CS 513

DS Lab

Assignment 4

Graph

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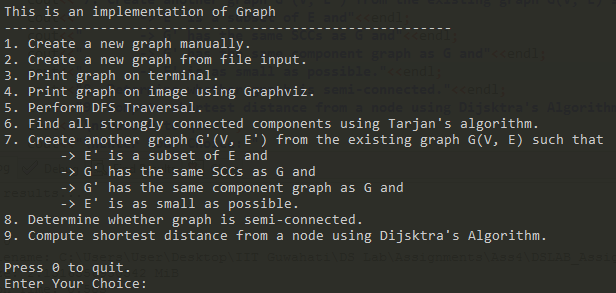
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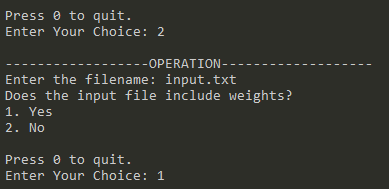
# Basic Information

The program starts with the following menu:

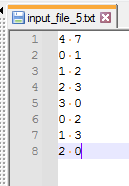


Option 1: Use this to enter the edges of the graph manually.

Option 2: Use this to take file input to initialise the edges of the graph.



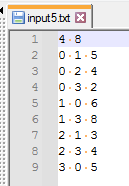
Enter the name of the input file. It then asks if the input file also contains weights. Press 1 if input file contains weights. Press 0 if input file does not contain weights. The format of the input file is shown below:



Input file without weights

The first line contains two numbers (4 and 7 in this example). The first number of first line is the number of vertices in the graph. The second number is the number of edges. The lines following the first line contain the edge information. Each row consists of two numbers, source vertex and destination vertex of the edge. In the above example, there are 4 vertices and 7 edges. Since edge weight is not specified, for each edge, the weight is 1.

However, if we choose to provide the edge weights, the option 2 should be used in the menu and the input file format corresponding to this is:

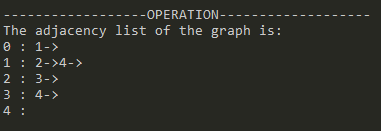


Input file with weights.

Here everything is same as the previous case except the fact that each row now contains a weight value. Thus each row consists of <src vertex> <dest vertex> <weight of the edge>.

Once file input is completed, the graph is initialised. We can then perform various operations on it.

Option 3: If we want to print the adjacency list representation of the graph, use this option. The output produced is as such:



Each row corresponds to a vertex. The first number of a row is the source vertex number to all the edges going out from it. The numbers following the first number are the destination vertices of the edges going out from the source vertex. Thus vertex 1 has an edge to vertex 0, vertex 2 and vertex 4.

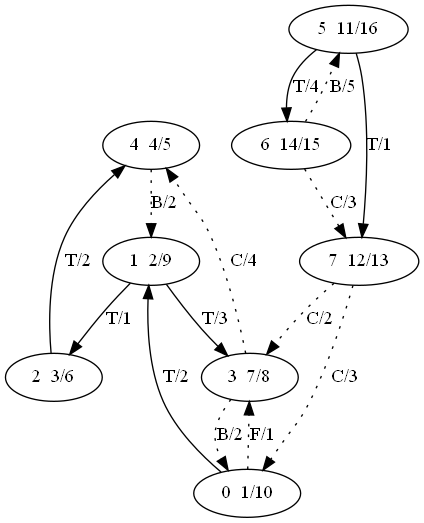
Options 4 to 6 will be explained in detailed in the following sections.

**Note: If number of vertices in the graph is N, vertices can only have names from 0 to N-1. No other vertex number is allowed.**

# DFS Traversal

**Q1. Perform DFS traversal on the graph and classify all the edges. After DFS show the annotated graph where each vertex is labelled with the DFS start and end time and each edge is labelled with its edge type (tree/forward/back/cross).**

Use option 4 to run DFS Traversal on the graph. Specify the vertex from where DFS traversal should start. The output produced by DFS Traversal from vertex 0 is as shown below:



Each node consists of three values:

**<Vertex Number> <Start Time>/ <End Time>**

Vertex number starts from 0 to N-1 where N is the number of nodes.

Time starts from 1 and then increases at each visit of a vertex. The time spent on a vertex is 1.

Each edge has a label of this form:

**<Type of edge>/<Edge Weight>**

An edge can be of the following four types:

|  |  |
| --- | --- |
| **Edge Type** | **Denoted By** |
| Tree | Black, solid, T |
| Forward | Black, dotted, F |
| Back | Black, dotted, B |
| Cross | Black, dotted, C |

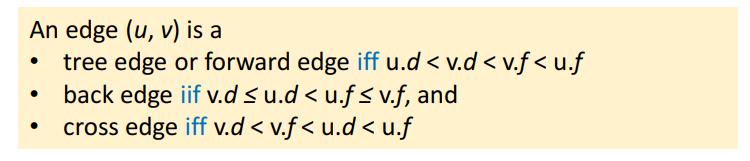
The vertex from which we start DFS Traversal will have start time as 1. All the tree edges are denoted by solid edges. Thus we can understand the DFS Tree just by following the solid tree edges.

Function Prototypes:

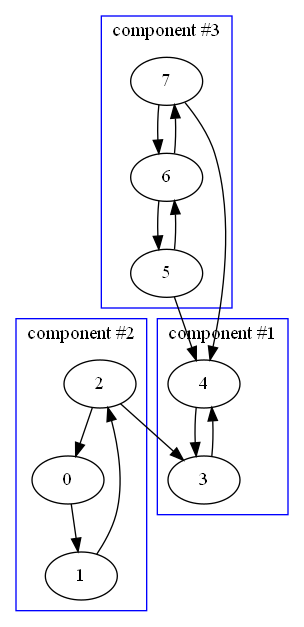
**void dfs\_traversal(bool[], int[], int[], int, FILE \*);**

**void dfs\_traversal(int);**

Implementation:

1. visited array is used to keep track of nodes that are already visited.
2. discovery\_time array is used to store the time when the node was visited for the first time.
3. finish\_time array is used to store the time when the traversal leaves the node.
4. First call dfs traversal on the vertex provided by user.
5. In case the graph has disconnected components, we need to call traversal on them too. So we make use of a loop to run dfs traversal on those nodes which are not visited.
6. Inside a particular call to DFS Traversal, we first mark the node visited.
7. Update the discovery\_time.
8. We call further dfs traversal on nodes adjacent to the current node provided the adjacent node is not already visited.
9. Before leaving the current vertex, at the end of the function call, we update the finish\_time .
10. Based on few conditions, the edges are classified:
11. 

# Strongly connected components using Tarjan’s Algorithm

**Q2. Find all strongly connected components using Tarjan’s algorithm.**

Use option 6 to find out the strongly connected components using Tarjan’s Algorithm. The output of this method produces an image of the form shown in right. Each strongly connected component is shown enclosed in a rectangle.

Function Prototypes:

**vector<vector<int>> \*find\_scc();**

**void find\_scc(int, bool[], int[], bool[], stack<int>\*, int[], vector<vector<int>>\*);**

**void output\_scc(vector<vector<int>> \*);**

**Implementation:**

Low(v) is the lowest numbered vertex that is reachable from v

by taking zero or more tree edges and then possibly one back edge (in that order).

Low(v) is the minimum of

1. DFS number of v
2. The lowest DFS number of all w’s such that (v,w) is a back edge
3. The lowest Low(v) among all tree edges(v, w).

visited array stores whether a vertex is visited or not. Initially all the vertices are unvisited.

disc array stores DFS number of a vertex.

low array stores low number of a vertex.

stk is a stack which stores the elements of a particular component.

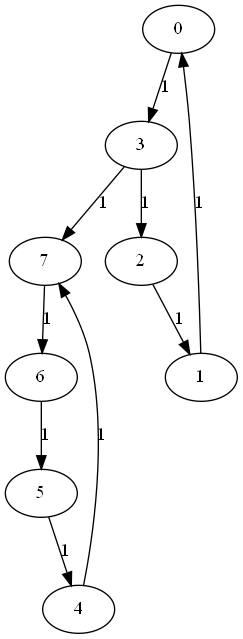
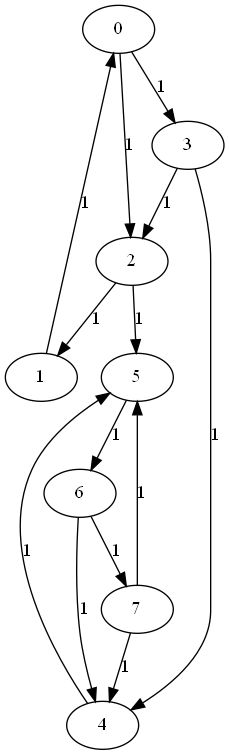
**Steps:**

1. For all the vertices v that are not visited during DFS call we perform DFS on it.
2. Inside a DFS call
   1. Update visited and DFS number. Set low value as dfs number when it is visited for the first time. Add the node to stack.
   2. For all the vertices v adjacent to the current vertex u:
      1. If it is a tree edge, perform DFS traversal on v. Then update low value of u as the minimum of low value of u and low value of v.
      2. If it is a back edge, update low value of u as the minimum of low value of u and dfs number of v.
   3. If low value of u is equal to dfs number of u, start popping all the vertices present in the stack and add them to a vector. This vector contains all the nodes of the component. This vector is then returned.
3. Likewise all the SCCs are found out.

# Removal of Edges from a graph

**Q3. Given a directed graph G = (V, E), create another graph G’= (V, E’), where E’ is a subset of E, such that (a) G’ has the same strongly connected components as G, (b) G’ has the same component graph as G, and (c) E’ is as small as possible.**

To understand how this problem works, we have to look at the outputs shown below. These outputs are produced by the program. The graph on left is the original graph. In the program, use option 7 to get output to this problem. The output of the operation is shown on the right.

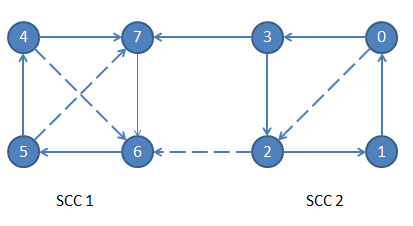
 

Hhg

Jhg

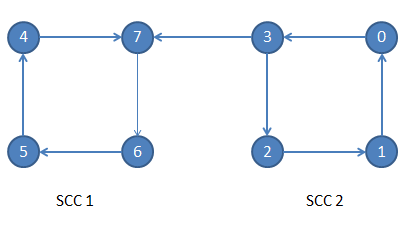
**Graph G (V, E) Graph G’ (V, E’)**

The simplified view of Graph G is



This graph has two strongly connected components shown as above. The dotted edges are the edges which can be removed in the graph G’ according to the problem statement.

The simplified view of Graph G’ is

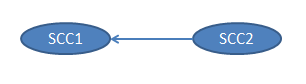


As can be seen, all the dotted edges have been removed in G’.

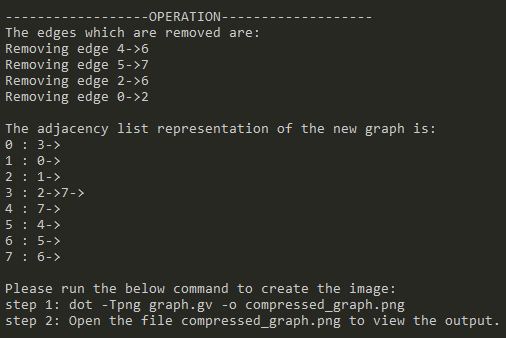
To find out which edges of G are to be excluded in G’, we have to take care of following ideas:

1. Inside an SCC, exclude those edges whose removal will not create any new SCC. For example we can safely remove edge (0, 2), (4, 6) and (5, 7) as their removal will not create any new SCC. Suppose there is an edge (u, v). We can exclude it only if there is a path from u to v and there is a path from v to u without including the edge (u, v).
2. Remove the parallel edges connecting two different SCCs. For example edge (3, 7) and edge (2, 6) are parallel edges going from SCC2 to SCC1. Thus we can safely remove edge (2, 6) without disturbing the component graph. Suppose there is an edge (u, v) such that u and v belong to different components. We can exclude this edge only if there is already an edge (u’, v’) such that u and u’ belong to same component and v and v’ belong to same component. Thus (u, v) and (u’, v’) are parallel edges connecting one component to another.

The component graph in both the cases is same and can be visualised as follows:



**Terminal Output:**



The edges which are removed in the new Graph G’ are shown. After that, the adjacency list representation of the new graph is shown. Also graph.gv file is produced as the output which can be converted to image file using the command:

**dot -Tpng graph.gv -o compressed\_graph.png**

**Functions used:**

1. **Graph \*compress\_graph();**
2. **void remove\_edges\_from\_components(Graph \*, vector<vector<int>> \*, int , int \*);**
3. **Graph \*clone\_graph();**
4. **vector<vector<int>> \*find\_scc();**
5. **bool path\_possible(Graph \*, int, int, int, int);**
6. **void remove\_edge(int, int);**

**Implementation:**

At first compress\_graph method is called. This creates a clone of the existing graph using clone\_graph method. Strongly connected components are found out. All the vertices are then classified on the basis of components; this information is stored in scc\_of\_nodes array. For each component we remove those edges from the new graph whose removal will not create any new SCC by calling remove\_edges\_from\_components method. This method will also remove the parallel edges connecting two different components.

Inside remove\_edges\_from\_components, we iterate over all components. For a single component, we check for all the edges (connecting two vertices of the same component) if by excluding them we do not lose a path from u to v or v to u. This is checked using path\_possible method. If u to v and v to u paths are possible excluding the edge, we imply remove the edge by calling remove\_edge method. Suppose the edge connects two different components, we check if already there is an edge connecting the two components in the same direction. If there is already an edge, we simply remove the edge under consideration as this is a case of a parallel edge.

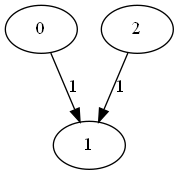
At the end, we return the newly created graph.

# Semi connected Component

**Q4. A directed graph G = (V, E) is semi connected if, for all pairs of vertices u, v in V, we have either a path u ---> v or a path v ---> u. Design an efficient algorithm to determine whether or not G is semi connected. Implement your algorithm and analyse its running time.**

To check whether a graph is semi connected, we use option 8 in the menu. The output is a single line printed in the terminal which says whether the graph is semi connected or not.

**Example 1:**

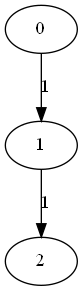


The output produced on the terminal for option 8 is:



There is a path from 0 to 1 and 2 to 1. But there is no path between 0 and 2. Thus this graph is not semi connected.

**Example 2:**

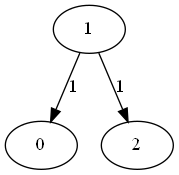


The output produced on the terminal for option 8 is:



There is a path from 0 to 1, 0 to 2 and 1 to 2. Thus this graph is semi connected.

**Example 3:**



The output produced on the terminal for option 8 is:



There is a path from 1 to 0 and 1 to 2. But there is no path between 0 and 2. Thus the graph is not semi connected.

**Logic and Time Complexity Analysis:**

Suppose we have a DAG and we have a topological ordering of it. It is semi connected if there is an edge ( vi , vi+1 ) for each i. If there is no edge ( vi , vi+1 ), then there cannot be a path from vi  to vi+1 or vi+1 to vi  as in a topological order, back edges are not present. Hence it cannot be a semi connected graph. If for every I there is an edge ( vi , vi+1 ), then for each i, j (i<j) there is a path vi -> vi+1 -> …->vj, and the graph is semi connected.

Suppose G has strongly connected components C1, C2, … , Ck. The vertex set VSCC is {v1, v2, …, vk} and it contains a vertex vi for each strongly connected component Ci of G. There is an edge (i, j) ϵ ESCC if G contains a directed edge (x, y) for some x ϵ Ci and some y ϵ Cj.

Having thus defined component graph, we state that component graph is a DAG. Thus we can apply the above concepts of DAG and semi connected graphs to find out if the graph is semi connected.

The Algorithm:

1. Find SCCs in the graph.
2. Build the component graph. Each node in the component graph corresponds to a component in the original graph and it represents the set of vertices belonging to the component.
3. Perform Topological Sort on the component graph and store the order of components.
4. Check if for every i, there is edge ( vi , vi+1). If for any i, the edge ( vi , vi+1) does not exist, declare the graph to be not semi connected. Otherwise it is semi connected.

Running Time Analysis:

Step 1 can be done using Tarjan’s Algorithm for finding SCCs. This step takes O (V+E) time.

Step 2 can be done in O (V+E) time as we are just traversing all the edges of the original graph and adding the edge in the component graph if required.

Step 3 is Topological Sort which consists of a DFS Traversal and it takes O (V+E).

Step 4 takes O (V+E) because for each vertex vi in component graph, we check if there is an edge to vi+1. Since we iterate for each vertex of component graph and check for all the edges, the time can be at max O (V+E).

**Since all the steps take O (V+E), we can hence conclude that the overall time complexity of this algorithm is O (V+E).**

**Functions Used:**

1. **bool is\_semi\_connected();**
2. **vector<vector<int>> \*find\_scc();**
3. **int \*topo\_sort(Graph \*graph);**
4. **void topoSortUtil(int, Graph \*, stack<int> \*, bool[]);**

**Implementation:**

The method **is\_semi\_connected** implements this problem. First Tarjan’s SCC algorithm (via find\_scc method) is used to find the list of all connected components. Then the component graph is created. There is an edge in the component graph if in the original graph there is an edge (u, v) such that u and v belong to different components. In this way all the edges of the original graph are traversed through and required edges are added to the component graph.

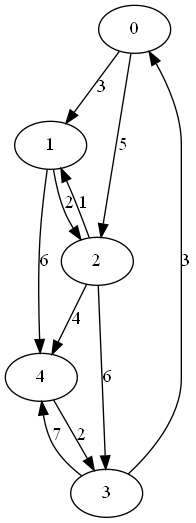
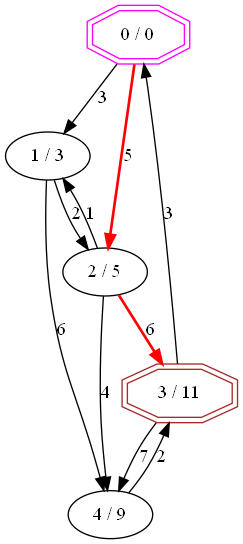
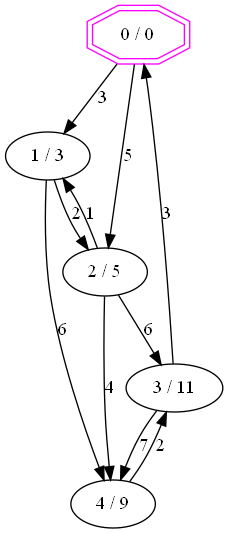
Then topological order of the component graph is found out using **topo\_sort** method.

In the order found in topo sort, we iterate through all the vertices and check if there is an edge between two vertices vi and vi+1. If in any case we find that such an edge does not exist, we declare the graph to be not semi connected. Otherwise we declare it to be semi connected.

# Dijsktra’s shortest path algorithm

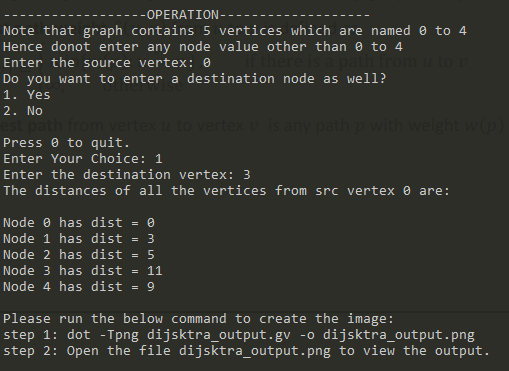
**Q5. Implement Dijkstra’s shortest path algorithm (in O (E log V) using a priority queue) to find a shortest cost path between a source vertex s to any target vertex t.**

Use option 9 to compute shortest cost path from a source node to all other nodes or a particular node using Dijsktra’s algorithm.

Normal Graph Output Output produced by Dijkstra’s Output produced by Dijkstra’s

Algorithm with src = 0, dest = 3 Algorithm with src = 0 and no dest



When we select option 9, we have to provide the source vertex. After that we have to choose whether or not we want to provide a destination vertex. If we do not provide a destination vertex, shortest distance is calculated for all the nodes as usual and is written inside the node in the graph output. However if we choose to provide a destination vertex, apart from the work shortest distance calculation for all the vertices, the shortest cost path from source vertex to destination vertex is also displayed using a red line. Note that source vertex is represented using a double octagon coloured red. The destination vertex is represented using a double octagon coloured brown.

3/11 inside the node means that 3 is the node’s name and 11 is the shortest path from source vertex. Labels present on the edges represent the edge weights.

The terminal also displays the distance of all vertices from source vertex. The source vertex always has a distance of 0.

**Functions used:**

1. **void dijsktras\_shortest\_path\_algorithm(int);**
2. **void dijsktras\_shortest\_path\_algorithm(int, int);**
3. **void output\_dijsktra(int[], int[], int, int);**

**Implementation:**

First we create a min heap. The min heap is used to store the vertices for which the shortest distance has not been found out yet. The **dist** array stores the distance of each vertex from source vertex. Initially all vertices except the source vertex have INT\_MAX stored in **dist** array. Source vertex has value 0 stored in **dist** array. Value of **parent**[v] for a vertex v stores parent vertex of v in shortest path. Initially push the source vertex to the min heap.

Pop an element from the min heap till the heap is not empty. After popping the element, we try to relax all out going edges from the vertex. If for an edge (u, v), the sum of distance of u and weight of the edge is less than distance of v, we relax the edge, there by performing a decrease key operation on vertex v present in the heap. Note that if minimum distance to a particular vertex v has been finalised, we do not relax an edge pointing towards v.