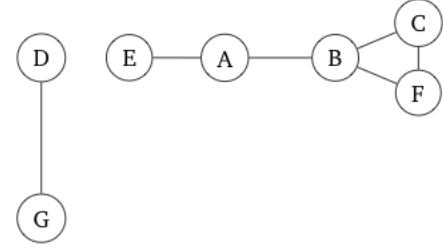




Section 08: Graphs

1. Graph properties

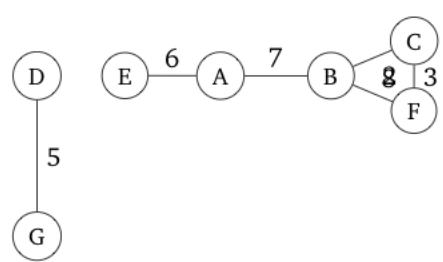
(a) Consider the *undirected, unweighted* graph below.



Answer the following questions about this graph:

- Find V , E , $|V|$, and $|E|$.
- What is the maximum *degree* of the graph?
- Are there any cycles? If so, where?
- What is the maximum length simple path in this graph?
- What is one edge you could add to the graph that would increase the length of the maximum length simple path of the new graph to 6?
- What are the *connected components* of the graph?

(b) Consider the *undirected, weighted* graph below.

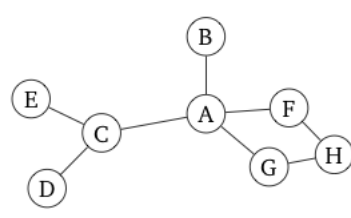


Answer the following questions about this graph:

- What is the path involving the least number of nodes from E to C ? What is its cost?
- What is the minimum cost path from E to C ? What is its cost?
- What is the minimum length path from E to C ? What is its length?

2. Graph traversal

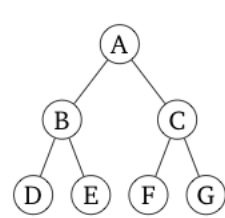
(a) Consider the following graph. Suppose we want to traverse it, starting at node A .



If we traverse this using *breadth-first search*, what are two possible orderings of the nodes we visit? What if we use *depth-first search*?

For the first ordering, you **must** run through adding/removing things from the queue/stack. To provide the second ordering for each algorithm, you may simply look at the graph.

(b) Same question, but on this graph:



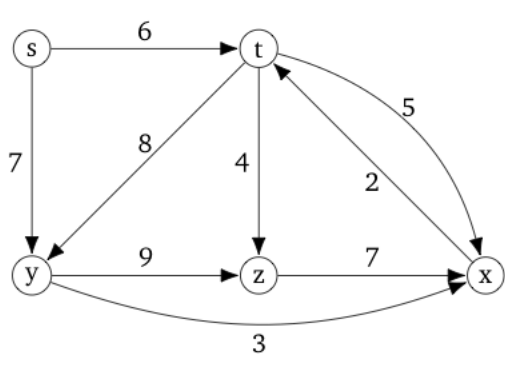
3. Implementing graph searches

(a) Come up with pseudocode to implement *breadth-first search* on a graph, given a starting node and an adjacency list representation of the graph. Is your method recursive or not? What data structures do you use?

(b) Come up with pseudocode to implement *depth-first search* on a graph, given a starting node and an adjacency list representation of the graph. Is your method recursive or not? What data structures do you use?

4. Simulating Dijkstra's

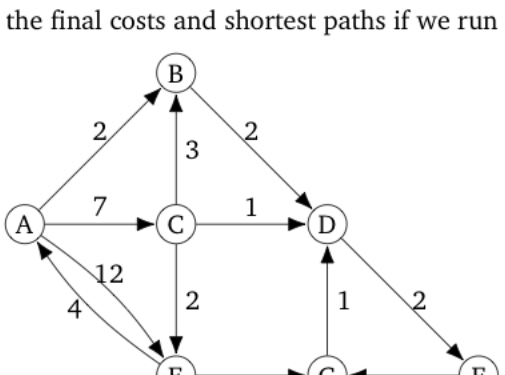
(a) Consider the following graph:



Run Dijkstra's algorithm on this graph starting from vertex s . What are the final costs of each vertex and the shortest paths from s to each vertex? You can use the table below to keep track of each step in the algorithm.

Vertex	Distance	Predecessor	Processed
s			
t			
x			
y			
z			

(b) Here is another graph. What are the final costs and shortest paths if we run Dijkstra's starting on node A ?



5. Design Problem: Pathfinding in mazes

Suppose we are trying to design a maze within a 2d top-down video-game. The world is represented as a grid, where each tile is either an impassable wall, an open space a player can pass through, or a *wormhole*. On each turn, the player may move one space on the grid to any adjacent open tile. If the player is standing on a wormhole, they can instead use their turn to teleport themselves to the other end of the wormhole, which is located somewhere else on the map.

Now, suppose there are several coins scattered throughout the map. Your goal is to design an algorithm that finds a path between the player and some coin in the fewest number of turns possible. Describe how you would represent this scenario as a graph (what are the vertices and edges? Is this a weighted or unweighted graph? Directed or undirected?). Then, describe how you would implement an algorithm to complete this task.

6. Design Problem: Negative edge weights

If you enjoy reading Pokémon jokes, you can read the flavor text to understand where the graph problem comes from. Otherwise, you can skip those parts and just read the formal statements.

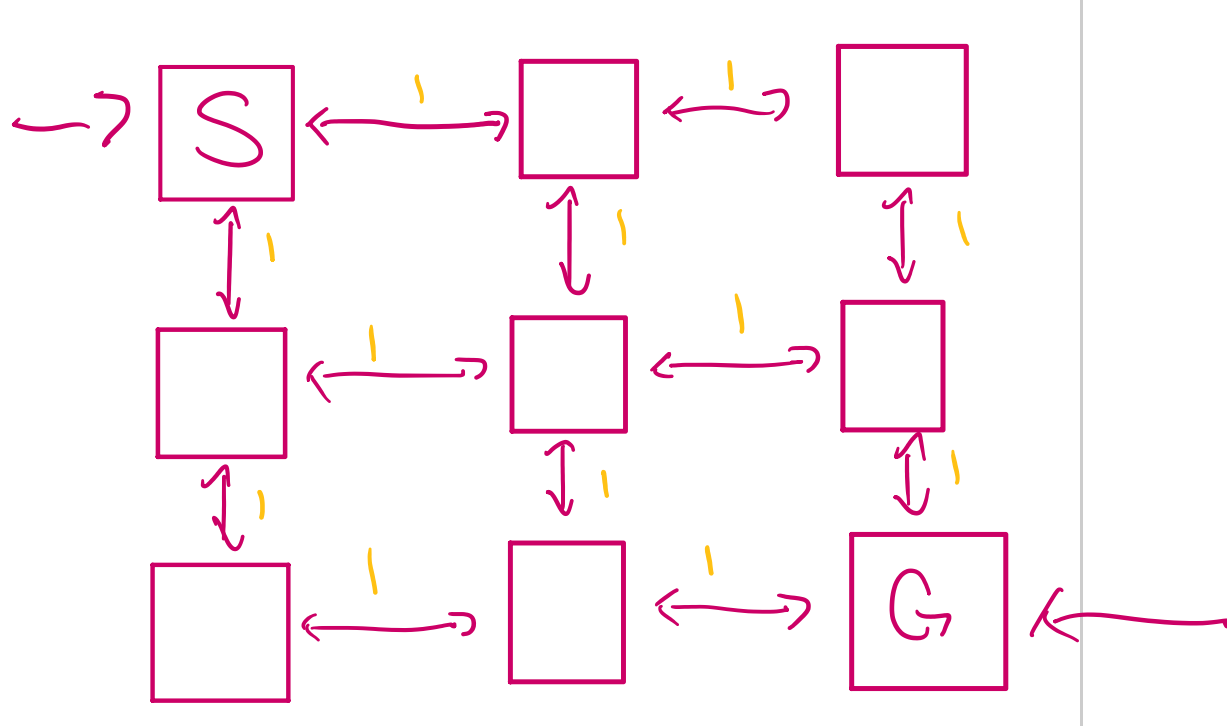
Flavor Text You and your trusty Pikachu have made it halfway through Viridian Forest, but things have taken a turn for the worst. That last Weedle poisoned your Pikachu, and you're all out of antidotes. In the Pokémon world, the poison doesn't do any damage as long as you stay *perfectly still*. But every time you take a step, the poison does a little bit of damage to your poor friend Pikachu.

Thanks to Bulbapedia¹, you know the exact map of Viridian Forest. Knowing that each step will cost your Pikachu exactly one of its precious hit points, you will need to find an efficient path through the forest.²

Formal Statement In a video game you are playing, each step you take costs a character (Pikachu) one unit of health. You have a map of the level (Viridian Forest) – your goal is to reach the end of the level (marked on your map) while losing as little health as possible.

(a) Describe a graph and an algorithm run on that graph to find the path through the forest to save as many of Pikachu's hit points as possible (i.e. the path with the fewest number of steps).

¹Like Wikipedia, but for Pokémon!
²Don't worry about running into wild Pokémon. For some reason you have a huge number of repels. Next time, maybe invest in full heals or potions instead.



Dijkstra

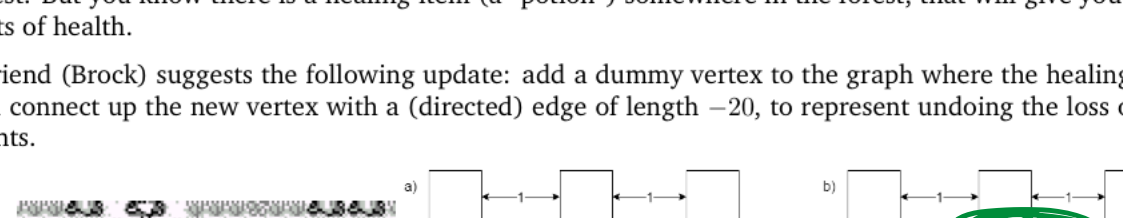
Very Common:
 Maps
 ↓
 Graphs

(b) **Flavor Text** You run your algorithm and come to a devastating realization – the end of Viridian Forest is at least 25 steps away, and Pikachu has only 20 hit points left. If you just walk to the edge of the forest, Pikachu will faint before reaching the next Pokémon Center. So you come up with a backup plan. Returning to Bulbapedia, you see there is a potion just a little bit out of the way of the fastest path.

Brock tells you he knows how to update your graph to find the best path now. He says he'll add a dummy vertex to the graph where the potion is and connect up the new vertex with a (directed) edge of length -20 , to represent undoing the loss of 20 hit points.

Formal Statement You realize your healing character doesn't have enough health to make it to the edge of the forest. But you know there is a healing item (a "potion") somewhere in the forest, that will give you back 20 units of health.

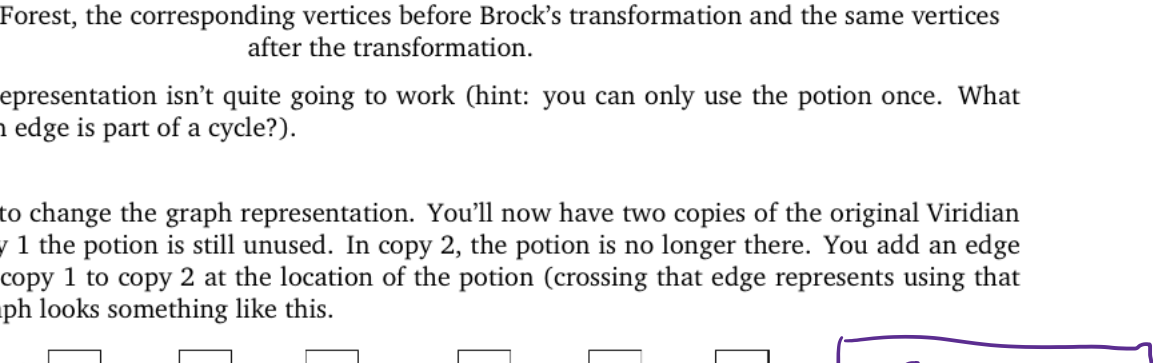
A friend (Brock) suggests the following update: add a dummy vertex to the graph where the healing item is and connect up the new vertex with a (directed) edge of length -20 , to represent undoing the loss of 20 hit points.



9 spots in Viridian Forest, the corresponding vertices before Brock's transformation and the same vertices after the transformation.

Tell Brock why his representation isn't quite going to work (hint: you can only use the potion once. What happens if the potion edge is part of a cycle?).

(c) You convince Brock to change the graph representation. You'll now have two copies of the original Viridian Forest graph, in copy 1 the potion is still unused. In copy 2, the potion is no longer there. You add an edge of weight -20 from copy 1 to copy 2 at the location of the potion (crossing that edge represents using that potion). His new graph looks something like this.



Can't go back!

Brock says he'll start running Dijkstra's. Should you trust the output?

(d) **Challenge Problem** Misty says she knows about a second potion somewhere else in the forest. Describe how to modify Dijkstra's to handle both of the potions.

~~Dijkstra~~

Bellman-Ford