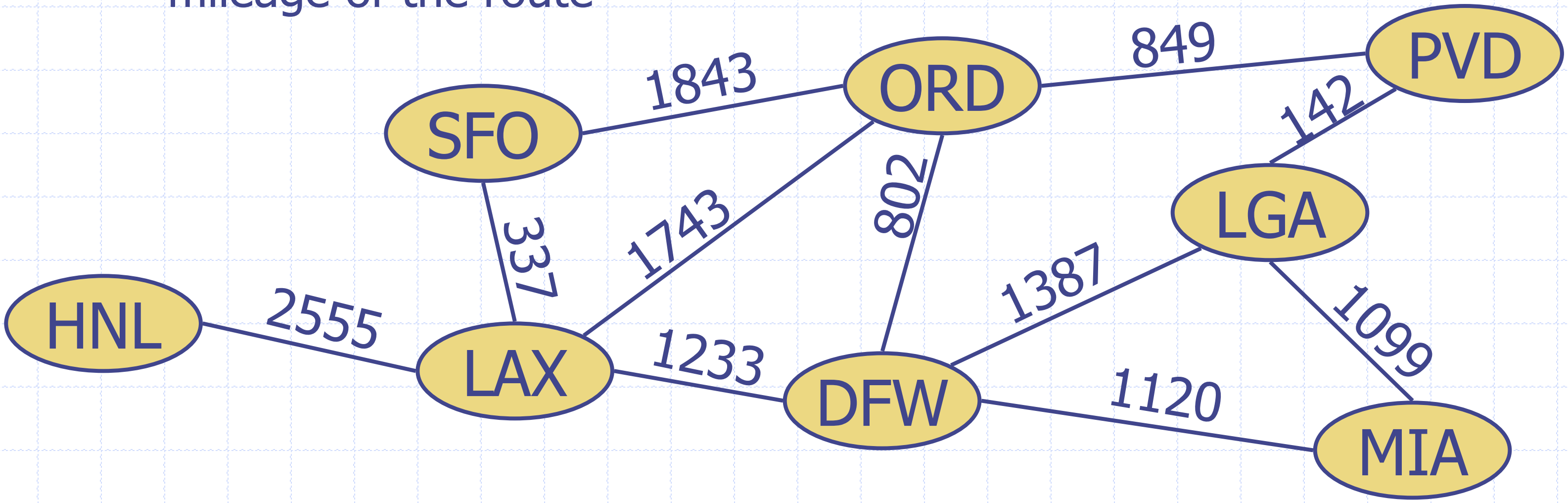
Lecture 11
Graphs, DFS, BFS, topological sort

CS 161 Design and Analysis of Algorithms

Ioannis Panageas

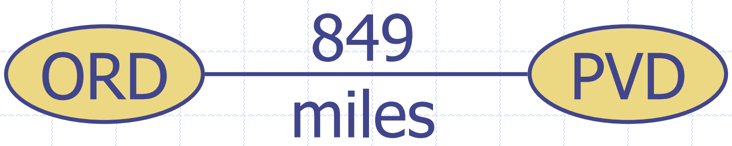
Graphs

- A graph is a pair (V, E), where
  - V is a set of nodes, called vertices
  - E is a collection of pairs of vertices, called edges
  - Vertices and edges are positions and store elements
- Example:
  - A vertex represents an airport and stores the three-letter airport code
  - An edge represents a flight route between two airports and stores the mileage of the route



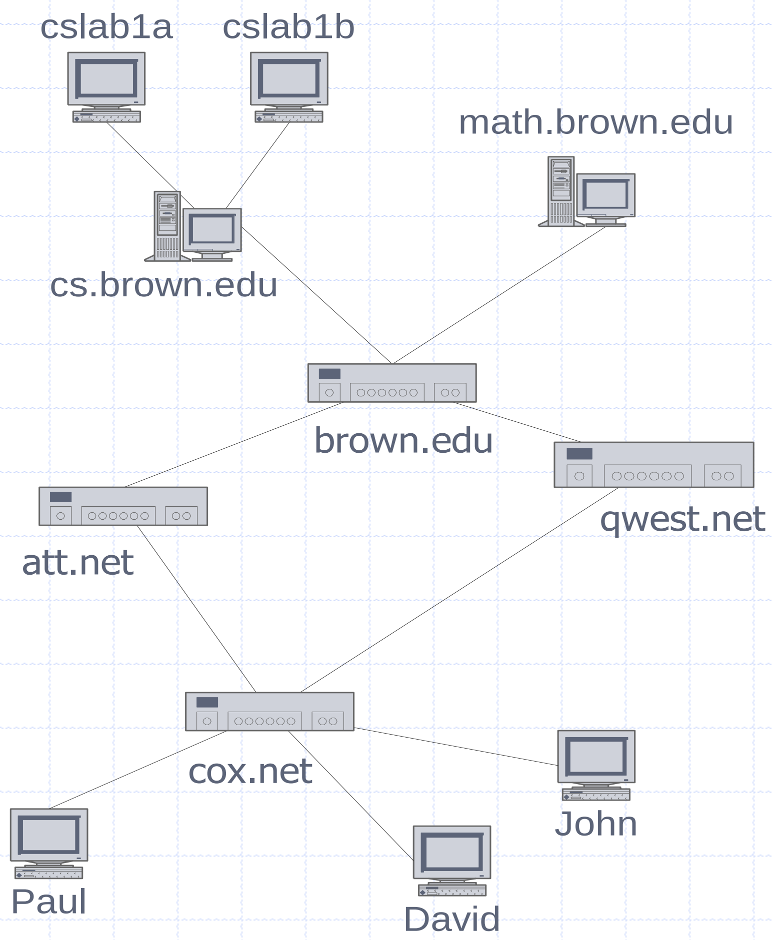
Edge Types

- Directed edge
  - ordered pair of vertices (u,v)
  - first vertex u is the origin
  - second vertex v is the destination
  - e.g., a flight
- Undirected edge
  - unordered pair of vertices (u,v)
  - e.g., a flight route
- Directed graph
  - all the edges are directed
  - e.g., route network
- Undirected graph
  - all the edges are undirected
  - e.g., flight network



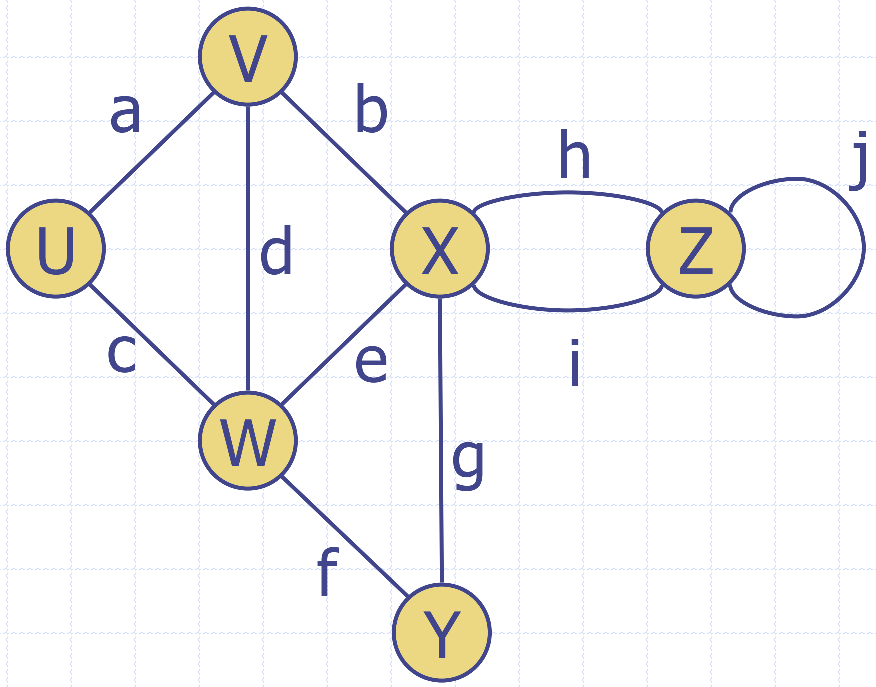
Applications

- Electronic circuits
  - Printed circuit board
  - Integrated circuit
- Transportation networks
  - Highway network
  - Flight network
- Computer networks
  - Local area network
  - Internet
  - Web
- Databases
  - Entity-relationship diagram



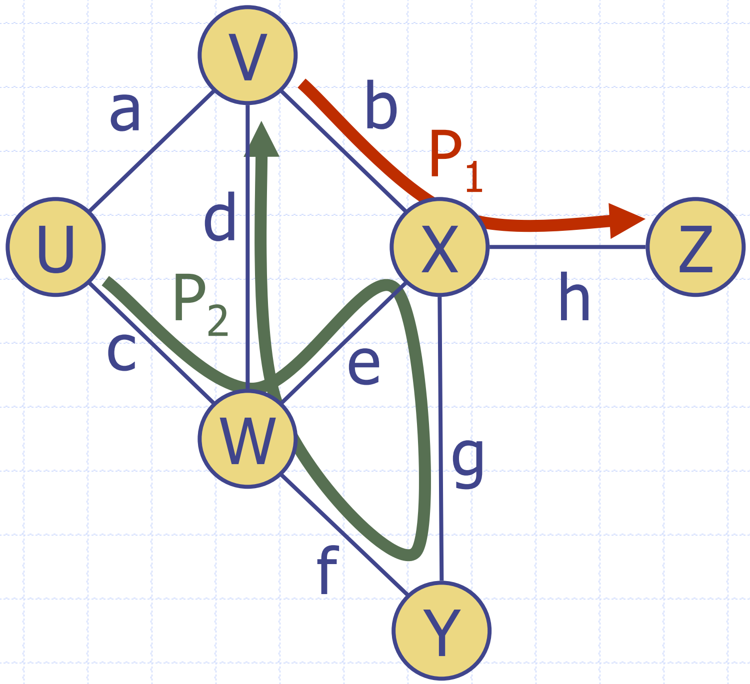
Terminology

- End vertices (or endpoints) of an edge
  - U and V are the endpoints of a
- Edges incident on a vertex
  - a, d, and b are incident on V
- Adjacent vertices
  - U and V are adjacent
- Degree of a vertex
  - X has degree 5
- Parallel edges
  - h and i are parallel edges
- Self-loop
  - j is a self-loop



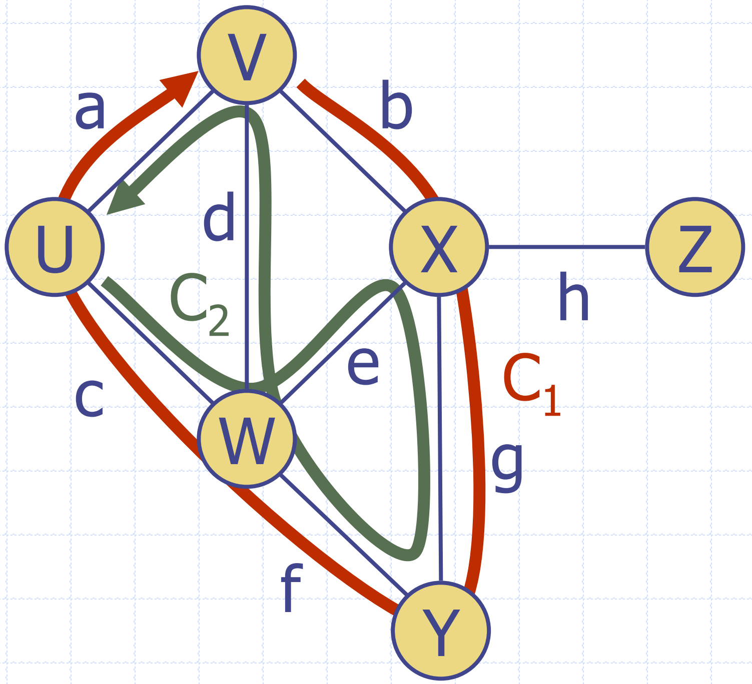
Terminology (cont.)

- Path
  - sequence of alternating vertices and edges
  - begins with a vertex
  - ends with a vertex
  - each edge is preceded and followed by its endpoints
- Simple path
  - path such that all its vertices and edges are distinct
- Examples
  - P_1=(V,b,X,h,Z) is a simple path
  - P_2=(U,c,W,e,X,g,Y,f,W,d,V) is a path that is not simple



Terminology (cont.)

- Cycle
  - circular sequence of alternating vertices and edges
  - each edge is preceded and followed by its endpoints
- Simple cycle
  - cycle such that all its vertices and edges are distinct
- Examples
  - C_1=(V,b,X,g,Y,f,W,c,U,a,↵) is a simple cycle
  - C_2=(U,c,W,e,X,g,Y,f,W,d,V,a,↵) is a cycle that is not simple



Properties

Property 1

$\Sigma_v \deg(v) = 2m$

Proof: each edge is counted twice

Property 2

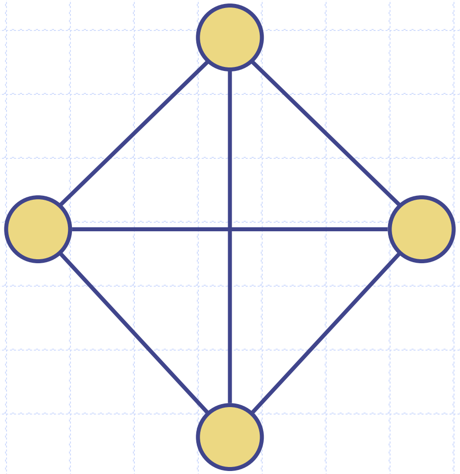
In an undirected graph with no self-loops and no multiple edges

$m \leq n\,(n-1)/2$

Proof: each vertex has degree at most $(n-1)$

Notation

n	number of vertices
m	number of edges
$\deg(v)$	degree of vertex v



Example

- $n = 4$
- $m = 6$
- $\deg(v) = 3$

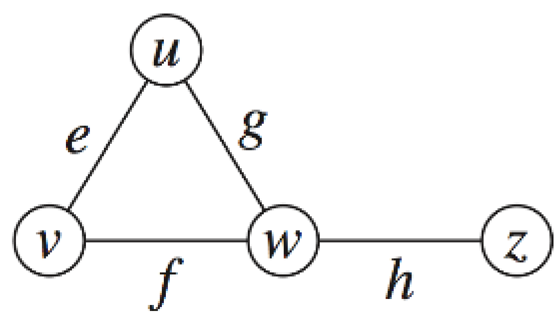
What is the bound for a directed graph?

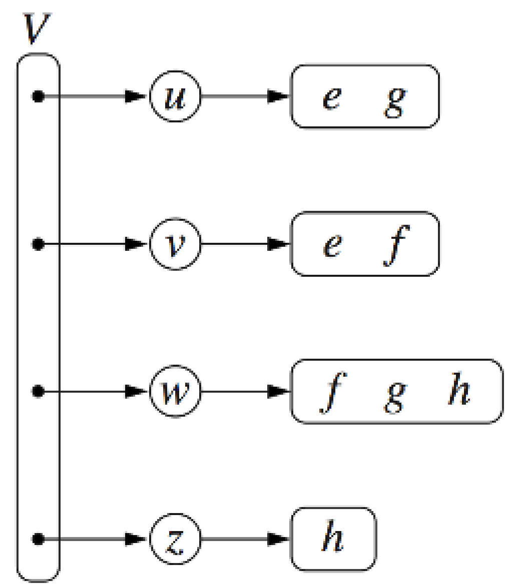
Vertices and Edges

- A **graph** is a collection of **vertices** and **edges**.
- A **Vertex** is can be an abstract unlabeled object or it can be labeled (e.g., with an integer number or an airport code) or it can store other objects
- An **Edge** can likewise be an abstract unlabeled object or it can be labeled (e.g., a flight number, travel distance, cost), or it can also store other objects.

Adjacency List Structure

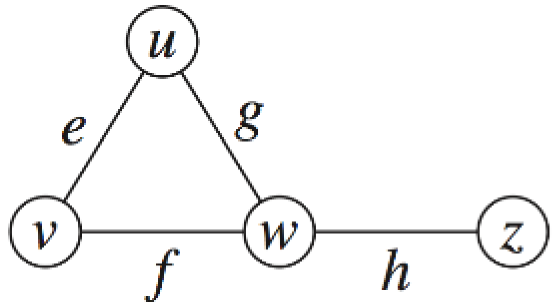
- Incidence sequence for each vertex
  - sequence of references to edge objects of incident edges
- Augmented edge objects
  - references to associated positions in incidence sequences of end vertices

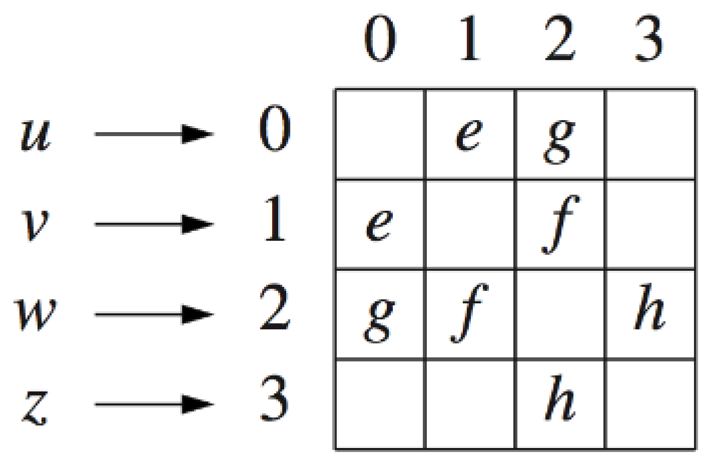




Adjacency Matrix Structure

- Edge list structure
- Augmented vertex objects
  - Integer key (index) associated with vertex
- 2D-array adjacency array
  - Reference to edge object for adjacent vertices
  - Null for non nonadjacent vertices
- The "old fashioned" version just has 0 for no edge and 1 for edge





Performance

(All bounds are big-oh running times, except for "Space")

▪ n vertices, m edges ▪ no parallel edges ▪ no self-loops	Adjacency List	Adjacency Matrix
Space	$n + m$	n^2
incidentEdges(v)	$\deg(v)$	n
areAdjacent (v, w)	$\min(\deg(v), \deg(w))$	1
insertVertex(o)	1	n^2
insertEdge(v, w, o)	1	1
removeVertex(v)	$\deg(v)$	n^2
removeEdge(e)	1	1

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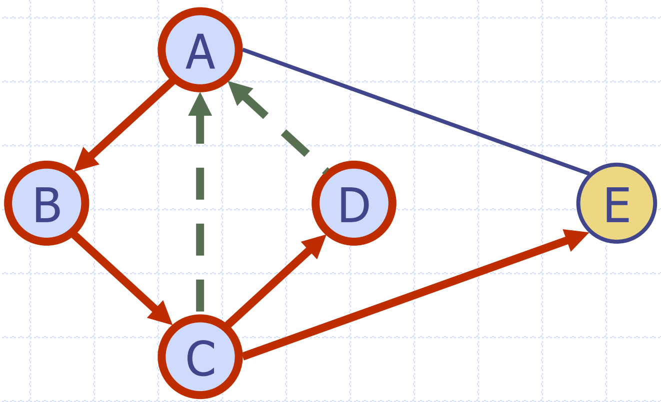
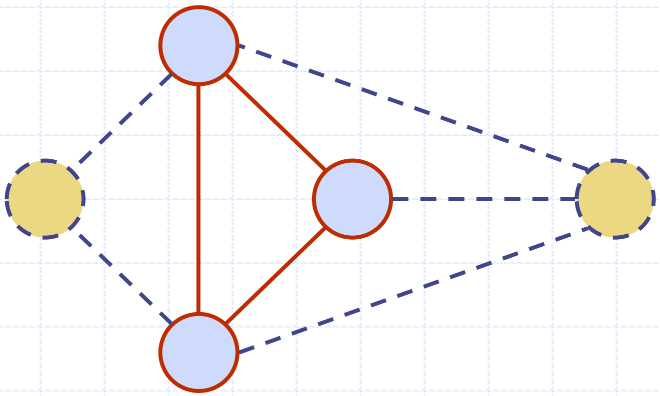
Depth-First Search

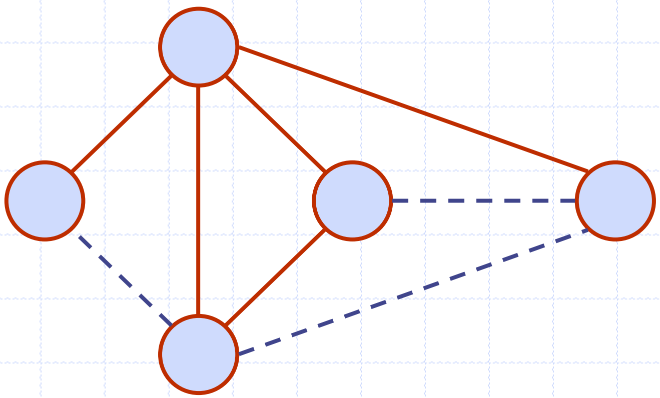


Subgraphs

- A subgraph S of a graph G is a graph such that
  - The vertices of S are a subset of the vertices of G
  - The edges of S are a subset of the edges of G
- A spanning subgraph of G is a subgraph that contains all the vertices of G



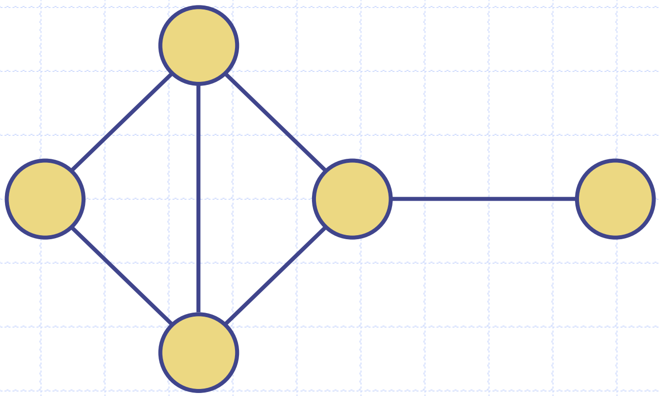
Subgraph



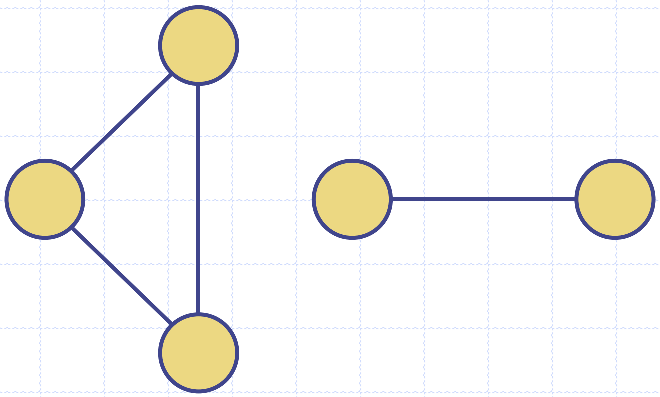
Spanning subgraph

Connectivity

- A graph is connected if there is a path between every pair of vertices
- A connected component of a graph G is a maximal connected subgraph of G



Connected graph

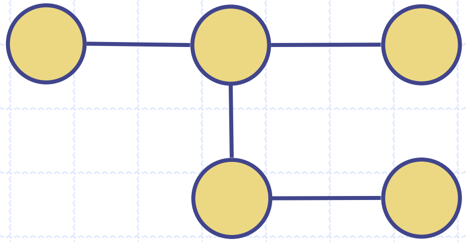


Non connected graph with two connected components

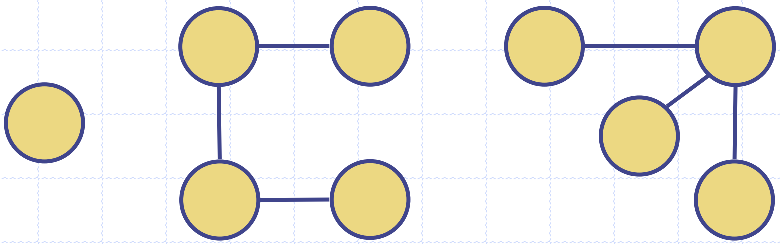
Trees and Forests

- A (free) tree is an undirected graph T such that
  - T is connected
  - T has no cycles

  This definition of tree is different from the one of a rooted tree
- A forest is an undirected graph without cycles
- The connected components of a forest are trees



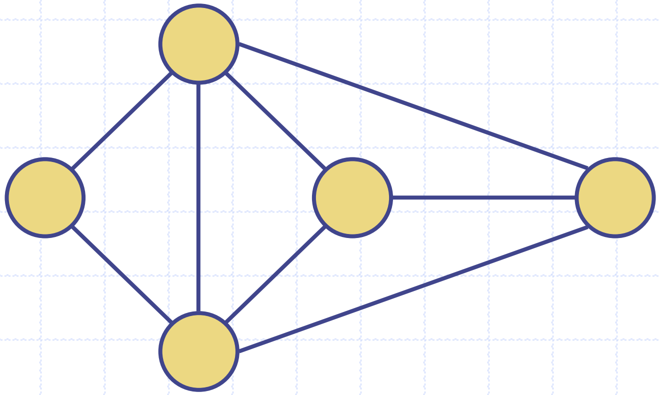
Tree



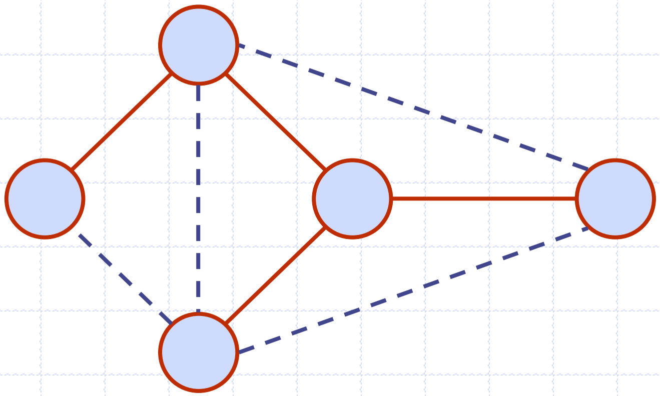
Forest

Spanning Trees and Forests

- A spanning tree of a connected graph is a spanning subgraph that is a tree
- A spanning tree is not unique unless the graph is a tree
- Spanning trees have applications to the design of communication networks
- A spanning forest of a graph is a spanning subgraph that is a forest



Graph



Spanning tree

Depth-First Search

- Depth-first search (DFS) is a general technique for traversing a graph
- A DFS traversal of a graph G
  - Visits all the vertices and edges of G
  - Determines whether G is connected
  - Computes the connected components of G
  - Computes a spanning forest of G
- DFS on a graph with n vertices and m edges takes $O(n + m)$ time
- DFS can be further extended to solve other graph problems
  - Find and report a path between two given vertices
  - Find a cycle in the graph
- Depth-first search is to graphs what Euler tour is to binary trees

DFS Algorithm from a Vertex

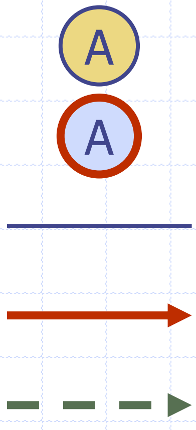
Algorithm DFS(G, v):

Input: A graph G and a vertex v in G

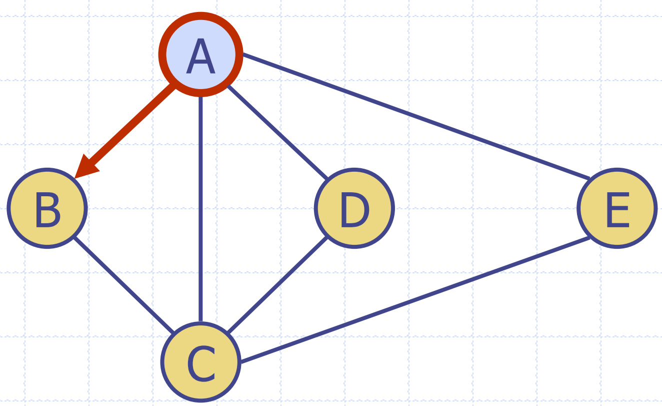
Output: A labeling of the edges in the connected component of v as discovery edges and back edges, and the vertices in the connected component of v as explored

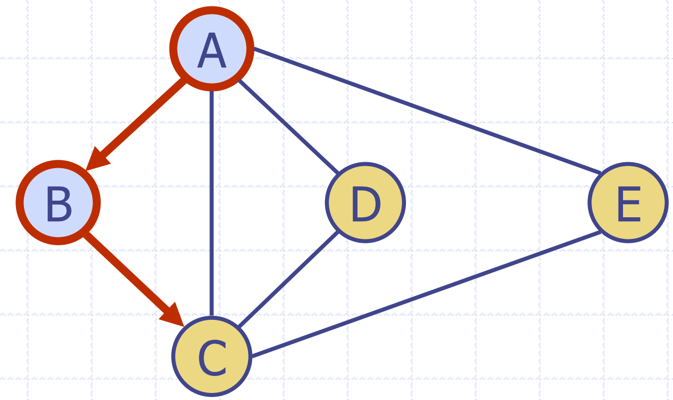
```
Label v as explored
for each edge, e, that is incident to v in G do
    if e is unexplored then
        Let w be the end vertex of e opposite from v
        if w is unexplored then
            Label e as a discovery edge
            DFS(G, w)
        else
            Label e as a back edge
```

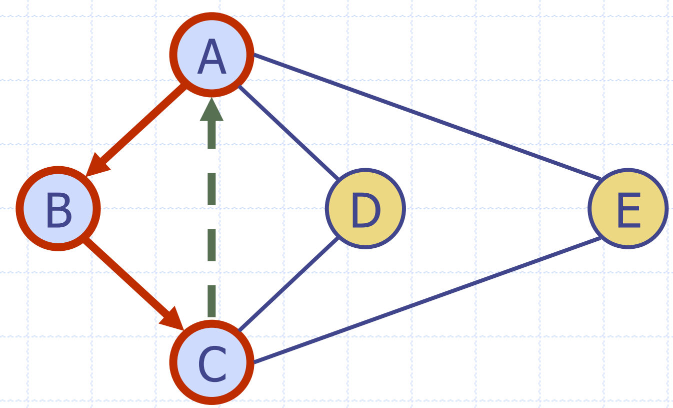
Example



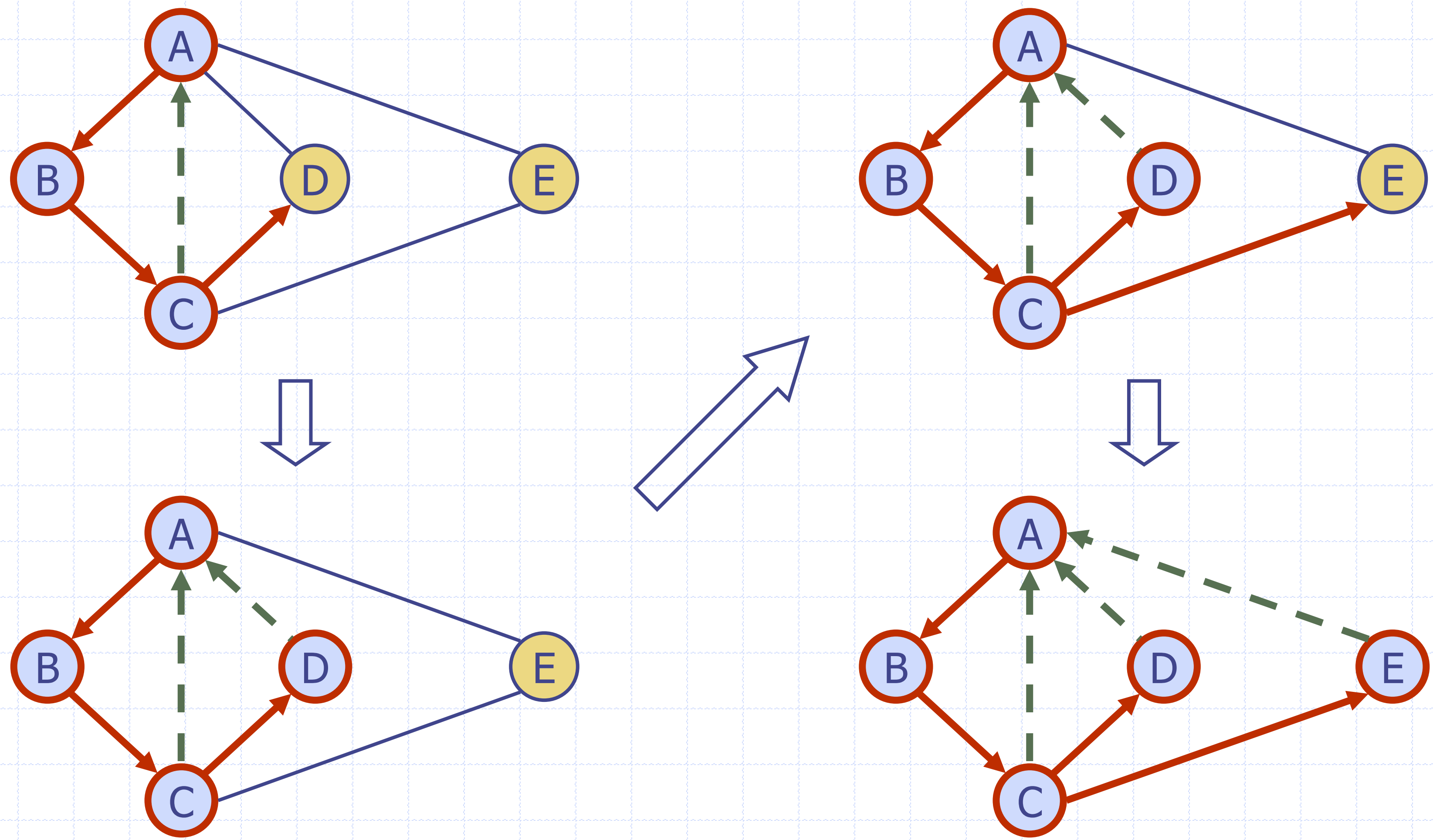
unexplored vertex
visited vertex
unexplored edge
discovery edge
back edge



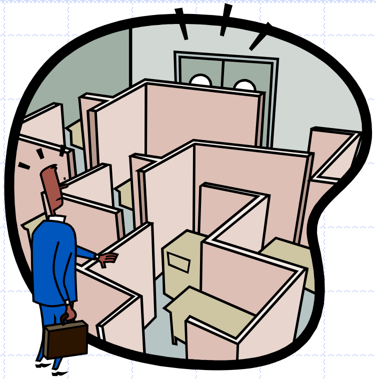




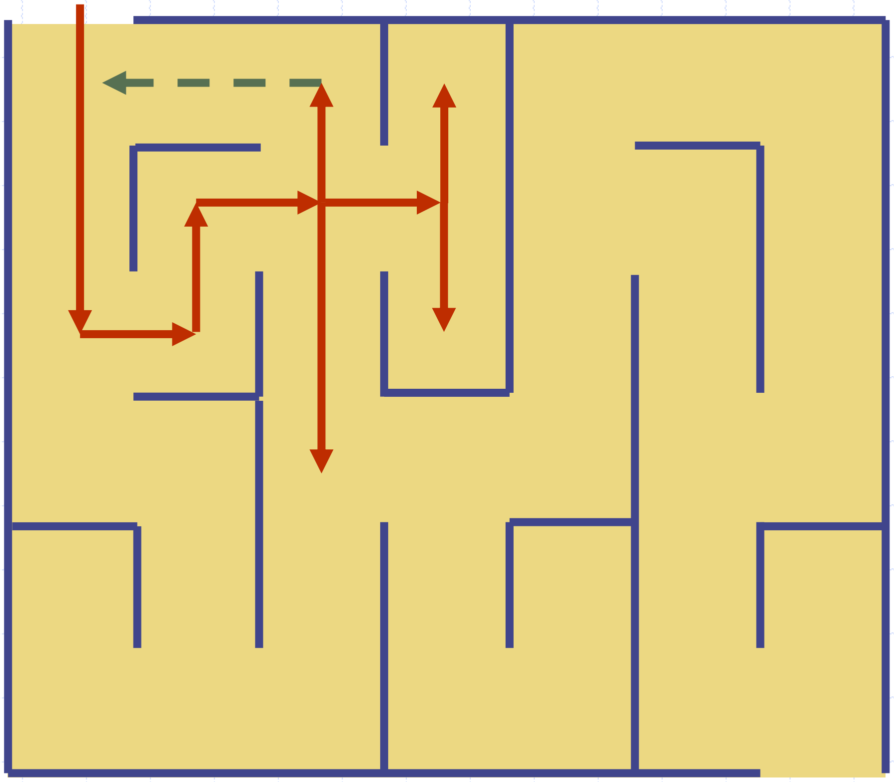
Example (cont.)



DFS and Maze Traversal



- The DFS algorithm is similar to a classic strategy for exploring a maze
  - We mark each intersection, corner and dead end (vertex) visited
  - We mark each corridor (edge) traversed
  - We keep track of the path back to the entrance (start vertex) by means of a rope (recursion stack)



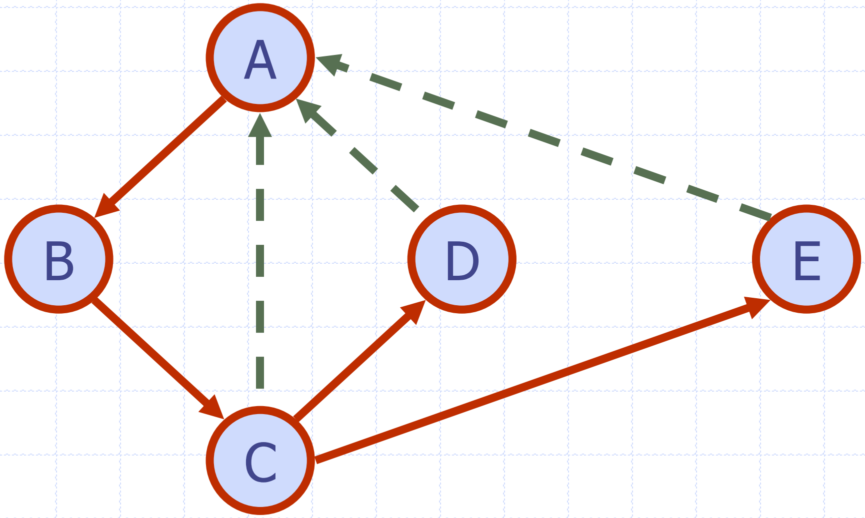
Properties of DFS

Property 1

DFS*(*G*, *v*)** visits all the vertices and edges in the connected component of ***v

Property 2

The discovery edges labeled by ***DFS*(*G*, *v*)** form a spanning tree of the connected component of ***v***



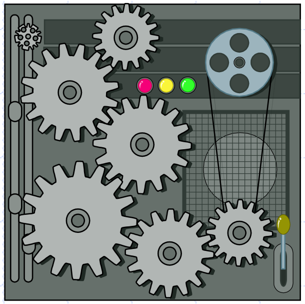
The General DFS Algorithm

- Perform a DFS from each unexplored vertex:

Algorithm DFS(G):
  Input: A graph G
  Output: A labeling of the vertices in each connected component of G as explored

  Initially label each vertex in v as unexplored
  for each vertex, v, in G **do**
    if v is unexplored **then**
      DFS(G, v)

Analysis of DFS



- Setting/getting a vertex/edge label takes $O(1)$ time
- Each vertex is labeled twice
  - once as UNEXPLORED
  - once as VISITED
- Each edge is labeled twice
  - once as UNEXPLORED
  - once as DISCOVERY or BACK
- Method incidentEdges is called once for each vertex
- DFS runs in $O(n + m)$ time provided the graph is represented by the adjacency list structure
  - Recall that $\Sigma_v \deg(v) = 2m$

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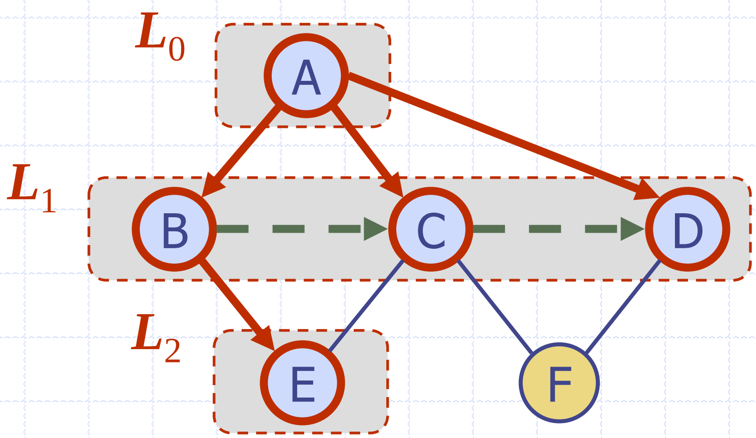
Breadth-First Search



Breadth-First Search

- Breadth-first search (BFS) is a general technique for traversing a graph
- A BFS traversal of a graph G
  - Visits all the vertices and edges of G
  - Determines whether G is connected
  - Computes the connected components of G
  - Computes a spanning forest of G
- BFS on a graph with n vertices and m edges takes $O(n + m)$ time
- BFS can be further extended to solve other graph problems
  - Find and report a path with the minimum number of edges between two given vertices
  - Find a simple cycle, if there is one

BFS Algorithm

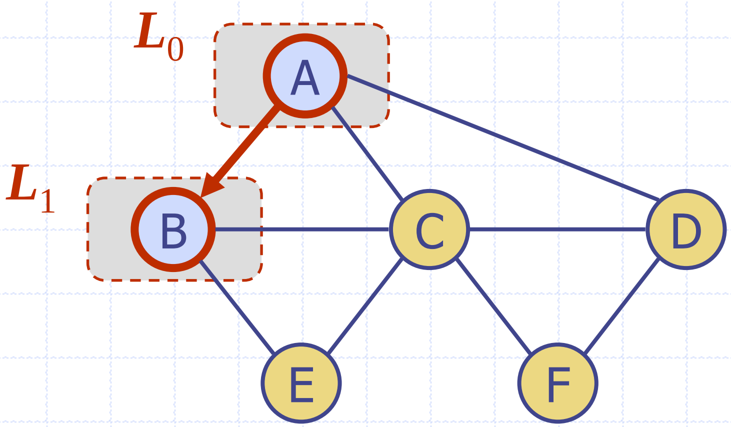
- The algorithm uses "levels" L_i and a mechanism for setting and getting "labels" of vertices and edges.

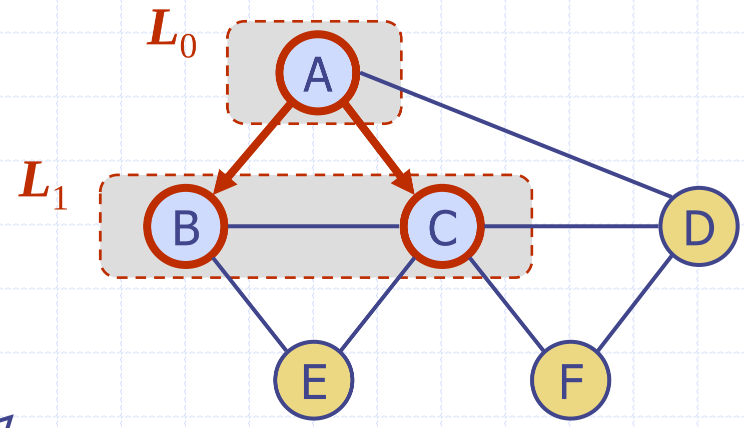
Algorithm BFS(G, s):
  Input: A graph G and a vertex s of G
  Output: A labeling of the edges in the connected component of s as discovery edges and cross edges

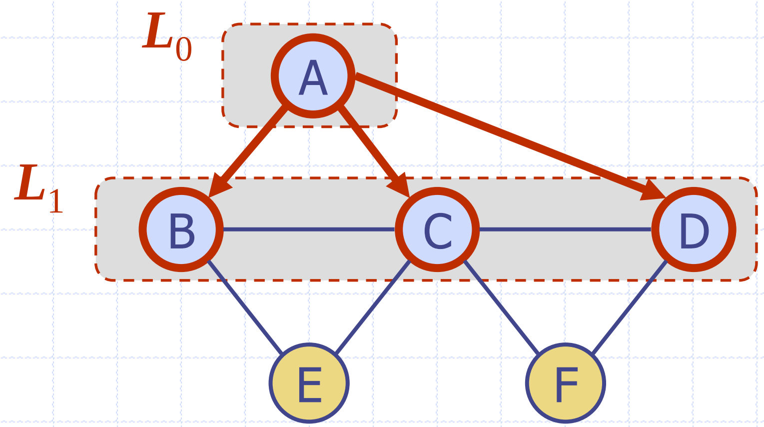
```
Create an empty list, L_0
Mark s as explored and insert s into L_0
i ← 0
while L_i is not empty do
    create an empty list, L_{i+1}
    for each vertex, v, in L_i do
        for each edge, e = (v, w), incident on v in G do
            if edge e is unexplored then
                if vertex w is unexplored then
                    Label e as a discovery edge
                    Mark w as explored and insert w into L_{i+1}
                else
                    Label e as a cross edge
    i ← i + 1
```

Example

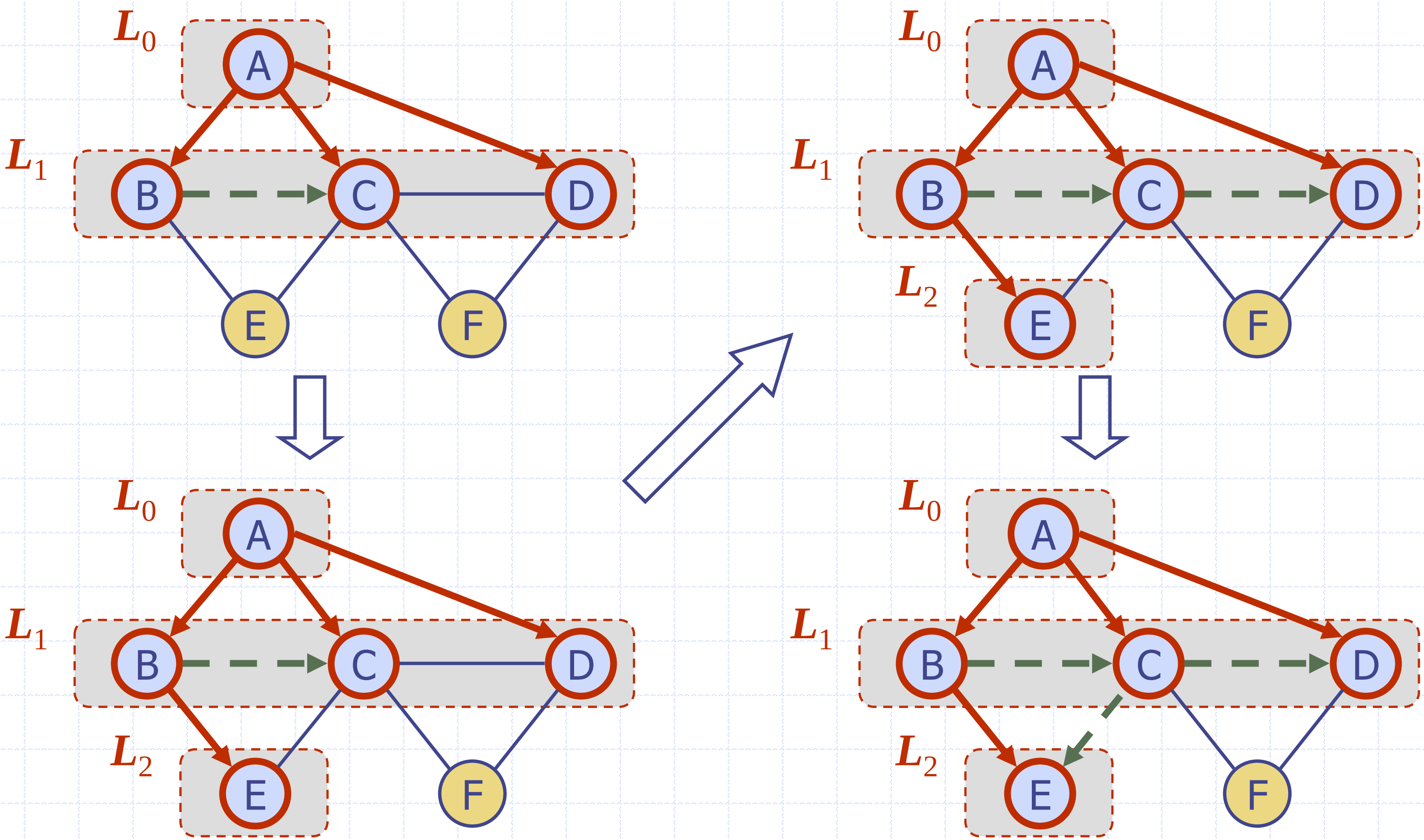
- A unexplored vertex
- A visited vertex
- unexplored edge
- discovery edge
- cross edge



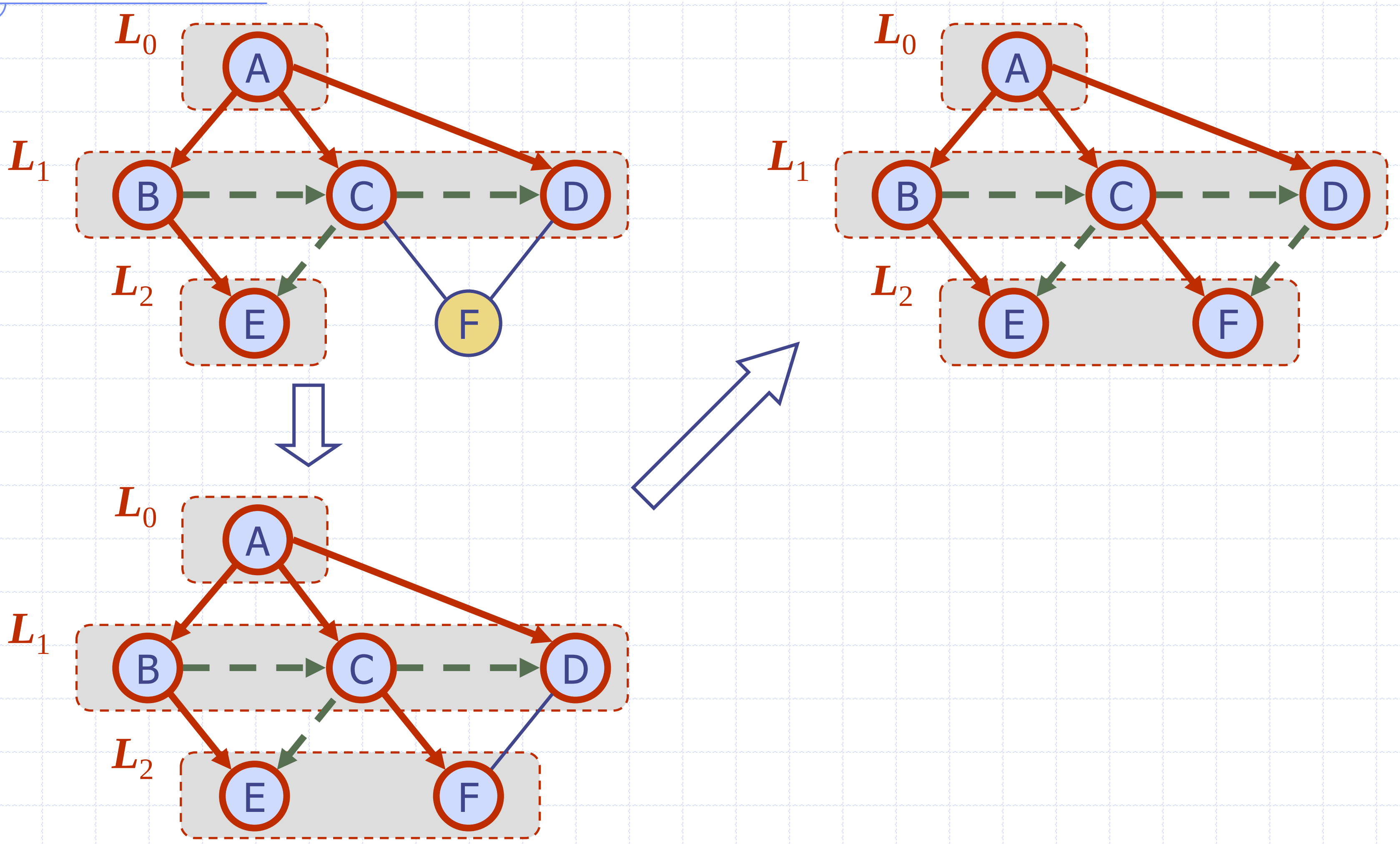




Example (cont.)



Example (cont.)



Properties

Notation

G_s: connected component of s

Property 1

$BFS(G, s)$ visits all the vertices and edges of G_s

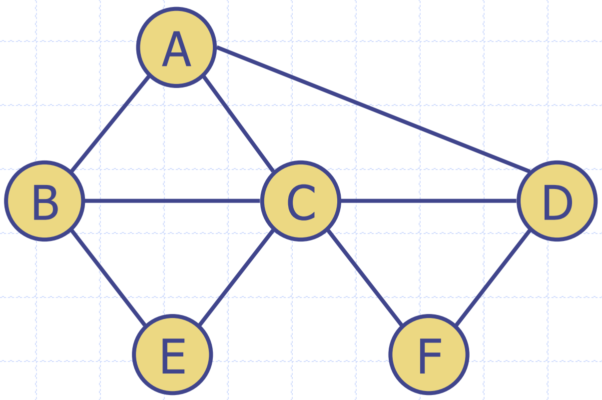
Property 2

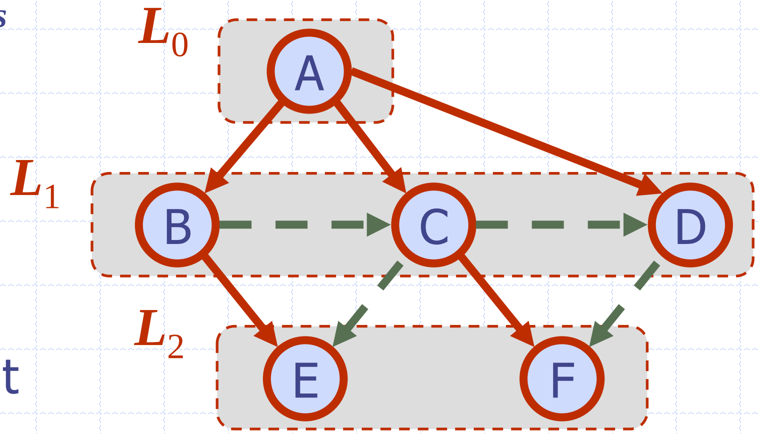
The discovery edges labeled by $BFS(G, s)$ form a spanning tree T_s of G_s

Property 3

For each vertex v in L_i

- The path of T_s from s to v has i edges
- Every path from s to v in G_s has at least i edges





Analysis

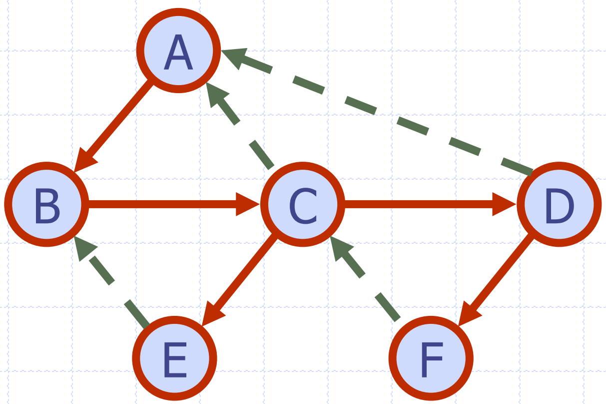
- Setting/getting a vertex/edge label takes $O(1)$ time
- Each vertex is labeled twice
  - once as UNEXPLORED
  - once as VISITED
- Each edge is labeled twice
  - once as UNEXPLORED
  - once as DISCOVERY or CROSS
- Each vertex is inserted once into a sequence L_i
- Method incidentEdges is called once for each vertex
- BFS runs in $O(n + m)$ time provided the graph is represented by the adjacency list structure
  - Recall that $\Sigma_v \deg(v) = 2m$

Applications

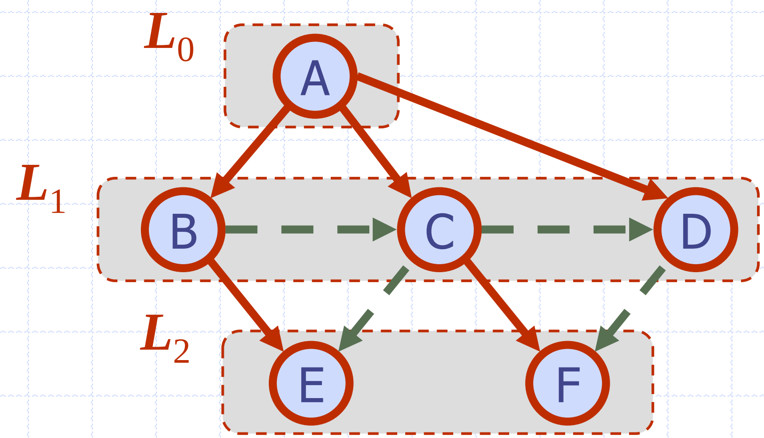
- We can use the BFS traversal algorithm, for a graph G, to solve the following problems in $O(n + m)$ time
  - Compute the connected components of G
  - Compute a spanning forest of G
  - Find a simple cycle in G, or report that G is a forest
  - Given two vertices of G, find a path in G between them with the minimum number of edges, or report that no such path exists

DFS vs. BFS

Applications	DFS	BFS
Spanning forest, connected components, paths, cycles	√	√
Shortest paths		√
Biconnected components	√	



DFS

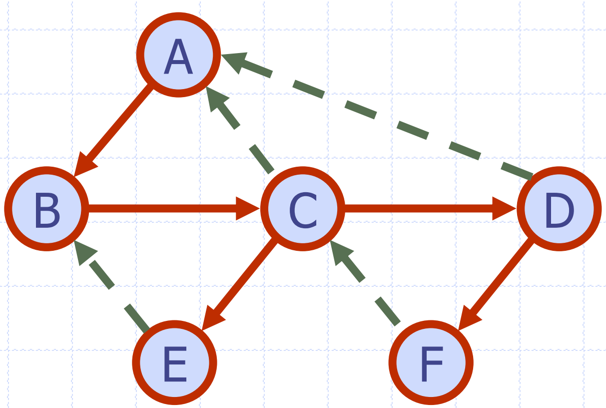


BFS

DFS vs. BFS (cont.)

Back edge (v,w)

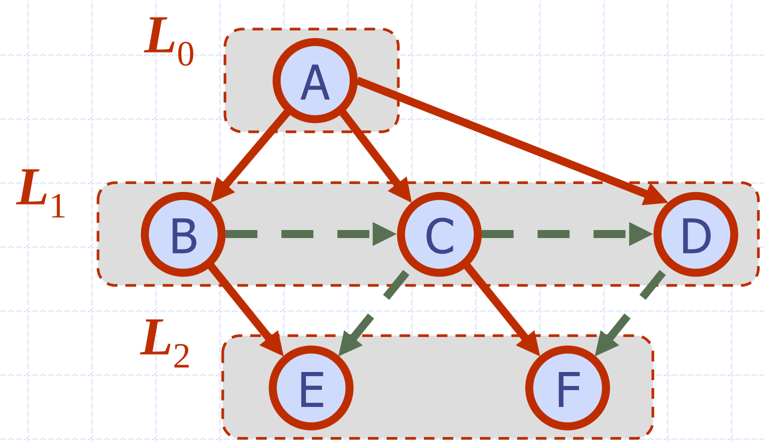
- w is an ancestor of v in the tree of discovery edges



DFS

Cross edge (v,w)

- w is in the same level as v or in the next level



BFS

Cycle detection

- Graph G has a cycle iff DFS **has a back edge**

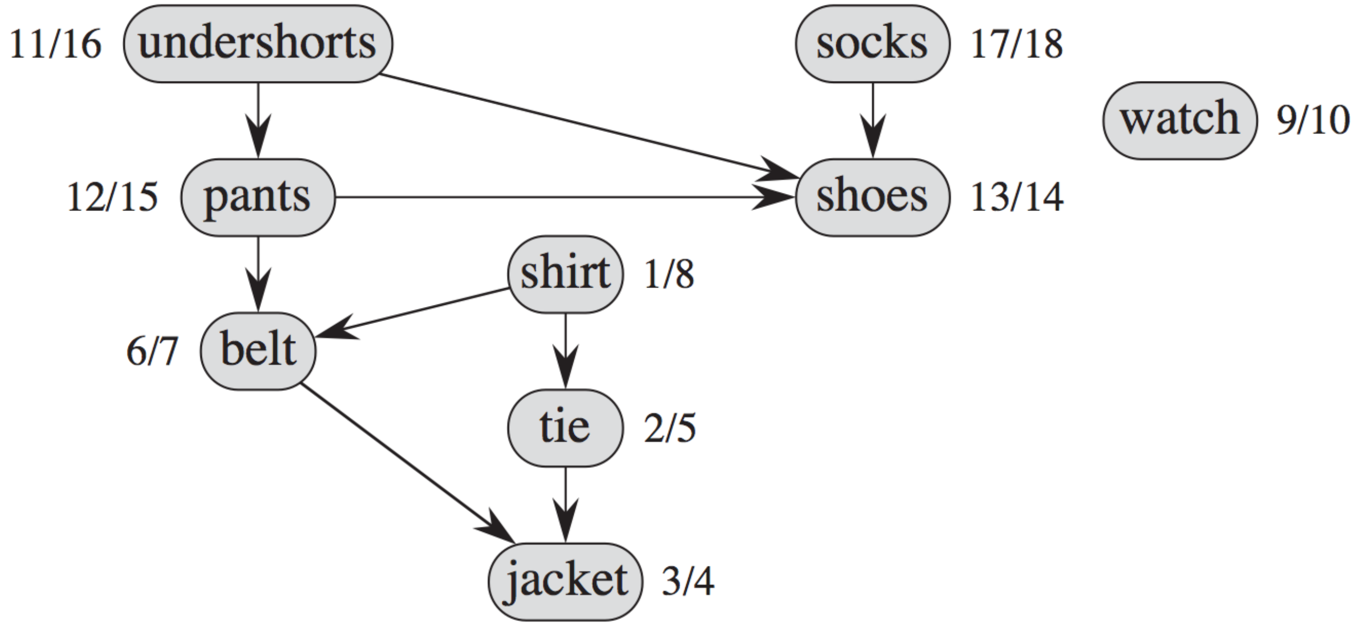
Directed Acyclic Graph = DAG

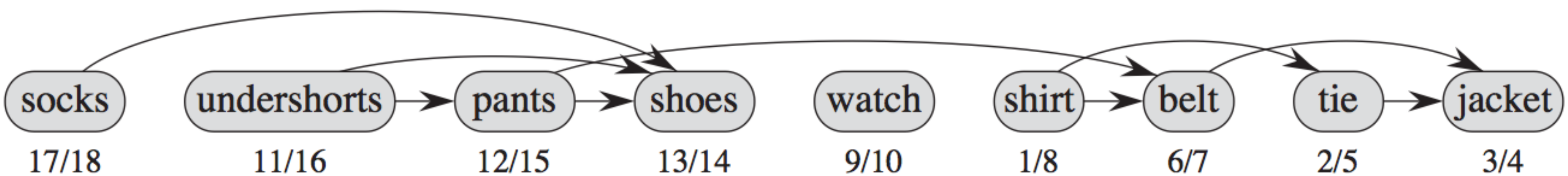
Topological sort

Topological sort of a DAG $G=(V,E)$

1. Run DFS(G), compute finishing times of nodes
2. Output the nodes in decreasing order of finishing times

The Graph – relationship between clothing procedures

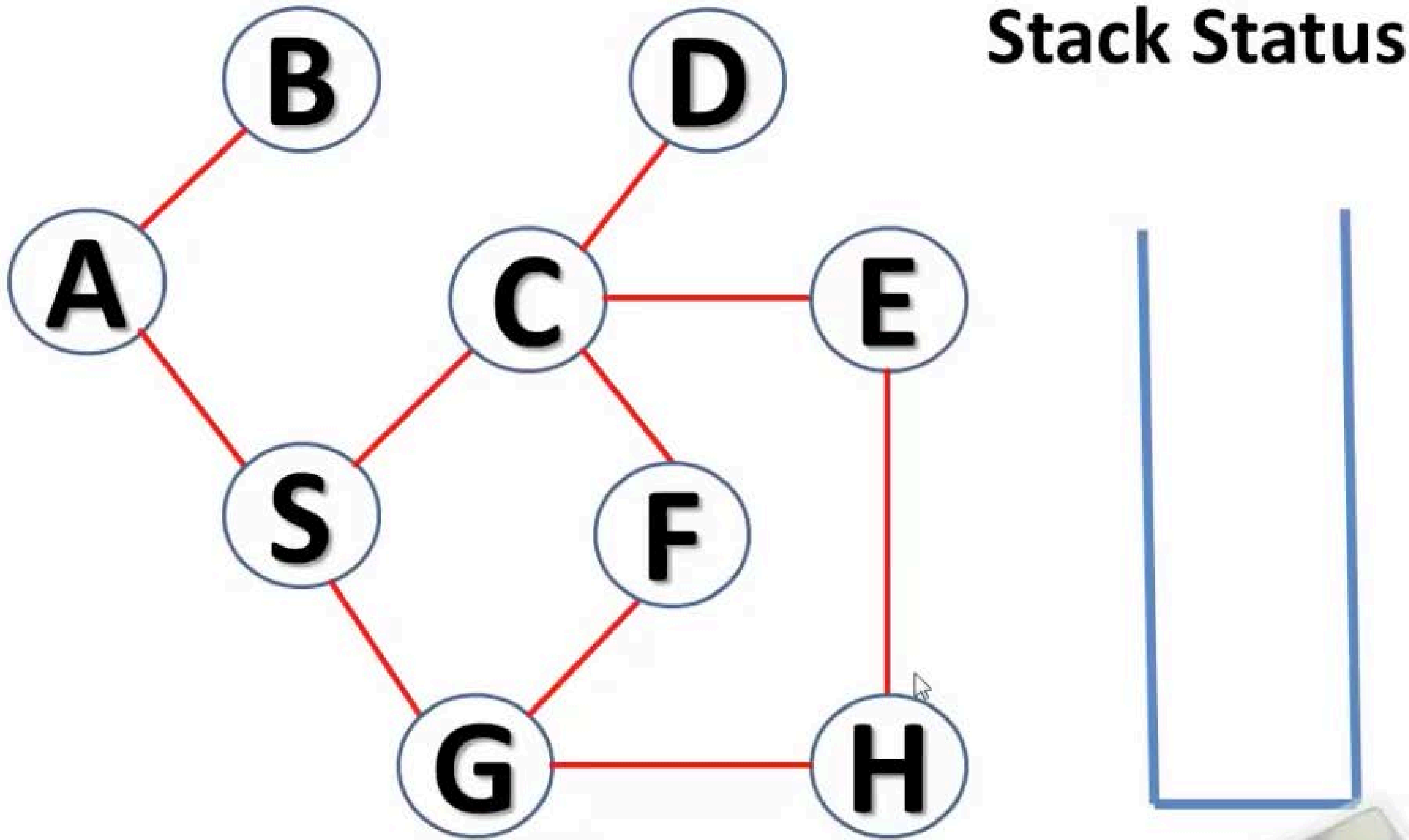




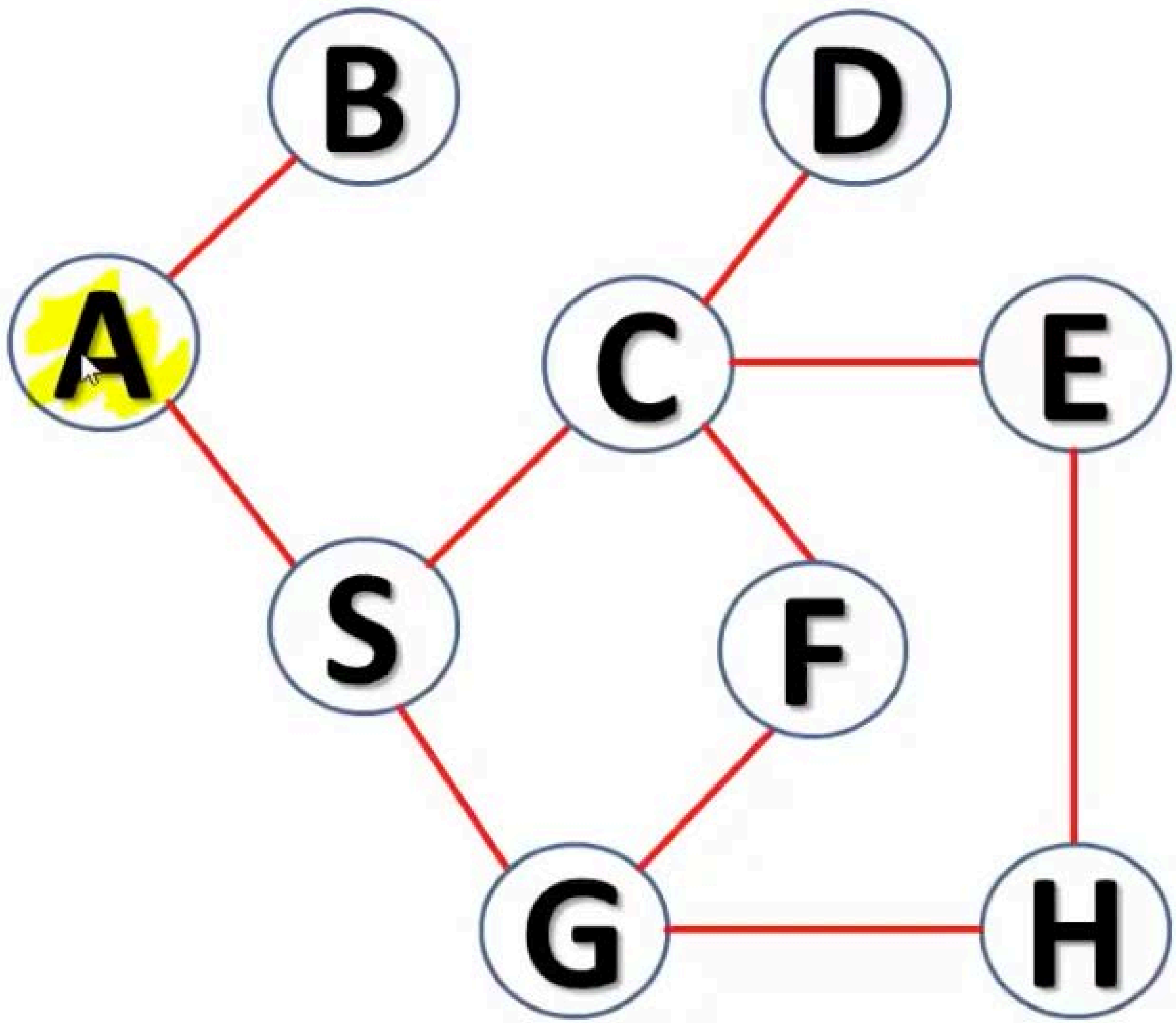
The Topological sort – a workable sequence of clothing

1. DFS WITH STACK

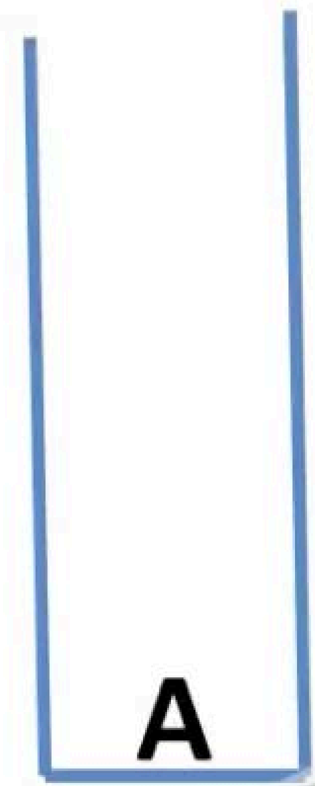
DEPTH FIRST SEARCH



DEPTH FIRST SEARCH



Stack Status



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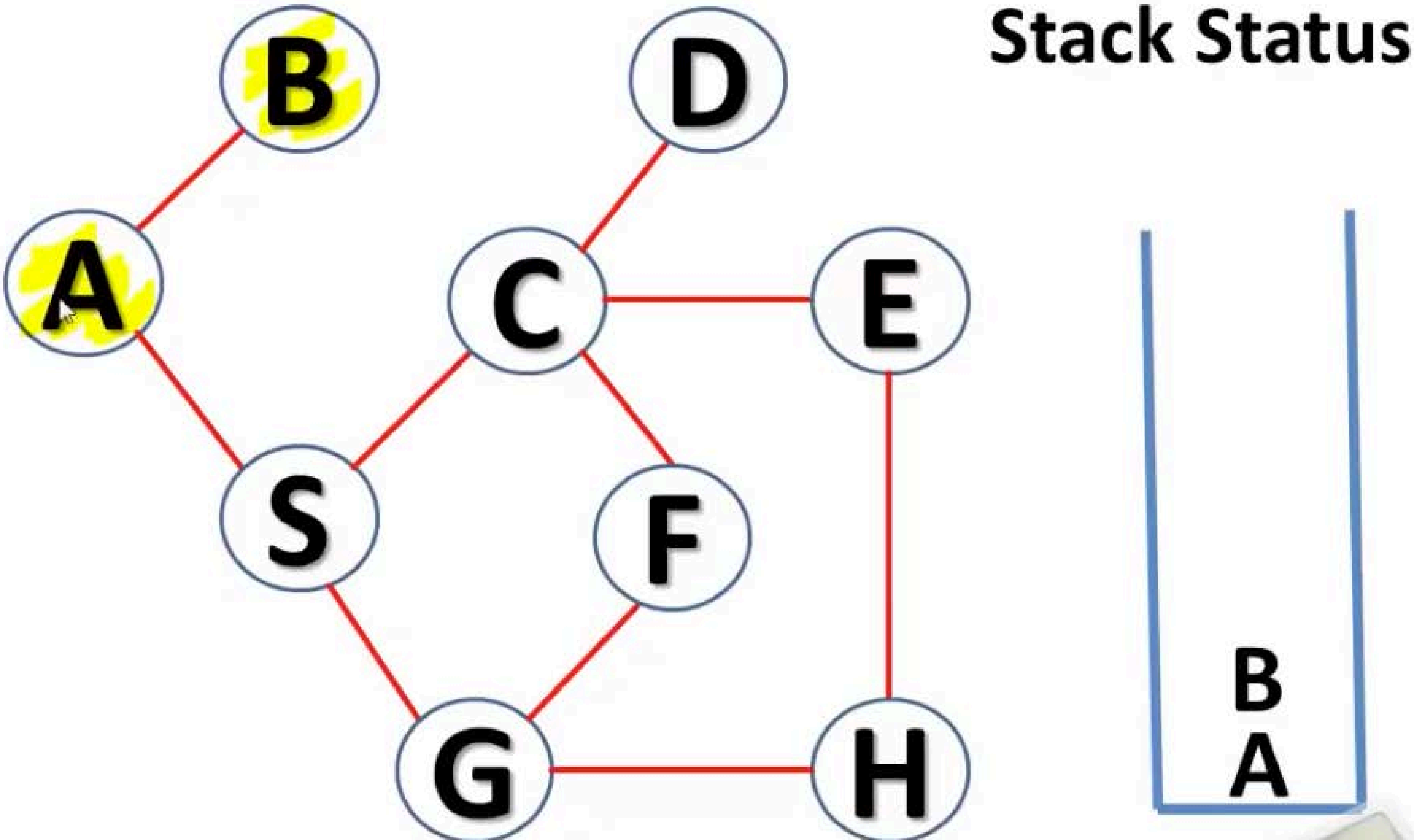

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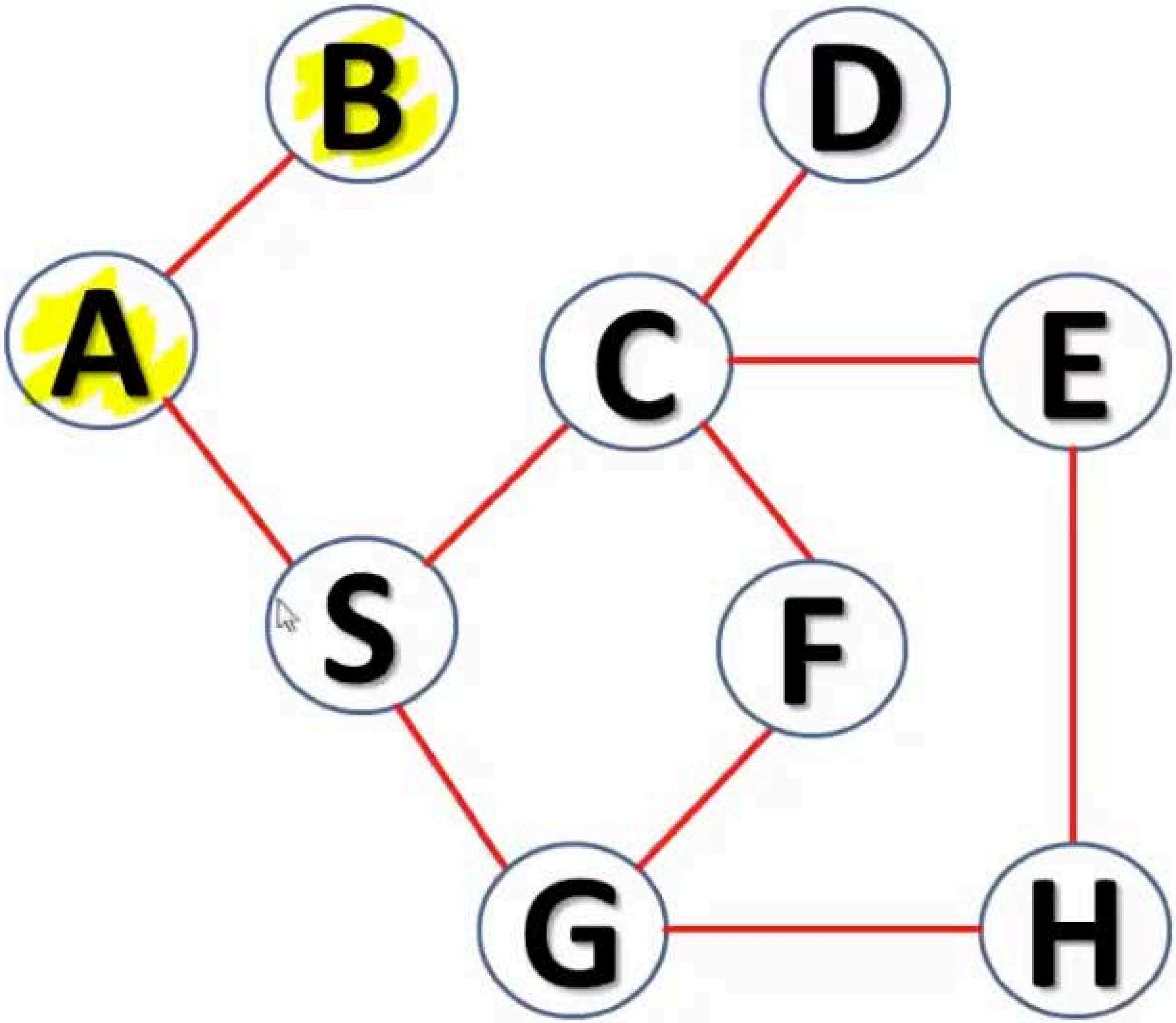

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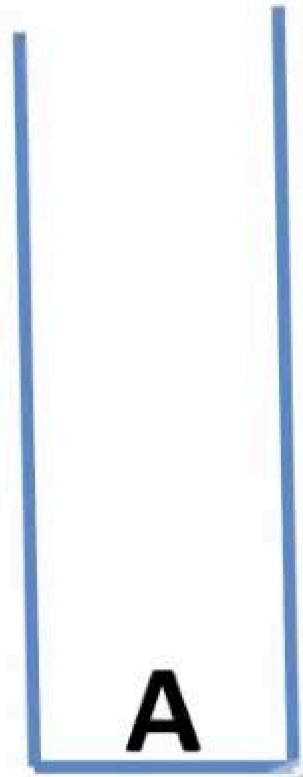

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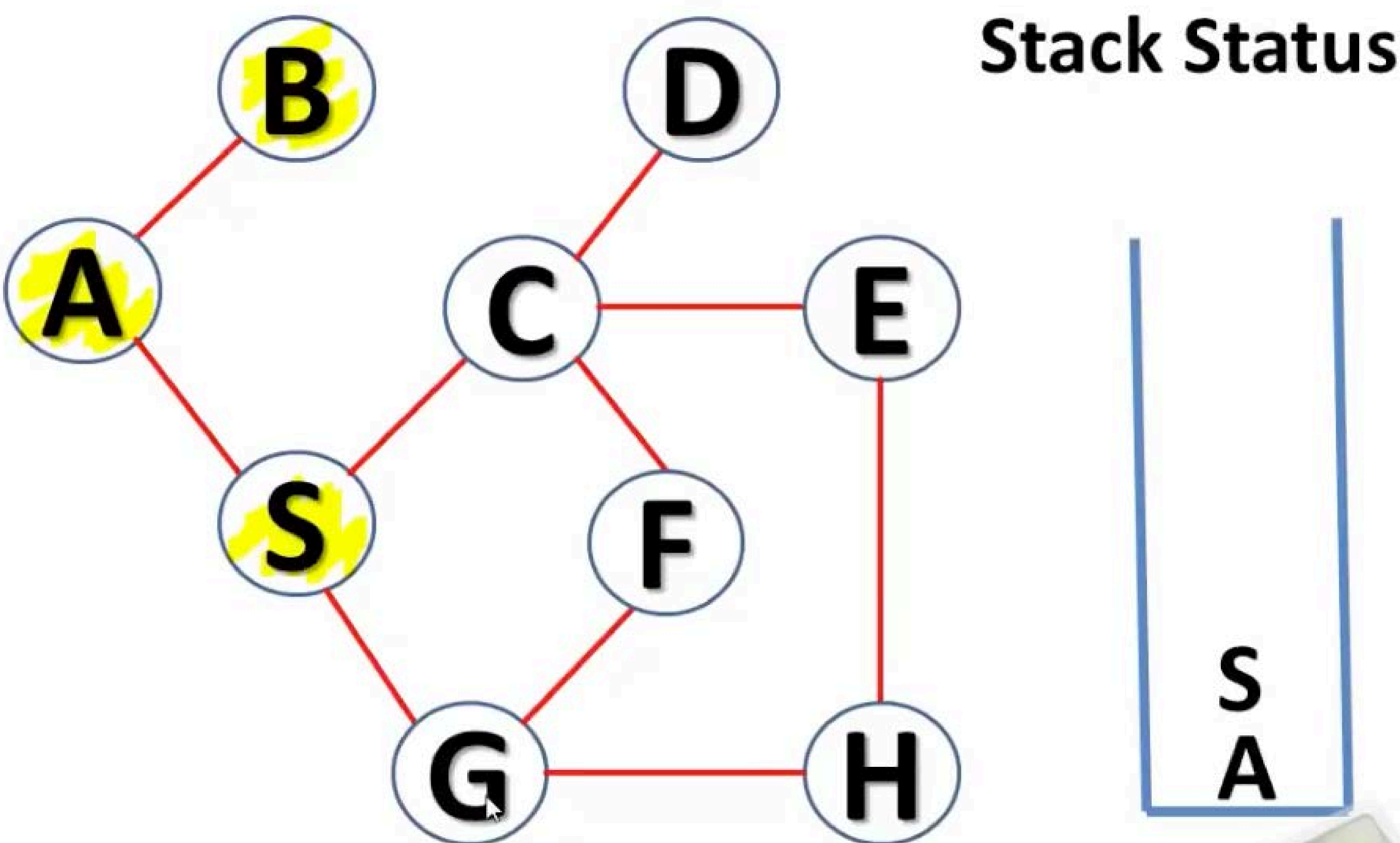

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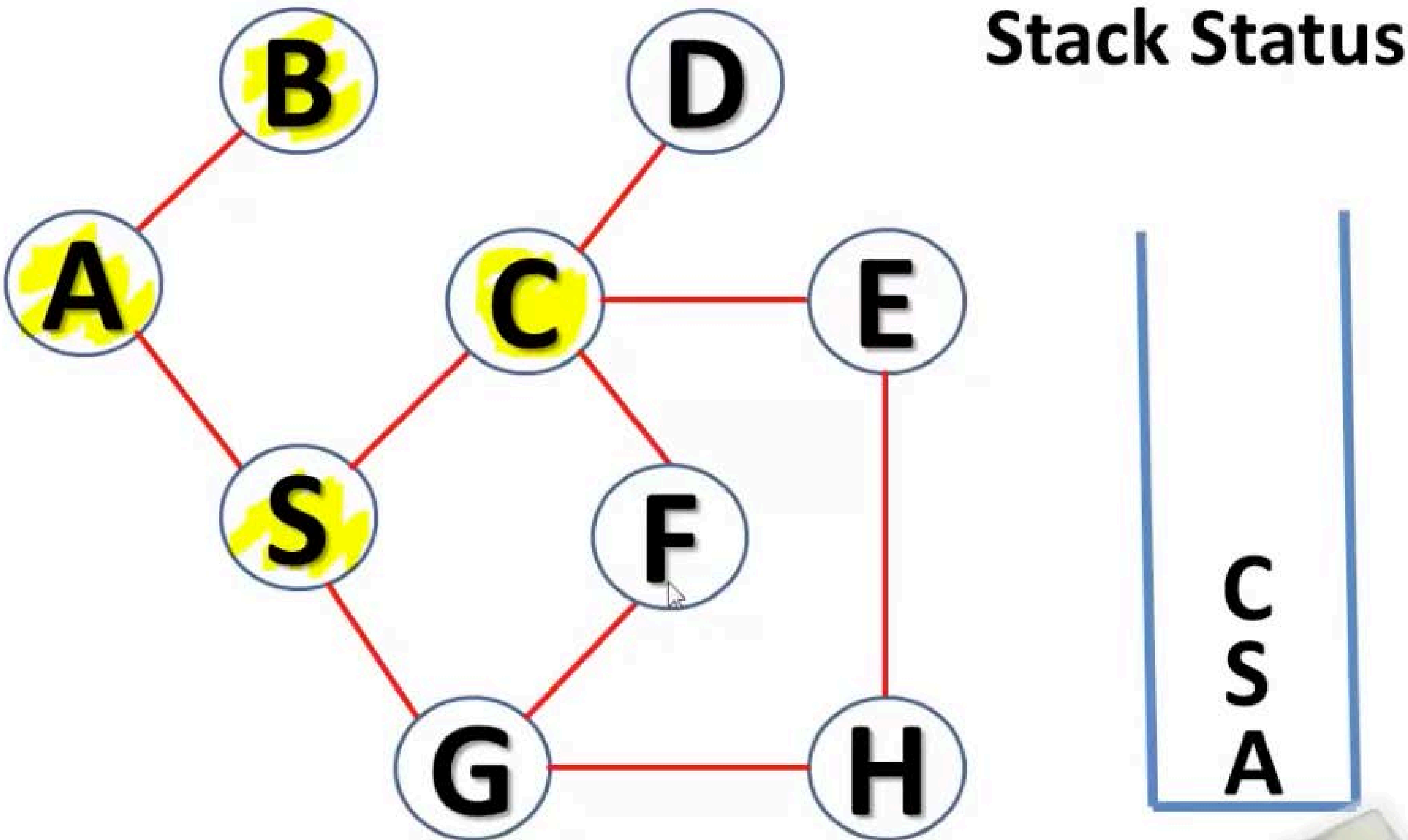

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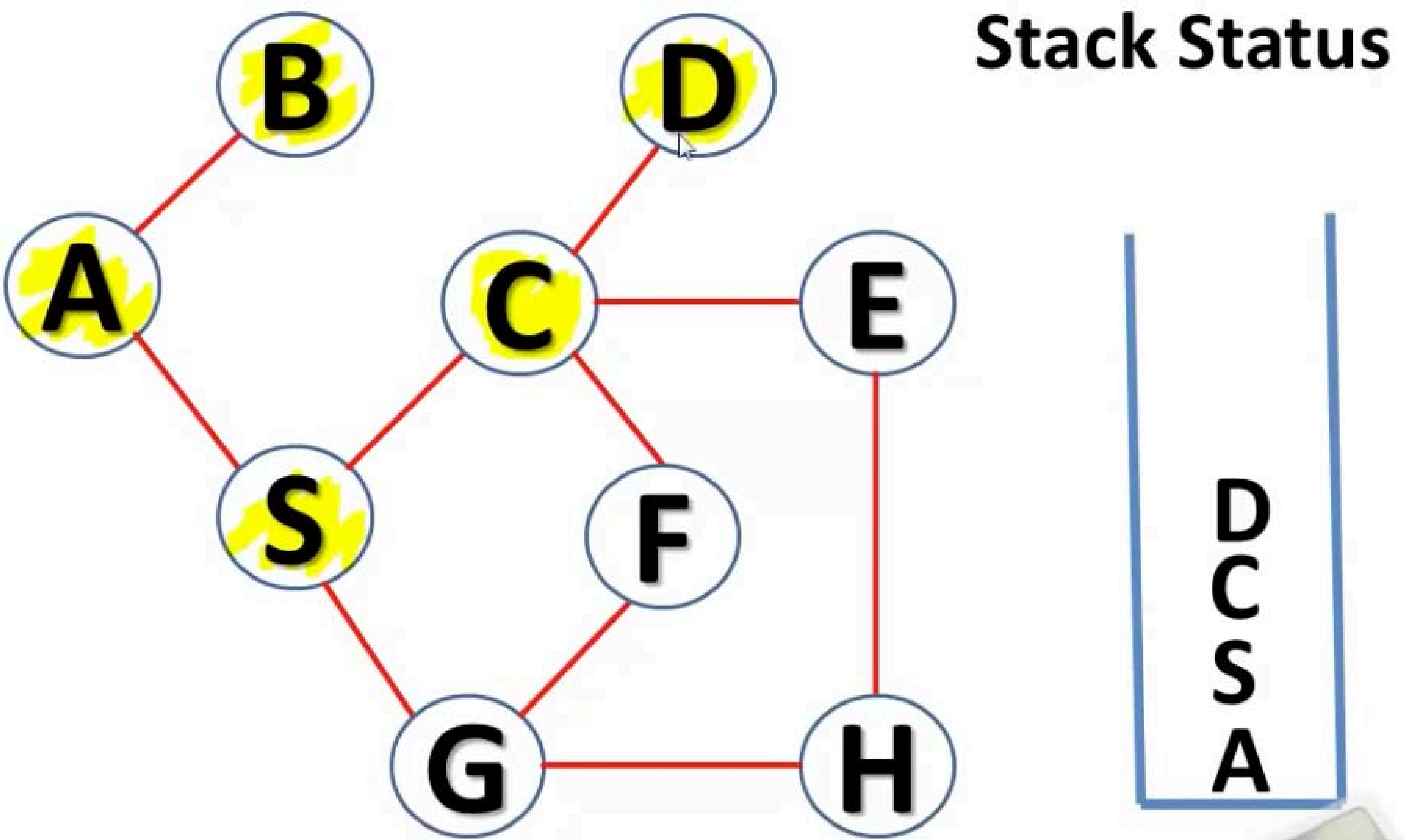

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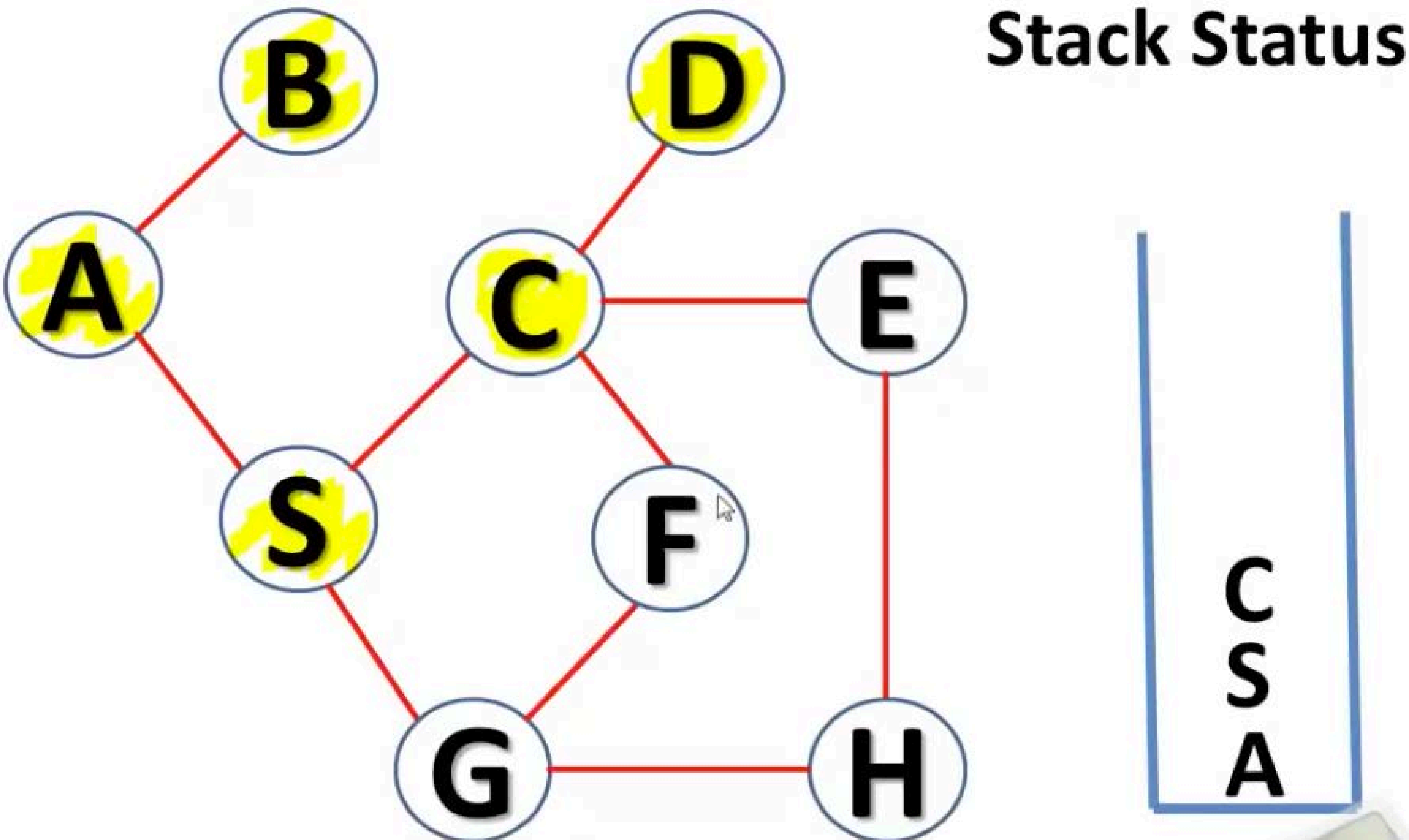

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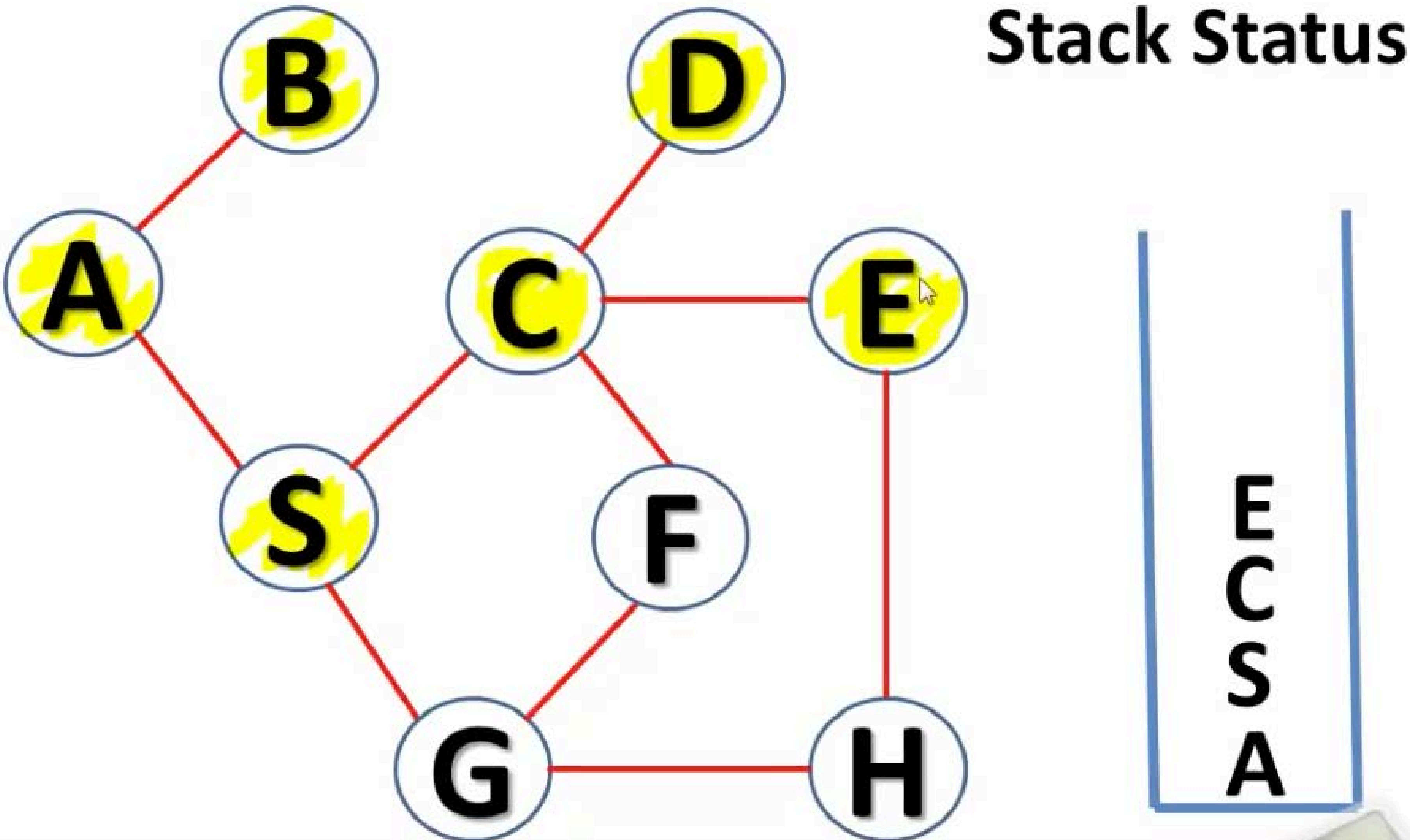

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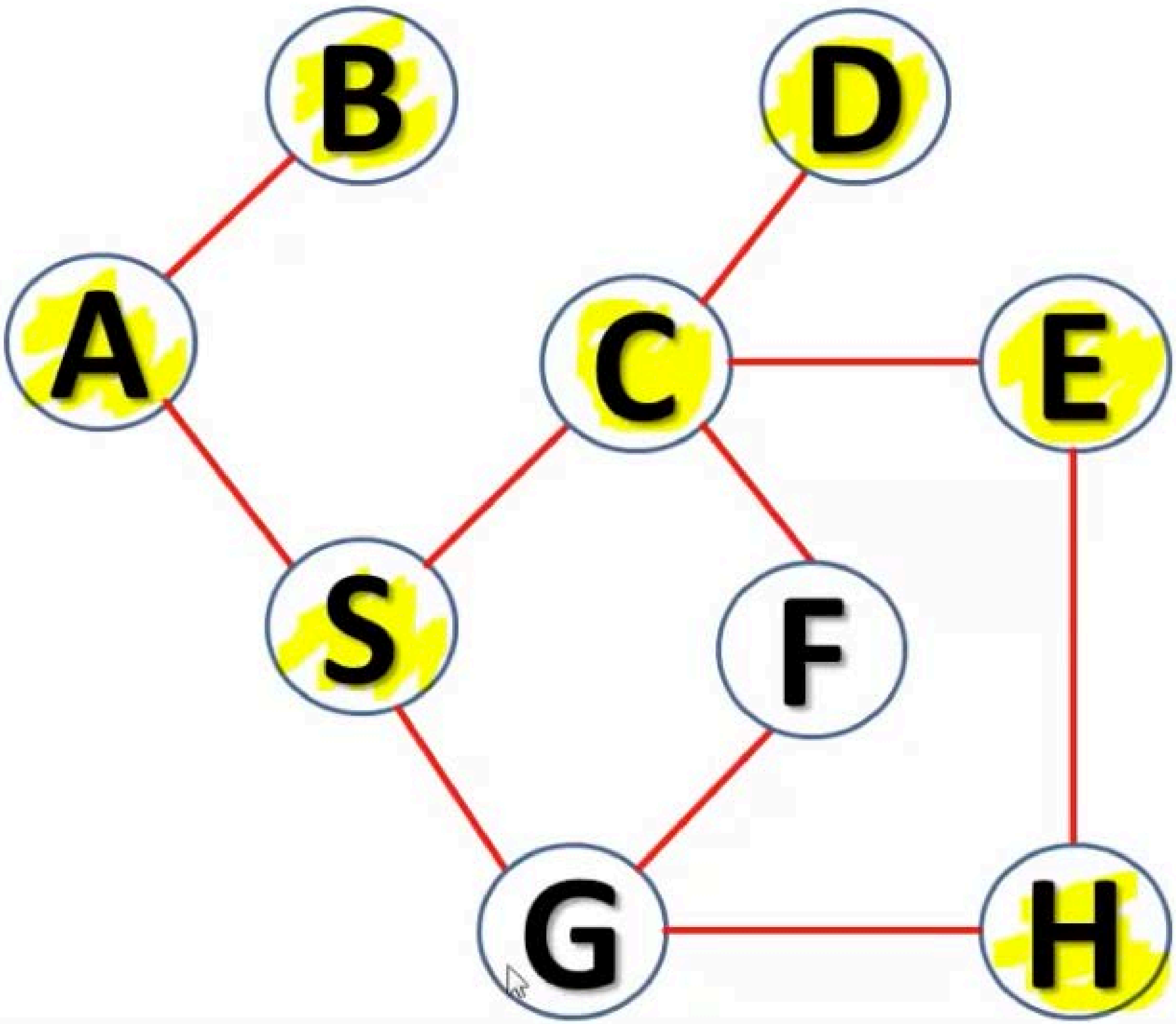

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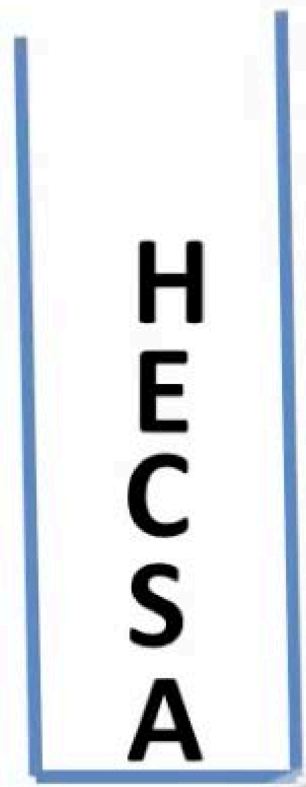

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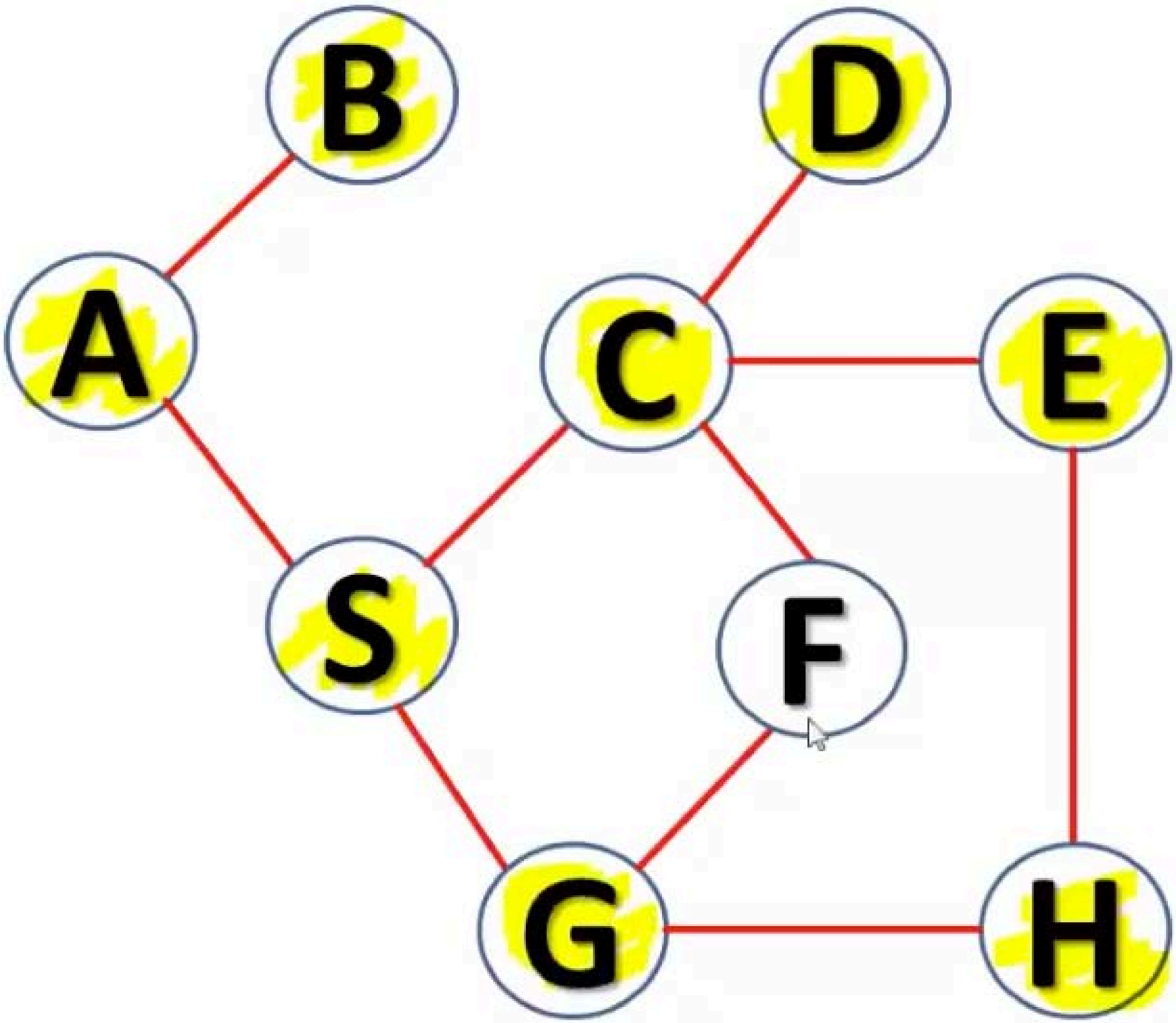

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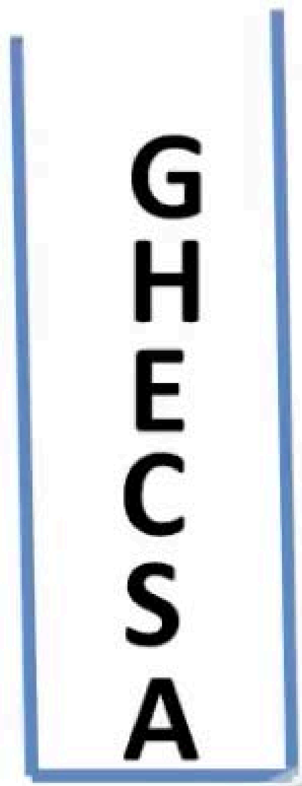

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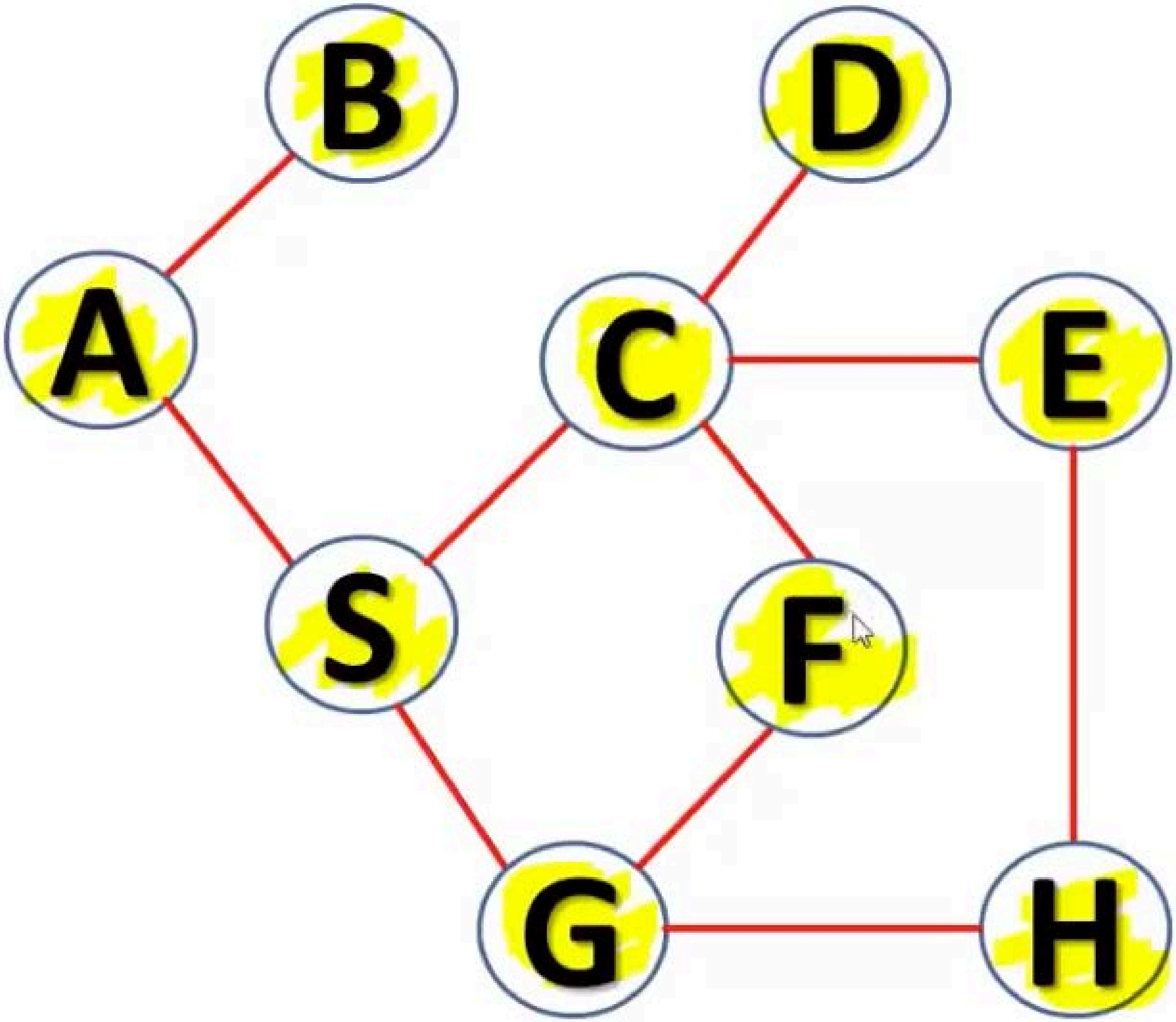

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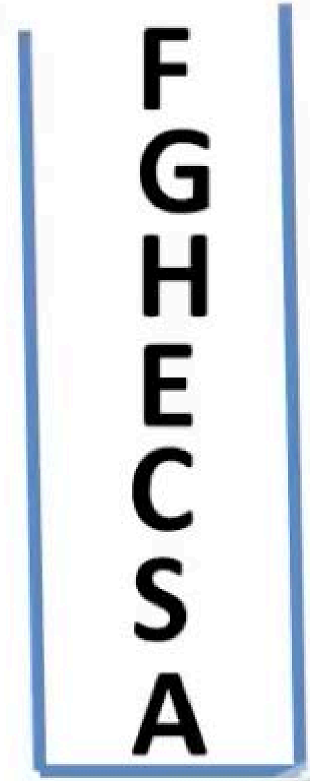

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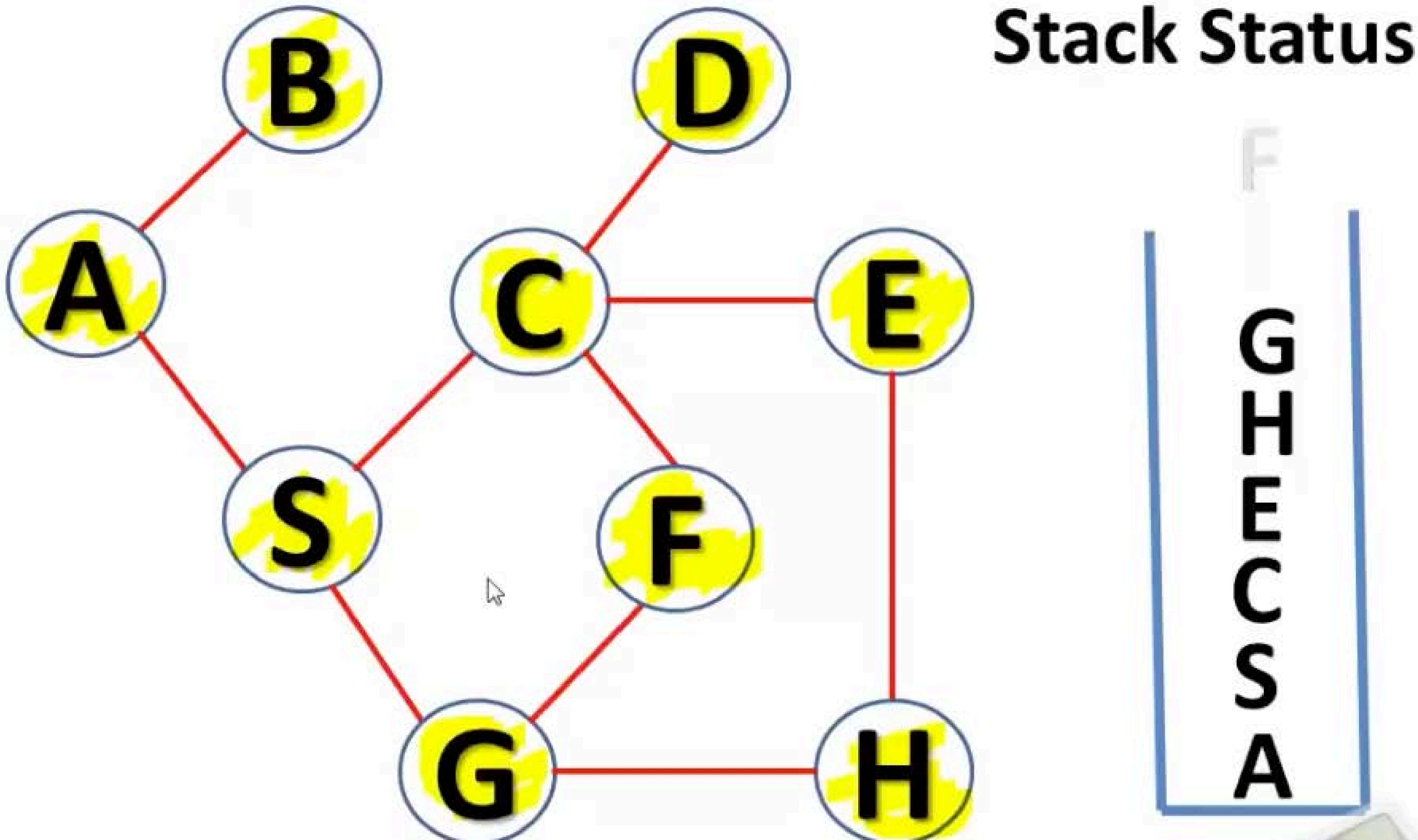

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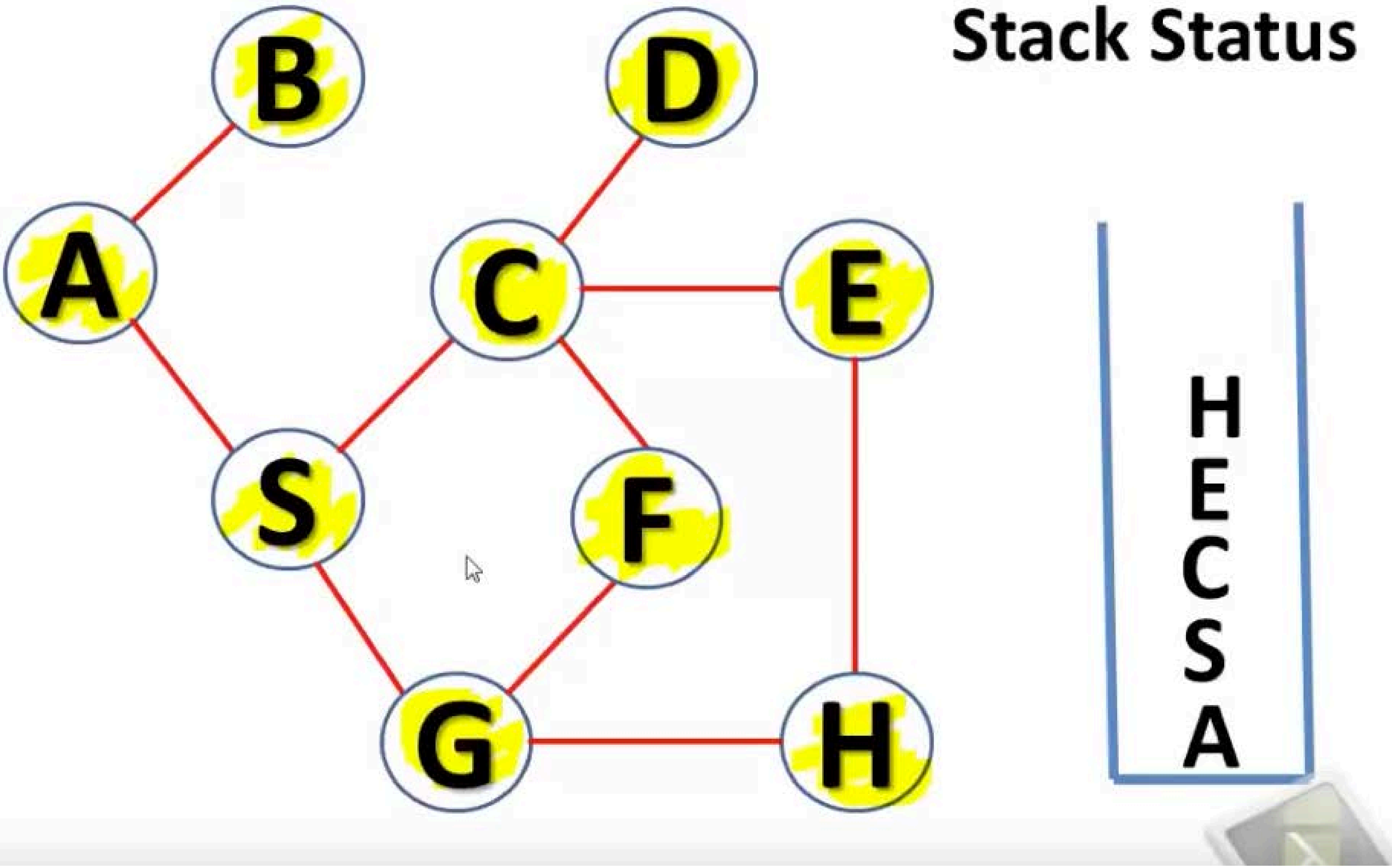

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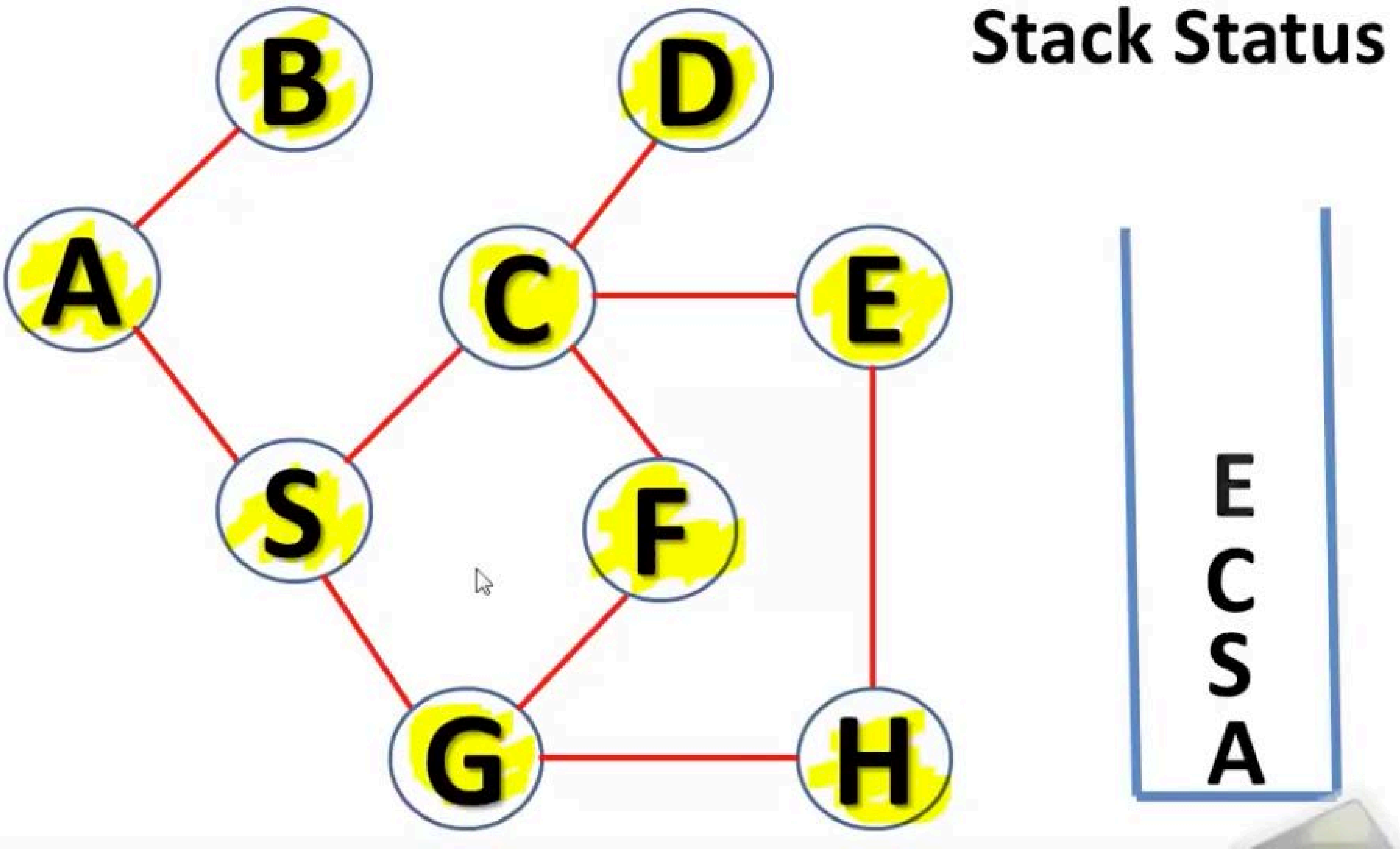

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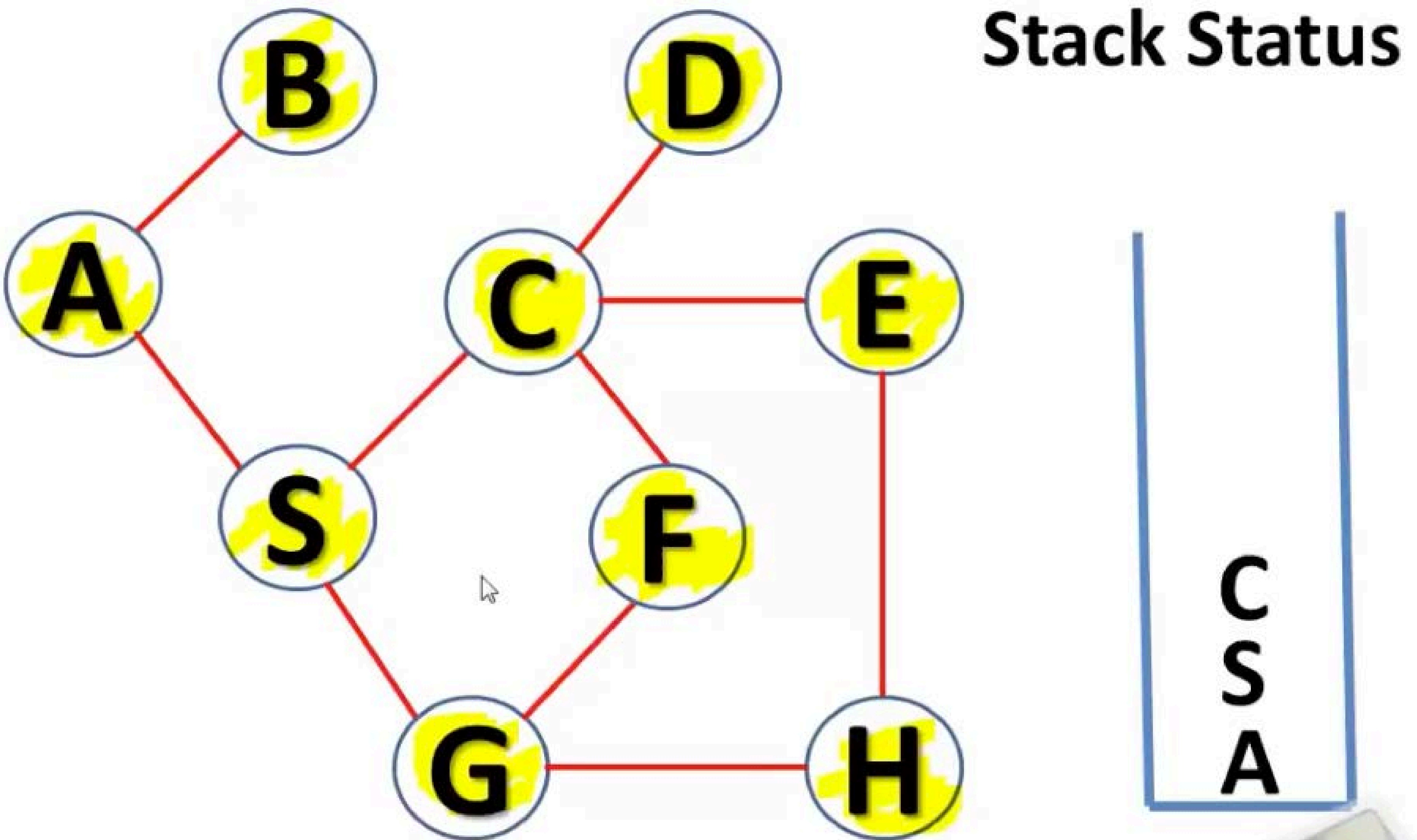

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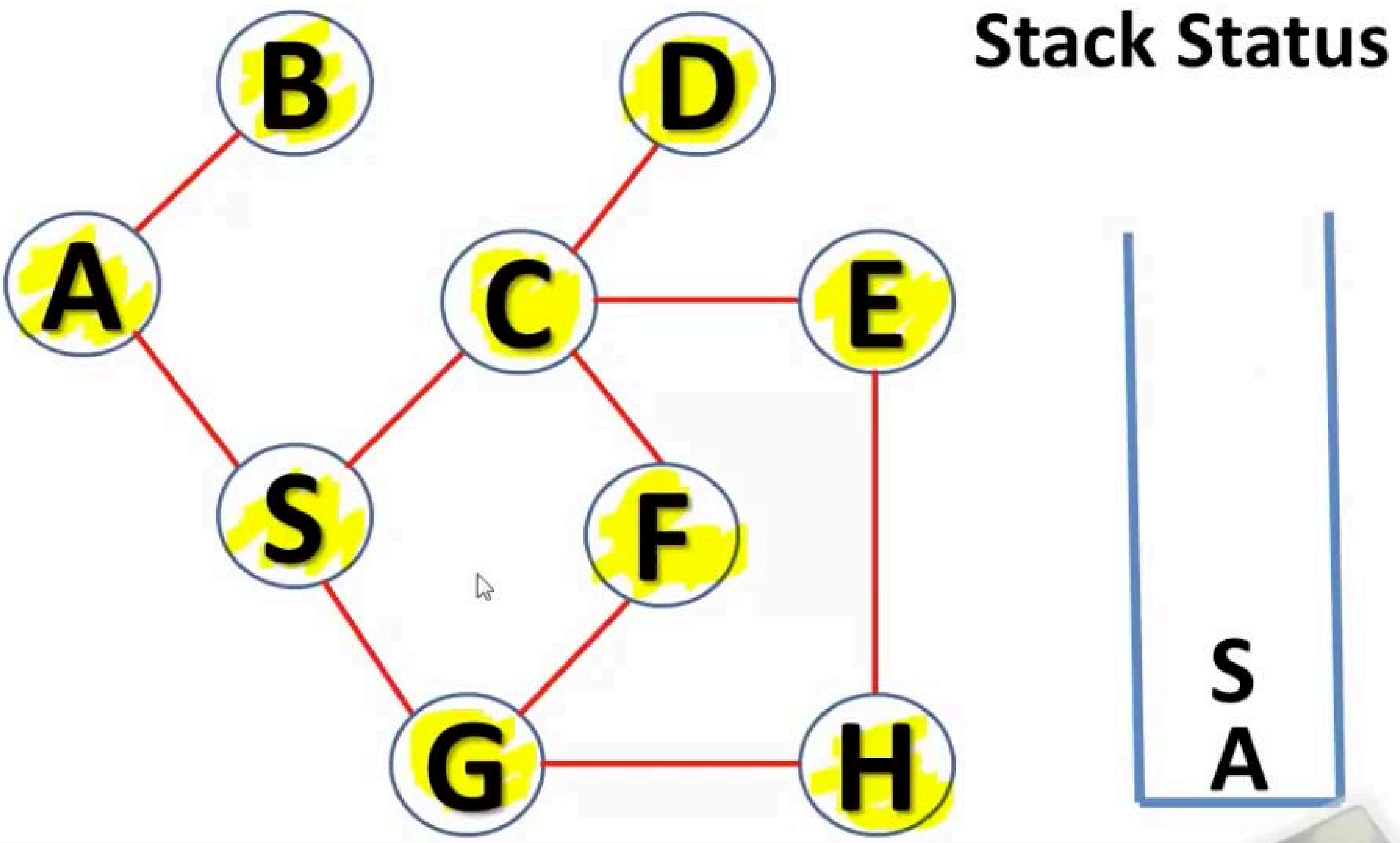

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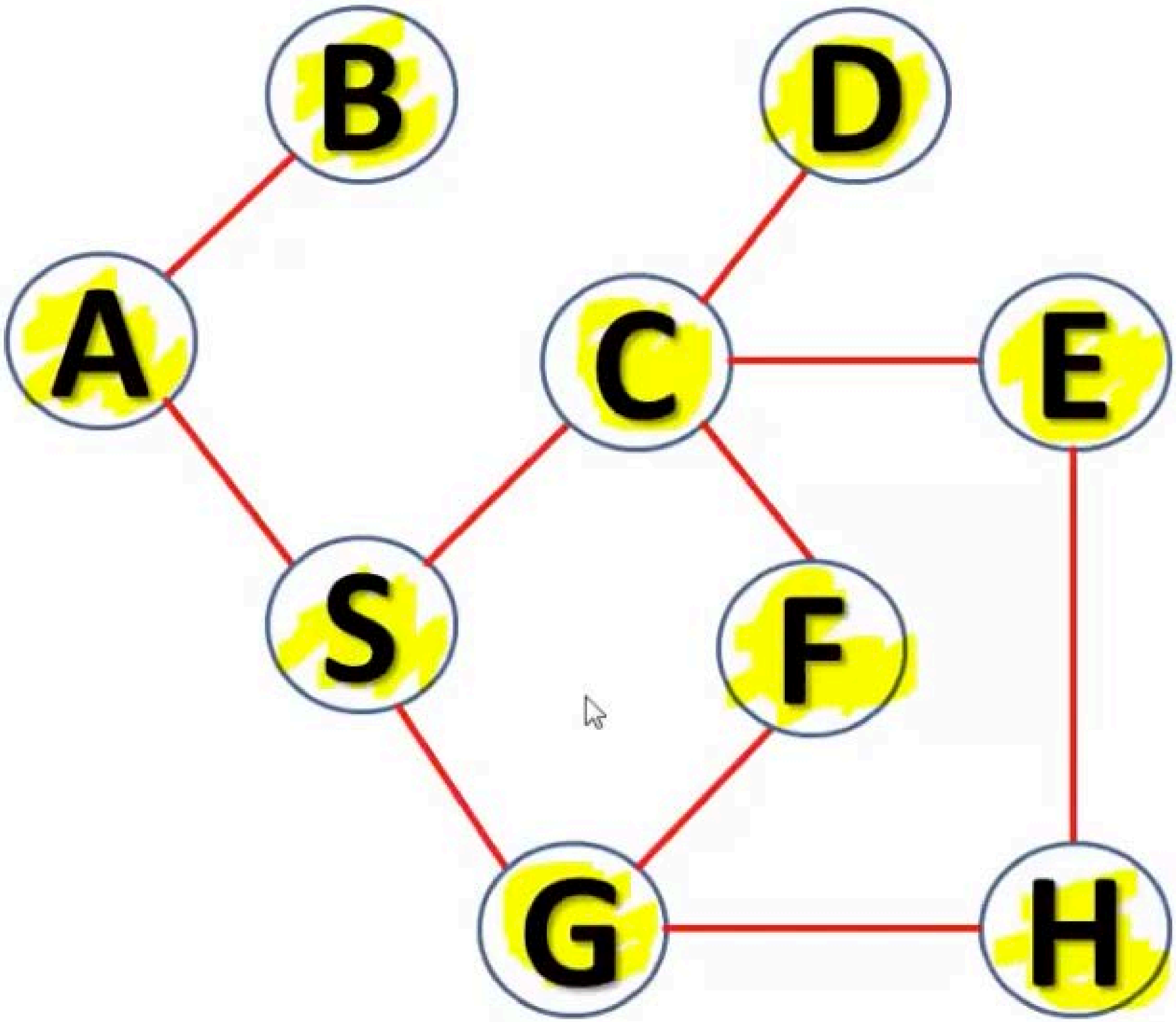

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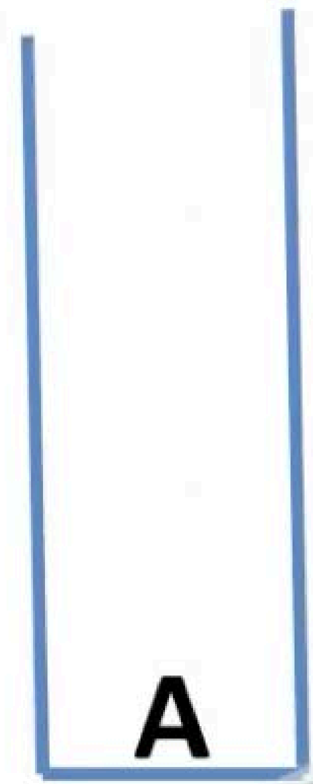

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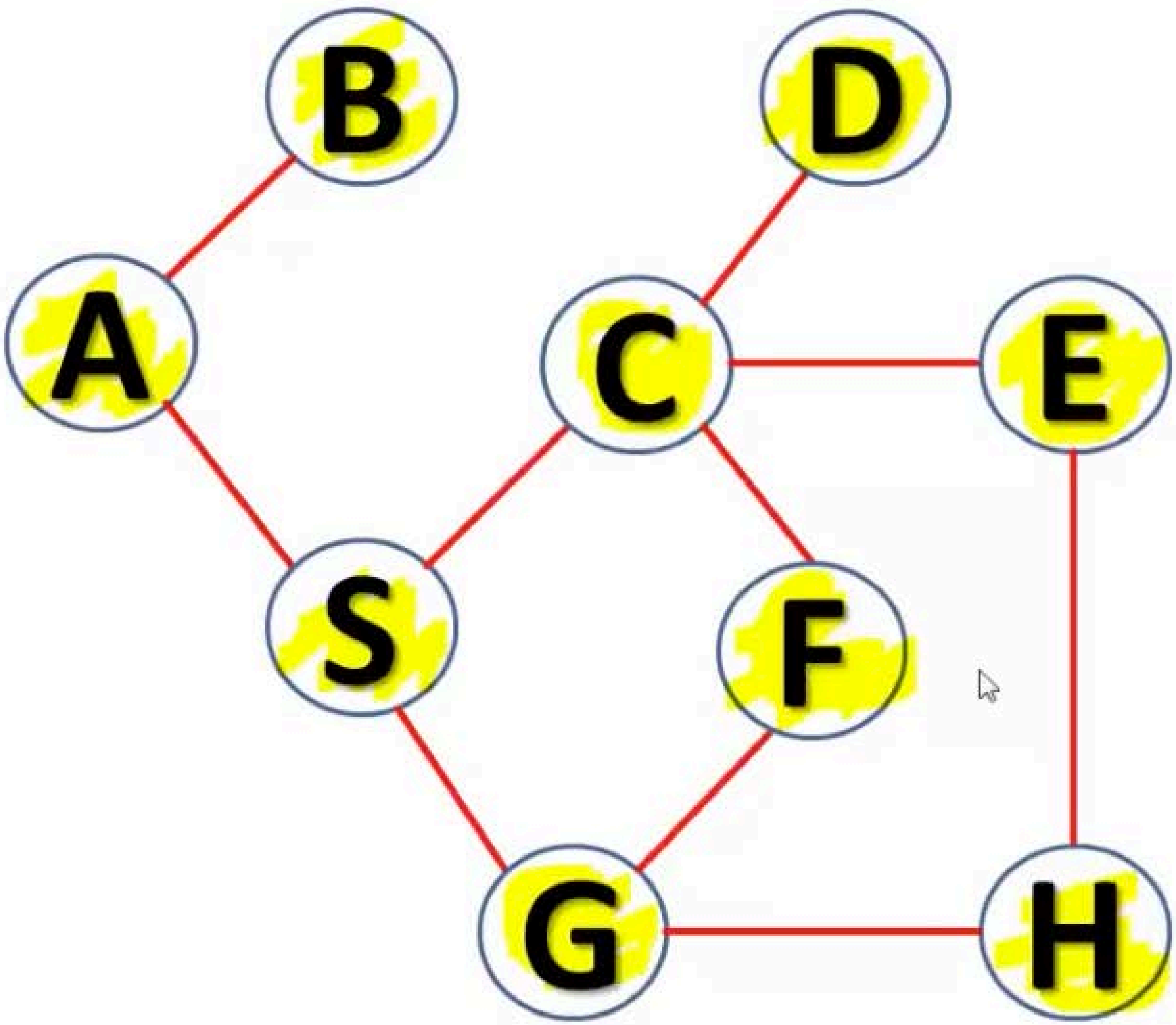

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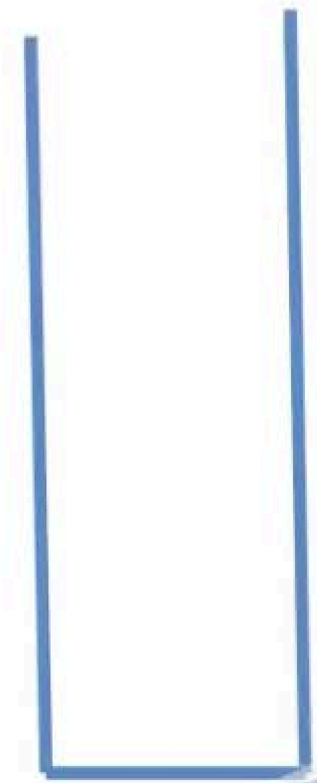

2. BFS WITH QUEUE

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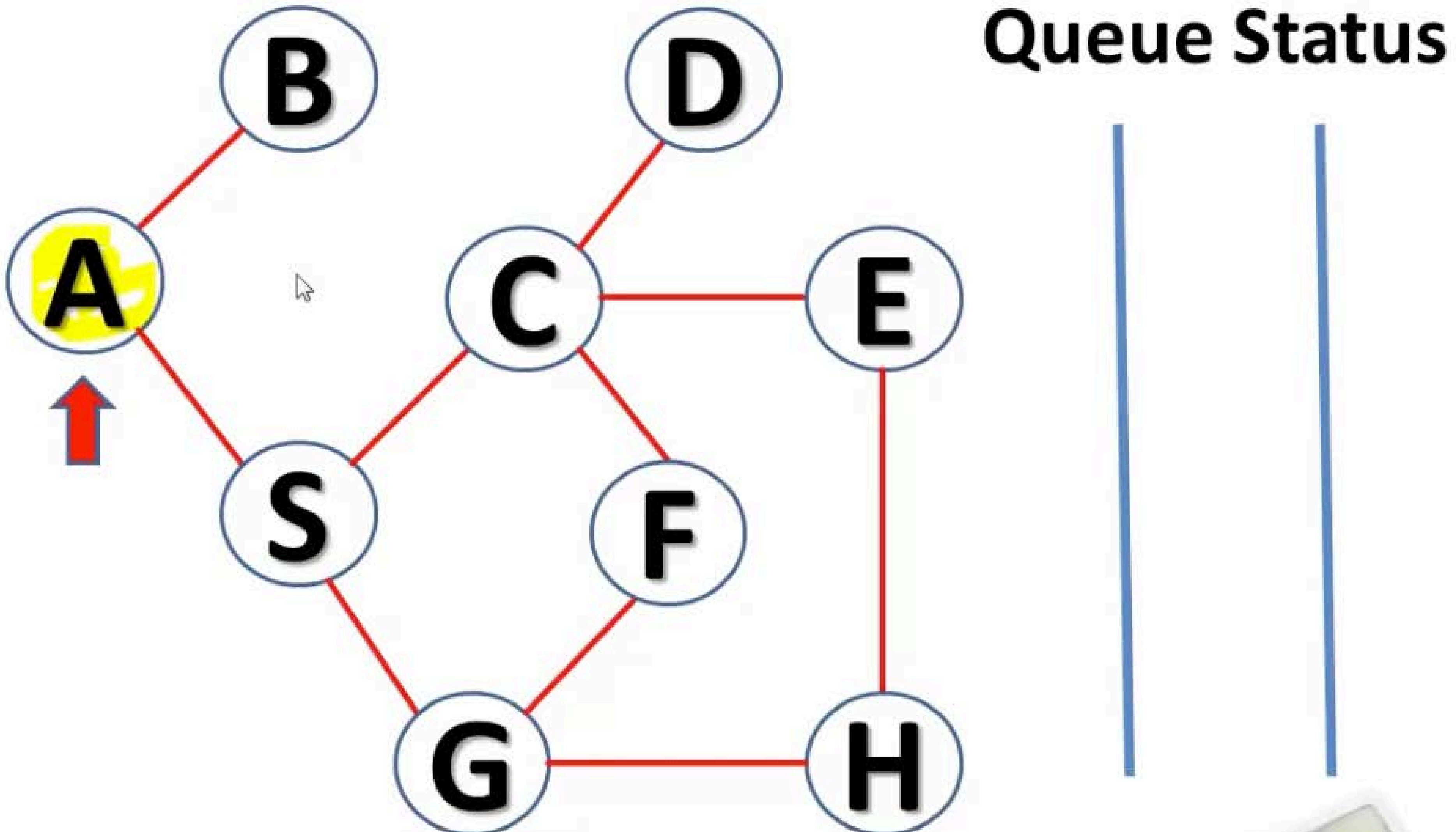

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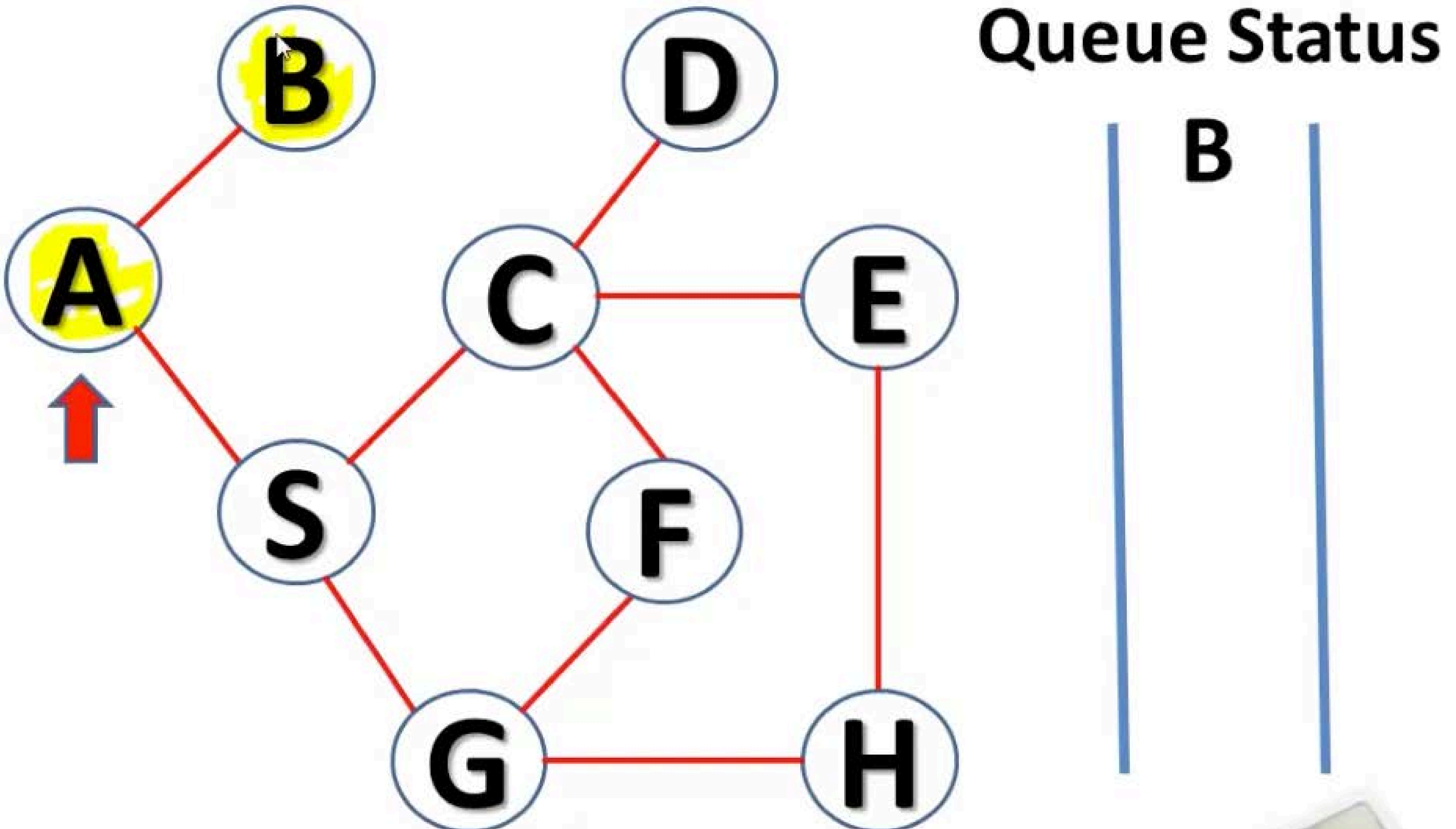

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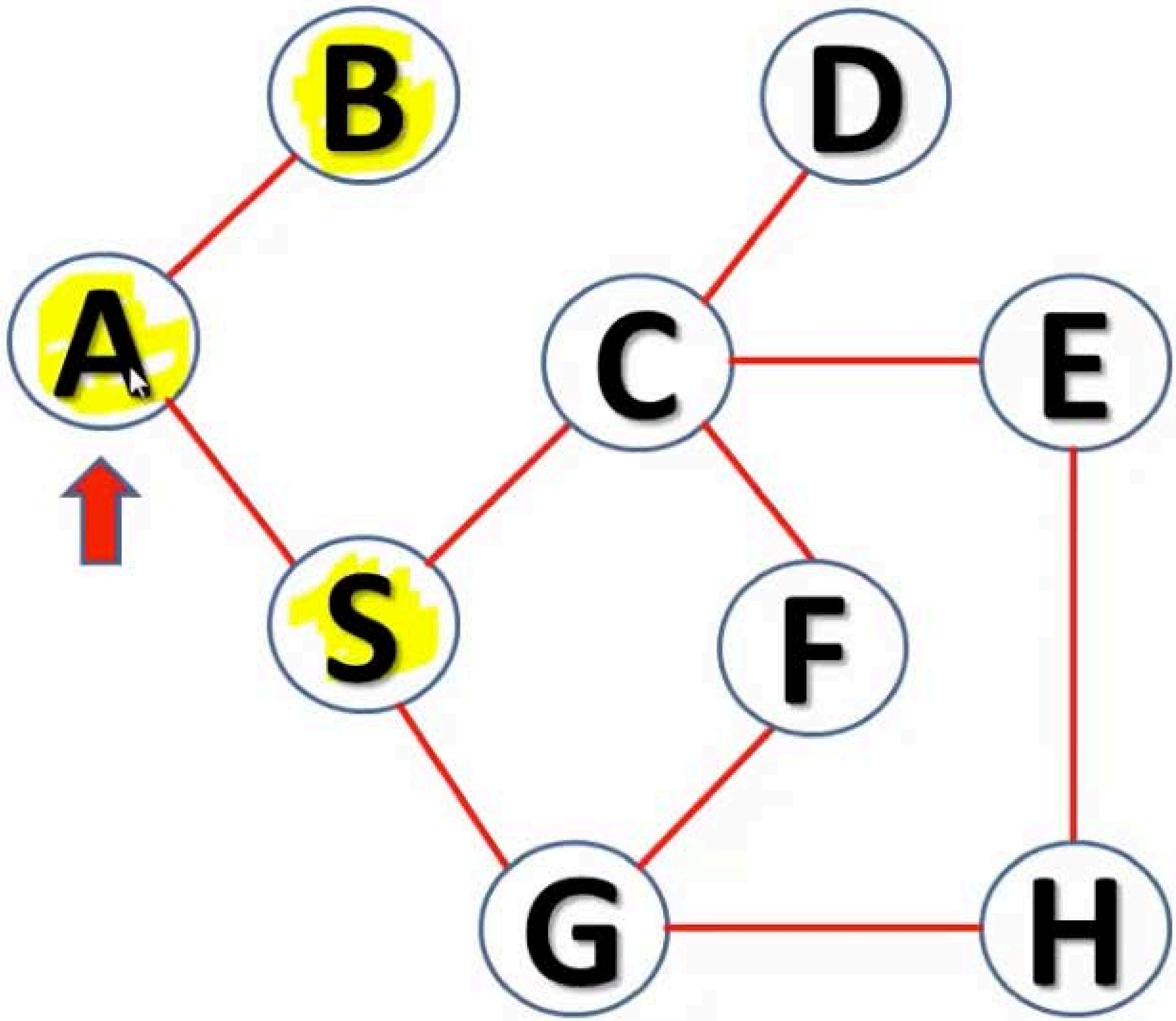

Queue Status

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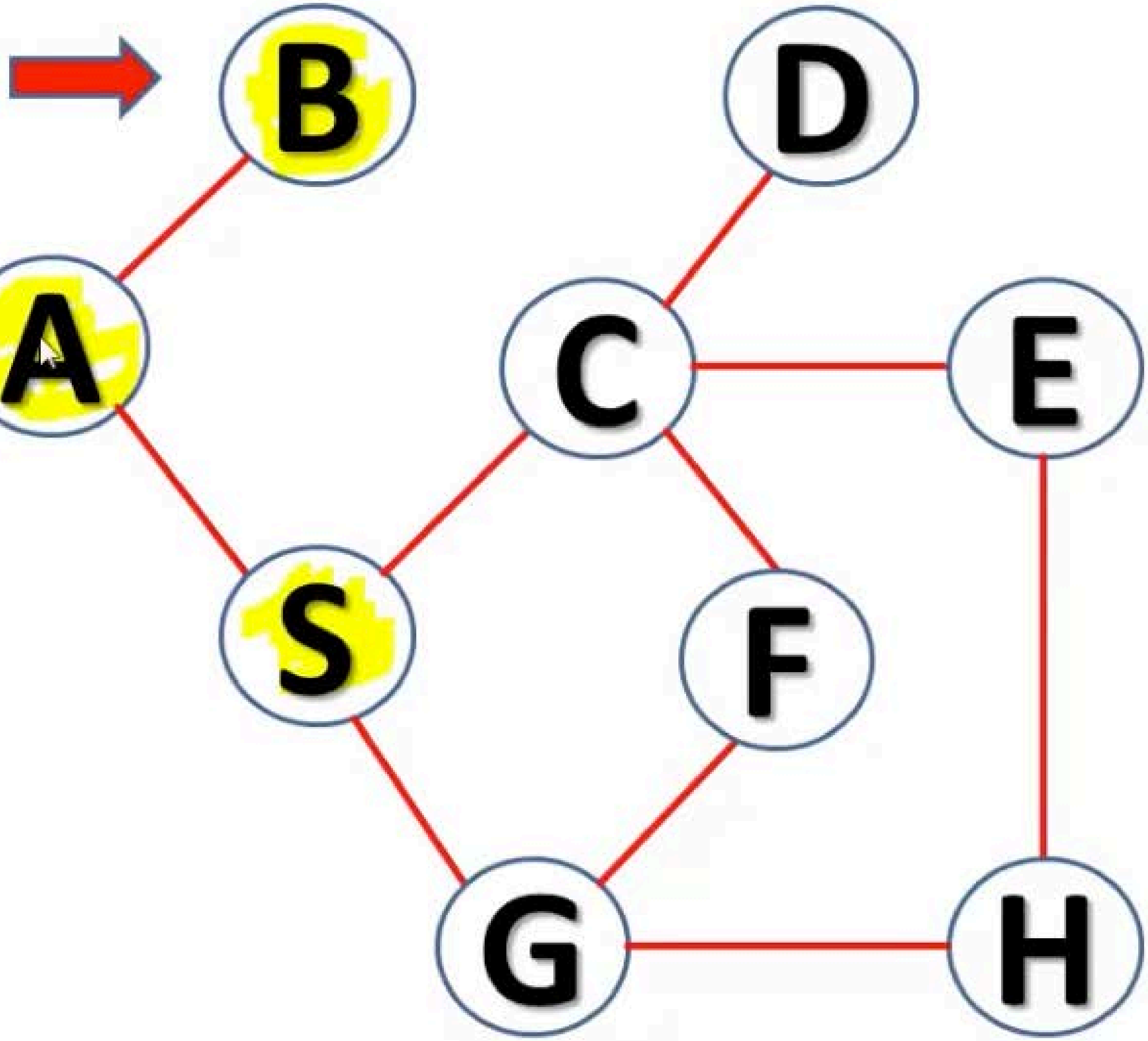

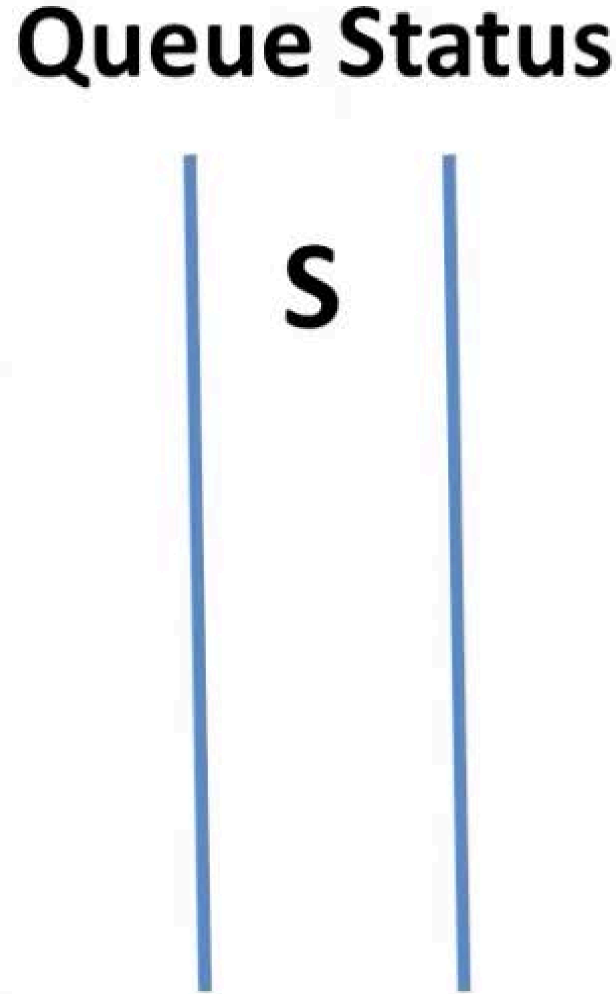

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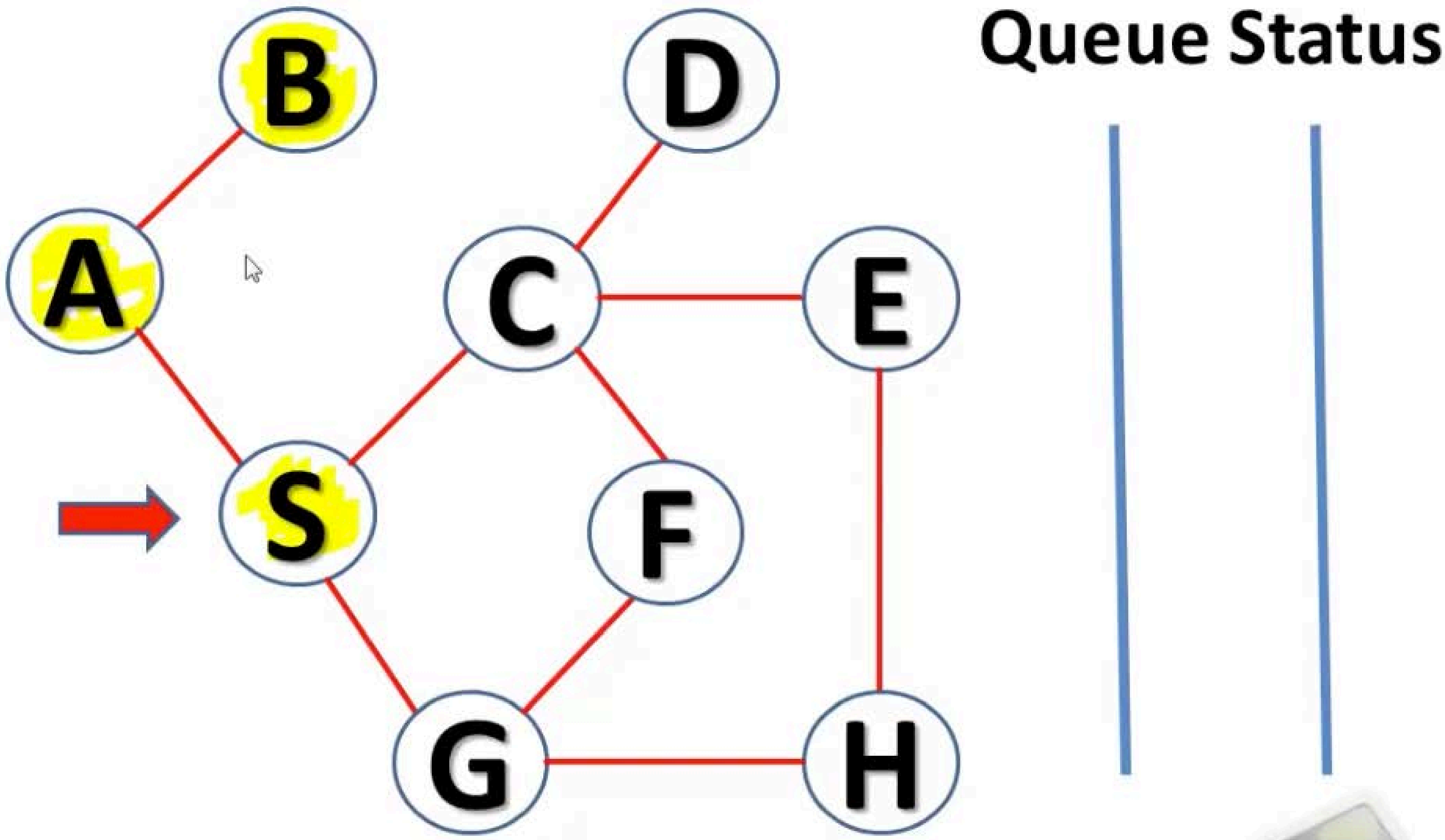

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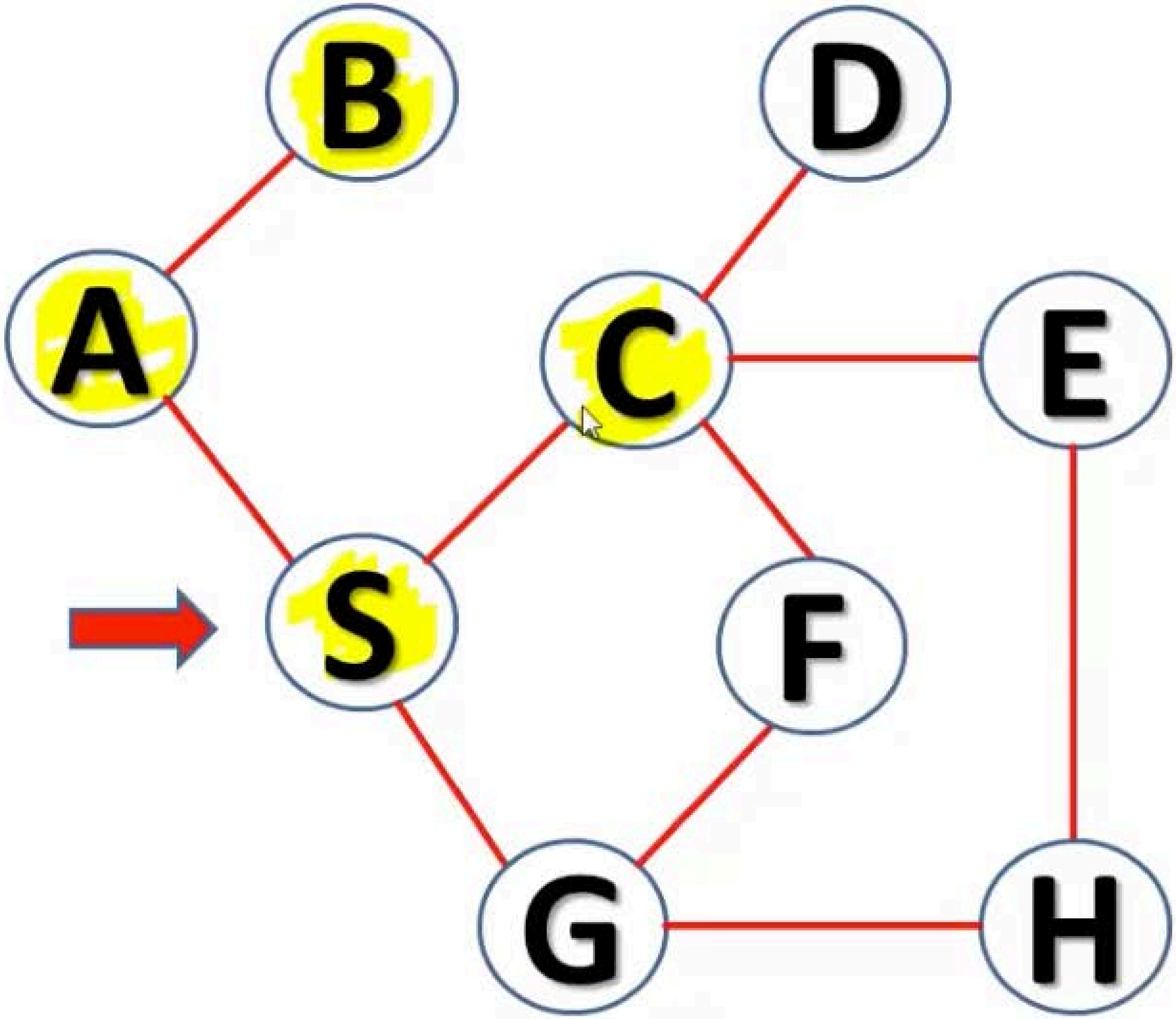

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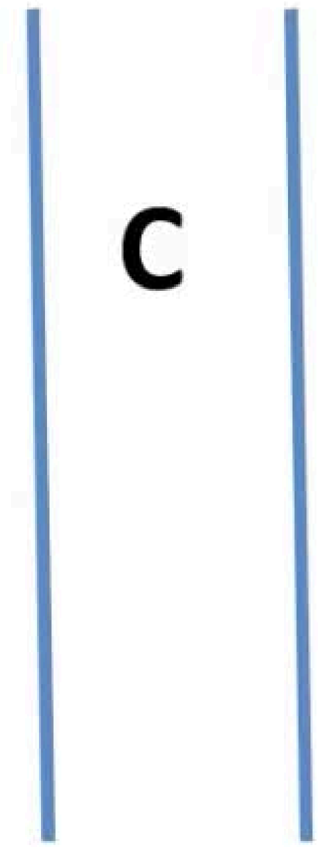

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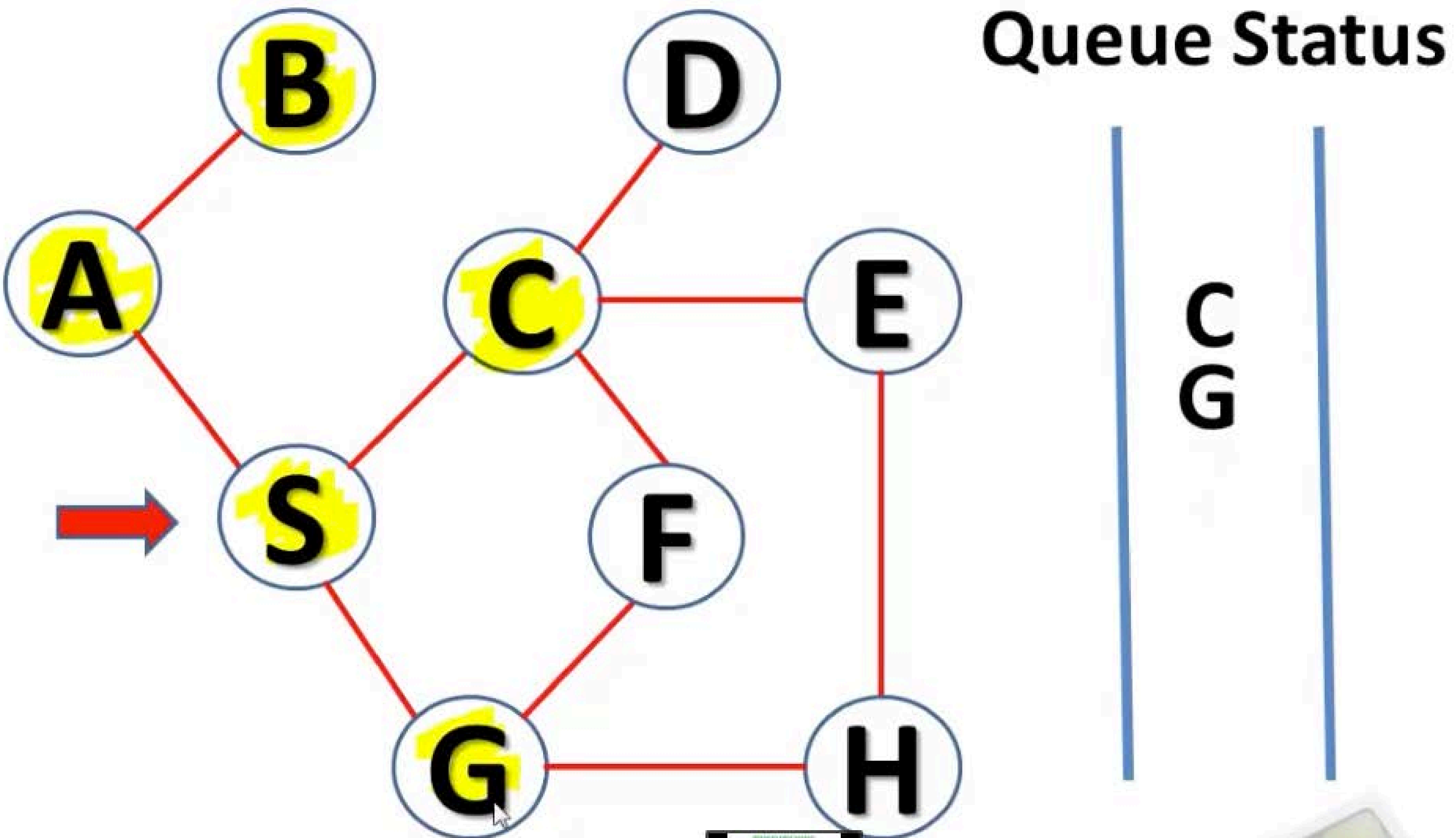

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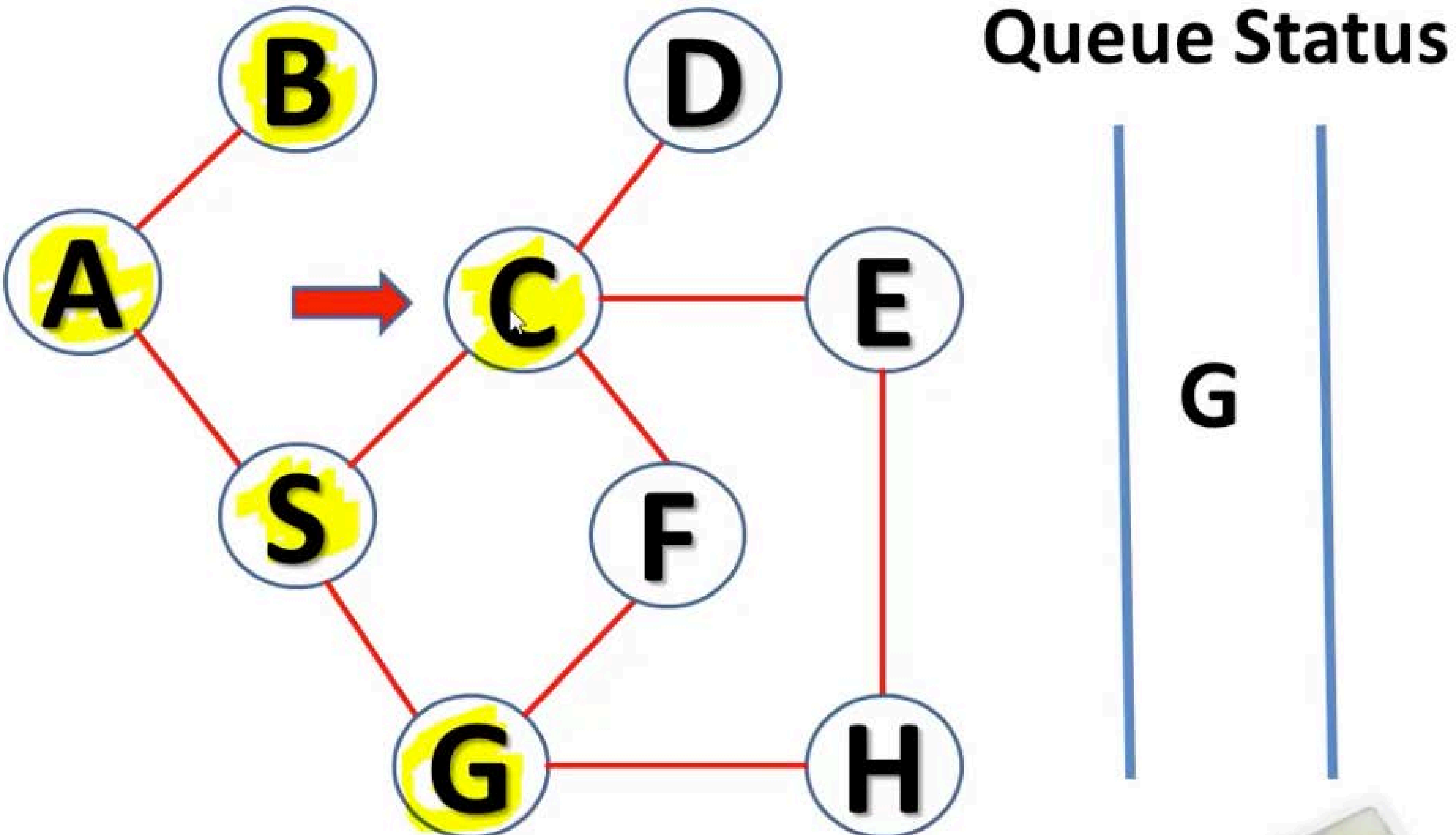

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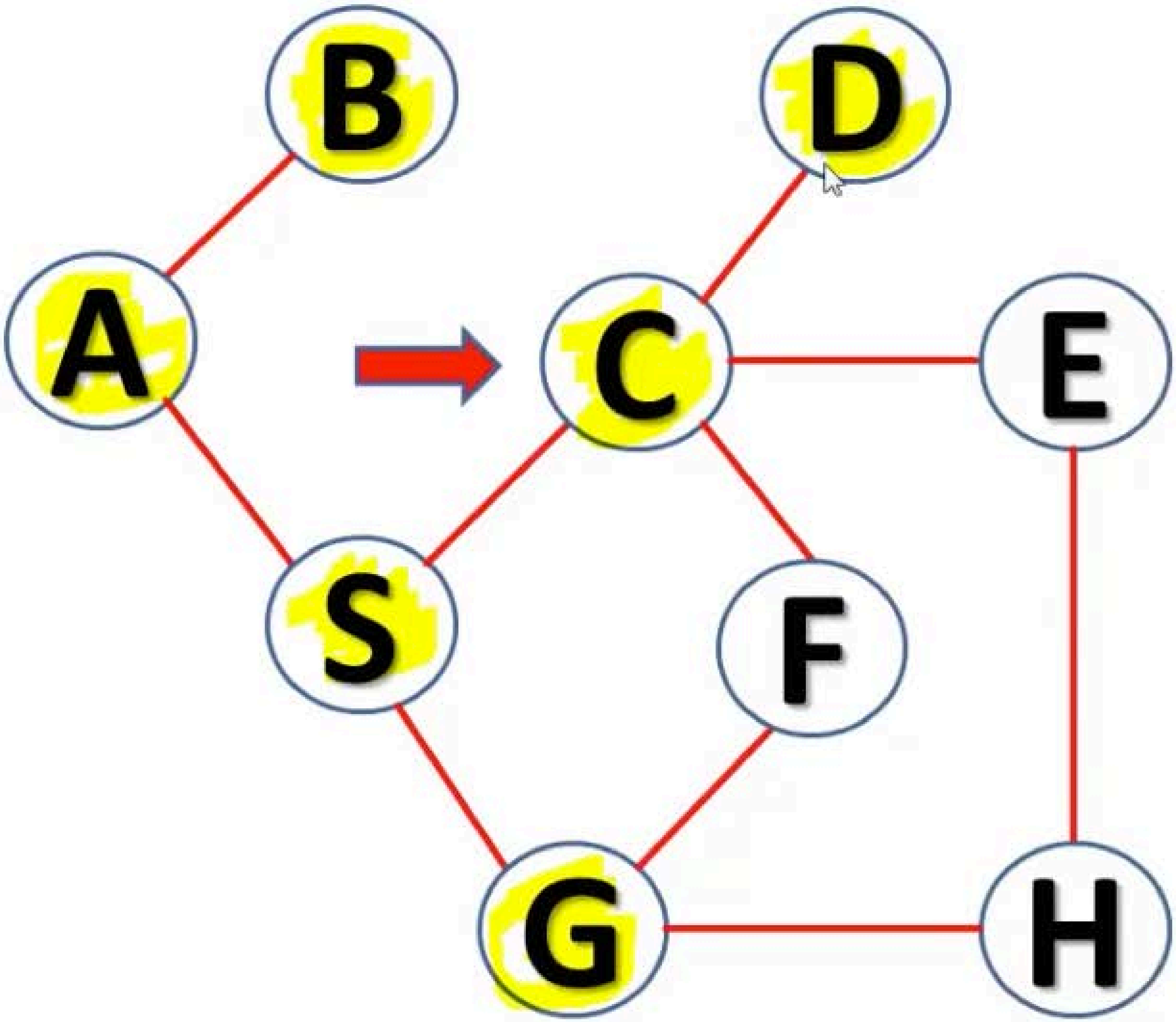

Queue Status

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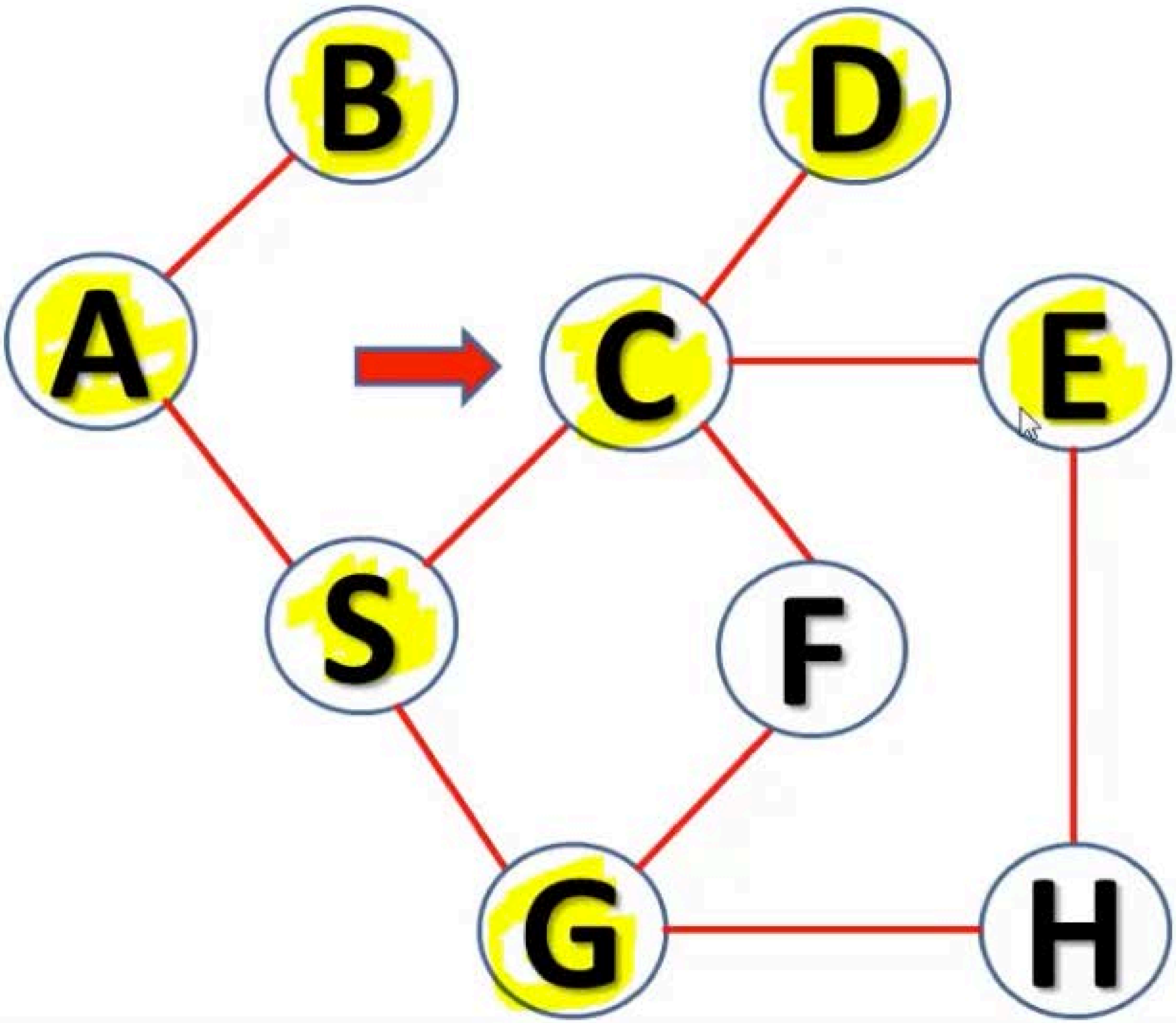

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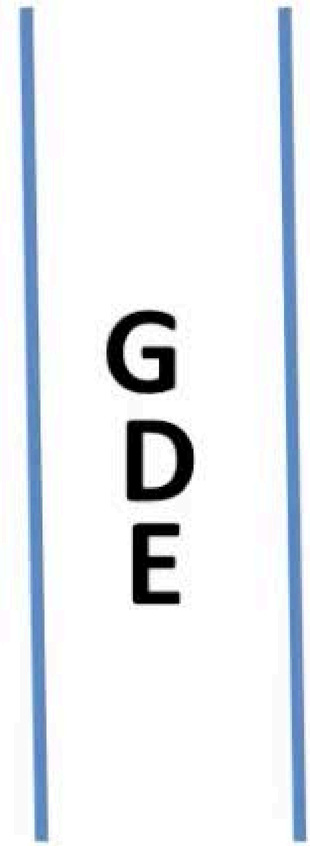

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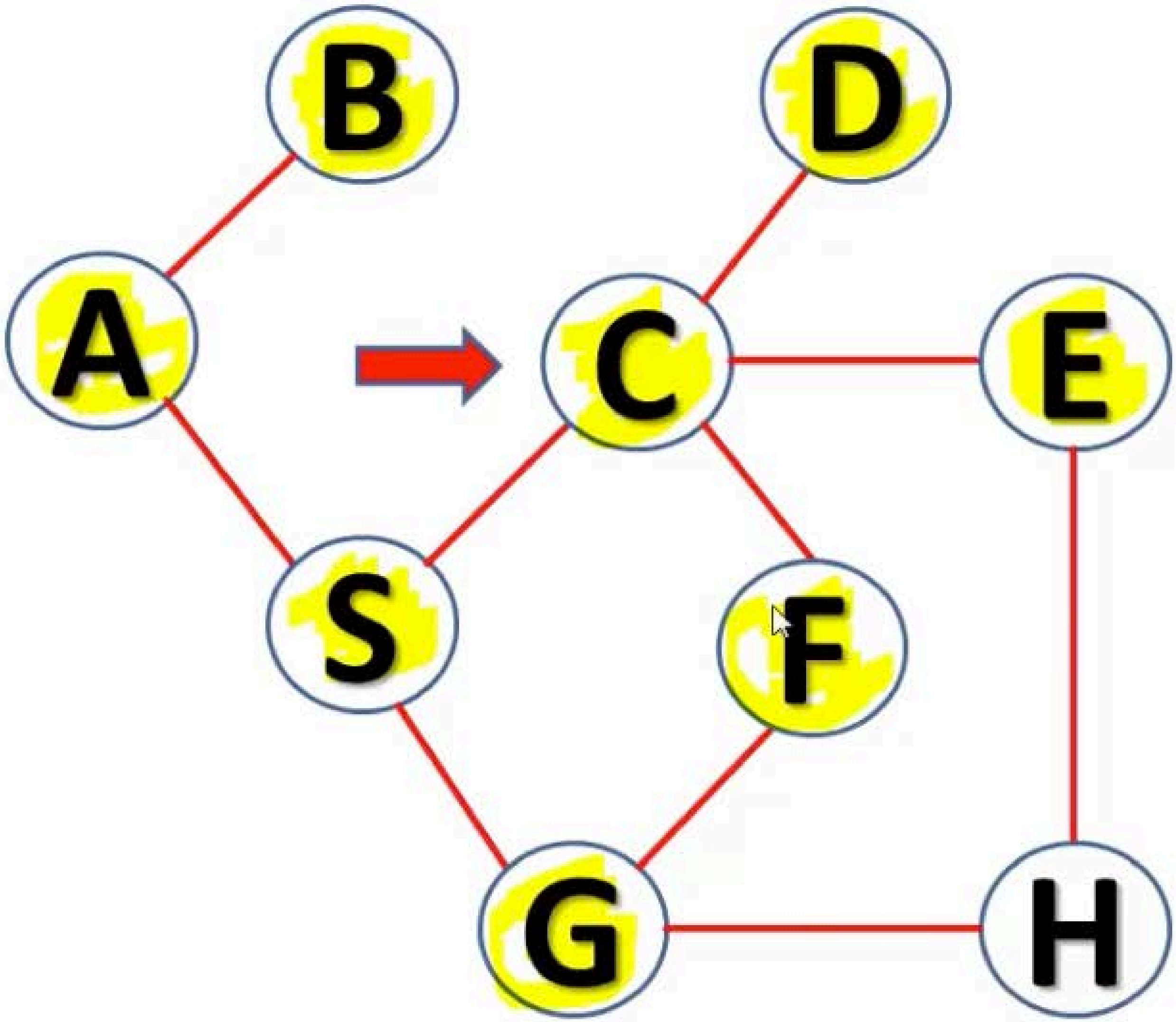

Queue Status

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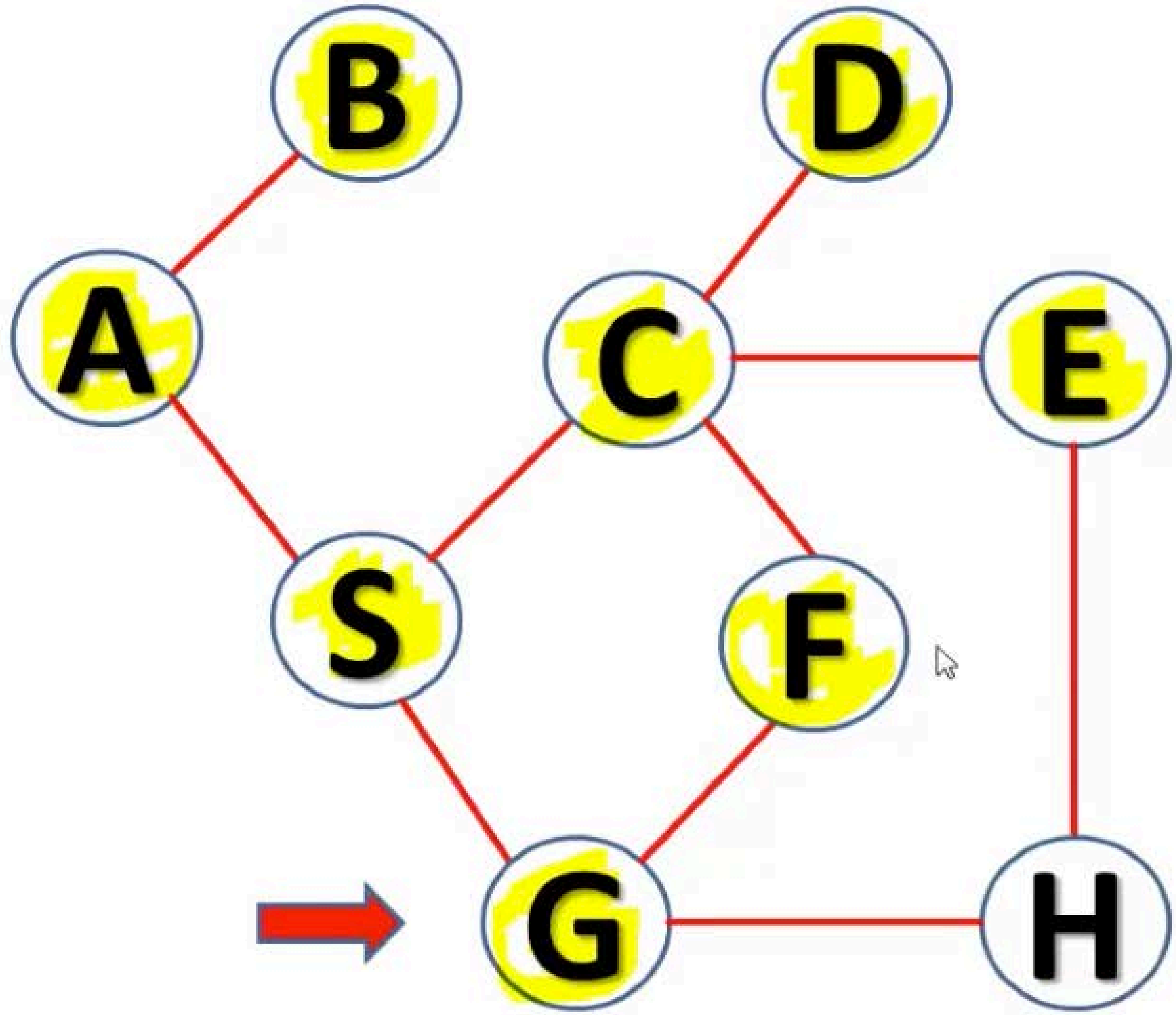

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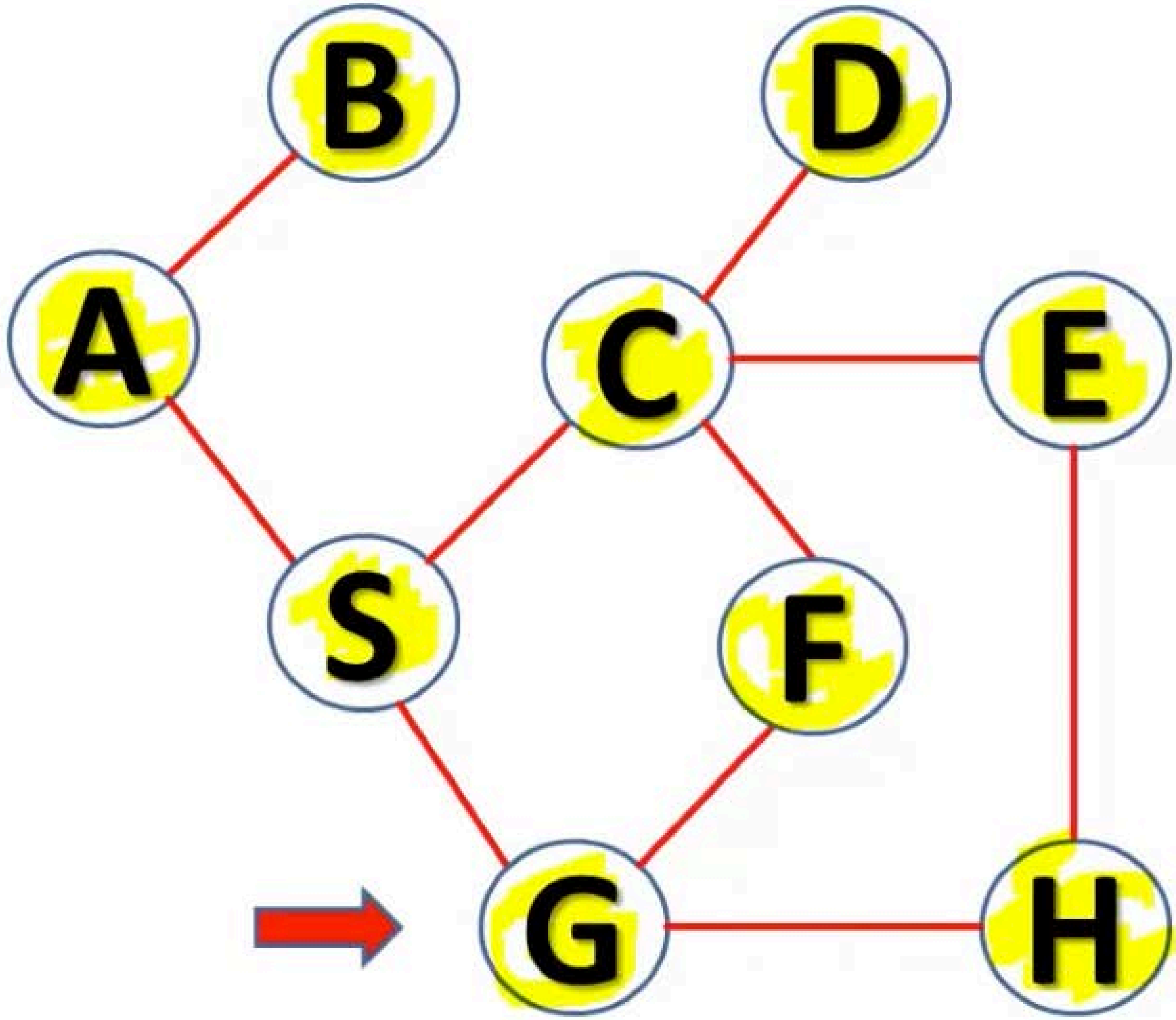

Queue Status

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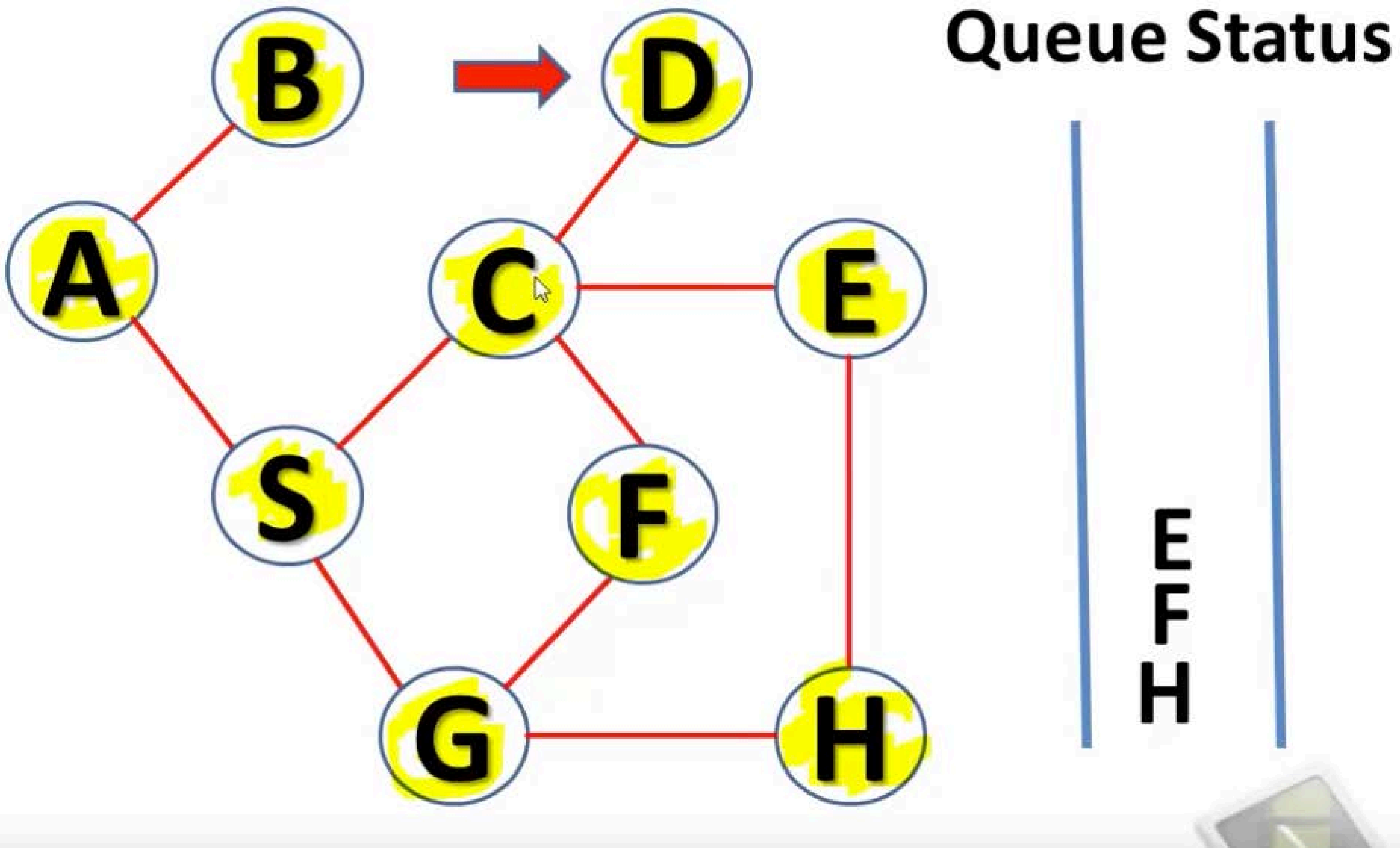

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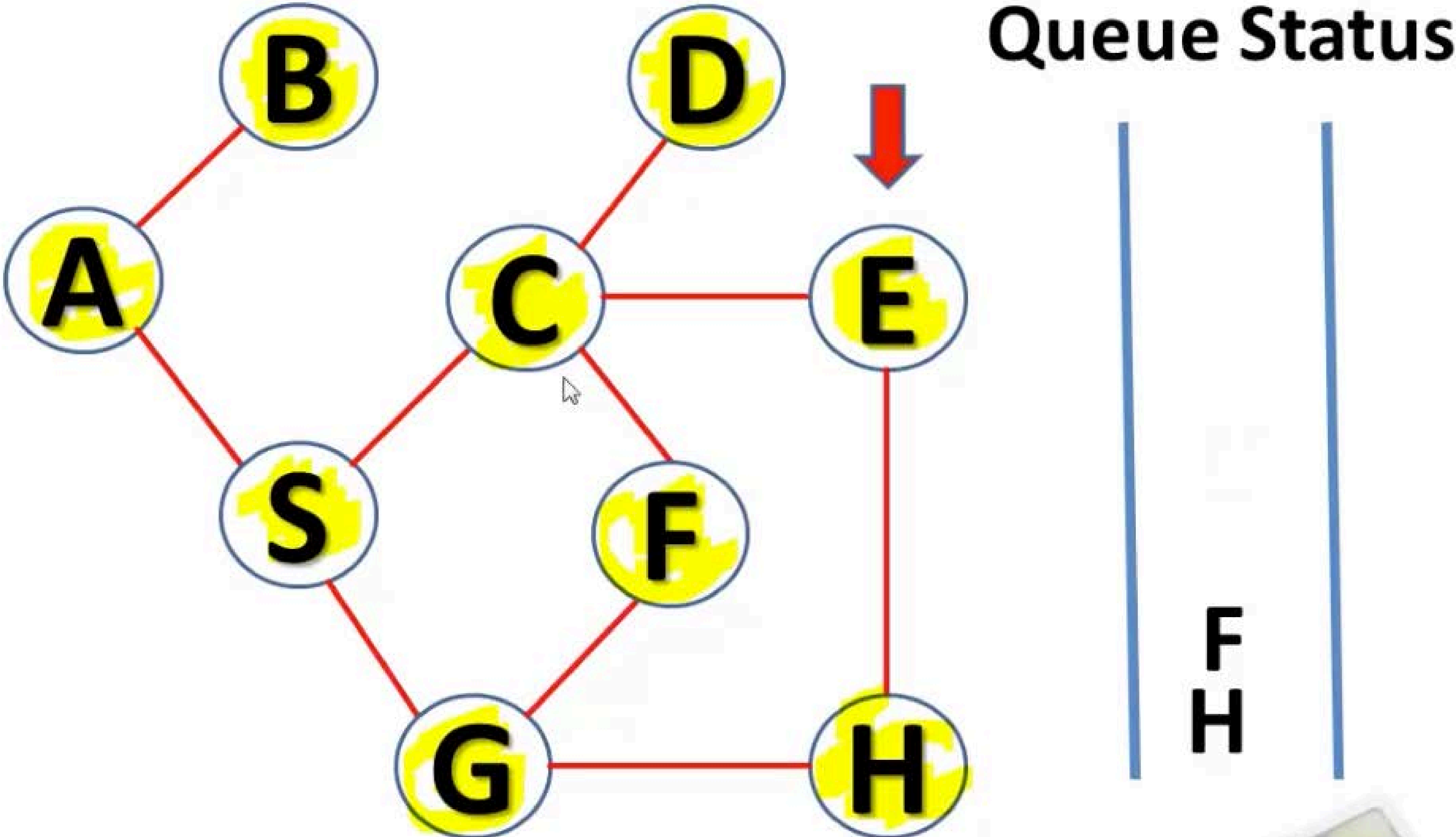

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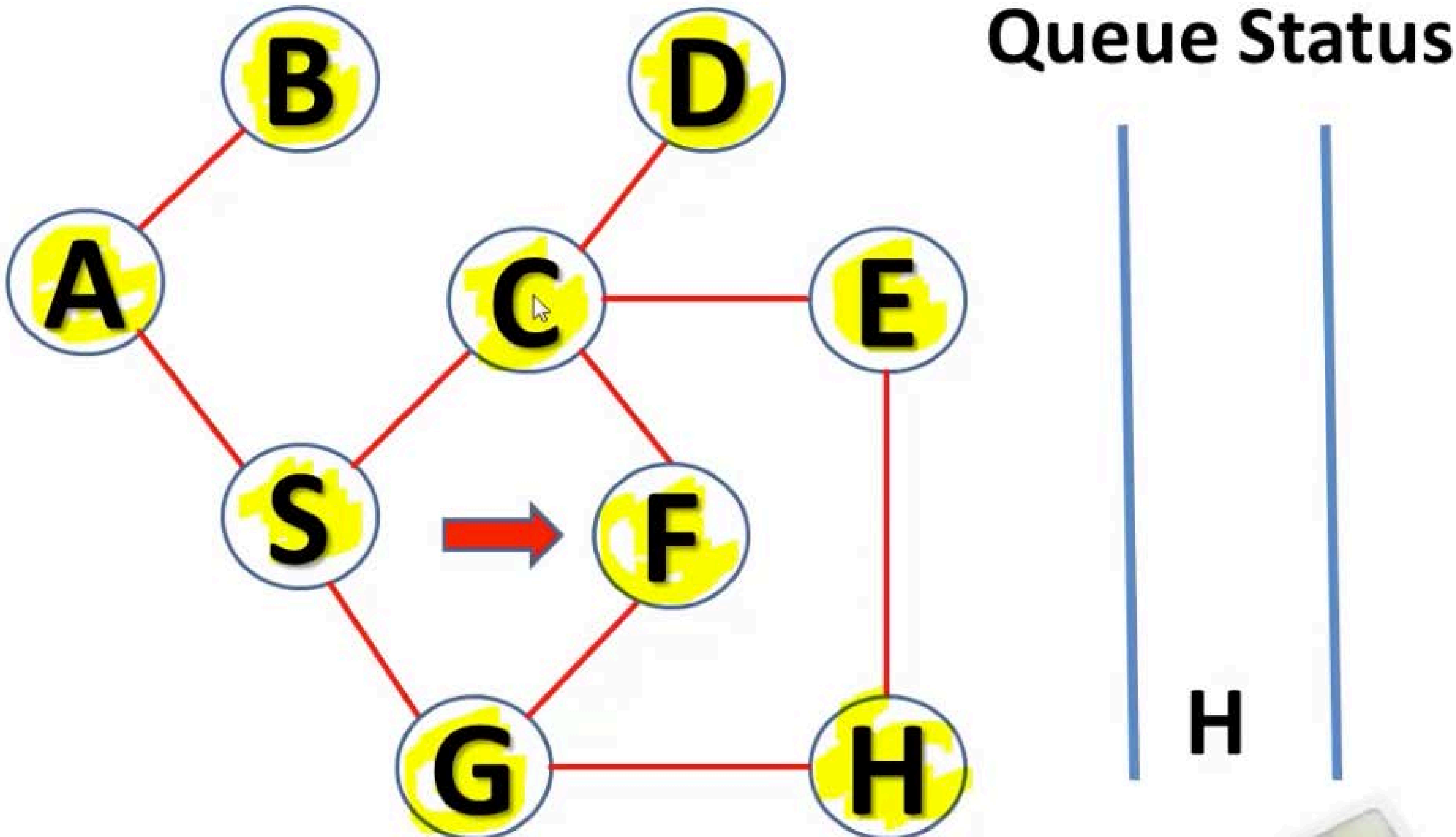

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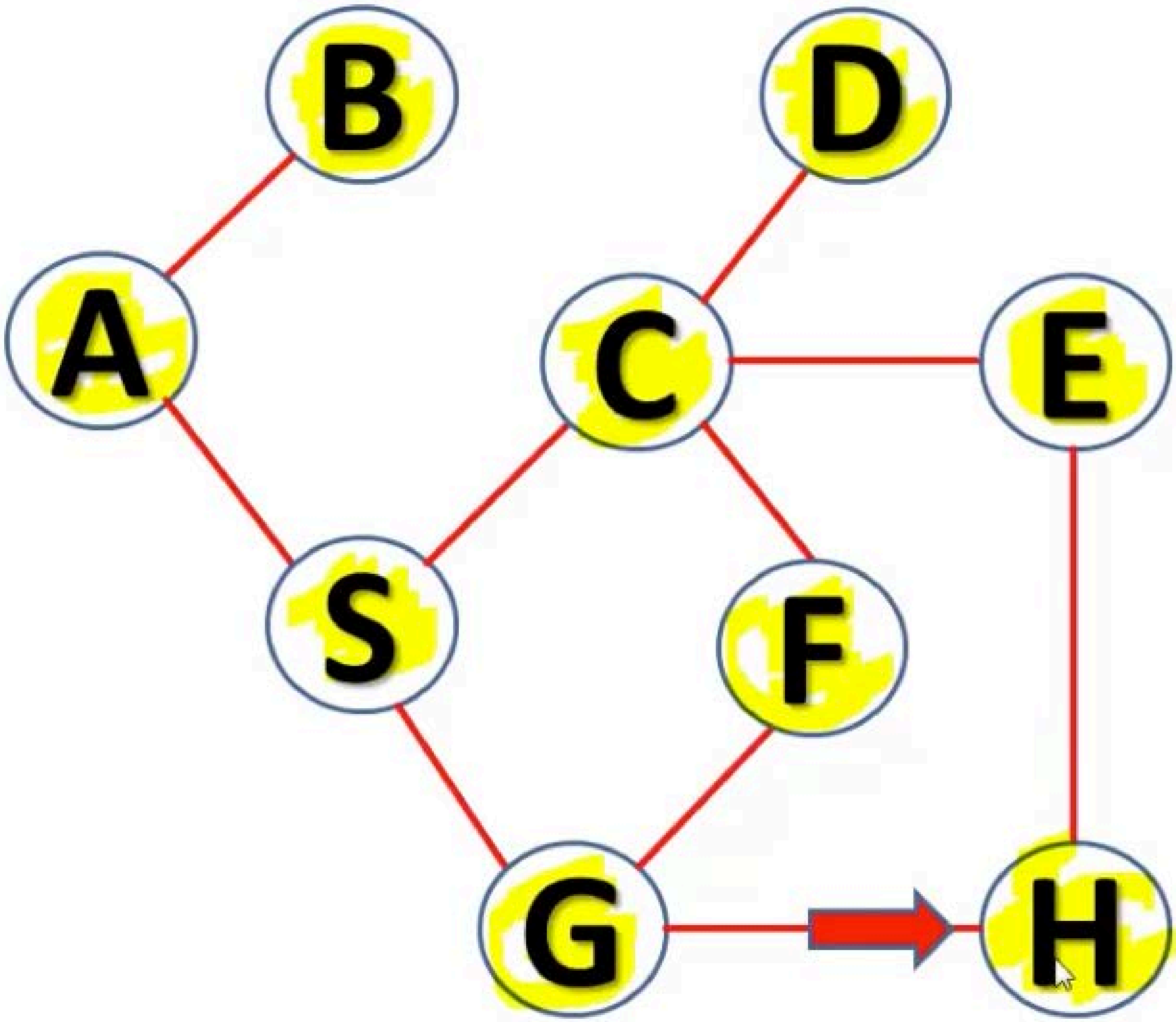

Queue Status