

CS 521: Data Structures and Algorithms I

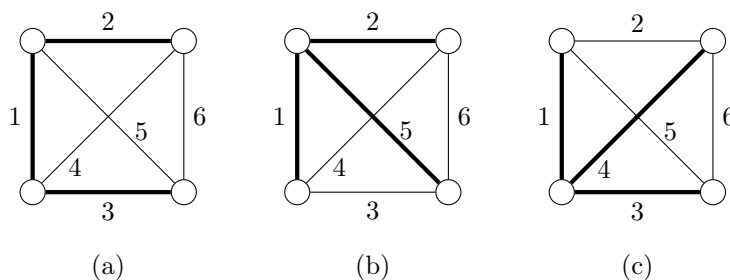
Extra Credit 2

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November 30, 2011

1. (23-1) Solution:

- (a) Since every edge in the undirected, connected graph $G(V, E)$ is unique, this means that when creating the MST, there must be a unique light edge across every cut of the graph, regardless of how the cut is made, which results in a unique MST. The second-best spanning tree, however, will not necessarily be unique, as can be shown by the following example:



Here, (a) is the minimum spanning tree of total weight $W = 6$, while (b) and (c) are the second-best MSTs, each with weight $W = 8$. We see that with this configuration, the second-best MST is not unique.

- (b) If T is the MST of G such that $(u, v) \in T$ and $(x, y) \notin T$, let the second-best MST of G be T_2 such that $T_2 = \{T - (u, v)\} \cup \{(x, y)\}$. If we consider the graph of $T \cup T_2$, there will be one cycle in the graph, and the edges (u, v) and (x, y) will be on the cycle. By definition, $w(u, v) < w(x, y)$ must be true, otherwise we could replace (u, v) with (x, y) in T to produce an MST with a lower weight. Therefore we see that T is the lowest-weight MST, and that T and T_2 differ by only one edge.
- (c) For every pair of vertices (u, v) in the graph, the path $u \rightsquigarrow v$ is a unique simple path. This means that we can simply do a DFS (or,

BFS) search from every vertex $u \in G.V$, storing the maximum traversed edge for each pair of vertices (u, v) . Since we are determining the maximum for all pairs (u, v) in the graph, we discover V^2 total edges for a runtime of $O(V^2)$.

- (d) As previously established, finding the second-best MST T^2 requires replacing one edge (x, y) in the MST T with one edge $(u, v) \notin T$. This means that for every path $\{u \rightsquigarrow v\} \cup (u, v)$, we produce a cycle, and must remove the maximum edge that is not (u, v) . Since we can produce an MST in at least $O(V^2)$ time, and use the algorithm described in (c) to compute the maximum-edge for every path in $O(V^2)$ time, the remaining problem becomes finding a path $u \rightsquigarrow v$ in T and an edge $(u, v) \notin T$ such that

$$w(u, v) - w(\text{MAX}(u \rightsquigarrow v))$$

is minimized; once (u, v) is found, the second best MST is

$$T^2 = \{T - \text{MAX}(u \rightsquigarrow v)\} \cup (u, v)$$

The minimization simply requires examining every edge $\notin T$, therefore the overall runtime is guaranteed to be $O(V^2)$.

2. **(15-1) Solution:** Given a DAG $G(V, E)$ with edge weights $w \in \mathbb{R}$ and to vertices s and $t \in G.V$, we must find the longest weighted simple path $s \rightsquigarrow t$.

LONGEST-DAG-PATH(G, w, s, t, u)

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if  $u == s$  then
     $s.\pi = \text{NIL}$ 
    for each vertex  $v \in G.V$  do
         $v.w = 0$ 
else if  $u == t$  then
     $r = [u]$ 
    while  $u \neq \text{NIL}$  do
         $r.\text{PUSH}(u.\pi)$ 
         $u = u.\pi$ 
    return  $r$ 
for each vertex  $v \in G.\text{Adj}[u]$  do
    if  $v.w < u.w + w(u, v)$  then
         $v.w = u.w + w(u, v)$ 
         $v.\pi = u$ 
    LONGEST-DAG-PATH( $G, w, s, t, v$ )

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Since the graph is a DAG, we can consider each vertex topologically, therefore the subgraph is simply one vertex and its adjacencies. To start from vertex s , we make an initial call LONGEST-DAG-PATH(G, w, s, t, s), which

sets the parent of s to NIL and sets the weight to each node in the graph to an initial 0. We then consider every vertex $v \in G.Adj[s]$, storing the weight to that vertex from its parent. At this point in the operation, we must consider if there has already been a path to v of heavier total weight—if there hasn't, we set $s.\pi$ and $s.w$, if there has, we leave them as is. Then we make a recursive call to LONGEST-DAG-PATH for each vertex v .

When we reach t , the algorithm is nearly finished (since the graph is a DAG we do not need to consider vertices adjacent to t). At this point, the algorithm forms a stack and traverses through the parent hierarchy until we return to s , eventually returning the list of the longest path from $s \rightsquigarrow t$.

Since this algorithm will traverse at most V vertices in the worst-case scenario (both to find t and to trace back to s) the running time is $O(V)$.