## GENOME-SCALE ALGORITHM DESIGN

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## Exercises for Chapter 4. Graphs

- 4.1 Find a family of DAGs in which the number of topological orderings is exponential in the number of vertices.
- 4.2 Find a family of DAGs with a number of distinct paths exponential in the number of vertices.
- 4.3 Show that a directed graph G is acyclic (does not contain a directed cycle) if and only if, for every subset of vertices  $S \subseteq V(G)$ , there exists a vertex  $v \in S$  such that no out-neighbor of v belongs to S. Conclude that a DAG must have at least one sink.
- 4.4 Show that a directed graph G is acyclic if and only if it admits a topological ordering (the forward implication is Theorem 4.1). Conclude that we can check in O(m) time whether a directed graph is acyclic.

directed acyclic graph

- 4.5 Let G be a DAG with precisely one source s and one sink t. Show that for any  $v \in V(G) \setminus \{s, t\}$  there exists a path from s to v and a path from v to t.
- 4.6 Let G be a DAG with a unique source. Prove that G is connected.
- 4.7 Explain in detail how the connectivity assumption is exploited in the proof of Theorem 4.3.
- 4.8 Show how the procedure in Theorem 4.3 can be implemented in time O(m).
- 4.9 Consider a directed graph G in which for every pair of vertices  $u, v \in V(G)$  exactly one of  $(u, v) \in E(G)$  or  $(v, u) \in E(G)$  holds (such a graph is called a *tournament*). Show that there exists a path in G passing through all vertices exactly once (such a path is called Hamiltonian path*Hamiltonian*).
- 4.10 Let G be an undirected graph. Show that either G or its complement  $\overline{G}$  is connected.
- 4.11 Give an algorithm running in time O(n + m) that checks whether an undirected graph G is connected, and if not, lists all of its connected components.
  2-connected biconnected—see 2-connected
- 4.12 A connected undirected graph G is called 2-connected (or bi-connected) if removing any vertex from G (along with its incident edges) results in a connected graph. Give an algorithm running in time O(m) for checking whether a graph is 2-connected.
- 4.13 Refine the algorithm from Exercise 4.12 so that it also outputs the 2-connected components of G (that is, the maximal 2-connected subgraphs of G).

- 4.14 Given an undirected graph G, consider the graph B(G) of 2-connected components of G: the vertices of B(G) are the 2-connected components of G, and we add an edge between two vertices of B(G) if the corresponding 2-connected components of G have a vertex in common. Show that B(G) is a tree.
- 4.15 Consider a directed graph G, a vertex  $s \in V(G)$ , and  $c : E(G) \to \mathbb{Q}$  so that no cycle of G has negative cost. Show that if G has only two 2-connected components  $C_1$ and  $C_2$ , sharing a vertex v, such that  $s \in V(C_1)$ , then we can solve the shortestpath problem on G by solving it independently on  $C_1$  and  $C_2$ , by appropriately initializing the dynamic programming dynamic programming algorithm on  $C_2$  at vertex v, shortest path
- 4.16 Consider a DAG G, a vertex  $s \in V(G)$ , a cost function  $c : E(G) \to \mathbb{Q}$ , a partition  $S = \{S_1, \ldots, S_k\}$  of V(G), and an integer  $t \leq k$ . Give a dynamic programming algorithm for computing a shortest path from s to any other vertex of G that that changes the partite sets of S at most t times. What is the complexity of your algorithm? What if G is not acyclic?
- 4.17 Consider a DAG G, a partition  $S = \{S_1, \ldots, S_k\}$  of V(G), and an integer  $t \leq k$ . We say that a path  $P = u_1, u_2, \ldots, u_\ell$  in G is *t*-restricted if every maximal subpath of Pof vertices from the same set of S has at least t vertices. (In other words, if P starts using vertices from a set  $S_i \in S$ , then it must do so for at least t vertices.) Give a dynamic programming algorithm that is additionally given a vertex  $s \in V(G)$  and a cost function  $c : E(G) \to \mathbb{Q}$ , and finds a *t*-restricted shortest path from s to any other vertex of G. What is the complexity of your algorithm? What if G is not acyclic?
- 4.18 Given a directed graph G = (V, E), n = |V|, m = |E|, and a cost function  $c : E \to \mathbb{Q}$ , we say that the *length* of a cycle  $C = v_1, v_2, \ldots, v_t, v_{t+1} = v_1$  in G, denoted l(C) is t, its *cost*, denoted c(C), is  $\sum_{i=1}^{t} c(v_i, v_{i+1})$ , and its *mean cost* is  $\mu(C) = c(C)/l(C)$ . Denote by  $\mu(G)$  the minimum mean cost of a cycle of G, namely

$$\mu(G) = \min_{C \text{ cycle of } G} \mu(C).$$

- (a) For each  $v \in V(G)$ , and each  $k \in \{0, ..., n\}$ , let d(v, k) be the minimum cost of a path in G with exactly k edges, ending at v (where d(v, 0) = 0 by convention). Show that the bi-dimensional array d can be computed in time O(nm).
- (b) Show that

$$\mu(G) = \min_{v \in V} \max_{0 \le k \le n-1} \frac{d(v, n) - d(v, k)}{n - k},$$
(1)

by showing the following facts. Consider first the case  $\mu(G) = 0$ , and show that

- for any  $v \in V$ , there exists a  $k \in \{0, \ldots, n-1\}$  such that  $d(v, n) d(v, k) \ge 0$ , thus, the right-hand side of Equation (1) is greater than or equal to 0;
- each cycle of G has non-negative cost: if C is a cycle of G, then there exists a vertex v on C such that, for every  $k \in \{0, \ldots, n-1\}$ , it holds that  $d(v, n) d(v, k) \le c(C)$ ; and
- a cycle C of minimum mean cost  $\mu(C) = 0$  also has c(C) = 0; use the above bullet to show that the right-hand side of Equation (1) is equal to 0.

Conclude the proof of Equation (1) by considering the case  $\mu(G) \neq 0$ . Show that

- if we transform the input (G, c) into (G, c') by subtracting  $\mu(G)$  from the cost of every edge, then the minimum mean cost of a path of (G, c') is 0, and the paths of minimum mean cost of (G, c) are the same as those of (G, c'); and
- since relation (1) holds for (G, c'), it holds also for the original input (G, c).
- (c) Use (a) and the proof of (b) to conclude that a minimum mean cost cycle C in G can be found in time O(nm).