

2 A Tree Takes On Graphs

Your friend at Stanford has come to you for help on their homework! For each of the following statements, determine whether they are true or false; if false, provide counterexamples.

(a) “A graph with edges that all have the same weight will always have multiple MSTs.”

(b) “No matter what heuristic you use, A* search will always find the correct shortest path.”

(c) “If you add a constant factor to each edge in a graph, Dijkstra’s algorithm will return the same shortest paths tree.”

3 Class Enrollment

You're planning your CS classes for the upcoming semesters, but it's hard to keep track of all the prerequisites! Let's figure out a valid ordering of the classes you're interested in. A valid ordering is an ordering of classes such that every prerequisite of a class is taken before the class itself. Assume we're taking one CS class per semester.

- (a) The list of prerequisites for each course is given below (not necessarily accurate to actual courses!). Draw a graph to represent our scenario.

- CS 61A: None
- CS 61B: CS 61A
- CS 61C: CS 61B
- CS 70: None
- CS 170: CS 61B, CS 70
- CS 161: CS 61C, CS 70

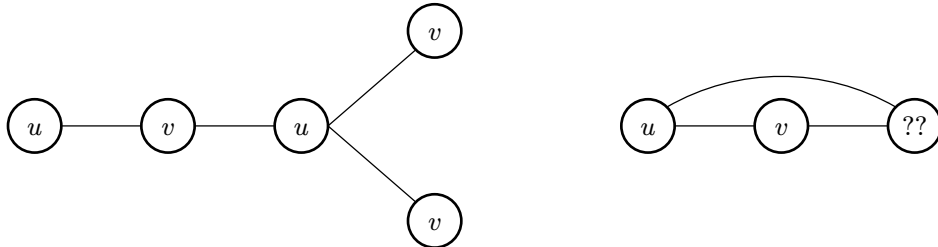
- (b) Suppose we added a new prerequisite where the student must take CS 161 before CS 170 and CS 170 before CS 61C. Is there still a valid ordering of classes such that no prerequisites are broken? If no, explain.

- (c) With the original graph, perform a topological sort to find a valid ordering of the 6 classes. Break ties by going to the lower course number first.

4 Graph Algorithm Design

- (a) An undirected graph is said to be bipartite if all of its vertices can be divided into two disjoint sets U and V such that every edge connects an item in U to an item in V . For example below, the graph on the left is bipartite, whereas on the graph on the right is not. Provide an algorithm which determines whether or not a graph is bipartite. What is the runtime of your algorithm?

Hint: Can you modify an algorithm we already know (ie. graph traversal)?



- (b) Consider the following implementation of DFS, which contains a crucial error:

```

create the fringe, which is an empty Stack
push the start vertex onto the fringe and mark it
while the fringe is not empty:
    pop a vertex off the fringe and visit it
    for each neighbor of the vertex:
        if neighbor not marked:
            push neighbor onto the fringe
            mark neighbor
  
```

First, identify the bug in this implementation. Then, give an example of a graph where this algorithm may not traverse in DFS order.

- (c) *Extra:* Provide an algorithm that finds the shortest cycle (in terms of the number of edges used) in a directed graph in $O(EV)$ time and $O(E)$ space, assuming $E > V$.