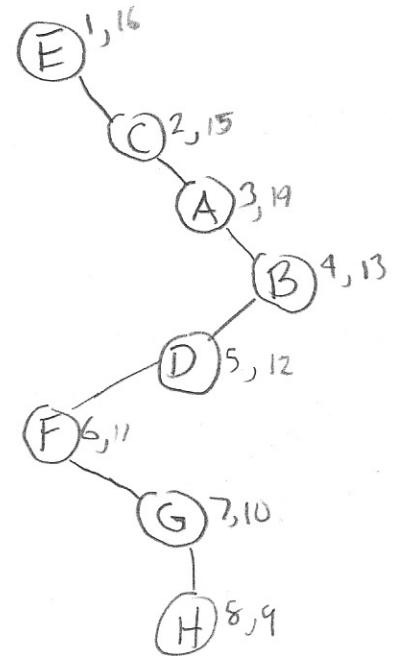
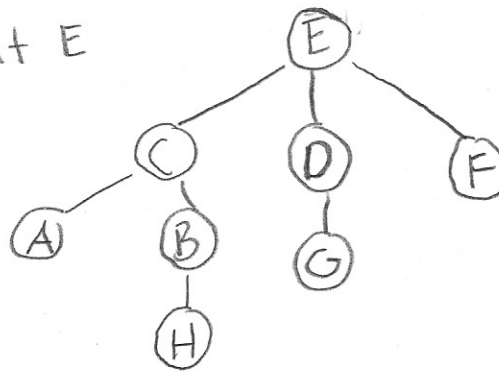


CSCI 310A HW 4

1. a) DFS tree starting at E



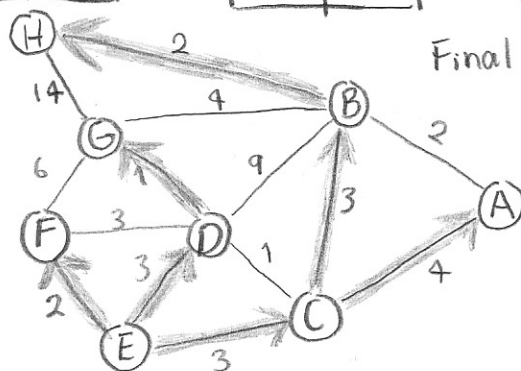
b) BFS tree starting at E



c) Dijkstras algorithm

1)	<table> <tr><td>E: 0</td><td>A: ∞</td></tr> <tr><td>C: ∞</td><td>B: ∞</td></tr> <tr><td>D: ∞</td><td>G: ∞</td></tr> <tr><td>F: ∞</td><td>H: ∞</td></tr> </table>	E: 0	A: ∞	C: ∞	B: ∞	D: ∞	G: ∞	F: ∞	H: ∞	2)	<table> <tr><td>E: 0</td><td>A: ∞</td></tr> <tr><td>C: 3</td><td>B: ∞</td></tr> <tr><td>D: 3</td><td>G: ∞</td></tr> <tr><td>F: 2</td><td>H: ∞</td></tr> </table>	E: 0	A: ∞	C: 3	B: ∞	D: 3	G: ∞	F: 2	H: ∞	3)	<table> <tr><td>E: 0</td><td>A: ∞</td></tr> <tr><td>C: 3</td><td>B: ∞</td></tr> <tr><td>D: 3</td><td>G: 8</td></tr> <tr><td>F: 2</td><td>H: ∞</td></tr> </table>	E: 0	A: ∞	C: 3	B: ∞	D: 3	G: 8	F: 2	H: ∞	4)	<table> <tr><td>E: 0</td><td>A: ∞</td></tr> <tr><td>C: 3</td><td>B: 12</td></tr> <tr><td>D: 3</td><td>G: 4</td></tr> <tr><td>F: 2</td><td>H: ∞</td></tr> </table>	E: 0	A: ∞	C: 3	B: 12	D: 3	G: 4	F: 2	H: ∞
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5)	<table> <tr><td>E: 0</td><td>A: 7</td></tr> <tr><td>C: 3</td><td>B: 6</td></tr> <tr><td>D: 3</td><td>G: 4</td></tr> <tr><td>F: 2</td><td>H: ∞</td></tr> </table>	E: 0	A: 7	C: 3	B: 6	D: 3	G: 4	F: 2	H: ∞	6)	<table> <tr><td>E: 0</td><td>A: 7</td></tr> <tr><td>C: 3</td><td>B: 6</td></tr> <tr><td>D: 3</td><td>G: 4</td></tr> <tr><td>F: 2</td><td>H: 18</td></tr> </table>	E: 0	A: 7	C: 3	B: 6	D: 3	G: 4	F: 2	H: 18	7)	<table> <tr><td>E: 0</td><td>A: 7</td></tr> <tr><td>C: 3</td><td>B: 6</td></tr> <tr><td>D: 3</td><td>G: 4</td></tr> <tr><td>F: 2</td><td>H: 8</td></tr> </table>	E: 0	A: 7	C: 3	B: 6	D: 3	G: 4	F: 2	H: 8										
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ii)



Final Shortest-path tree

2. Linear-time algorithm for following task:

Input: Undirected graph $G = (V, E)$ with unit edge lengths; nodes $u, v \in V$

Output: Number of distinct shortest paths from u to v .

function num_shortest_paths(G, u, v)

for all $x \in V$:

dist[x] = ∞

shortest_paths[x] = 0

dist[u] = 0

$Q = [u]$ (will be vertex queue)

shortest_paths[u] = 1

while Q is not empty:

$u = \text{eject}(Q, u)$; if $u == v$: return shortest_paths[v]

for all edges $(u, x) \in E$:

if dist[x] = ∞ :

insert(Q, x)

dist[x] = dist[u] + 1

if $x \neq v$:

shortest_paths[v] = shortest_paths[x] + 1

Implemented using BFS, runs in linear time because doing one extra operation per edge.

3. Input: Strongly connected directed graph $G=(V,E)$,
positive length edges and node v_0

Output: Matrix M of shortest paths between all pairs of nodes passing v_0

find Shortest Path (G, l_e, v_0)

$\mathcal{J}_{v_0}(v) = \text{Dijkstra}(G, l_e, v_0)$ // for length of shortest path
from v_0 to all $v \in V$

$\mathcal{J}_{v_0}^R(v) = \text{Dijkstra}(G^R, l_e, v_0)$ // length of shortest path from
 v to v_0 for all $v \in V$

for all $(u,v) \in V \times V$:

$M_{u,v} = \mathcal{J}_{v_0}^R(u) + \mathcal{J}_{v_0}(v)$ // gives shortest path in form
of $u \rightarrow v_0 \rightarrow v$

return M

Runtime analysis:

Dijkstra's running time = $O((|V|+|E|) \cdot \log|V|)$

Adding/combining in $O(|V|^2)$ run time

Total runtime = $O((|V|+|E|) \cdot \log|V| + |V|^2)$

Honor Code Pledge: "On my honor, as a University of
Colorado at Boulder Student, I have neither given nor received
unauthorized assistance."

X 