

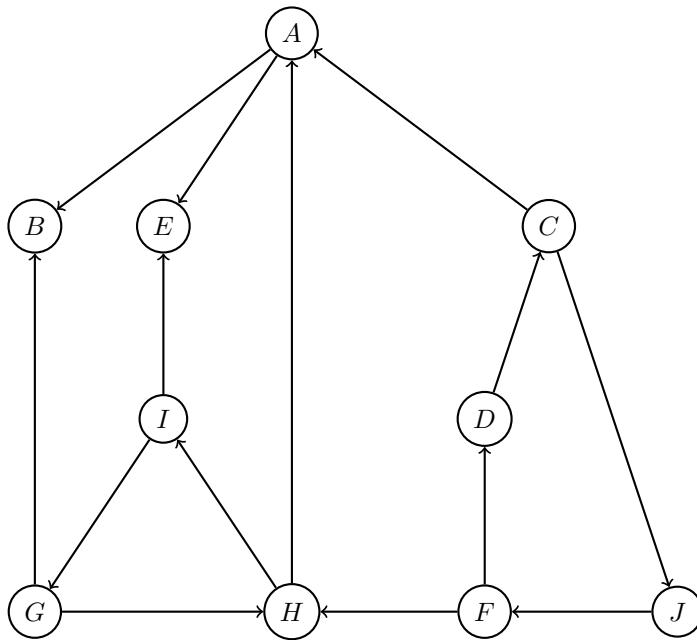
*Note:* Your TA may not get to all the problems. This is totally fine, the discussion worksheets are not designed to be finished in an hour. The discussion worksheet is also a resource you can use to practice, reinforce, and build upon concepts discussed in lecture, readings, and the homework.

## 1 Short Answer

For each of the following, either prove the statement is true or give a counterexample to show it is false.

- (a) If  $(u, v)$  is an edge in an undirected graph and during DFS,  $\text{post}(v) < \text{post}(u)$ , then  $u$  is an ancestor of  $v$  in the DFS tree.
  
  
  
  
  
  
  
  
  
  
- (b) In a directed graph, if there is a path from  $u$  to  $v$  and  $\text{pre}(u) < \text{pre}(v)$  then  $u$  is an ancestor of  $v$  in the DFS tree.
  
  
  
  
  
  
  
  
  
  
- (c) In any connected undirected graph  $G$  there is a vertex whose removal leaves  $G$  connected.

## 2 Graph Traversal



(a) Recall that given a DFS tree, we can classify edges into one of four types:

- Tree edges are edges in the DFS tree,
- Back edges are edges  $(u, v)$  not in the DFS tree where  $v$  is the ancestor of  $u$  in the DFS tree
- Forward edges are edges  $(u, v)$  not in the DFS tree where  $u$  is the ancestor of  $v$  in the DFS tree
- Cross edges are edges  $(u, v)$  not in the DFS tree where  $u$  is not the ancestor of  $v$ , nor is  $v$  the ancestor of  $u$ .

For the directed graph above, perform DFS starting from vertex A, breaking ties alphabetically. As you go, label each node with its pre- and post-number, and mark each edge as **T**ree, **B**ack, **F**orward or **C**ross.

(b) What are the strongly connected components of the above graph?

- (c) Draw the DAG of the strongly connected components of the graph.

### 3 Finding Clusters

We are given a directed graph  $G = (V, E)$ , where  $V = \{1, \dots, n\}$ , i.e. the vertices are integers in the range 1 to  $n$ . For every vertex  $i$  we would like to compute the value  $m(i)$  defined as follows:  $m(i)$  is the smallest  $j$  such from which you can reach vertex  $i$ . (As a convention, we assume that  $i$  is reachable from  $i$ .)

- (a) Show that the values  $m(1), \dots, m(n)$  can be computed in  $O(|V| + |E|)$  time.

- (b) Suppose we instead define  $m(i)$  to be the smallest  $j$  that can be reached from  $i$ , instead of the smallest  $j$  from which you can reach  $i$ . How should you modify your answer to part (a) to work in this case?

## 4 BFS Intro

In this problem we will consider the shortest path problem: Given a graph  $G(V, E)$ , find the length of the shortest path from  $s$  to every vertex  $v$  in  $V$ . For an unweighted graph, the length of a path is the number of edges in the path. We can do this using the *breadth-first search* (BFS) algorithm, which we will see again in lecture this week.

BFS can be implemented just like the depth-first search (DFS) algorithm, but using a queue instead of a stack. Below is pseudo-code for another implementation of BFS, which computes for each  $i \in \{0, 1, \dots, n-1\}$  the set of vertices distance  $i$  from  $s$ , denoted  $L_i$ .

```

1: Input: A graph  $G(V, E)$ , starting vertex  $s$ 
2: for all  $v \in V$  do
3:    $visited(v) = False$ 
4:  $visited(s) = True$ 
5:  $L_0 \rightarrow \{s\}$ 
6: for  $i$  from 0 to  $n-1$  do
7:    $L_{i+1} = \{\}$ 
8:   for  $u \in L_i$  do
9:     for  $(u, v) \in E$  do
10:      if  $visited(v) = False$  then
11:         $L_{i+1}.add(v)$ 
12:       $visited(v) = True$ 

```

In other words, we start with  $L_0 = \{s\}$ , and then for each  $i$ , we set  $L_{i+1}$  to be all neighbors of vertices in  $L_i$  that we haven't already added to a previous  $L_i$ .

- (a) Prove that BFS computes the correct value of  $L_i$  for all  $i$  (Hint: Use induction to show that for all  $i$ ,  $L_i$  contains all vertices distance  $i$  from  $s$ , and only contains these vertices).

- (b) Show that just like DFS, the above algorithm runs in  $O(m + n)$  time.

- (c) We might instead want to find the shortest *weighted* path from  $s$  to each vertex. That is, each edge has weight  $w_e$ , and the length of a path is now the sum of weights of edges in the path. The above algorithm works when all  $w_e = 1$ , but can easily fail if some  $w_e \neq 1$ .

Fill in the blank to get an algorithm computing the shortest paths when  $w_e$  are integers: We replace each edge  $e$  in  $G$  with \_\_\_\_\_ to get a new graph  $G'$ , then run BFS on  $G'$  starting from  $s$ . Justify your answer.

- (d) What is the runtime of this algorithm as a function of the weights  $w_e$ ? How many bits does it take to write down all  $w_e$ ? Is this algorithm's runtime a polynomial in the input size?