CSCM12 – Software concepts and efficiency March 31st 2023
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Lab 7: graphs

For the lab this week, your task will be to complete the file `GarphsExercises.java`. Use the main function to test your functions and show your exampes if you want to sign off.

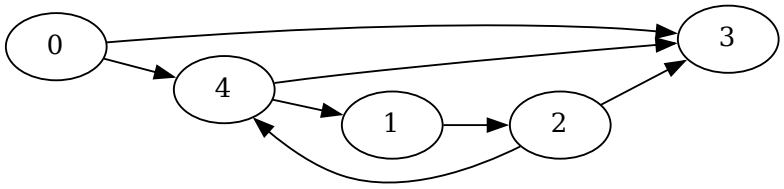
1. **The two graph representations** For this exercise, we shall consider unlabelled directed graphs whose vertices are identified with integers. Recall that there are two graph representations that are interesting:

   - Using arrays of adjacency lists
   - Using an adjacency matrix

   For the latter, we will simply use elements of type `int[][]`. For the former, we define a class `Graph`. It contains two attributes:

   - `adjSucc`, whose ith cell should contain all the vertices j such that (i, j) is an edge of the graph
   - `adjPred`, whose ith cell should contain all the vertices j such that (j, i) is an edge of the graph.

   (a) Define an adjacency matrix that correspond to the following graph



   (b) Write the code for the constructor

   ```
   public Graph(boolean[][] adjM)
   ```

   that converts from the adjacency matrix representation to an adjacency list representation.

   (c) **(Optional)** Double-check that your function works using the method to print out graphs provided to you. For instance, if you call `g.toDotFile("ex")` in your `main`, you should obtain a file `ex.dot` in your folder. Then if

```
FloydWarshall(M)
    D ← a copy of M
    n ← dimension of M
    for k from 0 to n − 1 do
        for i from 0 to n − 1 do
            for j from 0 to n − 1 do
                D[i][j] ← min(D[i][j], D[i][k] + D[k][j])
            end
        end
    end
    return D
```

Figure 1: The Floyd-Warshall algorithm.

you have graphviz[1] installed, issuing `dot -Tpng ex.dot > ex.png` in the terminel should generate a graphical representation in `ex.png`.

(d) Write the code for the method

```
public boolean[][] toMatrix()
```

that converts a `Graph` to its adjacency matrix representation

2. **Computing distances in weighted graphs** Given the adjacency matrix of a weighted graph, where the cell (i, j) contains a positive integer or ∞ (that morally corresponds to having no edges), the *Floyd-Warshall* algorithm depicted in Figure 1 outputs another matrix that gives all distances. The key insight that allows to check that it does its job correctly is that, after the outer loop has been iterated k times, then the cell $D[i][j]$ contains the minimal length of a path that goes from i to j and may use intermediate vertices in the set $\{0, \ldots, k-1\}$.

   (a) What is the time complexity of the Floyd-Warshall algorithm (in function of the number of vertices in the input graph)?

   (b) Implement the function

   ```
   static public int[][] allDistances(int[][] graph)
   ```

   in the class `GraphsExercises` using the Floyd-Warshall algorithm. Since there is no ∞ values in `int` in java, you may use for instance -1 to represent that instead.

   (c) **Challenge** Implement a function

   ```
   static public LinkedList<Integer>[][] allShortestPaths(int[][] graph)
   ```

   that, instead f just giving the distances, outputs in each cell (i, j) a path of minimal length that goes from i to j.

[1] `https://graphviz.org/`; hopefully it is installed by default on the linux machines

3. **Graph traversals**

(a) Implement the method

```
public LinkedList<Integer> toListDFS(int i)
```

of `Graph` that performs a depth-first search and enumerate all the vertices encountered in order. You may use either recursion or an imperative implementation using a stack, up to you.

(b) Implement the method

```
public int[] allDistancesFrom(int source)
```

that outputs an array `A` such that `A[target]` contains the distance from `source` to `target` in the graph, assuming that the distance between two vertices is 1 if there is an edge, and ∞ otherwise (as in the previous question, use a dummy value like `-1` if there is no path at all). Hint: use a variation of a BFS - if that helps, a method performing a BFS is provided to you. Looking up the documentation of `LinkedList`, and in particular the `pollLast` method, might be useful.

(c) **Challenge:** Adapt the previous method to obtain minimal paths.

(d) **Challenge:** Write a class `BFSIterator` extending `Iterator<Integer>` and contains a constructor

```
public BFSIterator(Graph g, int start)
```

that allows to enumerate all the vertices of the graph in a breadth-first manner.