

[8] 3.) Suppose a computer program uses the Breadth first search algorithm to determine which vertices are reachable from v_1 where the computer program gives lower indexed vertices priority (i.e., if the program must choose a vertex from a set of vertices, it will choose the one with lowest index). What would be the output if the input is the following adjacency matrix for a directed graph? **You do not need to show work.**

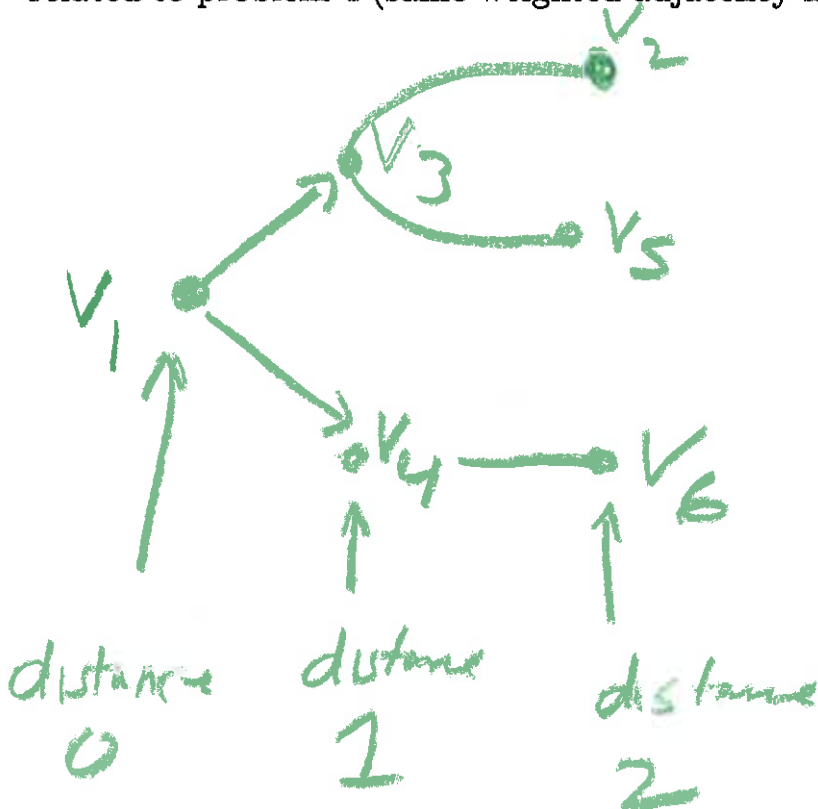
$$\begin{matrix}
 \begin{matrix} \rightarrow v_1 \\ \rightarrow v_2 \\ \rightarrow v_3 \end{matrix} & \begin{matrix} v_1 \\ v_2 \\ v_3 \\ v_4 \\ v_5 \\ v_6 \end{matrix} \\
 \begin{pmatrix}
 0 & 0 & 2 & 2 & 0 & 0 \\
 1 & 0 & 0 & 0 & 0 & 1 \\
 1 & 1 & 0 & 0 & 5 & 0 \\
 1 & 0 & 0 & 0 & 0 & 3 \\
 1 & 0 & 0 & 0 & 0 & 0 \\
 1 & 0 & 0 & 0 & 0 & 0
 \end{pmatrix}
 \end{matrix}$$

The vertices reachable from v_1 are

$v_1, v_2, v_3, v_4, v_5, v_6$

rooted: starting vertex

Draw the tree created by the Breadth first search algorithm. Note this problem is related to problem 4 (same weighted adjacency matrix), but the output is not the same.



[5] 4a.) Define: A vertex w is reachable from a vertex v if

\exists a path from v to w

Greedy +
2) Breadth first

[15] 4b.) Suppose a computer program uses Dijkstra's algorithm to find a shortest path from the vertex v_1 to the vertex v_6 where the computer program gives lower indexed vertices priority (i.e., if the program must choose a vertex from a set of vertices, it will choose the one with lowest index). What would be the output if the input is the following adjacency matrix for a directed graph?

$$\begin{pmatrix} 0 & 0 & 2 & 2 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 1 \\ 1 & 1 & 0 & 0 & 5 & 0 \\ 1 & 0 & 0 & 0 & 0 & 3 \\ 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

starting vertex

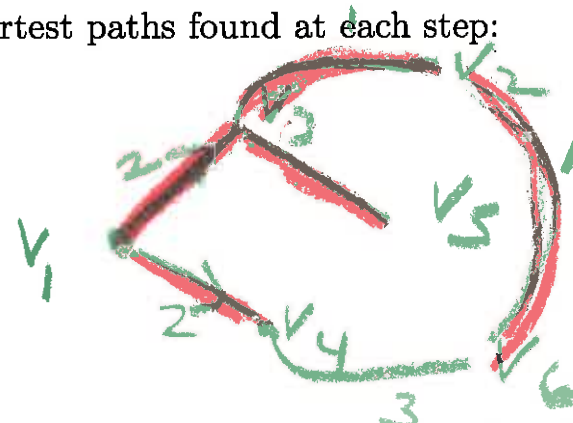
Optimal rooted tree

Show your work:

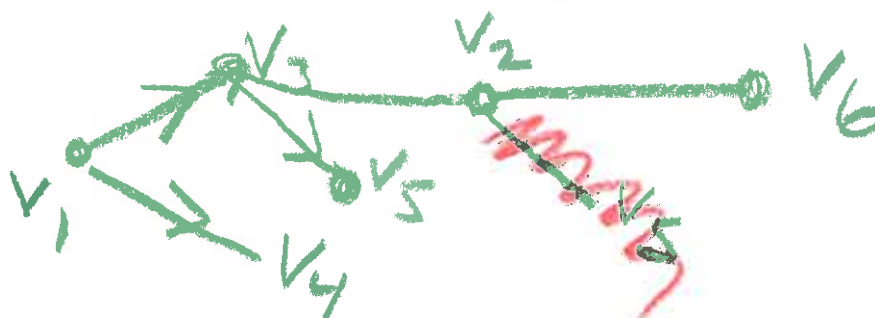
$$S = \{v_1, v_3, v_4, v_2, v_6, v_5\}$$

The table showing length of shortest paths found at each step:

v_1	v_2	v_3	v_4	v_5	v_6
0	∞	∞	∞	∞	∞
∞	2	2	∞	∞	∞
3	∞	2	7	∞	∞
3	∞	∞	7	5	∞
∞	∞	∞	7	4	∞
∞	∞	∞	7	7	∞



Note that every vertex is reachable from the vertex v_1 . Thus Dijkstra's algorithm outputs a spanning tree when starting at v_1 . Draw this spanning tree:



coincidence that this is also DFS tree

What is a shortest path from the vertex v_1 to the vertex v_6 ?

$$v_1, \langle \overline{v_1, v_3} \rangle, v_3, \langle \overline{v_3, v_2} \rangle, v_2, \langle \overline{v_2, v_6} \rangle, v_6$$