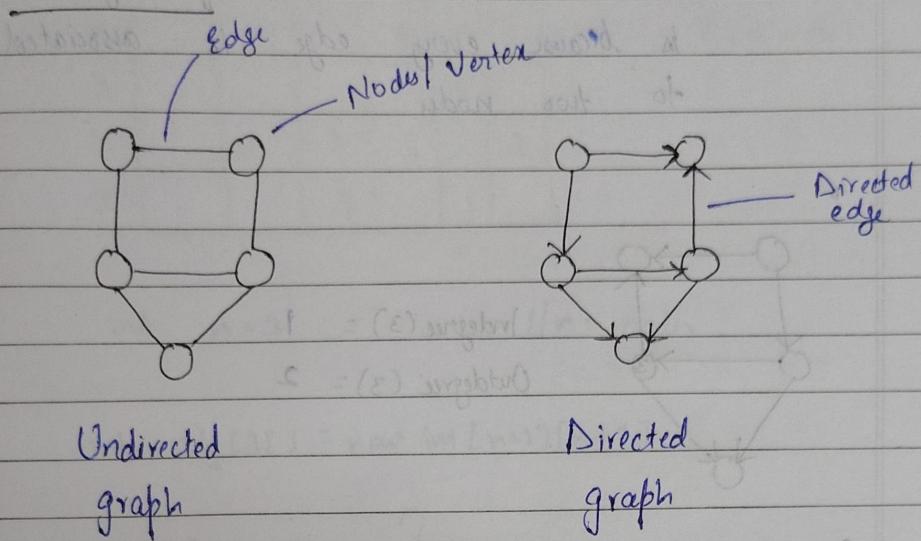
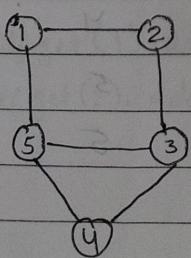
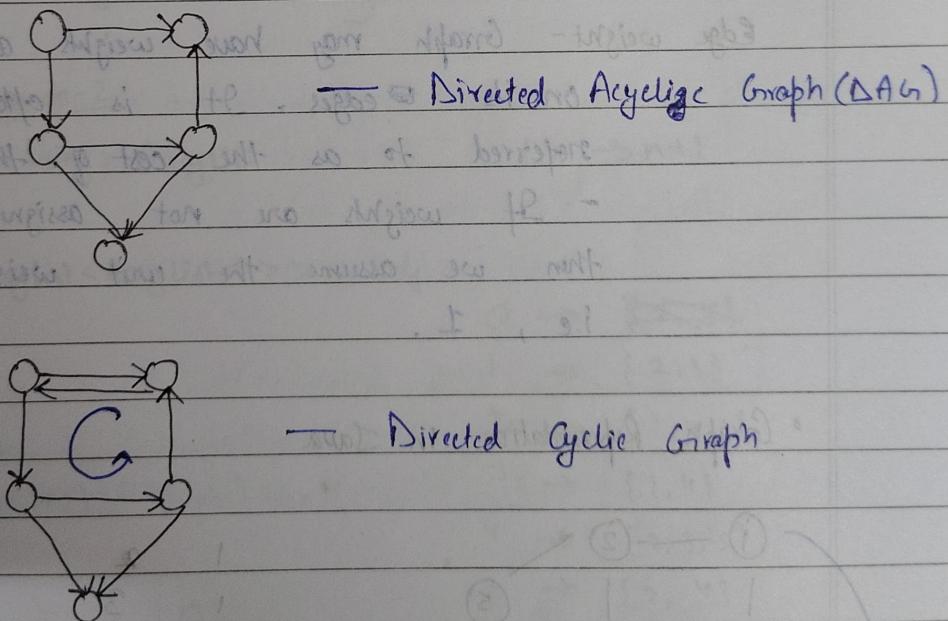


Graph



- If at least one cycle present in the graph then it is called Undirected Cyclic graph

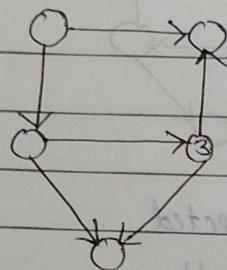


Degree - Number of edges that go inside or outside that node.

$$\Delta(3) = 3$$

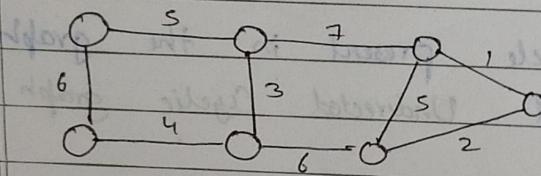
$$\Delta(4) = 2$$

Property - Total degree of a graph is equal to twice the number of edges. This is because every edge is associated to two nodes.



$$\text{Indegree}(3) = 1$$

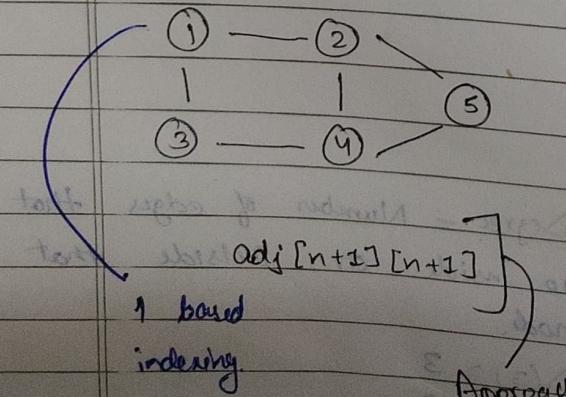
$$\text{Outdegree}(3) = 2$$



Edge weight - Graph may have weights assigned on its edges. It is often referred to as the cost of the edge.

- If weights are not assigned then we assume the unit weight, i.e., 1.

• Graph Representation in Java



1	2
1	3
2	4
3	4
2	5
4	5

Approach - 1

0 1 2 3 4 5

0						
1		1	1			
2		1	1	1		
3				1		
4			1	1	1	
5			1	1	1	

int n = 3

1/n = nodes

int adj[][] = new int[n+1][n+1];

adj[1][2] = 1 } edge 1 --- 2
 adj[2][1] = 1 }

adj[2][3] = 1 } edge 2 --- 3
 adj[3][2] = 1 }

Approach - 2

Using <ArrayList> \rightarrow list \rightarrow n+1

ArrayList<ArrayList> adj[][]

0 \rightarrow {2, 3}1 \rightarrow {2, 3}2 \rightarrow {1, 4, 5}3 \rightarrow {1, 4}4 \rightarrow {2, 3, 5}5 \rightarrow {2, 4}

adj.get(1).add(2) } edge 1 --- 2
 adj.get(2).add(1)

```

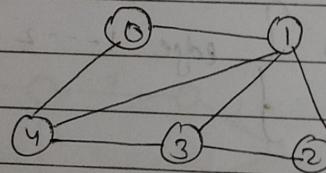
for(int i = 1; i < n; i++) {
    for(int j = 0; j < adj.get(i).length; j++) {
        print(adj.get(i).get(j));
    }
}
    } ] Printing all the edges

```

- Print adjacency list

I/P - V = 5, E = 7

edges = [[0, 1], [0, 4], [4, 1], [4, 3], [1, 3], [1, 2], [3, 2]]



O/P - [[1, 4], [0, 2, 3, 4], [1, 3], [1, 2, 4], [0, 1, 3]]

```

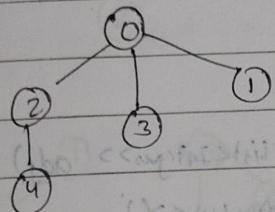
public List<List<Integer>> printGraph(int V, int edges[][]){
    List<List<Integer>> list = new ArrayList<>();
    for(int i = 0; i <= V; i++) {
        list.add(new ArrayList<>());
    }
    for(int i = 0; i < edges.length; i++) {
        list.get(edges[i][0]).add(edges[i][1]);
        list.get(edges[i][1]).add(edges[i][0]);
    }
    return list;
}
    } ] for loop

```

	0	1
0	0	1
1	0	4
2	4	1
3	4	3
4	1	3
5	1	2
6	3	2

- Breadth first Search (BFS) : Level Order Travel

Inp: adj = [[2,3,1], [0], [0,4], [0], [2]]



O/P - [0, 2, 3, 1, 4]

Adjacency
list
will
be produced
in question

ArrayList<Integer> list = new ArrayList<>();
Queue<Integer> q = new LinkedList<>();
boolean vis[] = new boolean[v];

q.offer(0);

vis[0] = true;

while (!q.isEmpty()) {
 Integer temp = q.poll();
 list.add(temp);
 for (Integer x : adj.get(temp)) {
 if (!vis[x]) {
 vis[x] = true;
 q.offer(x);
 }
 }
}

return list;

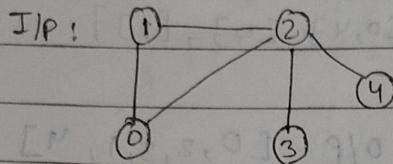
$$Tc = O(N) + O(2E) + O(N) + O(N) = 3N$$

$$Sc = O(3N)$$

this is for the
inner loop, we
are traversing nodes
connecting to it means
we are ~~at~~ it will be
equal to degree.

$$D = 2E$$

• Depth First Search (DFS) of Graph



$\text{adj} = [[1, 2], [0, 2], [0, 1, 3, 4], [2], [2]]$

```
public List<Integer> dfsGraph(List<List<Integer>> adj) {
```

```
    List<Integer> list = new ArrayList<>();
```

```
    boolean vis[] = new boolean[adj.size()];
```

```
    dfs(0, vis, list, adj);
```

```
    return list;
```

```
public void dfs(int val, boolean vis[], List<Integer> list,
                 List<List<Integer>> adj) {
```

```
    vis[val] = true;
```

```
    list.add(val);
```

```
    for (int x : adj.get(val)) {
```

```
        if (!vis[x]) {
```

```
            dfs(x, vis, list, adj);
```

```
y
```

TC - $O(N) + 2E$

SC - $O(N) + O(N) + O(N) \approx O(N)$

for list

for visited array

Recursion stack space

if n int

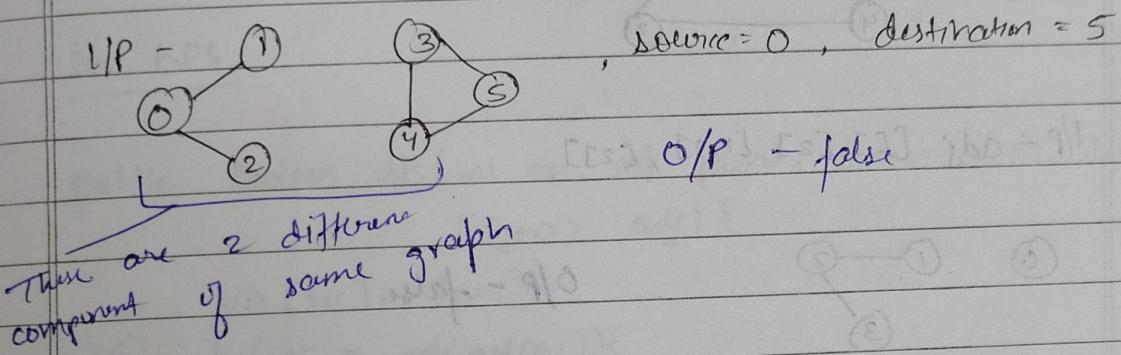
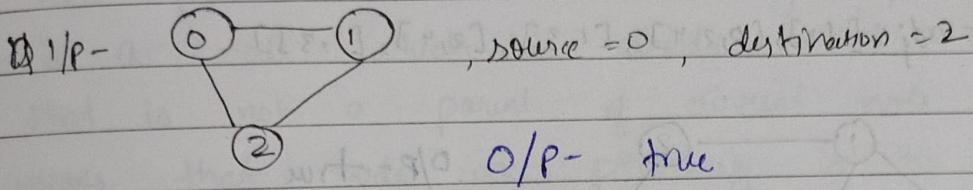
new goal name

where want to go

memory to store info

etc. etc. etc.

- Find if path exists in Graph



```

boolean vis[] = new boolean[n];
Queue<Integer> q = new LinkedList<>();
q.offer(source);
vis[source] = true;
while (!q.isEmpty()){
    int val = q.poll();
    for (int x : list.get(val)){
        if (!vis[x]){
            q.offer(x);
            vis[x] = true;
        }
    }
}
    
```

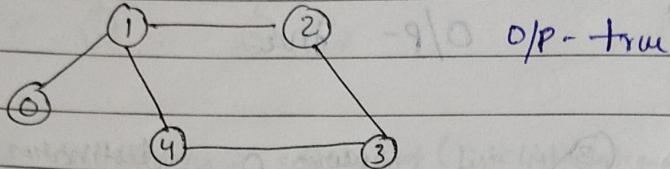
$T_C = O(V+E)$
$S_C = O(N)$

If both source and destination are in same component then we will get the destination by traversal (BFS/DFS)

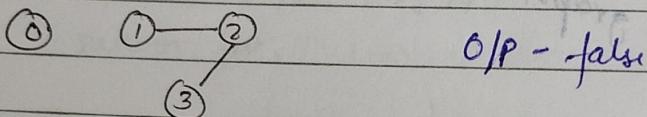
return vis[destination];

* Cycle detection in Undirected graph

I/P - adj: [[1], [0, 2, 4], [1, 3], [2, 4], [1, 3]]

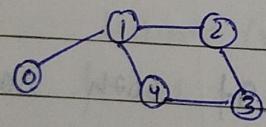


I/P - adj: [[], [2], [1, 3], [2, 3],]



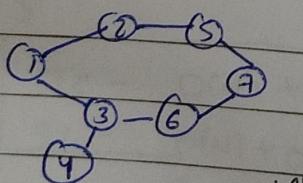
From both ways we can solve (BFS/DFS)

* BFS



(3, 2)		Queue
(4, 1)		
(2, 1)		
(1, 0)		
(0, -1)		

* DFS



DFS(1, -1)

DFS(2, 1)

DFS(3, 1)

true
DFS(7, 5)

false
DFS(6, 7)

DFS(3, 6)

DFS(4, 3)

true
DFS(1, 3)

(x, y)
node
node's parent

The intuition is we are carrying the node ~~not~~ and the parent node. While traversing if there is a node which is already visited and that is not a parent of current node then this means that node was previously in the path

For DFS

```

public boolean dfs(int src, int parent, boolean vis[], List<List<
    Integer>> adj) {
    vis[src] = true;
    for (int x : adj.get(src)) {
        if (!vis[x]) {
            if (dfs(x, src, vis, adj))
                return true;
        }
    }
    if (else if (x == parent))
        return true;
    return false;
}
  
```

Main logic

```

public boolean isCycle(List<List<Integer>> adj) {
    int V = adj.size();
    boolean vis[] = new boolean[V];
    for (int i=0; i < V; i++) {
        if (!vis[i]) {
            if (dfs(i, -1, vis, adj))
                return true;
        }
    }
    return false;
}
  
```

Main function

initial parent
of node

for BFS

```

public boolean bts(List<List<Integer>> adj, int src, boolean vis[])
{
    Queue<Pair> q = new LinkedList<Pair>;
    q.offer(new Pair(src, -1));
    vis[src] = true;
    while(!q.isEmpty())
    {
        Pair p = q.poll();
        int val = p.val;
        int parent = p.parent;
        for(int x: adj.get(val))
        {
            if(!vis[x])
            {
                q.offer(new Pair(x, val));
                vis[x] = true;
            }
            else if(parent != x)
            {
                return true;
            }
        }
    }
    return false;
}
    
```

221 18

Parent node

Node

```

public boolean isCycle(List<List<Integer>> adj)
{
    int V = adj.size();
    
```

```

    boolean vis[] = new boolean[V];
    for(int i=0; i<V; i++)
    
```

```

        if(!vis[i])
        
```

```

            boolean ans = bts(adj, i, vis);
            if(ans)
            
```

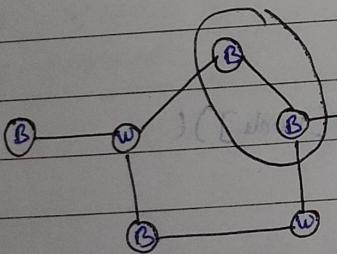
```

                return true;
            }
        }
    }
    return false;
}
    
```

Bipartite graph

If we are able to colour a graph with two colours such that no adjacent nodes have the same color, it is called bipartite graph.

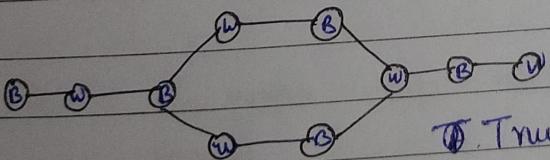
- If graph is linear
 - If cycle of graph contains even number of edges.
 - If cycle of graph contains odd number of edges.
- } In these cases graph will be Bipartite.
- } Not a Bipartite graph



: False answer

B - Black

W - White



: True

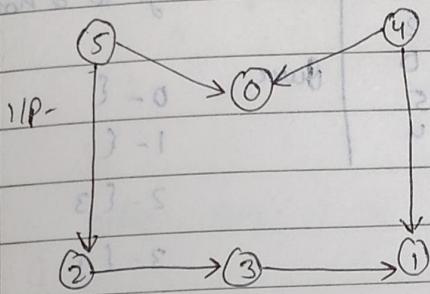
True

- Using BFS

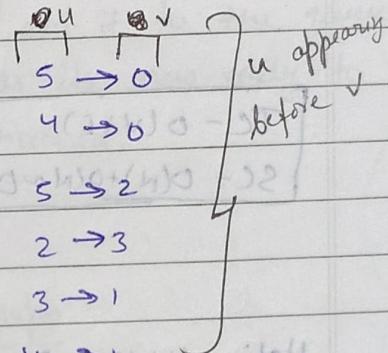
```
public boolean helper(int start, int v, int color[],  
                      ArrayList<ArrayList<Integer>> adj) {  
  
    Queue<Integer> q = new LinkedList<>();  
    q.offer(start);  
    color[start] = 0;  
  
    while (!q.isEmpty()) {  
        int node = q.poll();  
        for (int x : adj.get(node)) {  
            if (color[x] == -1) {  
                color[x] = 1 - color[node];  
                q.offer(x);  
            }  
            else if (color[x] == color[node]) {  
                return false;  
            }  
        }  
    }  
    return true;  
  
}  
  
public boolean isBipartite (ArrayList<ArrayList<Integer>> adj) {
```

• Topological Sort Algorithm

Topological sorting of a directed acyclic graph (DAG) is an ^{linear} ordering of its vertices such that for every directed edge $u \rightarrow v$, vertex u appears before vertex v in the ordering.



O/P - 5, 4, 2, 3, 1, 0



$$\boxed{TC = O(V+E)}$$

$$\boxed{SC = O(N) + O(N)}$$

(job constraint > job start) opt. 4 → 1 starts

The above result satisfies all the necessary conditions.

Note - A graph may have multiple topological sortings.

Using stack in dfs for topological

dfs() {

 vis[ind] = true;

 for (int x : adj.get(ind)) {

 if (!vis[x]) {

 dfs(x, st, vis, adj);

 3

 y

 st.push(ind);

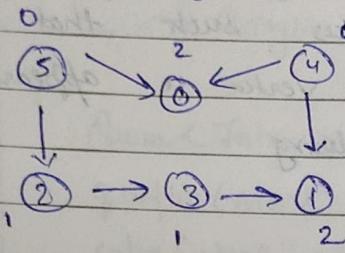
 3

5	dfs(0) - ①
4	dfs(1) - ②
2	dfs(2) - ③
3	dfs(3)
1	dfs(4) - ④
0	dfs(5) - ⑤

stack

Kahn's algorithm

Topological sort solved using modified BFS



0	1	2	3	4	5
2	2	++	0	0	

To To 00

In-degree
No. of incoming edge to a node

1	
3	
2	
0	
5	Queue
4	

Queue

0 - {}

1 - {}

2 - {3}

3 - {1}

4 - {0, 1}

5 - {0, 2}

$$\boxed{\text{TC} = O(V+E)}$$

$$\boxed{\text{SC} = O(N) + O(N \sim D(N))}$$

```
static List<Integer> topo (List<List<Integer>> adj) {
```

```
    int indeg[] = new int[v]
    for (int i = 0; i < adj.size(); i++) {
        for (int x : adj.get(i)) {
            indeg[x]++;
        }
    }
}
```

} Calculating in-degrees for all nodes
This helps us identify nodes with no dependency ($\text{indegree}=0$)

```
    Queue<Integer> q = new LinkedList<>();
    for (int i = 0; i < indeg.length; i++) {
        if (indeg[i] == 0) {
            q.offer(i);
        }
    }
}
```

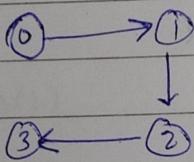
} All nodes with in-degree 0 is added to queue
These nodes have no dependency and can be processed first

```

while (!q.isEmpty()) {
    int node = q.poll();
    ans.add(node);
    for (int x : adj.get(node)) {
        indeg[x]--;
        if (indeg[x] == 0) {
            q.offer(x);
        }
    }
}
return ans;
    
```

- Process the nodes in the queue using BFS
- Remove a node from the queue, add it to the result, and reduce the ~~indegree~~ in-degree of its neighbors
- If a neighbor's in-degree becomes 0, add it to the queue as it is now ready to be processed.

Cycle detection in Directed graph



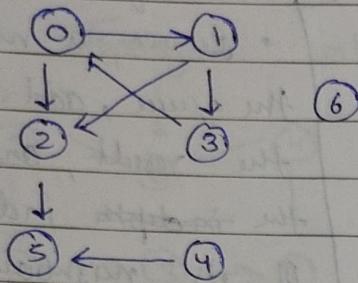
Intuition:- We will use Kahn's algorithm

- What happens in topological sort is that if it is DAG then only all the nodes will get into the queue ($\text{indeg}[x] = 0 \rightarrow q.offer(x)$) and while popping we are storing that into list.
- So if $[\text{list.size}] != V$, this means it is not a DAG and there is a cycle in graph

Problem based on Kahn's algorithm

- Course schedule I
- Course schedule II

- Find Eventual Safe State



Terminal node - If there are no outgoing edges

Safe node - If every possible path starting from that node leads to a terminal node.

5, 6 → terminal nodes.

public boolean dfs(i, vis[], pathVis[], adj) {

vis[i] = true;

pathVis[i] = true;

for (int x : adj.get(i)) {

if (!vis[x]) {

if (dfs(x, vis, pathVis, adj)) {

return true;

}

} else if (pathVis[x]) {

return true;

3

If the neighbor is already

in the current path,

a cycle exists

pathVis[i] = false, } Backtrack and mark the node as
return false; } Not part of current path

} return false; } Return false if no cycle detected.

main() {

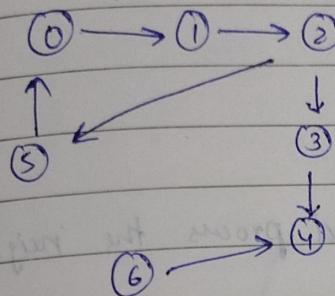
for (int i=0; i<V; i++) {

} if (!vis[i]) { dfs(i, vis, pathVis, adj); }

for (int i=0; i<N; i++) {

} if (!pathVis[i]) { list.add(i); }

} return list;

Intuition

0 - & 1

1 - & 2

2 - & 3, & 5

3 - & 4

4 - &

5 - & 0

6 - & 4

vis.

F	F	A	F	F	F	A
F	F	F	F	F	F	F

pathVis-

dts(0) initial phasor (set = {0} awaiting) (2) 2/3

T	F	F	F	F	F	F
T	F	F	F	F	F	F

dts(1)

T	T	F	F	F	F	F
T	T	F	F	F	F	F

dts(2)

T	T	T	F	F	F	F
T	T	T	F	F	F	F

dts(3)

T	T	T	T	F	F	F
T	T	T	T	F	F	F

dts(4)

T	T	T	T	T	F	F
T	T	T	T	T	F	F

~~dts(5)~~ No neighbor of 4, so back track (terminal node)

+	T	T	T	T	F	F
T	T	T	T	F	F	F

return false to node 3

Node 3 has no more neighbors, so backtrack

T	T	T	T	T	F	F
T	T	T	F	F	F	F

Backtracked to Node 2 and proves the neighbor
visit Node 5

T	T	T	T	T	T	F
T	T	T	F	F	T	R

dfs(s)

Visit Node 0

Node 0 is already visited and is
in the current path ($\text{pathVis}[0] = \text{true}$)
Cycle detected, backtrack

Alien Dictionary

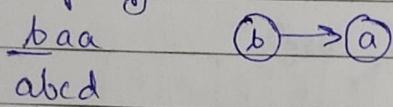
Given sorted dictionary of an alien language having N words and K starting alphabets of a standard dictionary. Find the order of characters in the alien language.

I/P: N = 5, K = 4

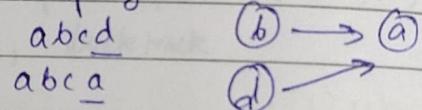
dist = { "baa", "abcd", "abca", "cab", "cad" }

O/P: bdac

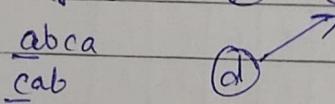
Comparing



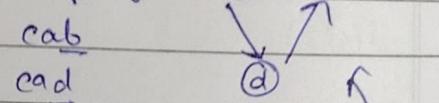
Comparing



Comparing



Comparing



final
directed graph

• 2 follow up question for interview

- When is the ordering not possible

i) If every character matches and the largest word appears before the shortest word
 Eg → "abcd" appears before "abc".

ii) If there exist a cyclic dependency between the characters.

Eg → { "abc", "bat", "ade" }

'a' < 'b' < 'a', which is not possible.

```

public String findOrder (String dict[], int K) {
    int dict.length;
    List<List<Integer>> adj = new ArrayList<>();
    for (int i=0; i<K, i++) {
        adj.add(new ArrayList<>());
    }
    for (int i=0; i<n-1, i++) {
        String s1 = dict[i];
        String s2 = dict[i+1];
        int len = Math.min(s1.length(), s2.length());
        for (int j=0; j<len; j++) {
            if (s1.charAt(j) != s2.charAt(j)) {
                adj.get(s1.charAt(j)-'a').add(s2.charAt(j)-'a');
            }
        }
    }
    List<Integer> list = topo(adj, K);
    String ans = "";
    for (int i=0; i<list.size(); i++) {
        ans += (char)(list.get(i)+('a'));
    }
    if (ans.length() != K) {
        return "";
    }
    return ans;
}

public List<Integer> topo (adj, K)

```

-- Kahn's algorithm --

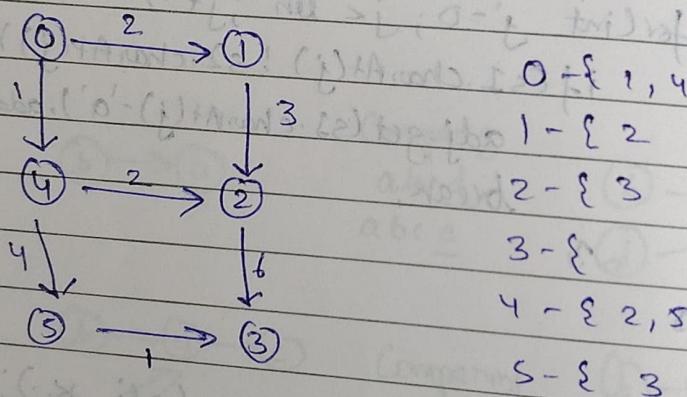
return list

Shortest path in Directed Acyclic Graph

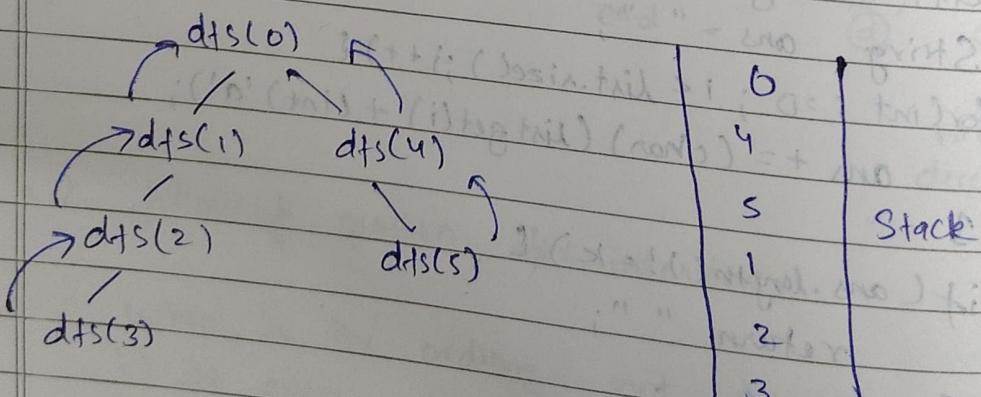
Shortest path from the source to all other nodes
 We assume the source vertex to be '0'
 Weight of the edges is already provided.

I/P : $V = 6, E = 7$
 edges = $\{[0, 1, 2], [0, 4, 1], [4, 5, 4], [4, 2, 2], [1, 2, 3], [2, 3, 6], [5, 3, 1]\}$

O/P : $[0, 1, 2, 3, 6, 1, 5]$



$0 - \{1, 4\}$
 $1 - \{2\}$
 $2 - \{3\}$
 $3 - \{\}$
 $4 - \{2, 5\}$
 $5 - \{3\}$



Dist :

0	1	2	3	4	5
0	2	3	6	1	5

```
public int[] shortestPath(int V, int E, int[][] edges) {
```

```
    List<List<Pair>> adj = new ArrayList<>();
```

```
    for (int i = 0; i < V; i++) {
```

```
        adj.add(new ArrayList<>());
```

```
}
```

```
    for (int i = 0; i < E; i++) {
```

```
        int u = edges[i][0];
```

```
        int v = edges[i][1];
```

```
        int w = edges[i][2];
```

```
        adj.get(u).add(new Pair(v, w));
```

```
}
```

}

Adding edge
(u → v) with
weight w

```
boolean vis[] = new boolean[V];
```

```
Stack<Integer> st = new Stack<>();
```

```
for (int i = 0; i < V; i++) {
```

```
    if (!vis[i]) {
```

```
        dfs(i, vis, st, adj);
```

```
}
```

```
}
```

}

Performing
topological
sorting using
DFS

```
int dist[] = new int[V];
```

```
for (int i = 0; i < V; i++) {
```

```
    dist[i] = (int) 1e9;
```

```
}
```

}

Set all distance
to "infinity"
initially

```
dist[0] = 0;
```

// Distance of source vertex

```
while (!st.isEmpty()) {
```

```
    int node = st.pop();
```

```
    for (int i = 0; i < adj.get(node).size(); i++) {
```

```
        int val = adj.get(node).get(i).val;
```

```
        int weight = int w = adj.get(node).get(i).weight;
```

```
        if (dist[node] + w < dist[val]) {
```

```
            dist[val] = dist[node] + w;
```

```
}
```

Process
vertices
in topological
order to
find shortest
paths

```
}
```