

Homework 2 COM S 311

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Question 1

```
initialize all nodes as unvisited;
DFSmod(v);
```

```
DFSmod(node v)
{
    dfs but mark seen nodes as visited;
}
```

Since we DFS for a $\log(n)$ amount of v the runtime will be: $O(\log(m + n))$

Question 2

Use Dijkstra's Shortest path algorithm

```
distDijkstra[V];
distDijkstra[V];
distDijkstra[s] = 0;
call Dijkstra(s, distDijkstra, T);

distDijkstraG[s] = 0;
call Dijkstra(s, distDijkstraG, G);
for( vertex x to V)
    if(distDijkstraG[x] not equals distDijkstraSPT[v])
        return false;
return true;
```

Minimum Distance of v from S in π_i and ζ Minimum Distance of v from S in G , therefore the algorithm is correct.

This will be the same runtime as Dijkstra's algorithm so the runtime is: $O(v + E \log V)$

Question 3

```
T = {};
for all v in V:
    key[v] = INFINITY;
```

```

pi[v] = NULL;
Initialize priority queue Q ;
pick vertex r as root;
key[r] = 0;
while Q is not empty:
    u = EXTRACT-MIN(Q)
    if pi[u] != NULL:
        T = T in {(pi[u], u)}
        for each neighbour v of u:
            if v in Q and w(u, v) < key[v]:
                key--;
                pi[v] = u;

```

it takes $O(n)$ to build the sets, $O(1)$ to decrease key, and $O(1)$ to use the find. Therefore the final runtime is still $O(m + n)$

Question 4

```

array arr = C_i + p_i + a_i
max = arr[0]

```

```

for i=1 i<n i++:

```

```

    if max < arr[i]

```

```

        max = arr[i]

```

```

return curMax

```

This implementation will iterate through all vehicle times to paint and assemble. It will then find the max value which will be the total time taken to paint and assemble all vehicles.