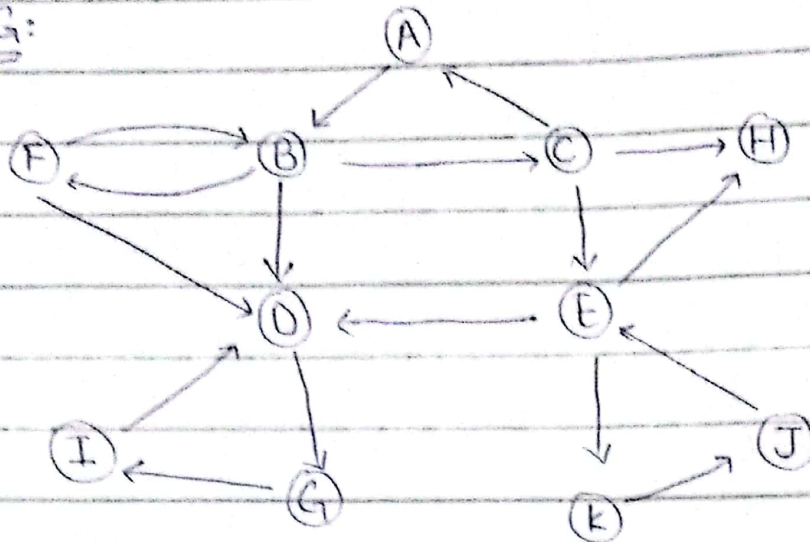
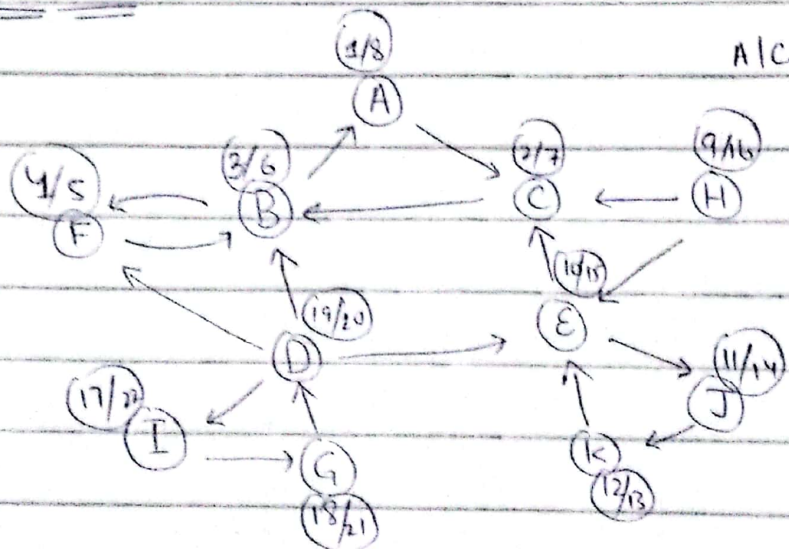


Question Number 01

G:



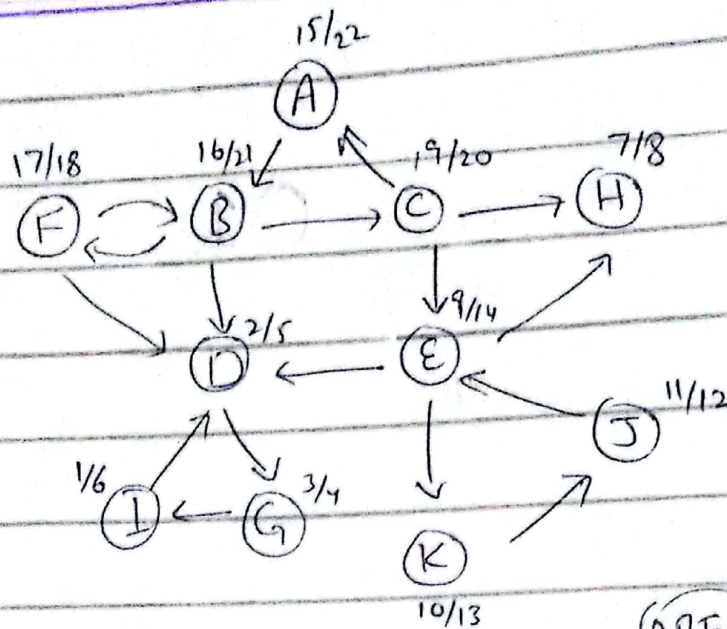
G(Reverse):



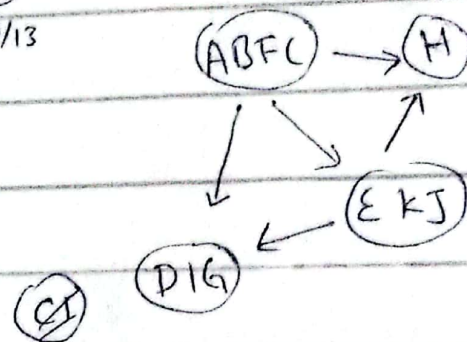
finish time

Order: I, G, D, H, E, J, K, A, C, B, F

Now, we will run DFS on original graph  
from the finish time order.



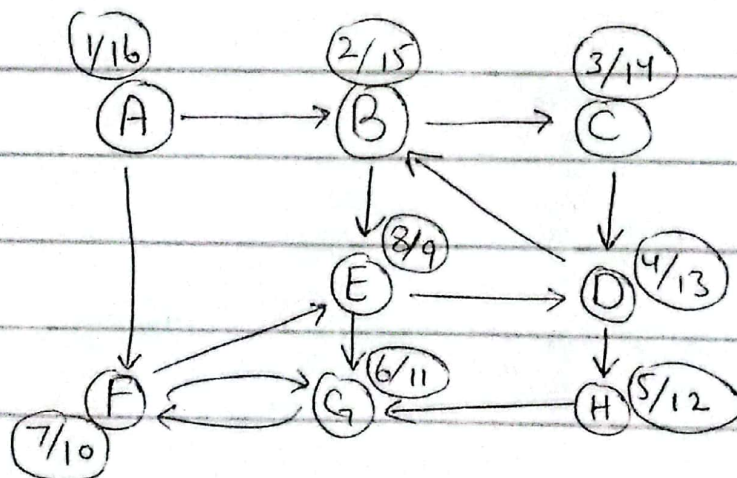
- (1) I D G
- (2) H
- (3) E K J
- (4) A B C F
- (5) A B F C



Strongly Connected Components.

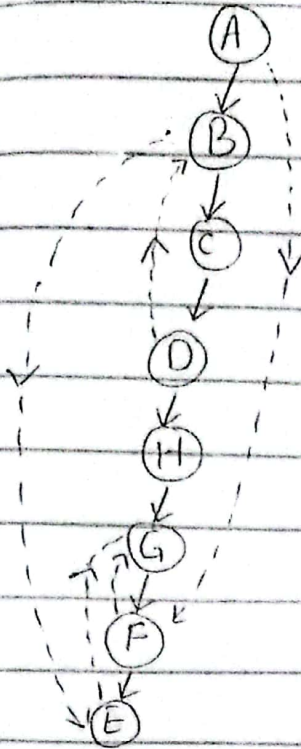
Question 2:

A:





## DFS Tree



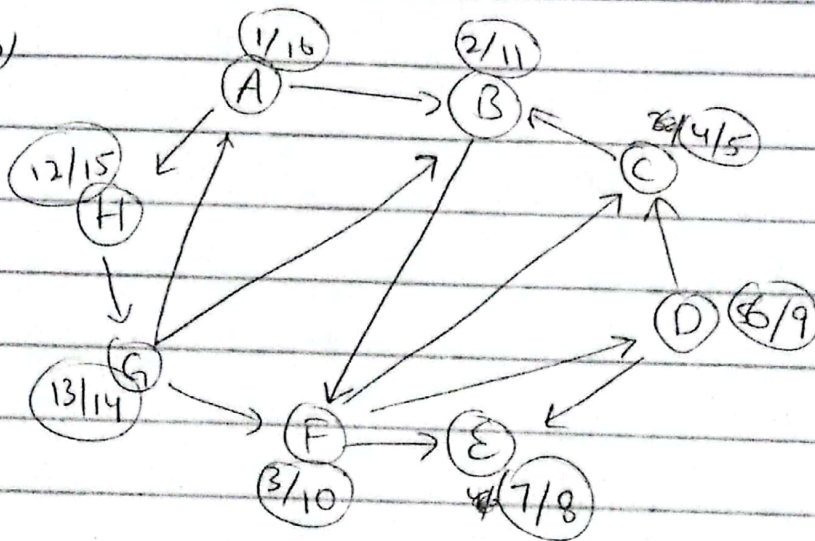
Edges =

Forward: (A, F), (B, E)

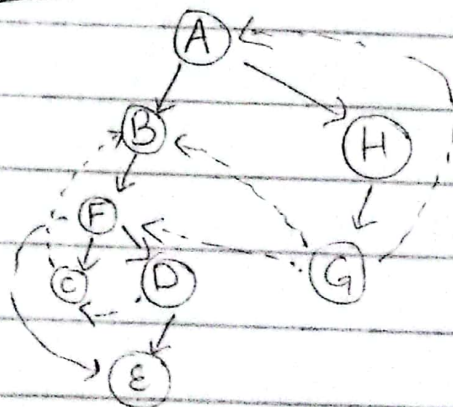
Backward: (E, G), (E, D)  
(D, B), (F, G)

Cross: None

(b)



## DFS Tree



Cross:

~~(G, A)~~, (G, B), (G, F), (D, C)

Forward:

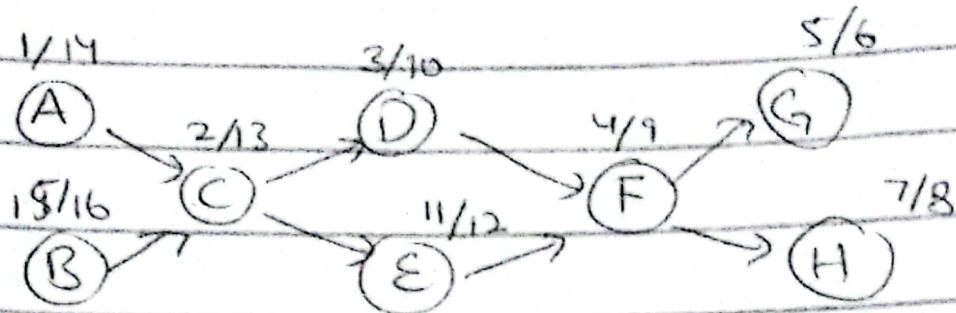
(F, E)

Backward:

(G, A), (C, B)

### Question Number 3

a:



(b)

Sources for the graph is (A, B)  
Sinks for the graph is (G, H)

(c)

"BACE D F H G"  
(~~ii~~ A)

(d) For alphabetical : 2 topological ordering is possible.

whereas, if alphabetical order is not necessary, then 8 orders are possible.



return distance; ✓

}

### Question 4:

```
int * Reverse Graph( adj[], v ) {
```

```
// given adj[], we form a reversed list(adj).
```

```
//  $(u, v) \rightarrow (v, u)$ 
```

```
int reversed_adj[ v ];
```

```
// traverse the adj[] and reverse the  
// edges
```

```
for( i = 0 to v ) {
```

```
    for( j = 0 to len(adj[i]) ) {
```

```
        edge = adj[i][j];
```

```
        vertex = i;
```

```
        reversed_adj[edge].append(vertex);
```

```
    }
```

```
}
```

```
return adj reversed_adj;
```

```
}
```

## Question 5

(a) The time complexity will not be  $O(N \lg V)$  rather it will be  $O(E \lg V)$  because the actual time complexity would be

$$E + E \lg V + V \lg V$$

and we know that edges are greater than  $V$  in graph so  $E \lg V \gg V \lg V$

$$\Rightarrow \underline{O(E \lg V)}$$



First we initialize distance array with ' $\infty$ ': traverse for each vertex, pick minimum vertex with minimum weight and then compare with crossing edges and insert minimum weighted vertex.

(b)  $\text{SpKorchoff}(G(V, E), s, r)$

{

distance[V] = {INT\_MAX, ..... INT\_MAX};

distance[s] = 0;

queue initialized with V.

while (queue not empty) {

U = Extract Min from Heap

for (each V in U) {

if distance[V]

if (distance[V] + G(u, v) < dist[V])

{ distance[V] = G(u, v) + distance[V];

decrease key(queue, V, distance[V]);

queue.insert(V, dist[V]);

// } else { distance[V] remain same }

}

return distance;

}



## Question 6:

A house  $n \rightarrow$  agents.  
hotels  $\rightarrow h_1, h_2, \dots, h_n$

On given source and graph we can run dijkstra's algorithm to minimize risk.

function riskmin( $G, A$ ) {

cost[V] =  $\{\infty, \infty, \dots, \infty\}$

parent[V] =  $\{\text{NULL}, \dots, \text{NULL}\}$

cost[A] = 0;

Min Heap Q is initialized with V

while (Q ! empty)

{

U = Extract Min from Q.

for (each  $V \in U$ ) { edge weight

// ~~cost d[V]~~  
total cost = cost[V] +  $G(V, W)$ ;

if ( $\overset{\text{cost}}{d[V]} \times \text{cost}[V] + G(V, W)$ )

{ cost[V] = cost[V] +  $G(V, W)$ ;

parent[V] = U;

decreasekey(Q, V,  $d[V]$ );

}

return (cost, parent)

}

// For calculating all paths

Findin path(G) { path cost [V] [all hotels count]

for V in G:

cost, parent = riskmin(G, V)

path cost [V] = (cost, parent)

return