Student Information

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Due Date:	20 Nov, 2018 - 11:59PM.		
Submit an	swers on eDimension in po	f format. Submission with	nout student information will NO
	! Any questions regarding nation on eDimension).	the homework can be direct	cted to the TA through email (con

Week 10 Home Exercises

True/False

For all answers to the [T/F] question, please provide a short reason why as well.

1. To implement Dijkstra's shortest path algorithm on unweighted graphs so that it runs in linear time, the data structure to be used is stack. [T/F]

Essentially, Dijkstra's shortest path algorithm is breadth-first-search, and the data structure that used in BFS should be queue

2. In an unweighted, undirected connected graph, the shortest path from a node S to every other node is computed most efficiently, in terms of time complexity by performing a DFS starting from S. [T.F]

DFS does not guarantee that if node 1 is visited before another node 2 starting from a source vertex, then node 1 is closer to the source than node 2

3. The time complexity of Bellman-Ford single-source shortest path algorithm on a complete graph of n vertices is $O(n^3)$. [T F]

The general time complexity of Bellman-Ford algorithm is O(VE), where V is the number of vertices and E is number of edges. Also, a complete graph is a graph in which each pair of edges is connected by an edge. So complete graph is a dense graph and the number of edges is approximately equal to v^2 . Thus, in this case, if there are n vertices in graph, the time complexity is $O(n^3)$

- 4. If we make following changes to Dijkstra, then it can be used to find the longest simple path. Assume that the graph is acyclic. [T.F]
 - (a) Initialise all distances as minus infinite instead of plus infinite.
 - (b) Modify the relax condition in Dijkstra's algorithm to update distance of an adjacent vertex v of the currently considered vertex u only if dist[u] + graph[u][v] > dist[v]. In shortest path algorithm, the sign is opposite.