

Algorithms

Graph Representation

Homework 3

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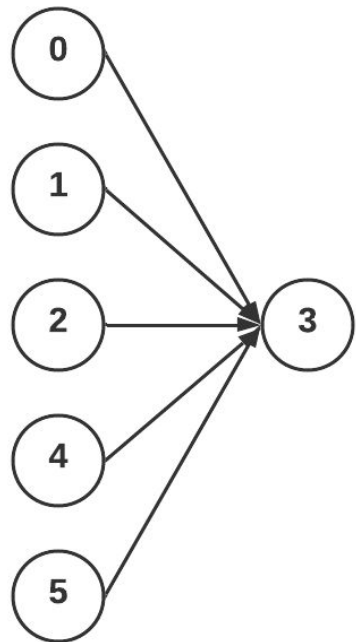
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Problem #1: Find a sink

- In a **directed** graph of N nodes, a **universal sink** is a vertex with *in-degree* $N-1$ and *out-degree* 0 .
- Prove: In a directed graph, there is at **most one** universal sink.
 - I actually give the proof in the quiz
- Write an $O(N)$ algorithm to find the sink. Prove correctness
 - `int find_universal_sink_fast(GRAPH &graph)`
 - Graph is an **adjacency matrix** for the directed graph (including multiple edges / loops)
 - Return 0-based index for node i that is think or -1 if none
 - Think carefully and develop several cases



Problem #1: Find a sink

- Your program should read multiple graphs as following
 - First read integer T for T test cases
 - Then for each test case read 2 numbers: nodes and edges
 - Then read the edges (0-based)
- There is an **input file** (find_sink-input.txt) and output file (find_sink-output.txt).
 - Copy and test your code (or read from a file).
 - Compare your output with my output

```
3
6 5
0 3
1 3
2 3
4 3
5 3
6 9
0 3
1 3
2 3
4 3
3 5
0 5
1 5
2 5
4 5
5 4
0 1
1 2
2 3
3 4
```



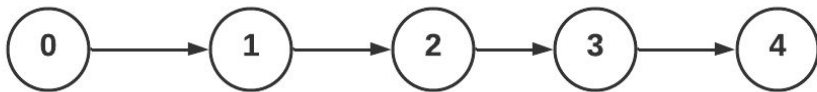
```
3
5
-1
```

Problem #2: Adjacency matrix power

- Assume we built the **binary** adjacency matrix of a **directed** unweighted graph
 - $M[i][j] = 1$ IFF there is at least one edge from i to j
- Assume we computed the matrix $C = M^2$, that is $C = M \times M$
- In this homework, you will think/investigate what is C in terms of the original graph
- Optional challenge: What is M^k : that is raising M to the power K
- You don't need to write code to compute matrix power.
- Just use any [online calculator](#)

Problem #2: Adjacency matrix power

- Tips. How to do some analysis?
- You need a mix of 2 things
 - Logical thinking. With proper thinking skills, you can find observations
 - Finding patterns in concrete examples
 - Another tip. Start with simple examples
 - For example: What is the smallest graph? A chain of N-1 edges



$$\begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}^2 = \begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

“Acquire knowledge and impart it to the people.”

“Seek knowledge from the Cradle to the Grave.”