

Gentry Atkinson  
CS5329: Fall 2019  
Homework 4

**1)**

Given  $G=(V,E)$  and  $Visited=\{\}$

```
Find_Cycle(Vertex v, Vertex p ){  
    If (n is in Visited) and (n is not p) return true  
    Add n to Visited  
    For c in n.neighbors{  
        Find_Cycle(c, n)  
    }  
    Return false  
}
```

Find\_Cycle can be called on any vertex in  $V$  to start the search. A list is maintained of every visited vertex. Find\_Cycle will be called at most  $V$  times (if there is no cycle) and is therefore  $O(V)$ .

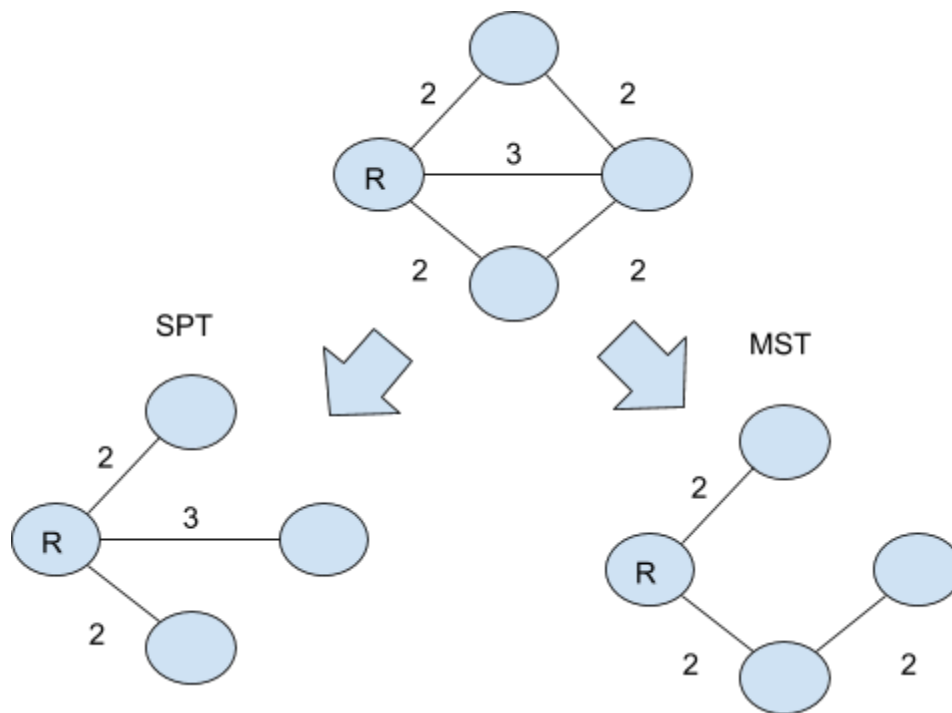
**2)**

- a) DFS per Question 1
- b) BFS because of the condition that the end node is near the start node. It will be better to check all nearby nodes first.
- c) Either, since all vertices will be iterated over

**3)**

```
Find_shortest_BFS(Vertex start, Vertex finish){  
    Queue next = {start}  
    Distance = 0;  
    While(next is not empty){  
        V = next.pop()  
        For (u in v.neighbors){  
            If (u = finish) return distance + 1  
            next.push(v)  
        }  
    }  
    Return infinite  
}
```

4) No



5)

Given  $G = (V, E)$

Find\_Max\_Tree{

    Max\_Tree = {};

    For e in E{

        Add e to Max\_Tree;

        If  $G = (V, \text{Max\_Tree})$  has a cycle

            Remove e from Max Tree

    }

    Return Max\_Tee;

}

Check a graph for a cycle is  $O(V)$ , so this algorithm has a runtime of  $O(V \cdot E)$

6)

	1	2	3	4
1	[1], 0	[1,4,2], 3	[1,4,2,3], 4	[1,4], 1
2	[2,3,1], 5	[2], 0	[2,3], 1	[2,3,1,4], 6
3	[3,1], 4	[3,1,4,2], 7	[3], 0	[3,1,4], 5
4	[4,2,3,1], 7	[4,2], 2	[4,2,3], 3	[4], 0

7)

The max flow from X to Y is 3

