$\begin{array}{l} COMP285:\ Analysis\ of\ Algorithms \\ \text{North Carolina A\&T State University} \end{array}$

Dr. Allison Sullivan

Homework #5

Homework #5

Due: October 8, 2019

You should try to solve these problems by yourself. I recommend that you start early and get help in office hours if needed. If you find it helpful to discuss problems with other students, go for it. The goal is to be ready for the in class quiz that will cover the same or similar problems.

Problem 1: Coloring with Dijkstras

Each edge in a connected, unweighted graph G is colored either red or blue. Present an algorithm to compute a path between s and t that traverses the fewest number of red edges. Your algorithm should run in $O(V \log V + E)$. (hint: how can I choose to view colored edges?).

Problem 2: Multi-Source Shortest Paths

How do you compute shortest paths when the source is not a single vertex s, but instead a set S of vertices? More precisely, suppose you are given a weighted directed graph G = (V, E, w) with non-negative edge weights, you are given a source set $S \subset V$, and you are given a single target node $t \in V$. Your goal is to find the weight of the shortest path from some vertex $s \in S$ to t. (In other words, among all choices $s \in S$, you want to find the choice that results in the shortest path from s to t.) Describe an efficient algorithm for computing this multi-source shortest path distance. Your algorithm should run in $O(V \log V + E)$.

Problem 3: Shuttle Routes

You are trying to move around NC A&T's campus using the shuttle system. Let's model the shuttle system as consisting of N different stations distributed across campus. From any given station you can take a direct (non-stop) trip to a subset of the other stations. The university's shuttle app gives you the average time that each of these T direct trips takes. Your goal is to find the fastest way to get from a given starting station s to a destination station d.

- (a) Give an algorithm to determine fastest route.
- (b) State and briefly justify the running time of your algorithm. Be sure to define any variables you use.