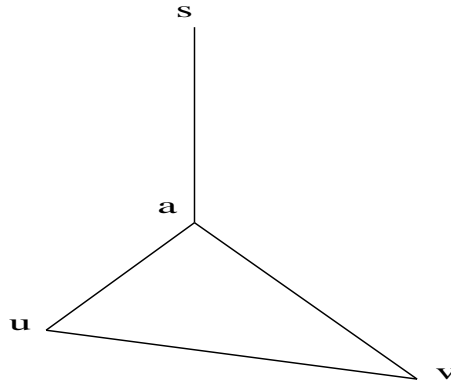


## Homework 8

**Problem 1 Solution:** A modification of *BFS* is proposed. The algorithm is run on every connected component of the graph. Initially, an arbitrary vertex  $s$  is selected and the modified *BFS* is run. Actually, we enhance the existing code of *BFS*.

```
Modified-BFS(G,s) {  
  
    Initialization /* exactly the same as in BFS, code is omitted for brevity */  
  
    While Queue is nonempty {  
        u=Dequeue(Q);  
  
        for each v in Adj[u] {  
  
            if (color[v]==white) {  
                color[v]=gray;  
                d[v]=d[u]+1;  
                pred[v]=u;  
                Enqueue(v);  
            }  
  
            else if (d[u] mod 2 == d[v] mod 2) {  
  
                printf('G has an odd cycle ');  
                return;  
            }  
        }  
        color[u]=black;  
  
    }  
}
```

Explanation: Look at the following figure for understanding why this works.



let  $K(s, u)$ ,  $K(s, v)$  represent the shortest path from  $s$  to  $u$  and  $v$  respectively, where  $u, v$  satisfy the above condition. This condition means that if both  $d(u)$  and  $d(v)$  are odd or even, then the path  $K(s, u), (u, v), K(v, s)$  forms an odd cycle (since adding 2 odd numbers or 2 even numbers gives even result. Adding 1 to an even number gives an odd number). Also, let  $a$  be the last common ancestor of the 2 paths. Then, the path  $K(a, u), (u, v), K(v, a)$  also forms an odd cycle, since we actually subtract  $K(s, a)$  2 times from the original  $K(s, u), (u, v), K(v, s)$ , which is odd, in order to form this path.  $2K(s, a)$  is even, and subtracting an even number from an odd number gives an odd number.

The complexity of the algorithm remains the same as for *BFS*, since the extra condition costs constant time. That is, the complexity is  $O(V + E)$ .

**Problem 2 Solution:** Run *DFS*. As soon as the algorithm finds a grey vertex it exits. Note that it can not find a black vertex. Before finding a grey vertex, it sees only white vertex, i.e., it encounters a vertex at most once. Thus the complexity is  $O(V)$ .

**Problem 3 Solution:** It does not always hold that  $v$  is a descendant of  $u$ . We provide the following counter-example:

Consider 3 nodes  $s, u, v$  with edges  $(s, u), (s, v), (u, s)$ . There exists a path from  $u$  to  $v$ : it's  $(u, s), (s, v)$ . If  $s$  is chosen as first vertex, and  $u$  is discovered first among its neighbors, then it holds that  $d[u] < d[v]$ . But  $v$  is not descendant of  $u$  in this case. QED

**Problem 4 Solution:** First, we prove that a back edge cannot exist. Assume that there exists a back edge  $(u, v)$  which connects  $u$  to one of its ancestors  $v$  in the tree. If  $v$  is not immediate ancestor, meaning that a path of length greater than 1 connects these 2 vertices, then  $u$  has another parent  $x$  in the tree. According to *BFS*,  $u$  is white when  $x$  is dequeued. But, this means that  $u$  was white even when  $v$  was dequeued. So,  $v$  would have color node  $u$  gray. This means that  $u$  was not white when  $x$  was dequeued, which is contradiction.

We use similar logic for the case of a forward edge  $(u, v)$ . Let  $x$  be the parent of  $v$  in the *BFS* tree.  $v$  was white when  $x$  was dequeued. But  $v$  would have been colored gray when  $u$  was dequeued. So,  $u$  was not white when  $x$  was dequeued, which is contradiction.

Since there are not forward or backward edges, all edges in the graph are either tree or cross edges.