# CSE 101- Winter '18 Discussion Section Week 2

#### **Topics**

- Topological ordering
- Strongly connected components
- Binary search
- Introduction to Divide and Conquer algorithms

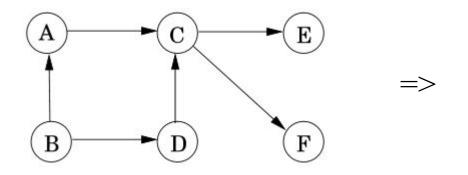
#### **Topological ordering**

Given a directed graph G = (V,E) with |V|=n, assign labels 1,...,n to v<sub>i</sub> ∈ V s.t. if v has label k, all vertices reachable from v have labels > k

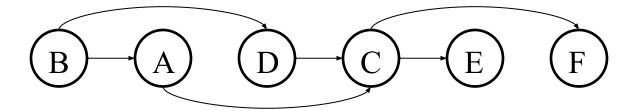
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#### Pictorially



(only forward edges if vertices arranged in increasing order of labels)



#### **Topological ordering**

- If G has a directed cycle => no topological ordering
   Why?
- Theorem Every directed graph without a directed cycle (DAG) has a topological ordering
- Revised problem: Given a directed acyclic graph G
   = (V,E) with |V|=n, assign labels 1,...,n to v<sub>i</sub> ∈ V s.t.
   if v has label k, all vertices reachable from v have labels > k

How would you approach this problem?

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  - Find a vertex which you know can be labelled 1
  - What are the properties of such a "starting" vertex?

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  - Find a vertex which you know can be labelled 1
  - What are the properties of such a "starting" vertex?
- Claim: A DAG G always has some vertex with indegree = 0
  - Take an arbitrary vertex v. If v doesn't have indegree = 0, traverse any incoming edge to reach a predecessor of v. If this vertex doesn't have indegree = 0, traverse any incoming edge to reach a predecessor, etc.
  - Eventually, this process will either Identify a vertex with indegree = 0, or else reach a vertex that has been reached previously (a contradiction, given that G is acyclic)

- How would you approach this problem?
  - Find a vertex which you know can be labelled 1
  - What are the properties of such a "starting" vertex?
- Inductive (or recursive) approach
  - Find a vertex v with indegree(v) = 0; give it lowest available label;
  - Delete v (and incident edges, update degrees of remaining edges)
  - Repeat
- (Bonus) can you do the same, beginning with an "ending" vertex?

# **Topological ordering – using DFS**

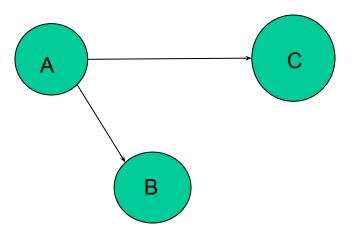
- Claim: In a DAG, every edge leads to a vertex with lower post number.
- Why?

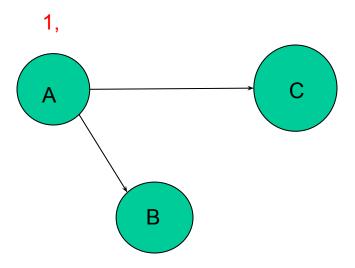
# Topological ordering – using DFS

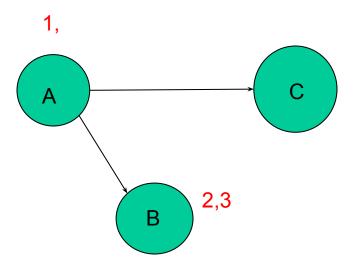
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- Why?
  - Any edge (u,v) for which post(v) > post(u) is a back edge.
     But a DAG, being acyclic, has no back edges.

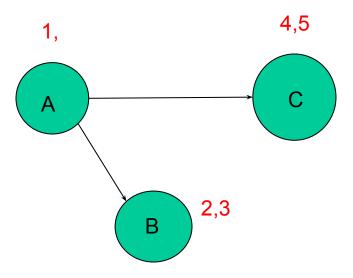
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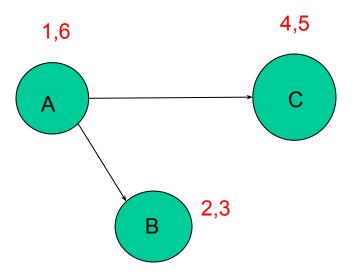
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- Why?
  - Any edge (u,v) for which post(v) > post(u) is a back edge.
     But a DAG, being acyclic, has no back edges.
- Obvious solution:
  - Run DFS, then perform tasks in decreasing order of post numbers
  - Linear running time!

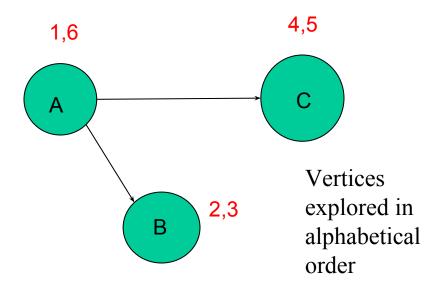


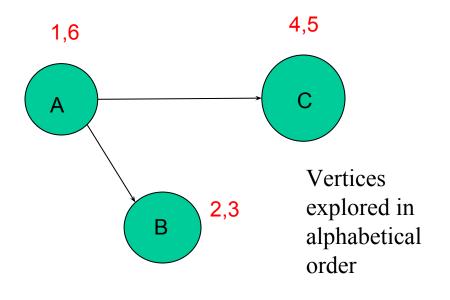


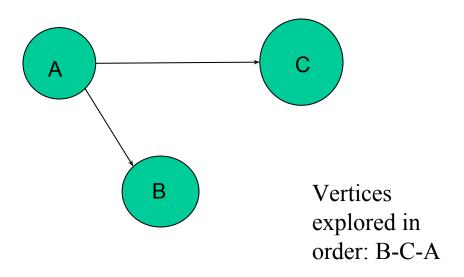


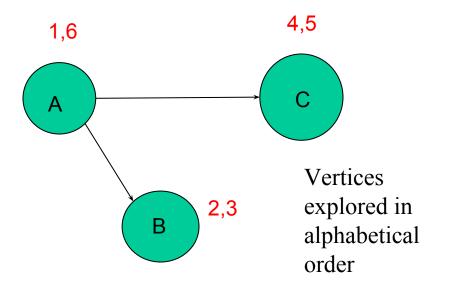


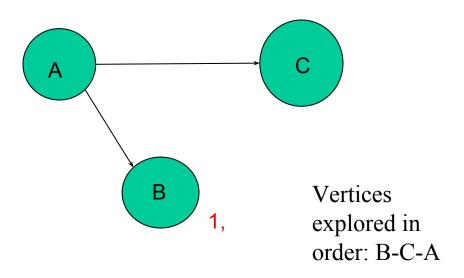


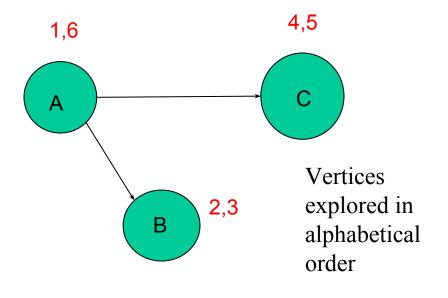


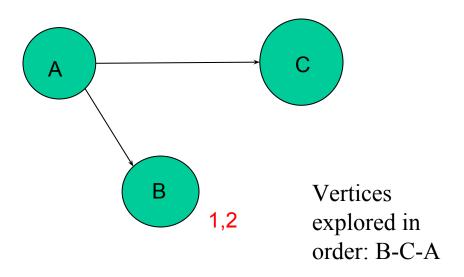


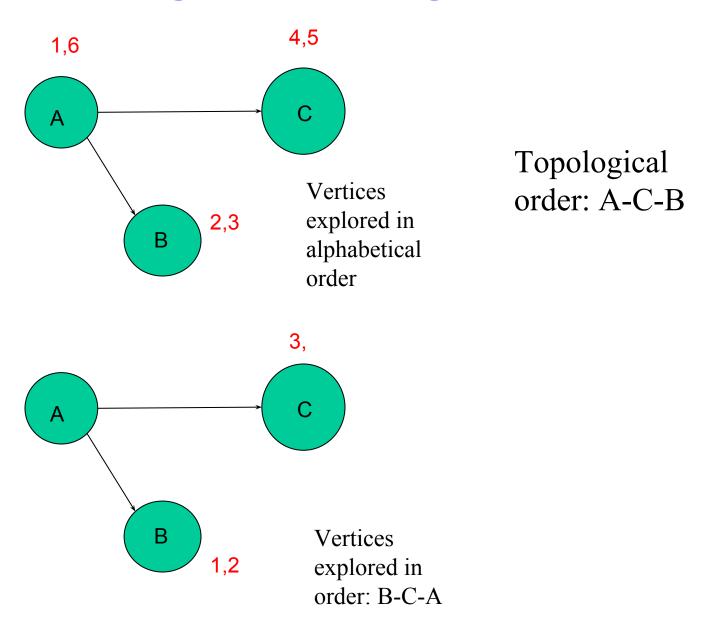


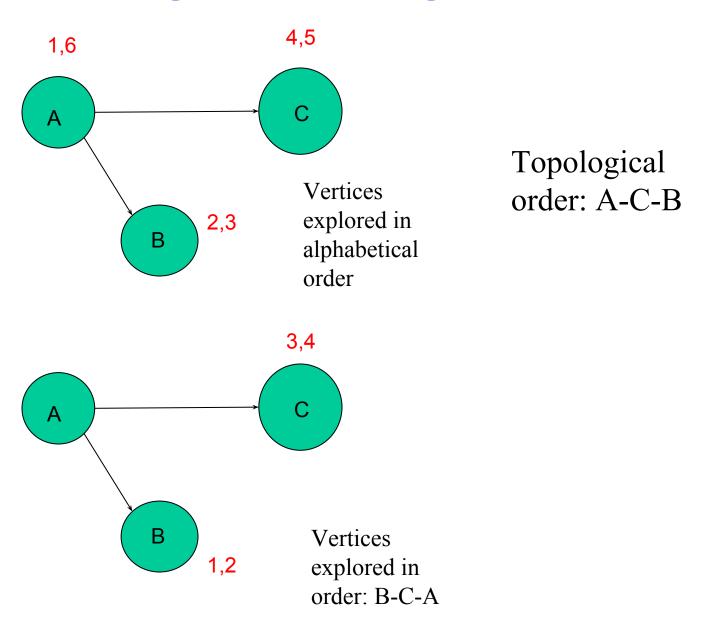


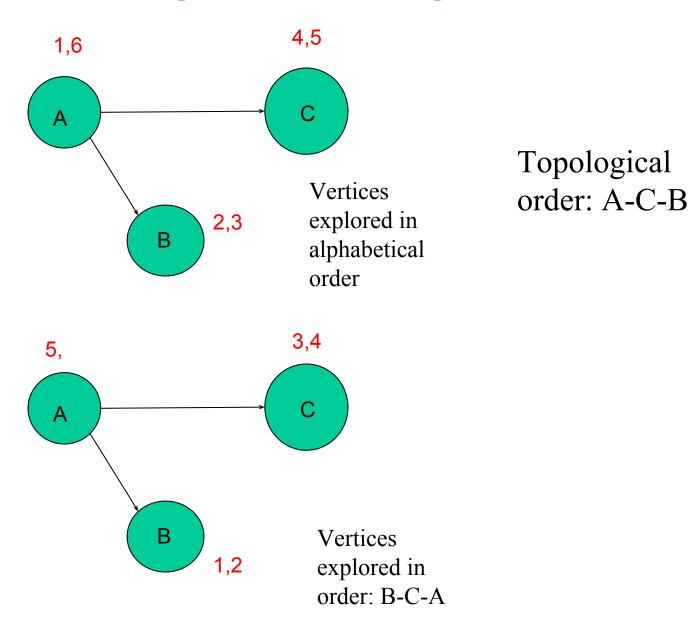


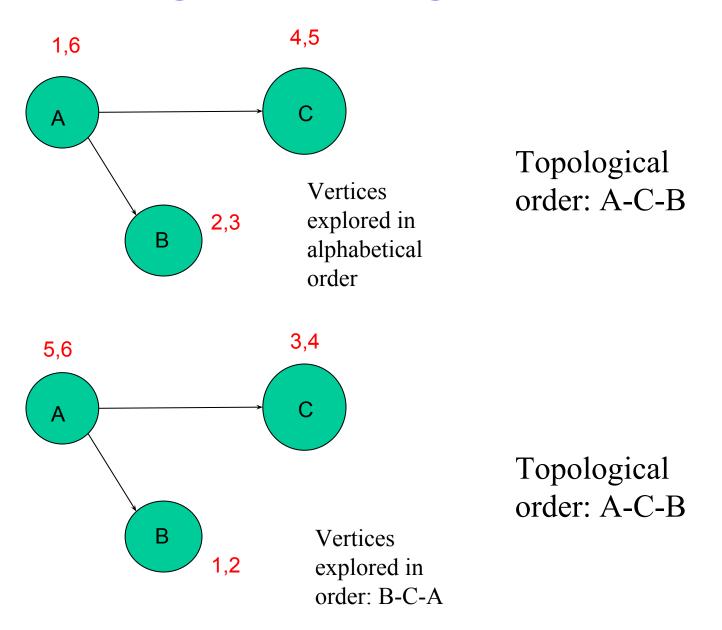










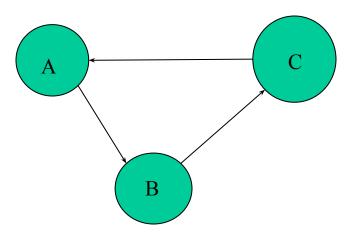


#### **Strongly Connected Components**

 Two vertices u and v of a directed graph are connected if there is a path from u to v and a path from v to u.

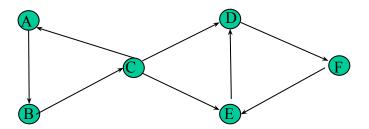
#### **Strongly Connected Components**

- Two vertices u and v of a directed graph are connected if there is a path from u to v and a path from v to u.
- This definition leads to a partition of a directed graph into disjoint sets of vertices -> strongly connected components



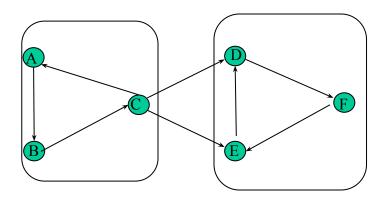
#### Meta graph

- Meta Graph The graph obtained by shrinking each strongly connected component down to a single meta-node and drawing an edge from one meta-node to another if there is an edge between their respective components.
- Meta Graph is a DAG. (Why?)
- In other words, every directed graph is a dag of its strongly connected components.



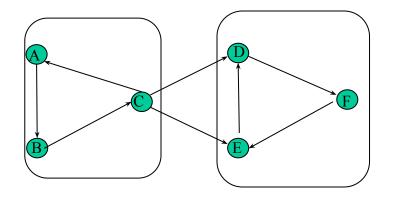
#### Meta graph

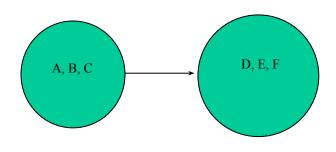
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#### **Binary search**

Looking up a word in the dictionary

Problem: Find x in a sorted array A[1...n]

- Algorithm:
  - Compare x with middle element of array A
  - Recursively find x in left subarray or right subarray

#### Binary search pseudocode

```
Binary search(A[], key, first, last)
   if (first > last) return not found
   mid = (first + last)/2
   if (key == A[mid]) return mid
   if (key < A[mid])</pre>
      return Binary search(A[],key,first,mid-1)
   if (key > A[mid])
      return Binary search(A[],key,mid+1,last)
```

#### **Divide and Conquer**

 Divide – the problem (instance) into one or more subproblems

Conquer – each subproblem recursively

Combine – separate solutions

#### Binary search pseudocode

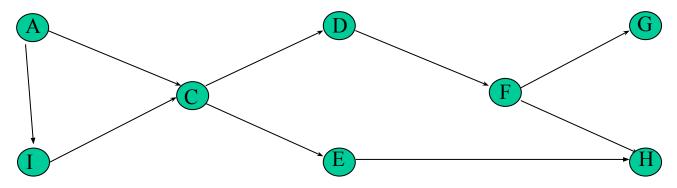
```
Binary_search(A[], key, first, last)
   if (first > last) return not found //base case
   mid = (first + last)/2
   if (key == A[mid]) return mid
   //divide & conquer
   if (key < A[mid])</pre>
      return Binary search(A[],key,first,mid-1)
   if (key > A[mid])
      return Binary search(A[],key,mid+1,last)
```

#### **Binary search revisited**

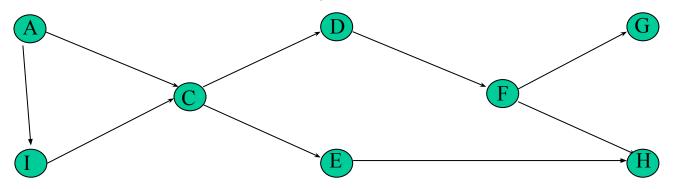
- Divide: compare x with middle element
- Conquer: recurse in <u>one</u> subarray
- Combine: trivial
- Running time
  - T(n) = T(n/2) + O(1)
  - Master theorem:  $T(n) \le a \cdot T(n/b) + O(n^d)$ 
    - 1.  $T(n) = O(n^d)$  if  $a < b^d$
    - 2.  $T(n) = O(n^d \log n)$  if  $a = b^d$
    - 3.  $T(n) = O(nlog_b a)$  if  $a > b^d$
  - Using master theorem, T(n) = O(log n) (Case 2)

#### **Solved Exercise**

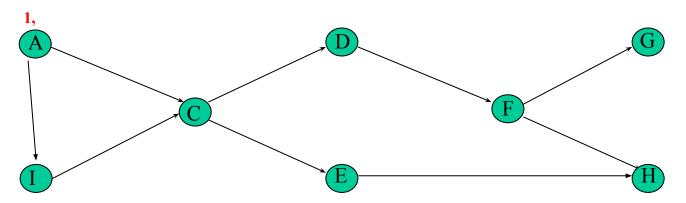
 Run the DFS-based topological ordering algorithm on the following graph. Whenever you have a choice of vertices to explore, always pick the one that is alphabetically first.

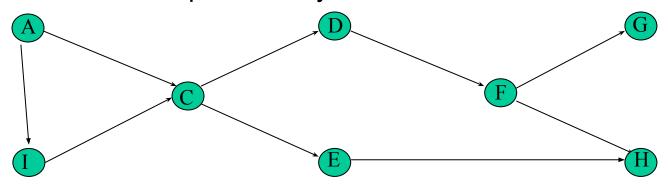


- a) Indicate the pre and post numbers of the nodes.
- Solution

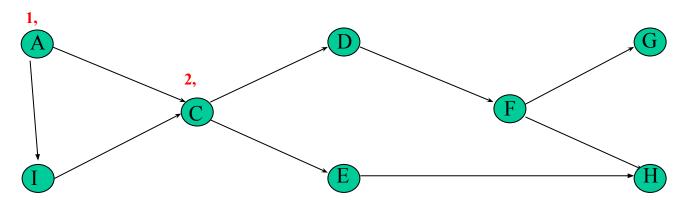


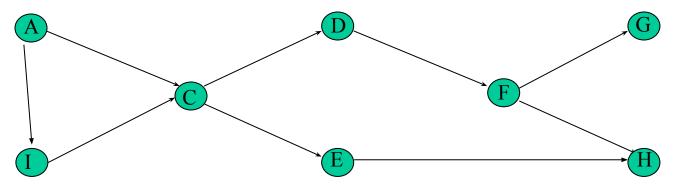
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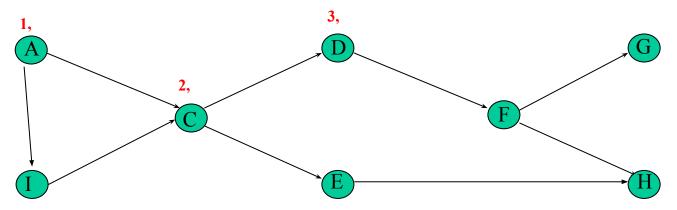


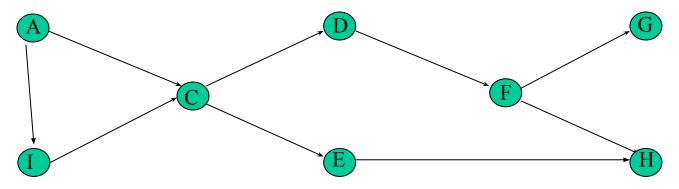
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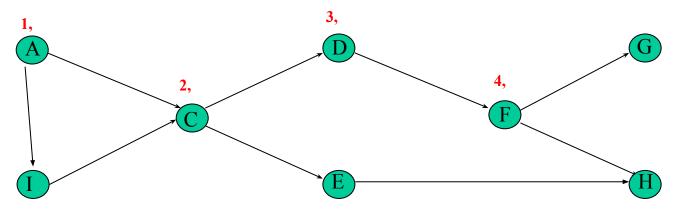


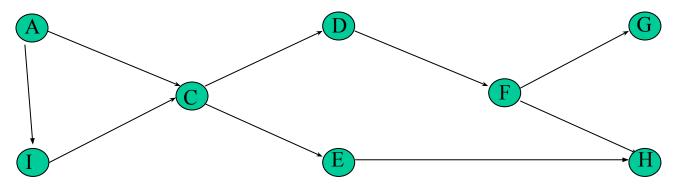
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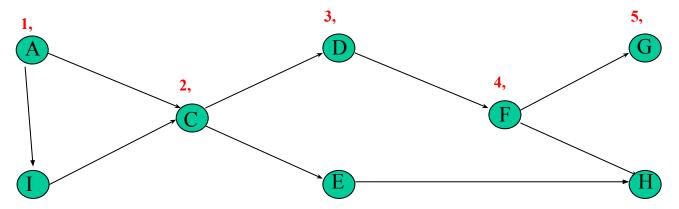


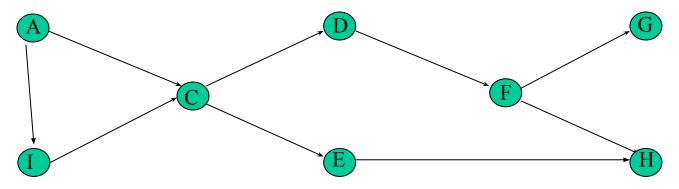
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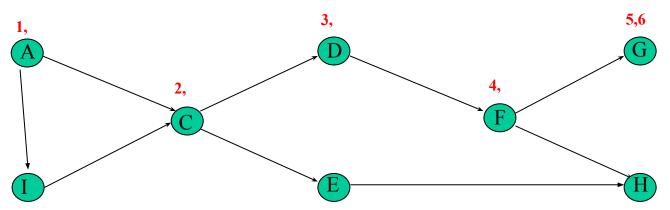


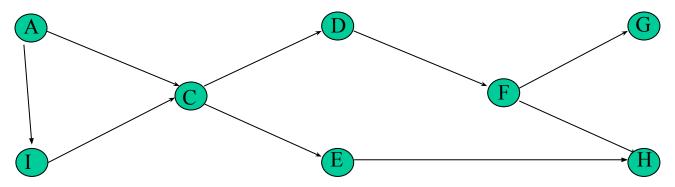
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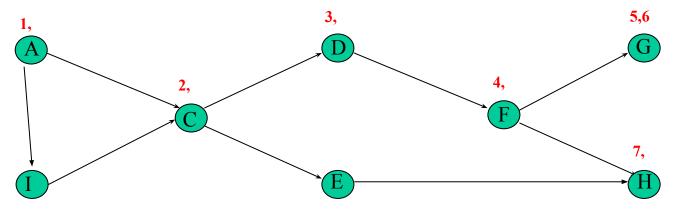


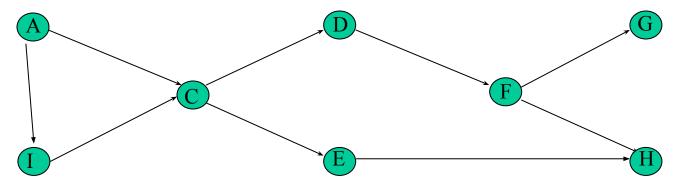
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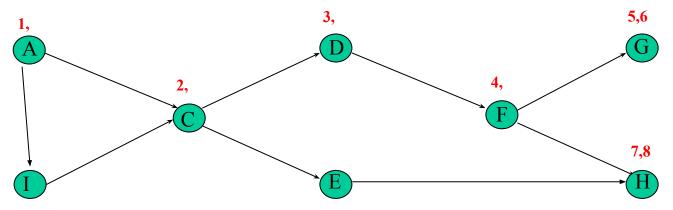


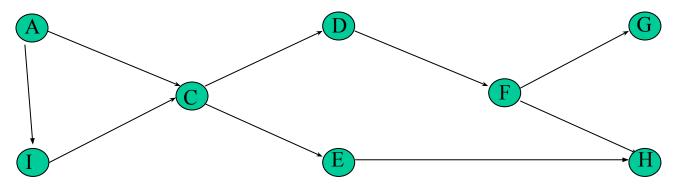
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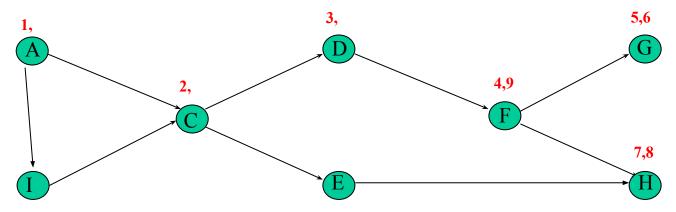


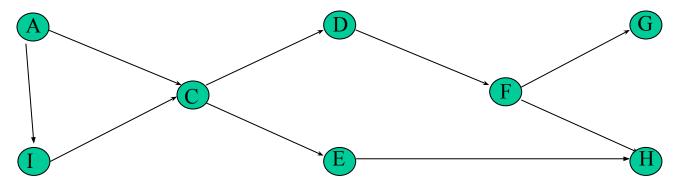
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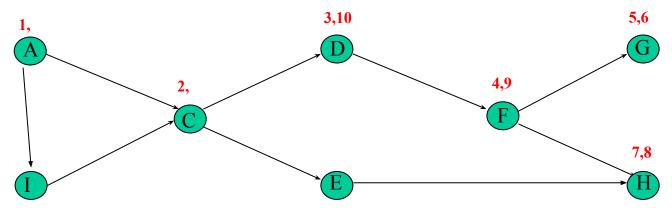


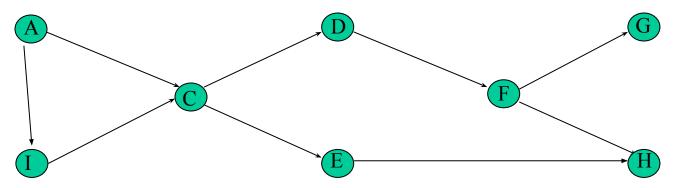
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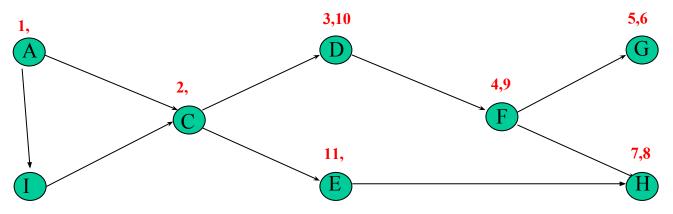


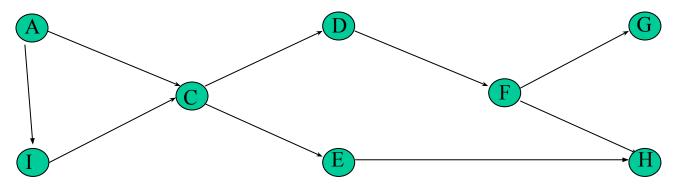
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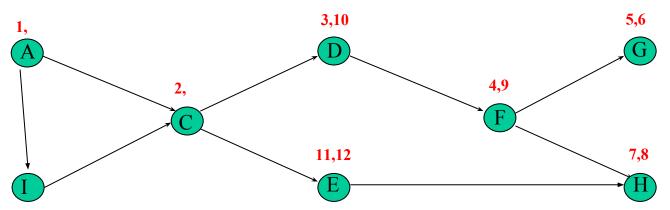


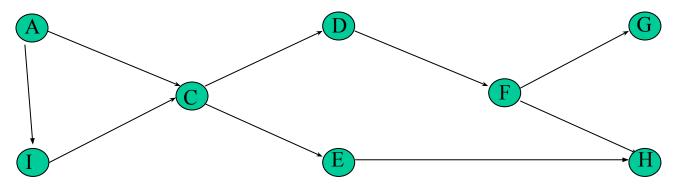
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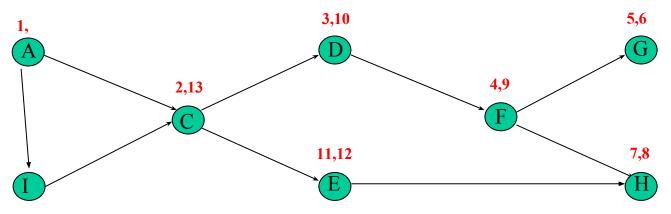


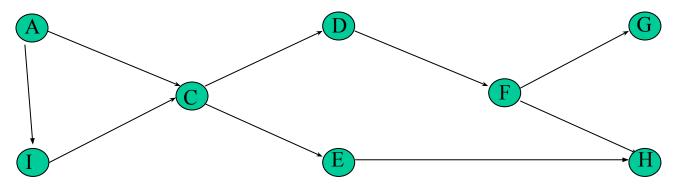
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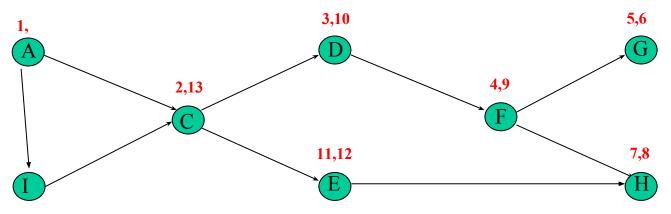


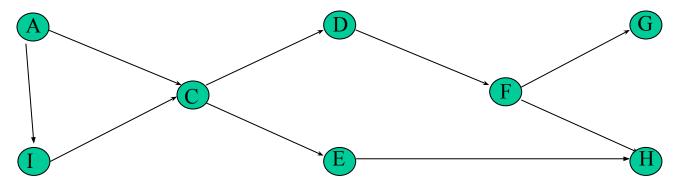
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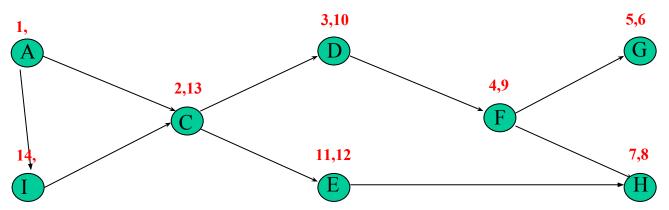


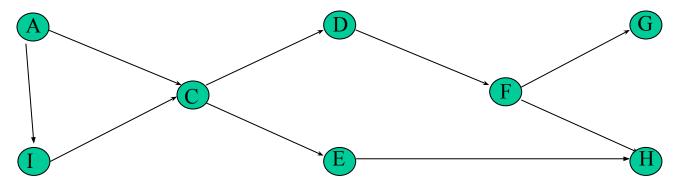
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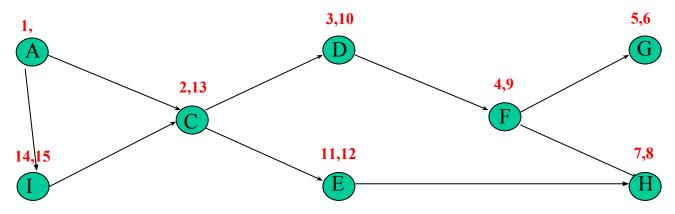


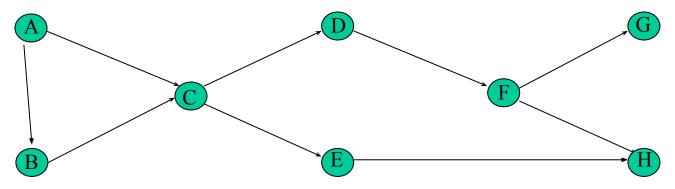
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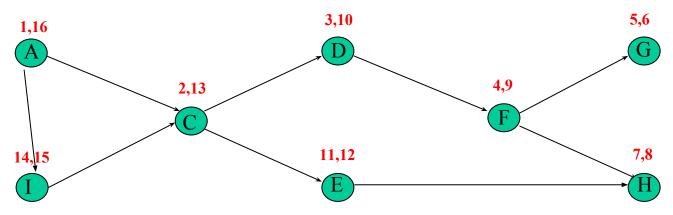


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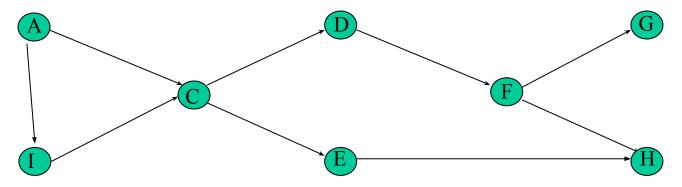




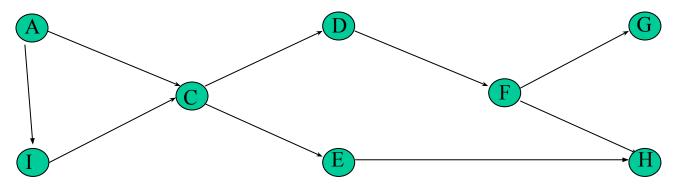
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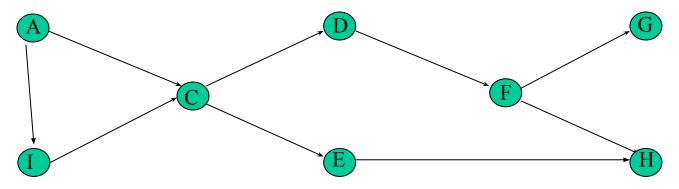
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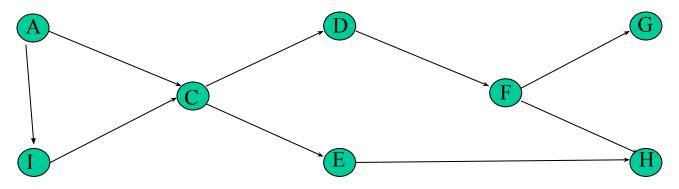
• b) What are the sources and sinks of the graph?



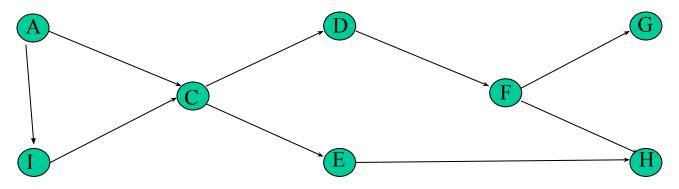
- b) What are the sources and sinks of the graph?
- Solution
  - From the DFS performed in the previous step we are aware that vertex A is a source node since it has the highest post number.



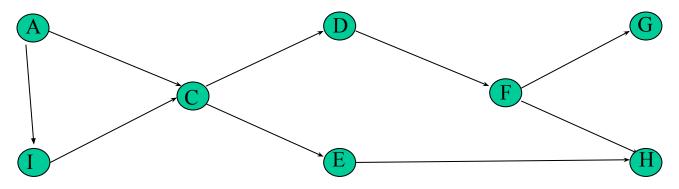
- b) What are the sources and sinks of the graph?
- Solution
  - From the DFS performed in the previous step, we are aware that vertex G has the lowest post number. Thus, vertex G is a sink.



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- Solution
  - From the DFS performed in the previous step, we are aware that vertex G has the lowest post number. Thus, vertex G is a sink.
  - Also, in the above DFS while visiting the vertices in the adjacency list of vertex F we could have visited vertex H before vertex G. This would have lead to vertex H having the least post number. Thus, vertex H can be a sink as well.



- c) What topological ordering is found by the algorithm?
- Solution



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- Solution

