

Final Note on DP

Divide and Conquer involves applying the same algorithm on a smaller size of input that **don't rely** on one another; whereas, dynamic programming also builds on smaller sub-problems but the main difference is that they **do rely** on the smaller sub-problems.

11.1 Graph Algorithms

This week we'll start learning about graph algorithms.

11.1.1 Terminology

A **graph** is a set of vertices and edges (flashback to MATH 239). We use notation $G = (V, E)$. We define an edge as $e = (u, v)$. This means that vertices u, v are *adjacent* and e, u or e, v are *incident*. A graph can also be directed.

A graph is **connected** if there exists a path between every vertex u, v .

An **acyclic** graph is a graph without a cycle. Observe that an acyclic undirected graph is a *tree*.

11.1.2 Storing a Graph in a Computer

- **Adjacency Matrix:**

$$A[i, j] = \begin{cases} 1 & \text{if } i, j \in E \\ 0 & \text{Otherwise} \end{cases}$$

- **Space complexity:** $O(|V|^2)$

- **Adjacency List:** the index of the array represents the vertex number, and the value at every index is the list of adjacent vertices. **Space complexity:** $O(|V| + |E|)$

11.1.3 Graph Traversal

Graph traversal is the process of visiting every vertex in certain order.

Breath-First Search

Split the graph into k layers where a vertex at $i \in [1, k]$ takes i steps to access it. Given an input of a graph $G = (V, E)$ and a starting index $s \in V$, the breath-first search algorithm is (*on next page*):

The Algorithm

```
Q ← empty queue
visited[v] ← false for every v ∈ V
enqueue(Q, s)
visited[s] ← true
while Q is not empty do
    u ← dequeue(Q)
    for Every v adjacent to u do
        if !visited[v] then
            enqueue(Q, v)
            visited[v] ← true
            parent[v] ← u
            level[v] ← level[u] + 1
```

Lemma 1

There is a path from s to v \iff visited[v] = true

Lemma 2

All parent edges form a tree

Lemma 3

For each $(u, v) \in E$, u, v are on the same layer or differ by at most 1 layer

Lemma 4

A node u is in layer k \iff $d(s, u) = k \iff$ level[u] = k

Uses of BFS

1. Determine if s, t are connected
2. Determine if the whole graph is connected by determining if there exists a path from one vertex to all other vertices