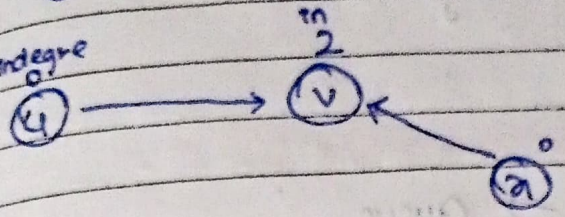
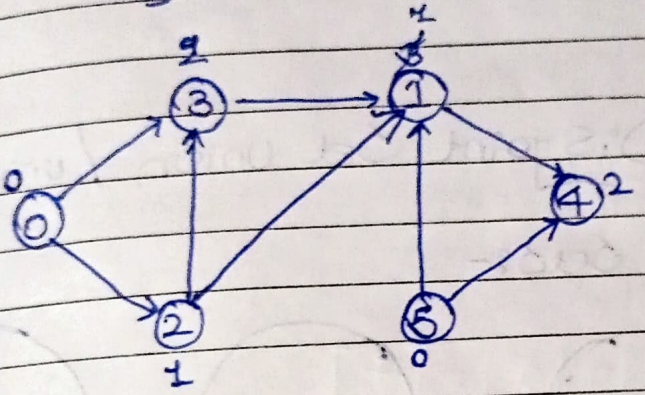
Graph

Topological Sorting using BFS (KAHN'S Algorithm)



Topo sort
→ u, x, v ✓
→ x, u, v ✓

→ जिसका indegree 0 हुआ, पहले उसको लिखेंगे।



** Jis-Jiska indegree 0 hai queque mai daal denge

Queue

0	5	2	3	1	4

⟹ 0, 5, 2, 3, 1, 4

→ 0 से 2, 3 visit kar sakte hai
2 ka indegree 1 से 0 ho gya or 3 ka 1 fir 2 ko que mai daal denge indegree 0 ho gya kyuki
→ 5 से 1, 4 visit kar sakte hai 1 ki indegree 2 ho gyi or 4 ki 1
→ 2 से 3 or 1 visit kar sakte 3 ki indgree 1 ho gyi thi vo ab 0 ho gyi queue mai daal denge or 1 ki 1 ho gyi
→ 3 से only 1 ja sakte 1 ki indegree 1 thi vo ab 0 ho gyi queue mai daal diya
→ similarly from 1 to 4

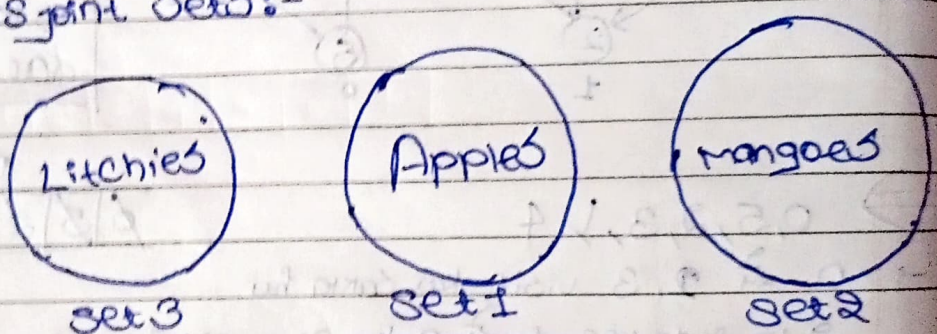
1) for (int u=0; u<N; u++){
    for (int & v: adj[u]){
        indegree[u]++;
    }
}

2) indegree == 0 → queue

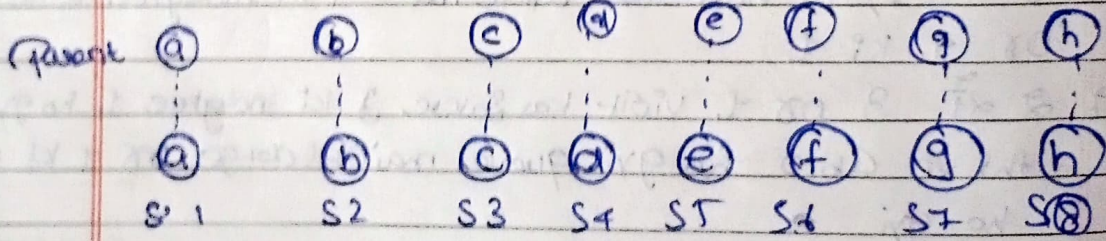
3) simple BFS

→ DSU (Disjoint Set union / union-find)

→ Disjoint sets:-



$S_1 \cap S_2 \cap S_3 = NULL$



Rule → I combine Two given sets

Queries →

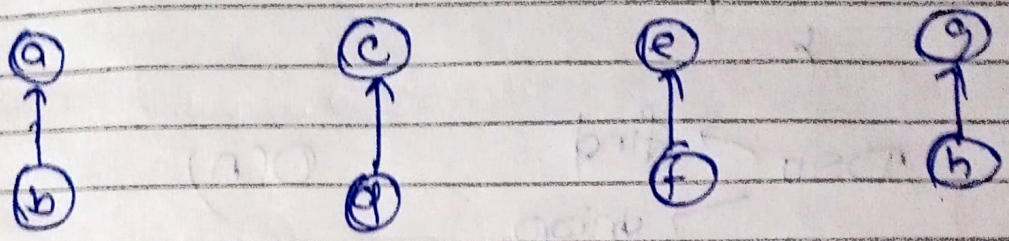
2) Tell if two members (b & g) belong to same set or not

Element	a	b	c	d	e	f	g	h
Parent	a	b	c	d	e	f	g	h

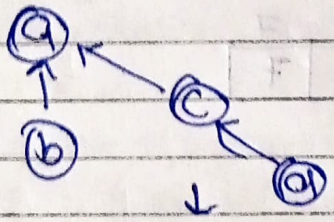
initial

Step 1

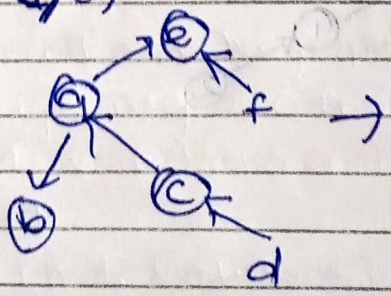
union(a,b) union(c,a) union(e,f) union(g,h)



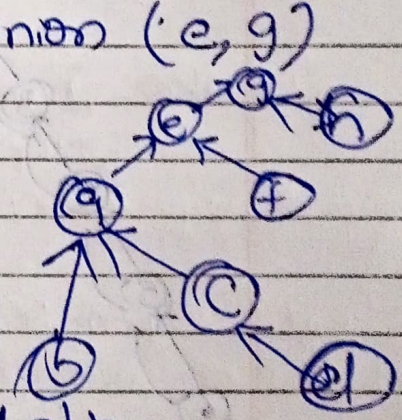
Step ② union(a,c)



union(c,e)



union(e,g)



Element	a	b	c	d	e	f	g	h
Parent	e	a	a	c	g	e	g	g

```
int find(int i, vector<int> & parent){
    if(i == parent[i]) return i;
    return find(parent[i], parent);
}
```

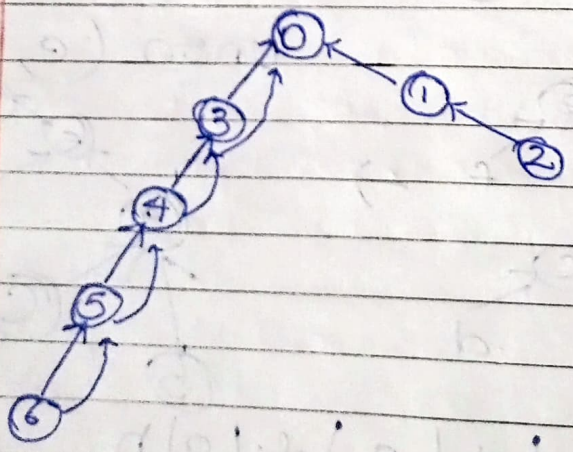
```
void union(int x, int y, vector<int> & Parent)
    int x_Parent = find(x, Parent);
    int y_Parent = find(y, Parent);

    if(x_Parent != y_Parent){
        Parent[x_Parent] = y_Parent;
    }
}
```

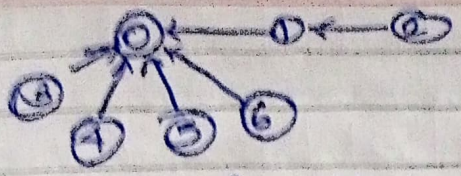
DSU → find : O(n)
→ union

Path Compression

0	1	2	3	4	5	6	7
0	1	2	3	4	5	6	7



→ first time 6 pr gaya find Parent call kiya ga vo 5 pr jayega call karega then 4, 3, 0, 0 pr aake hi bolega ki hn mai hi leader hu fir jab vapis aata jayega hai ko individual Bana denge Jiska tumlare jo leader hai vo 0 hai



So new code for Path Compression is

```
find (int i, Parent){
    if(Parent[i] == i){
        return i;
    return Parent[i] = find (Parent[i], Parent);
```

Rank

```
void union (int x, int y, vector<int> & Parent, vector<int>
            & rank){
    int x_Parent = find (x, Parent);
    int y_Parent = find (y, Parent);
    if( x_Parent == y_Parent) return;
    if ( rank [x_Parent] > rank [y_Parent]){
        Parent [y_Parent] = x_Parent)
    }
    else if( rank [x_Parent] < rank [y_Parent]){
        Paent [x_Parent] = y_Parent;
    }
    else{
        Paent [x_Parent] = y_Parent;
        rank [y_Parent] += 1;
    }
}
```