

HONORS

2024-01-26

1

ALGORITHMS

free tree: connected, cycle-free graph

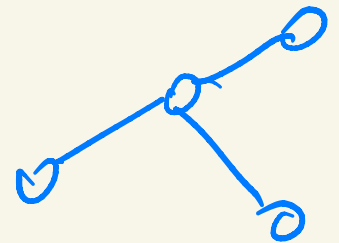
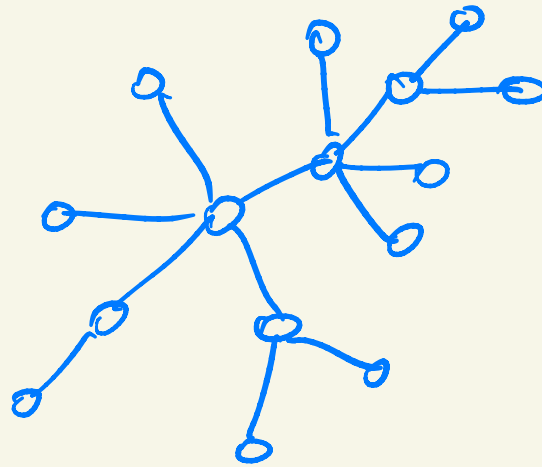
DO G is a tree \iff

$(\forall u, v) (\exists! \overset{u-v}{\text{path}})$

\uparrow
unique

DO tree: $m = n - 1$

\uparrow \uparrow
 $|E|$ $|V|$



$n = 4$
 $m = 3$

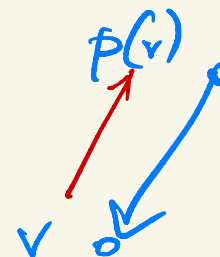
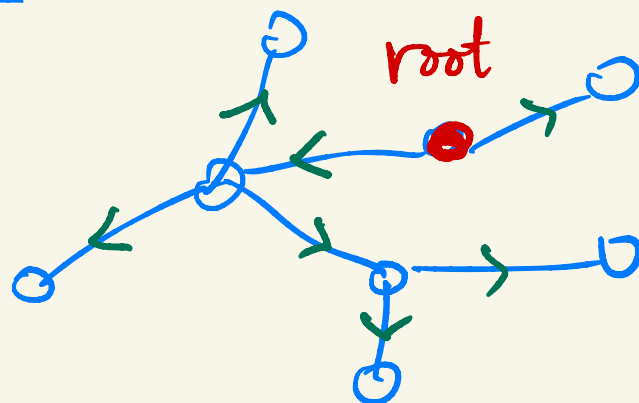
2

rooted tree

(T, v)

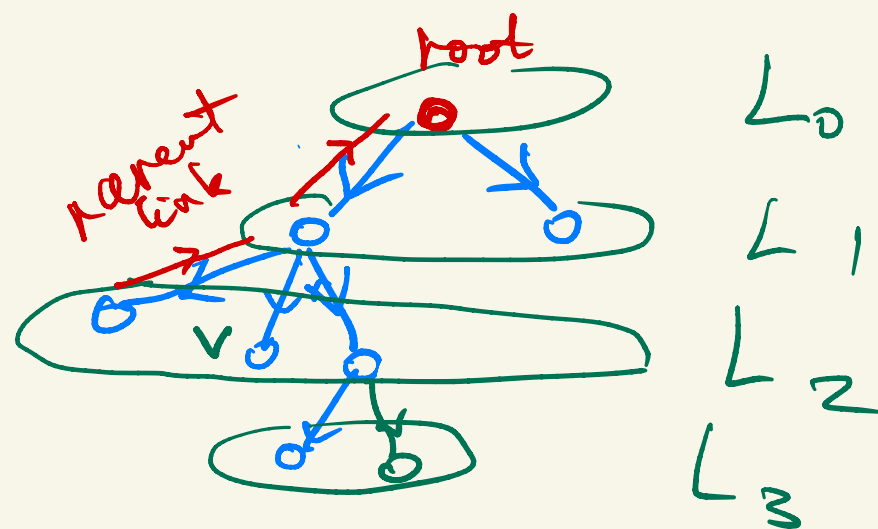
T-tree

$v \in V(T)$



"CS" tree: rooted tree

edges oriented
away from root



what characterizes

vertices in $L_k = \{v \mid \text{dist}(\text{root}, v) = k\}$

layers

G digraph, $s \in V(G)$ "source"

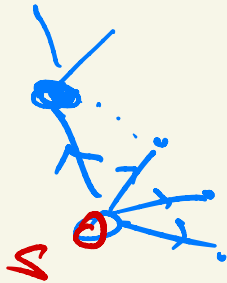
Question Which vertices are accessible from s

What is their distance from s

How do I find shortest $s \rightarrow \dots \rightarrow v$ paths

linear time in unit cost model $V = [1..n]$

BREADTH FIRST SEARCH BFS



Status:

WHITE: not discovered yet

GRAY: discovered, not finished yet

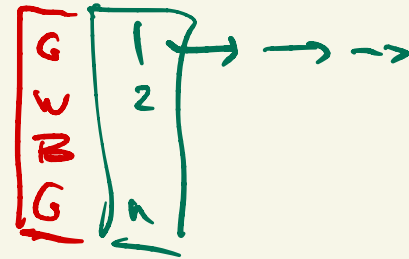
BLACK: finished

→ FIFO list

BFS(G, s) G digraph

4

Initialize for $v \in V$
 $\text{status}(v) = \text{WHITE}$
 $\text{parent}(v) = \text{NIL}$
 $\text{dist}(v) = \infty$
 $Q = \emptyset$



empty FIFO queue

$\text{status}(s) := \text{GRAY}$
 $\text{enqueue}(Q, s)$
 $\text{dist} := 0$
 $\text{parent}(s) := s$

adding s to Q

while $Q \neq \emptyset$

$u \leftarrow \text{dequeue}(Q)$

$\text{status}(u) := \text{GRAY}$

for $w \in \text{Adj}[u]$

if $\text{status}(w) = \text{WHITE}$

$\text{status}(w) := \text{GRAY}$

$\text{enqueue}(w)$

$\text{parent}(w) := u$

endfor

u : oldest vertex in Q

\leftarrow add w to Q

while $Q \neq \emptyset$

$u \leftarrow \text{dequeue}(Q)$

for $w \in \text{Adj}[u]$

if $\text{status}(w) = \text{WHITE}$

$\text{status}(w) := \text{GRAY}$

$\text{enqueue}(w)$

$\text{parent}(w) := u$

$\text{dist}(w) := 1 + \text{dist}(u)$

end for

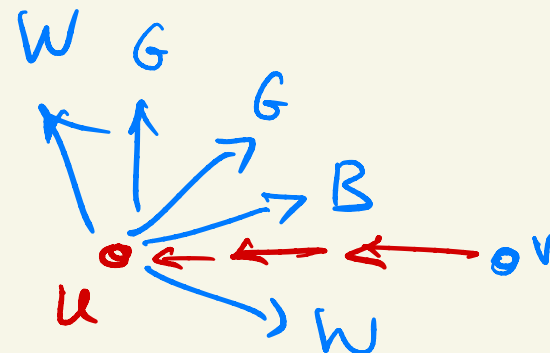
$\text{status}(u) := \text{BLACK}$

end while

Return parent dist status
array

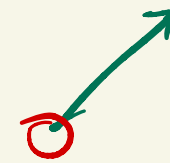
u : oldest vertex in Q

\leftarrow add w to Q



LINEAR TIME

examines every edge at most once



DO parent links define a tree rooted at s

the unique $s \rightarrow \dots \rightarrow v$ path shortest in G

(G, s, w)

$w: E \rightarrow \mathbb{R}$

weighted edges

DIJKSTRA'S ALGORITHM

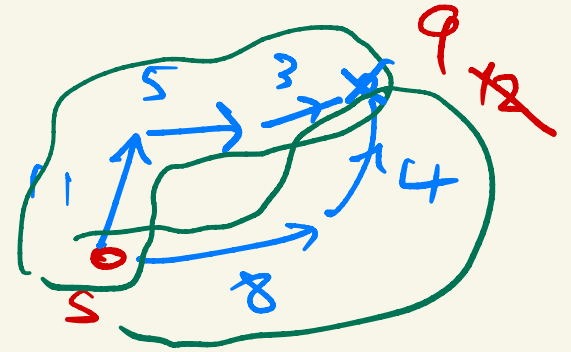
PRIORITY QUEUE

EXTRACT-MIN : finds/removes item
with smallest key

INSERT(key)

UPDATE(item)

↑
real



for $v \in V$ $Q = \emptyset$

$\text{status}(v) = \text{WHITE}$

$p(v) = \text{NIL}$

$\text{cost}(v) = \infty$

$\text{status}(s) := \text{GRAY}$

$\text{INSERT}(Q, s)$ $\text{cost}(s) = 0$

$p(s) := s$

while $Q \neq \emptyset$

$u \leftarrow \text{EXTRACT-MIN}(Q)$

for $v \in \text{Adj}[u]$

if $\text{status}(v) = \text{WHITE}$

$\text{status}(v) := \text{GRAY}$

$\text{RELAX}(u, v)$

$\text{INSERT}(Q, v)$

elseif $\text{status}(v) = \text{GRAY}$

$\text{RELAX}(u, v)$

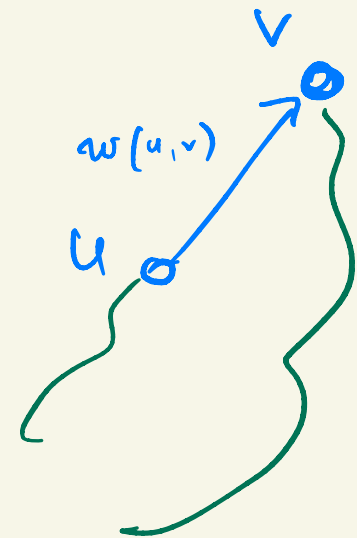
endfor

$\text{status}(u) := \text{BLACK}$

endwhile

$s \in V$ source

Q : priority queue



← updates parent cost