| | Started on | Sunday, 28 May 2023, 6:59 PM |
|------------------------|---|--|
| | State | Finished |
| | npleted on | |
| 1 | Γime taken | |
| | Grade | 8.00 out of 10.00 (80 %) |
| Question 1 | | |
| Incorrect | | |
| Mark 0.00 o | ut of 1.00 | |
| $\text{ for s,t} \in$ | V. If we dou | d directed graph G = (V,E,w) and let X be a shortest s-t path ble the weight of every edge in the graph, setting w'(e) = 2 then X will still be a shortest s - t path in (V,E,w'). |
| Select o | ne: | |
| True | | |
| False | e X | |
| The correction 2 | rect answer | is 'True'. |
| Correct | | |
| Mark 1.00 o | ut of 1.00 | |
| | vith negative one: Dijkstra's al Kruskal's al Prim's algo | gorithm |
| | | |

https://online.uom.lk/mod/quiz/review.php?attempt=591181&cmid=307770

The correct answer is: Bellman-Ford algorithm

Your answer is correct.

| 4, 20:08 | Quiz 11: Attempt revie |
|--|-----------------------------|
| Question 3 | |
| Incorrect | |
| Mark 0.00 out of 1.00 | |
| | |
| In the Bellman-Ford algorithm, how many iterations a shortest path in a graph with V vertices and E edges? | |
| Select one: | |
| ○ a. V | |
| b. E-1 ★ | |
| ○ c. E | |
| ○ d. V-1 | |
| | |
| Your answer is incorrect. | |
| The correct answer is: V - 1 | |
| The contect answer is. V | |
| _ | |
| Question 4 Correct | |
| Mark 1.00 out of 1.00 | |
| | |
| Which of the following data structures is typically us Dijkstra's algorithm? | ed in the implementation of |
| Select one: | |
| a. Priority queue | |
| o b. Stack | |
| oc. Queue | |
| od. Hash table | |
| | |
| | |

Your answer is correct.

The correct answer is: Priority queue

| Question 5 | |
|-----------------------|--|
| Correct | |
| Mark 1.00 out of 1.00 | |

Which of the following statements are correct regarding shortest paths in graphs?

- a. All subpaths of a shortest path are shortest paths as well
- b. Cycles with negative weights reachable from the source are acceptable in shortest path trees
- d. Edges with negative weights reachable from the source are not acceptable in shortest path trees

Your answer is correct.

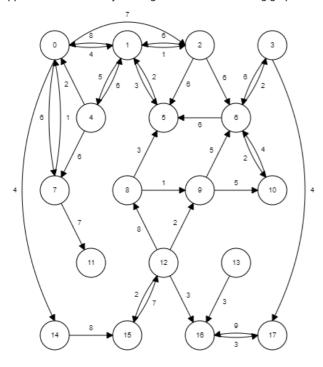
The correct answers are:

A shortest path can not contain cycles,

All subpaths of a shortest path are shortest paths as well

Question **6**Correct
Mark 1.00 out of 1.00

Suppose we executed Dijkstra algorithm on the following graph starting from 8.



That execution returned the following path from 8 to 12.

8 5 1 4 0 14 15 12

Which of the following is/are true?

Select one or more:

- \blacksquare a. 1 4 0 14 15 is a shortest path from 1 to 15 \checkmark
- ☑ b. There is no path from 8 to 13
- d. Cost of the shortest path from 8 to 4 is 12

Your answer is correct.

Paths inside a shortest path are shortest paths between respective vertices.

The correct answers are:

1 4 0 14 15 is a shortest path from 1 to 15,

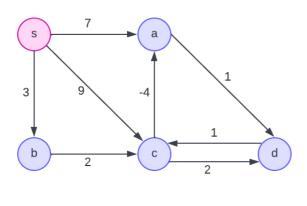
There is no path from 8 to 13

| Question 7 | |
|----------------------|---|
| Correct | |
| Mark 1.00 (| out of 1.00 |
| | |
| | lement Dijkstra's shortest path algorithm on unweighted graphs so that it linear time, the data structure to be used is:? |
| Select of | one: |
| ○ a. | Binary Tree |
| O b. | Stack |
| ○ c. | Неар |
| d. | Queue ✔ |
| | se Queue (FIFO) instead of Priority Queue (Min Heap), we get the |
| shortes | st path in linear time O(V + E). |
| The co | rrect answer is: Queue |
| | |
| Question 8 | 3 |
| Correct | |
| Mark 1.00 | out of 1.00 |
| | |
| Which | strategy does Djikstra's Algorithm follow? |
| Select | one: |
| a. | Exhaustive Search |
| ○ b. | Dynamic Programming |
| ○ c. | Binary Search |
| d. | Greedy ✓ |
| | |

The correct answer is: Greedy

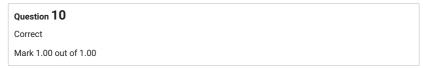
Question 9
Correct
Mark 1.00 out of 1.00

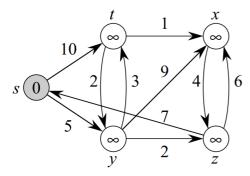
What is the weight of the shortest path from source s to d in the following graph?



Answer: 2 ✓

The correct answer is: 2





Suppose we execute the first iteration of Bellman ford algorithm for the above graph. Take s as the source vertex. Recall that the order we process the edges inside an iteration can result in different results in intermediate iterations.

What can be a possible value at node ${\bf t}$ after 1st iteration? (i.e. iterating over all the edges 1 time)

Select one or more:

- a. 0
- c. Infinity
- ✓ d. 8 ✓

Your answer is correct.

The correct answers are:

10,

8