# CSE 421 Algorithms

Richard Anderson Lecture 4

#### **Announcements**

- Homework 2, Due October 11, 1:30 pm.
- Reading
  - Chapter 2.1, 2.2
  - Chapter 3 (Mostly review)
  - Start on Chapter 4

## Today

- Finish discussion of asymptotics O,  $\Omega$ ,  $\Theta$
- · Graph theory terminology
- · Basic graph algorithms

## Formalizing growth rates

- T(n) is O(f(n))  $[T:Z^+ \rightarrow R^+]$ 
  - If sufficiently large n, T(n) is bounded by a constant multiple of f(n)
  - Exist c,  $n_0$ , such that for  $n > n_0$ , T(n) < c f(n)
- T(n) is O(f(n)) will be written as:
   T(n) = O(f(n))
  - Be careful with this notation

# Order the following functions in increasing order by their growth rate

- a) n log4n
- b)  $2n^2 + 10n$
- c) 2<sup>n/100</sup>
- d) 1000n + log8 n
- e)  $n^{100}$
- f) 3<sup>n</sup>
- g) 1000 log<sup>10</sup>n
- h) n<sup>1/2</sup>



# Ordering growth rates

- For b > 0 and x > 0
  - logbn is O(nx)
- For r > 1 and d > 0

   n<sup>d</sup> is O(r<sup>n</sup>)

#### Lower bounds

- T(n) is  $\Omega(f(n))$ 
  - T(n) is at least a constant multiple of f(n)
  - There exists an  $n_0$ , and  $\epsilon$  > 0 such that  $T(n) > \varepsilon f(n)$  for all  $n > n_0$
- Warning: definitions of  $\Omega$  vary
- T(n) is  $\Theta(f(n))$  if T(n) is O(f(n)) and T(n) is  $\Omega(f(n))$

#### True or False

- n log n is O(n2)
- $n^3$  is  $O(4n^3 + 2n + n)$
- n-1 is O(n-2)
- $n^{-1}$  is  $\Omega(n^{-2})$
- $f(n) = n^2$  if n is even, 0 if n is odd f(n) is  $\Omega(n^2)$



## **Useful Theorems**

- If  $\lim (f(n) / g(n)) = c$  for c > 0 then  $f(n) = \Theta(g(n))$
- If f(n) is O(g(n)) and g(n) is O(h(n)) then f(n) is O(h(n))
- If f(n) is O(h(n)) and g(n) is O(h(n)) then f(n) + g(n) is O(h(n))

# **Graph Theory**

- G = (V, E)
  - V verticesE edges
- Undirected graphs
  - Edges sets of two vertices {u, v}
- Directed graphs
- Edges ordered pairs (u, v)
- Many other flavors
- Edge / vertices weights
- Parallel edges
- Self loops

#### **Definitions**

- Path:  $v_1, v_2, ..., v_k$ , with  $(v_i, v_{i+1})$  in E Simple Path

  - Cycle
- Simple Cycle
- Distance
- · Connectivity
  - Undirected
  - Directed (strong connectivity)
- Trees
  - Rooted
  - Unrooted

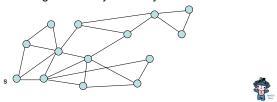
# Graph search

• Find a path from s to t

 $S = \{s\}$ While there exists (u, v) in E with u in S and v not in S Pred[v] = u Add v to S if (v = t) then path found

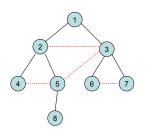
### Breadth first search

- Explore vertices in layers
  - -s in layer 1
  - Neighbors of s in layer 2
  - Neighbors of layer 2 in layer 3 . . .



## Key observation

 All edges go between vertices on the same layer or adjacent layers



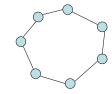
# **Bipartite**

- A graph V is bipartite if V can be partitioned into V<sub>1</sub>, V<sub>2</sub> such that all edges go between V<sub>1</sub> and V<sub>2</sub>
- · A graph is bipartite if it can be two colored



# **Testing Bipartiteness**

• If a graph contains an odd cycle, it is not bipartite



# Algorithm

- Run BFS
- · Color odd layers red, even layers blue
- If no edges between the same layer, the graph is bipartite
- If edge between two vertices of the same layer, then there is an odd cycle, and the graph is not bipartite