

This file contains a collection of graphs for practicing some of the algorithms we studied.

1. The adjacency matrix of a weighted directed graph is:

0	0	0	0	0	0	0	0	24	29	0	0	12	13	0	14	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	27	0	0	0	24	0	0
0	0	0	0	0	0	0	0	0	0	22	0	0	0	0	0	29	0	12
0	30	0	0	0	0	0	0	0	0	25	0	14	0	0	0	0	16	16
0	0	19	30	0	0	0	0	0	0	0	0	22	0	0	0	25	0	0
0	30	20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	13	0	0	0	0	0	0	0	0	0	0	0	0	25
0	0	0	20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
24	0	0	0	0	0	25	0	0	17	0	0	0	29	14	18	0	0	0
0	14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	26	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	13	0	0	18	0	0	0	0	0	0	0	24	0	0
0	0	0	0	18	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	0	15	0	0	13	0	0	0	0	13	0	0	0	0	12	0	15	0
0	0	0	0	0	0	0	0	0	0	0	0	15	0	0	0	0	0	16
26	0	0	0	0	0	0	0	0	0	30	18	0	0	0	0	0	0	0
0	0	0	0	0	12	30	0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

- Show the adjacency list of the underlying digraph.
- Find the shortest distance from vertex 1 to vertex 2.
- Show the steps used by Dijkstra's algorithm.

2. The adjacency matrix of a graph is:

$$\begin{bmatrix} 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 1 \\ 1 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

- Is this graph connected?
- Find as large a matching as you can.
- Is this graph bipartite? If yes, color its vertices by two colors, if not show why.
- Is this graph Eulerian? Add the smallest number of new edges to make it Eulerian.

3. The following matrix is a weighted version of the previous graph.

0	0	19	0	0	0	0	0	0	0	0	0	41	0	18	0	0
0	0	29	0	0	0	31	0	0	0	45	27	0	0	0	0	33
19	29	0	66	0	0	0	0	0	0	0	25	0	0	0	0	0
0	0	66	0	35	75	0	0	0	0	0	0	0	0	69	0	0
0	0	0	35	0	0	53	50	0	0	0	0	0	0	0	0	0
0	0	0	75	0	0	0	0	0	0	0	0	0	0	0	25	0
0	31	0	0	53	0	0	0	0	16	59	0	0	0	0	0	0
0	0	0	0	50	0	0	0	0	0	71	0	0	35	0	0	0
0	0	0	0	0	0	0	0	0	42	0	44	0	0	19	0	0
0	0	0	0	0	0	16	0	42	0	0	0	0	46	0	0	0
0	45	0	0	0	0	59	71	0	0	0	0	0	0	0	26	45
0	27	25	0	0	0	0	0	44	0	0	0	58	26	0	0	0
41	0	0	0	0	0	0	0	0	0	0	0	58	0	0	0	72
0	0	0	0	0	0	0	35	0	46	0	26	0	0	0	0	0
18	0	0	69	0	0	0	0	19	0	0	0	0	0	0	0	0
0	0	0	0	0	25	0	0	0	0	26	0	72	0	0	0	0
0	33	0	0	0	0	0	0	0	0	45	0	0	0	0	0	0

- Find a MCST using Prim's algorithm.
- * Add edges to make it Eulerian. Your goal is to add edges whose combined weight is as small as possible.
- Identify all vertices of odd degrees. Randomly break them into pairs and find the shortest distance among the pairs. For instance, if you identified only 8 vertices find the shortest distance between 1 – 4, 2 – 7, 3 – 6, 5 – 8

4. The following connected graph has 11 vertices. It is regular of degree 4. So it has an Eulerian cycle. Construct it.

