

Design and Analysis of Algorithms

L17: Topological Sorting

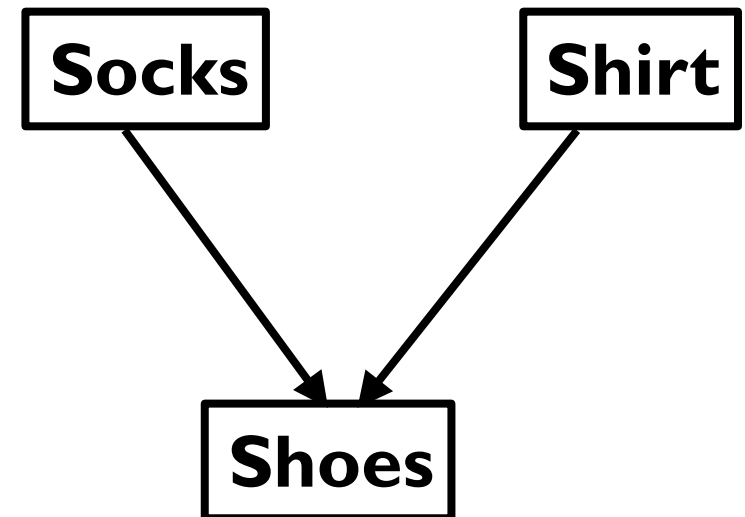
Dr. Ram P Rustagi
Sem IV (2019-H1)
Dept of CSE, KSIT/KSSEM
rprustagi@ksit.edu.in

Resources

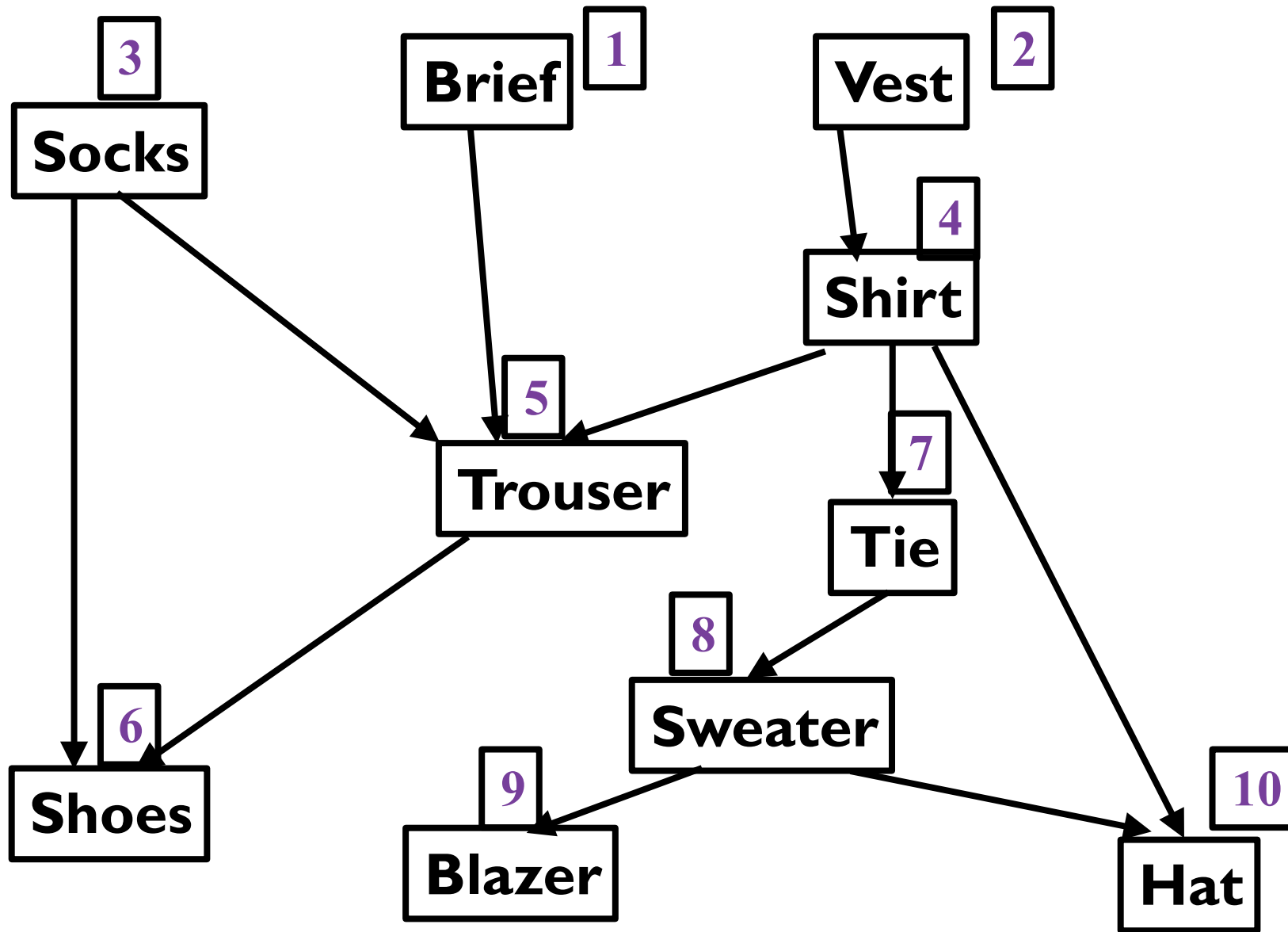
- Text book 1: Sec 5.1-5.3 - Levitin

Topological Sort Example

- Show the dependency graph in the order of wearing man's cloths
 - Blazer (Coat)
 - Brief
 - Hat
 - Shirt (tucked-in)
 - Sweater
 - Tie
 - Trouser
 - Socks
 - Shoes
 - Vest



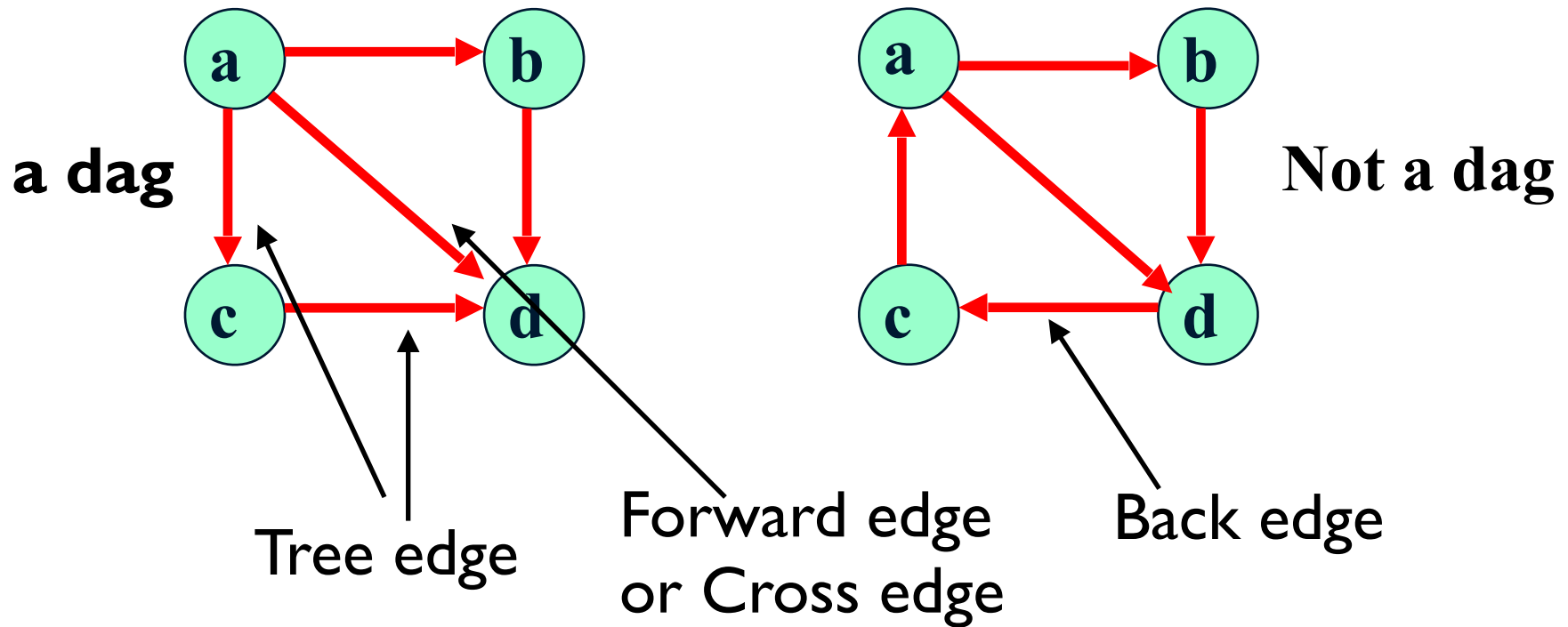
Topological Sort Example



Directed Acyclic Graph (*dag*)

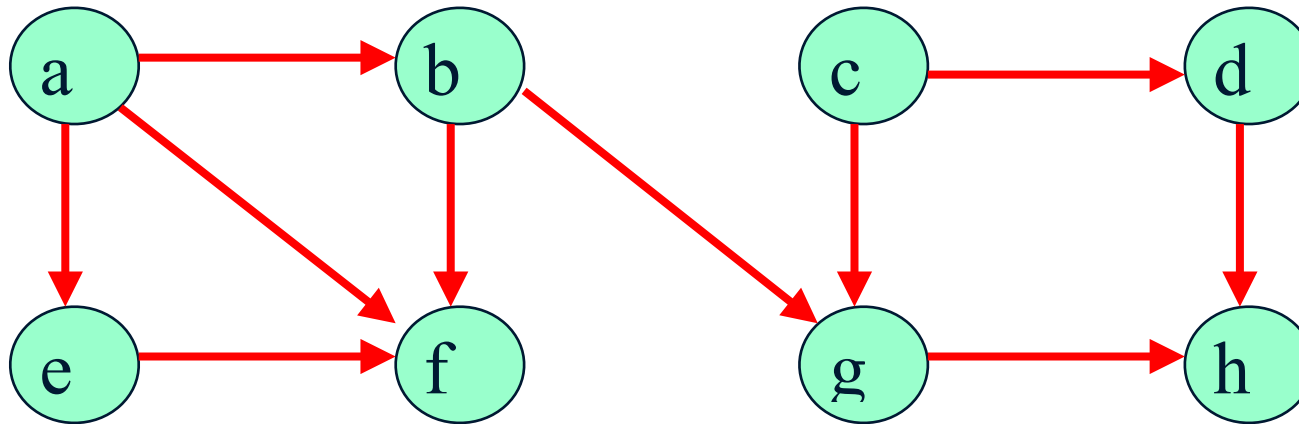
- *dag*: A directed graph with no (direct) cycles
- Useful in cases where pre-requisite constraints exists that define some dependency
- Topological sorting:
 - Ordering of vertices such that for every (directed) edge, the starting vertex of the edge is listed before the ending vertex.
 - pre-requisite courses for higher order courses
 - version control
 - Being a *dag* is a necessary condition for topological sorting to be possible.

Examples: *dag* and non-*dag*



Topological Sort: DFS Based

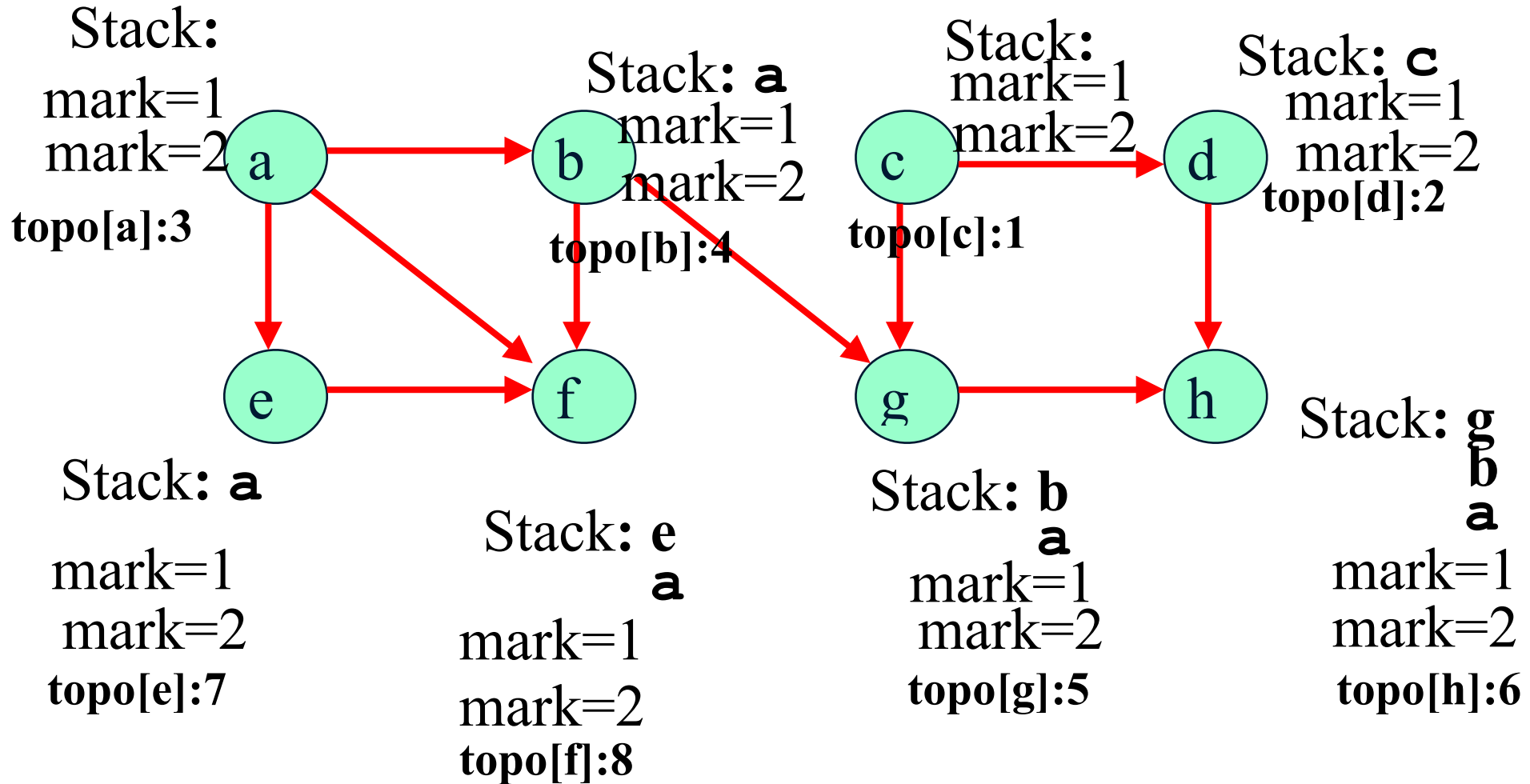
- DFS-based algorithm for topological sorting
 - Perform DFS traversal,
 - Note down the order vertices are popped off the traversal stack
 - Reverse order solves topological sorting problem
 - Back edges encountered? → NOT a dag!



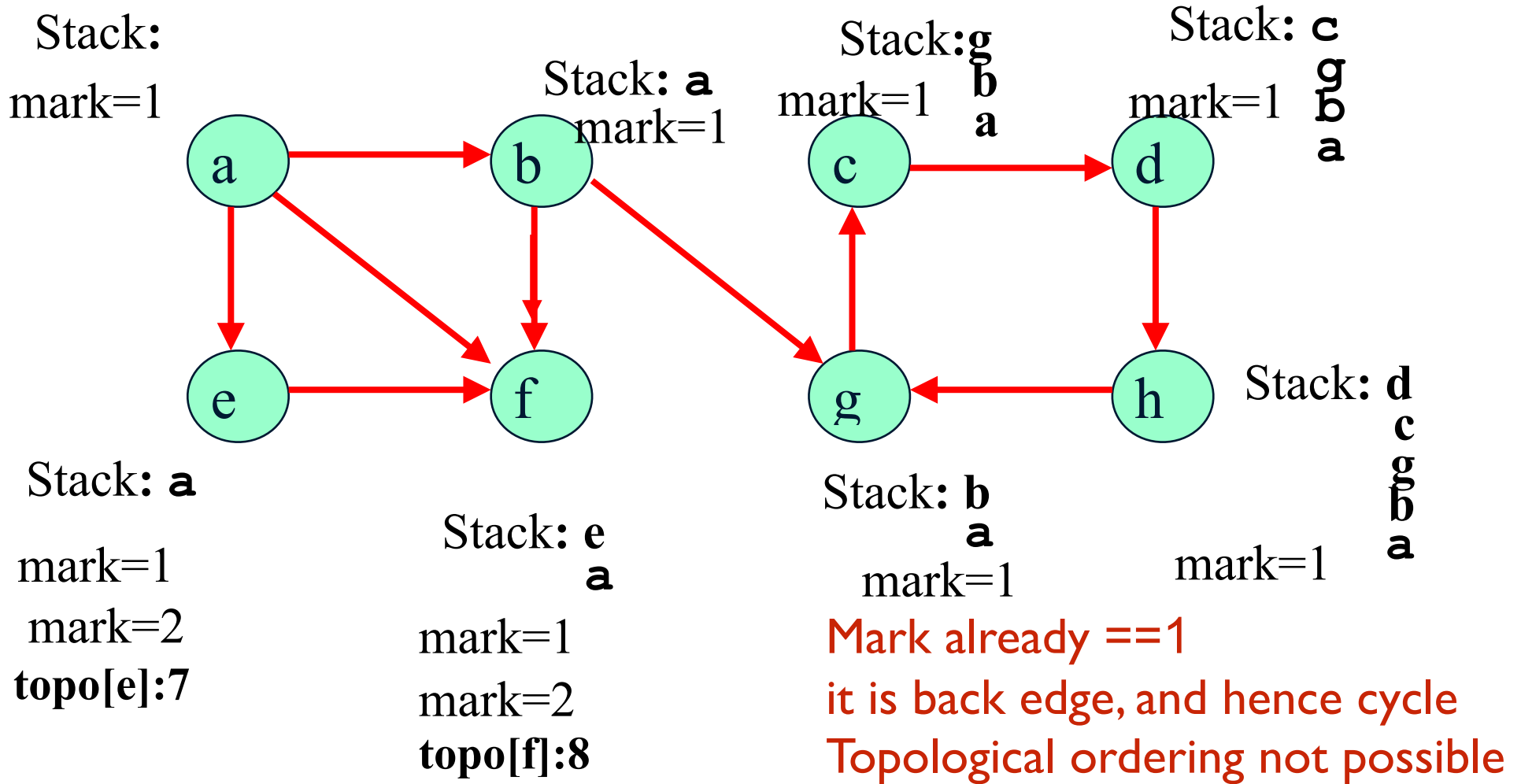
DFS Algo - Topo Sort

```
proc DFS (v)
    mark[v] ← 1 /* visiting
    for each vertex w ∈ adjacency(v) do
        if mark[w] == 0 /* explore unvisited vertex */
            BFS (w) /* node v is pushed on stack */
        if mark[w] == 1 /* a back edge, and hence cycle */
            exit("graph has cycle")
    mark[v] ← 2 /* v is popped from stack, mark it visited */
    topo[v] = order-
/* initialization */
order ← N /* reverse ordering */
for each vertex v ∈ V do
    mark[v] ← 0 /* unvisited */;
    topo[v] = 0 /* order */
for each vertex v ∈ V where v has no incident edges do
    DFS (v) /* start from a some root */
```


DFS Based Topological Sort-dag



DFS Based Topological Sort-dag



Analysis: DFS based Topo Sort

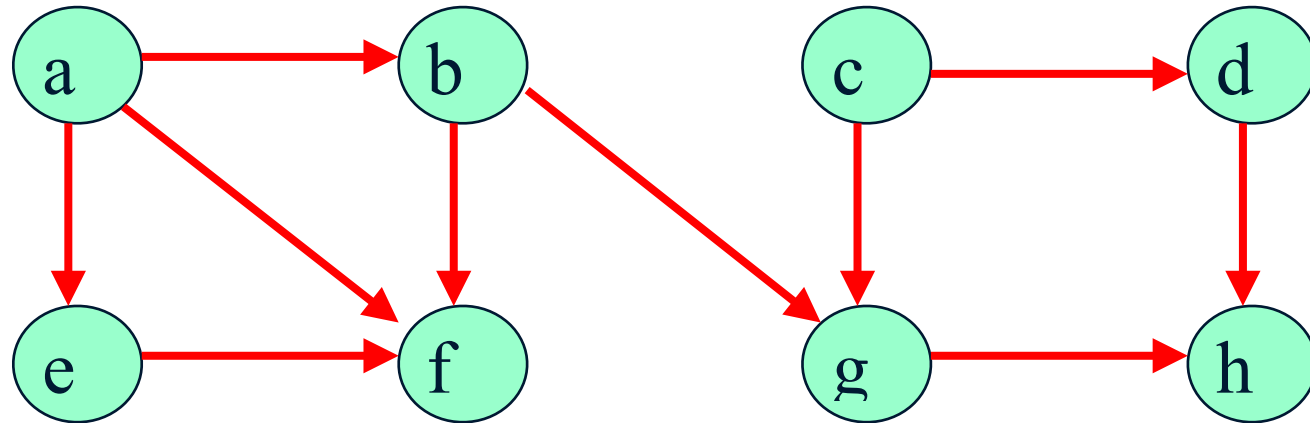
- When a vertex v is popped off the stack
 - no vertex u with an edge (u, v) can be among vertices popped off the stack before v .
 - Otherwise, (u, v) would be a back edge'
 - Thus, any such vertex u will be listed after v .
- Time complexity
 - Same as that of DFS algorithm
 - $O(|V| + |E|)$

Topo Sort: Decrease and Conquer

- Given the diagraph (dag)
 - Identify a source (vertex with no incoming edges)
 - remove this source from the diagraph
 - If there are multiple such sources
 - Take any one at random
 - Repeat the process in remaining diagraph
- The order in which vertices are removed
 - provides a solution to the topological sorting
- If no source (without any incoming edges) is found
 - then solution does not exists
 - there is a cycle and topological sorting can't be done

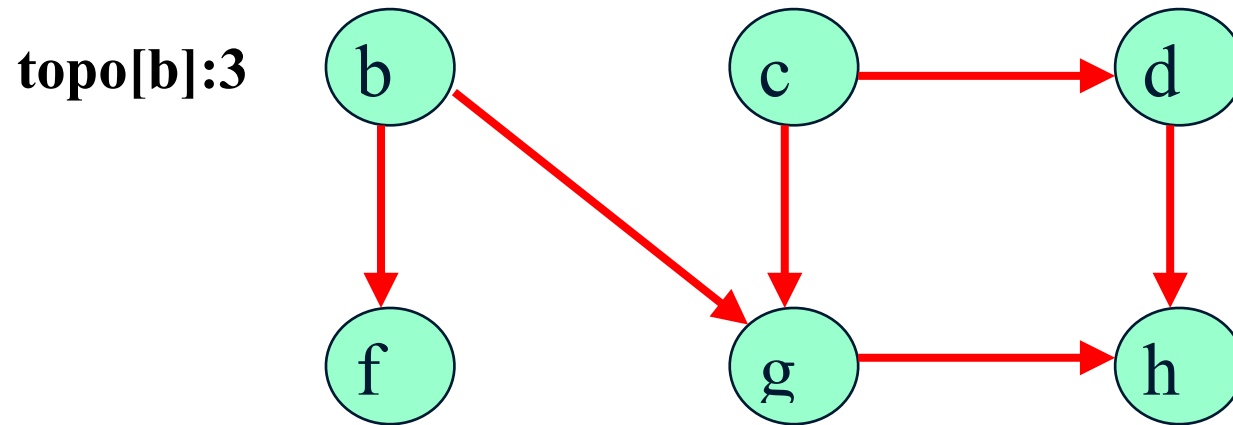
Topo sort (D&C)-dag

topo[a]:1



topo[e]:2

Topo sort (D&C)-dag

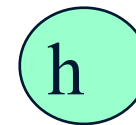


Topo sort (D&C)-dag

topo[f]:6

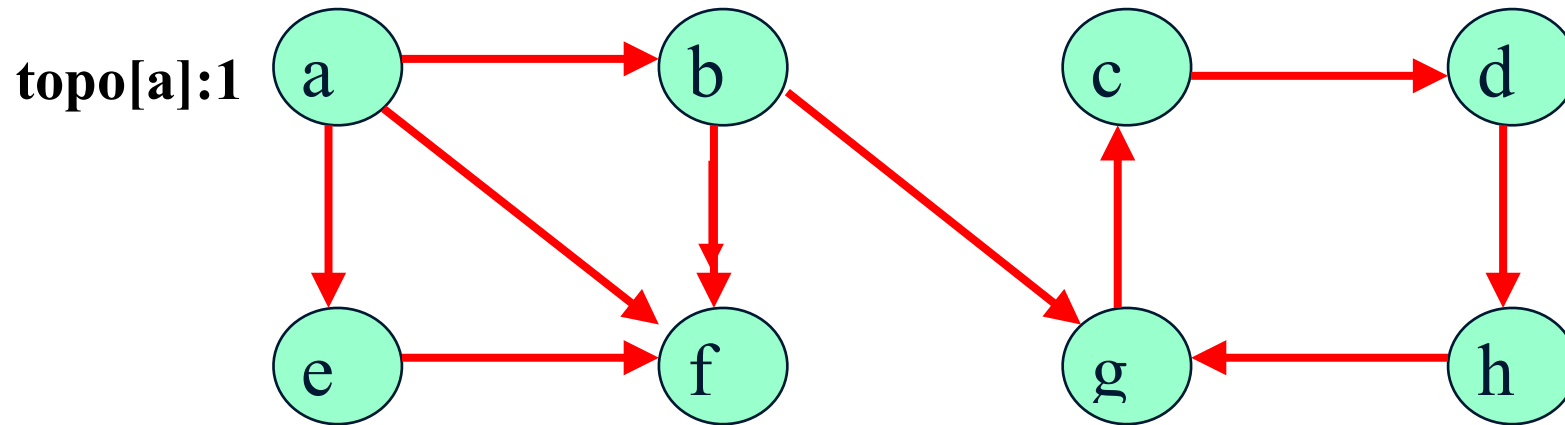
topo[g]:7

topo[h]:8



Topological sorting of vertices
a:1, e:2, b:3, c:4, d:5, f:6, g:7, h:8

Topo sort (D&C)-cyclic graph



topo[e]:2

Topo sort (D&C)-cyclic graph

topo[b]:3

topo[f]:4

Topo sort (D&C)-cyclic graph

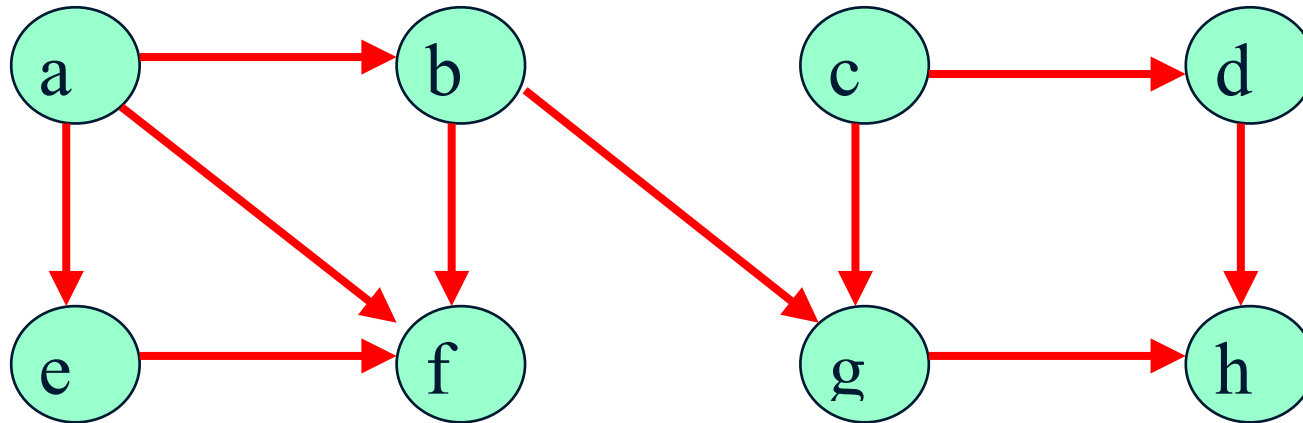
**No source can be found
i.e. there is no vertex with
no incoming edges.**

Thus, given graph is cyclic

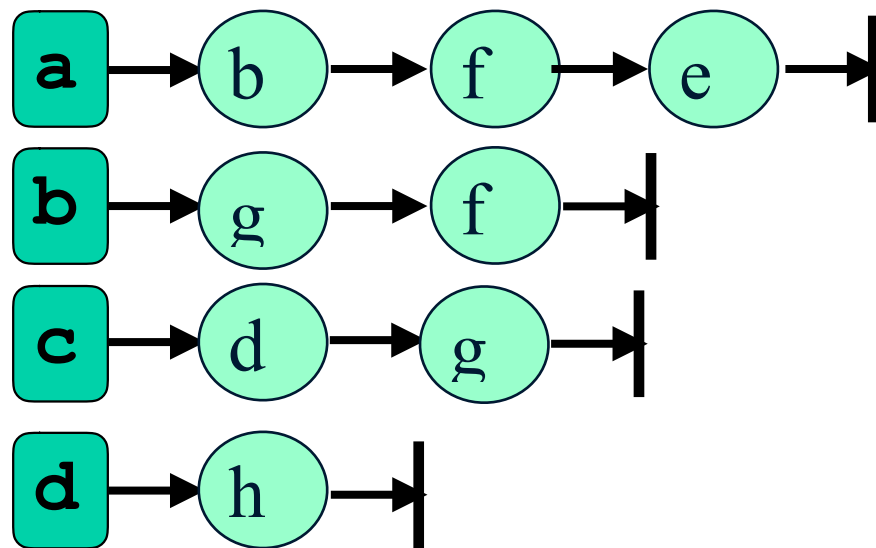
Topo sort (D&C)-Algo

- **Algo:** `toposortdc(v, G)`
 - i/p: v is with in degree 0; o/p: topo order of v
`topo[v]=order++`
`if nodes in G == 1`
`return`
For each edge $v \rightarrow w$ in G
`remove $v \rightarrow w$ from G`
Find a vertex $w \in G$ such that in degree $[w]$ is 0
/* if no such vertex w , then graph is cyclic
`toposortdc(w, G)`
/* main */
`order=1`
find $v \in G$ such that indegree of v is 0
`toposortdc(v, G)`

Topo sort (D&C)-Implementation



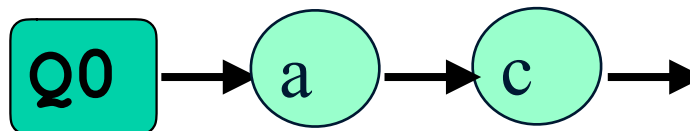
Adjacency List



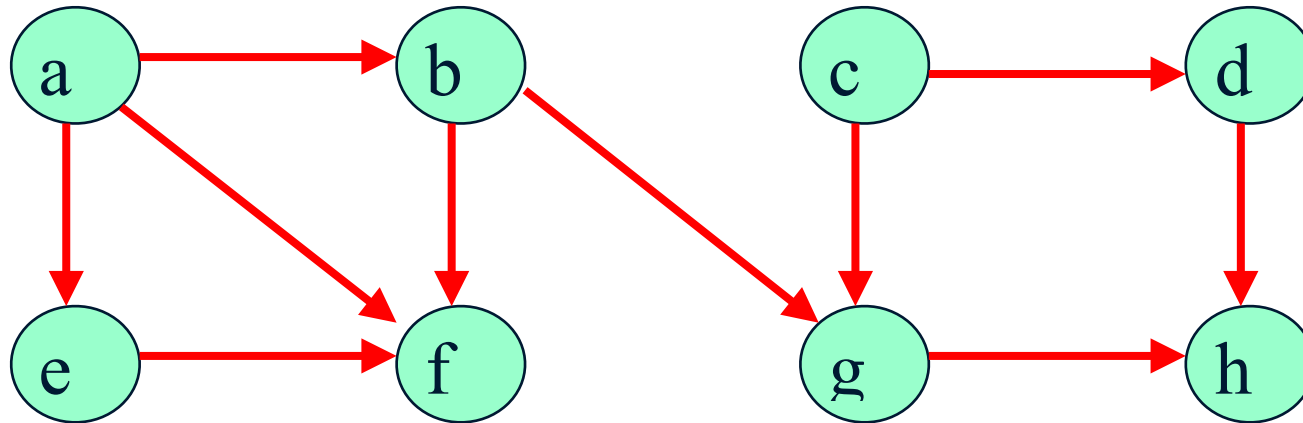
Indegrees

a : 0
 b : 1
 c : 0
 d : 1
 e : 1
 f : 3
 g : 2
 h : 2

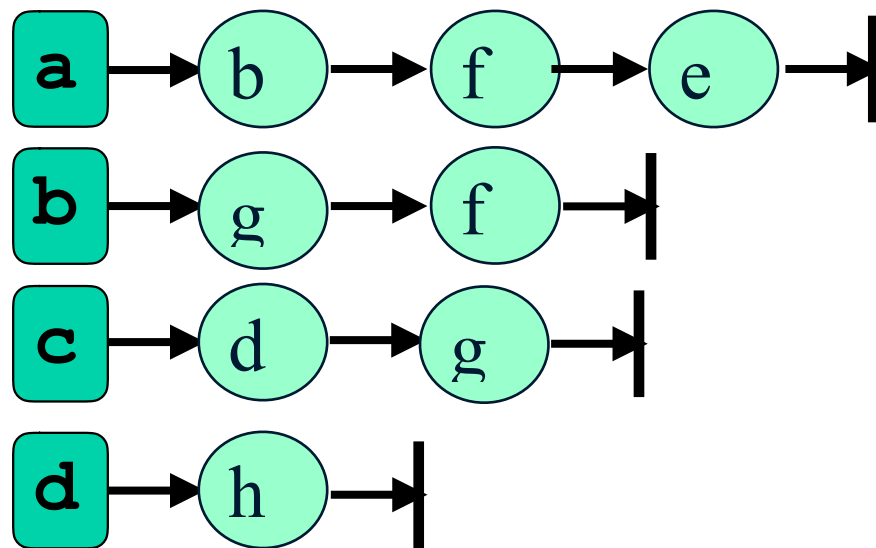
Queue with indegree 0



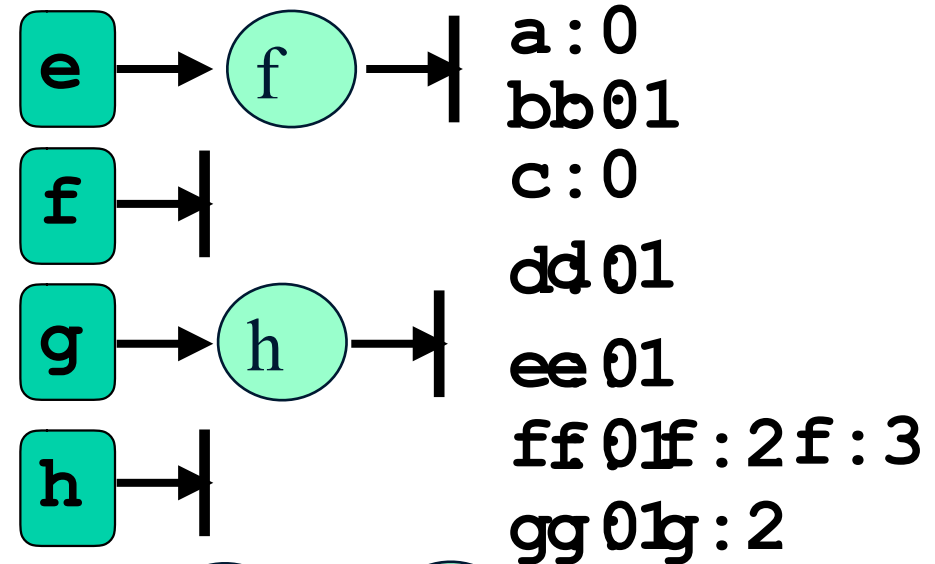
Topo sort (D&C)-Implementation



Adjacency List



Indegrees



a : 0

b : 1

c : 0

d : 1

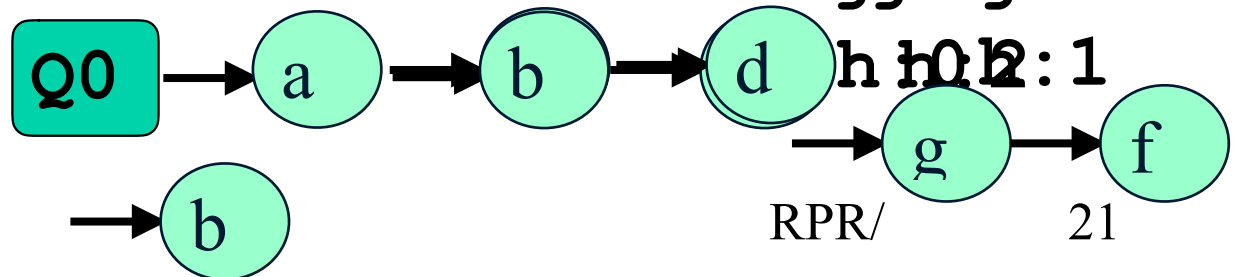
e : 1

f : 3

g : 2

h : 1

Queue with indegree 0



DAA/Divide and Conquer

RPR/

21

Topo sort (D&C)-Complexity

- Scanning a list of edges to build
 - Adjancey list: $O(|E|)$
 - Indegree list: $O(|E|)$
 - Queue of zero Indegree: $O(|V|)$
- With each iteration of removing front of Q
 - Indegree list is changed
 - node is added to end of Queue of zero indegree
- All the work done in all iterations
 - $O(|E|)$ for changing indegree
 - $O(|V|)$ for updating Queue of zero indegree
- **Total time complexity:** $O(|V| + |E|)$

Summary

- Topological order
- Directed acyclic graph
- Directed cyclic graph
- Edge types:
 - Tree edges
 - Forward/cross edges
 - Back edges
- Topo sort using DFS
 - Time complexity: $O(|V| + |E|)$
- Topo sort using node removal
 - Time complexity: $O(|V| + |E|)$