

# Introduction To Graph Theory

Part 1

- Terminologies, Graph Representations
- The DFS Algorithm

# What is a Graph?

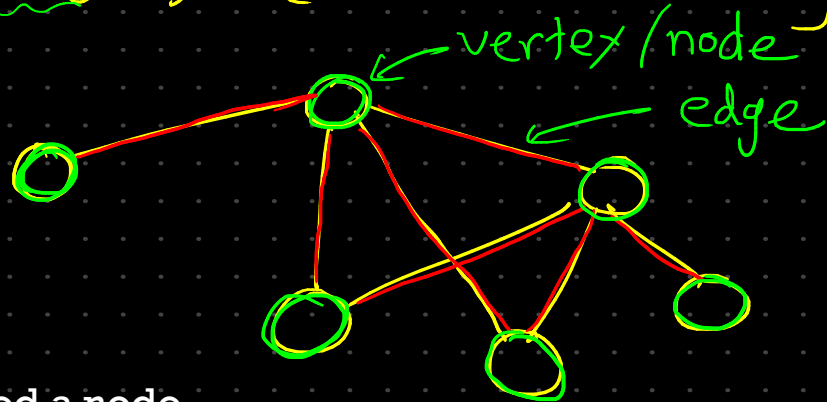
$G(V, E)$  is a set of vertices  $V$  and a set of edges  $E$ .

Each edge  $e$  in  $E$  has the form  $e = (\underline{u}, \underline{v})$  where  $\underline{u}, \underline{v}$  are two vertices in  $V$

$$V = \{ \text{Dhaka, Chattogram, Khulna, ...} \}$$

$$E = \{ (\text{Dhaka, } \underline{\text{Chattogram}}), (\text{Dhaka, Khulna}), \dots \}$$

$$G(V, E)$$



Vertex (plural vertices) is also called a node.

# More Terminology

1. Undirected Graphs

2. Directed Graphs

3. Weighted Graphs

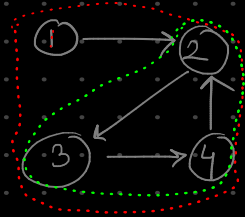
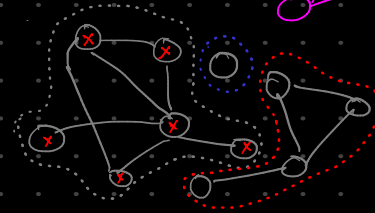
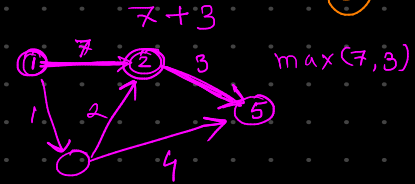
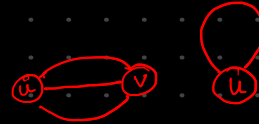
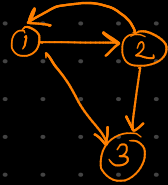
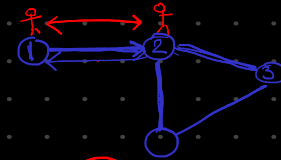
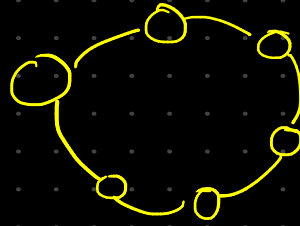
4. Multi Edge & Self Loops

5. Components (undirected)

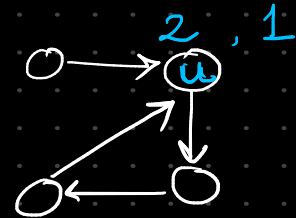
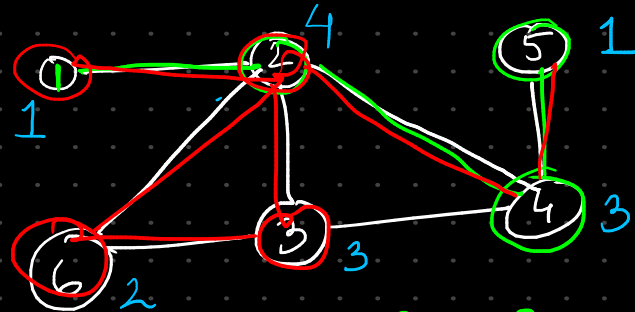
6. Paths & Cycles

7. Degree of a node

path : edge & node  
at most once



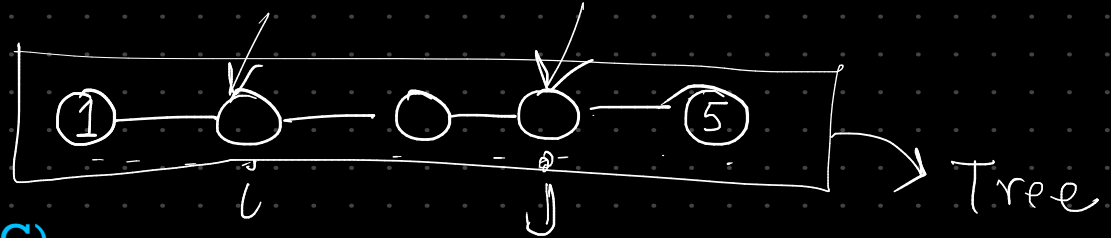
trail  
walk



1-2-3-2-4-5

## Interesting Types of Graphs:

### 1. Path Graph



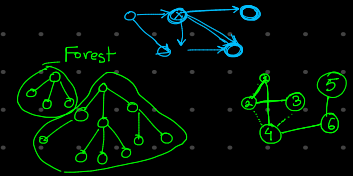
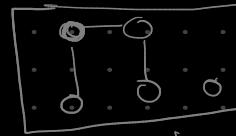
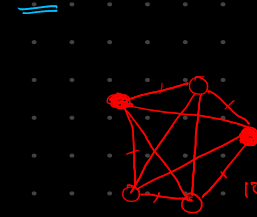
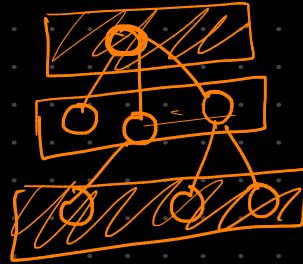
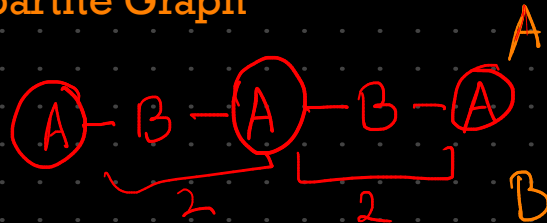
### 2. Directed Acyclic Graph (DAG)

### 3. Undirected Acyclic Graph

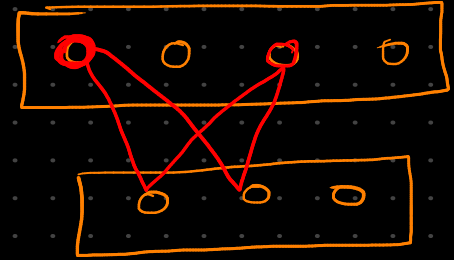
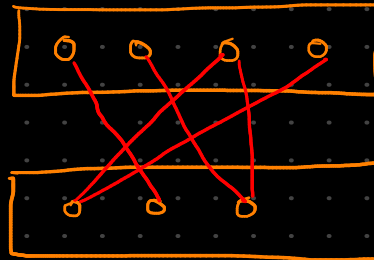
### 4. Complete Graph

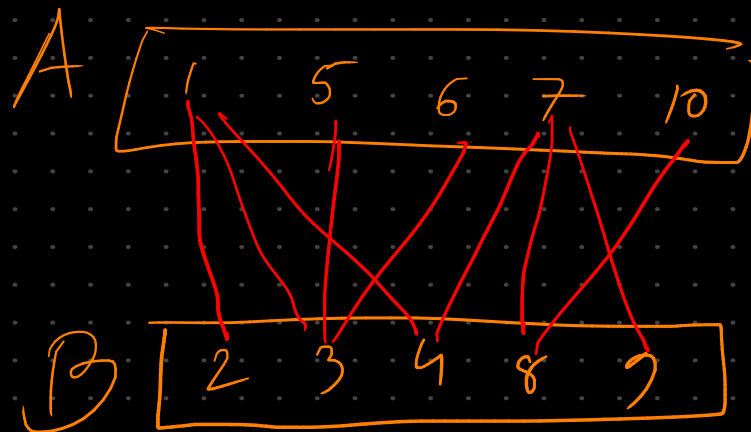
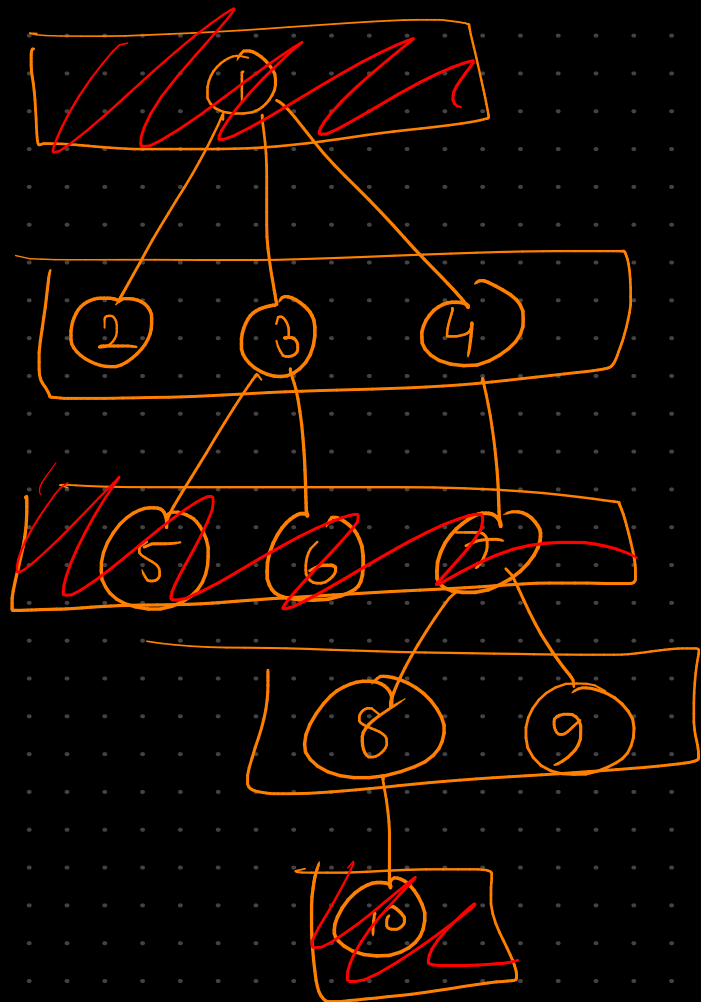
### 5. Complement of a Graph

### 6. Bipartite Graph



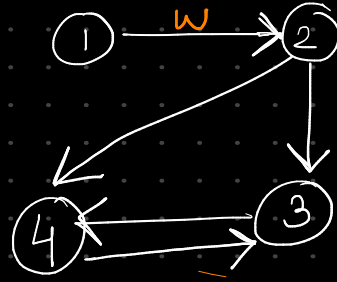
$n$  node:  
Edge =  $\binom{n}{2}$





## How to represent a graph in code?

1. Adjacency Matrix
2. Adjacency List
3. Edge List



$$n \leq 2 \times 10^5$$

Matrix

$n \times n$   $\leftarrow$  # of nodes

$O(n^2)$  memory

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

$adj[N][N]$

for each edge  $u, v$ :

$$adj[u][v] = 1$$

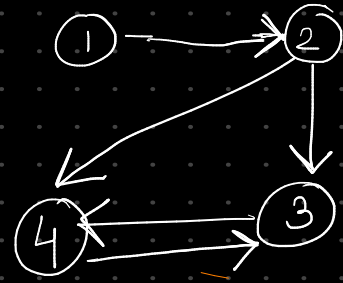
Adj. List ←

1 → {2} ←

2 → {4, 3} ←

3 → {4} ←

4 → {3}



$O(V + E)$

↓  
`vector<int> g[MAXN];`

for each edge  $(u, v)$ :

`(g[u].push_back(v);`

# Edge List

Edge {

int from, to;

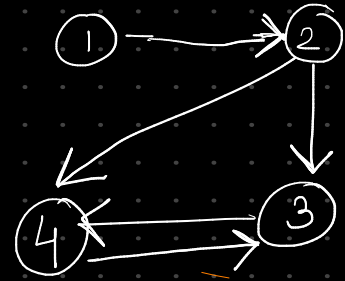
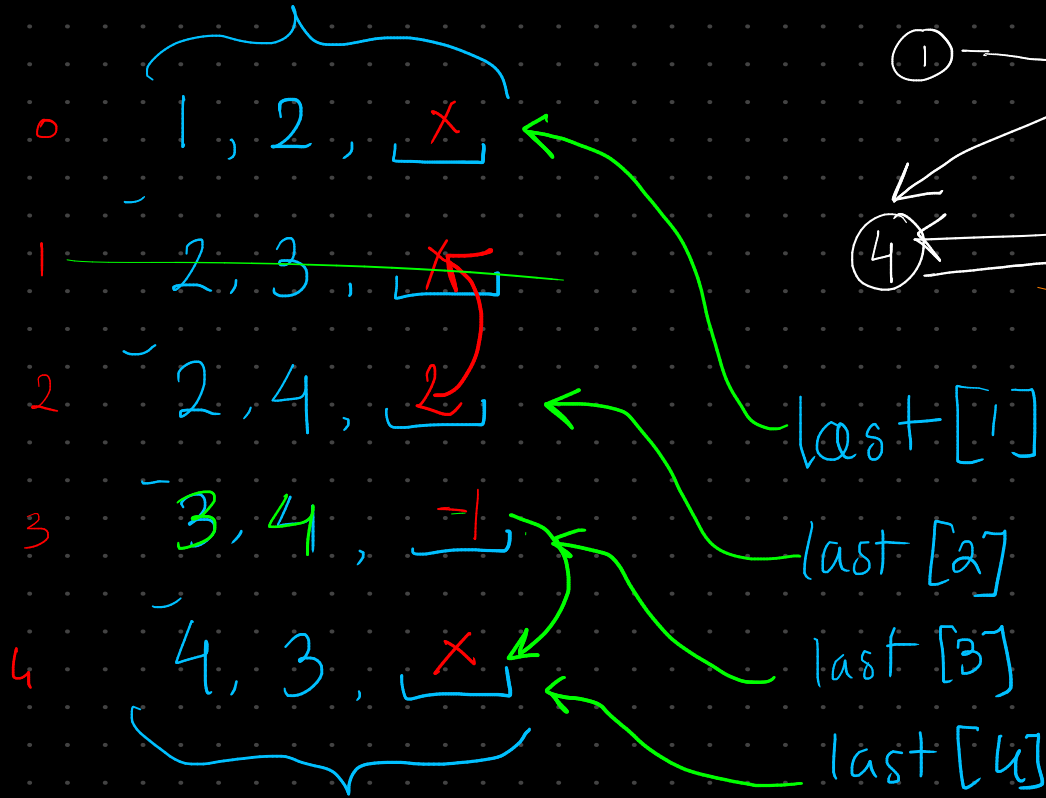
int prv;

}

Edge E[ $MAXE$ ]

$v := last[v]$

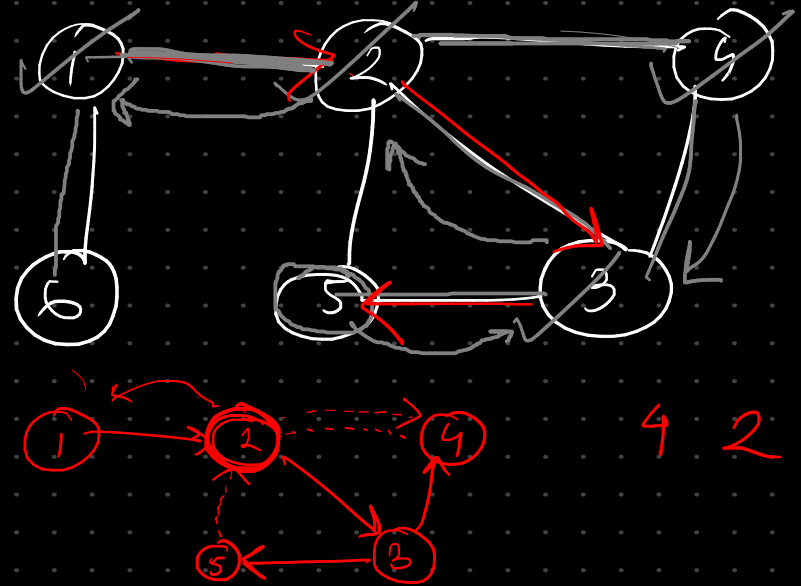
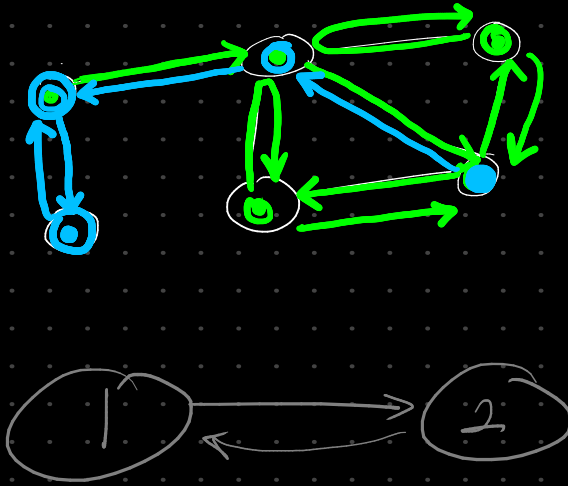
$i := Edge[i].prv$





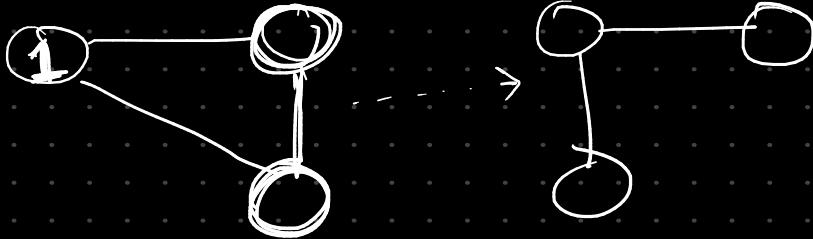
# The Depth First Search (DFS) Algorithm

- An algorithm to traverse a graph.
- Imagine you are in a new city and wish to look around every single roads and landmarks. How would you go about doing it?

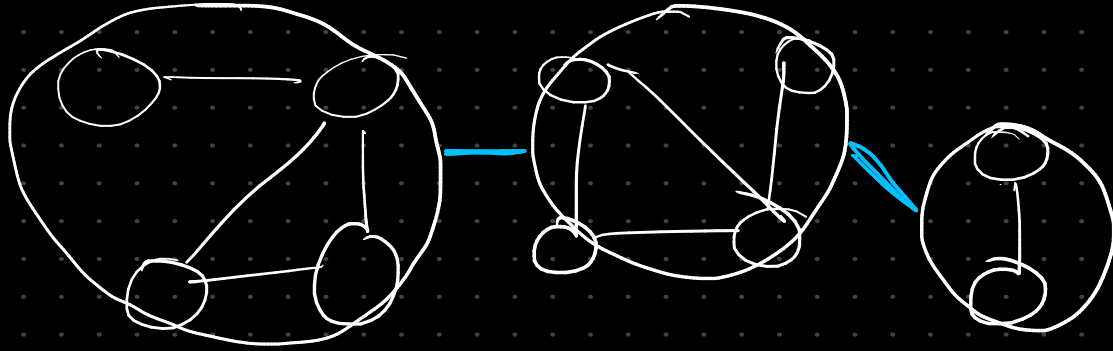


## DFS

```
▼ void dfs (int u) {  
    visited[u] = true;  
▼    for (int v : g[u]) {  
▼        if (visited[v] == false) {  
            dfs(v);  
        }  
    }  
}
```



## Finding Number of Components in an Undirected Graph

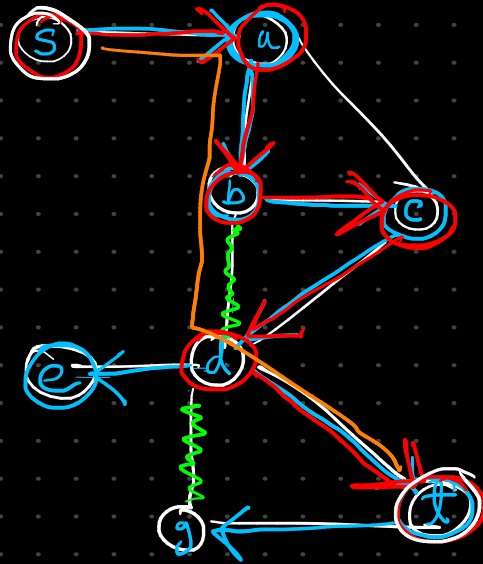


3 components

#components is precisely the number of dfs calls we need across all nodes.

```
int ncomp = 0;
for (int u = 1; u <= n; ++u) {
    if (!visited[u]) {
        dfs(u);
        ++ncomp;
    }
}
cout << ncomp << "\n";
```

## Finding any path between two nodes



connected graph  
 $s, t$

$s \rightarrow a \rightarrow b \rightarrow c \rightarrow d \rightarrow t$

$path = \{t, d, c, b, a, s\}$

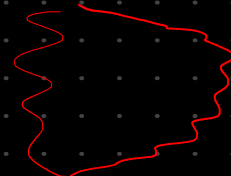
```
void dfs (int u) {  
    visited[u] = true;  
    for (int v : g[u]) {  
        if (visited[v] == false) {  
            pi[v] = u;  
            dfs(v);  
        }  
    }  
}
```

modify the dfs to store  $\pi$   
 $\pi[u] = \text{from where I came to } u.$

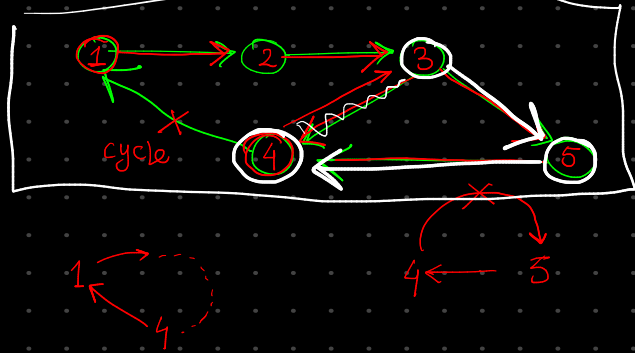
## Detecting Cycles (Undirected)

<https://cses.fi/problemset/task/1669>

```
void dfs (int u) {  
    visited[u] = true;  
    for (int v : g[u]) {  
        if (v == pi[u]) continue;  
        if (visited[v] == false) {  
            pi[v] = u;  
            dfs(v);  
        }  
        else { already visited  
            // Detected cycle  
            cout << "Found a cycle between: " << u << " " << v << "\n";  
  
            int cur = u;  
            while (cur != v) {  
                cout << cur << ", ";  
                cur = pi[cur];  
            }  
            cout << cur << "\n";  
        }  
    }  
}
```



## Detecting Cycles (Directed)



Not all previously visited nodes  
give a cycle!

When is it a cycle?

if  $visited[v] == true$  AND dfs is still running from  $v$ .

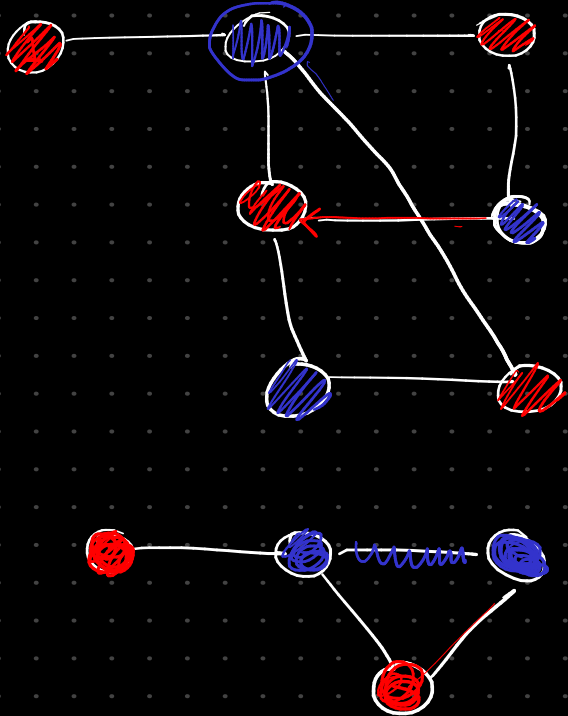


## Bicoloring a Graph

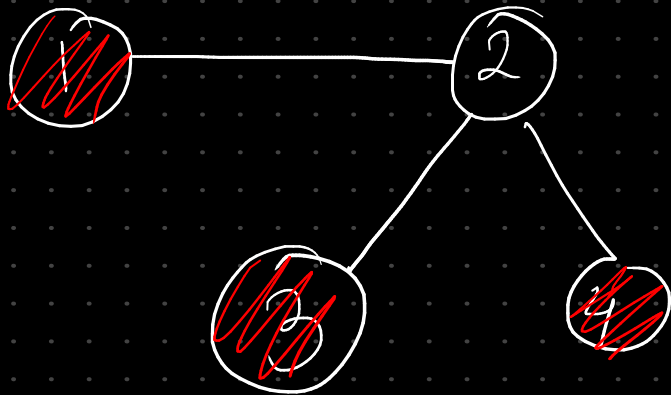
<https://cses.fi/problemset/task/1668>

<https://lightoj.com/problem/back-to-underworld>

Check bipartite or not

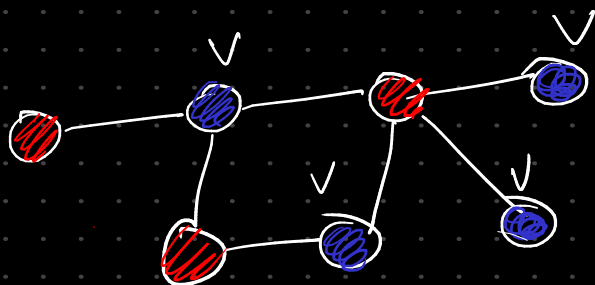


```
void dfs (int u, int col) {  
    visited[u] = true;  
    color[u] = col;  
  
    for (int v : g[u]) {  
        if (!visited[v]) {  
            dfs(v, col ^ 1);  
        }  
        else { // already visited  
            if (color[v] == color[u]) {  
                // this is not bipartite  
            }  
        }  
    }  
}
```

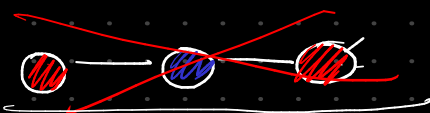


Vampire = 2

Vampire = 3



$\max(R, B)$

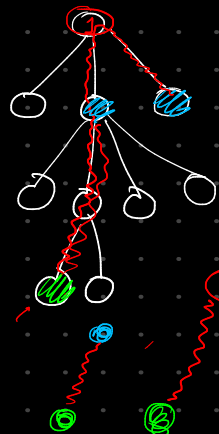


3, 4  
+  
2, 1

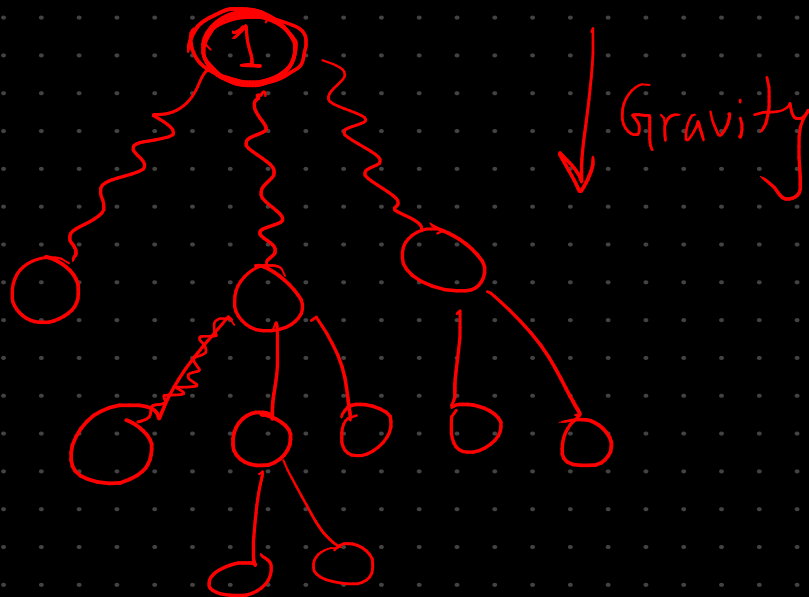
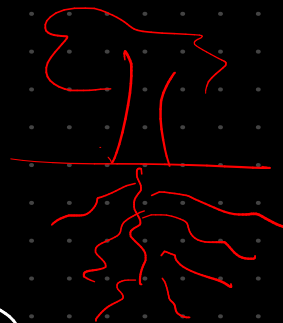
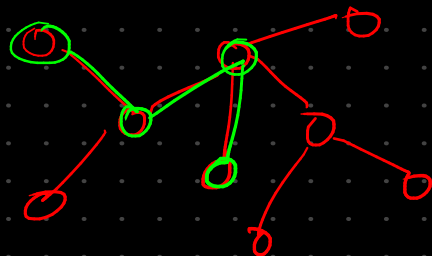


## DFS on Trees

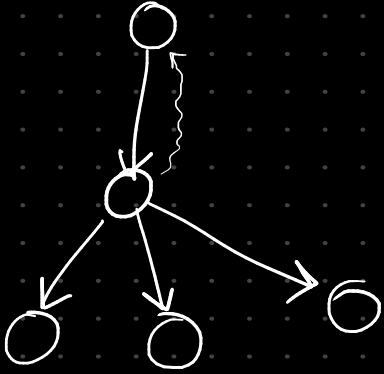
<https://cses.fi/problemset/task/1674>



Chain V type



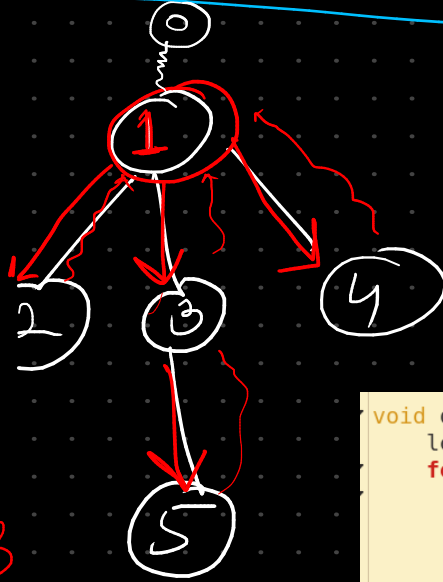
# Find shortest distance to all nodes from 1.



Level 1

Level 2

Level 3



$\text{dist}[1] = 0$

$\text{dist}[2] = 0 + 1$

```
void dfs (int u, int f) {  
    lev[u] = lev[f] + 1;  
    for (int v : g[u]) {  
        if (v != f) {  
            // or, lev[v] = lev[u] + 1;  
            dfs(v, u);  
        }  
    }  
}
```

## DFS on 2D Grids

<https://cses.fi/problemset/task/1192>

<https://lightoj.com/problem/guilty-prince>

```
int dx[] = {1, 0, -1, 0}
int dy[] = {0, 1, 0, -1}
```

```
dfs(r, c) {
```

```
    vis[r][c] = true;
```

```
    for (int k=0; k<4; k++) {
```

```
        int to_r = r + dx[k];
```

```
        int to_c = c + dy[k];
```

```
        if (valid(to_r, to_c) == false) continue;
```

```
        if (board[to_r][to_c] == '#') continue;
```



$(i-1, j)$

$(i, j-1)$

$(i, j+1)$

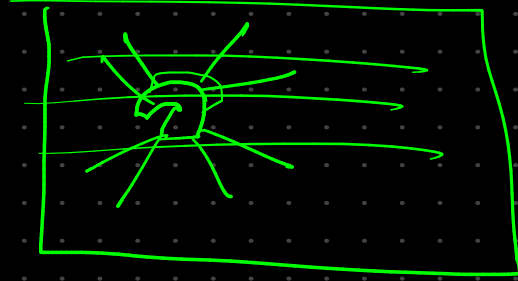
$(i+1, j)$

```
dfs(to_r, to_c);
```

```
}
```

```
}
```

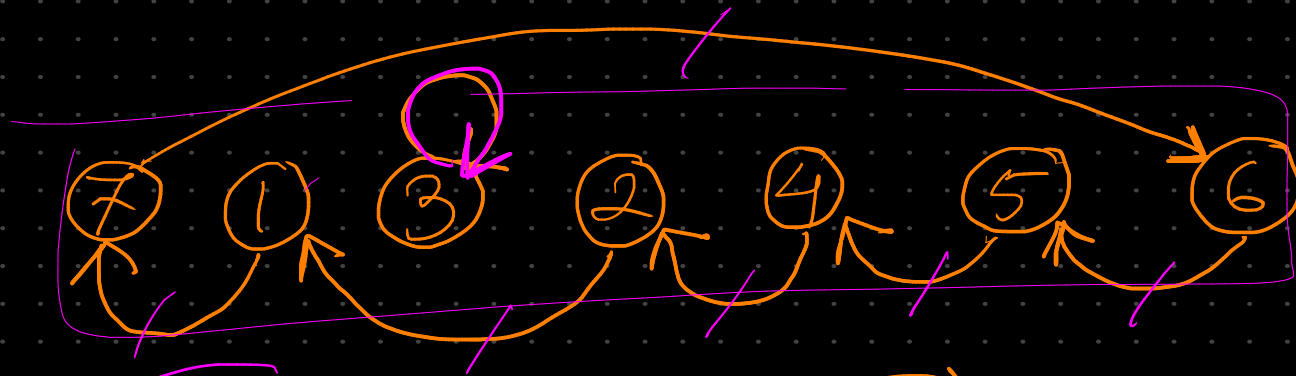
```
dx[]  
dy[]
```



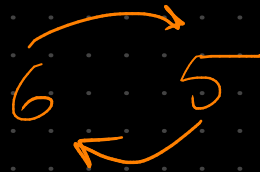
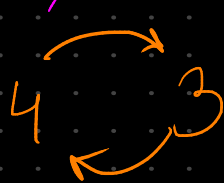
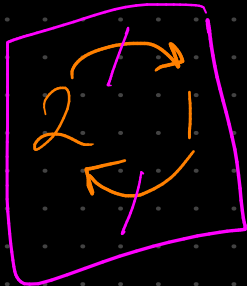
## Permutations

<https://www.hackerrank.com/challenges/minimum-swaps-2/problem>

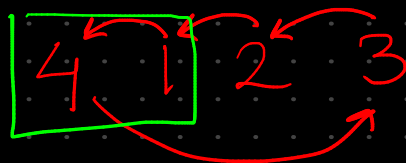
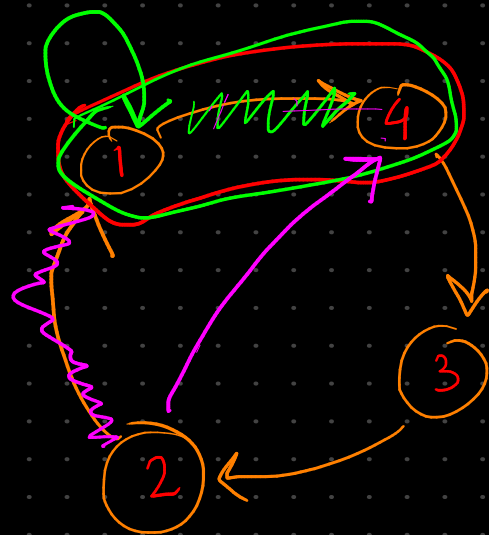
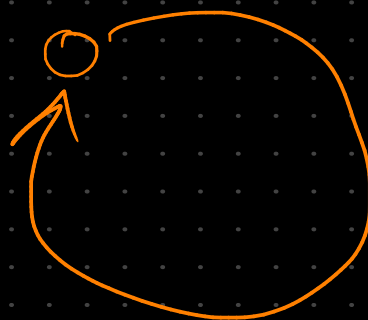
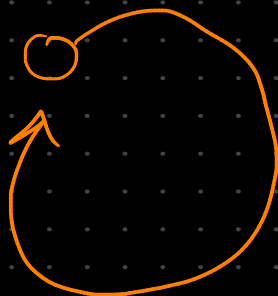
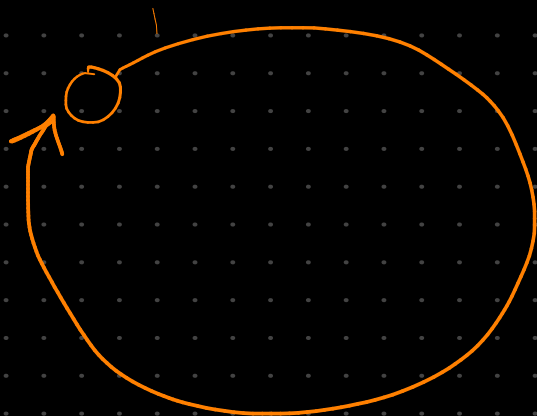
Finding minimum # of moves to sort a perm.



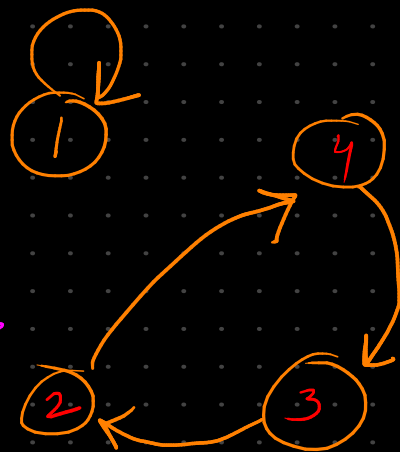
8 edge cycle



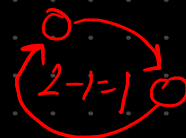
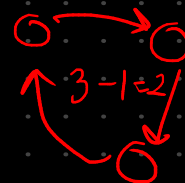
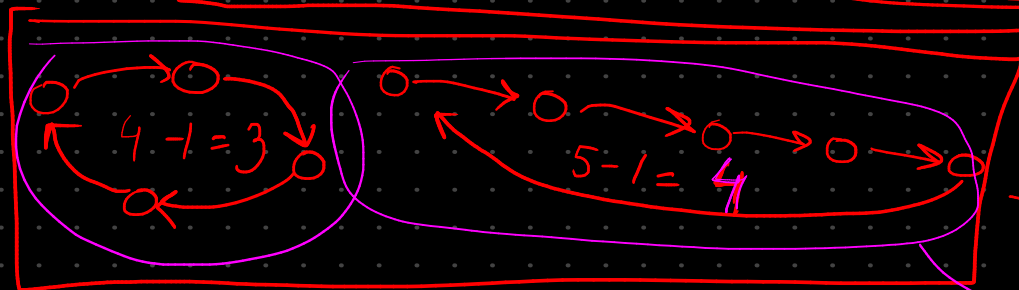
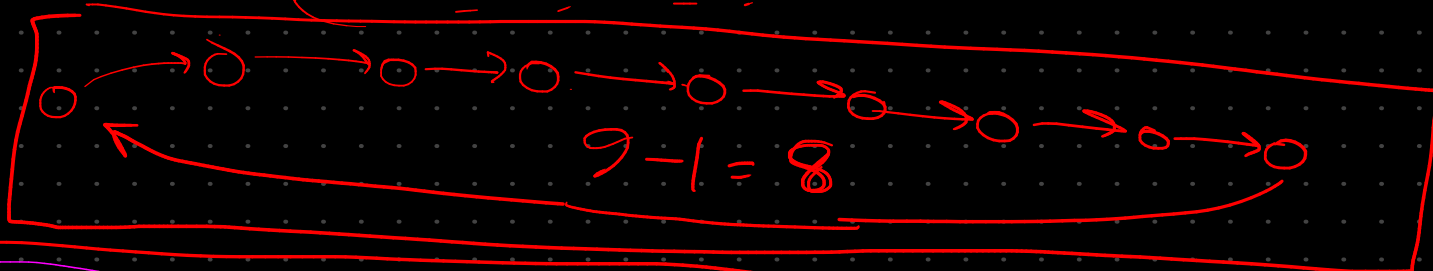
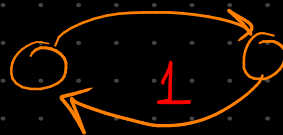
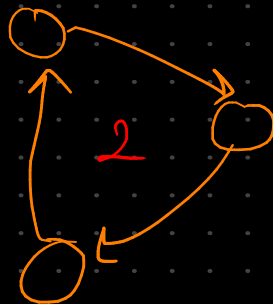
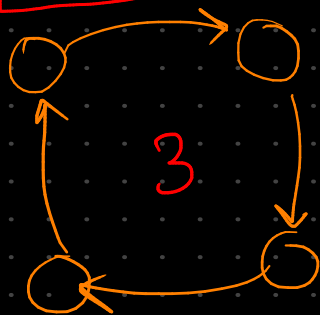
$$7 - 2 = 5$$



1 4 2 3



Ans = n — component\_count







## Small talk on Functional Graphs

A directed graph with  $n$  nodes, where each node has outdegree = 1

# The Disjoint Set Union (DSU) Data Structure

Maintains a list of disjoint sets. You can at any moment:

- create a new disjoint set
- ask if two items belong in the same set
- join any two sets

# Representatives

# Path Compression

## Union by Rank

# Time Complexity

Check if two nodes belong to same component

Maintain size of each component



Though it seems pretty basic, we shall see more cool applications of DSU pretty soon.

