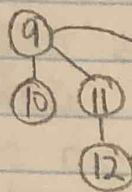
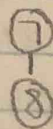
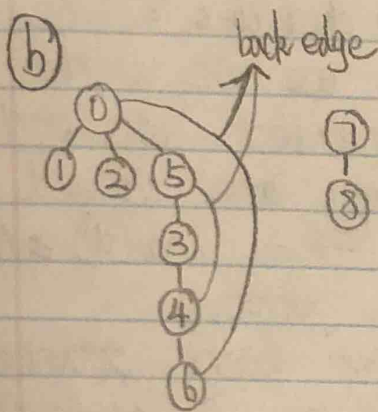


(a)

v	marked[]	EdgeTo[]	id[]
0	T	-	0
1	T	0	0
2	T	0	0
3	T	5	0
4	T	3	0
5	T	0	0
6	T	4	0
7	T	-	1
8	T	7	1
9	T	-	2
10	T	9	2
11	T	9	2
12	T	11	2

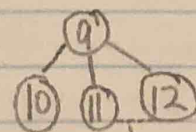
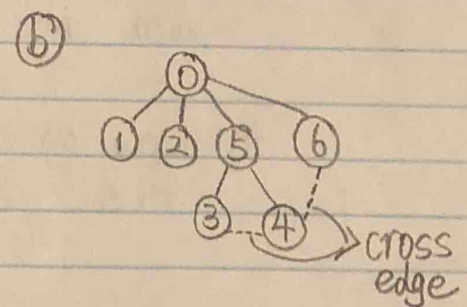


back edge

2.

v	marked[]	EdgeTo[]
0	T	-
1	T	0
2	T	0
3	T	5
4	T	5
5	T	0
6	T	0
7	T	-
8	T	7
9	T	-
10	T	9
11	T	9
12	T	9

(a)



cross edge

Assignment 4

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3. ① if we just want to find one vertex that satisfied condition, we can do DFS and just return the very first vertex that finished being processed, it's a non-articulation point because it's a leaf.
- ② if we want to find all the vertex that delete it will not disconnect the graph, the idea is using DFS find all articulation points, then the rest of vertex are all satisfied condition. How to find articulation points using DFS = ① if the root of DFS tree has two outgoing tree edges, the root is an articulation point. ② for any non-root vertex v if it's articulation point, then v 's child no back edge to above v 's level. How to check this = we find low number for each vertex as we talked about in the class, and we assign numbers to each vertex in the order in which they are visited by DFS. if v has child w such that $Low(w) \geq Num(v)$, then v is an articulation point.
- \therefore from ① and ② we can find for every connected graph has a vertex whose removal (including all adjacent edges) will not disconnect the graph.

4. Give a bipartite graph G , set $size(G) \leq \infty$, for each vertex v in the Graph G = set variable $explored \leftarrow \emptyset$; $distance(v) \leftarrow 0$;
 $Toexplore \leftarrow \{v\}$; $Parent(v) \leftarrow null$
 While $Toexplore \neq \emptyset$:
 select vertex x from $Toexplore$;
 $explored = explored + x$; Remove x from $Toexplore$
 for each vertex $y \in (Adj(x) - Parent(x))$:
 if $y \notin explored$ =
 $Parent(y) \leftarrow x$
 $distance(y) \leftarrow distance(x) + 1$
 $Toexplore \leftarrow Toexplore + y$
 else =
 $size(G) \leftarrow \min \{ size(G), 1 + distance(x) + distance(y) \}$
 return $size(G)$;

Assignment 4

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5. ① use topologically sort to sort the DAG
- ② Assign numbers start at 0 to all vertices in topological sort from left to right.
- ③ Because in a Hamiltonian path you only can visit each vertex once, so if there is an edge between each consecutive pair of vertices in the topological order such as: $(0,1), (1,2), (2,3), \dots, (n-1,n)$, then there exists a Hamiltonian path.