

BB: BLACK BOX

(Building Blocks-See motivation below)

Algo1 : **BFS**(**G**)_u : (**M**,**P**) / $O(V+E)$
Algo2 : **BFS**(**G**)_x : **BLOCK** / $O(V+E)$
Algo3 : **DFS**(**G**)_u : **RPO** / $O(V+E)$
Algo4 : **DFS**(**G**)_x : **RPO** / $O(V+E)$
Algo5 : **META**(**G**[→]) : **G**^M = (**V**^M, **E**^M) / $O(V+E)$
Algo6 : **SP_BFS**(**G**)_s : (**Dist**_s[.], **P**) / $O(V+E)$
Algo7 : **DIJK**(**G**)_s : (**Dist**_s[.], **P**) / $O((V+E)*\log V)$
Algo8 : **BFM**(**G**[→])_s : (**Dist**_s[.], **P**) / $O(V*E)$
Algo9 : **SP_DAG**(**G**[→])_s : (**Dist**_s[.], **P**) / $O(V+E)$
Algo10 : **CYCLE**(**G**[→])_s : **YES/NO** / $O(V*E)$
Algo11 : **MST**(**G**) : **T** / $O((V+E)*\log V)$ / $O(E*\log V)$
Algo12 : **COL**(**G**) : **M** = **array of colors** / $O(V+E)$

Algo13: **TO**(**G**[→]) : topological order+cycle / $O(V+E)$
Algo14 : **SCC**(**G**[→]) : **M** / $O(V+E)$
Algo15: **TC**(**G**[→]) : **M** transitive closure, / $O(V(V+E))$
Algo16: **SINK**(**G**^M) = the set of strongly components without outgoing edges / $O(V+E)$
Algo17: **SOURCE**(**G**^M) = the set of strongly components without ingoing edges / $O(V+E)$
Algo18: **JOHNSON**(**G**):(**Dist**[.][.])/ $O(V*(V+E)*\log V)$

A1: **PATH**(**P**, **s**, **t**): path from **s** to **t** / $O(V+E)$
A2: **REVERSE**(**G**[→]) : reverse of **G**[→] / $O(V+E)$
A3: **DEGREE**(**G**) : degrees of **V** / $O(V+E)$

Black Box: Motivation

Developing new **graph** algorithms is **hard!** Often, it is easier to solve a problem on graphs by *reusing* existing graph algorithms (BB above).

Key idea: *Use* an existing graph algorithm as a “*black box*” with known properties and a known runtime.

- a) Makes algorithm **easier to write**: can just use an *off-the-shelf* implementation.
- b) Makes correctness **proof easier**: can “*piggyback*” on top of the existing correctness proof.
- c) Makes algorithm **easier to analyze**: runtime of key subroutine is known.