

Assignment 4 (Chapter 4.7 to 5.2)

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Q1. Dijkstra's Shortest Path Algorithm

1. Dijkstra's Shortest Path Algorithm is a graph search algorithm that find the shortest path between a starting vertices in a weighted graph.

2.

(a) From a to f , b → j , a → g

$$S = \{ \}$$

$$V = \{ a, b, c, d, e, f, g, h, i, j, z \}$$

S	V	a	b	c	d	e	f	g	h	i	j	z
{ }	{a,b,c,d,e,f,g,h,i,j,z}	0	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
{a}	{b,c,d,e,f,g,h,i,j,z}	0	3	∞	∞	5	∞	∞	4	∞	∞	∞
{a,b}	{c,d,e,f,g,h,i,j,z}	0	3	5	∞	5	10	∞	4	∞	∞	∞
{a,b,h}	{c,d,e,f,g,h,i,j,z}	0	3	5	∞	5	9	∞	4	6	∞	∞
{a,b,h,c}	{d,e,f,g,h,i,j,z}	0	3	5	8	5	7	11	4	6	∞	∞
{a,b,h,c,e}	{d,f,g,h,i,j,z}	0	3	5	8	5	7	11	4	6	∞	∞
{a,b,h,c,e,i}	{d,f,g,h,j,z}	0	3	5	8	5	7	11	4	6	10	∞
{a,b,h,c,e,i,f}	{d,g,h,j,z}	0	3	5	8	5	7	11	4	6	10	∞
{a,b,h,c,e,i,d}	{g,j,z}	0	3	5	8	5	7	11	4	6	10	10
{a,b,h,c,e,i,d,j}	{g,z}	0	3	5	8	5	7	11	4	6	10	10
{a,b,h,c,e,i,d,j,z}	{g}	0	3	5	8	5	7	11	4	6	10	10

$S = \{a, b\}$, $V = \{c, d, e, f, g, h, i, j, z\}$

$$L(b) + w(b, f) < L(f) \quad L(b) + w(b, e) < L(e) \quad L(b) + w(b, c) < L(c)$$
$$3+7=10 < \infty \quad 3+5=8 > 5 \quad 3+2=5 < \infty$$
$$L(f)=10 \quad L(e) \text{ remains} \quad L(c)=5$$

$S = \{a, b, h\}$, $V = \{c, d, e, f, g, i, j, z\}$

$$L(h) + w(h, e) < L(e) \quad L(h) + w(h, f) < L(f) \quad L(h) + w(h, i) < L(i)$$
$$4+7=11 > 5 \quad 4+5=9 < 10 \quad 4+2=6 < \infty$$
$$L(e) \text{ remains} \quad L(f)=9 \quad L(i)=6$$

$S = \{a, b, h, c\}$, $V = \{d, e, f, g, i, j, z\}$

$$L(c) + w(c, f) < L(f) \quad L(c) + w(c, d) < L(d) \quad L(c) + w(c, g) < L(g)$$
$$5+7=12 > 9 \quad 5+3=8 < \infty \quad 5+6=11 < \infty$$
$$L(f)=7 \quad L(d)=8 \quad L(g)=11$$

$S = \{a, b, h, c, e\}$, $V = \{d, f, g, i, j, z\}$

$$L(e) + w(e, f) < L(f) \quad L(e) + w(e, b) < L(b) \quad L(e) + w(e, h) < L(h)$$
$$5+4=9 > 7 \quad 5+5=10 > 3 \quad 5+7=12 > 4$$
$$L(f) \text{ remains} \quad L(b) \text{ remains} \quad L(h) \text{ remains}$$

For a to f,

$S = \{a, b, h, c, e, f\}$

$V = \{d, g, i, j, z\}$

The loop terminate at this moment. Thus, the length of a shortest path from a to f is 7; the shortest path is from a to b to c to f.

For other vertices,

$$\begin{array}{ll} L(f) + w(f, c) < L(c) & L(f) + w(f, j) < L(j) \\ 7 + 2 = 9 > 5 & 7 + 3 = 10 < \infty \\ L(c) \text{ remains} & L(j) = 10 \end{array}$$

$$\begin{array}{ll} L(f) + w(f, g) < L(g) & L(f) + w(f, i) < L(i) \\ 7 + 4 = 11 = L(g) & 7 + 4 = 11 > 6 \\ L(g) = 11 & L(i) \text{ remains} \end{array}$$

$$S = \{a, b, h, c, e, i\}, V = \{d, f, g, h, j, z\}$$

$$\begin{array}{ll} L(i) + w(i, f) < L(f) & L(i) + w(i, j) < L(j) \\ 6 + 4 = 10 > 7 & 6 + 6 = 12 > 10 \\ L(f) \text{ remains} & L(j) \text{ remains} \end{array}$$

$$S = \{a, b, h, c, e, i, d\}, V = \{g, j, z\}$$

$$\begin{array}{ll} L(d) + w(d, g) < L(g) & L(d) + w(d, z) < L(z) \\ 8 + 7 = 15 > 11 & 8 + 2 = 10 < \infty \\ L(g) \text{ remains} & L(z) = 10 \end{array}$$

$$S = \{a, b, h, c, e, i, d, j\}, V = \{g, z\}$$

$$\begin{array}{ll} L(j) + w(j, g) < L(g) & L(j) + w(j, z) < L(z) \\ 10 + 4 = 14 > 11 & 10 + 5 = 15 > 10 \\ L(g) \text{ remains} & L(z) \text{ remains} \end{array}$$

$$S = \{a, b, h, c, e, i, d, j, z\}, V = \{g\}$$

The loops terminate

$$a \rightarrow g$$

shortest path = a to b to c to g

shortest length = 11

$$b \rightarrow j$$

shortest path = b to c to f to j

shortest length = 10 - 3

= 7

Q2. Trees

1. a and b tree are both balanced because their leaves are all at level h (height) or level h-1

Tree a :

height = 2

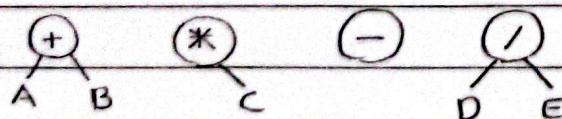
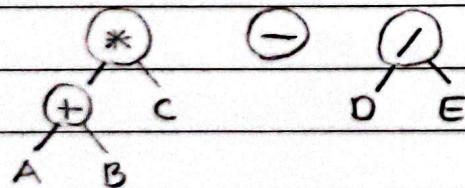
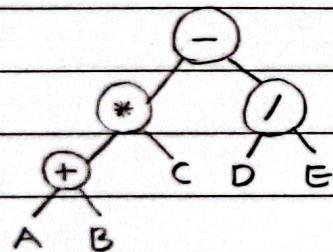
leaves = d (level 2), b and c (level 1)

Tree b :

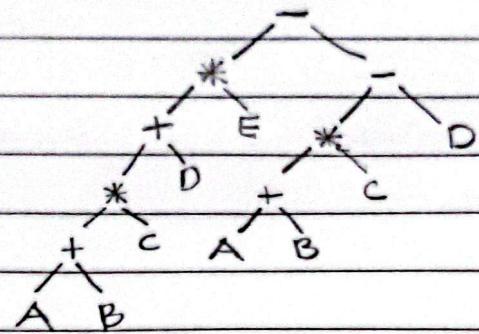
height = 3

leaves = g and h (level 3), f (level 2)

2.



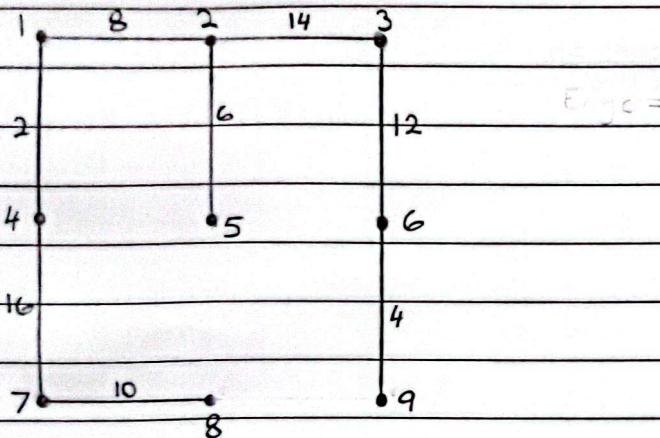
Inorder traversal = A \rightarrow + \rightarrow B \rightarrow * \rightarrow C \rightarrow - \rightarrow D \rightarrow / \rightarrow E



Prefix Expression: $- * + * + A B C D E - * + A B C D$

Postfix Expression: $A B + C * D + E * A B + C * D - -$

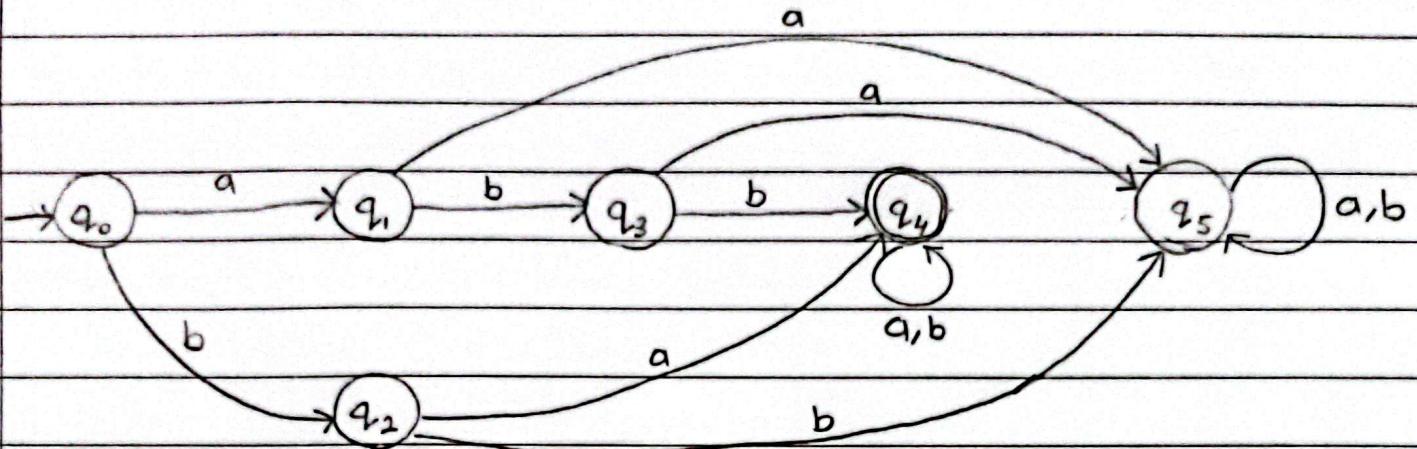
4.



Edge	14	69	25	12	78	36	23	47	45	89	58	15	26	56	57
Weight	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30

Q3. Deterministic Finite Automata

1. Let $M = \{ \{q_0, q_1, q_2, q_3, q_4, q_5\}, \{a, b\}, q_0, f_s, \{q_4, q_5\} \}$



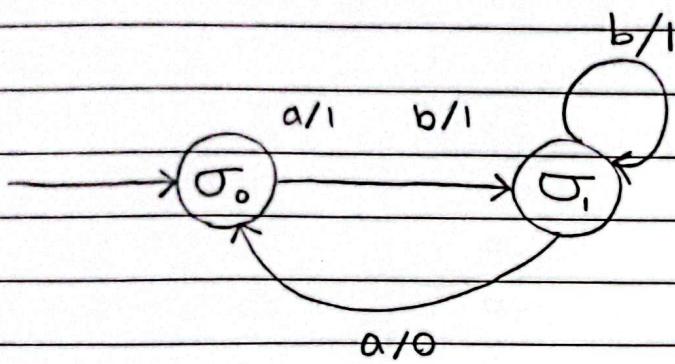
f_s	a	b	
q_0	q_1	q_2	
q_1	q_5	q_3	
q_2	q_4	q_5	
q_3	q_5	q_4	
q_4	q_4	q_4	
q_5	q_5	q_5	

Q4. Finite State Machine

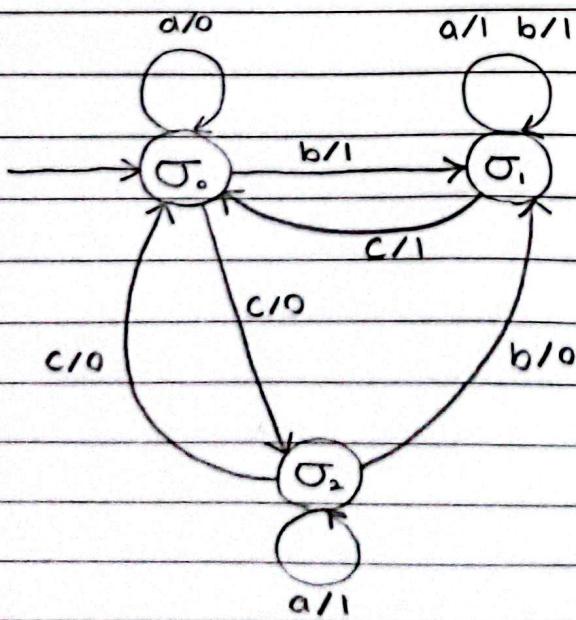
1. A finite-state machine is an abstract model of a machine with a primitive internal memory. It is written as $M = \{S, I, O, q_0, f_s, f_o\}$. Components of finite state machine are finite set of states (S), finite set of input alphabet (I), finite set of output alphabet (O), initial state ($s_0 \in S$), state transition function ($f_s : S \times I \rightarrow S$) and output function ($f_o : S \times I \rightarrow O$)

2.

(a)



(b)



$$3. I = \{a, b\}, O = \{0, 1\}, S = \{\sigma_0, \sigma_1, \sigma_2, \sigma_3\}$$

initial state = σ_0

	f_s		f_o		
I	a	b	a	b	
S					
σ_0	σ_1	σ_2	0	0	
σ_1	σ_0	σ_2	1	0	
σ_2	σ_3	σ_0	0	1	
σ_3	σ_1	σ_3	0	0	

Output function :

$$f_o(\sigma_0, a) = 0$$

$$f_o(\sigma_0, b) = 0$$

$$f_o(\sigma_1, a) = 1$$

$$f_o(\sigma_1, b) = 0$$

$$f_o(\sigma_2, a) = 0$$

$$f_o(\sigma_2, b) = 1$$

$$f_o(\sigma_3, a) = 0$$

$$f_o(\sigma_3, b) = 0$$