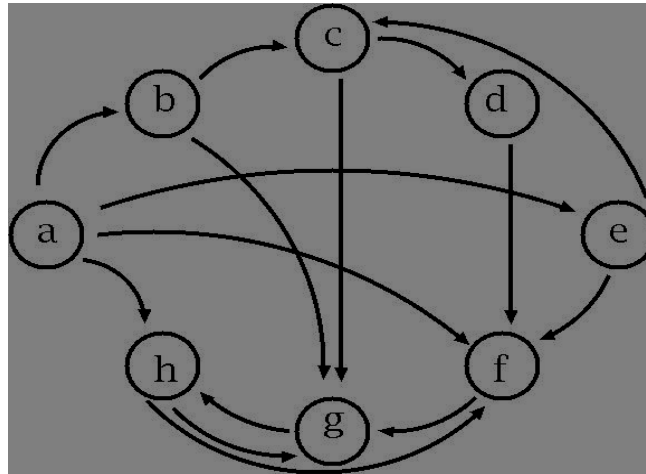


Exercise 6. Answer Sheet

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Problem 1. Given the graph below



a) (10 points) Fill the following matrix by putting 1 if there is an edge between nodes. Put 0 otherwise.

| | a | b | c | D | E | f | g | H |
|---|---|---|---|---|---|---|---|---|
| a | 0 | 1 | 0 | 0 | 1 | 1 | 0 | 1 |
| b | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 |
| c | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 |
| d | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| e | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 0 |
| f | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| g | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| h | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 |

b) (40 points) Write a program implementing Warshal's algorithm. Upload your code. Use your program to create a transitive closure G^* of the graph above and show it in the space below.

Transitive closure defined by adjacency table

| | a | b | c | D | e | f | g | H |
|---|---|---|---|---|---|---|---|---|
| a | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| b | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 |
| c | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 |
| d | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
| e | 0 | 0 | 1 | 1 | 0 | 1 | 1 | 1 |
| f | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
| g | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
| h | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |

```
#include<stdio.h>
```

```
int n;  
int func[100][100];
```

```
int main(){  
    int i,j,k;
```

```
    printf("Please input:");  
    scanf("%d",&n);
```

```
    for(i = 0;i < n;i ++)  
    {  
        for(j = 0;j < n;j ++)  
        {  
            scanf("%d",&func[i][j]);  
        }  
    }
```

```
    for(k = 0;k < n;k ++)  
    {  
        for(i = 0;i < n;i ++)  
        {  
            for(j = 0;j < n;j ++)  
            {  
                if(func[i][j] != 1)func[i][j] = func[i][k] * func[k][j];  
            }  
        }  
    }
```

```
    printf("\nOutput\n");
```

```
    for(i = 0;i < n;i ++)  
    {  
        for(j = 0;j < n;j ++)
```

```

    {
        printf("%d ",func[i][j]);
    }
    printf("\n");
}

return 0;

}

```

Problem 2. (50 points) Consider the following weight adjacency matrix.

| | a | b | c | d | e | f | g | H |
|---|----------|----------|----------|----------|----------|----------|----------|----------|
| a | 0 | 48 | ∞ | 8 | 20 | ∞ | 20 | ∞ |
| b | ∞ | 0 | 24 | ∞ | 9 | ∞ | 76 | 29 |
| c | 97 | ∞ | 0 | ∞ | ∞ | ∞ | 18 | 1 |
| d | ∞ | 52 | 34 | 0 | 29 | ∞ | ∞ | ∞ |
| e | ∞ | ∞ | ∞ | ∞ | 0 | 10 | ∞ | ∞ |
| f | ∞ | 10 | 85 | 43 | ∞ | 0 | 41 | 29 |
| g | ∞ | ∞ | ∞ | 76 | 38 | ∞ | 0 | ∞ |
| h | 28 | 42 | ∞ | 77 | 21 | ∞ | 11 | 0 |

Write a program implementing Floyd's algorithm. Upload your code. Given the matrix above, calculate all pairs shortest paths using your program and fill the table below:

All pairs shortest path table

| | A | b | c | d | e | f | g | H |
|---|-----|----|----|----|----|----|----|----|
| a | 0 | 40 | 42 | 8 | 20 | 30 | 20 | 43 |
| b | 53 | 0 | 24 | 61 | 9 | 19 | 36 | 25 |
| c | 29 | 42 | 0 | 37 | 22 | 32 | 12 | 1 |
| d | 63 | 49 | 34 | 0 | 29 | 39 | 46 | 35 |
| e | 67 | 20 | 44 | 53 | 0 | 10 | 50 | 39 |
| f | 57 | 10 | 34 | 43 | 19 | 0 | 40 | 29 |
| g | 105 | 58 | 82 | 76 | 38 | 48 | 0 | 77 |
| h | 28 | 41 | 65 | 36 | 21 | 31 | 11 | 0 |

```

#include<stdio.h>
#include<stdlib.h>
#include<string.h>

```

```

#define INF 99999

```

```

int min(int x, int y){

```

```

if(x == 0) return x;
if(x == INF || y < x) return y;
else return x;
}

int n;
int func[100][100];

int main(){

    int i,j,k;

    char c[100];

    printf("Please input: ");
    scanf("%d", &n);

    for(i = 0;i < n;i ++)
    {
        for(j = 0;j < n;j ++)
        {
            scanf("%s", c);

            if(strcmp(c,"infinity") == 0)func[i][j] = INF;
            else func[i][j] = atoi(c);
        }
    }

    for(k = 0;k < n;k ++)
    {
        for(i = 0;i < n;i ++)
        {
            for(j = 0;j < n;j ++)
            {
                if(func[i][k] != INF && func[k][j] != INF) func[i][j] = min(func[i][j], func[i][k] + func[k][j]);
            }
        }
    }

    printf("\nOutput\n");

    for(i = 0;i < n;i ++)
    {
        for(j = 0;j < n;j ++)
        {
            if(func[i][j] == INF)printf("infinity ");
            else printf("%d ",func[i][j]);
        }
        printf("\n");
    }
    return 0;
}

```