

Problem 1. The **square** of a directed graph $G = (V, E)$ is the graph $G^2 = (V, E^2)$, such that $(u, v) \in E^2$ if and only if G contains a path with two edges between u and v . Describe efficient algorithms for computing.

- (a) the adjacency-list for G^2 from the adjacency-list of G .
- (b) the adjacency-matrix of G^2 from the adjacency matrix of G .

Analyze the running times of your algorithms.

Solution:

- (a) Please check algorithm 1 at the end of the document. Time Complexity:

$$O(V \times \text{adj}(V)^2) = O(V^3)$$

- (b) Please check algorithm 2 at the end of the document. Time Complexity:

$$O(V^2 + V^3) = O(V^3)$$

□

Problem 2. A graph (V, E) is **bipartite** if the vertices V can be partitioned into two subsets L and R , such that every edge has one vertex in L and the other in R .

- (a) Prove that every tree is a bipartite graph.
- (b) Describe an efficient algorithm that determines whether a given undirected graph is bipartite.
- (c) Time Complexity:

$$O((V + E) \times V) = O(V^2)$$

Solution:

- (a) A graph is bipartite if and only if it doesn't contain an odd cycle. A tree doesn't contain any cycle. Therefore, a tree doesn't contain an odd cycle too. Thus, a tree is bipartite.
- (b) Please check algorithm 3 at the end of the document.
- (c) Time Complexity:

$$O(V + E)$$

□

Problem 3. In the **bottleneck-path problem**, you are given a graph G with edge weights, two vertices s and t and a particular weight W ; your goal is to find a path from s to t in which every edge has at least weight W .

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- (a) Describe an efficient algorithm to solve this problem.
- (b) What is the running time of your algorithm.

Solution:

- (a) Breadth-First Search (BFS) with ignoring any weights that are less than W .
- (b) Time Complexity:

$$O(V + E)$$

□

Problem 4. Longest Path in a DAG (LP-DAG)

- (a) Describe an algorithm to find the longest path (measured in number of edges) in an unweighted DAG.
- (b) What is the running time of the algorithm?

Solution:

- (a) Please check algorithm 4 at the end of the document.
- (b) Time Complexity:

$$O(V \times ((V + E) + V)) = O(V \times E)$$

□

Problem 5. Implement the algorithm you described in (4) in C, C++ or Python, name the programs lp-dag. Your program should read input from a file called graph.txt where the first line in the file is the number of vertices n (with $n \leq 100$) in the graph and the second line is the number of edges. Assume the vertices are numbered $1, 2, \dots, n$. The following lines each contains an edge. The program should output to the terminal the length of the longest path and the path itself.

Solution: Please check README.md to run lp-dag.py

□

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Algorithm 1 Problem 1.a

```
1: procedure SQUARELIST
2:    $G_{list}^2 = G_{list}$ 
3:   for  $v_i \in G_{list}$  do
4:     for  $v_j \in adj(v_i)$  do
5:       for  $v_k \in adj(v_j)$  do
6:          $G_{list}^2[adj(v_i)].append(v_k)$ 
```

Algorithm 2 Problem 1.b

```
1: procedure SQUAREMATRIX
2:   for  $i \leq G_{matrix}.length$  do
3:     for  $j \leq G_{matrix}.length$  do
4:        $G_{matrix}^2[i][j] = G_{matrix}[i][j]$ 
5:   for  $i \leq G_{matrix}.length$  do
6:     for  $j \leq G_{matrix}.length$  do
7:       for  $k \leq G_{matrix}.length$  do
8:         if  $G_{matrix}[i][j] == 1 \&\& G_{matrix}[i][j] == 1$  then
9:            $G_{matrix}^2[i][j] = 1$ 
```

Algorithm 3 Problem 2.b

```
1: procedure ISBIPARTITE
2:   if  $G[0] \notin \text{visited}$  then
3:      $v = G[0]$ 
4:      $\text{isBipartite}(G, v)$ 
5:    $\text{visited.append}(v)$ 
6:    $L.append(v)$ 
7:    $v_s.value = 1$ 
8:   for  $v_i \in \text{adjList}(v)$  do
9:     if  $G[0] \notin \text{visited}$  then
10:      if  $v_i \in L$  then
11:        return False
12:       $\text{visited.append}(v_i)$ 
13:       $R.append(v_i)$ 
14:       $v_i.value = 0$ 
15:    $v = R[0]$ 
16:   for  $v_i \in \text{adjList}(v)$  do
17:     if  $G[0] \notin \text{visited}$  then
18:       if  $v_i \in R$  then
19:         return False
20:        $\text{isBipartite}(G, v_i)$ 
21:   if  $\text{checkIfAllVisited}(G)$  then
22:     return True
```

Algorithm 4 Problem 4.a

```
1: procedure LPDAG
2:    $\text{all\_paths\_global} = []$ 
3:    $\text{max\_len\_global} = 0$ 
4:    $\text{max\_paths\_global} = 0$ 
5:   for  $i \in V$  do
6:      $\text{all\_path} = \text{DFS}(E_{\text{adjList}}, i)$ 
7:      $\text{all\_paths\_global.append}(\text{paths})$ 
8:     if  $\text{all\_paths}$  not empty then
9:        $\text{max\_len} = 0$ 
10:      for  $\text{path} \in \text{all\_paths}$  do
11:        if  $\text{path.length} > \text{max\_len}$  then
12:           $\text{max\_paths} = \text{path}$ 
13:           $\text{max\_len} = \text{path.length}$ 
14:      if  $\text{max\_len} > \text{max\_len\_global}$  then
15:         $\text{max\_len\_global} = \text{max\_len}$ 
16:         $\text{max\_paths\_global} = \text{max\_paths}$ 
17:   return  $\text{all\_paths\_global}, \text{max\_len\_global}, \text{max\_paths\_global}$ 
```
