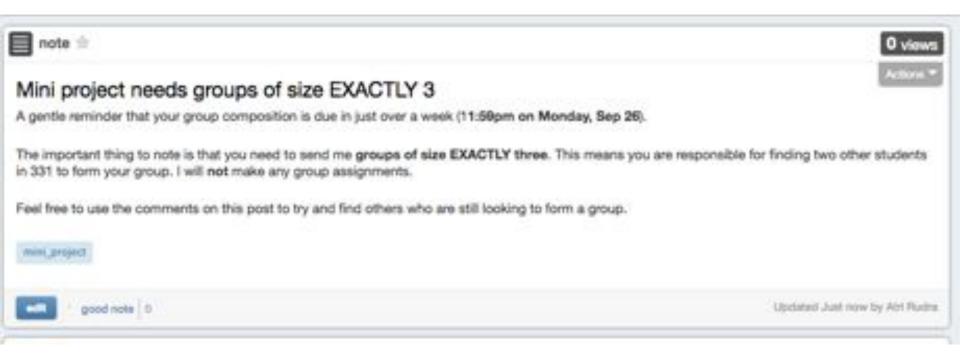
Lecture 11

CSE 331 Sep 22, 2016

Mini Project group due Monday!



HW 3 is out!



Sample Problem

The Problem

For this and the remaining problems, we will be working with a x a matrices (or two-dimensional arrays). So for example the following is a 3 x 3 matrix

$$\mathbf{M} = \begin{pmatrix} 1 & 2 & -3 \\ 2 & 9 & 0 \\ 6 & -1 & -2 \end{pmatrix}.$$

Support page is very imp.

USE 331 Syllabus Piazza Schedule Homeworks + Autolab Mini Project + Support Pages -

Matrix Vector Multiplication

Martrix-vector multiplication is one of the most commonly used operations in real life. We unfortunately won't be able to talk about this in CSE 331 lectures, so this page is meant as a substitute. We will also use this as an excuse to point out how a very simple property of numbers can be useful in speeding up algorithms.

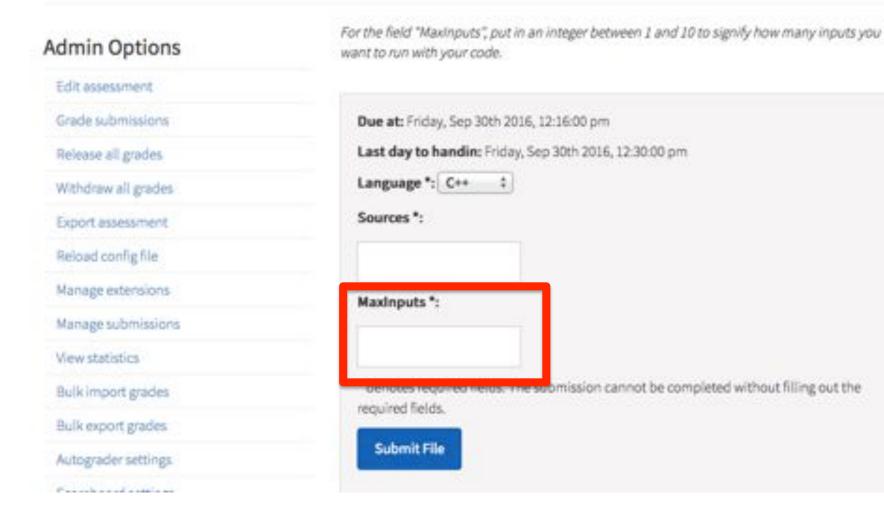
Background

In this note we will be working with matrices and vectors. Simply put, matrices are two dimensional arrays and vectors are one dimensional arrays (or the "usual" notion of arrays). We will be using notation that is consistent with array notation. So e.g. a matrix A with w rows and w columns (also denoted as an w x w matrix) will in code be defined as _int__[] [] A = new _int_[n] (assuming the matrix stores integers). Also a vector x of size w in code will be declared as _int__[] x = new _int_[n] (again assuming the vector contains integers). To be consistent with the array notations, we will denote the entry in A corresponding to the with row and with column as w[x] (or x[x]). Similarly, the with entry in the vector x will be denoted as x(x) (or x[x]). We will follow the array convention assume that the indices x and x start at 0.

If you want a refresher on matrices, you might want to start with this Khan academy video (though if you are comfortable with the array analogy above you should not really need much more for this note):

New autograding feature

Q1 (UT all ones)

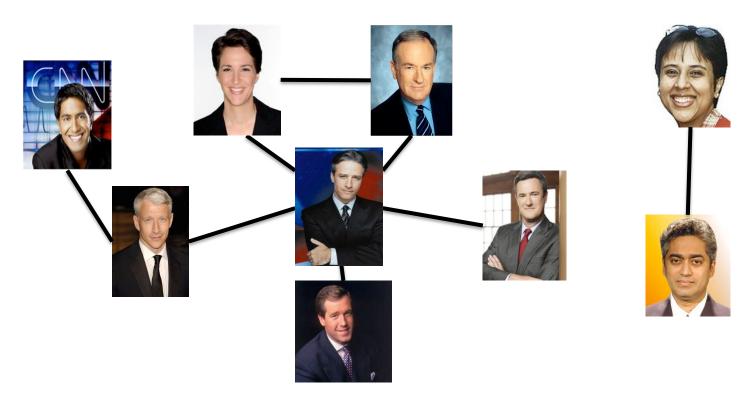


Solutions to HW 2

Handed out at the end of the lecture

Tree

Connected undirected graph with no cycles



Today's agenda

Prove that n vertex tree has n-1 edges

Algorithms for checking connectivity

Questions?

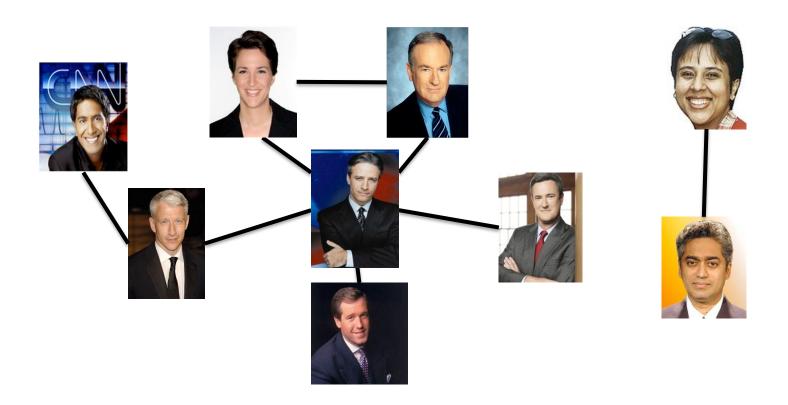


Rest of Today's agenda

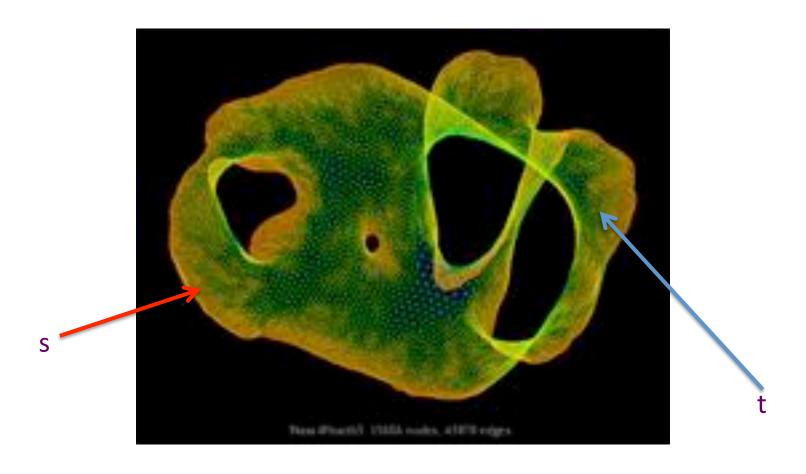
Finish Proving n vertex tree has n-1 edges

Algorithms for checking connectivity

Checking by inspection



What about large graphs?



Are s and t connected?

Brute-force algorithm?

List all possible vertex sequences between s and t

nⁿ such sequences

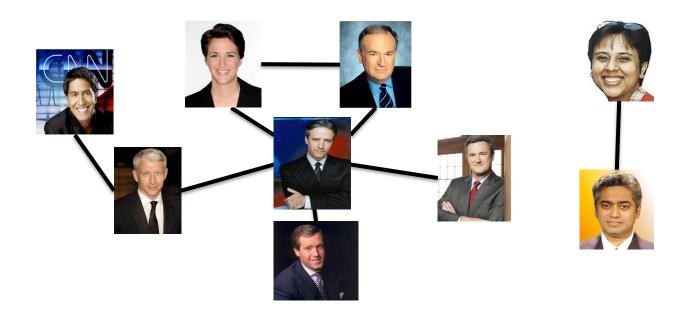
Check if any is a path between s and t

Algorithm motivation



Distance between u and v

Length of the shortest length path between u and v



Distance between RM and BO?

Questions?



Breadth First Search (BFS)

Is s connected to t?

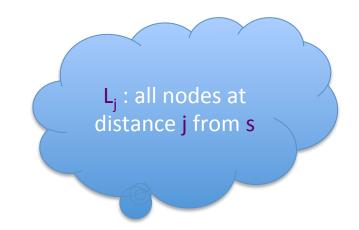
Build layers of vertices connected to s

$$L_0 = \{s\}$$

Assume L₀,...,L_i have been constructed

 L_{i+1} set of vertices not chosen yet but are connected to L_i

Stop when new layer is empty



Exercise for you



Prove that L_i has all nodes at distance j from s

BFS Tree

BFS naturally defines a tree rooted at s

L_j forms the jth "level" in the tree

u in L_{j+1} is child of v in L_j from which it was "discovered"

Add nontree edges

