DAA Lab (Week-06)

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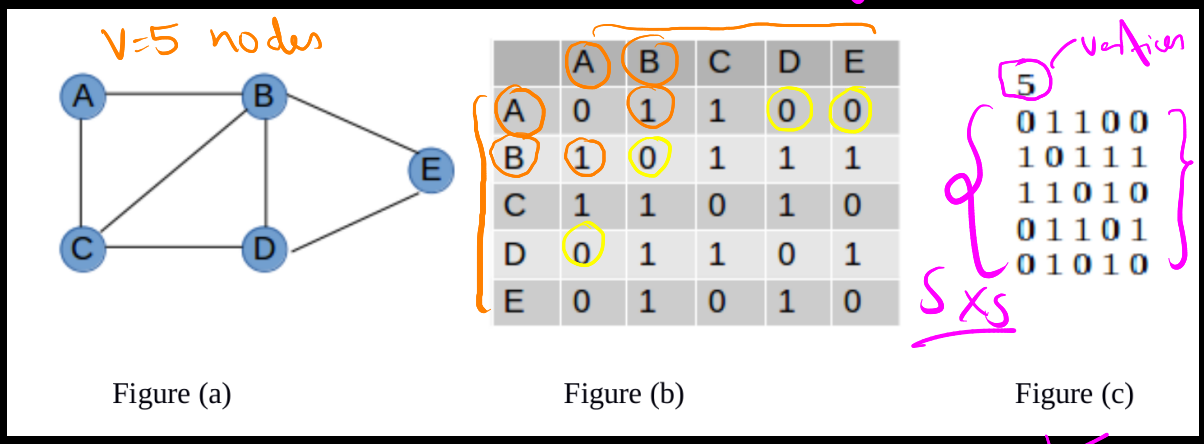
Consider the following input format in the form of adjacency matrix for graph based questions (directed/undirected/weighted/unweighted graph).

Input Format: Consider example of below given graph in Figure (a).
A boolean matrix AdjM of size V X V is defined to represent edges of the graph. Each edge of graph is represented by two vertices (start vertex u, end vertex v). That means, an edge from u to v is represented by making AdjM[u,v] and AdjM[v,u] = 1. If there is no edge between u and v then it is represented by making AdjM[u,v] = 0. Adjacency matrix representation of below given graph is shown in Figure (b). Hence edges are taken in the form of adjacency matrix from input. In case of weighted graph, an edge from u to v having weight w is represented by making AdjM[u,v] and AdjM[v,u] = w.

Adj. list, Adj. matrix



	A	B	C	D	E
A	0	1	1	0	0
B	1	0	1	1	1
C	1	1	0	1	0
D	0	1	1	0	1
E	0	1	0	1	0

Figure (a) Figure (b) Figure (c)

Input format for this graph is shown in Figure (c).
First input line will obtain number of vertices V present in graph.
After first line, V input lines are obtained. For each line i in V, it contains V space separated boolean integers representing whether an edge is present between i and all V.

I. Given a (directed/undirected) graph, design an algorithm and implement it using a program to find if a path exists between two given vertices or not. (Hint: use DFS)

Input Format:
Input will be the graph in the form of adjacency matrix or adjacency list.
Source vertex number and destination vertex number is also provided as an input.

Output Format:
Output will be '**Yes Path Exists**' if path exists, otherwise print '**No Such Path Exists**'.

Sample I/O Problem I:

Input:	**Output:**
5 0 1 1 0 0 1 0 1 1 1 1 1 0 1 0 0 1 1 0 1 0 1 0 1 0 1 5	Yes Path Exists

1 to 5 has a path

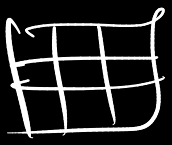
{ Directed / Undirected } { weighted / unweighted }

Time - $O(V^3)$

* floyd warshall algo. — all pairs

Space - $O(V^2)$

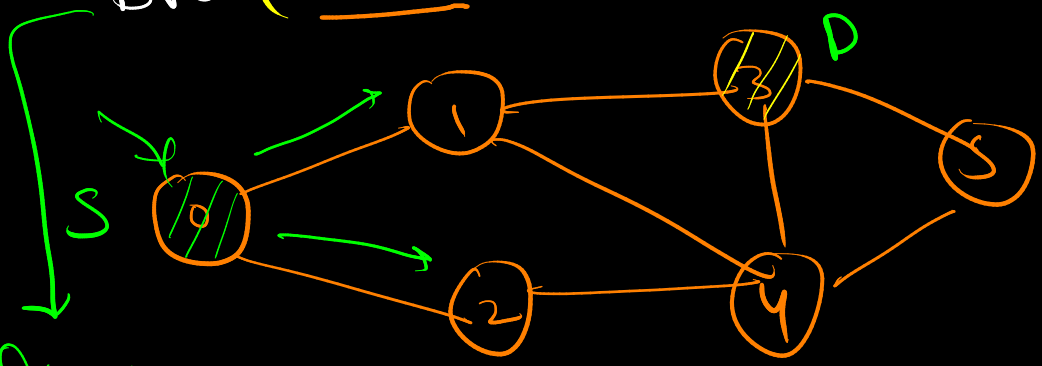
5 nodes



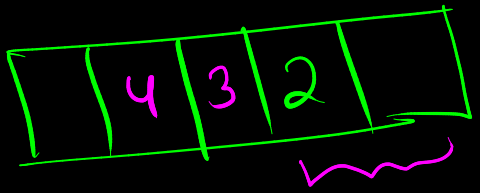
* if there is a direct edge
* if a path exists between i & j

BFS (Breadth first search)

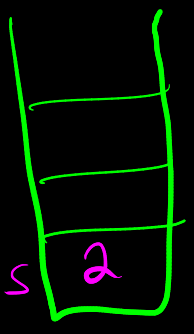
DFS (Depth first search)



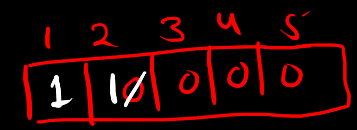
Queue



Stack



isPathBFS (G , S , D)



Queue - Q

Q.enque(S), mark S as visited

while (Q is not empty)

v = Q.deque()

for all neighbours u of v:

if u == D:

return true

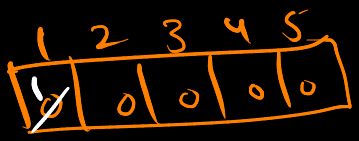
if u is not visited:

Q.enque(u)

mark u as visited

return false

isPathDFS (G , S , D)



Stack st

st.push(S), mark S as visited

while (st is not empty)

v = st.top()

st.pop()

for all neighbours u of v:

if u == D:

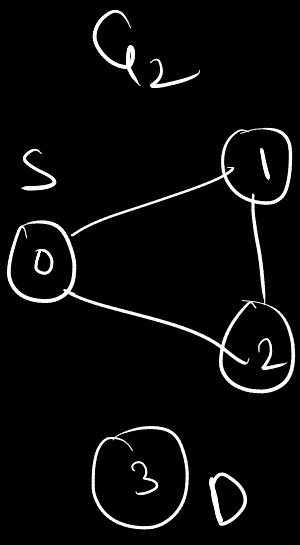
return true

if u is not visited:

st.push(u)

mark u as visited

return false



II. Given a graph, design an algorithm and implement it using a program to find if a graph is bipartite or not. (Hint: use BFS) DFS

Input Format:
Input will be the graph in the form of adjacency matrix or adjacency list.

Output Format:
Output will be '**Yes Bipartite**' if graph is bipartite, otherwise print '**Not Bipartite**'.

Sample I/O Problem II:

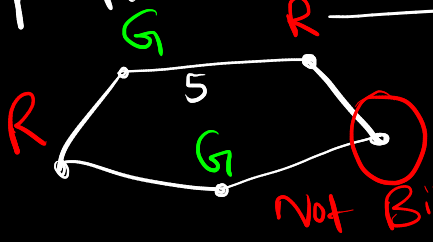
Input:	**Output:**
5 0 1 1 0 0 1 0 1 1 1 1 1 0 1 0 0 1 1 0 1 0 1 0 1 0	Not Bipartite

Bipartite : Graphs whose vertices can be divided into 2 independent sets U & V such that every edge (u,v) either connects a vertex u from U to v of V or a vertex v from U to u of V. OR

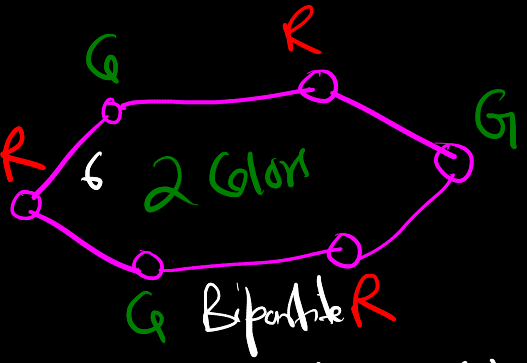
for every edge (u,v) either $u \in U$ and $v \in V$ or $v \in V$ and $v \in U$.

* No edge connects vertices of the same set.
* Bipartite - 2 Colors

Ex1:



Ex2.



* odd cycle Graphs — Can't Color with 2 Colors

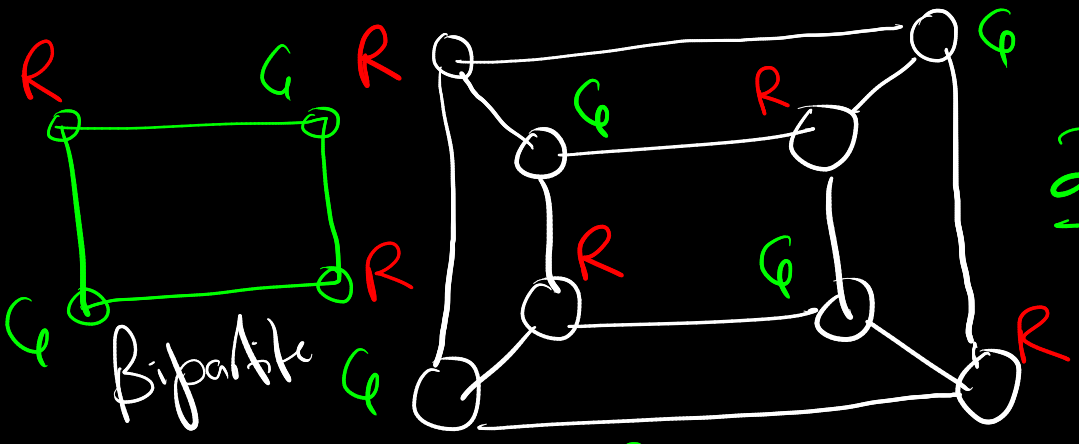
Adj matrix - $O(V^2)$

Adj list - $O(V+E)$ — Sparse, Dense

$V^2 \geq E \geq 0$

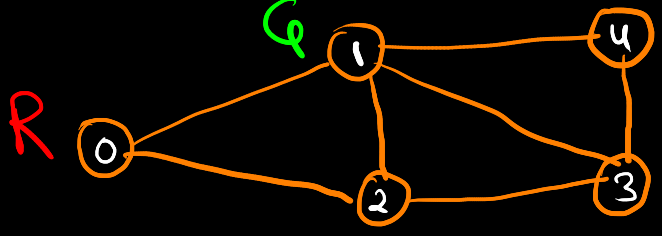
Algo:

1. Assign a color (Red) to the source vertex (U)
2. Assign another color to all neighbours (V) (Blue)
3. Color all neighbours of neighbours with (RED) (U)
4. Continue till all vertices are colored
5. if any 2 vertices (neighbour) are of same color ↓ Stop & return false



2-Colorl

Bipartite



→ Non-Bipartite

Notation - 0 - No color, 1 - Red, -1 - Blue

```
isBipartite ( G, S):
    queue - Q
    Color → length of V // [ | | | ]
    Curr = 1
    Color[S] = Curr
    Q.enqueue(S)
    while ( Q is not empty):
        u = Q.dequeue()
        if(G[u][u] != 0): //self loop
            return false
        Curr = Curr * -1 // change color
        for all neighbours v of u:
            if(G[u][v]!=0 &&
                color[v] == 0):
                color[v] = Curr
                Q.enqueue(v)
            if(G[u][v]!=0 &&
                color[u] == color[v])
                return false
    return true
```