SE274 Data Structure

Lecture 9: Graphs

(textbook: Chapter 14)

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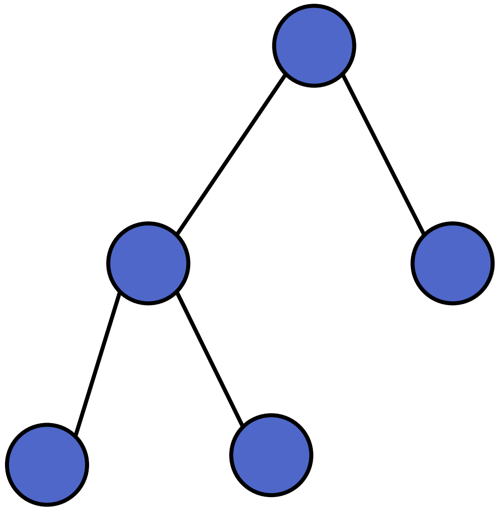
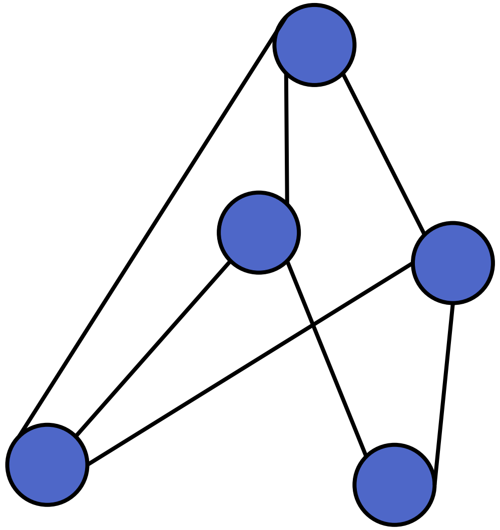
Recap: Graph





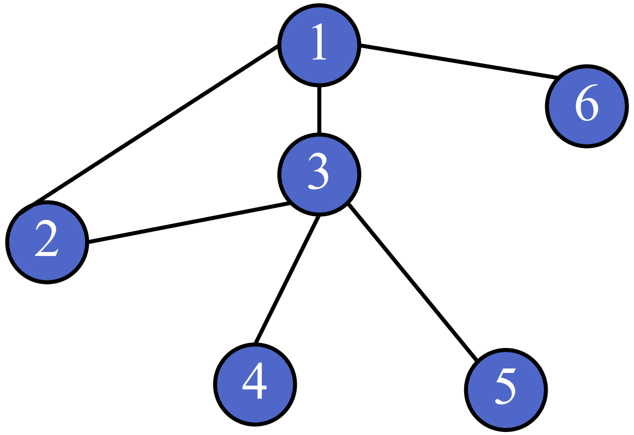
Tree $\subset$ Graph

Graph traversals

- ***Graph traversal*** algorithm is a systematic procedure for exploring a graph by examining all of its vertices and edges.
- Good traversal algorithm should be done in $O(|V|+|E|)$

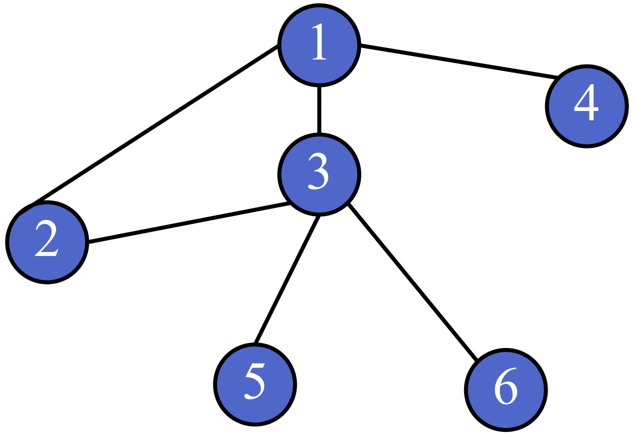
Depth-First Search (DFS)

- Explore a graph until as far as possible, then roll back to explore the next.



Breadth-First Search (BFS)

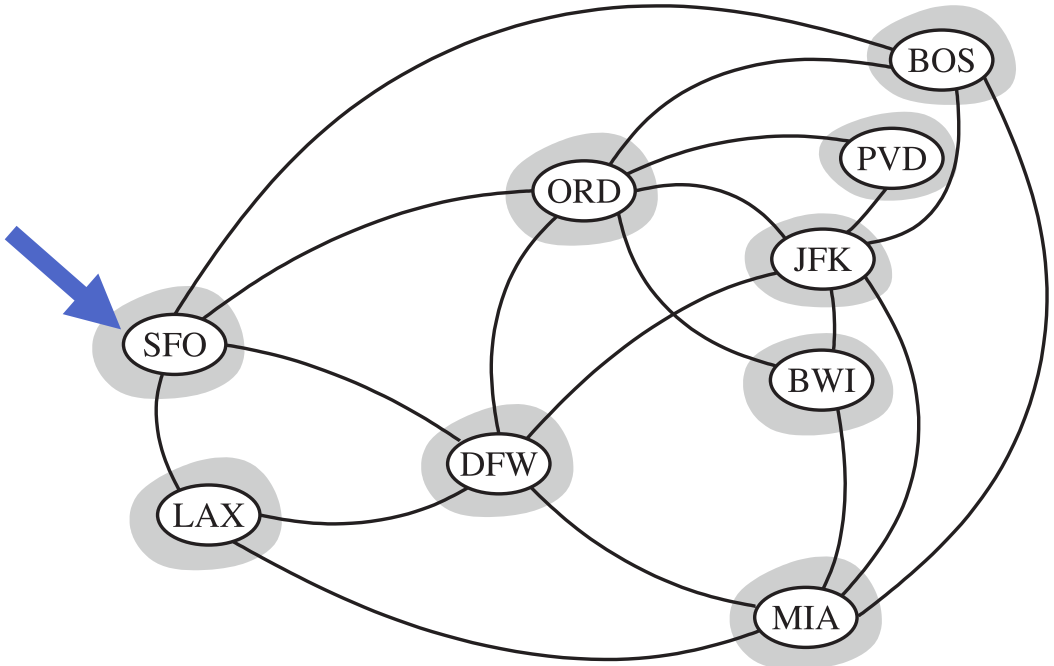
- Gradually broaden explored vertices in the same level.



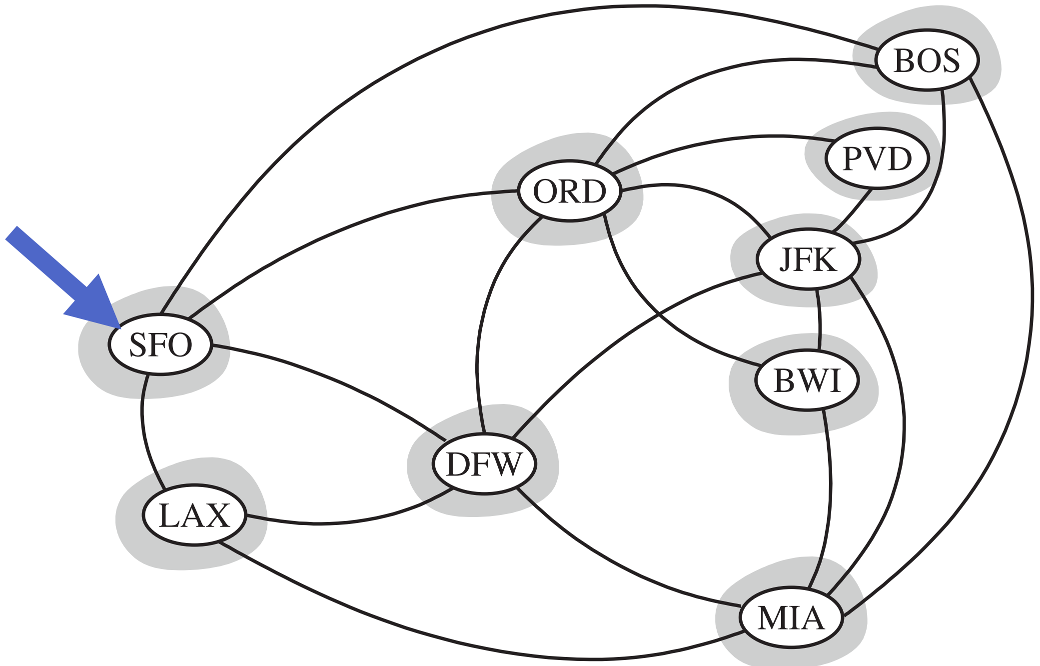
Quick Quiz

*edge exploring order: clockwise

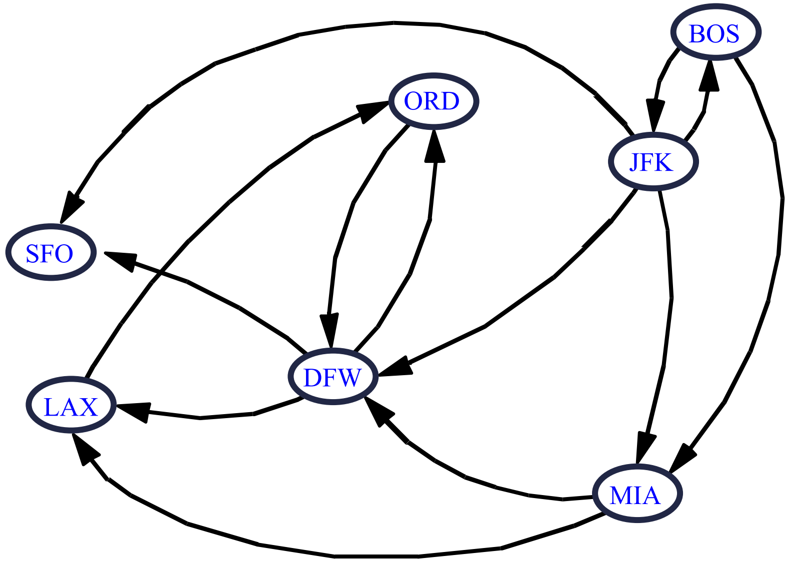
Depth-First Search (DFS)



Breadth-First Search (BFS)

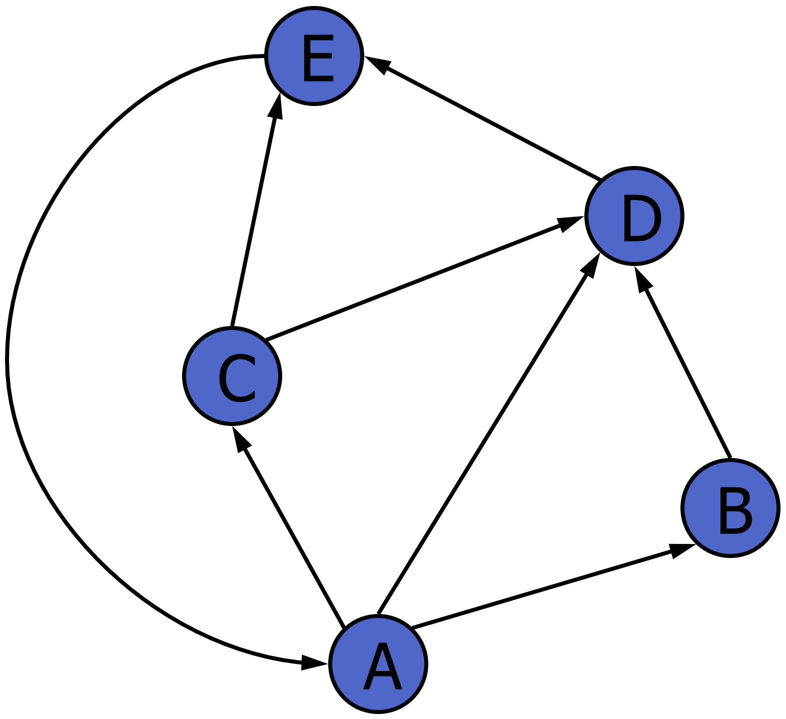


Directed Graphs

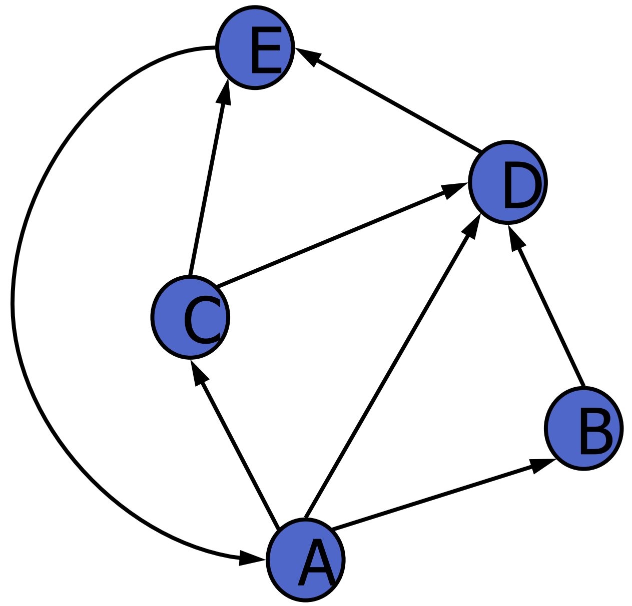


Digraphs

- A digraph is a graph whose edges are all directed
  - Short for “directed graph”
- Applications
  - one-way streets
  - flights
  - task scheduling



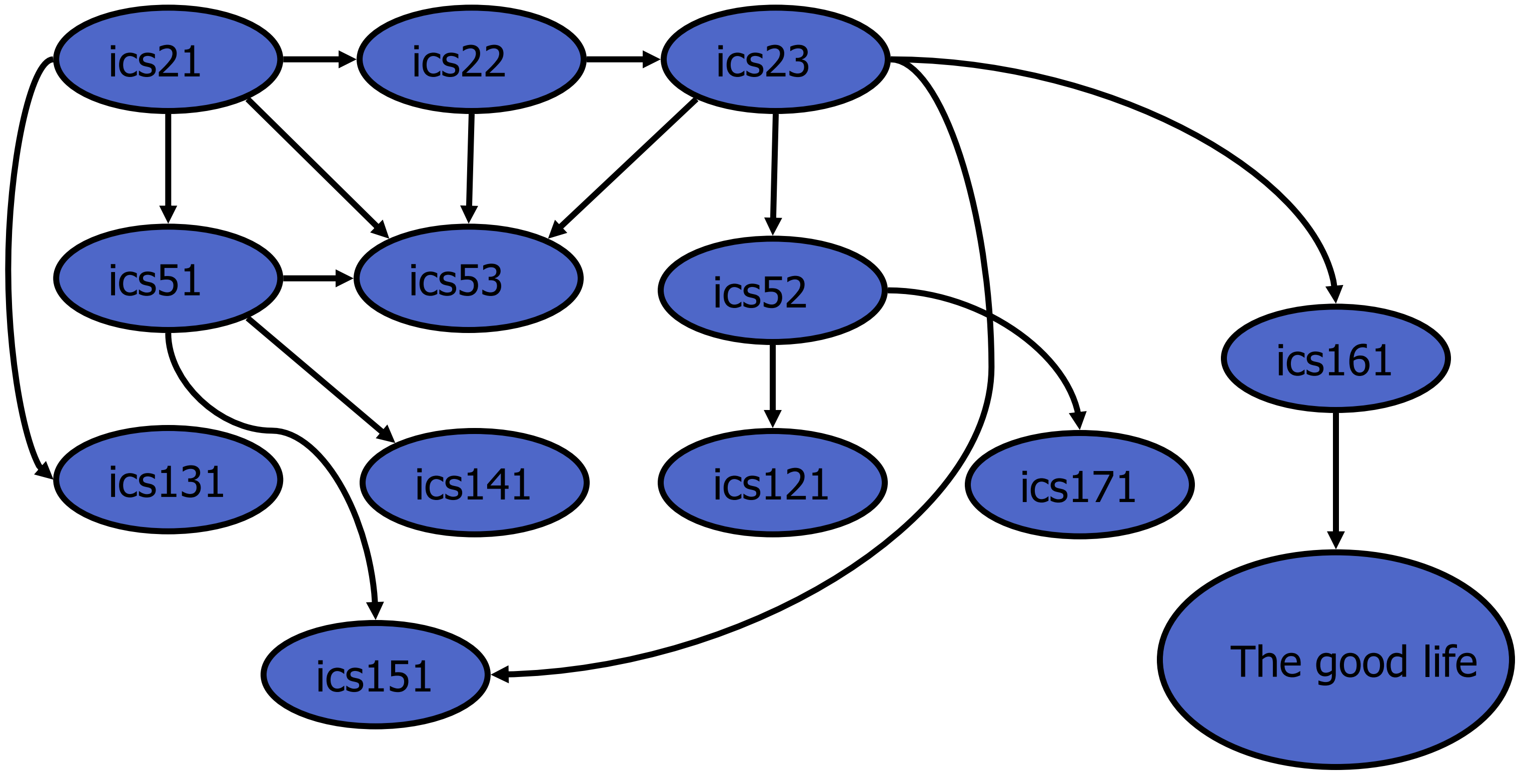
Digraph Properties



- A graph G=(V,E) such that
  - Each edge goes in one direction:
  - Edge (a,b) goes from a to b, but not b to a
- If G is simple, $m \leq n \cdot (n-1)$
- If we keep in-edges and out-edges in separate adjacency lists, we can perform listing of incoming edges and outgoing edges in time proportional to their size

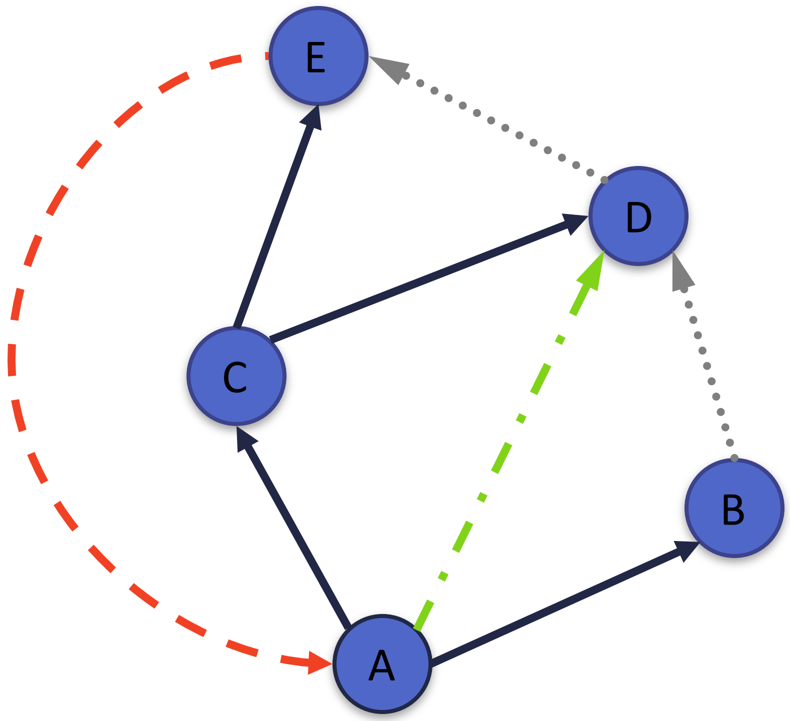
Digraph Application

- Scheduling: edge (a,b) means task a must be completed before b can be started



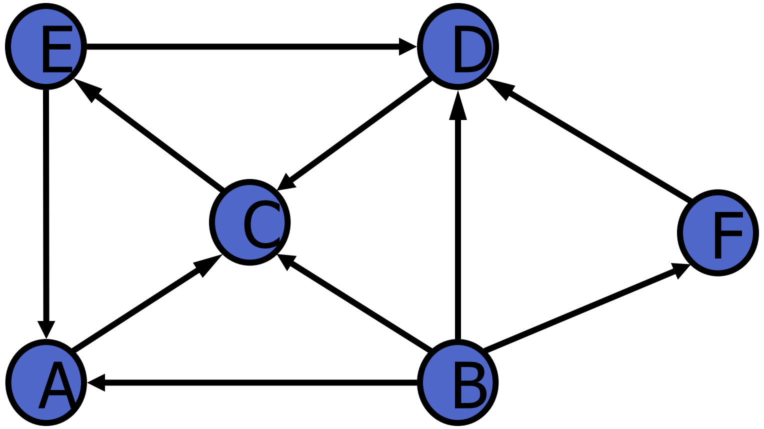
Directed DFS

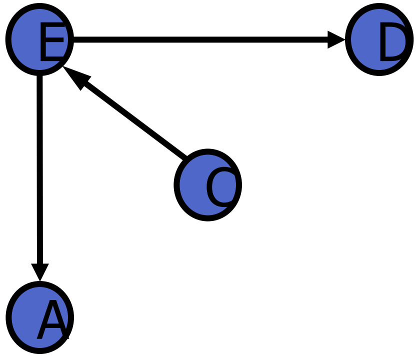
- We can specialize the traversal algorithms (DFS and BFS) to digraphs by traversing edges only along their direction
- In the directed DFS algorithm, we have four types of edges
  - discovery edges
  - back edges
  - forward edges
  - cross edges
- A directed DFS starting at a vertex s determines the vertices reachable from s

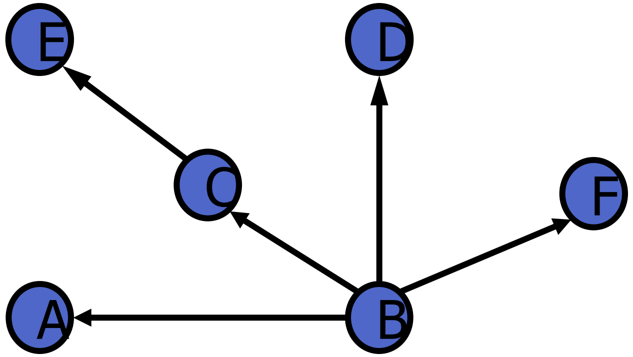


Reachability

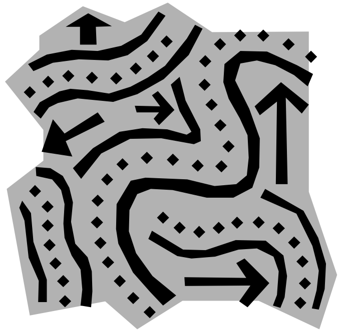
- DFS tree rooted at v: vertices reachable from v via directed paths



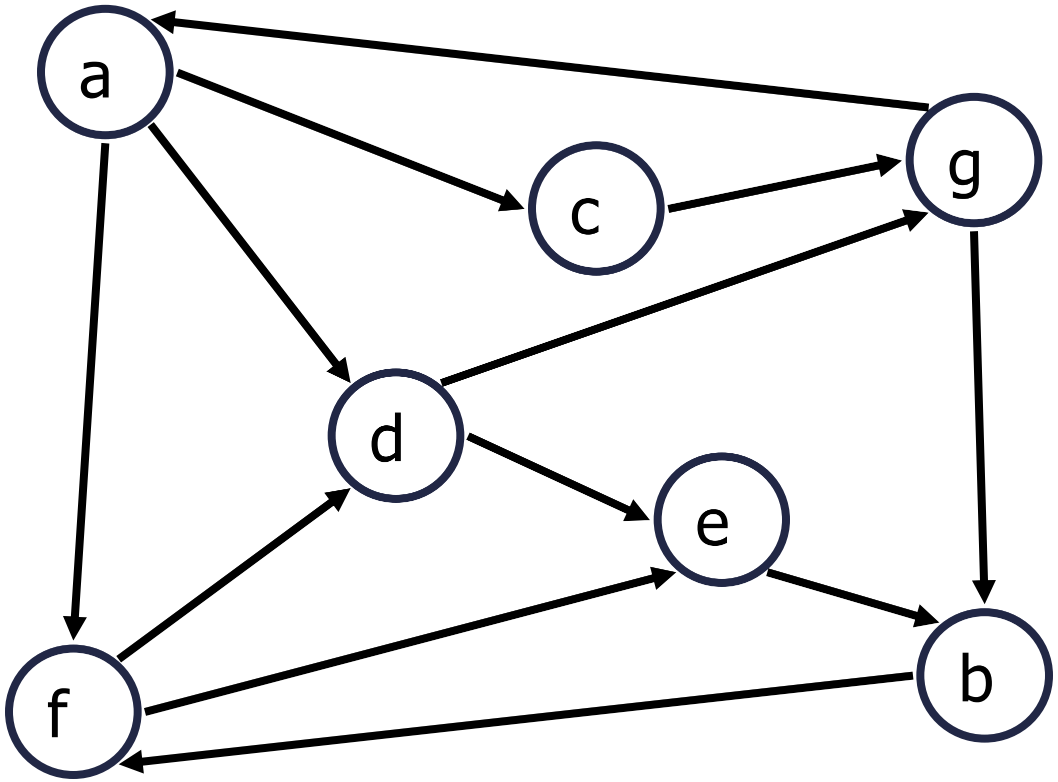




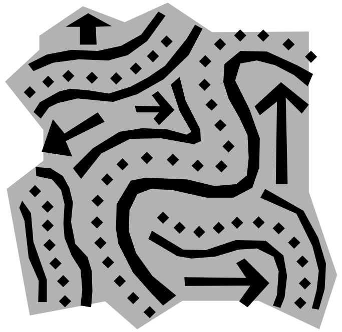
Strong Connectivity



- Each vertex can reach all other vertices

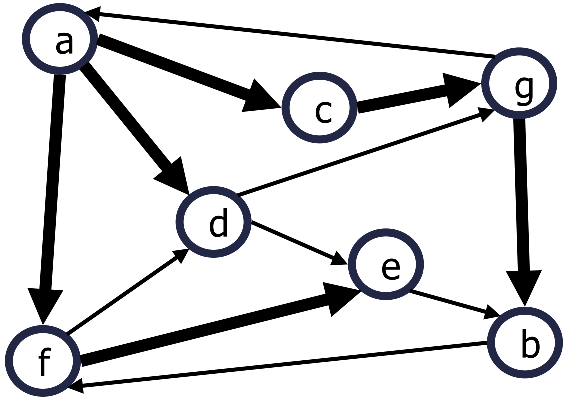


Strong Connectivity Algorithm

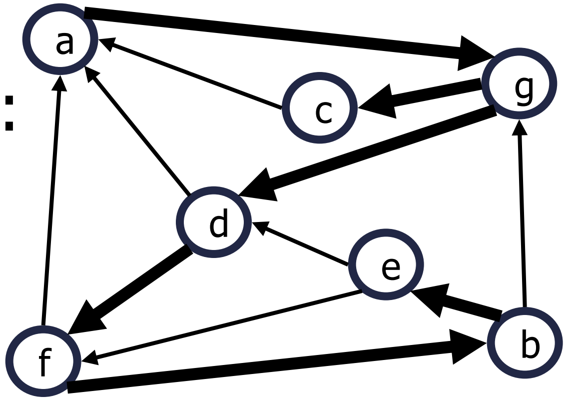


- Pick a vertex v in G
- Perform a DFS from v in G
  - If there's a w not visited, print "no"
- Let G' be G with edges reversed
- Perform a DFS from v in G'
  - If there's a w not visited, print "no"
  - Else, print "yes"
- Running time: O(n+m)

G:

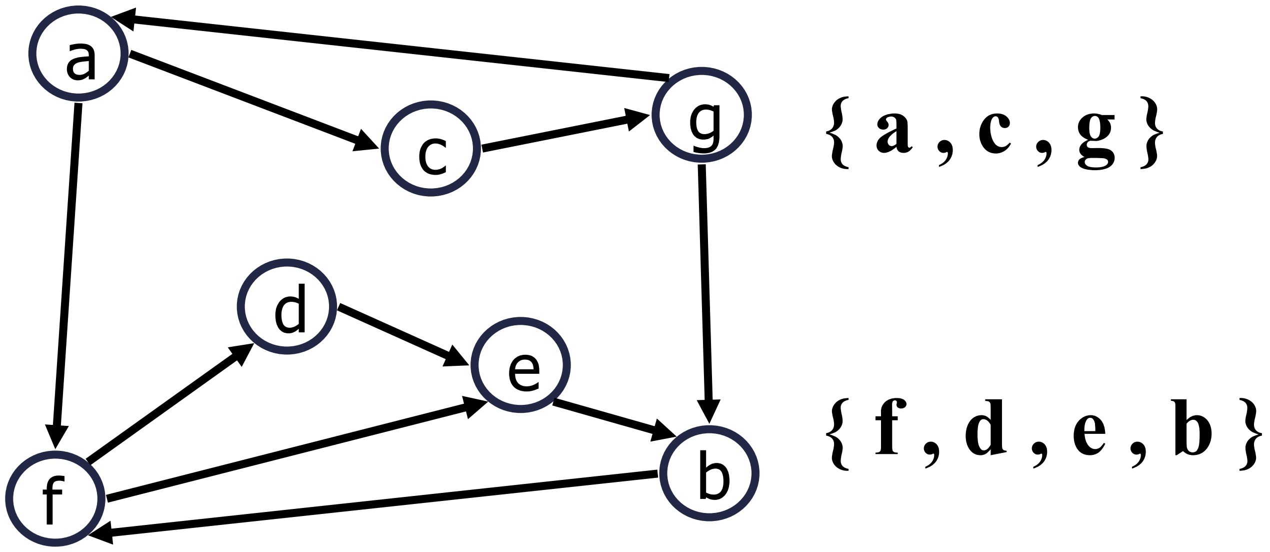


G' :



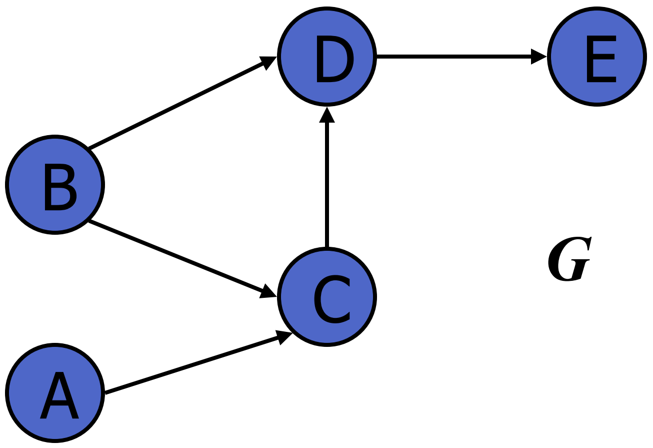
Strongly Connected Components

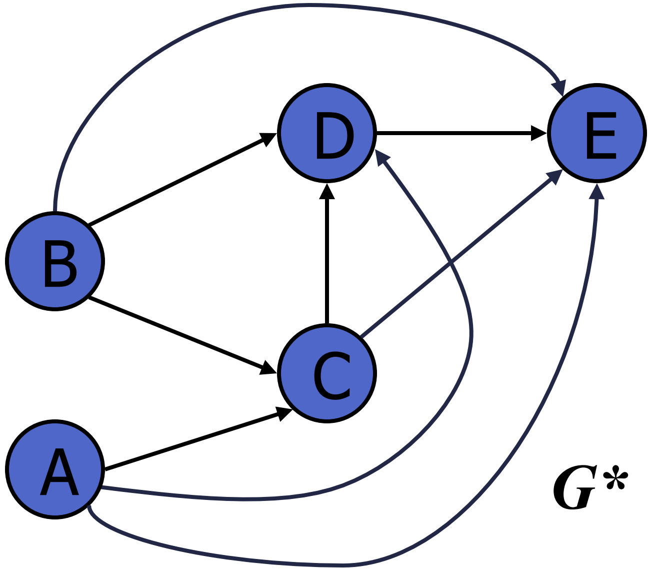
- Maximal subgraphs such that each vertex can reach all other vertices in the subgraph
- Can also be done in O(n+m) time using DFS, but is more complicated (similar to biconnectivity).



Transitive Closure

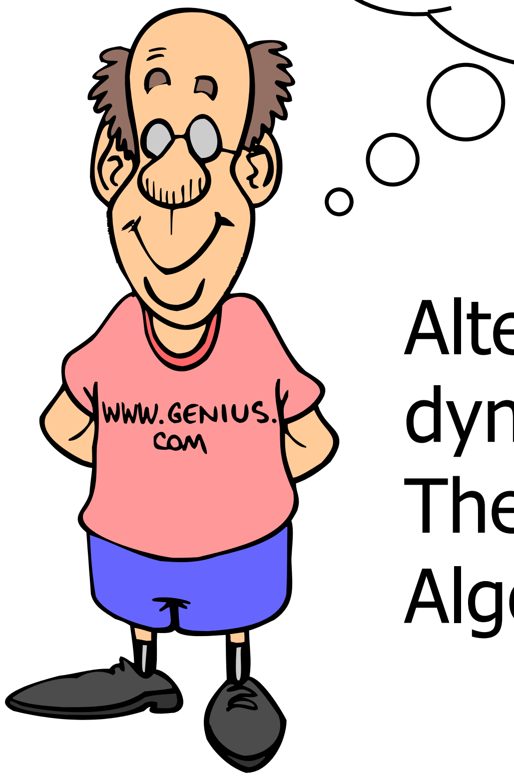
- Given a digraph G, the transitive closure of G is the digraph G^* such that
  - G^* has the same vertices as G
  - if G has a directed path from u to v ($u \neq v$), G^* has a directed edge from u to v
- The transitive closure provides reachability information about a digraph





Computing the Transitive Closure

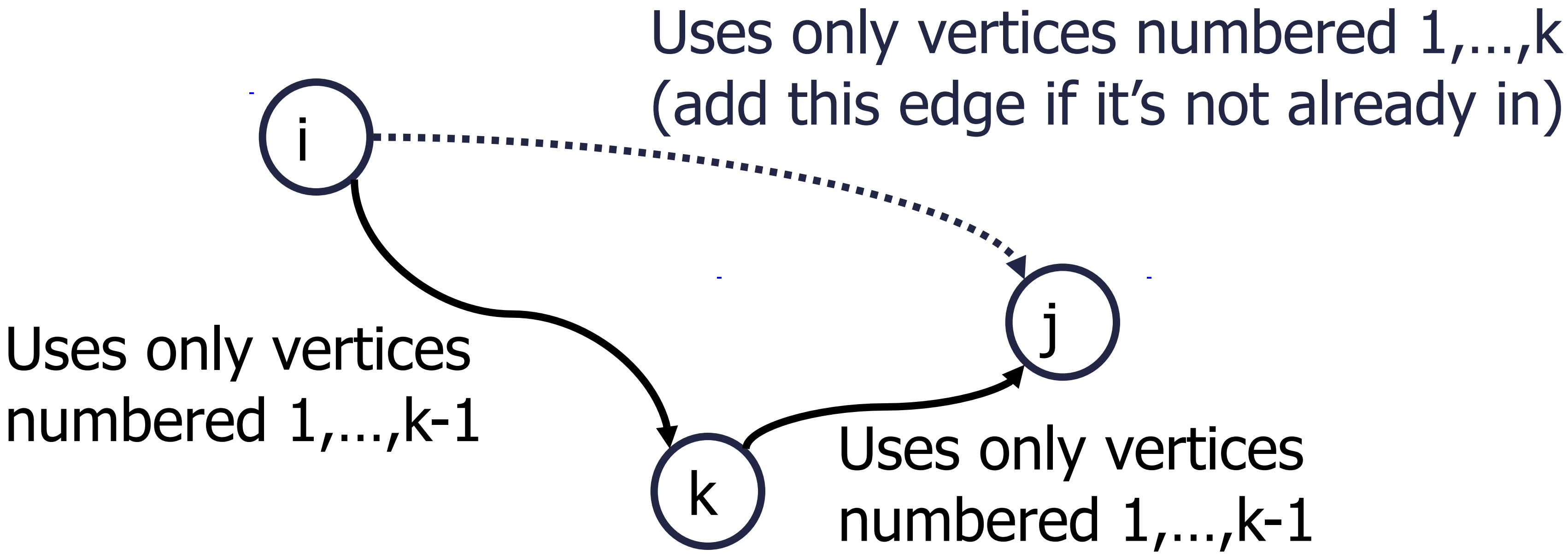
- We can perform DFS starting at each vertex
  - O(n(n+m))



Alternatively ... Use dynamic programming: The Floyd-Warshall Algorithm

Floyd-Warshall Transitive Closure

- Idea #1: Number the vertices 1, 2, …, n.
- Idea #2: Consider paths that use only vertices numbered 1, 2, …, k, as intermediate vertices:



Toy example

Floyd-Warshall's Algorithm

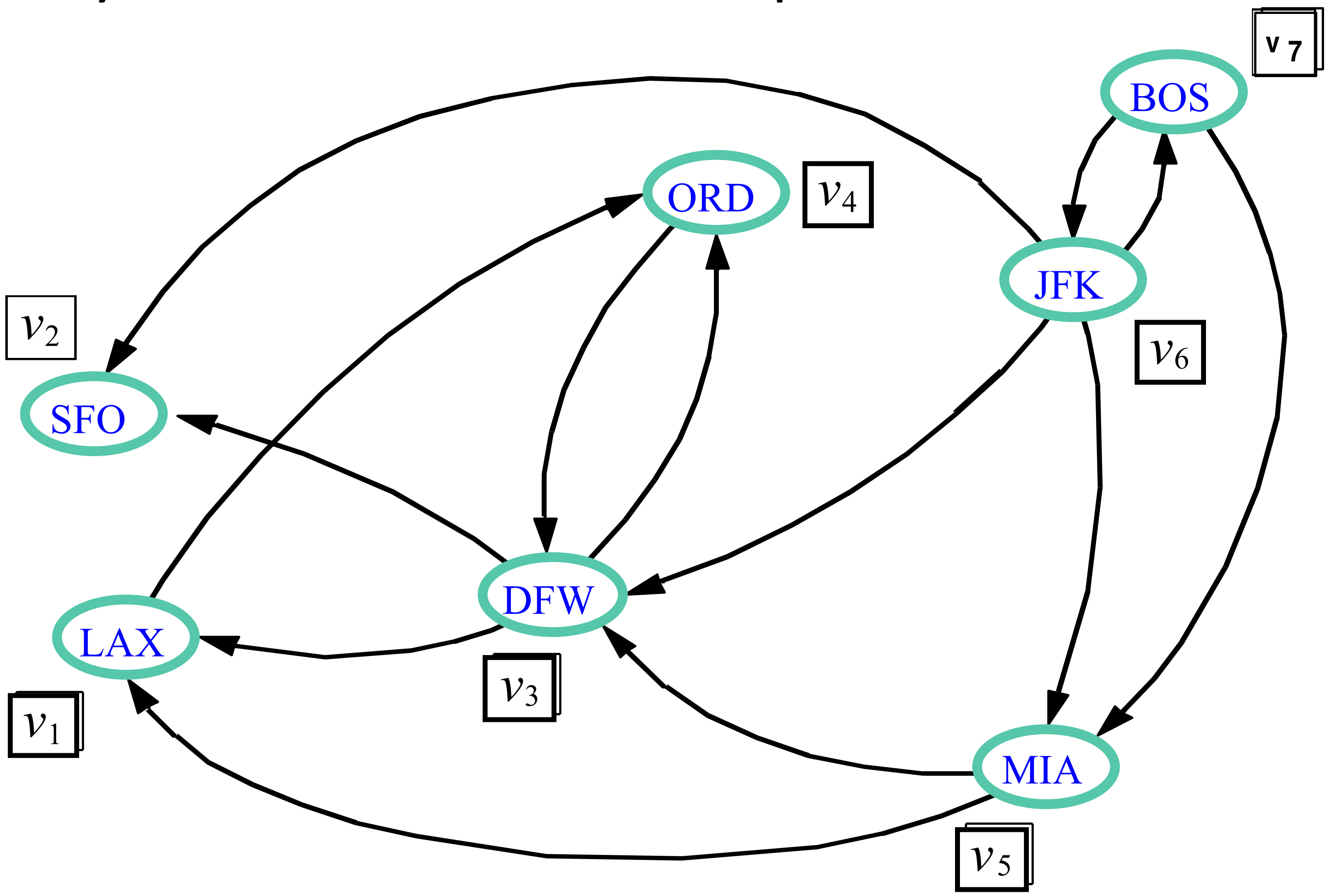
- Number vertices $v_1, \ldots, v_n$
- Compute digraphs $G_0, \ldots, G_n$
  - $G_0 = G$
  - G_k has directed edge (v_i, v_j) if G has a directed path from v_i to v_j with intermediate vertices in $\{v_1, \ldots, v_k\}$
- We have that $G_n = G^*$
- In phase k, digraph G_k is computed from G_{k-1}
- Running time: $O(n^3)$, assuming areAdjacent is $O(1)$ (e.g., adjacency matrix)

Algorithm *FloydWarshall*(G)
    Input digraph G
    Output transitive closure G^* of G
    $i \leftarrow 1$
    for all $v \in G.vertices()$
        denote v as v_i
        $i \leftarrow i + 1$
    $G_0 \leftarrow G$
    for $k \leftarrow 1$ **to** n **do**
        $G_k \leftarrow G_{k-1}$
        for $i \leftarrow 1$ **to** n $(i \neq k)$ **do**
            for $j \leftarrow 1$ **to** n $(j \neq i, k)$ **do**
                if $G_{k-1}.areAdjacent(v_i, v_k) \land$
                        $G_{k-1}.areAdjacent(v_k, v_j)$
                    if $\neg G_k.areAdjacent(v_i, v_j)$
                        $G_k.insertDirectedEdge(v_i, v_j, k)$
        return G_n

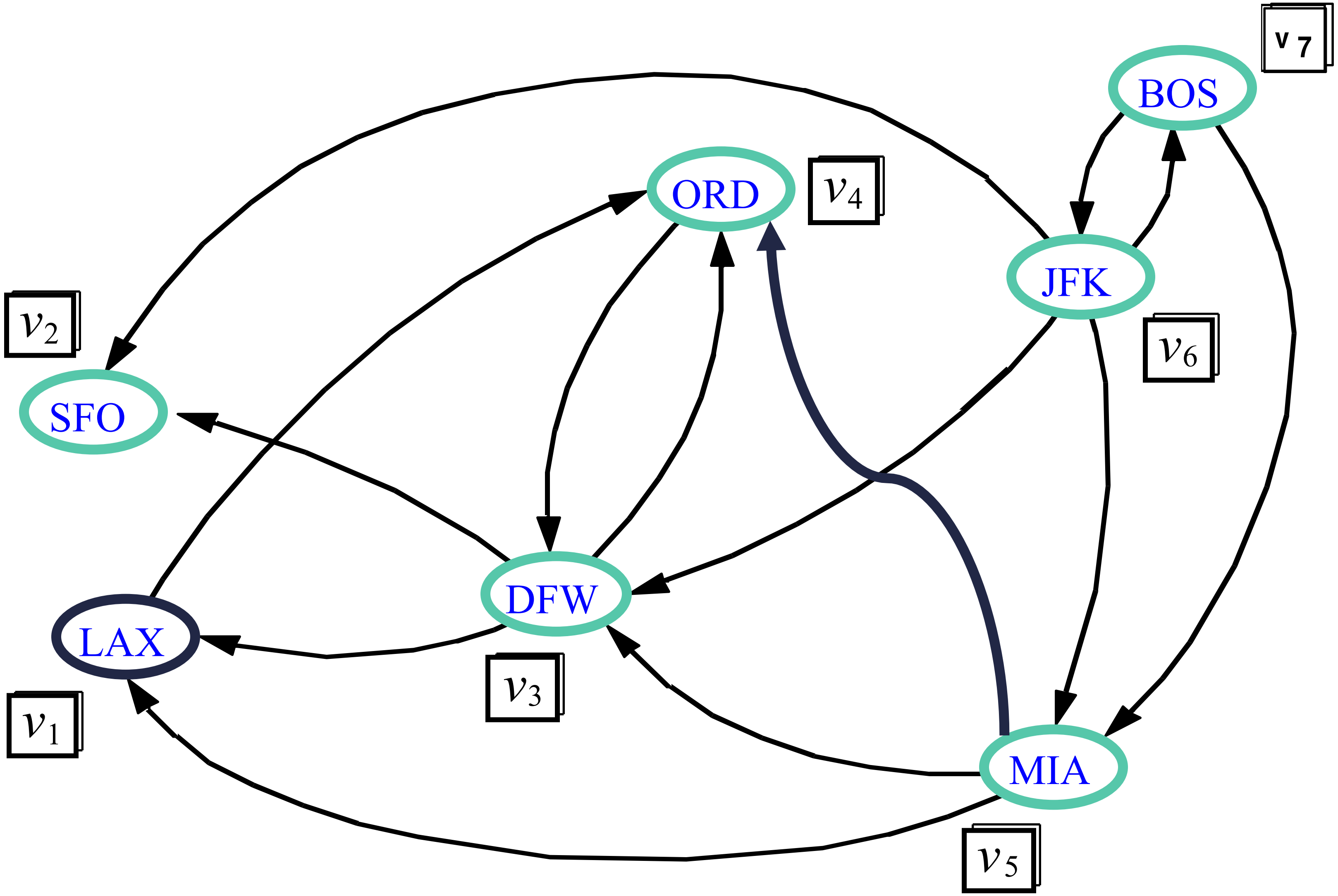
Python Implementation

```
def floyd_warshall(g):
  """Return a new graph that is the transitive closure of g."""
  closure = deepcopy(g)                    # imported from copy module
  verts = list(closure.vertices())         # make indexable list
  n = len(verts)
  for k in range(n):
    for i in range(n):
      # verify that edge (i,k) exists in the partial closure
      if i != k and closure.get_edge(verts[i],verts[k]) is not None:
        for j in range(n):
          # verify that edge (k,j) exists in the partial closure
          if i != j != k and closure.get_edge(verts[k],verts[j]) is not None:
            # if (i,j) not yet included, add it to the closure
            if closure.get_edge(verts[i],verts[j]) is None:
              closure.insert_edge(verts[i],verts[j])
  return closure
```

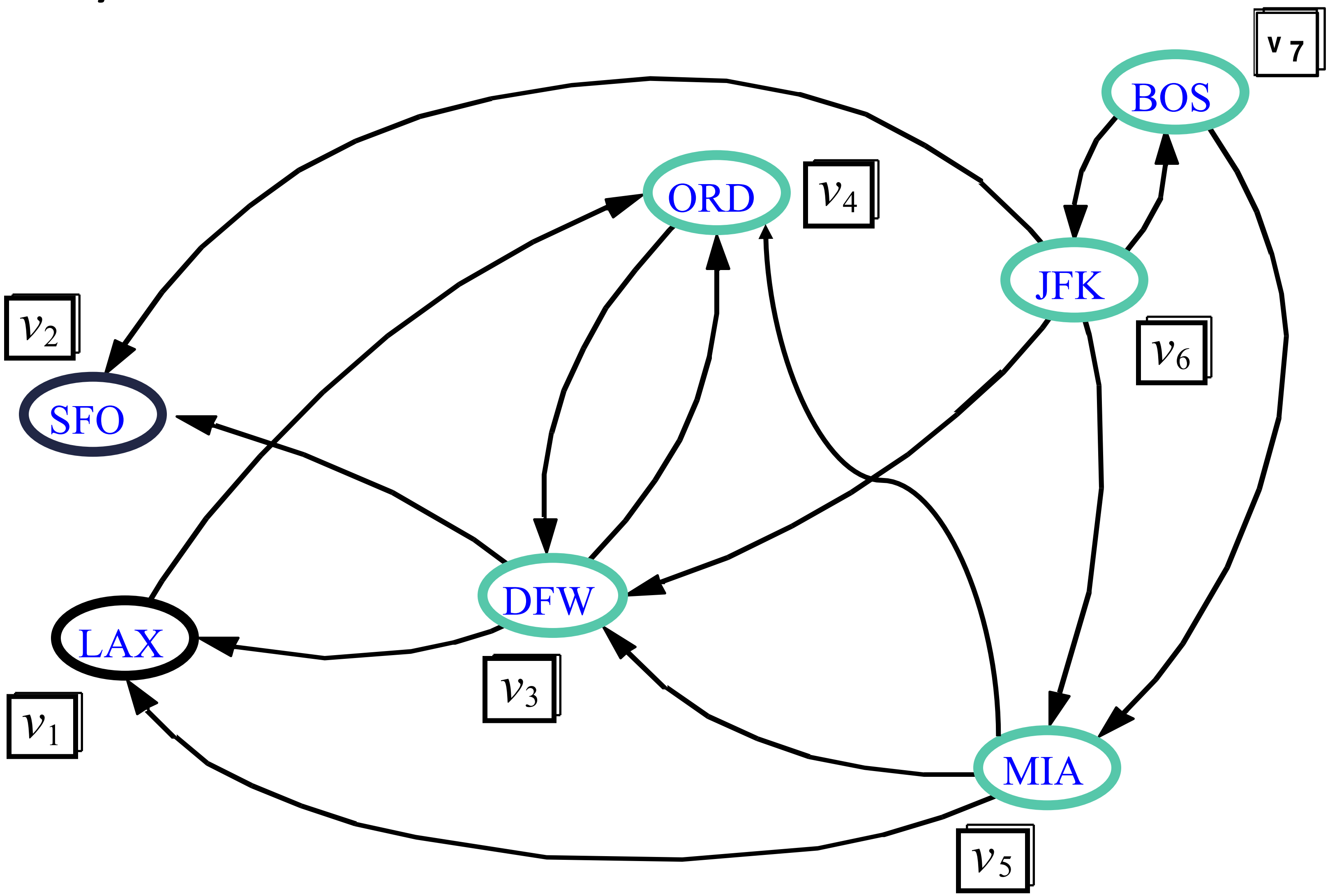
Floyd-Warshall Example



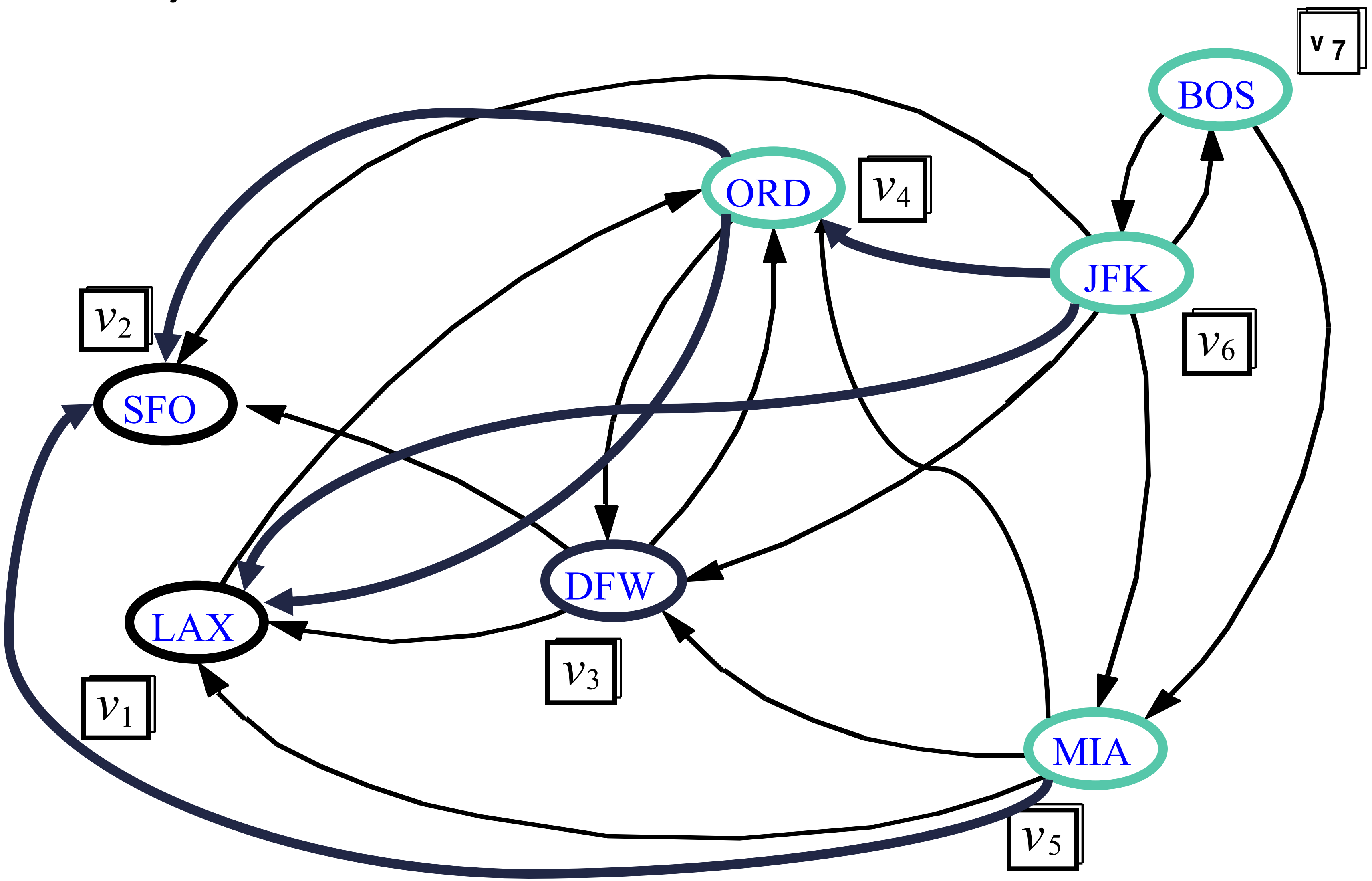
Floyd-Warshall, Iteration 1



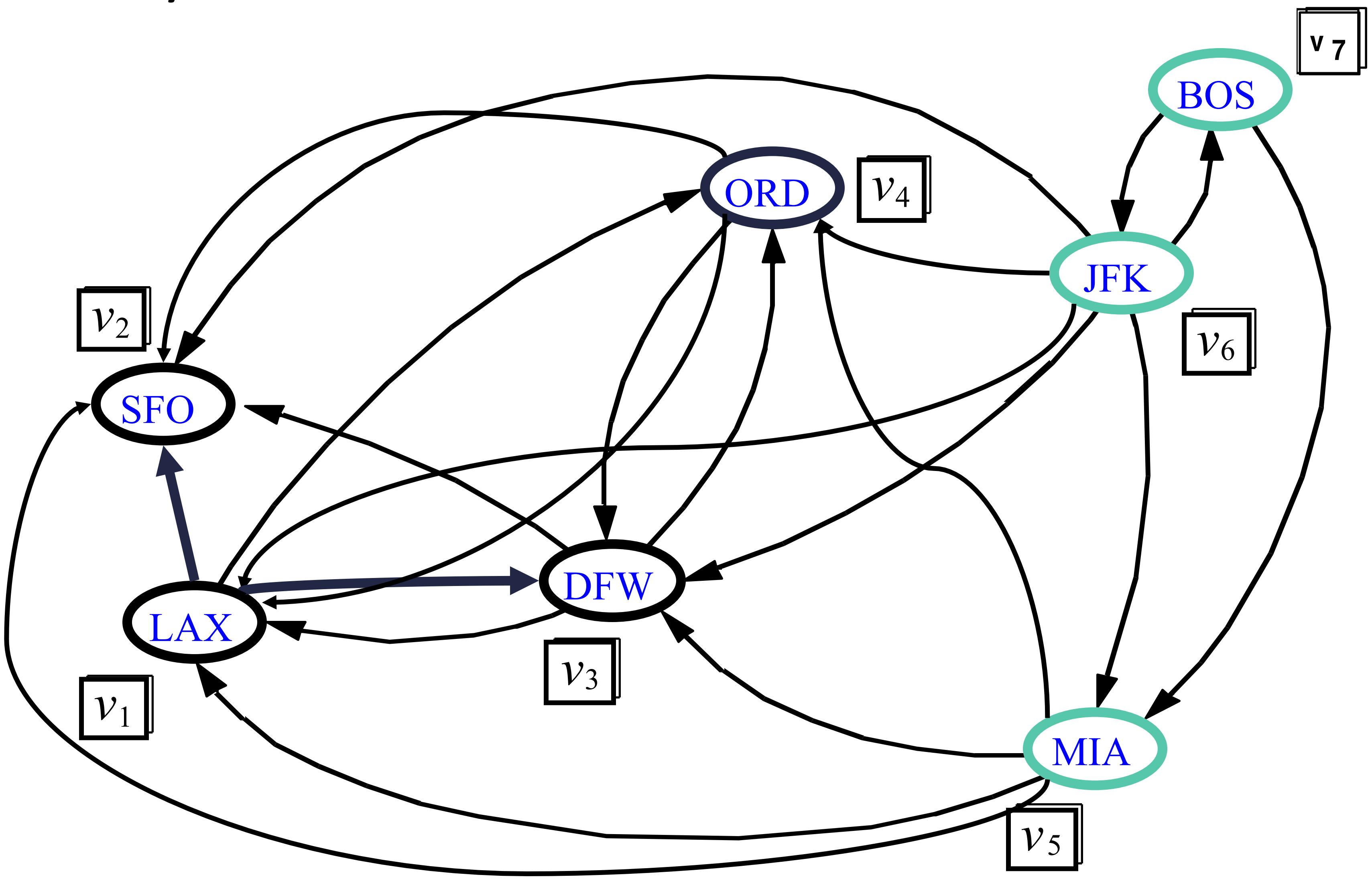
Floyd-Warshall, Iteration 2



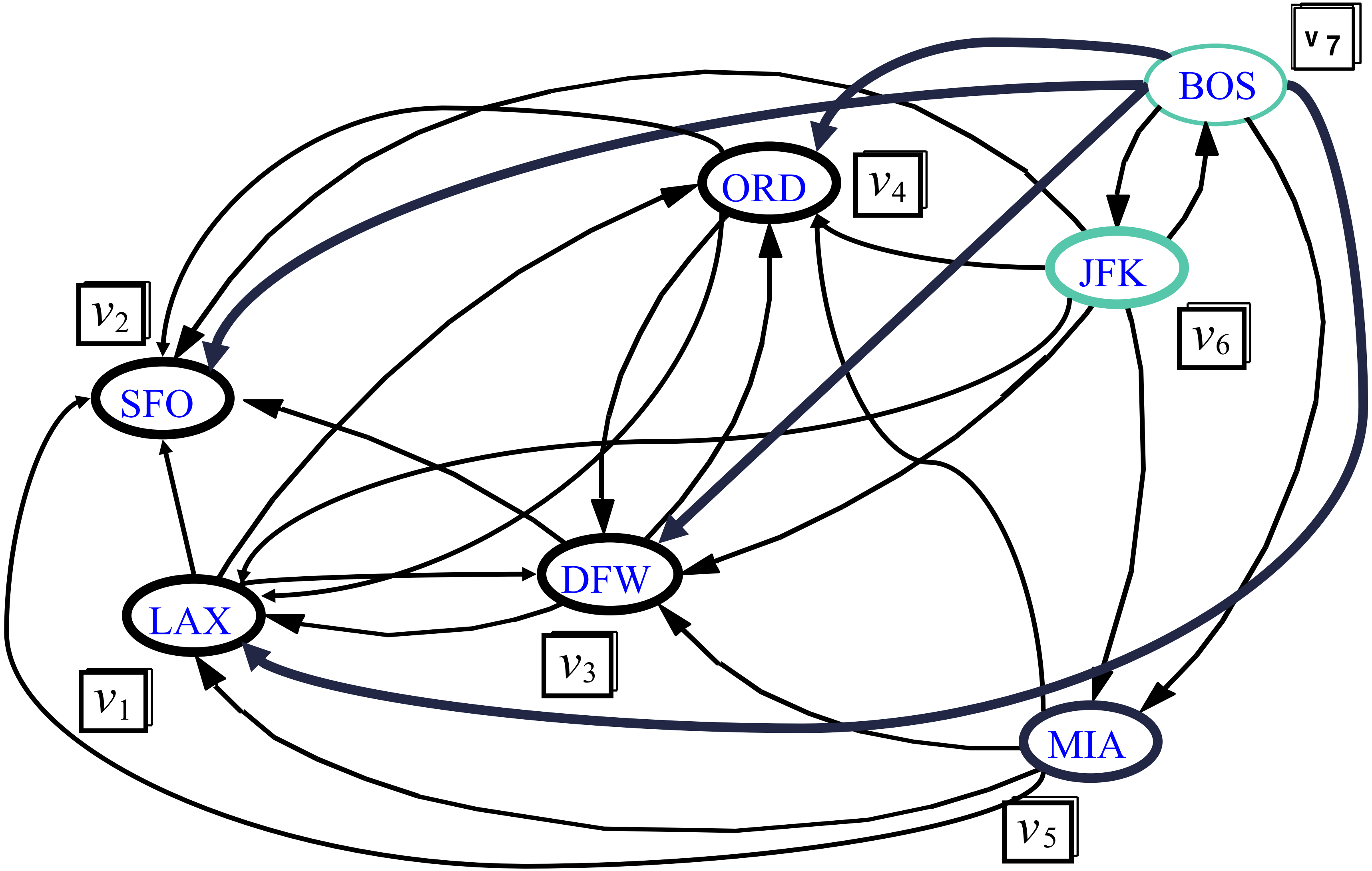
Floyd-Warshall, Iteration 3



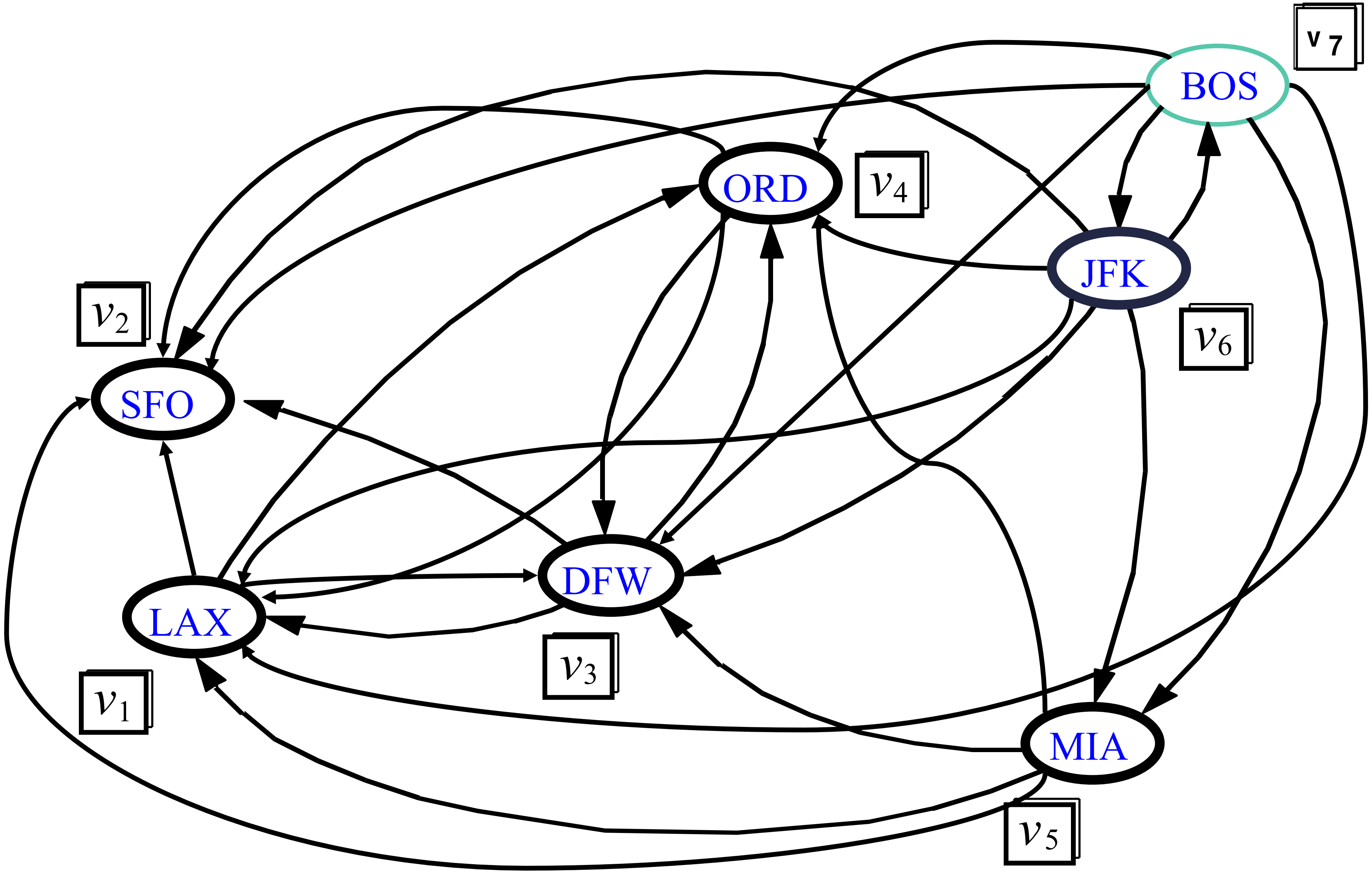
Floyd-Warshall, Iteration 4



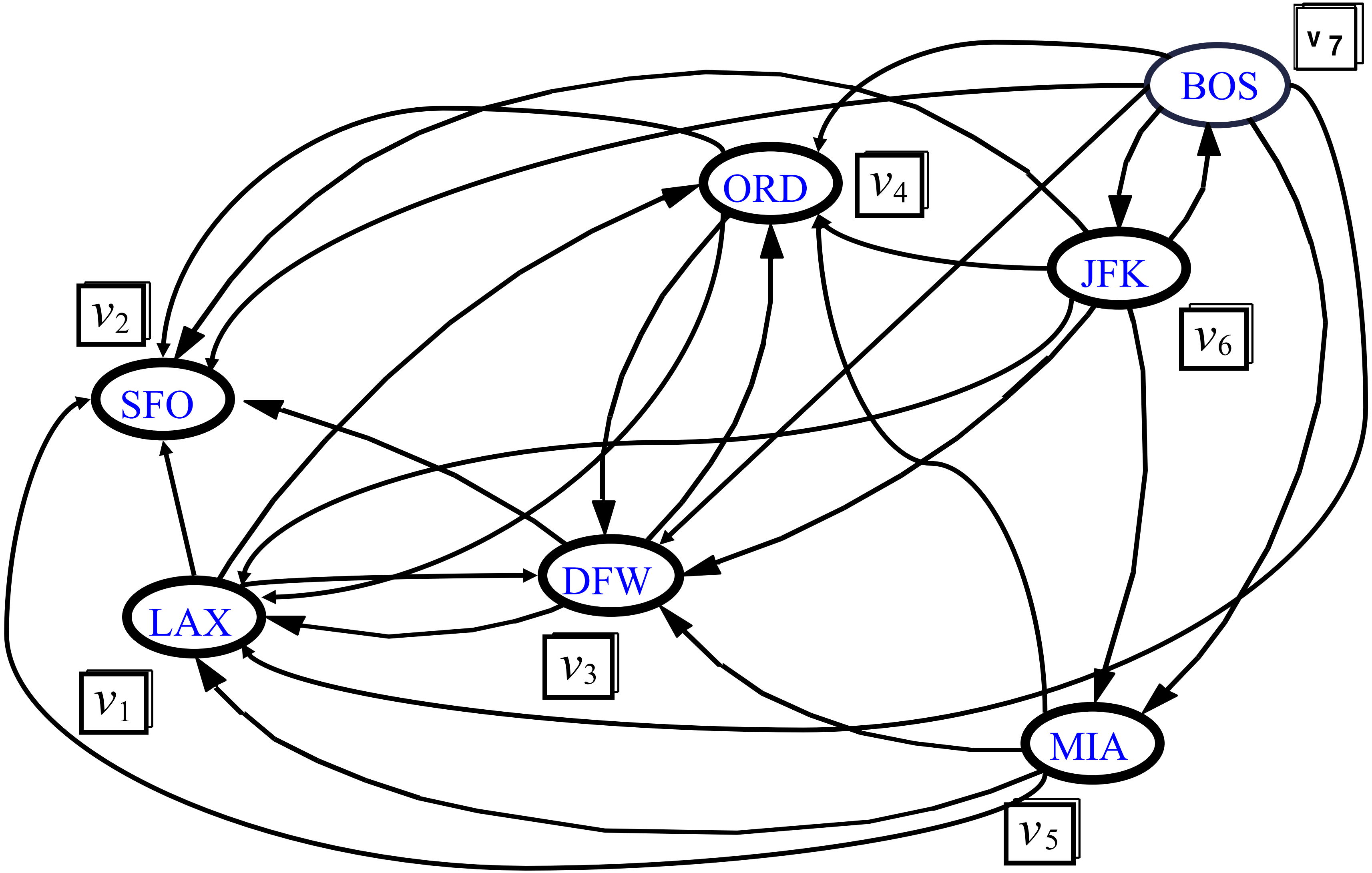
Floyd-Warshall, Iteration 5



Floyd-Warshall, Iteration 6



Floyd-Warshall, Conclusion



DAGs and Topological Ordering

- A directed acyclic graph (DAG) is a digraph that has no directed cycles
- A topological ordering of a digraph is a numbering

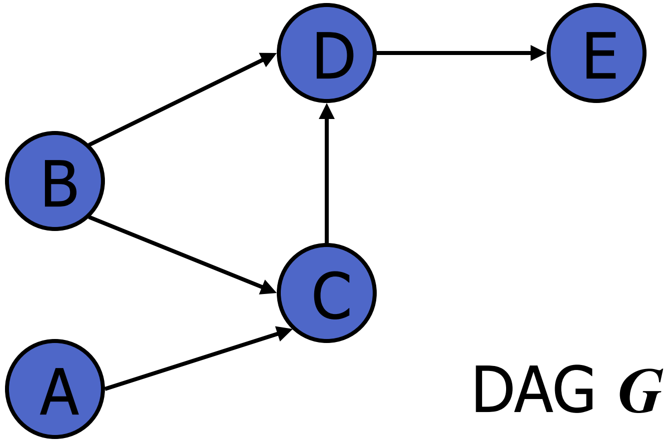
$$v_1, \ldots, v_n$$

of the vertices such that for every edge (v_i, v_j), we have $i < j$

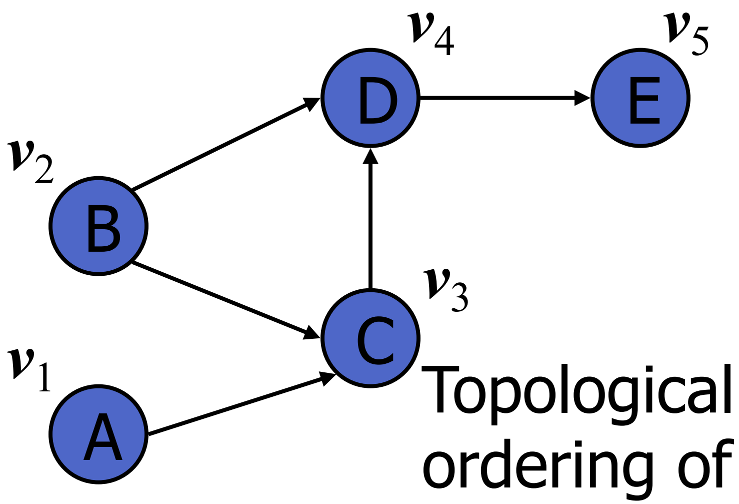
- Example: in a task scheduling digraph, a topological ordering a task sequence that satisfies the precedence constraints

Theorem

A digraph admits a topological ordering if and only if it is a DAG

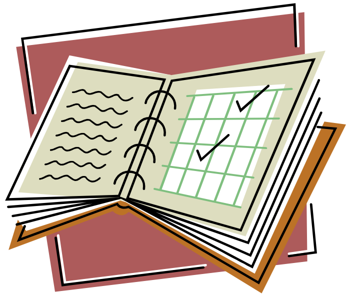


DAG G

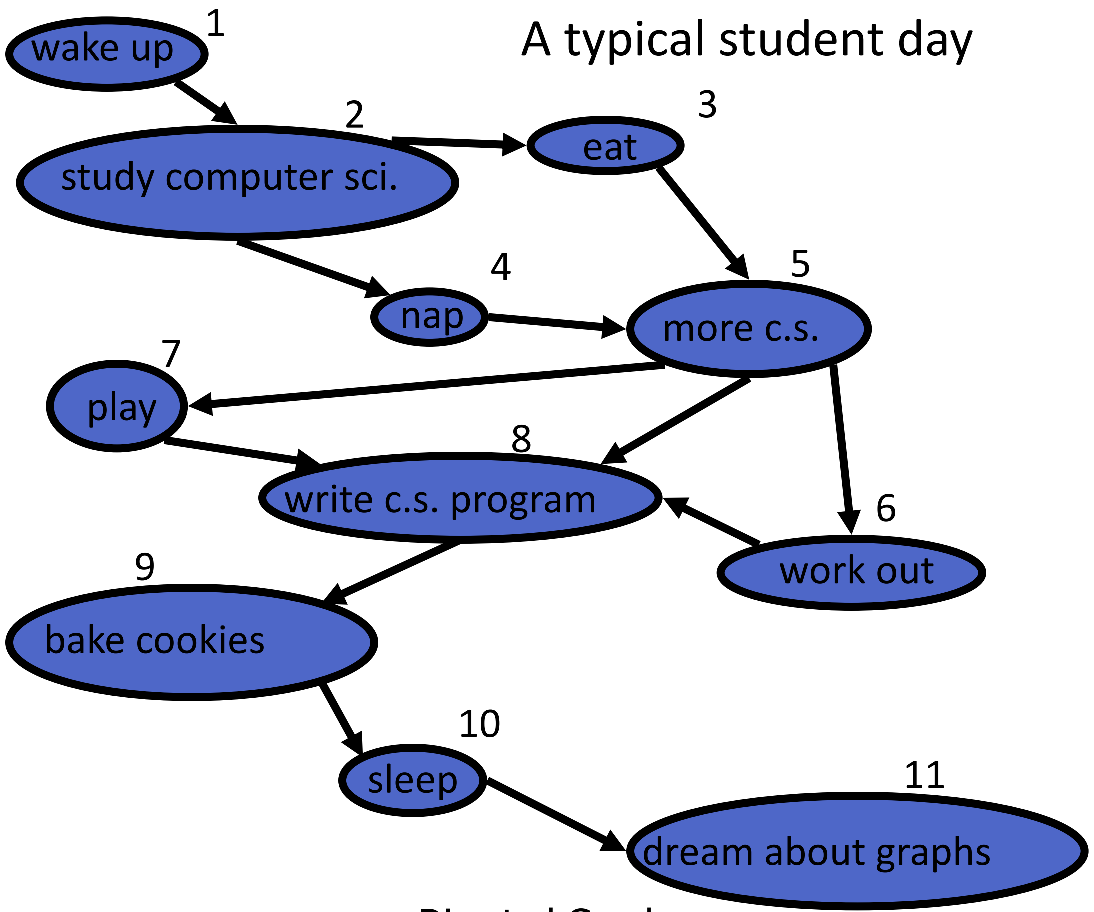


Topological ordering of G

Topological Sorting



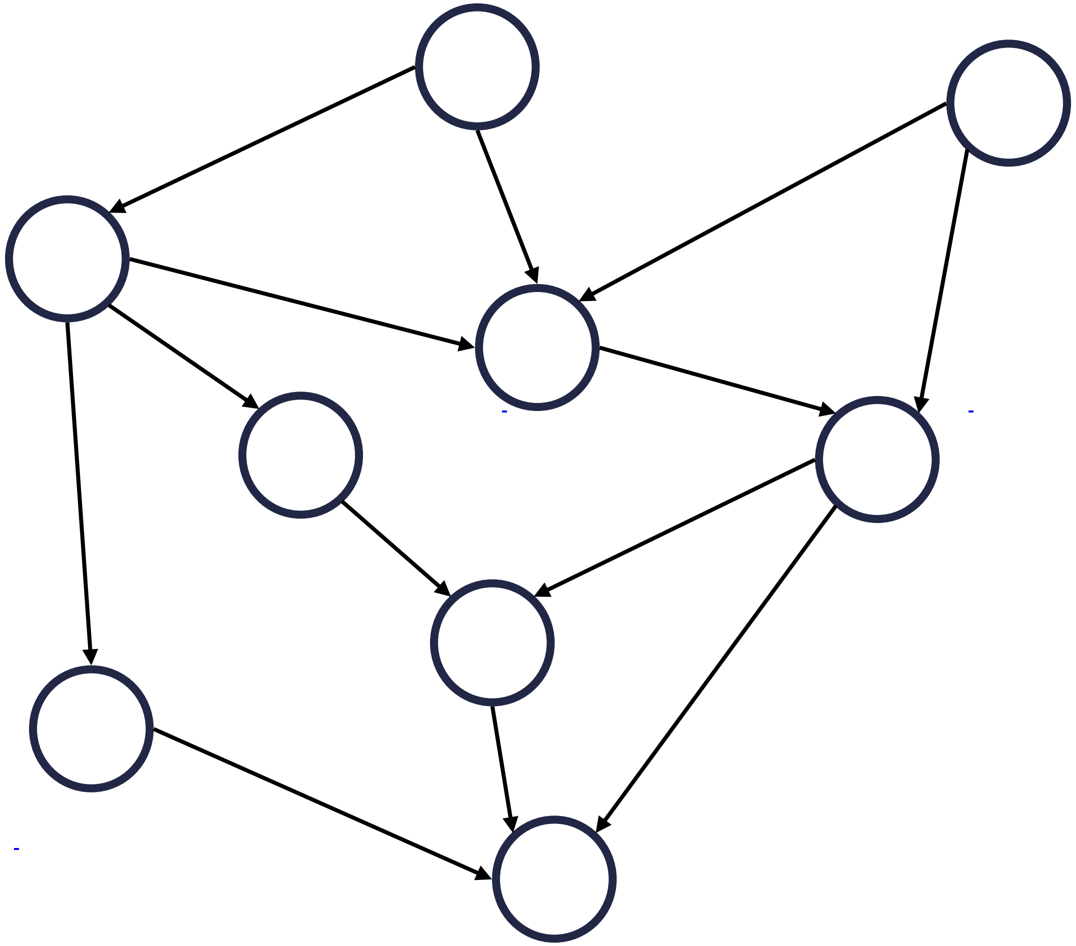
- Number vertices, so that (u,v) in E implies u < v



Algorithm for Topological Sorting

- Note: This algorithm is different than the one in the book

```
Algorithm TopologicalSort(G)
    H ← G            // Temporary copy of G
    n ← G.numVertices()
    while H is not empty do
        Let v be a vertex with no outgoing edges
        Label v ← n
        n ← n − 1
        Remove v from H
```



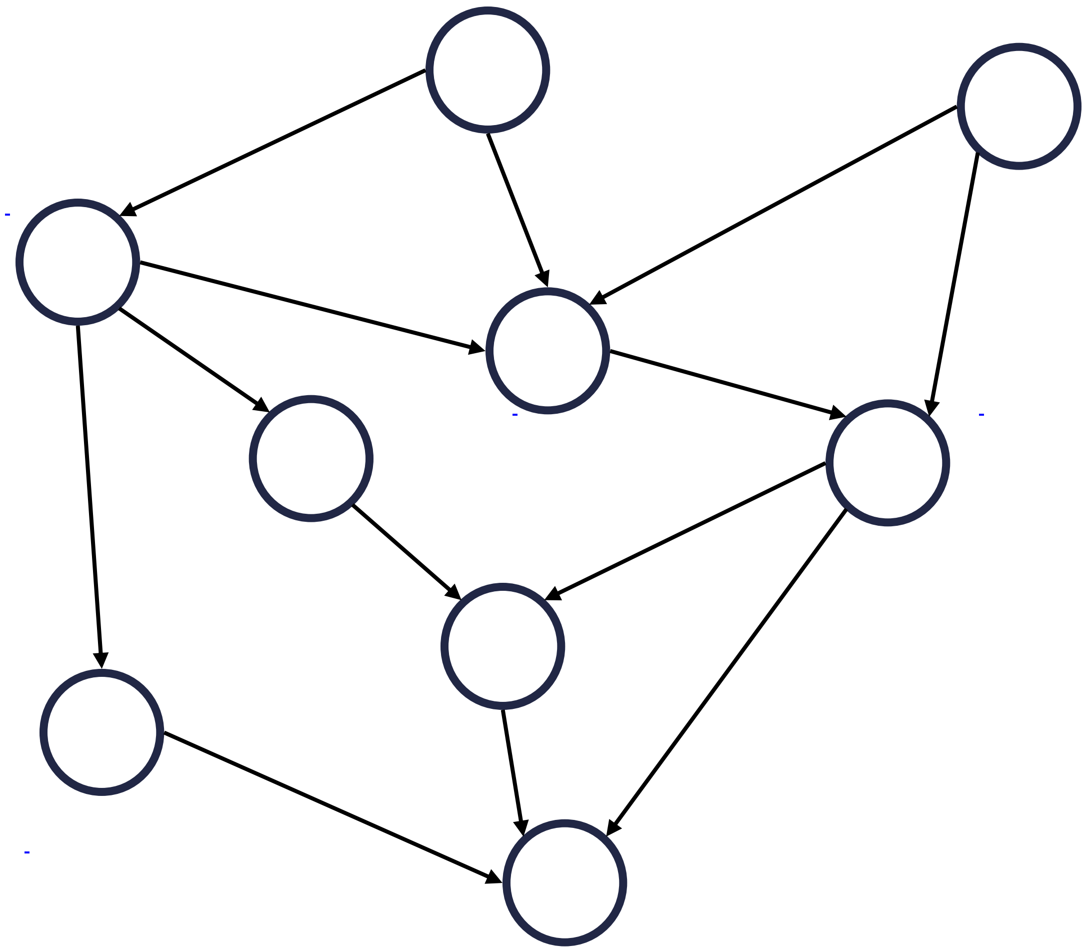
Implementation with DFS

- Simulate the algorithm by using depth-first search
- O(n+m) time.

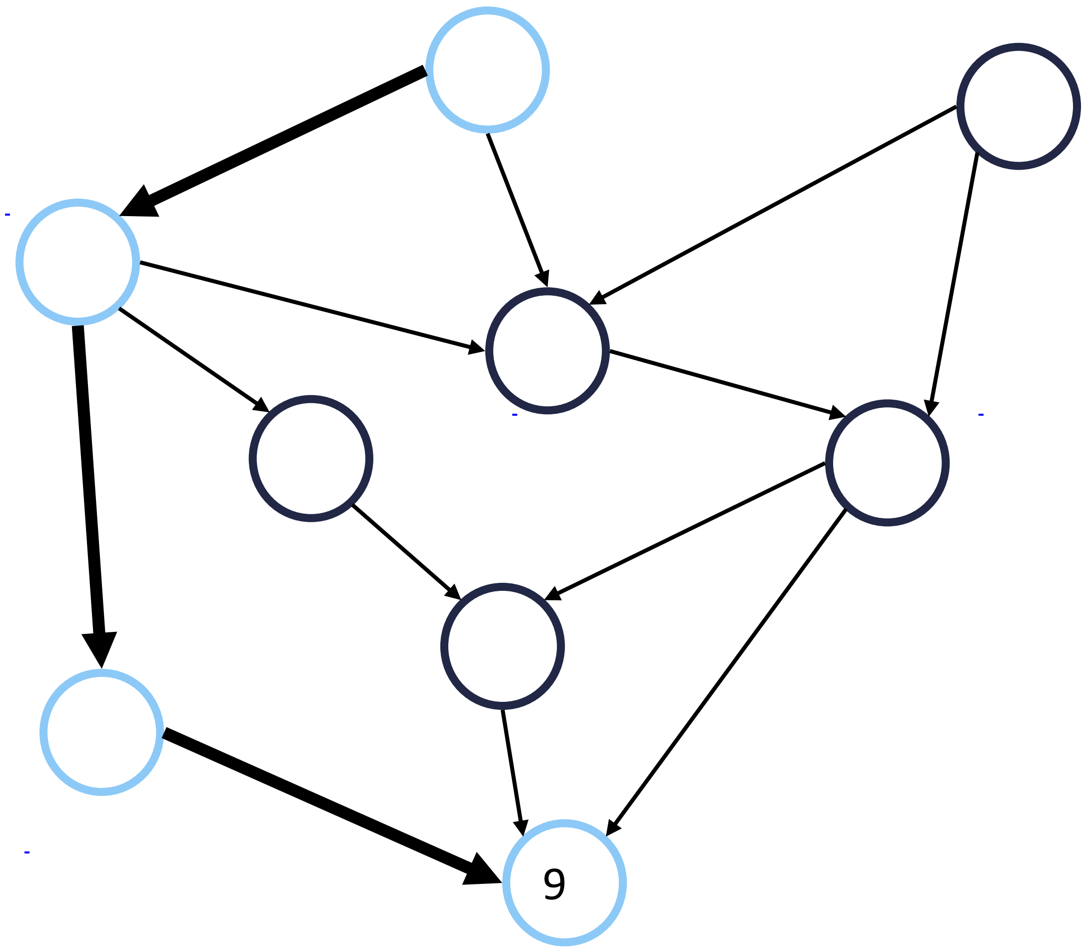
```
Algorithm topologicalDFS(G)
  Input dag G
  Output topological ordering of G
  n ← G.numVertices()
  for all u ∈ G.vertices()
    setLabel(u, UNEXPLORED)
  for all v ∈ G.vertices()
    if getLabel(v) = UNEXPLORED
      topologicalDFS(G, v)
```

```
Algorithm topologicalDFS(G, v)
  Input graph G and a start vertex v of G
  Output labeling of the vertices of G
    in the connected component of v
  setLabel(v, VISITED)
  for all e ∈ G.outEdges(v)
    { outgoing edges }
    w ← opposite(v,e)
    if getLabel(w) = UNEXPLORED
      { e is a discovery edge }
      topologicalDFS(G, w)
    else
      { e is a forward or cross edge }
  Label v with topological number n
  n ← n - 1
```

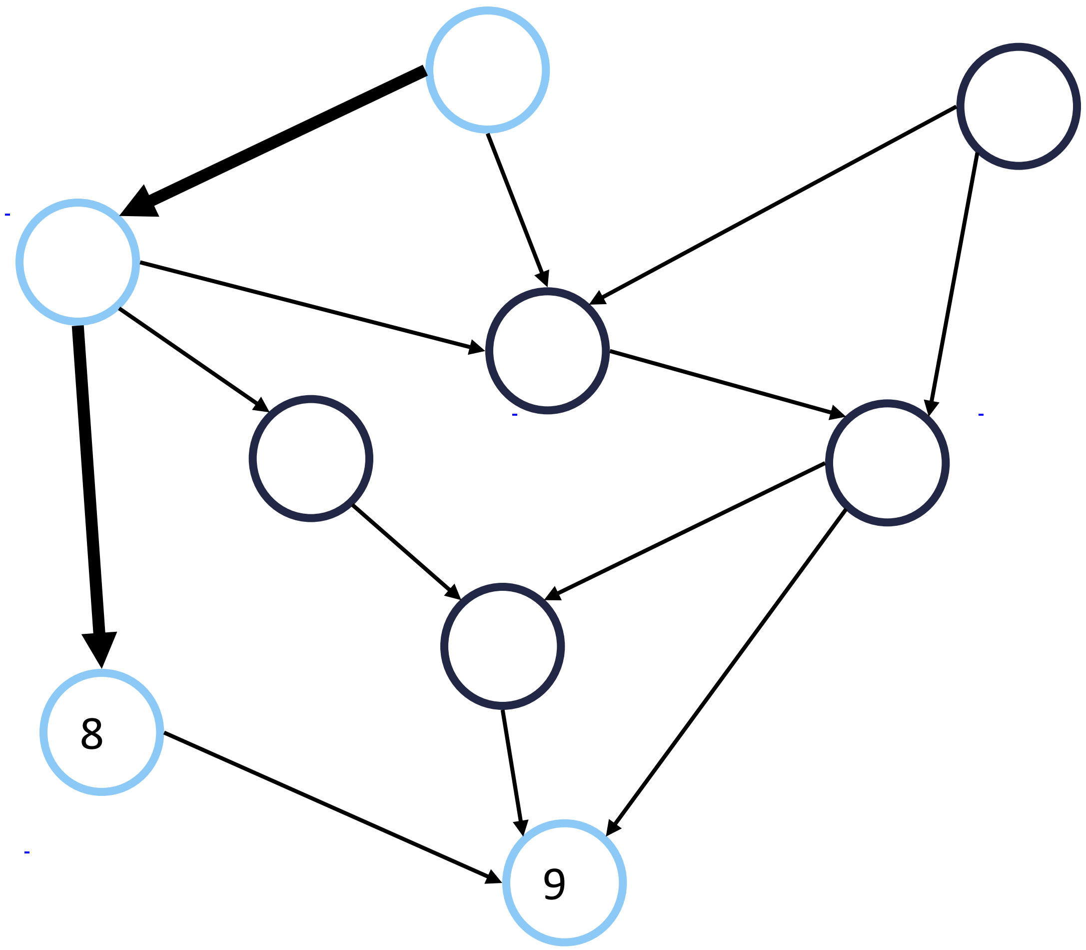
Topological Sorting Example



Topological Sorting Example



Topological Sorting Example



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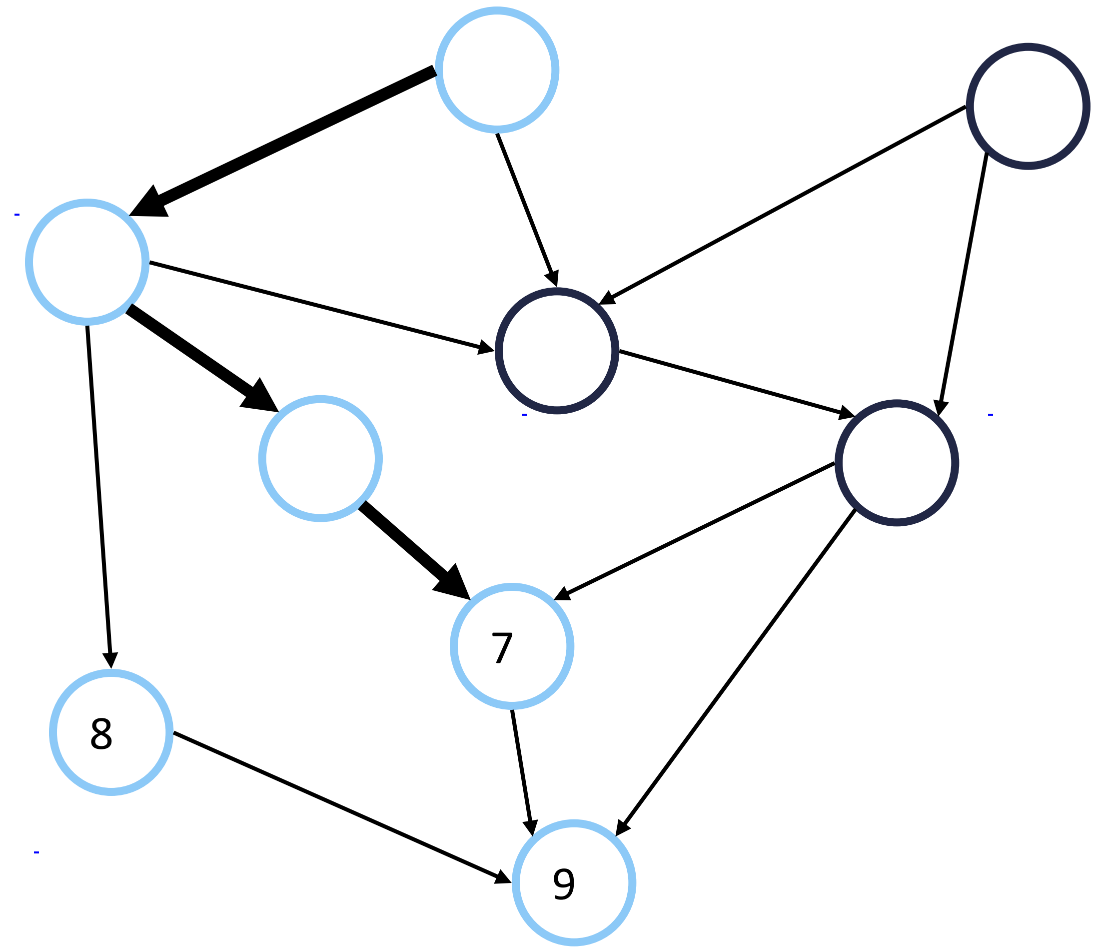

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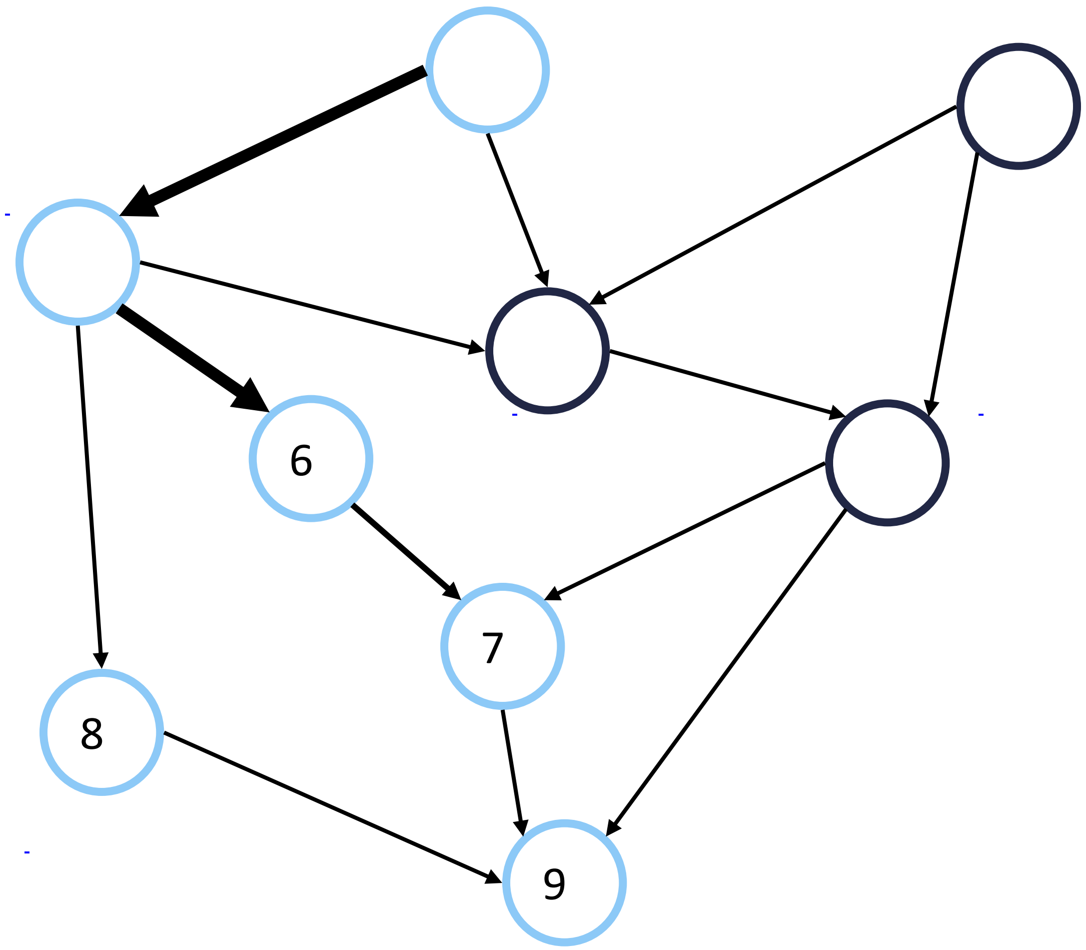

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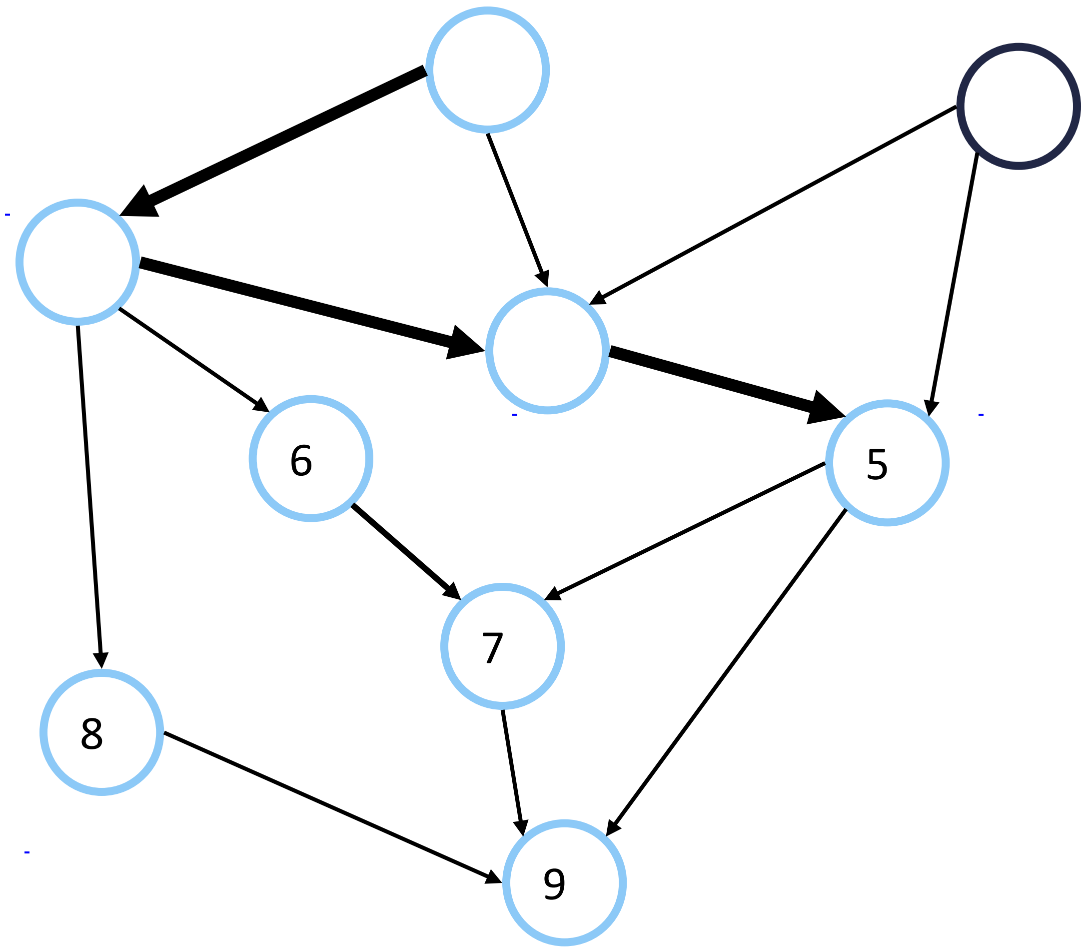

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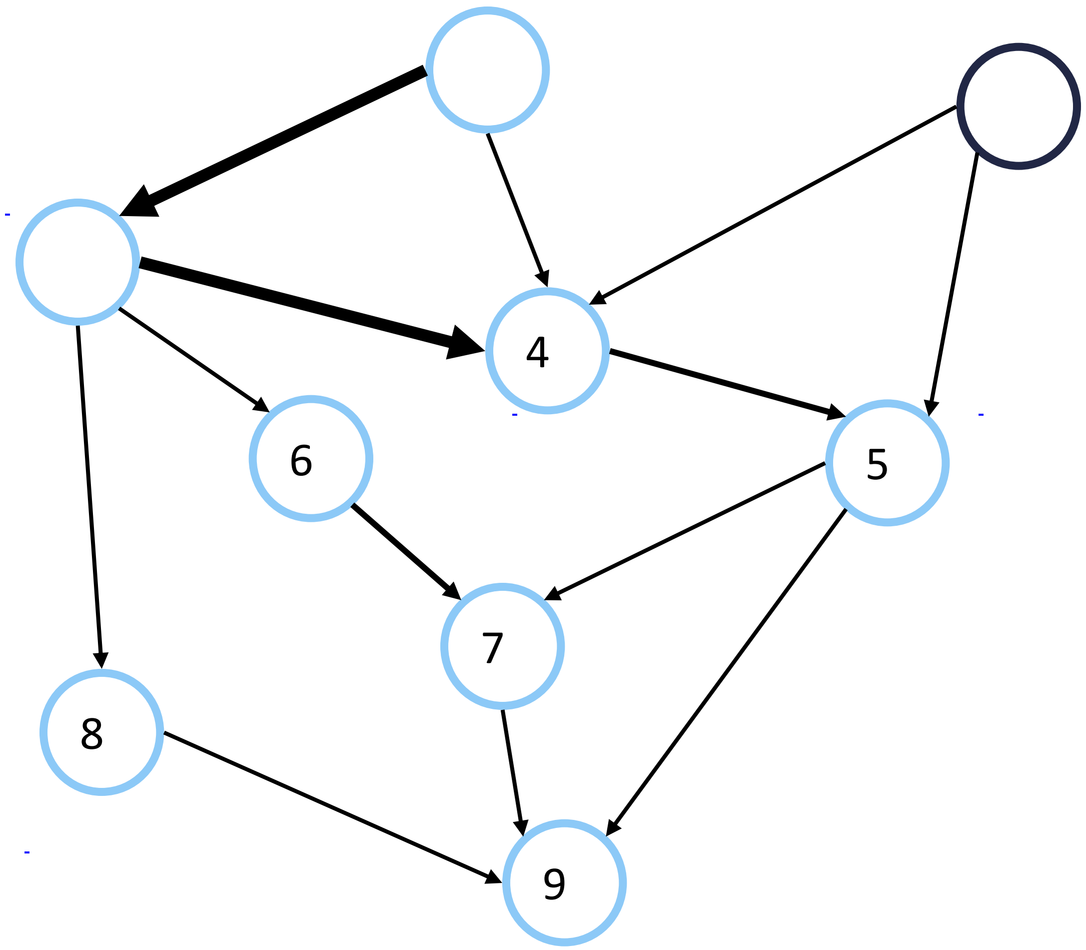

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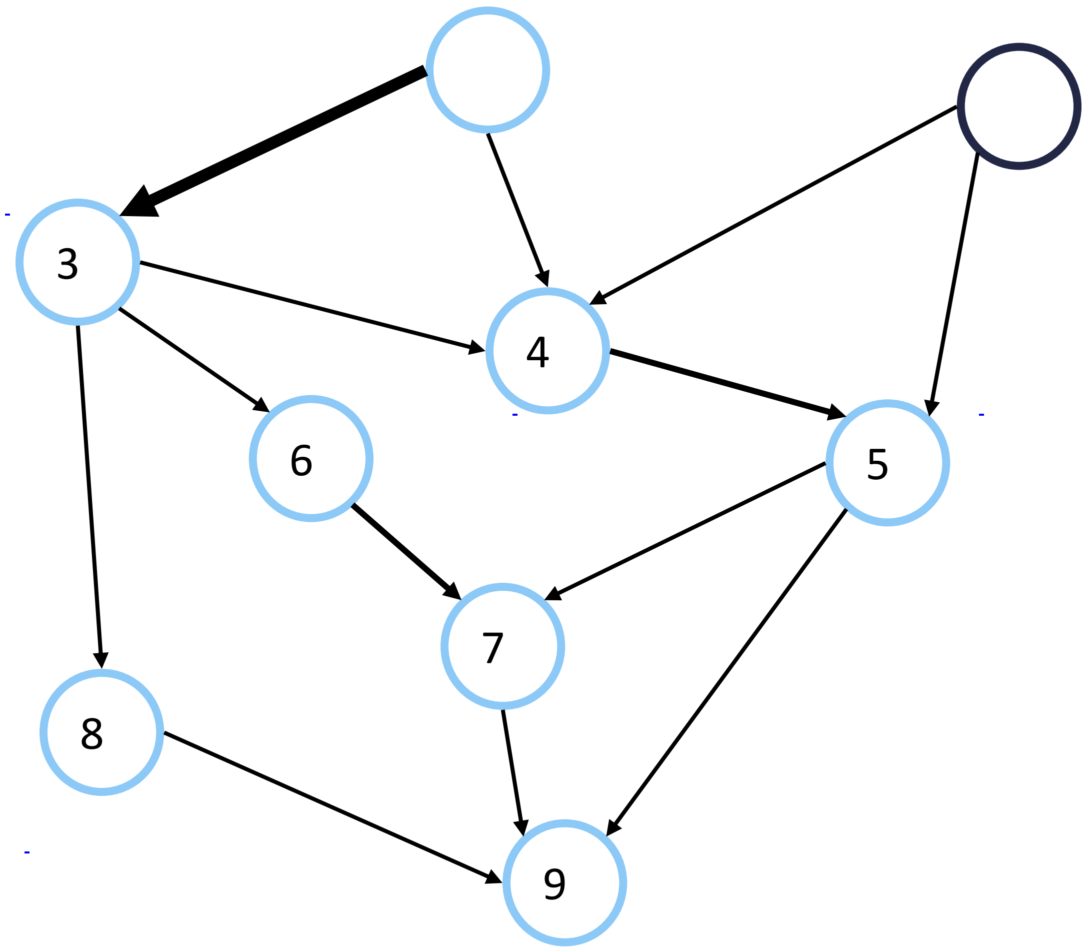

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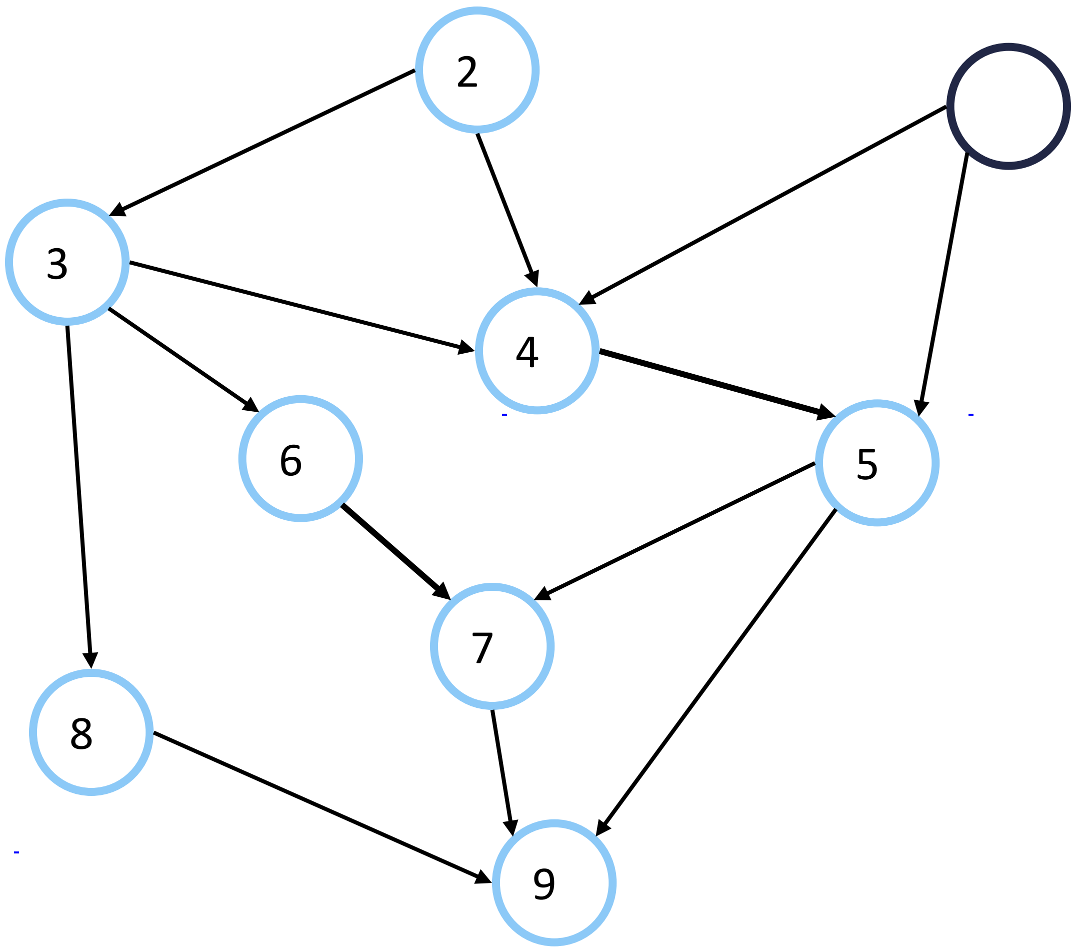

Topological Sorting Example