CS3000: Algorithms & Data Drew van der Poel

Recitation 6:

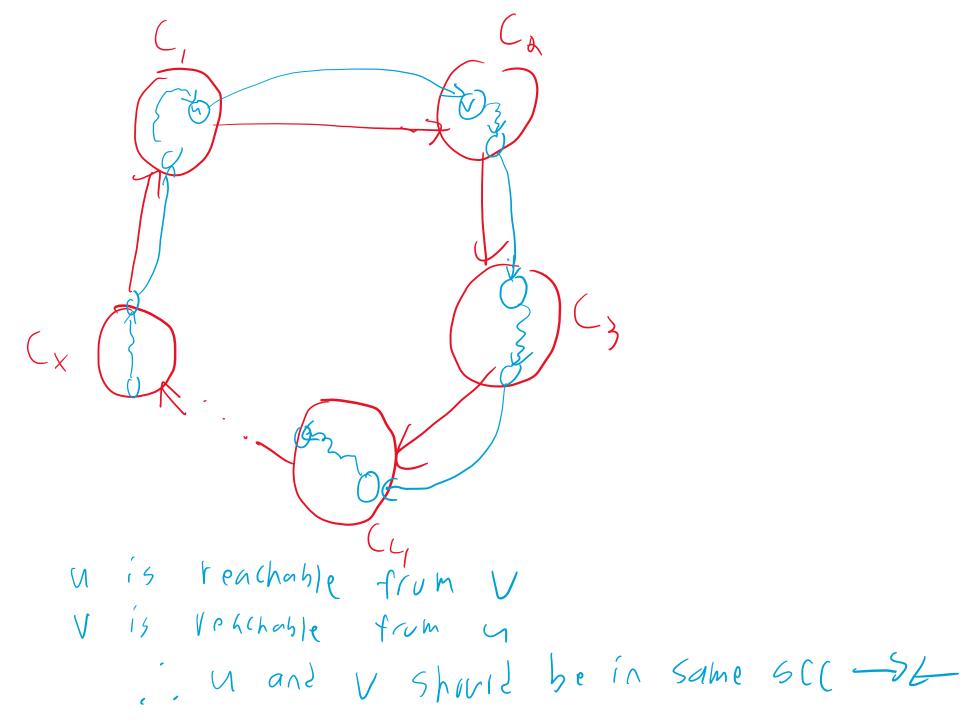
DFS, Topological Ordering, Dijkstra's

June 14, 2021

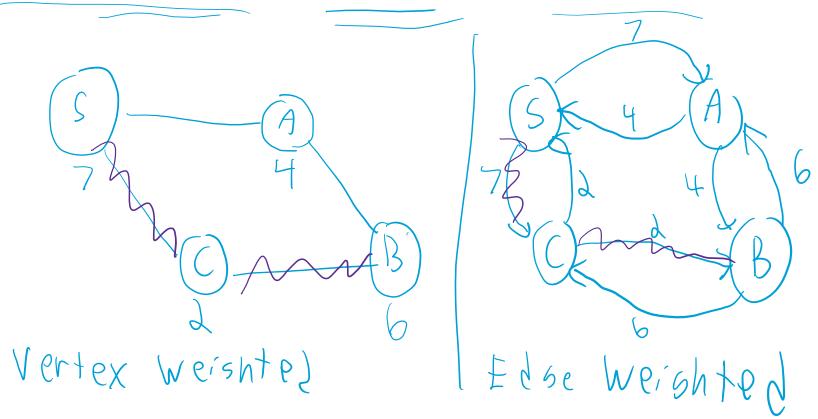


Recall that the strongly connected components algorithm takes as input a directed graph G = (V, E) and computes all the strongly connected components of G in O(n + m) time where n is the number of vertices and m the number of edges of G.

Define the SCC graph $G^{SCC} = (V^{SCC}, E^{SCC})$ as follows. V^{SCC} contains a vertex for each SCC of G. E^{SCC} contains an edge from vertex representing SCC C_1 to a vertex representing SCC C_2 if there is a vertex $u \in C_1$ and a vertex $v \in C_2$ with an edge $(u, v) \in E$. Prove that G^{SCC} is a DAG.



Suppose you are given a connected undirected graph with weights on vertices (rather than on edges) and you are asked to compute the single-source shortest paths from a given source vertex. Here, the length of a path is defined as the sum of the weights on the vertices comprising the path. Show how to solve this problem by creating an equivalent instance of the standard single-source shortest paths problem on directed graphs with *weights on edges*.



Mapping:

for vertex v of weight w(v), YUENEIGHEN and an edge from V to U of weight w(v) Sulve by Dijtstras/Bellman Furd! Lensth of shortest supath in VSSSP: $L(P) \leq w(x) = OPT_{v}$ XEP 11 (E)555P $L(P) \in OPT_V - W(V)$

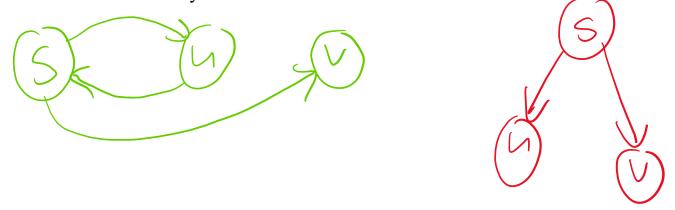
A communication network is often modeled by a weighted directed graph *G*, in which the vertices of *G* represent the nodes of the network, the edges of *G* represent the communication links of the network and the weight of an edge is the bandwidth of the link. We define the bottleneck bandwidth of a path *p* as the bandwidth of the minimum-bandwidth link in *p*.

Design and analyze a polynomial-time algorithm to determine a path with the *largest bot-tleneck bandwidth* from a given node s to a given node t. If no path from s to t exists, then your algorithm must indicate so. You may assume that the bandwidth of every link is positive. (*Hint:* Modify Dijkstra's algorithm.)

Bandwidth bottlenecti way,
bandwidth Dijkstra (G = ($V, E, \{\ell(e)\}, s$): Let Q be a new heap (Max Hear) Let parent[u] $\leftarrow \bot$ for every u Insert(Q,s, \emptyset), Insert(Q,u, \emptyset) for every u != s While (Q is not empty): $(u,d[u]) \leftarrow ExtractMin(Q)$ Max min(d[u], w(u,u)) For (v in out[u]): $d[v] \leftarrow Lookup(Q, v)$ If $(d[v]) \neq (d[u] + \ell(u,v)) : <$ Thurage Decrease Key (Q, v, d[u] + & (u, v) $parent[v] \leftarrow u$ Return (d, parent)

In Bandwidth, Keys. Nudes buttlenein values. largest bandwidth of a Path to that hade (lower band)

(a) Give an example of a directed graph *G*, including vertices *s*, *u* and *v* such that (i) there is a path from *u* to *v* in *G*, and (ii) there is a DFS traversal starting from *s* such that *u* is discovered before *v*, yet *v* is not a descendant of *u* in the DFS tree rooted at *s*.



(b) Let *G* be a directed graph, and *s* be a vertex in *G*. Suppose a DFS traversal from *s* visits all vertices of *G* and has the property that there are no cross or forward edges. Prove that for every vertex *v* in *G*, there is exactly one simple path from *s* to *v* in *G*.

All edges are either tree or backword, > 0: Yv, 3 5-v Path consisting only of tree edges!

51: Assume False, there are wu some Paths in G Let P he the one Using tree edges, Let P' be the other One. -> uses back eages gets visited twice: ... P'is nut a simple Path