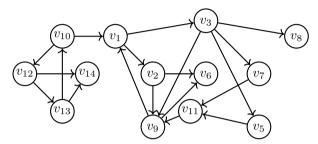
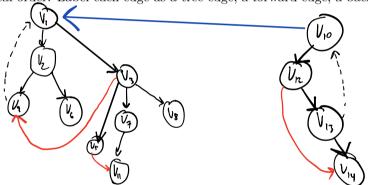
Quiz 2 — Graph Algorithms

You have 1 day to complete this quiz. Please ask me if you have any questions. Good luck!

- · There are 2 pages in this quiz. Make sure you have all of them.
- · This quiz is open-note and open-book, however, all answers must be an individual effort.
- 1. Consider the following directed graph:



Draw the forest produced by running depth-first search on the above graph, breaking ties in ascending numerical order. Label each edge as a tree edge, a forward edge, a back edge, or a cross edge.

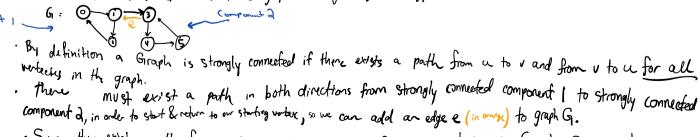


2. Consider the following statement:

Proposition: Suppose that G is a directed graph containing exactly two strongly connected components. Then it is never possible to make G strongly connected by adding a single edge.

Give a proof of or a counterexample to this statement.

Counter Example: Let G be a directed graph containing exactly two strongly connected components.



· Since then exists a path from u to v and from v to u for all vertecies V, Graph of is strongly Connected who the addition of only I edge.

3. Recall that a directed graph is said to be strongly connected if there is a path from u to v and from vto u for all vertices u and v in the graph.

Suppose that you are given a strongly connected, directed graph G = (V, E) and an edge e = (u, v).

(a) Give pseudocode for an efficient algorithm that determines whether or not removing e from Gwould leave G strongly disconnected. You may assume that $e \in E$.

[Hint: Note that you are given that G is strongly connected. You should not need to compute its strongly connected components.

Still SC (G, e)
Input: A directed, strongly connected graph G. An edge e=(u,v), e E.

Outpet: A boolean connected that represents if removing e from G will still result in a strongly connected graph. Returns Russ if G is no longer strongly connected. Returns true if G is still strongly connected.

let connected = true
let camovable = [] // store all edges that are loops, or forward edges. We can remove these & still maintain strongly connected in G.
for all u C V, do:

let u be "undiscovered" for all ve V, do: if is "undiscovered", then:

let Explore (G. v. e. removable) be a subcomponent of G.

if ! (removable. contains (e)), then: connected = false return connected elex, olu: neturn connected

Explore (G. v. e, removable)

Explore (Gr, v, e, removable)

I aput: A directed rayh G = (v, E) and a writex v, when every vertex is either "discound" or 'moliscound; and a list "removable" Ostat All vertecies muchable from V

let discound of ?

let v be "discound"

discound add(v)

for all reighbors of v, u, do: let edge = e(u, v)

if u == V OR u is "discounced" then:

I found a loop or a forward edge
removable add (redge)

setun discovered

(b) Give the time complexity of your algorithm:

consides every vertex twice Explore () is called once for every vertex $v \in V$. Explore() collectively consider each edge once or twice is SC() has time complexity O(|v|+|E|)