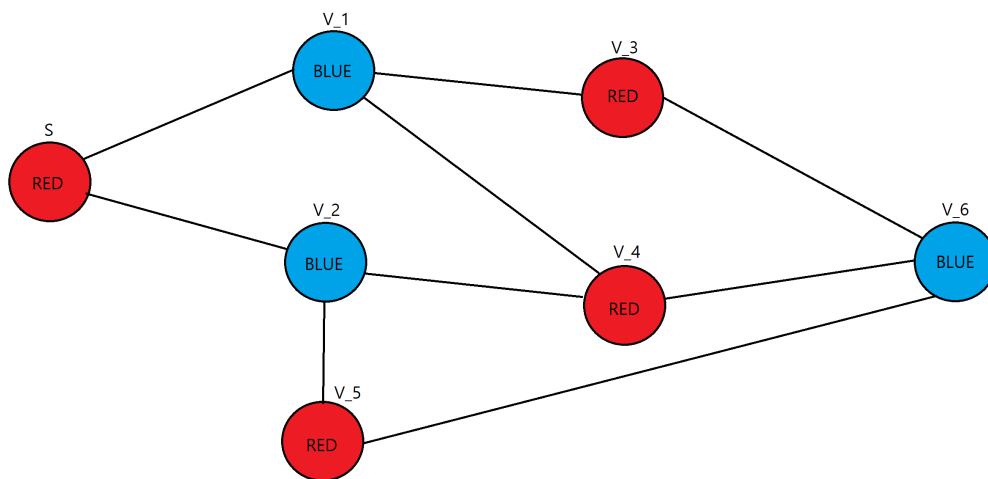
Adjacent vertices of S are v_2, v_6

v_2 is not colored with WHITE and colors of v_2 and v_4 are not same

v_6 is not colored with WHITE and colors of v_6 and v_4 are not same

Q is (v_6)

Graph G is as follows.



We are in the while loop at 6-16 because Q is not empty.

Dequeue v_6 of Q.

Adjacent vertices of S are v_3, v_4, v_5

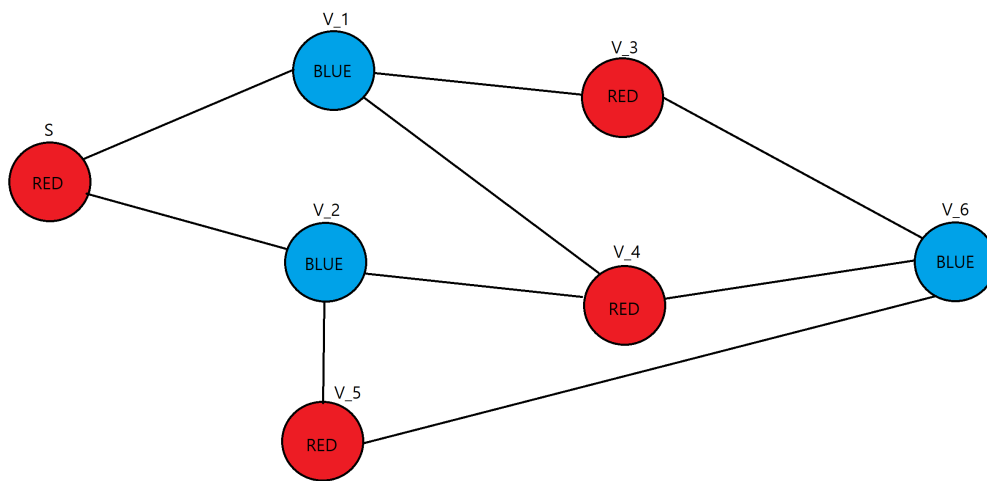
v_3 is not colored with WHITE and colors of v_3 and v_6 are not same

v_4 is not colored with WHITE and colors of v_4 and v_6 are not same

v_5 is not colored with WHITE and colors of v_5 and v_6 are not same

Q is ()

Graph G is as follows.



We are out of while loop at 6-16 because Q is empty.

After running line 17, the algorithm gives us the answer "YES"

3rd prblem