

Documentation Graphs

This documentation is made by 214101020 Harsh Bijwe.
There are 2 folders and 1 cpp file zipped together.

1. *input folder*: Contains 10 pre-made Test-files which is used as input source to 214101020_Graphs.cpp. It will also contain a custom made test case.
2. *Graphviz folder*: It will contain Output of each of the 4 Operations of Assignment, along with originalGraph output.
3. *Cpp File*: Main file where all computations happen.

NOTE: It is **Mandatory** to place above mentioned files & folders in the same Directory. Otherwise, it will lead to **segment fault**. Other details on how to run can be found in the *Readme file* which is zipped along.

Logic Used:

1. DFS : DFS is implemented as a recursive procedure. We track *visited node vector* instead of coloring each vertex. *Pre* & *post* vectors hold the start and end time of each node as a vector.
2. Tarjan SCC: We maintain a *low number* and *df number* per node as a vector to find out SCC. This method implicitly uses DFS. *Low number* is the smallest *df numbered vertex* that can be reached from a given vertex by using one or more tree edges and **at most**

one back-edge or cross-edge. *Df number* is the depth first number of the node.

3. Min-Edge Graph: First find SCC using Tarjan's Algorithm. As per the edges in the original graph, find out edges within SCC & intra-SCC. Also reject parallel edges.
4. Is Semiconnected: It can be done in $O(V*V*V)$ complexity [Floyd-Warshall Algorithm] but an efficient Algorithm exist whose time complexity is $O(V+E)$:-
 - a. Find Maximal SCCs in the graph
 - b. Build the SCC graph $G'=(U,E')$ such that U is a set of SCCs. $E' = \{(V1,V2) \mid \text{there is } v1 \text{ in } V1 \text{ and } v2 \text{ in } V2 \text{ such that } (v1,v2) \text{ is in } E\}$
 - c. Do topological sort on G'
 - d. Check if for every i , there is edge V_i, V_{i+1} .
5. Dijkstra: Dijkstra's algorithm uses a priority queue implemented as Min-heap Data Structure, which gives the least reachable node from source to target. Each time we find a vertex, we close it. And repeat the procedure. It is NOT guaranteed that dijkstra computes the shortest path in case of negative weight edges & negative Cycles, it may fail to give the shortest path in these 2 cases.

