

## CMPS 101 HW6

Prov:

1) Graph  $G$  is a connected graph satisfying  $|E(G)| \geq |V(G)| - 1$

Proof w/ induction on # of edges.

Base Step:

$$n = |V(G)|$$

Let  $m = |E(G)|$ , if  $m = 0$ ,  $G$ , being connected can only have 1 vertex ~~not~~  $n = 1$   $\therefore m \geq n - 1$  thus base case satisfied.

II

Now let  $m > 0$  and assume for any connected graph  $G'$  w/ fewer than  $m$  edges that  $|E(G')| \geq |V(G')| - 1$ . Now remove any edge  $e \in E(G)$  denoting the resulting sub-graph as  $G - e$ . This leads to two cases.

Case 1:  $G - e$  is connected, w/ Lemma 1 we note  $m = n - 1$  and w/ induction hypothesis we get  $m - 1 \geq n - 1$ . And  $m \geq n - 1$  as claimed.

Case 2:  $G - e$  is dis-connected. meaning  $G - e$  consists of two sub-graphs,  $K_1$  and  $K_2$ , w/ both having less than  $m$  edges. Suppose  $K_i$  has  $m_i$  edges and  $n_i$  vertices ( $i = 1, 2$ ). The induction hypothesis shows  $m_i \geq n_i - 1$  ( $i = 1, 2$ ). And  $n = n_1 + n_2$  since no vertices were removed.

$$\therefore m = m_1 + m_2 + 1 \geq (n_1 - 1) + (n_2 - 1) + 1 = n_1 + n_2 - 1 = n - 1$$

$$\therefore m \geq n - 1$$

□

2) Show  $ij^{\text{th}}$  entry in  $A^d$  is the # of walks in  $G$  of length  $d$  from vertex  $i$  to vertex  $j$ .

Proof: Observe that  $A^0 = I$ , the identity matrix, which consists of 1 in each  $ij^{\text{th}}$  entry with  $i=j$ . And 0 when  $i \neq j$ . Also there is a walk of length 0 at  $i$ , the trivial walk, occurring when there are no edges, and zero walks when  $i \neq j$ . Thus base case satisfied.

Now let  $d \geq 0$  and assume  $(A^d)_{ij}$  is the # of walks of length  $d$  from  $i$  to  $j$ . The def. of matrix multiplication gives us.

$$(A^{d+1})_{ij} = (A^d \cdot A)_{ij} = \sum_{k=1}^n (A^d)_{ik} \cdot A_{kj}$$

w/ a walk from  $i$  to  $j$  of length  $d+1$  is in two parts. (1) A walk in length  $d$  from  $i$  to some intermediate vertex  $k$ , followed by part (2) traversing one edge from  $k$  to  $j$ . Part (1) can be represented as  $(A^d)_{ik}$  ways by the induction hypothesis. Part (2) only exists if there is an edge b/t  $k$  &  $j$ .

$\therefore$  it can be completed in  $A_{kj}$  ways, if there is a path or 0 if there is no edge. Summing over all possible  $k$  gives the total # of walks from  $i$  to  $j$  of length  $d+1$ . Through  $(A^d)_{ik} \cdot A_{kj}$  representing the # of walks of length  $d+1$  from  $i$  to  $j$  of length  $d+1$ , is equivalent to  $(A^{d+1})_{ij}$ . Thus the result now follows for all  $d$  by induction.

3) The distance from vertex  $i$  to vertex  $j$  is equal to  $\min \{d \mid (A^d)_{ij} > 0\}$ . Here  $(A^d)_{ij}$  denotes the  $ij^{\text{th}}$  entry in matrix  $A^d$ .

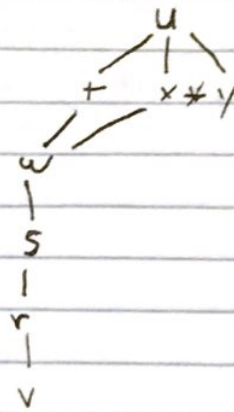
From question 2 we know the number of walks of length  $d$  is  $(A^d)_{ij}$ . The distance from the vertex is the min walks of length  $d$  b/c a walk is any traversal.



4 a) Let  $u$  be the source

	adj	distance	parent
r	sv	4	s
s	rw	3	w
t	uw x	1	u
*u	tx v	0	nil
v	r	5	r
w	st x	2	t
x	t u w y	1	u
y	ux	1	u

BFS TREE:

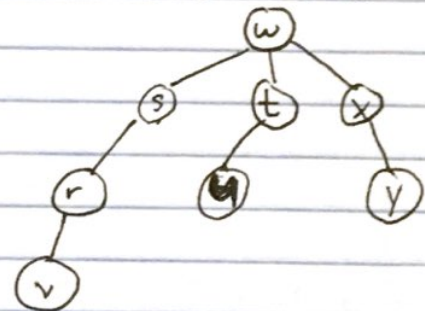


Q: ~~u~~ ~~t~~ ~~x~~ ~~w~~ ~~s~~ ~~v~~ ~~r~~

b) Let  $w$  be the source

	adj	d	p	Q:
r	sv	2	s	<del>w</del>
s	rw	1	w	<del>s</del>
t	uw x	1	w	<del>t</del>
v	tx y	2	t	<del>x</del>
v	r	3	r	<del>r</del>
*w	st x	0	nil	<del>w</del>
x	t u w y	1	w	<del>y</del>
y	ux	2	x	<del>u</del>

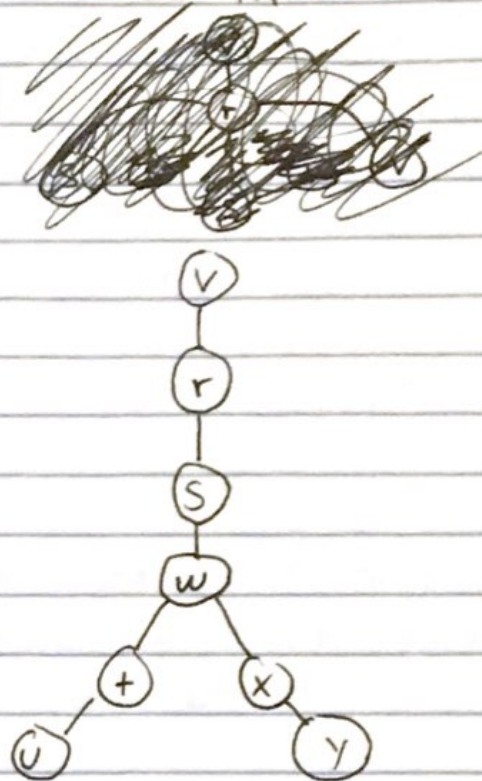
BFS TREE:



c) Let  $v$  be source

	adj	d	P	Q
r	SV	1	v	✓
s	rw	2	r	✓
t	UWx	4	w	✓
u	txy	5	t	✓
*v	r	0	nil	✓
w	stx	3	s	✓
x	tuw y	4	w	✓
y	ux	5	x	✓

BFS TREE:



5 what is the runtime

~~if  $|V| = n$ ,  $|E| = m$   
 initialization would be  $\Theta(n)$   
 the queue operations would be  $\Theta(n)$   
 and scanning adj would be  $\Theta(m)$~~

~~adj list length =  $\begin{cases} 2m & \text{if undirected} \\ m & \text{if directed} \end{cases}$~~

~~this runtime would be  $\Theta(n+m)$~~

Answer: Since the input would be an adjacency matrix then the time it would take to go through all the edges is  $\mathcal{O}(V^2)$   
 thus the running time becomes  $\mathcal{O}(V+V^2)$



G. I would create a graph having each vertex represents a wrestler and each edge a rivalry. Graph would contain  $n$  vertices and  $r$  edges.

Next BFS would be performed to visit all the vertices. ~~Then~~ Then assign each vertex a value which had even distances to be ~~good~~ "good guys" and odd to be "bad guys". Then check each edge to verify if goes b/t a good guy & bad guy.

This will take  $O(n)$  to assign each vert to be good or bad and  $O(r)$  time to check rivalries (edges) thus  $O(n+r)$  time overall.

7.	adj	d	f	p	
q	s + w	1	16	n	
r	v	17	20	n	
s	v	2	7	q	
t	x + y	8	15	q	
u	y	18	19	r	
v	w	3	6	s	
w	s	1	5	q	
x	z	9	12	t	
y		13	11	t	<p>Tree edges:</p> <p><math>(q, s), (s, v), (v, w), (q, t),</math>  <math>(t, x), (x, z), (t, y), (r, u),</math>  <math>(u, v)</math></p>
z	x	10	11	x	

Back edges:  $(v, s)$   $(z, x)$   $(y, z)$

forward edges:  $(q, w)$

cross edges:  $(v, y)$   $(u, y)$