

# CS 112

## Part 1: Topological sort using DFS

## Part 2: BFS

Priya Govindan

Nov 29, 2016

Rutgers University

# Overview

## Part 1: Topological sort using DFS

- Revision of DFS
- What is topological sort?
- Algorithm & Code

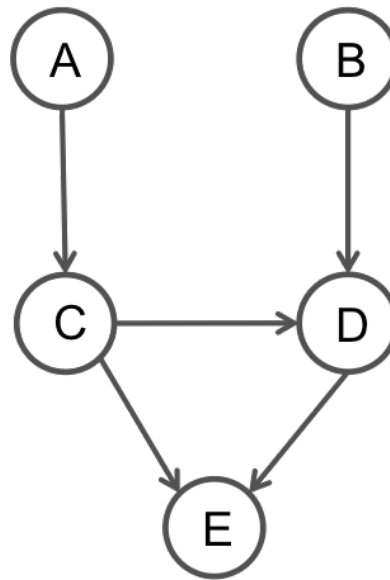
## Part 2: BFS

- Algorithm & Code
- Runtime Analysis
- Comparing DFS and BFS

# Part 1: Topological sort using DFS

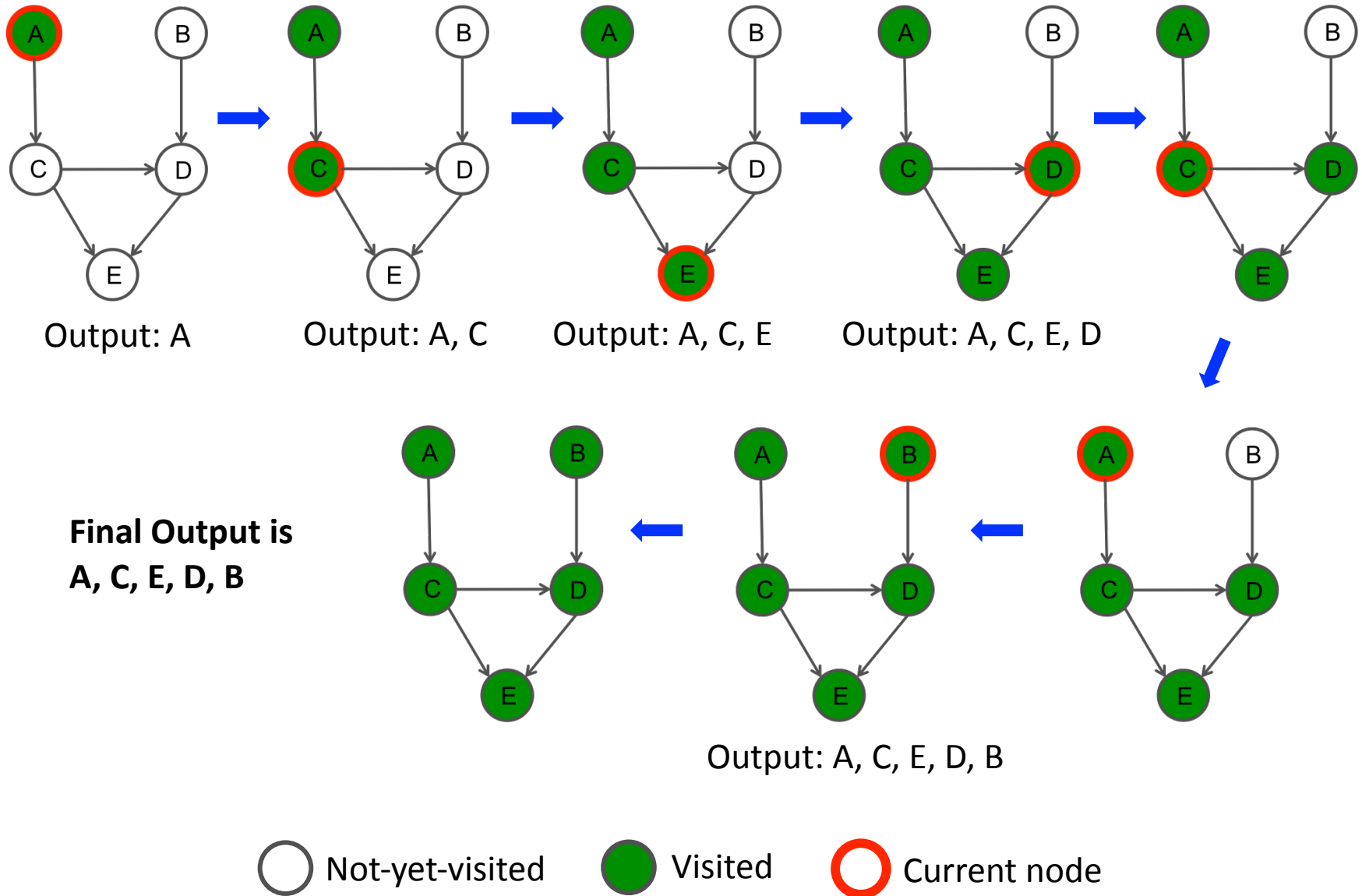
# Revision of Depth-First search (DFS)

Given a graph, **traverse** the graph in a depth-first manner



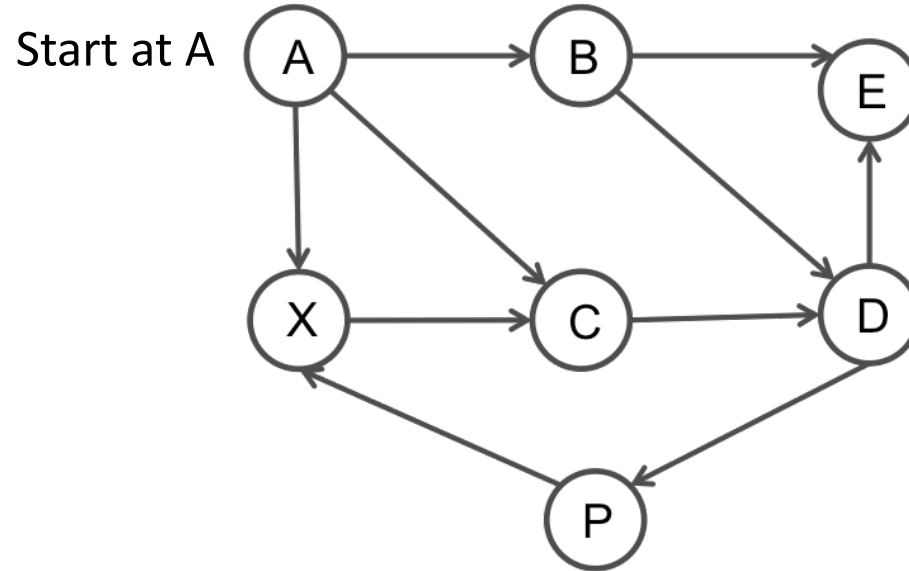
Note that a graph is more than a tree.

# Revision of Depth-First search (DFS)



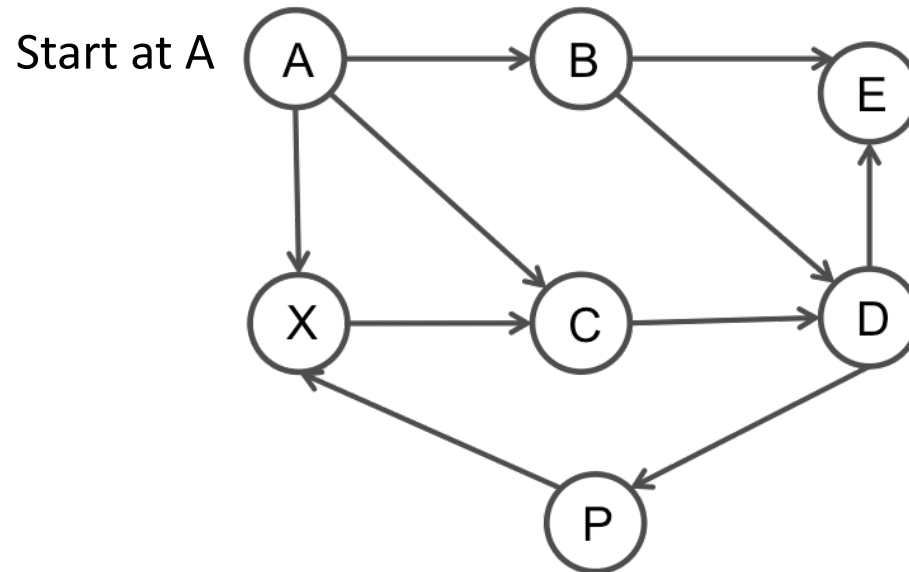
# Revision of Depth-First search (DFS)

Quiz 1: What is the DFS output for the graph below?



# Revision of Depth-First search (DFS)

Quiz : What is the DFS output for the graph below?

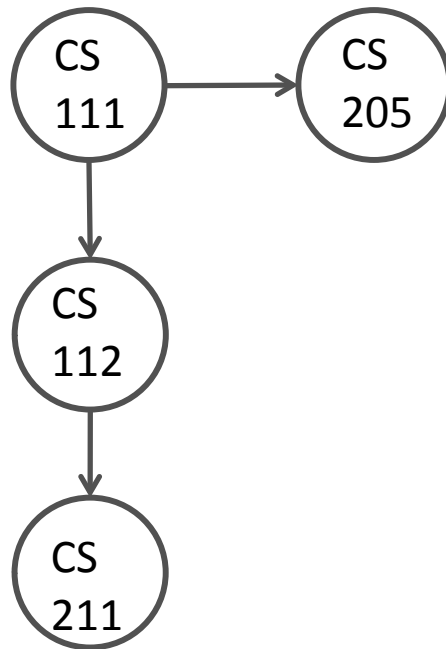


One solution is A, C, D, E, P, X, B

You will get other solutions if you choose to go to B or X from A.

# What is topological sort?

Lets draw a graph of CS courses, such that  
Nodes are courses  
Edges represent pre-requisite requirement

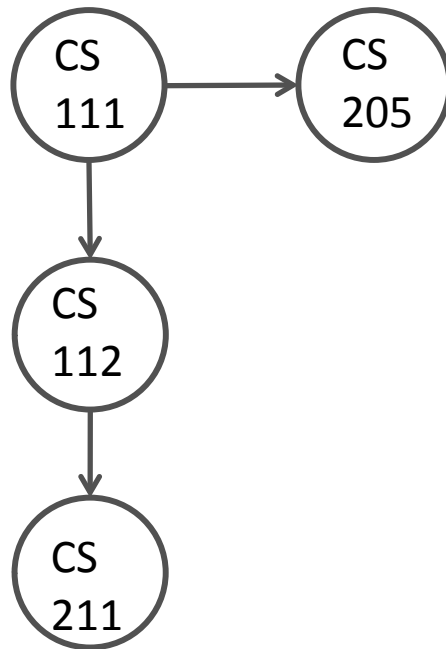


Given this graph, can you give an order of courses to take?



# What is topological sort?

Lets draw a graph of CS courses, such that  
Nodes are courses  
Edges represent pre-requisite requirement



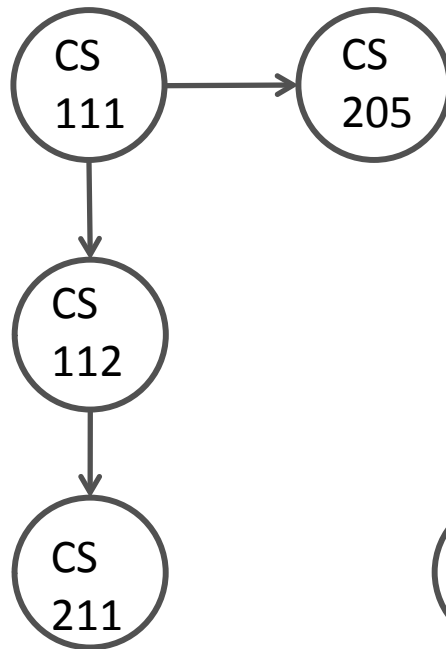
Given this graph, can you give an order of courses to take?  
111, 112, 211, 205      OR    111, 205, 112, 211    OR ...

This **precedence graph** is a **partial order**.  
The above **ordering** is a **total order**.

**Topological sort gives such an ordering of nodes**

# What is topological sort?

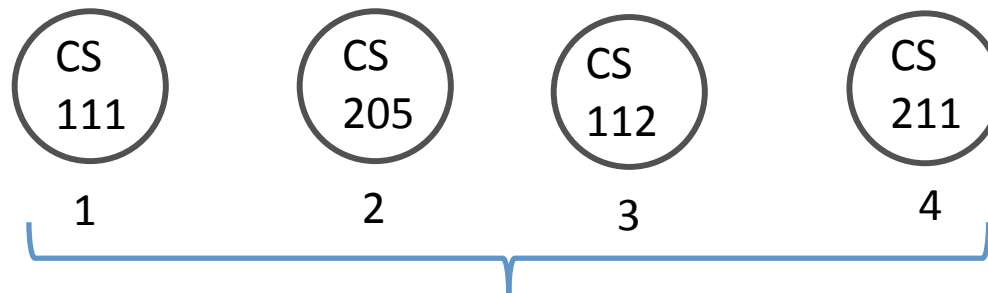
Lets draw a graph of CS courses, such that  
Nodes are courses  
Edges represent pre-requisite requirement



Given this graph, can you give an order of courses to take?  
111, 112, 211, 205 OR 111, 205, 112, 211 OR ...

This **precedence graph** is a **partial order**.  
The above **ordering** is a **total order**.

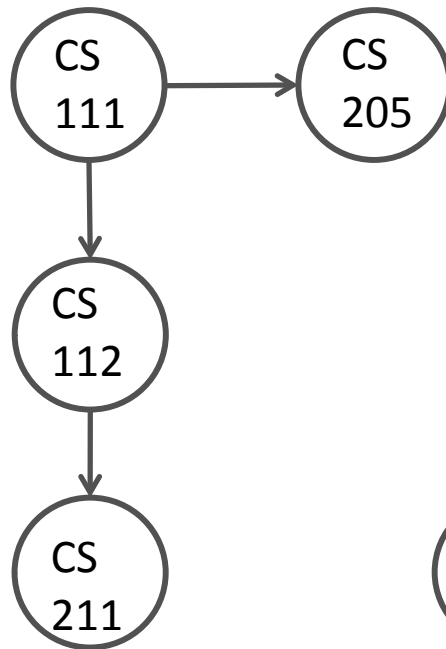
**Topological sort gives such an ordering of nodes**



Topological numbering

# What is topological sort?

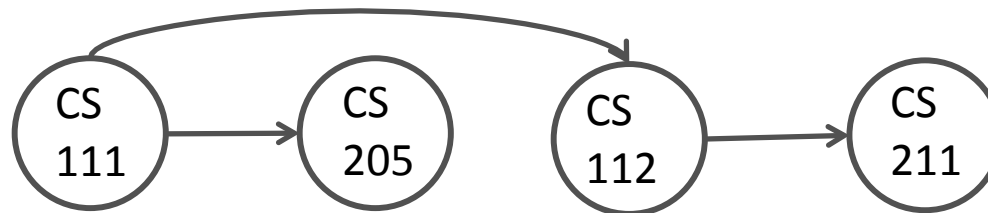
Lets draw a graph of CS courses, such that  
Nodes are courses  
Edges represent pre-requisite requirement



Given this graph, can you give an order of courses to take?  
111, 112, 211, 205 OR 111, 205, 112, 211 OR ...

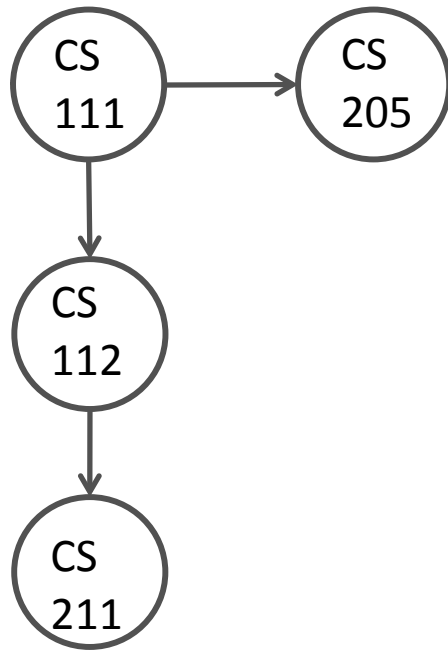
This **precedence graph** is a **partial order**.  
The above **ordering** is a **total order**.

**Topological sort gives such an ordering of nodes**



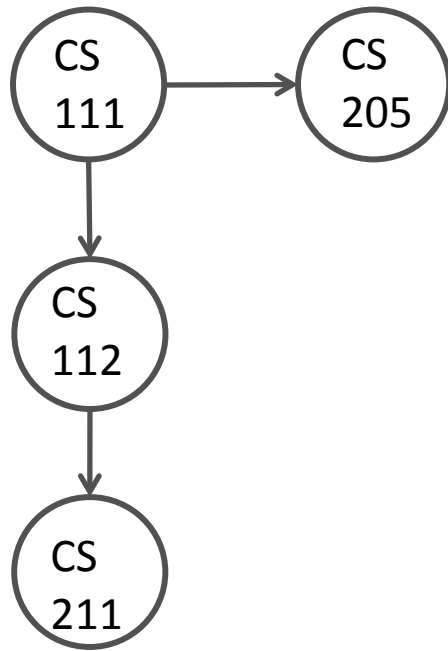
**Trick to check correctness of your solution:**  
In the solution, all edges must go from left to right.

# TopSort algorithm using DFS



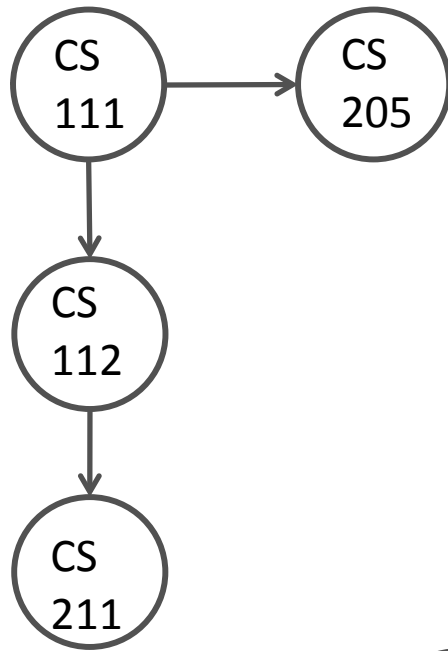
Output from DFS: ?

# TopSort algorithm using DFS



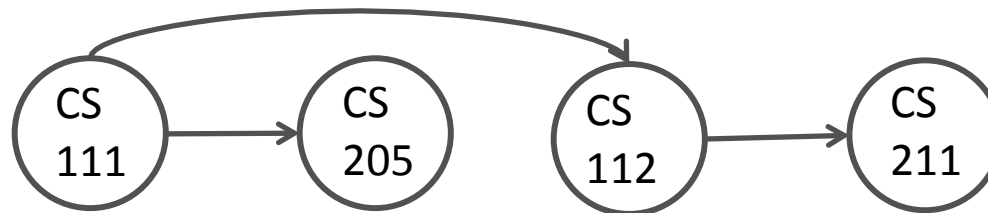
Output from DFS: 111, 205, 112, 211

# TopSort algorithm using DFS

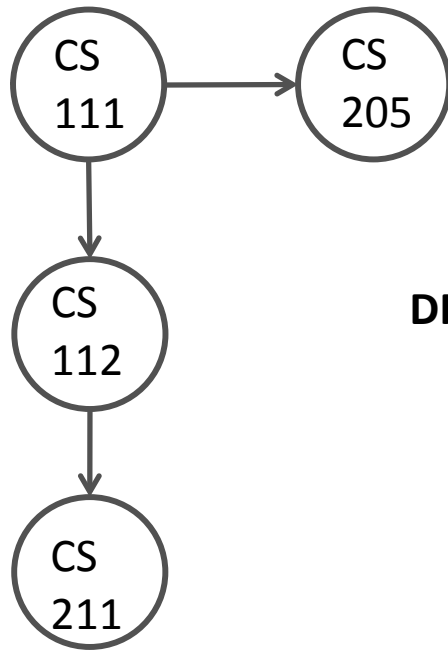


Output from DFS: 111, 205, 112, 211

A legitimate course ordering



# TopSort algorithm using DFS

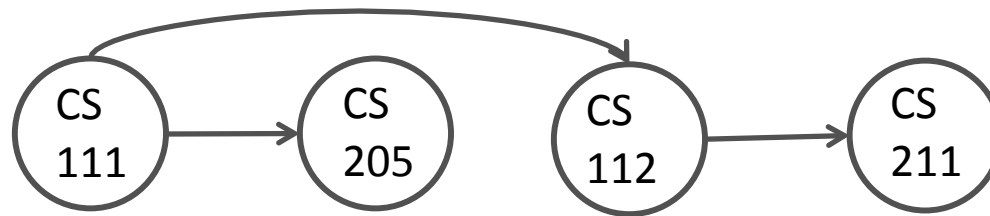


Output from DFS: 111, 205, 112, 211

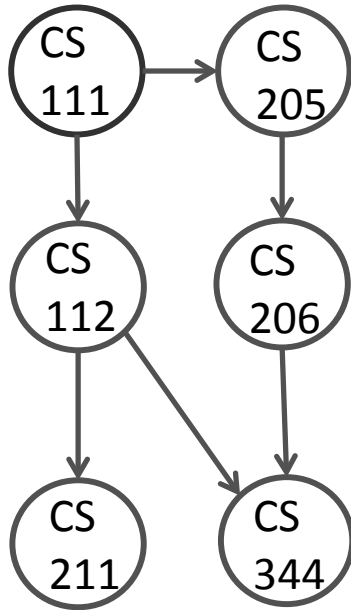
**DFS output here gives a topological sort!**

Does DFS output always give a topSort? **NO!**  
So, how do we **use DFS algo to get a topSort?**

A legitimate course ordering



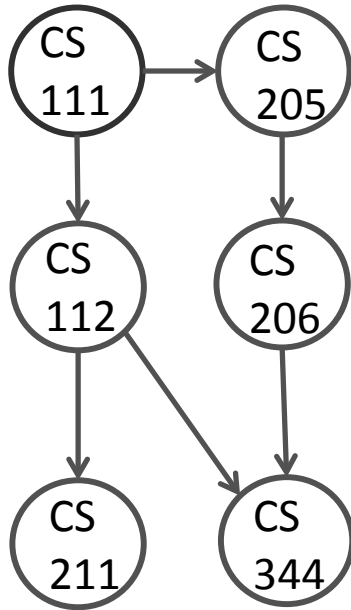
# TopSort algorithm using DFS



Output from DFS: 111, 112, 211, 344, 205, 206  
Is this also a topological sort?



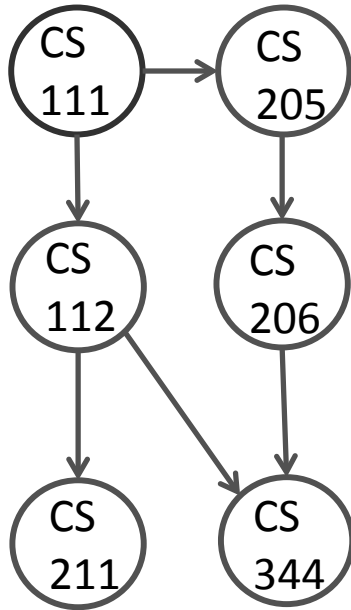
# TopSort algorithm using DFS



Output from DFS: 111, 205, 206, 344, 112, 211

This is NOT a correct topological sort.  
112 should be before 344.

# TopSort algorithm using DFS



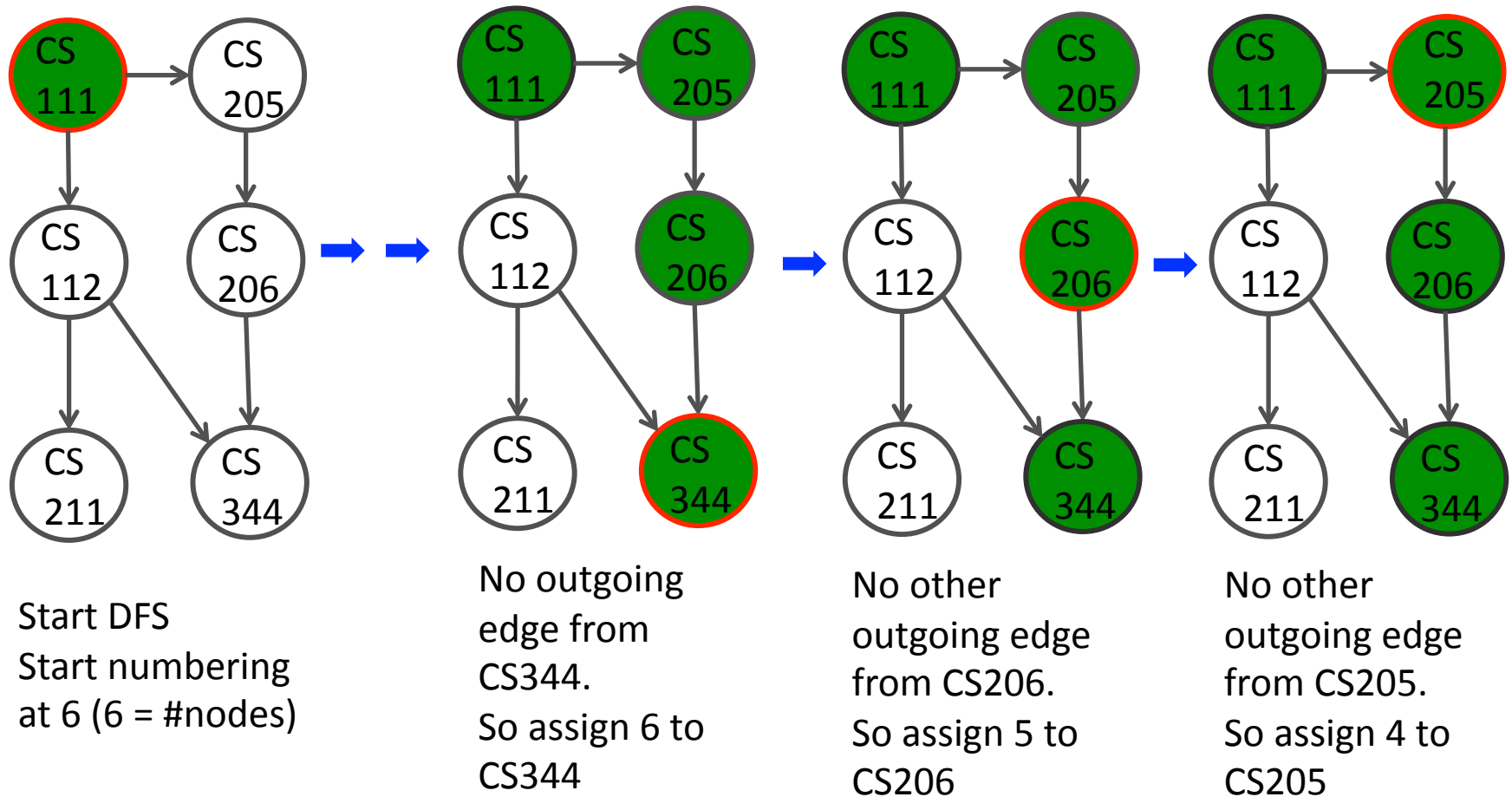
Output from DFS: 111, 205, 206, 344, 112, 211

This is NOT a correct topological sort.  
112 should be before 344.

**Two simple rules can fix this. Do a DFS, but**

- 1. Assign topological number in descending order**
- 2. Number a vertex just before backing out**

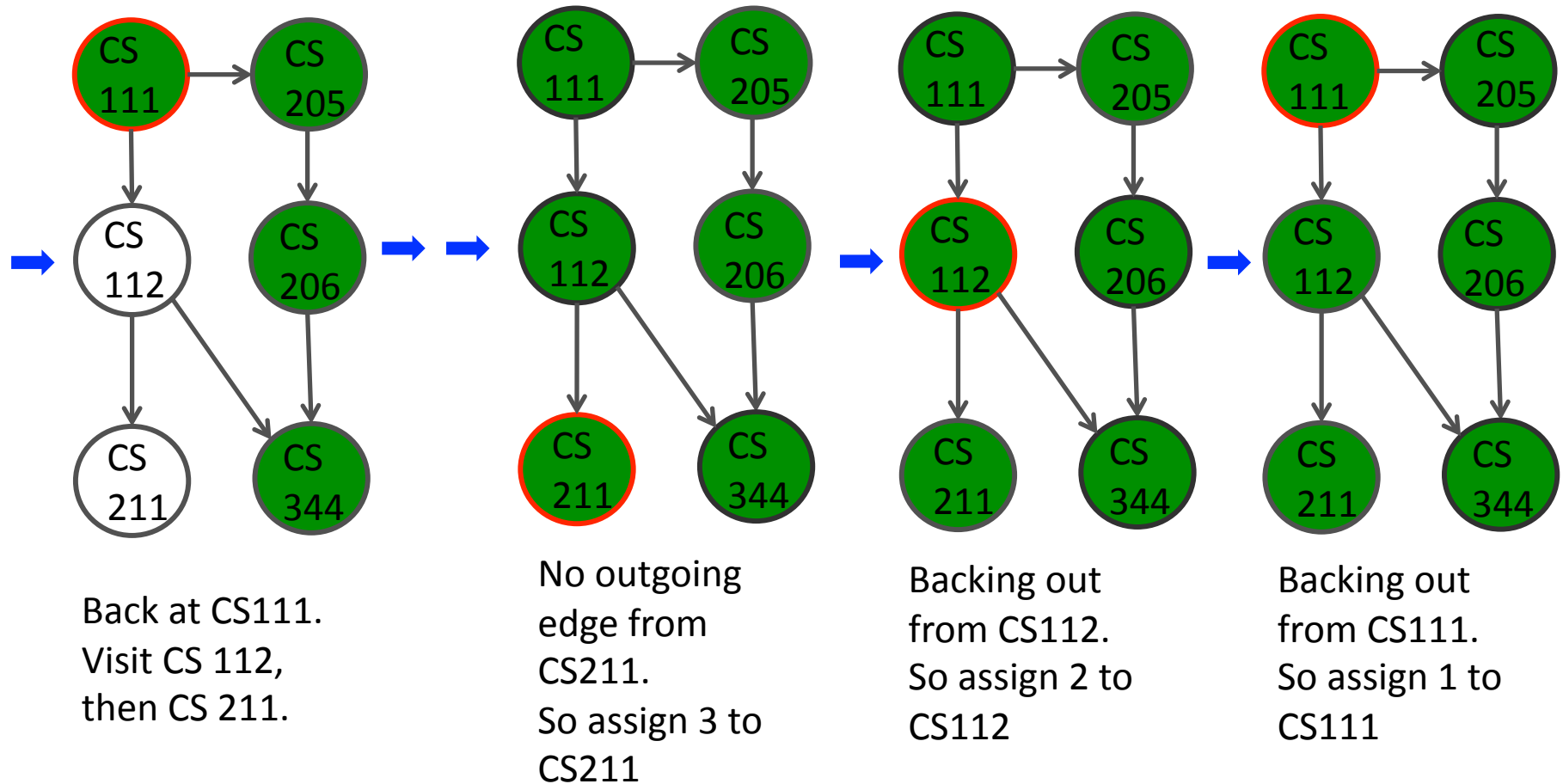
# TopSort algorithm using DFS



Two simple rules can fix this. Do a DFS, but

1. Assign topological number in descending order
2. Number a vertex just before backing out

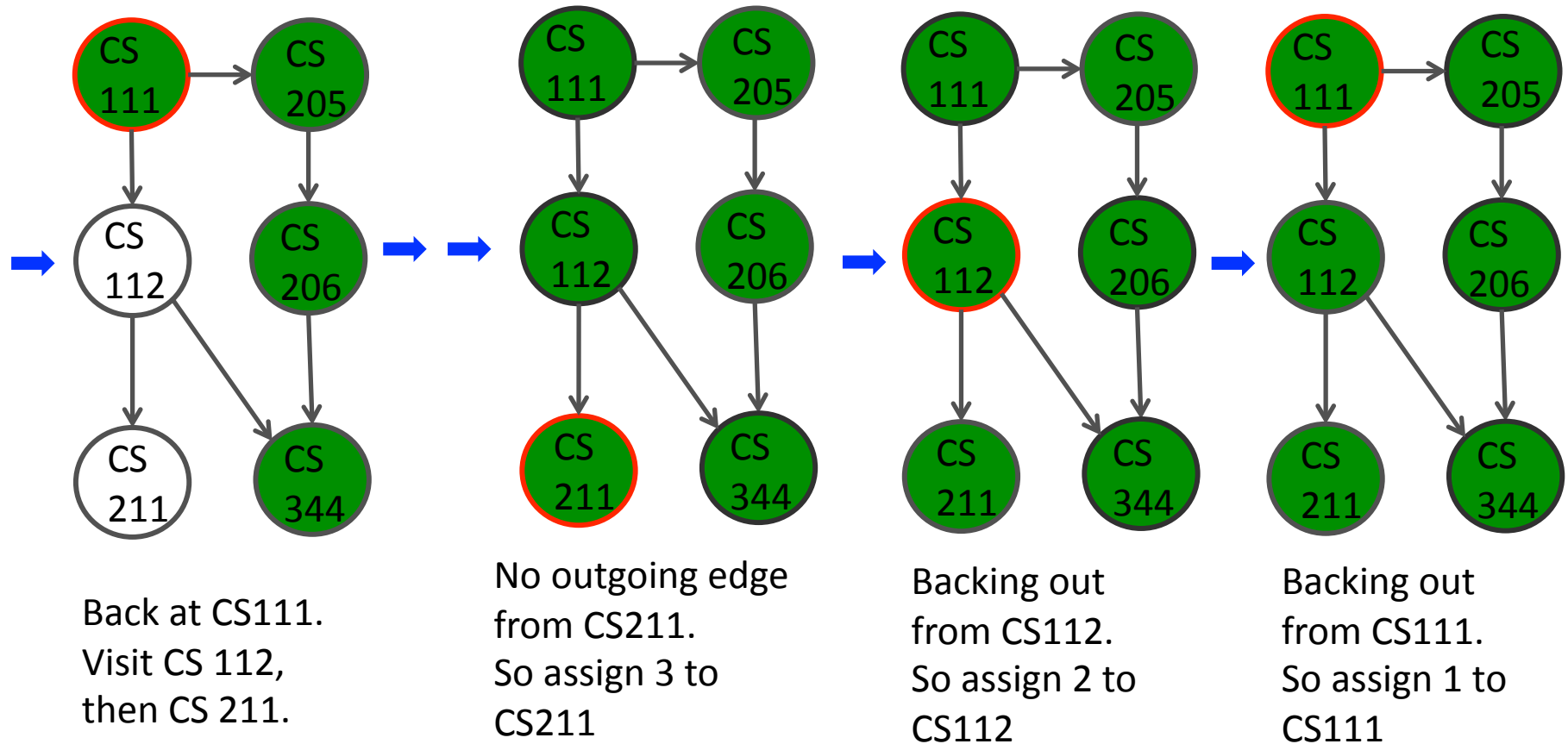
# TopSort algorithm using DFS



Two simple rules can fix this. Do a DFS, but

1. Assign topological number in descending order
2. Number a vertex just before backing out

# TopSort algorithm using DFS



Node	CS 111	CS 112	CS 211	CS 205	CS 206	CS 344
Topological number	1	2	3	4	5	6

# Topological sorting and DFS

- Output of DFS is order of visiting nodes.  
Output of TopSort is **reverse order of backing out from nodes**
- Note: Topological Sort would **not work if there are cycles!** Only works on Directed Acyclic Graphs (DAG)

# Topological sort using DFS: Code

## Algorithm DFStopsortdriver

```
topnum ← n  
for each vertex v in the graph do  
    if (v is not visited) then  
        DFStopsort( v, topnum )  
    endif  
endfor
```

## Algorithm DFStopsort(v, topnum )

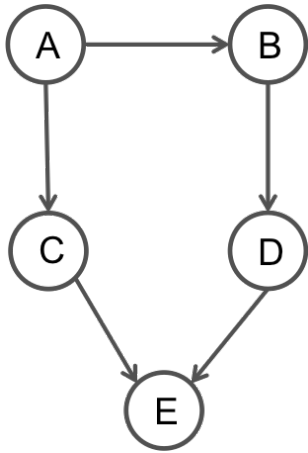
```
visit v and mark v as visited  
for each neighbor w of v do  
    if (w is not visited) then  
        DFStopsort(w, topnum)  
    endif  
endfor  
number v with topnum  
topnum ← topnum - 1
```

From the textbook, page 441

## Part 2: Breadth-First Search (BFS)

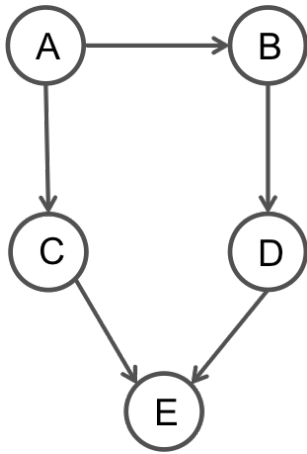


# What is BFS?

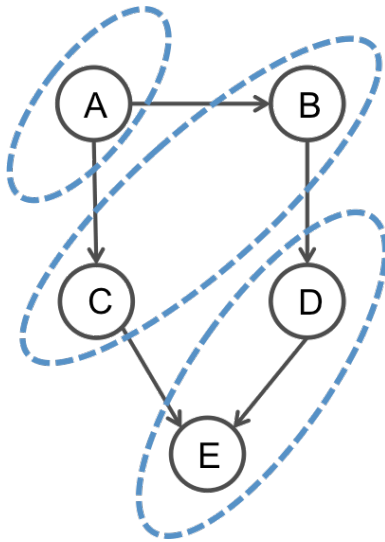


Output of DFS (starting at A): ?

# What is BFS?



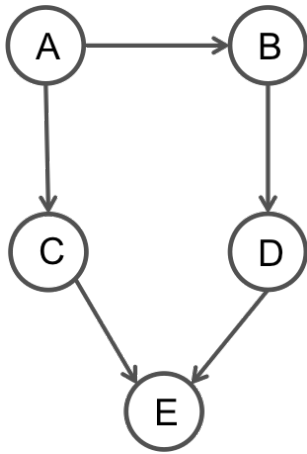
Output of DFS (starting at A): A, B, D, E, C



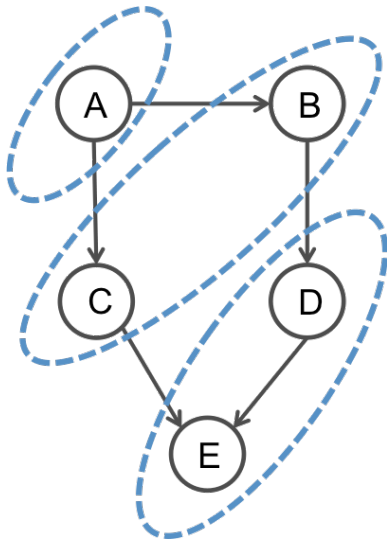
Output of BFS (starting at A): A, B, C, D, E

Nodes are visited in “waves”

# What is BFS?



Output of DFS (starting at A): A, B, D, E, C



Output of BFS (starting at A): A, B, C, D, E

Nodes are visited in “waves”

How do we write a non-recursive algorithm to do a BFS?

# BFS: Pseudocode

## **Algorithm BFS( $v$ )**

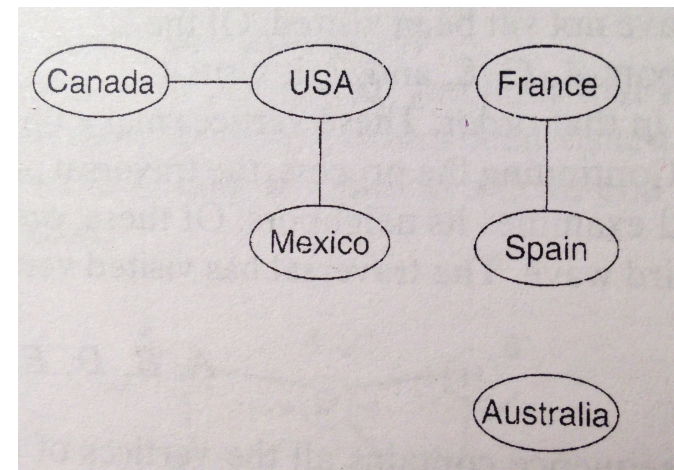
```
visit  $v$  and mark  $v$  as visited
add  $v$  to the queue
while the queue is not empty do
     $w \leftarrow$  vertex at the front of the queue
    delete  $w$  from the queue
    for each neighbor  $p$  of  $w$  do
        if ( $p$  is not visited) then
            visit  $p$  and mark  $p$  as visited
            add  $p$  to the queue
        endif
    endfor
endwhile
```

# BFS: Pseudocode

## Algorithm BFS(v)

```
visit v and mark v as visited
add v to the queue
while the queue is not empty do
    w ← vertex at the front of the queue
    delete w from the queue
    for each neighbor p of w do
        if (p is not visited) then
            visit p and mark p as visited
            add p to the queue
        endif
    endfor
endwhile
```

But, what if the graph is disconnected?



From textbook, page 434



# BFS: Pseudocode

## Algorithm BFS(v)

```
visit v and mark v as visited
add v to the queue
while the queue is not empty do
    w ← vertex at the front of the queue
    delete w from the queue
    for each neighbor p of w do
        if (p is not visited) then
            visit p and mark p as visited
            add p to the queue
        endif
    endfor
endwhile
```

## Algorithm XFSdriver

```
for each vertex v in the graph do
    if (v is not visited) then
        XFS ( v )
    endif
endfor
```

# BFS: Analysis

## Algorithm BFS(v)

```
visit v and mark v as visited
add v to the queue
while the queue is not empty do
    w ← vertex at the front of the queue
    delete w from the queue
    for each neighbor p of w do
        if (p is not visited) then
            visit p and mark p as visited
            add p to the queue
        endif
    endfor
endwhile
```

## Algorithm XFSdriver

```
for each vertex v in the graph do
    if (v is not visited) then
        XFS ( v )
    endif
endfor
```

Each node is visited once. So that's  $n$



# BFS: Analysis

## Algorithm BFS(v)

```
visit v and mark v as visited
add v to the queue
while the queue is not empty do
    w ← vertex at the front of the queue
    delete w from the queue
    for each neighbor p of w do
        if (p is not visited) then
            visit p and mark p as visited
            add p to the queue
        endif
    endfor
endwhile
```

## Algorithm XFSdriver

```
for each vertex v in the graph do
    if (v is not visited) then
        XFS ( v )
    endif
endfor
```

Each node is visited once. So that's  $n$

Each node is inspected as many times as its degree (# neighbors).  
Sum of degrees of nodes =  $2 * \text{Number of edges}$  (How?)



# BFS: Analysis

## Algorithm BFS(v)

```
visit v and mark v as visited
add v to the queue
while the queue is not empty do
    w ← vertex at the front of the queue
    delete w from the queue
    for each neighbor p of w do
        if (p is not visited) then
            visit p and mark p as visited
            add p to the queue
        endif
    endfor
endwhile
```

## Algorithm XFSdriver

```
for each vertex v in the graph do
    if (v is not visited) then
        XFS ( v )
    endif
endfor
```

Each node is visited once. So that's  $n$

Each node is inspected as many times as its degree (# neighbors).

Sum of degrees of nodes =  $2 * \text{Number of edges}$

So, total running time is  $n + 2e$ . i.e  $O(n + e)$

Thank you!

Extra slides

# Comparison between DFS and BFS

## Similarities:

- Runtime is the same  $O(n + e)$
- Both works on directed & undirected graphs, with and without cycles

## Differences:

- Traversal and hence output is different.
- BFS uses queues. Non-recursive DFS needs stacks.