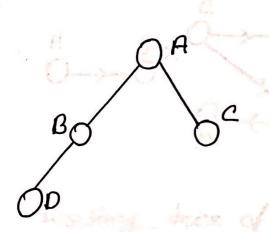


DFS: ABCD

BFS: ABCD

So, DFS And BFS of this greaph aree Same.

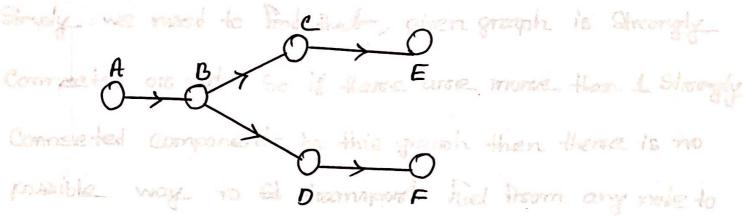


DFS: ABCD ABDC

BFS: AB CD

So, OFS and BFS of this graph is different

BFS: ABCDEF



Resulting trace of BFS

DFS: ABCEFO by Shack and Dodes on the much

Algorithm :-

Resulting tree of DFS

manne the direction 1.

We can assume that this is directed greaph. So just Simply we need to find that, given greaph is Streongly Connected one not! So if there are more than I streongly Connected component in this greaph then there is no possible way to st transport fuel from any note to any other node in the greaph.

eak. We now Har. Many take V

Algorithm :-

Create an empty Stack and Do offs on that greath.

And after Calling DFS for all Its adjacent Chid node add parcent node to Stack.

Now Creeate a treampose directed greath. Where it in main greath there are a edge A to B, then in treampose greath there will be a edge B To A. (we need to sust reavence the direction).

Now pop a node from Stack. let's call it V. Now take V as: a root and Do bts. Now it we are able to visit all nodes in greath then there is a way to transport the from any node to any others node in greath. It we are not able to visit all node in that greath then there mopossible way to transpose soel from any node to any others node in the greath.

why this works: - This is a Kosarcaguls Algorith. The numbers of connected component in transpose grouph is same as the numbers of connected component in main graph.

Time complexity: we are using only two bts. And reunning time of Bfs in O(n+m). So reunning time of this Algo is O (n+m).

Took:-4

We can solve this using Just a simple bis and dis.

is plant will harding comment in the

Algorith:

create a array named connected where for every index i in connected (i) there will be value of how every many building are connected with i.

then we will do a loop from 1 to n for every powers plants let's call let's call concreent powers plants is v.

Now we need to find how many buildings are connected with V. we can find it suct using a simple be and to.

take v as a root and to bits one dis and count the number of buildings are connected with v. And save that value in connected [v].

Now Just find the maximum value index in connected array, let call it s.

So DPDC should install the anneroators in S and that will provide back up powers to the most buildings upon plant failure

Why this Algorith: — So we are finding how animany buildings are connected with each powers plants, And Chase a powers plants with meximum connected buildings for install generators. We are finding all possible way tend take optimal. So that Algorith Shoult worsk.

Aunning-time: — First thing first, what is the maximum numbers of edges are possible? Here are n^3 buildings, so maximum numbers of edges can be $(n^3 \times (n^3-1))/2)+1$ (1 for powers plant), lets call it E and maximum numbers of mode can be $(n+n^3)$, let's call it V.

now we cant visit a node more than once. So time complexity is similar as bis and its.

So overcall time complexity is $O(E^*V) = O((n^3x(n^3))/2)+3$ + $(n+n^3))$. Which is loss than $O(n^6)$. a) Topological ordering of G is 420135

numbers of distinct topological ordering G is: 8

con that it must uning a simple ble on the

And to pological orderings are:

420135

420153

420 315

420 351

920 513

420 531

429035

421053

6) If we need add edge 5 to 4 in greaph a then a will be Simple Greaph with no topological oredering.

There are 4 distinct single edge that could be added to Ge to Constrainet a simple greath with no to topological ordersing: And that edges are:

0 to 4

5 to 2

3 to 2

5 to 4