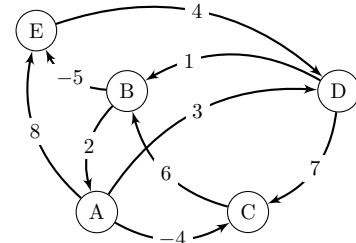




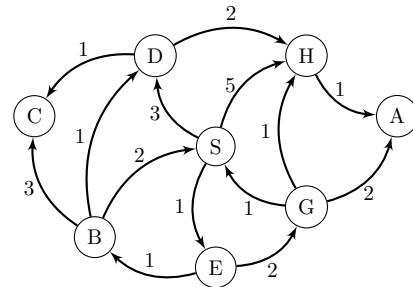
## Week 12. Problem set

1. Run the Floyd-Warshall algorithm [CLRS, §23.2] on the following graph.

Consider vertices alphabetically (A, B, C, D, E). Show the state of distance matrix  $D$  after each iteration of outer loop in the algorithm. Since the graph has 5 vertices, you must provide five  $5 \times 5$  matrices in your answer. No justification is required.



2. Run Dijkstra's algorithm [CLRS, §22.3] on the following graph  $\mathcal{G}$ , starting at vertex  $S$ , and answer the questions below.



- (a) Draw a shortest paths tree of the graph  $\mathcal{G}$ .
- (b) Is the shortest paths tree for graph  $\mathcal{G}$  unique?
- (c) Assuming that the algorithm is using Binary Heap implementation [CLRS, §6] of a priority queue, show the state of the priority queue after each iteration of the algorithm (i.e. after adding each new vertex to the shortest paths tree). The graph contains 8 vertices, which means that your solution must provide 8 states of the Binary heap. Each heap state must be represented as an array.

For example, a binary min-heap containing key-value pairs  $\langle 3, a \rangle, \langle 2, b \rangle, \langle 1, c \rangle, \langle 4, d \rangle$  may be represented as follows:

1, c	3, a	2, b	4, d
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3. Consider a graph  $\mathcal{G} = (V, E)$  that represents a computer network. Each edge  $(u, v)$  represents a physical cable connecting two computers and has a *length*  $\ell(u, v)$  and a bandwidth  $b(u, v)$ .

The *length of a path*  $P$  is computed as the sum of lengths of all edges in  $P$ . The *bandwidth of a path*  $P$  is computed as the minimum of bandwidth values for all edges in  $P$ .

Given two paths  $P_1, P_2$  in the  $\mathcal{G}$  with lengths  $\ell_1, \ell_2$  and bandwidth values  $b_1, b_2$ , we consider  $P_1$  to be *better* than  $P_2$  when  $\ell_1 < \ell_2$  or ( $\ell_1 = \ell_2$  and  $b_1 > b_2$ ).

Consider a modification of Dijkstra's algorithm [CLRS, §22.3] that finds the best paths in such a computer network from a single source vertex. Answer the following questions:

- (a) What should serve as key (priority) in the priority queue in the modified Dijkstra's algorithm?
- (b) Is it still possible to rely on DECREASE-KEY in the implementation? If yes, explain how. If no, explain why. In either case provide a brief justification (1–2 sentences).
- (c) Correctness of Dijkstra's algorithm [CLRS, Theorem 22.6] has a constraint on the weight function  $w$ . What constraint on functions  $\ell$  and  $b$  is necessary for the correctness of the modified Dijkstra's algorithm?

## References

- [CLRS] Cormen, T.H., Leiserson, C.E., Rivest, R.L. and Stein, C., 2022. *Introduction to algorithms, Fourth Edition*. MIT press.