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Algorithms by Sedgewick and Wayne (4th edition) [SW11]
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4.1: Undirected Graphs

Exercise 1. What is the maximum number of edges in a graph with V vertices and no parallel edges? What is the minimum number of edges in a graph with V vertices, none of which are isolated (have degree 0)?

Solution. No parallel edges means that at most one edge connects any two given nodes. For any vertex v_i, there are V possible edge candidates, including v_0 itself (because loops are not disallowed, we can assume they are allowed). Then, for v_1, there are $V - 1$ edges allowed: one for v_1, and one for each other vertex, except v_0. Continuing this way, we find that there is a maximum of $V!$ (V factorial) edges.

If V is even, then the minimum is $V/2$, since we can pair all vertices. If V is odd, it is $\lfloor V/2 \rfloor + 1$.

Exercise 2. Draw, in the style of the figure in the text (page 524), the adjacency lists built by `Graph`'s input stream constructor for the file `tinyGex2.txt` depicted at left (input from `tinyGex2.txt`) (see also Figure 1).

```
12
16
 8  4
 2  3
 1 11
 0  6
 3  6
10  3
 7 11
 7  8
11  8
 2  0
 6  2
 5  2
 5 10
 5  0
 8  1
 4  1
```

Solution. See Figure 2.

Exercise 3. Create a copy constructor for `Graph` that takes as input a graph `G` and creates and initializes a new copy of the graph. Any changes a client makes to `G` should not affect the newly created graph.

Solution. See `com.segarciat.algs4.ch4.sec1.ex03`.

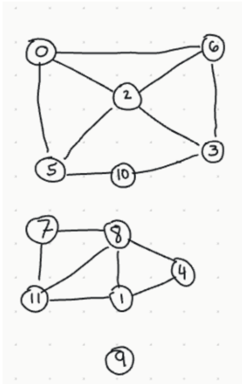

Figure 1: Graph from `tinyGex2.txt`.

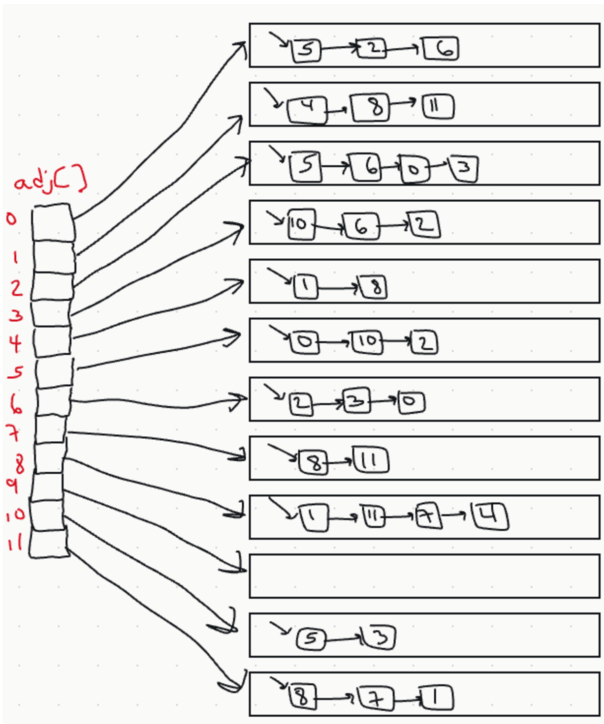

Figure 2: Adjacency list representation for undirected graph from `tinyGex2.txt`

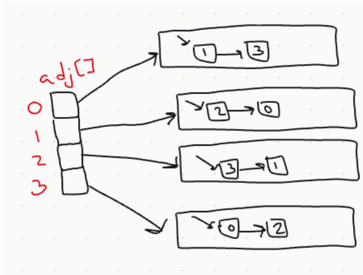

Figure 3: Impossible adjacency-lists for a four-vertex graph with edges `0-1`, `1-2`, `2-3`, and `3-0`.

Exercise 4. Add a method `hasEdge()` to `Graph` which takes two `int` arguments `v` and `w` and returns `true` if the graph has an edge `v-w`, `false` otherwise.

Solution. See `com.segarciat.algs4.ch4.sec1.ex04`.

Exercise 5. Modify `Graph` to disallow parallel edges and self-loops.

Solution. See `com.segarciat.algs4.ch4.sec1.ex05`.

Exercise 6. Consider the four-vertex graph with edges `0-1`, `1-2`, `2-3`, and `3-0`. Draw an array of adjacency-lists that could *not* have been built calling `addEdge()` for these edges *no matter what order*.

Solution. See Figure 3. The contents suggest that

1. According to 0's adjacency list, `0-3` comes before `0-1`.
2. According to 3's adjacency list, `2-3` comes before `0-3`.
3. According to 2's adjacency list, `1-2` comes before `2-3`.
4. According to 1's adjacency list, `0-1` comes before `1-2`.

According to the first three, the implied order is

```
1-2
2-3
0-3
0-1
```

but then 1's adjacency list says that `0-1` comes before `1-2`, which contradicts that `0-1` comes last in the list above. This can be seen from the adjacency lists because there must be first pair, which means that there is a pair of vertices `v` and `w` that are last in each other's adjacency lists. That would imply that `v-w` (or `w-v`) was the first edge inserted. That doesn't happen in the figure, however.

Exercise 7. Develop a test client for `Graph` that reads a graph from the input stream named as command-line argument and then prints it, relying on `toString()`.

Solution. See `com.segarciat.algs4.ch4.sec1.ex07`.

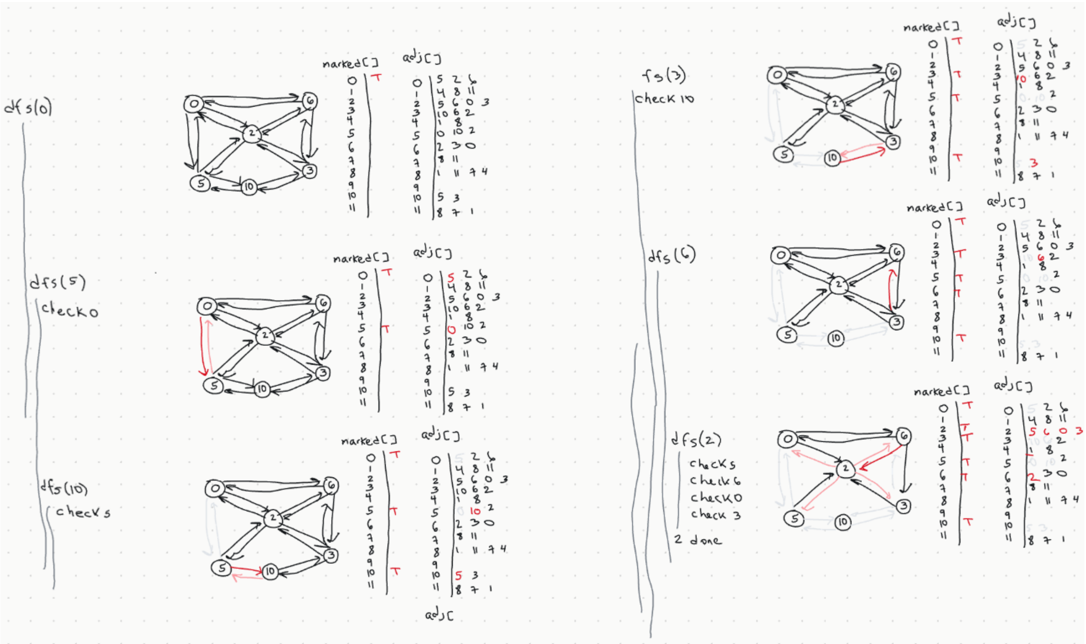

Figure 4: Trace of depth-first search to find all paths from `0` on `tinyGex2.txt`.

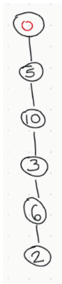

Figure 5: Tree built from Figure 4.

Exercise 8. Develop an implementation of the `Search` API on page 528 that uses `UF`, as described in the text.

Solution. See `com.segarciat.algs4.ch4.sec1.ex08`.

Exercise 9. Show, in the style of page 533, a detailed trace of the call `dfs(0)` for the graph built by `Graph`'s input stream constructor for the file `tinyGex2.txt` (see `Exercise 4.1.2` and Figure 1). Also, draw the tree represented by `edgeTo[]`.

Solution. From Figure 1, we see that G is not connected, so we can focus on the connected component of G that contains `0`. See Figure 4 for the race, and Figure 5 for the tree.

Exercise 10. Prove that every connected graph has a vertex whose removal (including all incident edges) will not disconnect the graph, and write a DFS method that finds such a vertex. *Hint*: Consider a vertex whose adjacent vertices are all marked.

Solution.

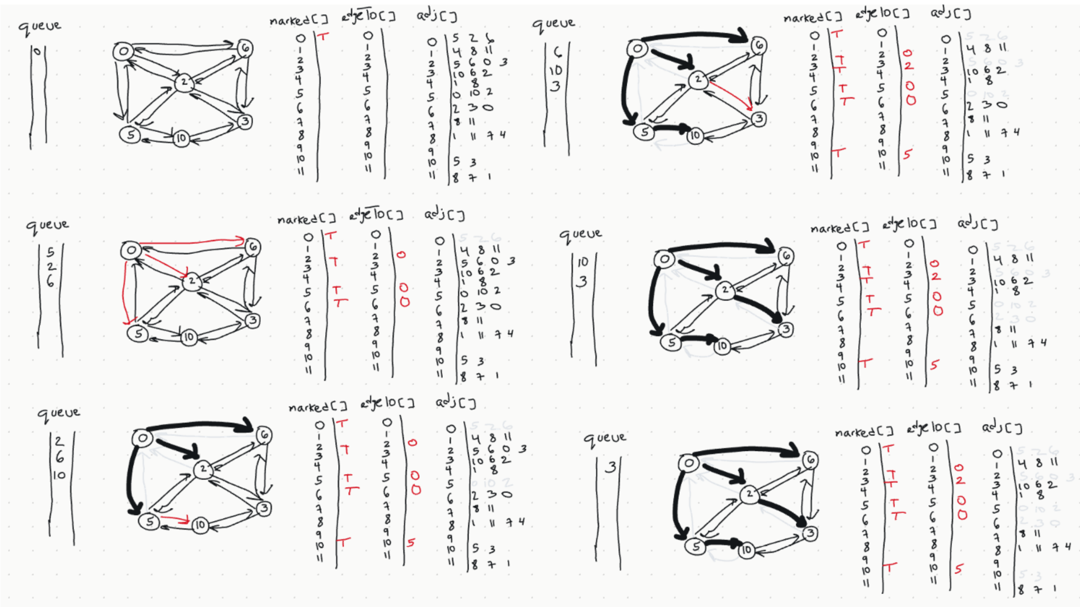

Figure 6: Trace of breadth-first search (BFS) on `tinyGex2.txt`.

Proof. Suppose G is connected. If we choose any vertex s, **Proposition A** in Section 4.1 of [SW11] implies that the depth-first search algorithm marks all vertices in the graph, since G is connected. Eventually, the algorithm encounters a vertex whose adjacent vertices are all marked. Otherwise, the algorithm always finds a new unmarked vertex, but this must stop after at most $|G|$ steps because at that point all vertices in the graph have been marked.

Let u be the vertex whose adjacent vertices have all been marked. If we remove u and all edges connected to it, then the graph remains connected. To see this, suppose v and w are two distinct vertices, neither of which are u. If v or w were adjacent to u, then the fact that its adjacent vertices have been marked means that a path to either v or w from s was already found. Otherwise, if neither v nor w were adjacent to u, then the fact that depth-first search marks all vertices means that there is a path from s to both v and w. Thus, if p_{vs} is a path from v to s, and p_{sw} is a path from s to w, then concatenating p_{vs} and p_{sw} creates a path p_{vw} from v to w. Hence, after removing u and the edges containing u from G, the graph remains connected. □

Exercise 11. Draw the tree represented by `edgeTo[]` after the call `bfs(G, 0)` in **Algorithm 4.2** for the graph built by `Graph`'s input stream constructor for the file `tinyGex2.txt` (see **Exercise 4.1.2** and Figure 1).

Solution.

Solution.

Exercise 12. What does the BFS tree tell us about the distance from `v` to `w` when neither is at the root?

Solution. If the path from the root `s` to `v` has length k and the path from `s` to `w` has length m, then it tells us that the distance from `v` to `w` is bounded by $k + m$, or:

$$\text{dist}(\texttt{v}, \texttt{w}) \leq \text{dist}(\texttt{v}, \texttt{s}) + \text{dist}(\texttt{s}, \texttt{w})$$

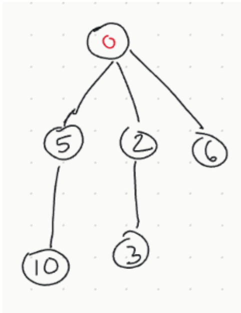

Figure 7: Tree representation of `edgeTo[]` array corresponding to BFS in Figure 6.

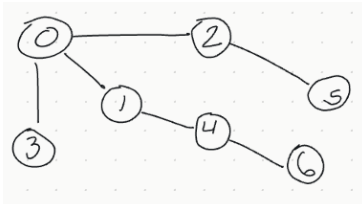

Figure 8: Exercise 14

However, it does not tell us what the distance is, since we only know information about vertices relative to the root `s`.

Exercise 13. Add a `distTo()` method to the `BreadthFirstPaths` API and implementation, which returns the number of edges on the shortest path from the source to a given vertex. A `distTo()` query should run in constant time.

Solution. See `com.segarciat.algs4.ch4.sec1.ex13`.

Exercise 14. Suppose you use a stack instead of a queue when running breadth-first search. Does it still compute shortest paths?

Solution. No. In Figure 8, if `0` were the source vertex, and `2` was the last note in the adjacency list for node `0`, then it would be the first removed from the stack. Processing it would lead to a path of length `4`, namely `0-2-5-6-4`, but the shortest path from `0` to `4` is `0-1-4`, of length 2.

Exercise 15. Modify the input stream constructor for `Graph` to also allow adjacency lists from standard input (in a manner similar to `SymbolGraph`), as in the example `tinyGadj.txt` shown at right. After the number of vertices and edges, each line contains a vertex and its list of adjacent vertices.

Solution. See `com.segarciat.algs4.ch4.sec1.ex15`.

Exercise 16. The *eccentricity* of a vertex `v` is the length of the shortest path from that vertex to the furthest vertex from `v`. The *diameter* of a graph is the maximum eccentricity of any vertex. The *radius* of a graph is the smallest eccentricity of any vertex. A *center* is a vertex whose eccentricity is the radius. Implement the following API:

```
public class GraphProperties
        GraphProperties(Graph G) // constructor (exception if G not connected)
```

```
int diameter()               // diameter of G
int radius()                 // radius of G
int center()                 // a center of G
```

Solution. See `com.segarciat.algs4.ch4.sec1.ex16`.

Exercise 17. The *Wiener index* of a graph is the sum of the lengths of the shortest paths between all pairs of vertices. Mathematical chemists use this quantity to analyze *molecular graphs*, where vertices correspond to atoms and edges correspond to chemical bonds. Add a method `wiener()` to `GraphProperties` that returns the Wiener index of a graph.

Solution. See `com.segarciat.algs4.ch4.sec1.ex17`.

Exercise 18. The *girth* of a graph is the length of its shortest cycle. If a graph is acyclic, then its girth is infinite. Add a method `girth()` to `GraphProperties` that returns the girth of the graph. *Hint*: Run `BFS` from each vertex. The shortest cycle containing `s` is an edge between `s` and some vertex `v` concatenated with a shortest path between `s` and `v` (that doesn't use edge `s-v`).

Solution. See `com.segarciat.algs4.ch4.sec1.ex18`.

References

[SW11] Robert Sedgewick and Kevin Wayne. *Algorithms*. 4th ed. Addison-Wesley, 2011. ISBN: 9780321573513.