



Graph Visits

Tecniche di Programmazione – A.A. 2018/2019



Summary

- Graph visits
- Visits in JGraphT



Graph visits

Representing and visiting graphs

Visit Algorithms

Visit =

- Systematic exploration of a graph
- Starting from a 'source' vertex
- Reaching all reachable vertices

Main strategies

- Breadth-first visit ("in ampiezza")
- Depth-first visit ("in profondità")

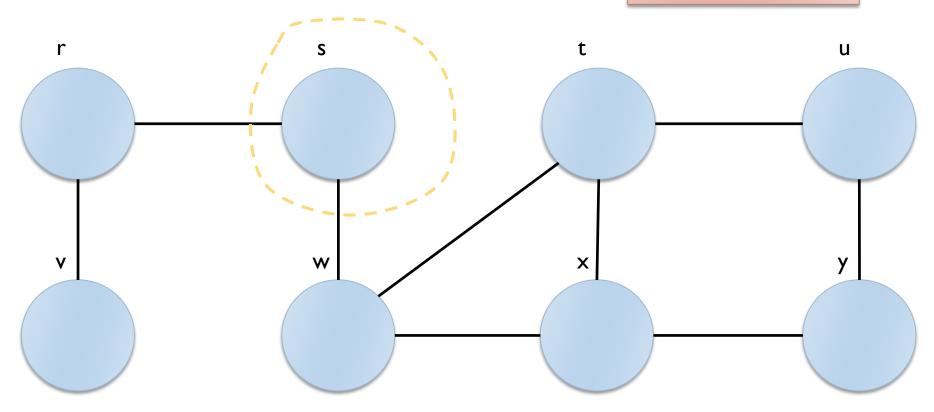
Breadth-First Visit

- Also called Breadth-first search (BFV or BFS)
- All reachable vertices are visited "by levels"
 - ▶ L − level of the visit
 - $ightharpoonup S_L$ set of vertices in level L
 - \triangleright L=0, S₀={ v_{source} }
 - \triangleright Repeat while S_L is not empty:
 - $ightharpoonup S_{L+1}$ = set of all vertices:
 - □ not visited yet, and
 - \square adjacent to at least one vertex in S_L
 - ▶ L=L+1

Source = s

$$L = 0$$

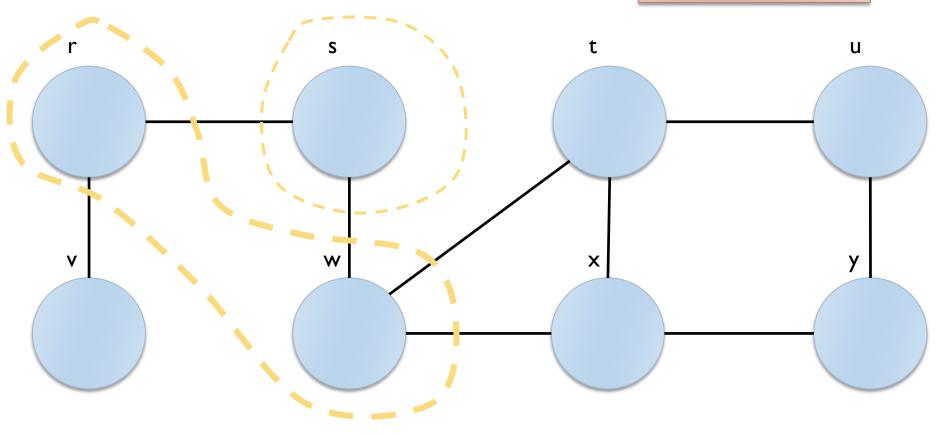
 $S_0 = \{s\}$



$$L = I$$

$$S_0 = \{s\}$$

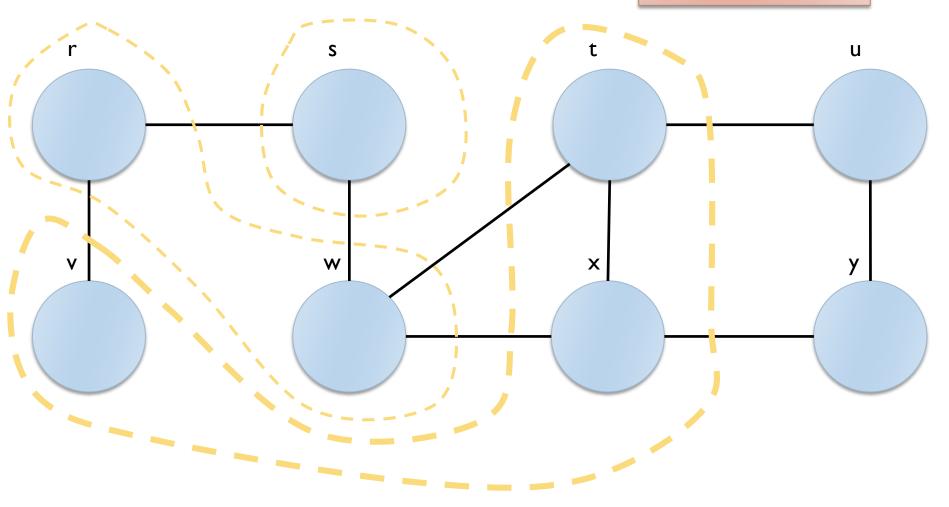
$$S_1 = \{r, w\}$$



L = 2

$$S_1 = \{r, w\}$$

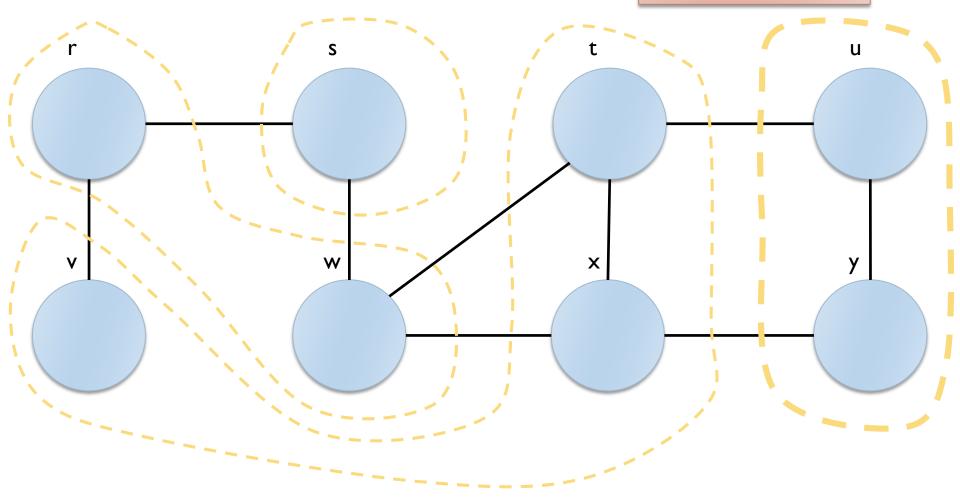
 $S_2 = \{v, t, x\}$



L = 3

$$S_2 = \{v, t, x\}$$

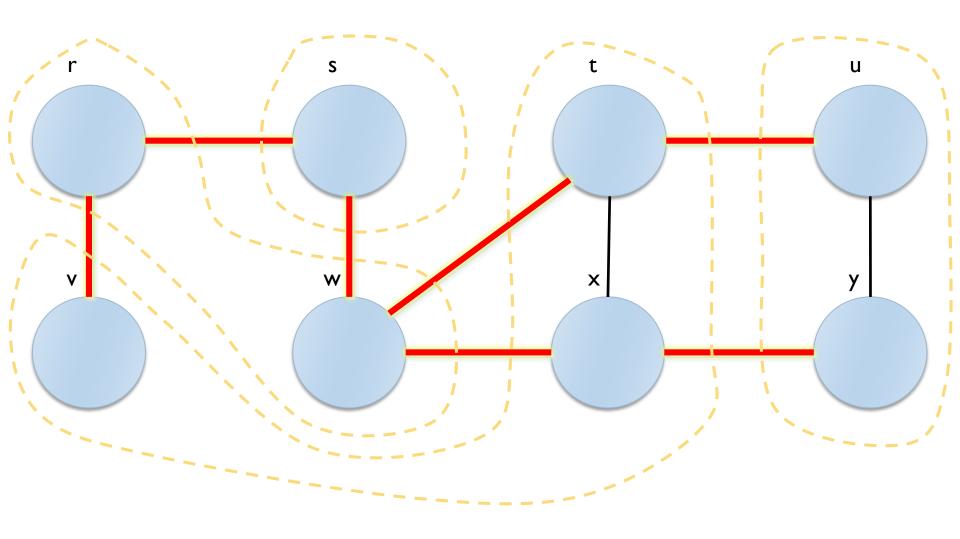
 $S_3 = \{u, y\}$



BFS Tree

- ▶ The result of a BFV identifies a "visit tree" in the graph:
 - The tree root is the source vertex
 - Tree nodes are all graph vertices
 - (in the same connected component of the source)
 - Tree are a subset of graph edges
 - ▶ Those edges that have been used to "discover" new vertices.

BFS Tree



Minimum (shortest) paths

- Shortest path: the minumum number of edges on any path between two vertices
- The BFS procedure computes all minimum paths for all vertices, starting from the source vertex
- ▶ NB: unweighted graph : path length = number of edges

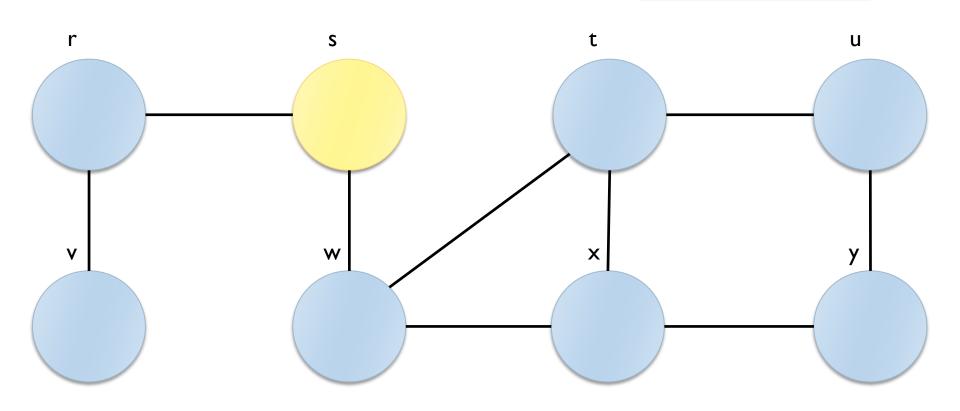
Depth First Visit

- Also called Depth-first search (DFV or DFS)
- Opposite approach to BFS
- At every step, visit one (yet unvisited) vertex, adjacent to the last visited one
- If no such vertex exist, go back one step to the previously visited vertex
- Lends itself to recursive implementation
 - Similar to tree visit procedures

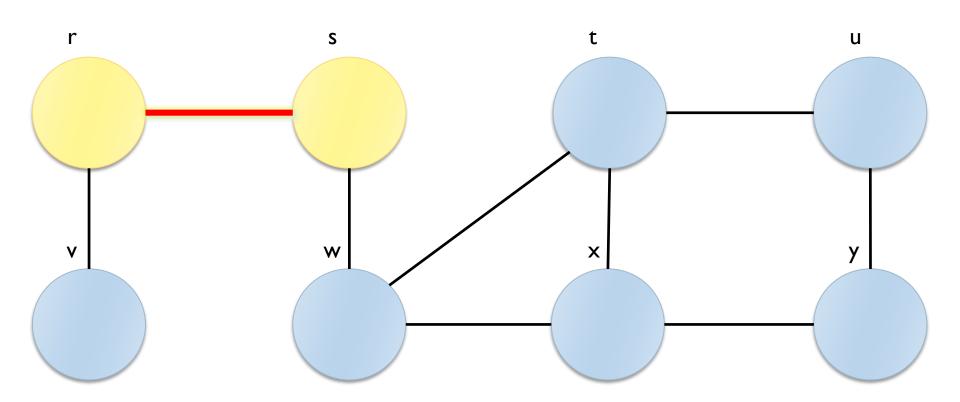
DFS Algorithm

- DFS(Vertex v)
 - For all (w : adjacent_to(v))
 - If(not visited (w))
 - □ Visit (w)
 - □ DFS(w)
- Start with: DFS(source)

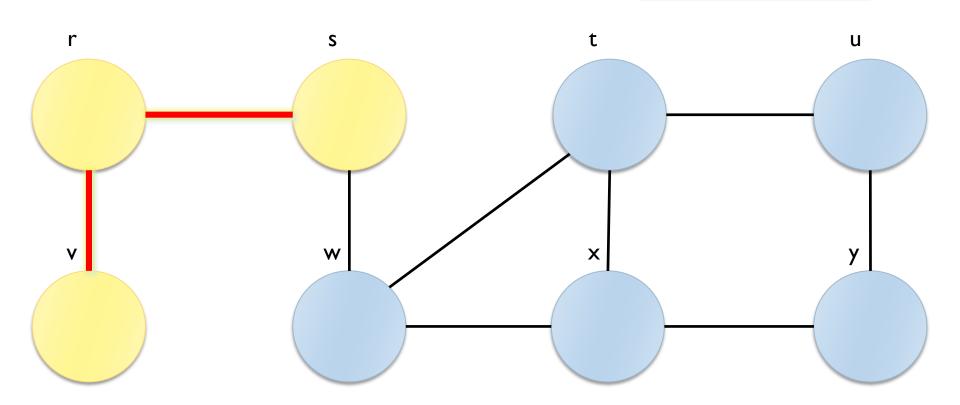
Source = s



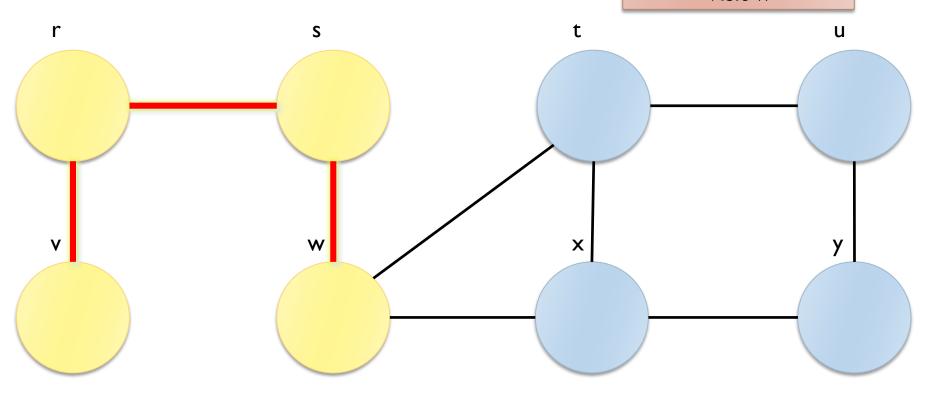
Source = s Visit r



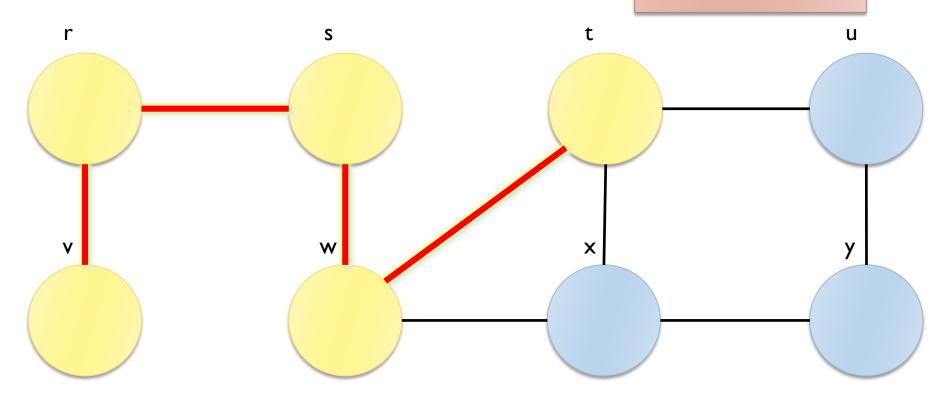
Source = s
Visit r
Visit v



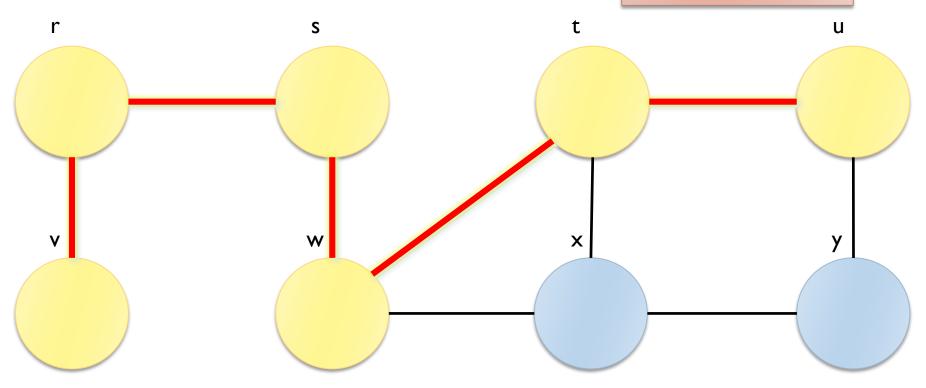
Source = s
Back to r
Back to s
Visit w



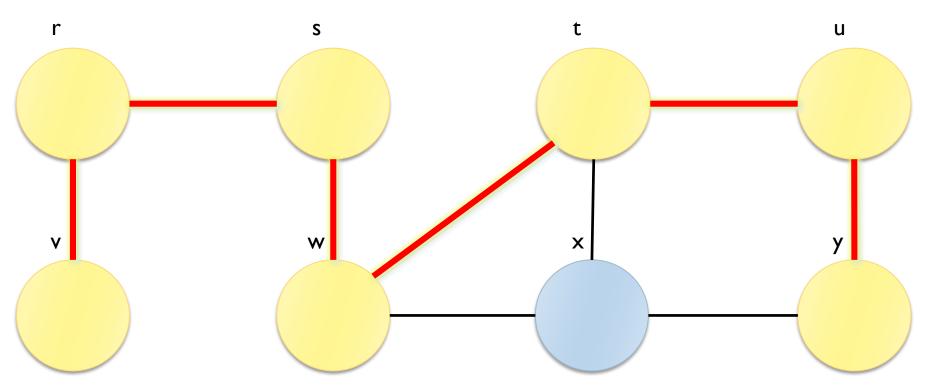
Source = s
Visit w
Visit t



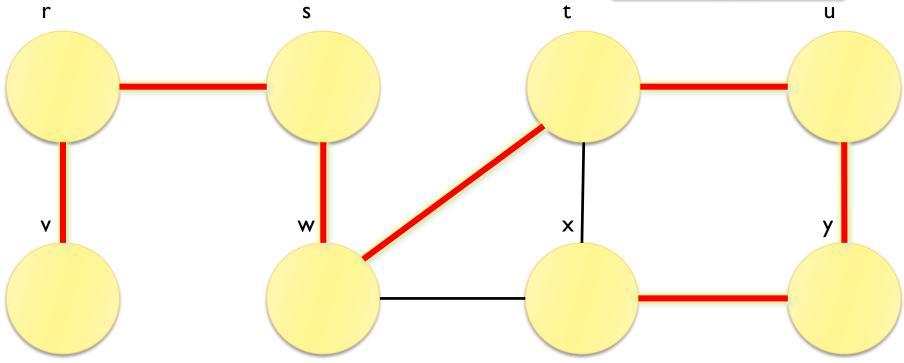
Source = s
Visit w
Visit t
Visit u

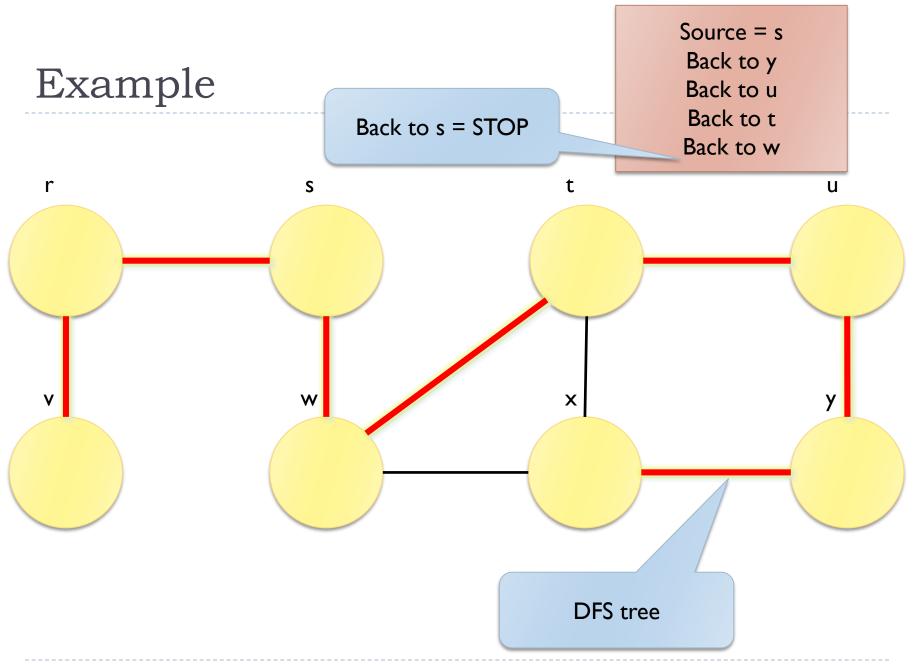


Source = s
Visit w
Visit t
Visit u
Visit y



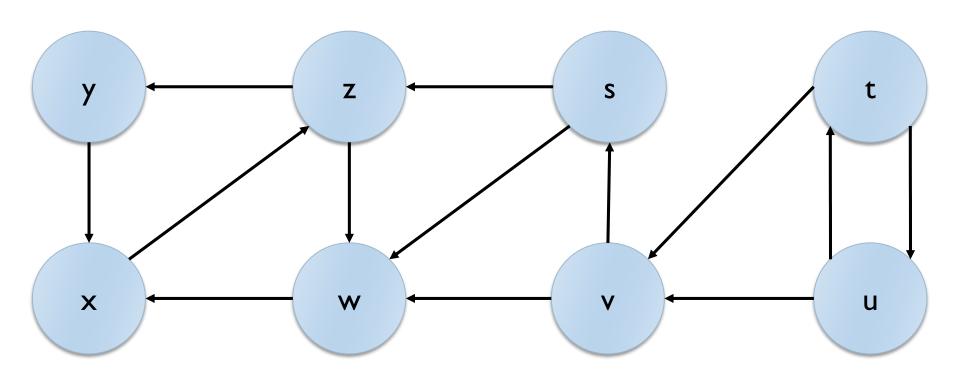
Source = s
Visit w
Visit t
Visit u
Visit y
Visit x



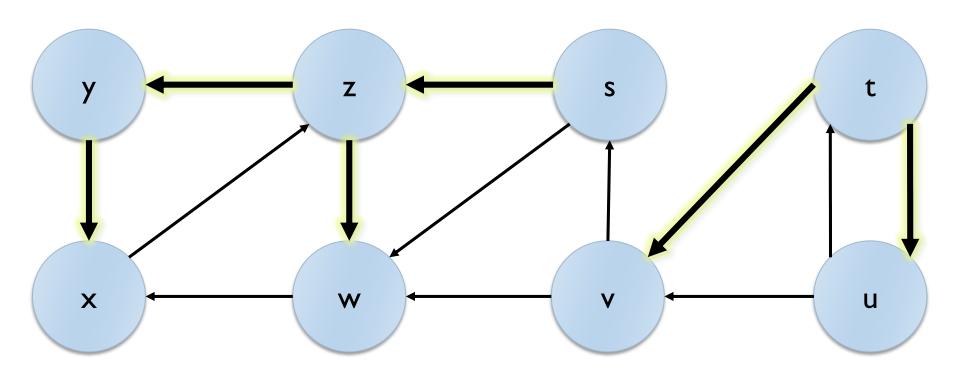


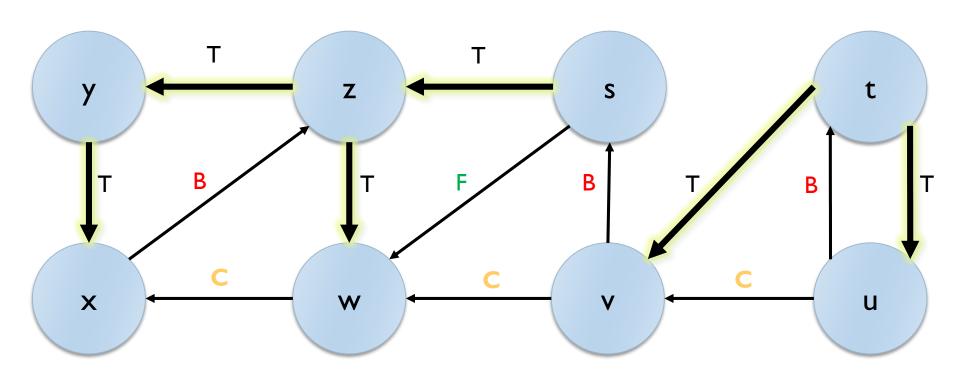
Edge classification

- In an directed graph, after a DFS visit, all edges fall in one of these 4 categories:
 - T: **Tree** edges (belonging to the DFS tree)
 - B: **Back** edges (not in T, and connect a vertex to one of its ancestors)
 - F: Forward edges (not in T and B, and connect a vertex to one of its descendants)
 - C: Cross edges (all remaining edges)



DFS visit (sources: s, t)





Cycles

- ▶ Theorem:
- A directed graph is acyclic if and only if a depth-first visit does not produce any B edge

Complexity

- Visits have linear complexity in the graph size
 - ▶ BFS : O(V+E)
 - ▶ DFS : Θ(V+E)
- N.B. for dense graphs, $E = O(V^2)$

Resources

- Maths Encyclopedia: http://mathworld.wolfram.com/
- Basic Graph Theory with Applications to Economics http://www.isid.ac.in/~dmishra/mpdoc/lecgraph.pdf
- Application of Graph Theory in real world

http://prezi.com/tseh | wvpves-/application-of-graph-theory-in-real-world/

Resources

- Open Data Structures (in Java), Pat Morin, http://opendatastructures.org/
- Algorithms Course Materials, Jeff Erickson, http://www.cs.uiuc.edu/~jeffe/teaching/algorithms/
- Graphbook A book on algorithmic graph theory, David Joyner, Minh Van Nguyen, and David Phillips, https://code.google.com/p/graphbook/



Visits in JGraphT

Representing and visiting graphs

JGraphT and visits

- Visits are called "traversals"
- Implemented through Iterator classes
- Package org.jgrapht.traverse

Graph traversal classes

Package org.jgrapht.traverse

Graph traversal means.

See: Description

Interface Summary

| Interface | Description |
|---------------------------|-------------------|
| GraphIterator <v,e></v,e> | A graph iterator. |

Class Summary

| Class | Description |
|--|---|
| AbstractGraphIterator <v,e></v,e> | An empty implementation of a graph iterator to minimize the effort required to implement graph iterators. |
| BreadthFirstIterator <v,e></v,e> | A breadth-first iterator for a directed or undirected graph. |
| ClosestFirstIterator <v,e></v,e> | A closest-first iterator for a directed or undirected graph. |
| $\textbf{CrossComponentIterator}{<}{V,E,D}{>}$ | Provides a cross-connected-component traversal functionality for iterator subclasses. |
| DegeneracyOrderingIterator <v,e></v,e> | A degeneracy ordering iterator. |
| DepthFirstIterator <v,e></v,e> | A depth-first iterator for a directed or undirected graph. |
| RandomWalkIterator <v,e></v,e> | A random walk iterator for a directed or undirected graph. |
| TopologicalOrderIterator <v,e></v,e> | A topological ordering iterator for a directed acyclic graph. |

Graph iterators

Usual hasNext() and next() methods

Processing during traversal

- May register event listeners to traversal steps
 - void addTraversalListener(<u>TraversalListener</u><<u>V,E</u>> I)
- TraversalListeners may react to:
 - Edge traversed
 - Vertex traversed
 - Vertex finished
 - Connected component started
 - Connected component finished

Types of traversal iterators

- BreadthFirstIterator
- DepthFirstIterator
- ClosestFirstIterator
 - The metric for *closest* here is the path length from a start vertex. Graph.getEdgeWeight(Edge) is summed to calculate path length. Optionally, path length may be bounded by a finite radius.

TopologicalOrderIterator

A topological sort is a permutation p of the vertices of a graph such that an edge {i,j} implies that i appears before j in p. Only directed acyclic graphs can be topologically sorted.

Resources

▶ JGraphT Library: http://jgrapht.org/

Licenza d'uso



 Queste diapositive sono distribuite con licenza Creative Commons "Attribuzione - Non commerciale - Condividi allo stesso modo (CC BY-NC-SA)"

Sei libero:

- di riprodurre, distribuire, comunicare al pubblico, esporre in pubblico, rappresentare, eseguire e recitare quest'opera

di modificare quest'opera

Alle seguenti condizioni:

Attribuzione — Devi attribuire la paternità dell'opera agli autori originali e in modo tale da non suggerire che essi avallino te o il modo i cui tu usi l'opera.



Non commerciale — Non puoi usare quest'opera per fini commerciali.



- Condividi allo stesso modo Se alteri o trasformi quest'opera, o se la usi per crearne un'altra, puoi distribuire l'opera risultante solo con un licenza identica o equivalente a questa.
- http://creativecommons.org/licenses/by-nc-sa/3.0/