

Matrix Multiplication and Graph Search

Standard $O(n^3)$ matrix multiplication

input: $n \times n$ matrices A and B (of int)

output: product $C = A * B$

```
for i=1 to n
```

```
    for j=1 to n
```

```
        C[i,j] = 0
```

```
        for k=1 to n
```

```
            C[i,j] = C[i,j] + A[i,k]*B[k,j]
```

Matrix multiplication over $\{0,1\}$

input: $n \times n$ matrices A and B (of boolean)

output: product $C = A * B$

```
for i=1 to n
```

```
  for j=1 to n
```

```
    C[i,j] = false
```

```
    for k=1 to n
```

```
      C[i,j] = C[i,j] ∨ (A[i,k] ∧ B[k,j])
```

+ becomes OR (\vee) and * becomes AND (\wedge)

Transitive closure

- M is the adjacency matrix
- M^2 (using boolean matrix mult) tells us about paths of length 2
- ... and M^k about paths of length k
- the only k that matter are $0 \leq k < V$
- $M^* = M^0 + M^1 + M^2 + \dots + M^{V-1}$
- $M^* = (I + M)^V$

Shortest paths (future)

```
for i=1 to n
```

```
  for j=1 to n
```

```
     $W^{\leq 2}[i,j] = [\text{if } i=j \text{ then } 0 \text{ else } \infty]$ 
```

```
  for k=1 to n
```

```
     $W^{\leq 2}[i,j] = \text{MIN}(W^{\leq 2}[i,j], W[i,k]+W[k,j])$ 
```

Breadth-First Search (from page 595 CLRS)

```
BFS(G,s)
1  for each vertex u in V-{\s}
2      u.color = WHITE
3      u.dist = infinity
4      u.prev = nil
5  s.color = GRAY
6  s.dist = 0
7  s.prev = nil
8  Q = empty
9  ENQUEUE(Q,s)
10 while Q not empty
11     u = DEQUEUE(Q)
12     for each v in ADJ(u)  -- adjacency list of u
13         if v.color = WHITE
14             v.color = GRAY
15             v.dist = u.dist + 1
16             v.prev = u
17             ENQUEUE(Q,v)
18     u.color = BLACK
```

Depth-First Search (page 604 CLRS)

DFS(G)

```
1 for each vertex u in V
2   u.color = WHITE
3   u.prev = nil
4 time = 0
5 for each vertex u in V
6   if u.color = WHITE
7     DFS-Visit(G,u)
```

DFS-VISIT(G,u)

```
1 time = time + 1
2 u.disc = time
3 u.color = GRAY
4 for each v in adjacency list of u
5   if v.color = WHITE
6     v.prev = u
7     DFS-Visit(G,v)
8 u.color = BLACK
9 time = time + 1
10 u.finish = time
```

white - not seen yet

gray - in process

black - done