

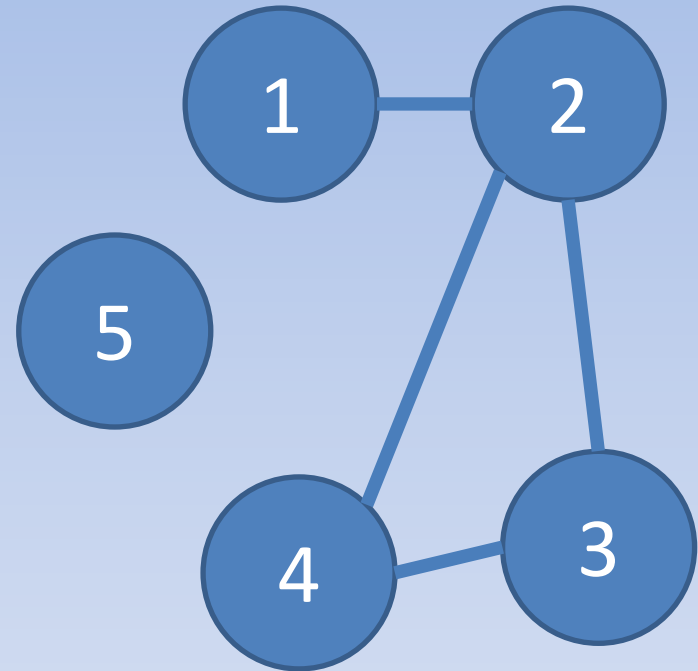
# Discrete Mathematics

Spring 2025

Yuan Ze University

# Representing graphs

# Adjacency list representation



■ 1: 2 ■

■ 2: 1, 3, 4 ■

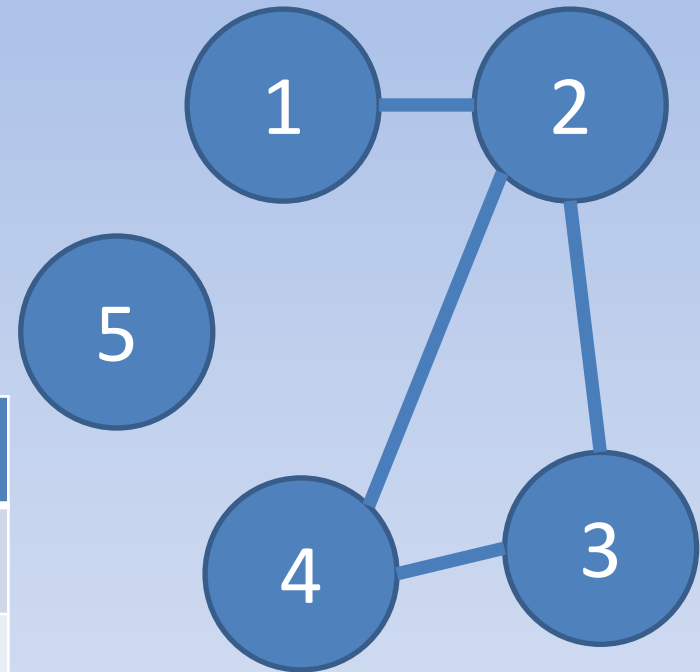
■ 3: 2, 4 ■

■ 4: 2, 3 ■

■ 5: ■

# Adjacency matrix

	1	2	3	4	5
1	0	1	0	0	0
2	1	0	1	1	0
3	0	1	0	1	0
4	0	1	1	0	0
5	0	0	0	0	0



# Our default choice

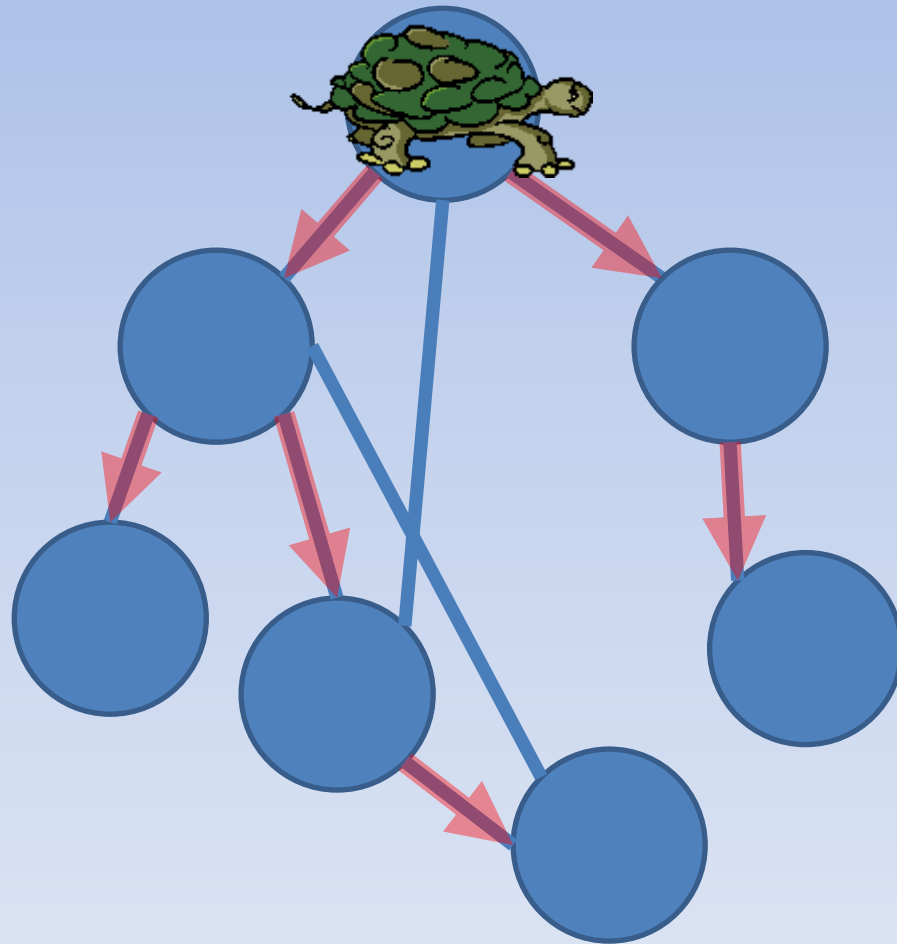
- Adjacency list representation

# Depth-first search (DFS)

# Our problems

- Given an undirected graph  $G = (V, E)$ , determine whether  $G$  is connected.
- Given an undirected graph  $G = (V, E)$  and  $s, t \in V$ , determine whether there exists an  $s$ - $t$  path.

# The depth-first search





# What does the turtle do?

- Whenever there is a neighbor not yet visited, visit it.
- Go back when all the neighbors are visited.

# 烏龜心法

- 只要旁邊還有一個沒走過的點，就走過去
- 只要旁邊每個點都走過了，就回頭

# Pseudocode

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## Algorithm DFS

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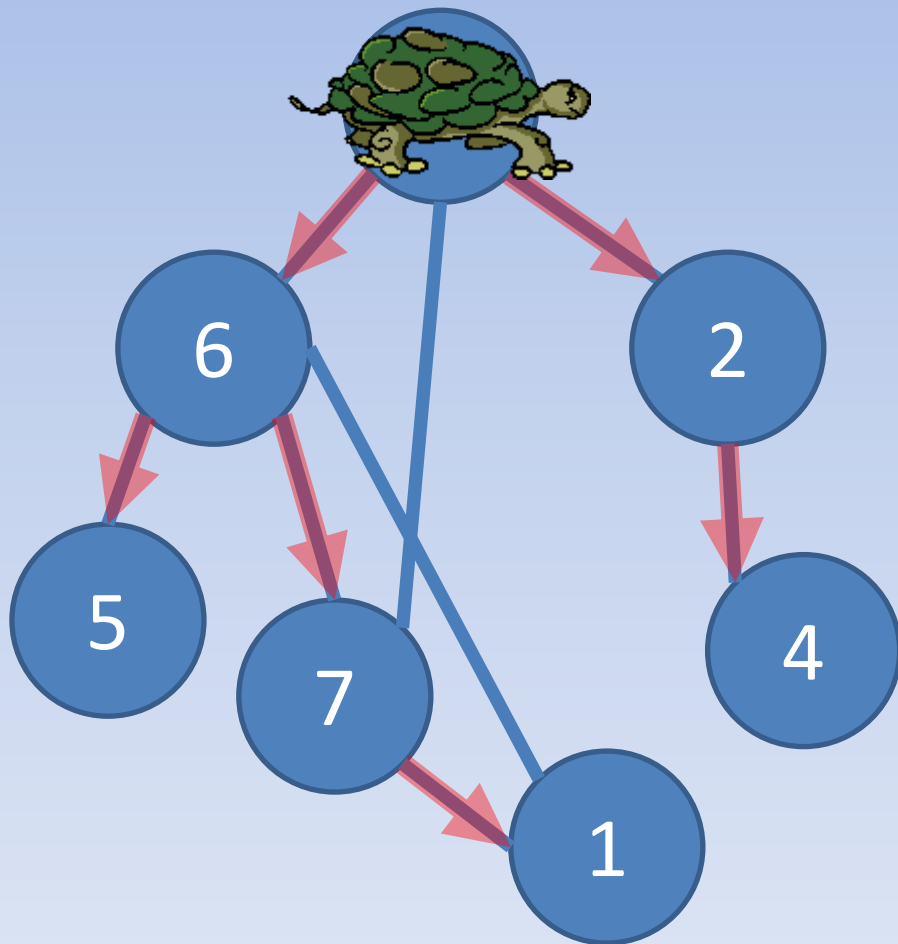
**Input:** Undirected graph  $G = (V, E)$  and  $v \in V$

```
1: Label  $v$  as visited;  
2: for all  $u \in N(v)$  do  
3:   if  $u$  is not labeled as visited then  
4:     DFS( $G, u$ );  
5:   end if  
6: end for
```

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- $G$  can be a global variable...
- Or a pointer to the actual graph

# Function calls 😊



Calling  $\text{DFS}(G, 3) \dots$

Calling  $\text{DFS}(G, 6) \dots$

Calling  $\text{DFS}(G, 5) \dots$

Returning...

Calling  $\text{DFS}(G, 7) \dots$

Calling  $\text{DFS}(G, 1) \dots$

Returning...

Returning...

Returning...

Calling  $\text{DFS}(G, 2) \dots$

Calling  $\text{DFS}(G, 4) \dots$

Returning...

Returning...

Returning...

# Running time ☺

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**Algorithm** DFS

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**Input:** Undirected graph  $G = (V, E)$  and  $v \in V$

```
1: Label  $v$  as visited;  
2: for all  $u \in N(v)$  do  
3:   if  $u$  is not labeled as visited then  
4:     DFS( $G, u$ );  
5:   end if  
6: end for
```

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- Calling DFS( $G, v$ ) takes  $\leq 3\deg(v) + 2$  time, excluding the recursive calls...
- DFS( $G, v$ ) is called at most once for each  $v \in V$  (Why?)...
- So the running time is  $O(\sum_{v \in V} (3\deg(v) + 2)) = O(|V| + |E|)$ .

# A short explanation... 😊

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**Algorithm** DFS

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**Input:** Undirected graph  $G = (V, E)$  and  $v \in V$

```
1: Label  $v$  as visited;  
2: for all  $u \in N(v)$  do  
3:   if  $u$  is not labeled as visited then  
4:     DFS( $G, u$ );  
5:   end if  
6: end for
```

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Why is DFS( $G, v$ ) called at most once for each  $v \in V$ ?

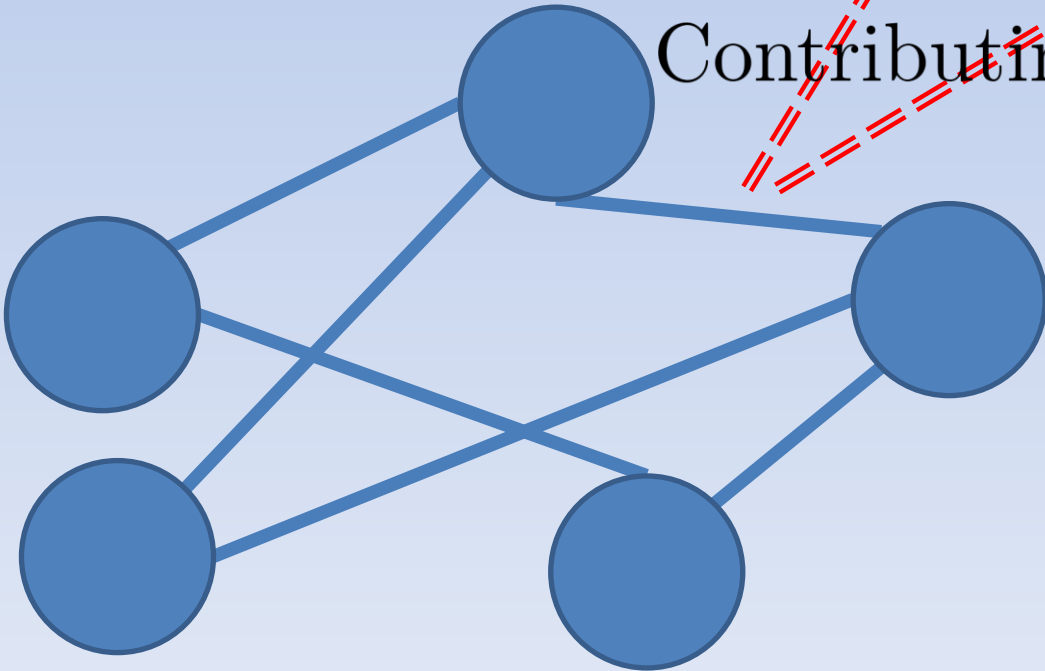
- Calling DFS( $G, v$ ) labels  $v$  as visited, forbidding subsequent executions of lines 3–4 from calling DFS( $G, v$ ).

# The handshaking lemma

**Theorem.** *For each undirected graph  $G = (V, E)$ ,*

$$\sum_{v \in V} \deg(v) = 2 \cdot |E|.$$

Contributing 2 to both sides...



So...

The depth-first search runs in  $O(|V| + |E|)$  time.



# Which vertices are visited?

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## Algorithm DFS

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**Input:** Undirected graph  $G = (V, E)$  and  $v \in V$

- 1: Label  $v$  as visited;
  - 2: **for all**  $u \in N(v)$  **do**
  - 3:     **if**  $u$  is not labeled as visited **then**
  - 4:         DFS( $G, u$ );
  - 5:     **end if**
  - 6: **end for**
- 

**Lemma.** *Suppose that a call to DFS calls DFS( $G, v$ ) (possibly recursively), where  $v \in V$ . Then when DFS( $G, v$ ) returns, all neighbors of  $v$  are labeled as visited.*

# Which vertices are visited?

**Theorem.** *Given an undirected graph  $G = (V, E)$  and  $v \in V$ ,  $\text{DFS}(G, v)$  visits precisely the vertices in  $v$ 's connected component.*

**Theorem.** *Given an undirected graph  $G = (V, E)$  and  $u, v \in V$  such that  $v$  is reachable from  $u$ ,  $\text{DFS}(G, u)$  visits  $v$  (sooner or later).*

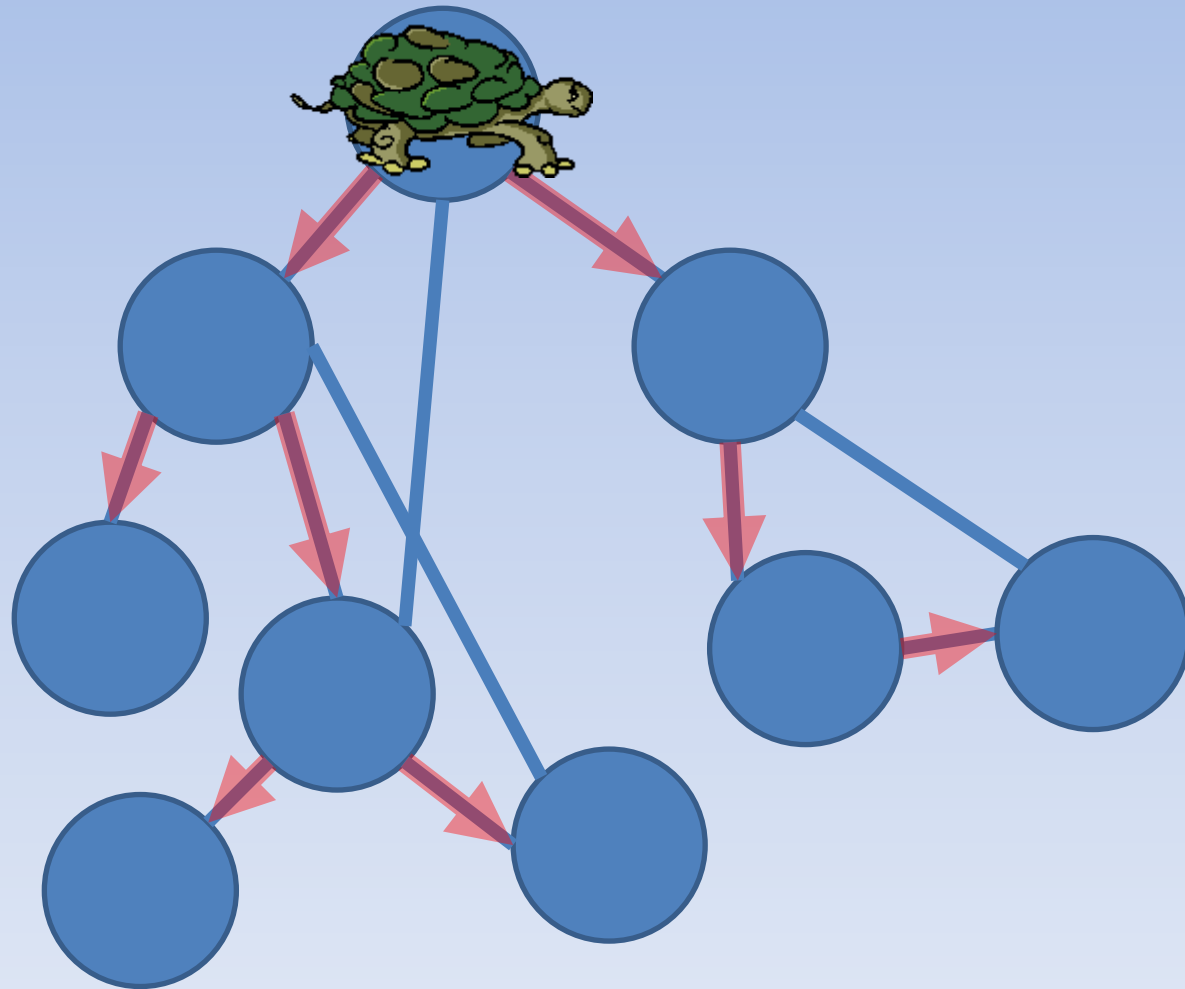
# All solved!

- Given an undirected graph  $G = (V, E)$ , determine whether  $G$  is connected.
- Given an undirected graph  $G = (V, E)$  and  $s, t \in V$ , determine whether there exists an  $s$ - $t$  path.

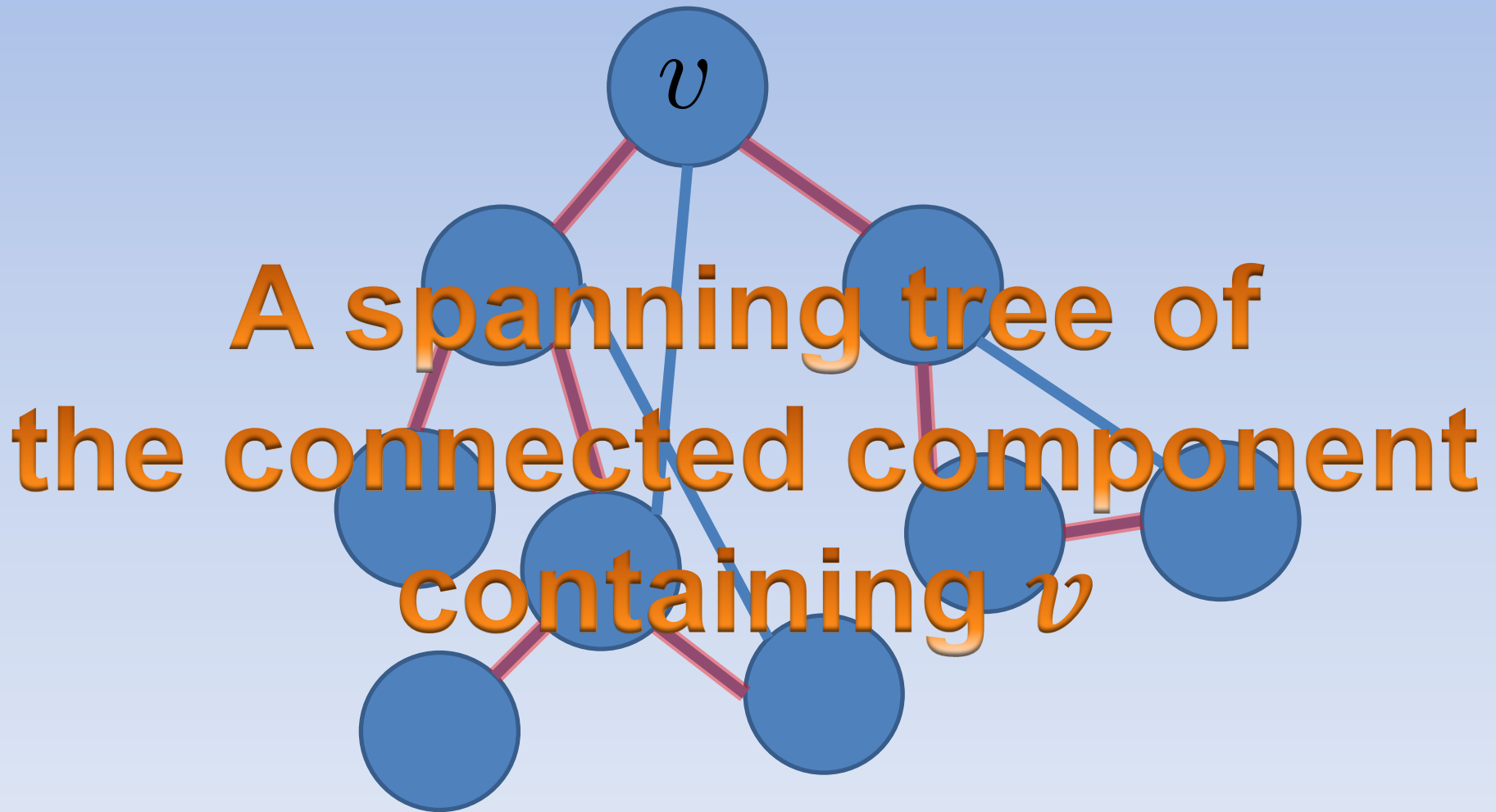
Both can be done in  $O(|V| + |E|)$  time!

DFS tree

# The visited forms a tree



By-product: A spanning tree



# Marking the visited edges

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## Algorithm DFS

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**Input:** Undirected graph  $G = (V, E)$  and  $v \in V$

- 1: Label  $v$  as visited;
  - 2: **for all**  $u \in N(v)$  **do**
  - 3:     **if**  $u$  is not labeled as visited **then**
  - 4:         Mark the edge  $(v, u)$ ;
  - 5:         DFS( $G, u$ );
  - 6:     **end if**
  - 7: **end for**
-

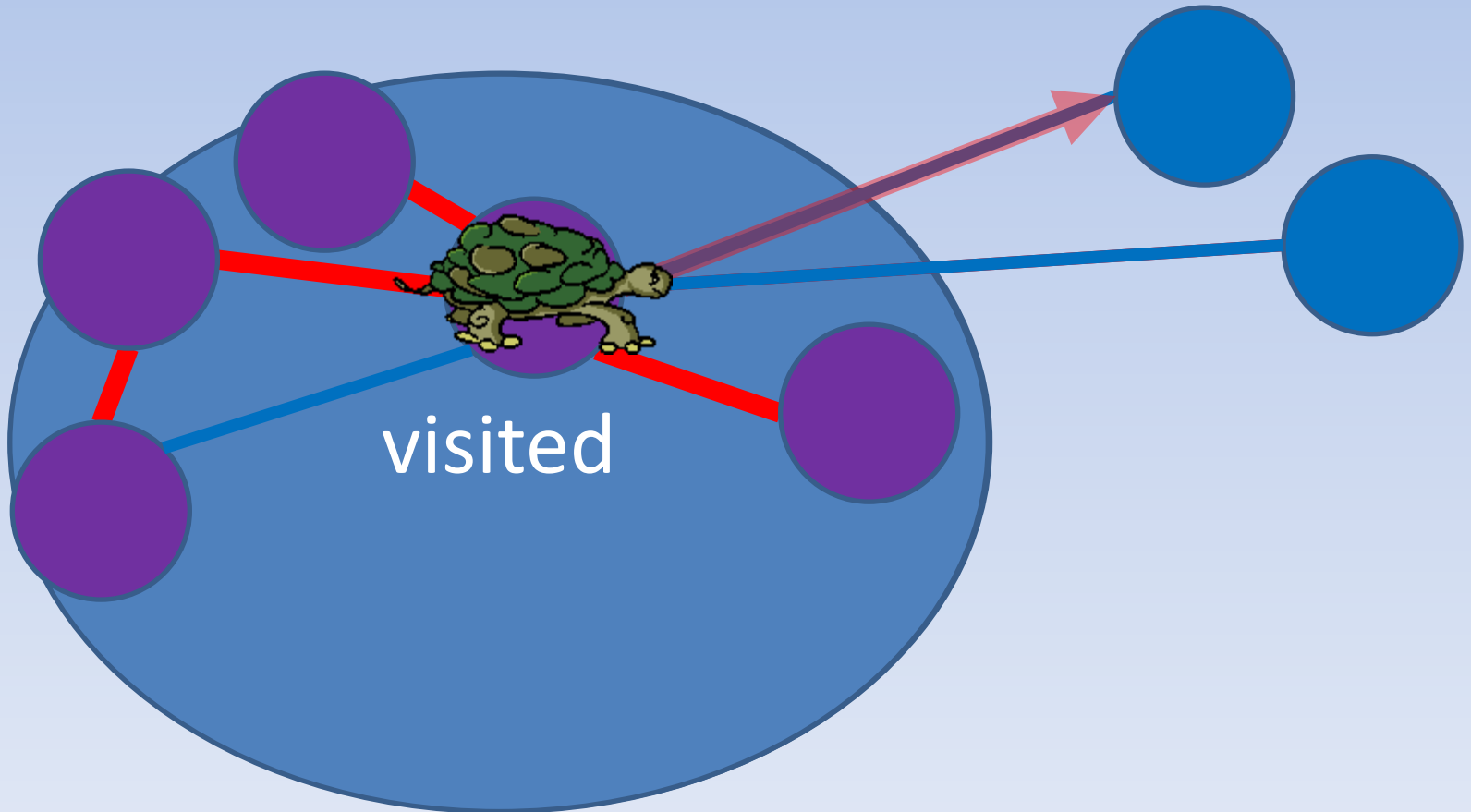
# Theorem

- At the end of the depth-first search, the visited vertices together with the marked edges form a tree (i.e., a connected acyclic graph).
- The next slide illustrates this.

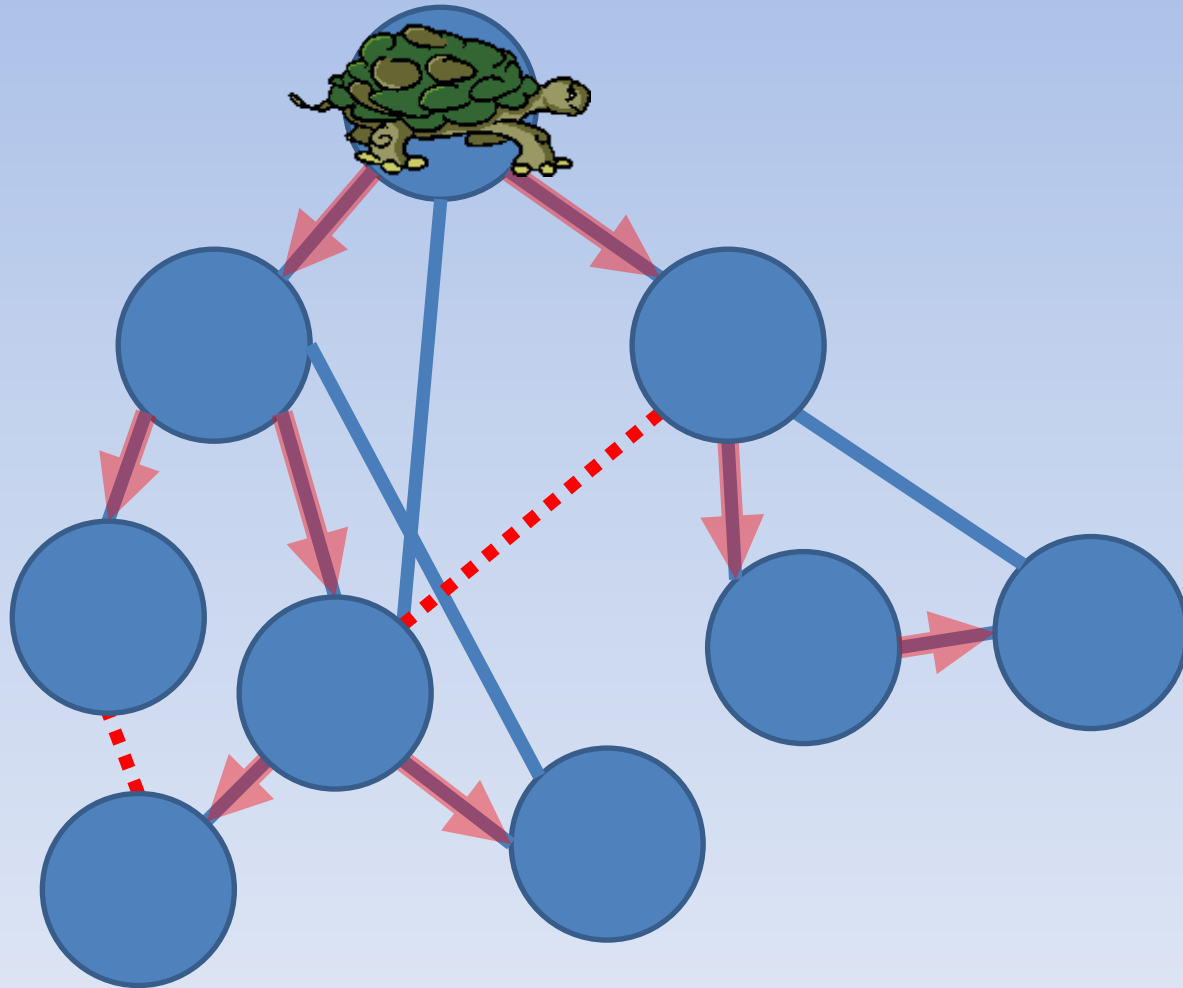


# Growing a tree

**Fact.** *Adding to a tree a new vertex  $v$  and an edge with exactly one endpoint being  $v$  yields a tree.*



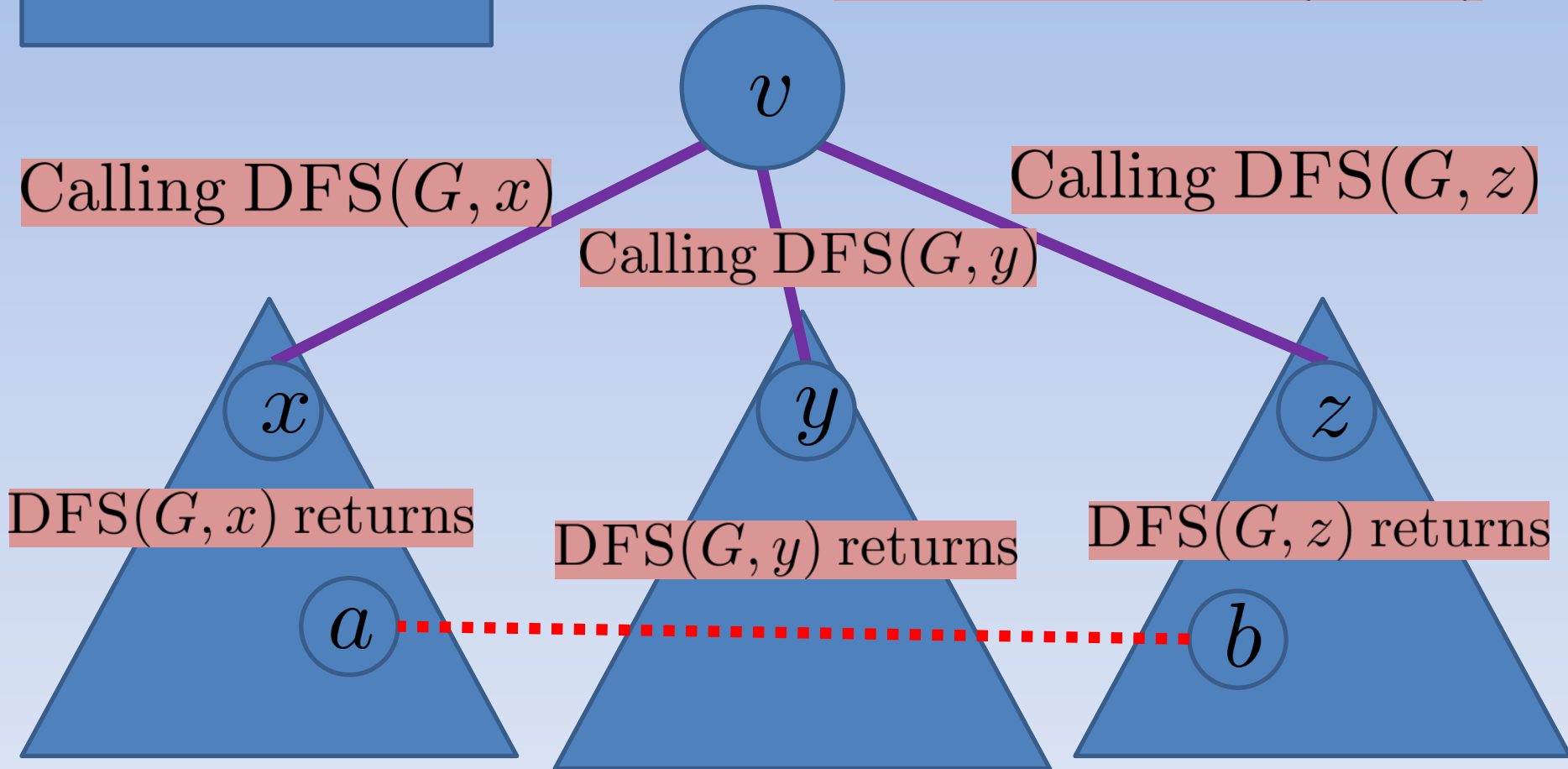
# No cross edges!



While  $v$  has an  
unvisited  
neighbor, visit it.

## Illustration ☺

Calling  $\text{DFS}(G, v)$



# The order of function calls ☺

Calling  $\text{DFS}(G, x)$

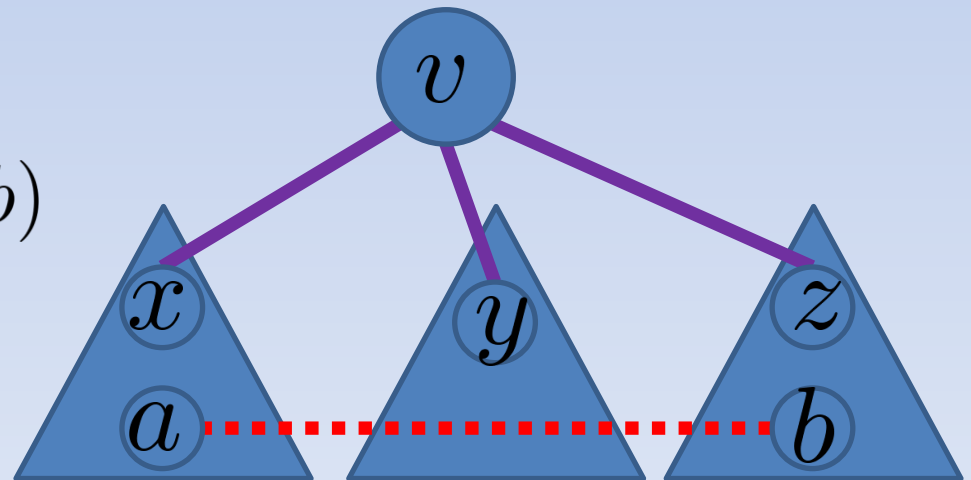
... Calling  $\text{DFS}(G, a)$  ...  $\text{DFS}(G, a)$  returning  
 $\text{DFS}(G, x)$  returning

Calling  $\text{DFS}(G, y)$  ...  $\text{DFS}(G, y)$  returning

Calling  $\text{DFS}(G, z)$

... Calling  $\text{DFS}(G, b)$

$\text{DFS}(G, z)$  returning



But when  $\text{DFS}(G, a)$  returns,  $b$  must have been traversed!

# A recap

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## Algorithm DFS

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**Input:** Undirected graph  $G = (V, E)$  and  $v \in V$

- 1: Label  $v$  as visited;
  - 2: **for all**  $u \in N(v)$  **do**
  - 3:     **if**  $u$  is not labeled as visited **then**
  - 4:         DFS( $G, u$ );
  - 5:     **end if**
  - 6: **end for**
- 

**Lemma.** *Suppose that a call to DFS calls DFS( $G, v$ ) (possibly recursively), where  $v \in V$ . Then when DFS( $G, v$ ) returns, all neighbors of  $v$  are labeled as visited.*

# Quiz

Define a simple undirected graph  $G = (V, E)$  by

$$V = \{1, 2, 3, 4, 5, 6\},$$

$$E = \{(1, 2), (1, 6), (2, 3), (2, 4), (5, 4), (5, 6), (6, 2)\}.$$

Running  $\text{DFS}(G, 1)$  labels the vertices in  $V$  as visited in the order of \_\_\_\_\_. Please fill the blank with an ordered list of the elements in  $V$ .

Remark: There may be many correct answers, but you only need to give one of them.

# Quiz

Suppose that  $G$  has a path visiting  $a$ ,  $b$ ,  $c$  and  $d$ , in that order.

- Is it necessarily true that  $\text{DFS}(a)$  visits  $b$  before  $c$ ?
- Is it necessarily true that  $\text{DFS}(a)$  visits  $c$  before  $d$ ?
- Is it necessarily true that  $\text{DFS}(a)$  visits  $b$  at some time?
- Is it necessarily true that  $\text{DFS}(a)$  visits  $c$  at some time?
- Is it necessarily true that  $\text{DFS}(a)$  visits  $d$  at some time?

# A question

- Can we save lots of space, while possibly wasting time, in determining whether a graph is connected?



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## Algorithm PATH

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**Input:** vertices  $v_1, v_2 \in V, i \geq 1$

```
1: if  $i = 1$  then
2:   if  $(v_1, v_2) \in E$  or  $v_1 = v_2$  then
3:     return true;
4:   else
5:     return false;
6:   end if
7: else
8:   for each  $v \in V$  do
9:     if  $\text{PATH}(v_1, v, \lceil i/2 \rceil) \wedge \text{PATH}(v, v_2, \lfloor i/2 \rfloor)$  then
10:      return true;
11:    end if
12:  end for
13: end if
14: return false;
```

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# Quiz

Show that given a simple undirected graph  $G = (V, E)$  and  $v_1, v_2 \in V$ , the existence of a  $v_1$ - $v_2$  path in  $G$  can be determined in worst-case  $O(\sqrt{|V|})$  space.

- Hint: See the previous page

# Comments?

