

CS 344 Homework IV

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Problem 7.4

a. 10 points

G
|\
D E
|
A
|\
B F
|
C

b. 10 points

G
|\
D E - C
|
A
|\
F B

Problem 7.5

a. 10 points

G
|\
D E
|\
A C
|\
B F

b. 10 points

G
|\
D E - C

|
A
|\
F B

Problem 7.7 , 30 points

Proof by contradiction. We need to prove that in the graph after BFS, there are neither forward edges nor back edges. Let us assume that a forward/back edge exists. Let $a - b$ be a back (or equivalently, forward) edge, where a is an ancestor of b . Now, let us consider the path from a to b in the tree produced by BFS. This path will have length ≥ 2 . Let the first node on the tree path descending from a to b be c . When the breadth-first search processes a , it necessarily explores all the undiscovered (adjacent) neighbors of a , that include c , as well as b . So either b is already discovered by the breadth-first search, or $a - b$ should be included as a tree edge. Thus, we reach a contradiction. As a result, this is not possible to have a forward or back edge in the graph after BFS.

Problem 7.48, 30 points One of the solutions can be as follows.

1. Perform a BFS on a graph G (starting at the arbitrary source node).
2. If the graph is Bipartite, it is possible to partition the graph into two groups of nodes A and B , so that nodes in group A will only share edges with nodes in group B , but not among themselves (same applies for nodes in group B).

It is important to observe that if we run BFS on such a graph, then nodes from one group will all have odd distances from the source; at the same time nodes in the other groups will all have even distances from the source.

3. As a result, if the graph is bipartite, every edge of the graph should connect one even-distanced node and one odd-distanced node. No edges between even-distanced nodes (or between odd-distanced nodes) are allowed.
4. After running BSF, we check for every edge - whether it connects an even and odd nodes. If we find at least one edge connecting two even-distanced nodes or two odd-distanced nodes, the graph is NOT bipartite.

You can perform the same idea with assigning different colors to nodes - say blue and red (similar to even and odd distance calculations).

The time complexity in both cases is $O(V + E)$.