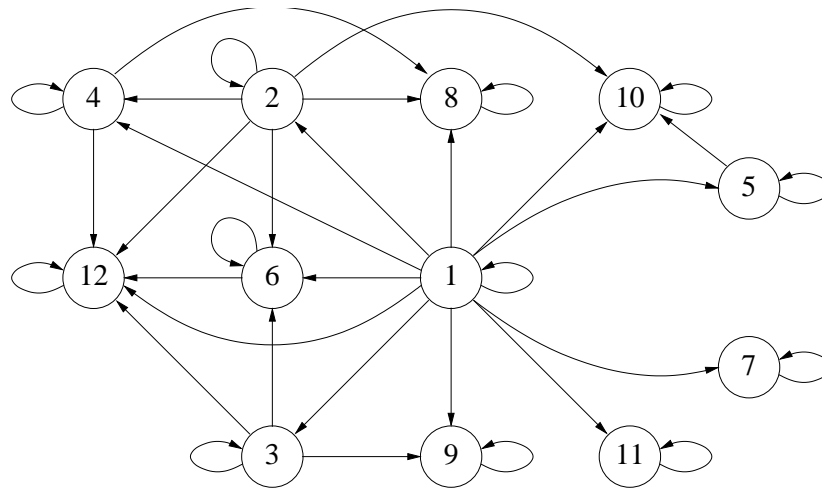


In-Class Problems Week 5, Mon.

Problem 1.

If a and b are distinct nodes of a digraph, then a is said to *cover* b if there is an edge from a to b and every path from a to b traverses this edge. If a covers b , the edge from a to b is called a *covering edge*.

(a) What are the covering edges in the following DAG?



(b) Let $\text{covering}(D)$ be the subgraph of D consisting of only the covering edges. Suppose D is a finite DAG. Explain why $\text{covering}(D)$ has the same positive path relation as D .

Hint: Consider *longest* paths between a pair of vertices.

(c) Show that if two DAG's have the same positive path relation, then they have the same set of covering edges.

(d) Conclude that $\text{covering}(D)$ is the *unique* DAG with the smallest number of edges among all digraphs with the same positive path relation as D .

The following examples show that the above results don't work in general for digraphs with cycles.

(e) Describe two graphs with vertices $\{1, 2\}$ which have the same set of covering edges, but not the same positive path relation (*Hint:* Self-loops.)

(f) (i) The *complete digraph* without self-loops on vertices $1, 2, 3$ has edges between every two distinct vertices. What are its covering edges?

- (ii) What are the covering edges of the graph with vertices 1, 2, 3 and edges $1 \rightarrow 2, 2 \rightarrow 3, 3 \rightarrow 1$?
- (iii) What about their positive path relations?

Problem 2. (a) Give an example showing that two vertices in a digraph may be on the same cycle, but *not* necessarily on the same *simple* cycle.

(b) Prove that if two vertices in a digraph are connected, then they are connected by a simple path. *Hint:* the shortest path.

Problem 3.

In an n -player *round-robin tournament*, every pair of distinct players compete in a single game. Assume that every game has a winner —there are no ties. The results of such a tournament can then be represented with a *tournament digraph* where the vertices correspond to players and there is an edge $x \rightarrow y$ iff x beat y in their game.

- (a)** Explain why a tournament digraph cannot have cycles of length 1 or 2.
- (b)** Is the “beats” relation for a tournament graph always/sometimes/never:
- asymmetric?
 - reflexive?
 - irreflexive?
 - transitive?

Explain.

- (c)** Show that a tournament graph represents a total order iff there are no cycles of length 3.

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