

Graphs

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Task 1: Time Complexity Analysis

Let $G = (V, E)$ be a directed graph with $n = |V|$ vertices. We aim to find, for each vertex u , the smallest labeled vertex v reachable from u .

Method 2: Transpose Graph and Modified DFS

Adjacency List Representation

- **Time to construct G^T :**

- For each edge (u, v) in G , add an edge (v, u) in G^T .
- Time to construct G^T :

$$T_{\text{transpose}} = |E|$$

- **Time for DFS Traversals:**

- Each vertex is visited exactly once during all DFS traversals.
- Each edge is traversed at most once.
- Time for DFS traversals:

$$T_{\text{DFS}} = n + |E|$$

- **Total Time Complexity:**

- Total time:

$$T(n) = T_{\text{transpose}} + T_{\text{DFS}} = |E| + (n + |E|) = n + 2|E|$$

Conclusion

Method 2 using an adjacency list representation is the most efficient, with a time complexity of $T(n) = n + 2|E|$, which is linear in the size of the graph.

Task 2: Algorithms

Method 2: Transpose Graph and Modified DFS (Adjacency List)

Algorithm 1 FindSmallestReachableVertices_Method2(G)

```
1: Input: Graph  $G$  with vertices  $V$  and edges  $E$ 
2: Output: A mapping from each vertex  $u$  to the smallest reachable vertex  $v$ 
3:  $G_T \leftarrow \text{TransposeGraph}(G)$ 
4:  $marked \leftarrow \emptyset$ 
5:  $result \leftarrow \{\}$ 
6: for each vertex  $v$  in  $V$  in increasing order do
7:   if  $v \notin marked$  then
8:      $visited \leftarrow \emptyset$ 
9:      $component \leftarrow []$ 
10:    DFS_Method2( $G_T, v, visited, component, marked$ )
11:    for each  $u$  in  $component$  do
12:       $result[u] \leftarrow v$ 
13:    end for
14:     $marked \leftarrow marked \cup visited$ 
15:  end if
16: end for
17: return  $result$ 
```

Algorithm 2 DFS_Method2($G_T, u, visited, component, marked$)

```
1: if  $u \in marked$  then
2:   return
3: end if
4:  $visited.add(u)$ 
5:  $component.append(u)$ 
6: for each neighbor  $v$  of  $u$  in  $G_T$  do
7:   if  $v \notin visited$  and  $v \notin marked$  then
8:     DFS_Method2( $G_T, v, visited, component, marked$ )
9:   end if
10: end for
```

Algorithm 3 TransposeGraph(G)

```
1:  $G_T \leftarrow$  empty adjacency list
2: for each vertex  $u$  in  $G$  do
3:   for each neighbor  $v$  of  $u$  do
4:      $G_T[v].\text{append}(u)$ 
5:   end for
6: end for
7: return  $G_T$ 
```

Task 3: Description of Significant Edge Cases Tested

Implementation for testing these edge cases can be found [here](#).

- **Disconnected Graph:**

- A graph where some vertices have no edges connecting them to other vertices.
- Ensures that the algorithm correctly identifies each vertex as its own smallest reachable vertex when there are no connections.

- **Graph with Self-Loops:**

- Vertices that have edges pointing to themselves.
- Tests the algorithm's ability to handle cycles of length one without getting stuck in infinite loops.

- **Complete Graph:**

- Every vertex has an edge to every other vertex.
- Ensures that the algorithm efficiently handles graphs with the maximum number of edges and correctly identifies the smallest vertex reachable from any vertex.

- **Graph with Cycles:**

- Graphs that contain cycles of length greater than one.
- Tests the algorithm's ability to navigate through cycles without redundant processing and correctly determine the smallest reachable vertex.

- **Single Vertex:**

- The simplest possible graph containing only one vertex and no edges.
- Ensures that the algorithm can handle minimal input gracefully.