

## HW#4 Solution

Dr. Song, CSCI 323, Spring 2003

Department of Computer Science, Queens College

### R-6.2

In a simple undirected graph, the number of edges  $m$  is bounded by

$$m \leq \frac{n(n-1)}{2} \leq n^2$$

Taking logarithm on both sides of the above equation, we have

$$\log m \leq 2 \log n \quad \text{for } n \geq 1$$

That is  $\log m$  is  $O(\log n)$ .

### R-6.4

Build a directed graph out of the nine language courses in the following way:

1. Each course is a vertex;
2. If course LAX is a prerequisite of course LAY, then there is a directed edge from LAX to LAY;

Then we can perform topological sort on the digraph, which gives several topological orderings:

- LA15, LA16, LA22, LA31, LA32, LA126, LA127, LA141, LA169
- LA22, LA15, LA16, LA127, LA22, LA31, LA32, LA126, LA141, LA169

each of which corresponds to a sequence of course that allows Bob to satisfy all prerequisites.

### R-6.10

A topological ordering from the graph in G&T Figure 6.14(d) is:

*ORD, BOS, JFK, MIA, DFW, SFO, LAX*

### C-6.2

Let  $n_1, n_2, \dots, n_i$  be the number of vertices in each connected component. Let  $m_1, m_2, \dots, m_i$  be the number of edges in each connected component. The total running time is  $\Theta(n_1 + m_1 + n_2 + m_2 + \dots + n_i + m_i)$  which is  $\Theta(n + m)$  where  $n$  is the total number of vertices and  $m$  is the total number of edges.

### C-6.3

*Proof.* (by contradiction) Let  $T$  contain all discovery edges. Assume there is a cross edge from vertex  $v$  to  $u$ . Vertices  $u$  and  $x$  must have been discovered earlier than  $w$  by the depth-first-search strategy. If there is an edge between  $v$  and  $u$ ,  $v$  should have been discovered earlier by  $u$  as a discovery edge of  $v$ . Then  $T$  would have included edge  $(v, u)$ . However, this is a conflict with the assumption that edge  $(v, u)$  is not in  $T$ . So there is no cross edges outside  $T$ . That is all edges not in  $T$  are back edges.  $\square$

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**Algorithm 1** ConnectedComponent( $G$ )

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1: Input: an undirected graph  $G$ 
2: Output: connected components of  $G$ 
3:  $i \leftarrow 1$ 
4: for each vertex  $v$  in  $G$  do
5:   if  $v$  is not visited then
6:     BFS( $G, v$ ) (or DFS( $G, v$ )) and label each visited vertex with  $i$ 
7:      $i \leftarrow i + 1$ 
8:   end if
9: end for
10:  $i \leftarrow i - 1$ 
11: for each vertex  $v$  in  $G$  do
12:    $j \leftarrow$  the label of  $v$ 
13:   put  $v$  into the  $j$ -th connected component  $C_j$  of  $G$ 
14: end for
15: return  $C_1, C_2, \dots, C_i$ 
```

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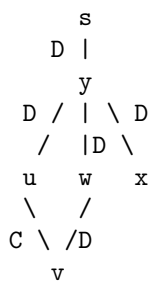


Figure 1: An assumed cross edge after DFS for C-6.3.

### R-7.1

Ignore.

### C-7.2

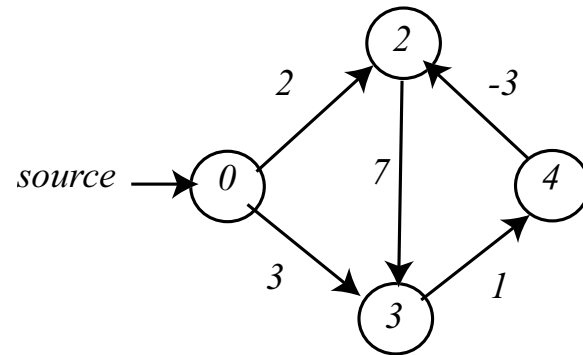


Figure 2: The value (2) of the top node produced by the Dijkstra's algorithm is not the distance from the source to the node, which is supposed to be 1.