## LECTURE # 11

# Elementary Graph Algorithms:

Scorch -> Explore graph by frareling over the edges to discover the nodes.

Why? -> p:scorer the graphs structure

Toright -> BF3 & DFS

## Breadth - First Search

L Named that 7c it expands its fronteer of discoursed notes Uniformly.

- Given a graph G, & source vertex SEV

  Explore the edges of G to liscour every node reachable from S

  (if the graph is connected, then this will discour every other node)
  - Computes distance (# of elocs)
  - Generates a BFS-Tree that stores shortest path at my hole from S

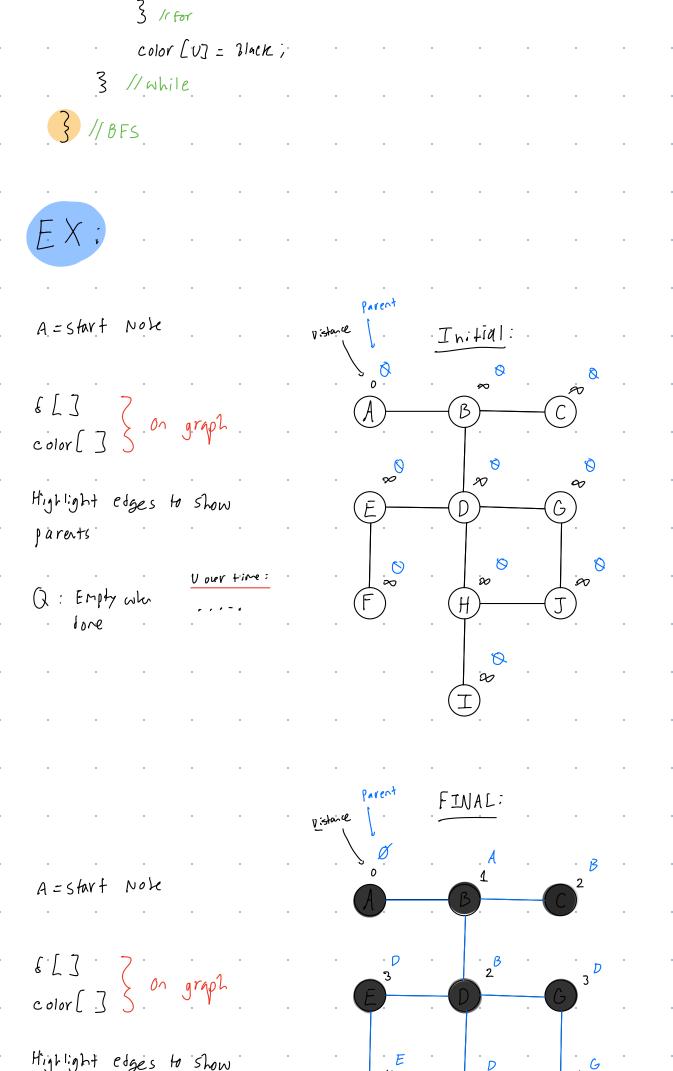
    (works on directed or undirected graphs, NO WEIGHTS.)
- Color each note white, grey, or black initially all white
- A vertex is discovered a first time it is encountered & Becomes non-white (Black = itself & all adjacent notes have been discovered.)
- · BFS constructs a BFS-Tree, initially only contains the source notes
- · BFS-Tree:

```
& else (U, v) are
              white vertex V is
                                   discovered, the nevtex V
   alled
    U is a part of V
to implement BFS:
    need to store
         · For each vertex
             · Color
             · Parent (AKA presecessor note)
             · Distance (from 5)
         Queue. [x] [x+1]
                                                       \left( \right) \left( V + E \right)
BFS (graph G, note S) {
      for each vertex U ∈ V - {S} (or all nodes) {
          color [u] = white
            pluj = 0 // [m+ lu] = null
            SCU3 = 00 // Sistance (U) = flag value
     Color (s) = gray
     8 [s] = 0
     P[5] = Ø
     Q. insert (S)
     While (! a. is Empty ()) }
         t = Q. leguene ()
         for each note V E AS; [U] {
            if (color [V] == wwie) {
                 color [v] = grey;
                PLV3 = U;
                S[V] = S[V] +1;
                Q.insert(V);
             3 ·//if
```

Init.

· Init

Source



parents

#### V over time:

Q: Empty who

$$U = A$$
  $Adj = B$ 

$$U = C$$
  $A \ni J = B$ 

$$U = D$$
 Ad; = B, E, G, H

y H

we have fisconced the optimal route to each note given starting point A!

#### Depth - First Search

- Elses are are explared out of the most recently discovered note that still has unexplored edges
- · When all of a notes edges have been explored, backfrack to a prekessor

White gray Black

each note is timestaged (NO DUPLICATE TIMES)

WITL 1 2 2 [V]

· both & -tisiousy fine

F-finish time

{[v] < F[v]

· p - parent ·

whole Algorithm:

DFS() {

for each vertex in U &

color [v] = white;

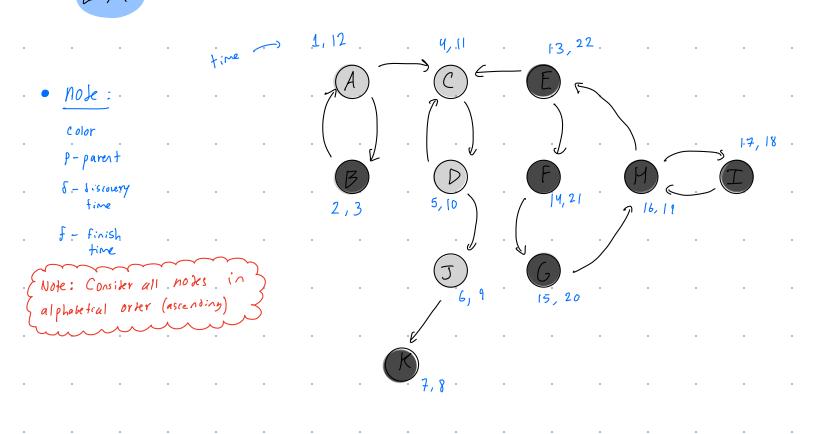
1 C 17 - 0x

0 (V + E)

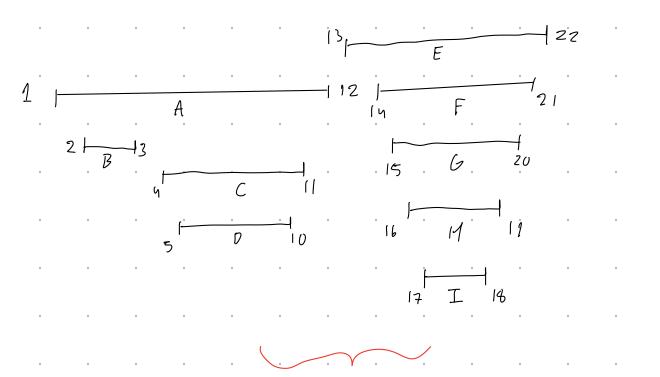
time = 0 for each wreck in U & if ( color [ U] = = White) { P.FS - V(Si+.(U); } // if color 3 // for each DFS-Visi+ (note U) { color (U) = gray; 8[U] = +++ine; for each vertex & Adj [U] { if. (1010r [V] == White) {. p[v] = U; DFS-V13:+ (V); }. // if 3 // For each color [ U] = Black; f[U] = ++ time; 3. // DFS-Visit

FX:

INTTIAL:

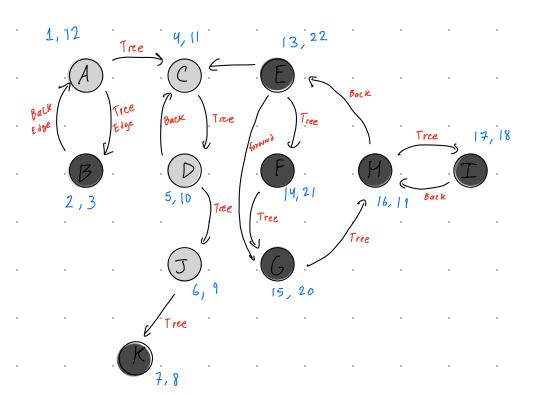


## So What Does This Tell Us????



- · None OF these times overlap!
  - Paren Hesis structure
- Edges in be classified (free, back

#### forward, and cross etges)

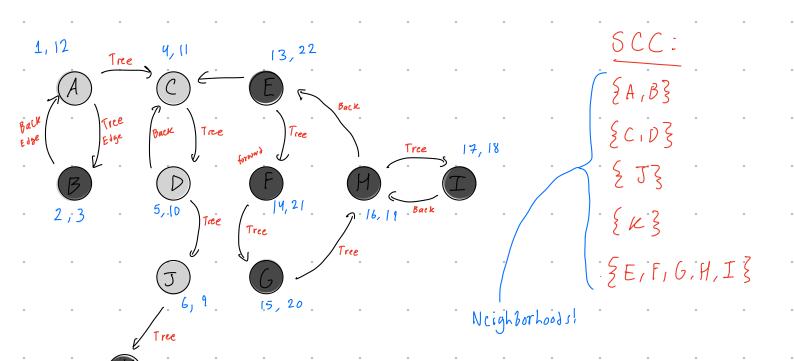


Ultimately, this structure allows us to find strongly connected

Components

A part of directed graphs: Sets of nodes that are all mutually

reachable. Every hole



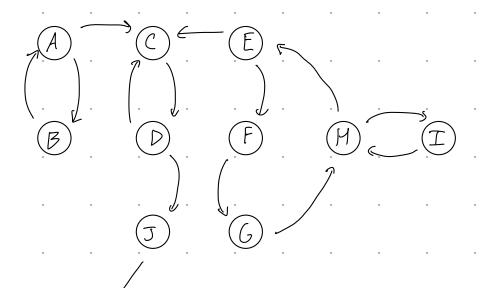
# How to me vie DFS to find SCC?

we will use DFS twice!

$$(a,b) \in E \Rightarrow (2,a) \in E^{T}$$

Nok: G & GT have some SCC

- (1) DFS(G) remember f[1] finish time
- 2 Generate GT
- 3 DFS (GT) considering noks in decreasing F[]



(Reverse arrow directions)

f-21 G-20 H-19 I-18 A-12 C-11 D-10

E-22

 $(1, 14) \xrightarrow{15} (2) \xrightarrow{1,10}$ 

