

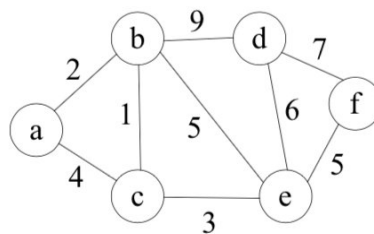
Assignment 7

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Q1



Adjacency matrix representation of the graph.

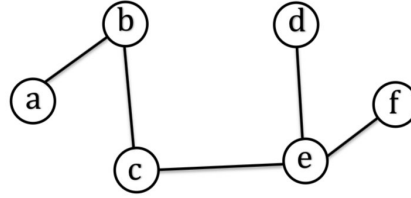
	<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	<i>f</i>
<i>a</i>	∞	2	4	∞	∞	∞
<i>b</i>	2	∞	1	9	5	∞
<i>c</i>	4	1	∞	∞	3	∞
<i>d</i>	∞	9	∞	∞	6	7
<i>e</i>	∞	5	3	6	∞	5
<i>f</i>	∞	∞	∞	7	5	∞

Q2

Apply Prim's algorithm to the graph, the intermediate steps of applying the algorithm is:

1. a->b
2. b->c
3. c->e
4. e->f
5. e->d

The minimum spanning tree is



Q3

I'll use **Dijkstra's Algorithm** with some changes. Keep distance estimate $D(v)$ and predecessor $P(v)$ for each node v .

The time complexity is $O(V + E)$.

Algorithm:

1. Initially, $D(s) = 0$; $D(v)$ for other nodes is $+\infty$; $P(v)$ is unknown.
2. Store all the nodes in a set R .
3. While R is not empty
 1. Choose node v in R such that $D(v)$ is the smallest. Remove v from the set R .
 2. Declare that v 's shortest distance is known, which is $D(v)$.
 3. For each of v 's neighbors u that is still in R , update distance estimate $D(u)$ and predecessor $P(u)$. For each of v 's neighbors u that is still in R , if $D(v) + w(v, u) > D(u)$, then update $D(u) = D(v) + w(v, u)$ and the predecessor $P(u) = v$.
4. By backtracking, if we cannot find the s point, there is no path exists between the two nodes. Otherwise, we can obtain the longest path by backtracking.

Q4

Again, similar to Q3, with change $D(v) + w(v, u) > D(u)$ to $D(v) \times w(v, u) < D(u)$.

Algorithm:

1. Initially, $D(s) = 0$; $D(v)$ for other nodes is $+\infty$; $P(v)$ is unknown.
2. Store all the nodes in a set R .
3. While R is not empty
 1. Choose node v in R such that $D(v)$ is the smallest. Remove v from the set R .
 2. Declare that v 's shortest distance is known, which is $D(v)$.
 3. For each of v 's neighbors u that is still in R , update distance estimate $D(u)$ and predecessor $P(u)$. For each of v 's neighbors u that is still in R , if $D(v) \times w(v, u) < D(u)$, then update $D(u) = D(v) \times w(v, u)$ and the predecessor $P(u) = v$.
4. By backtracking, if we cannot find the s point, there is no path exists between the two nodes. Otherwise, we can obtain the longest path by backtracking.

Q5

```
1 DFS(v) {
2     visit v;
3     v.edges --;
4     for(each node u adjacent to v)
5         if(u.edges != 0) DFS(u);
6 }
7
8
9 path(s){
10     for(each node v in the graph){
11         set v.edges = # of edges adjacent to v;
12     }
13     DFS(s);
14 }
```

This is an $O(|V| + |E|)$ -time algorithm.

For example: path(A) for the following graph, we can get $A \rightarrow B \rightarrow C \rightarrow D \rightarrow C \rightarrow A \rightarrow C \rightarrow B \rightarrow A$

