Ex 7.1

a)

- 1. Consider any edge(u, v)
- 2. As the definition of edge direction, we discovers v belongs to Adj[v] before we discovers u belongs to Adj[v]
- 3. Thus, when we find edge (u, v) for the first time (when we processing Adj[u]):
 - (a) If u is an ancestor of v, then (u, v) will become an tree-edge
 - (b) If u is an descendant of v, then as the procedure of BFS, we have discovered u when we process Adj[v], which is contradict with precondition 2.. **Impossible**
 - (c) If u is nether a ancestor of v, nor a descendant of v, then (u, v) is a cross-edge.

Thus, the non-tree edges are all cross edges.

I got this question CORRECT.

b)

Consider the two situations 3.(a) and 3.(c) in question a.

- situation 3.(a): (u, v) is a tree edge, and the level of v is one more than the level of u
- situation 3.(c):
 - 1. level of v is smaller than level of u. Then we discovered v before we discovered u, contradict with edge direction. **Impossible**
 - 2. level of v is more than one levels deeper than u. Then we discovered the parent node of v later than we discover u, because the parent node of v's level is one or more than one levels deeper than u. So v will become as a child of u when we process Adj[u]. **Contradiction.**
 - 3. Thus, the level of v is the same of one more than the level of u.

Ex 7.5

a)

$$\begin{array}{l} F(0)=0 \\ F(k)=k+F(k-1)+F(k-2)+..+F(0)=k+\sum_{i=0}^{k-1}F(i), k>0 \\ \text{I got this question CORRECT.} \end{array}$$

b)

$$\begin{split} F(k) - F(k-1) &= 1 + F(k-1), k > 0 \\ F(k) &= 2F(k-1) + 1, \, k > 0 \\ F(k) &= 2^0 + 2^1 + 2^2 + \ldots + 2^{k-1} + 2^k F(0) = 2^k - 1, k > 0 \\ \text{The formula above stands true for } F(0) &= 0, \text{ thus we have: } F(k) &= 2^k - 1, k \geq 0 \\ \text{I got this question CORRECT.} \end{split}$$

c)

$$G(k) = k - 1 + G(k - 1), k > 0$$

 $G(0) = 0$
I got this question CORRECT.

d)

$$G(n)=(n-1)+(n-2)+...+1=rac{n(n-1)}{2}, n>0$$
 The formula above stands true for $G(0)=0$, thus we have: $G(n)=rac{n(n-1)}{2}, k\geq 0$ I got this question CORRECT.

Note: the question c in the solution is the questions c&d here

e)

Calling the DFS(k) in this question is just like calling WWKWWSolver(k): The procedure on parameter k will call the procedure with parameters in [0..k-1].

That is, the first DFS version in question a is like the WWKWWSolver without saving intermediate results: The "smaller" procedure will be executed more than one times.

The second DFS version in question c is like the WWKWWSolver with saving intermediate results: Each "smaller" procedure will only executed once.

I got this question CORRECT.

Note: the question d in the solution is the questions e here

Ex 7.7

- If we use a pre-order mark and a post-order mark, the program can detect the cycle when we meet again with a vertex that has been pre-order entered but not post-order exited.
- If we use a pre-order mark and without a post-order mark, the program cannot detect cycle since it cannot distinguish between the points with more than one incoming edge or there's a loop.
- If we use a post-order mark and without a pre-order mark, the program will not stop when there's a loop.

I got this question CORRECT.

Ex 7.8

The program stopped, and the vertices on the cycle are not printed (*Blocked* is not empty). I got this question CORRECT.

Ex 7.10

a)

u.pre - u.post = the number of vertices from root to u(exclude u) — the number of the descendants of u The solution does NOT give the answer to this question. It only gives the answer to question b and c

b)

u is a descendant of $v \Leftrightarrow u.pre > v.pre$ and u.post < v.post I got this question CORRECT.

c)

proof:

 \Rightarrow :

Let u be a descendant of v, then

- ullet u has not been pre-order touched by the time v is pre-order touched, thus u.pre > v.pre
- v has not been post-order exited by the time u is post-order exited, thus u.post < v.post

 \Leftarrow

Proof by contradiction: Assume that we have u, v where u.pre > v.pre and u.post < v.post and u is not a descendant of v.

Let r be the lowest common ancestor(LCA) of u and v

- If r is the same as v, then u is a descendant of v. Contradict
- If r is the same as u, then v is a descendant of u, u.pre < v.pre. Contradict
- If r is neither the same as u. nor the same as v (u and v are in difference subtrees rooted at different children of r). Since u.pre > v.pre, then the subtree for u is on the right of the subtree for v, which gives u.post > v.post. Contradict

Thus, given u.pre > v.pre and u.post < v.post, u is a descendant of v. I got this question CORRECT.

Algorithm 1 Ex 7.Xa

```
1: procedure BFSTopSort(G(V, E))
       Create array InDegree[V] where for v \in V, InDegree[v] is used to store the indegree of v
       Set all elements in InDegree as 0
 3:
       for v \in V do
 4:
 5:
          for u \in Adj[v] do
              InDegree[u] \leftarrow InDegree[u] + 1
 6:
          end for
 7:
       end for
 8:
       Create empty set Ready
 9:
10:
       Create empty set Unready
       for v \in V do
11:
          if InDegree[v] == 0 then
12:
              Ready.insert(v)
13:
          else
14:
              Unready.insert(v)
15:
16:
          end if
       end for
17:
       while Ready is not empty do
18:
          v \leftarrow DeleteFrom(Ready)
19:
           for u \in Adj[v] do
20:
21:
              InDegree[u] \leftarrow InDegree[u] - 1
              if InDegree[u] == 0 then
22:
                 Unready.delete(u)
23:
                  Ready.insert(u)
24:
              end if
25:
          end for
26:
           Print(v)
27:
       end while
28:
       if Unready is not empty then
29:
           Detected Loop!
30:
       end if
31:
32: end procedure
```

Algorithm 2 Ex 7.Xb

```
1: procedure DFSTopSortDriver(G(V, E))
        Create a mark array/bitmap Stated[V] with all elements initialized to false/0 Create a mark array/bitmap Done[V] with all elements initialized to true/1
 3:
        for v \in V do
 4:
            if Started[v] == 0 then
 5:
                DFSTopSort(v)
 6:
            end if
 7:
        end for
 9: end procedure
10: procedure DFSTopSort(v)
        Stated[v] \leftarrow 1
11:
        for u \in Adj[v] do
12:
            if Started[u] == 0 then
13:
                DFSTopSort(u)
14:
            else
15:
                if Done[u] == 0 then
16:
                    Loop Detected!
17:
                end if
18:
            end if
19:
        end for
20:
        Print(v)
21:
        Done[v] \leftarrow 1
22:
23: end procedure
```

Algorithm 3 Ex 7.Y

```
Input: a tree-liked graph T(V, E)
Output: a set of vertices that could be a center
 1: function FindCenter(T(V, E))
       Create array Degree[V] where for v \in V, Degree[v] is used to store the degree of v
 2:
 3:
       Set all elements in Degree as 0
       for v \in V do
 4:
           for u \in Adj[v] do
 5:
              Degree[u] \leftarrow Degree[u] + 1
 6:
           end for
 7:
       end for
 8:
       Create empty set Ready, NextRound, Unready
 9:
       for v \in V do
10:
           if Degree[v] == 1 then
11:
               Ready.insert(v)
12:
           else
13:
              Unready.insert(v)
14:
           end if
15:
       end for
16:
       while Unready is not empty do
17:
           while Ready is not empty do
18:
              v \leftarrow DeleteFrom(Ready)
19:
              for u \in Adj[v] do
20:
                  Degree[u] \leftarrow Degree[u] - 1
21:
                  if Degree[u] == 1 then
22:
                      NextRound.insert(u)
23:
                      Unready.delete(u)
24:
                  end if
25:
              end for
26:
           end while
27:
28:
           Delete all elements in NextRound and put them into Ready
       end while
29:
       return Ready
                                                                   \triangleright all elements left in Ready can be a center
30:
31: end function
```

a)

Algorithm 4 Ex 7.Za

```
1: procedure DFSDriver(G(V, E))
       for v \in V do
 2:
           v.longestoutof \leftarrow -1
 3:
       end for
 4:
       for v \in V do
 5:
           DFS(v)
 6:
       end for
 7:
 8: end procedure
 9: function DFS(v)
       if v.longestout of \neq -1 then
10:
           return \ v.longestoutof
11:
       end if
12:
       v.longestout of \leftarrow 0
13:
       for u \in Adj[v] do
14:
           v.longestout of \leftarrow max\{v.longestout of, Ecost(u, v) + DFS(v)\}
15:
       end for
16:
       {f return}\ v.longestout of
17:
18: end function
```

I got this question CORRECT.

Note: In this solution I assumed that the edge cost can not be negative. Thus I initialized the longestoutof fields as -1 as a mark of uncalculated (Perform the same function as the Nil in solution). And we have to specially deal with leaf nodes if the edge cost can be negative.

Algorithm 5 Ex 7.Zb

```
1: procedure BFS(G(V, E))
       Create array InDegree[V] where for v \in V, InDegree[v] is used to store the indegree of v
 3:
       Set all elements in InDegree as 0
       for v \in V do
 4:
           v.longestinto \leftarrow 0
 5:
           for u \in Adj[v] do
 6:
              InDegree[u] \leftarrow InDegree[u] + 1
 7:
           end for
 8:
 9:
       end for
       Create empty set Ready
10:
       Create empty set Unready
11:
       for v \in V do
12:
           if InDegree[v] == 0 then
13:
               Ready.insert(v)
14:
           else
15:
              Unready.insert(v)
16:
           end if
17:
       end for
18:
       while Ready is not empty do
19:
           v \leftarrow DeleteFrom(Ready)
20:
           for u \in Adj[v] do
21:
              InDegree[u] \leftarrow InDegree[u] - 1
22:
              u.longestinto \leftarrow max\{u.longestinto, v.longestinto + Ecost(v, u)\}
23:
              if InDegree[u] == 0 then
24:
                  Unready.delete(u)
25:
                  Ready.insert(u)
26:
              end if
27:
           end for
28:
           Print(v)
29:
30:
       end while
       if Unready is not empty then
31:
           Detected Loop!
32:
       end if
33:
34: end procedure
```

c)

By apply changes below to transform G(V, E) to G'(V, E'), Ecost(u, v) to Ecost'(u, v) we can use the algorithm in question a) to solve question b).

- For each $(u, v) \in E$, add (v, u) into E' (reverse every edge)
- $Ecost'(u, v) \leftarrow Ecost(v, u)$

That is, to solve question b for graph G(V,E) and cost funtion Ecost(u,v), we can call SolverToQuestionA(G'(V,E'),Ecost'(u,v))

and then the fields u.longestoutof is the u.longestinto we need in question b I got this question CORRECT.

Note: It seems that the question 7.Zc&d in our handout is different with the solutions here.

There questions c&d are merged into one question d in the solution sheet. And the question c in the solution sheet did NOT appear on the homework handout.

Here is the answer to the question c described in the solution sheet:

Yes we can adapt them to get the shortest path. The basic idea is change the initial value to $+\infty$, and use min instead of max to get a "expand" with calculating the smallest path at the same time. Another thing that have to be adapt is separately deal with the "leaf nodes" (initialize them to 0, not $+\infty$)

d)

By making the exactly same transformation in question c.

- $G(V, E) \to G'(V, E')$: For each $(u, v) \in E$, add (v, u) into E' (reverse every edge)
- $Ecost'(u, v) \leftarrow Ecost(v, u)$

That is, to solve question a for graph G(V, E) and cost function Ecost(u, v), we can call SolverToQuestionB(G'(V, E'), Ecost'(u, v))

and then the fields u.longestinto is the u.longestoutof we need in question a I got this question CORRECT.