

## DEPTH-FIRST SEARCH-BASED ALGORITHM

↳ based on Murphy's law: whatever you're starting to do, you realize something else

Input:

G - directed graph

Output:

sorted: a list of vertices in topological sorting order, or NULL, if G has cycles

Subalgorithm:  $\text{TOPOSORTDFS}(\text{Graph } G, \text{Vertex } x, \text{List sorted, set FullyProcessed, set imProcessed})$

imProcessed.add(x)

for y in Nim(x)

if y in imProcessed then // there is a cycle  
return false

else if y not in FullyProcessed then

ok =  $\text{topoSortDFS}(G, y, \text{sorted}, \text{FullyProcessed}, \text{imProcessed})$

if not ok then  
return false

imProcessed.remove(x)

sorted.append(x)

FullyProcessed.add(x)

return true

Algorithm:

sorted = EmptyList

FullyProcessed = EmptySet

imProcessed = EmptySet

for x in X do

if x not in FullyProcessed then

ok =  $\text{topoSortDFS}(G, x, \text{sorted}, \text{FullyProcessed}, \text{imProcessed})$

if not ok then

sorted = null

return

Highest cost path between two vertices in  $O(V+E)$

Generalized: longest path cost in graph G

Topologically sort G

for each vertex  $v \in V$  in linearized order

do  $\text{dist}(v) = \max_{(u,v) \in E} \{ \text{dist}(u) + w(u,v) \}$

return  $\max_{v \in V} \{ \text{dist}(v) \}$



$dist[] = \{-INF, -INF, \dots\}$

$dist[c] = 0$  ; // source vertex

for every vertex  $u$  in topological order

if ( $u == z$ ) break; // destination vertex

for every adjacent vertex  $v$  of  $u$

if ( $(dist[u] + weight(u, v)) < dist[v]$ )

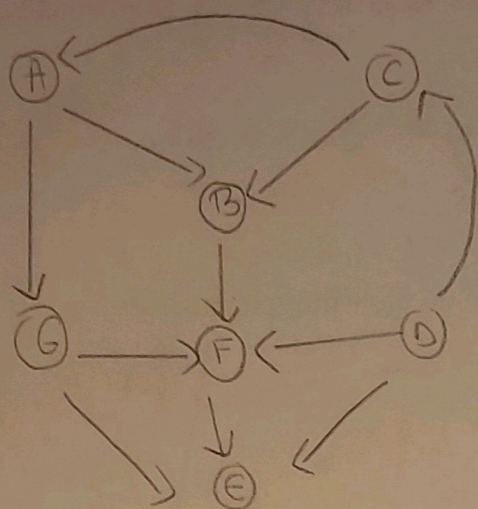
$dist[v] = dist[u] + weight(u, v)$

return  $dist[z]$

From  
TO C++



# TOPOSORT DFS



Topological sorting of the DAG using the DFS method.

For each entry and exit of the recursive function show the execution stack and the sorted list so far.

In the end: the final list of vertices.

A topological sorting: D C A B G F E

calls	x, y	unProcessed	Fully Processed	sorted	ok
initialization		{}	{}	[]	
TopoSortDFS(G, A, [], {}, {})	x=A y=C	{A}	{}	[A]	
TopoSortDFS(G, C, [A], {}, {})	x=C y=D	{A, C}	{}	[C]	
TopoSortDFS(G, D, [A, C], {}, {})	x=D ←	{A, C, D}	{D}	[D]	true
	x=C	{A}	{D, C}	[D, C]	true
	x=A	{}	{D, C, A}	[D, C, A]	true
TopoSortDFS(G, B, [D, C, A], {B, C, A}, {})	x=B y=A y=C	{B}	{D, C, A}	[D, C, A]	
		{}	{D, C, A, B}	[D, C, A, B]	true
TopoSortDFS(G, G, [D, C, A, B], {D, C, A, B}, {})	x=G y=A	{G}	{D, C, A, B}	[D, C, A, B]	
		{}	{D, C, A, B, G}	[D, C, A, B, G]	true
TopoSortDFS(G, E, [D, C, A, B, G], {D, C, A, B, G}, {})	x=E y=D y=G y=F	{E}	{D, C, A, B, G}	[D, C, A, B, G]	
TopoSortDFS(G, F, ...)	x=F y=B y=G y=D	{E, F}	{D, C, A, B, G}	[D, C, A, B, G]	
		{E}	{D, C, A, B, G, F}	[D, C, A, B, G, F]	true
		{}	{D, C, A, B, G, F, E}	[D, C, A, B, G, F, E]	true