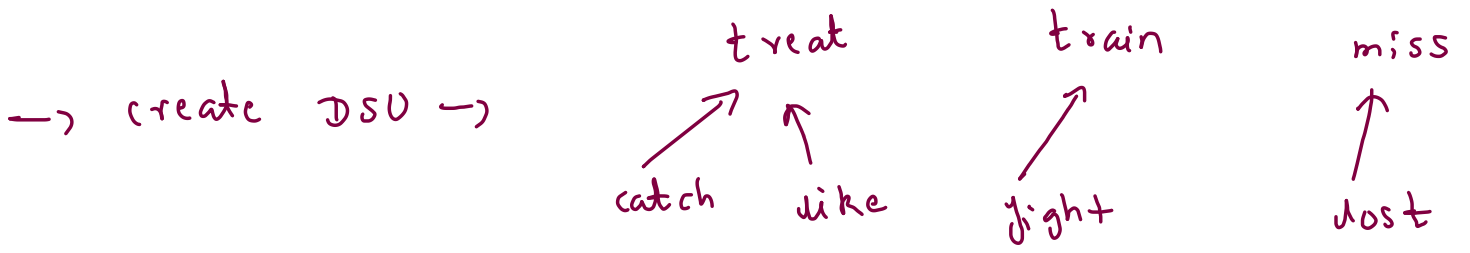
```
3
treat fight miss
like train lost
```

s1 : treat fight miss

s2 : like train lost

```
4
treat catch
train fight
like catch
miss lost
```



```
HashMap<String, String> parent;
HashMap<String, Integer> rank;
```

4
treat catch
train fight
like catch
miss lost

3
treat fight miss
like train lost

parent

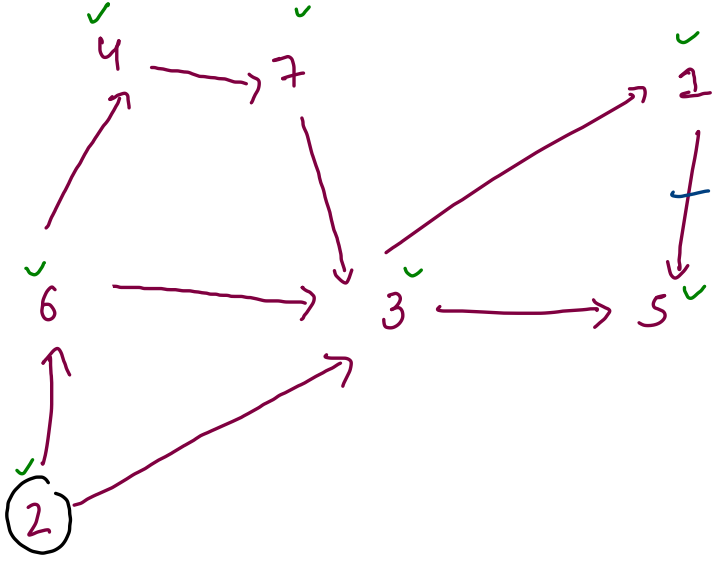
treat -> treat
catch -> treat
train -> train
fight -> train
like -> treat
miss -> lost
lost -> lost

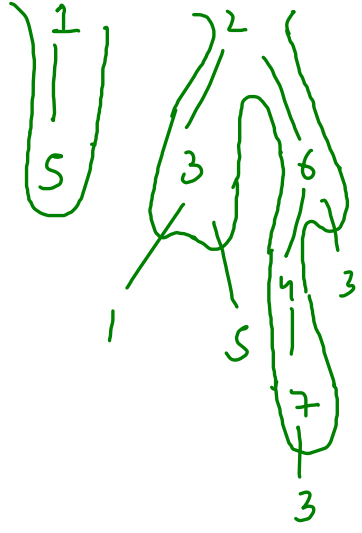
rank

treat -> 1
catch -> 0
train -> 1
fight -> 0
like -> 0
miss -> 0
lost -> 1

Kahn's algo : topological sort (DAG)

directed acyclic graph





2
6
4
7
3
1
5

u → v.

u should come before v

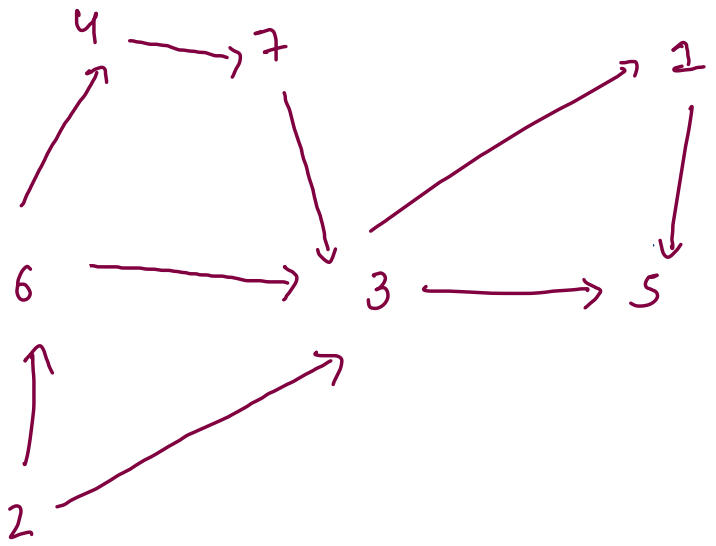
u → v, u depends on v

ts: 2 6 4 7 3 1 5

order of comp: rev(ts)

↳ 5 1 3 7 4 6 2

Kahn's algo



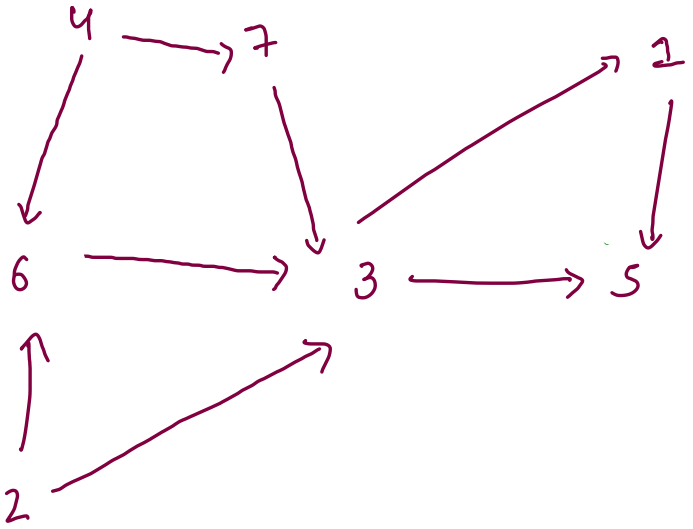
indegree

1	2	3	4	5	6	7
~~1~~	0	~~3~~	~~1~~	~~2~~	~~1~~	~~1~~

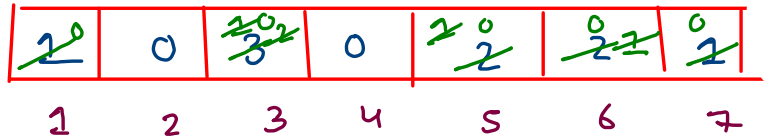
~~2~~	~~6~~	~~4~~	~~7~~	~~3~~	~~1~~	~~5~~

2 6 4 7 3 1 5

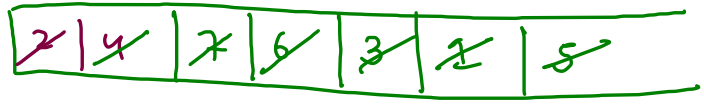
Kahn's algo



① . fill indegree array.

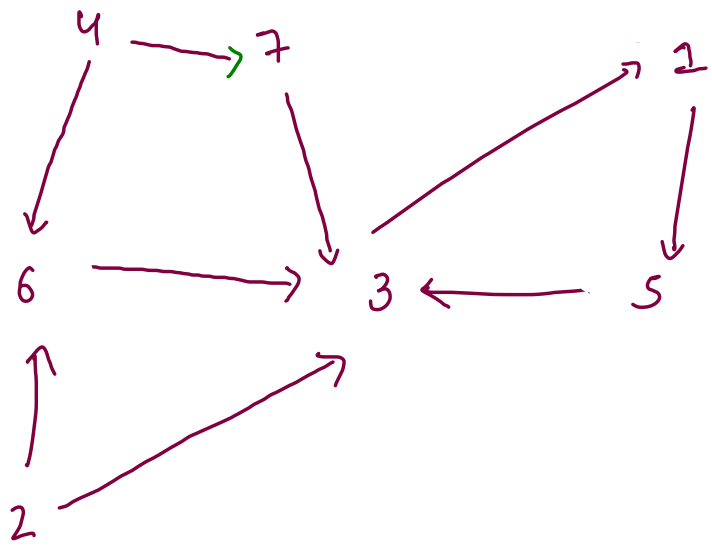


② . start with '0' indegree vertices



2 4 7 6 3 1 5

Cycle detect:



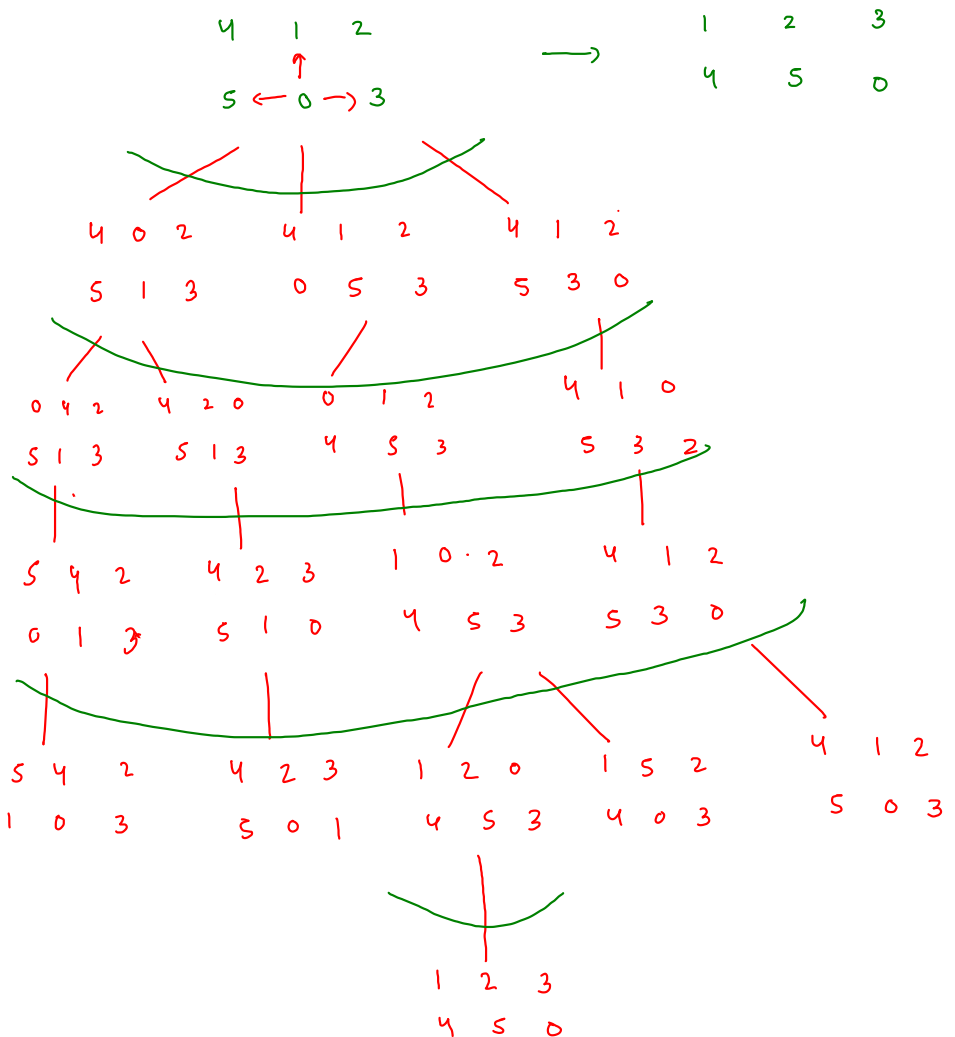
1	0	3 4 1	0	1	0 2 1	1 0
1	2	3	4	5	6	7

4	2	7	6

(4, 2, 7, 6)

count = 0 + 1 + 1 + 1 + 1

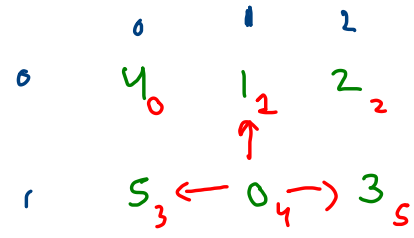
Sliding Puzzle



9IC

4 0 2

5 1 3



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

m -> total cols

bno = i*m+j;

i = bno / m;

j = bno % m;

dest -> 1 2 3 4 5 0

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

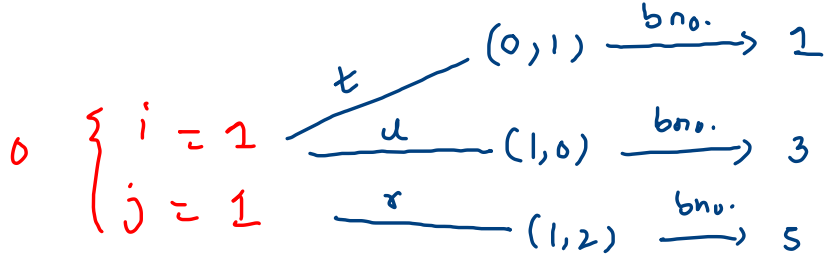
2d -> string;

(i) easy to maintain visited, bfs.

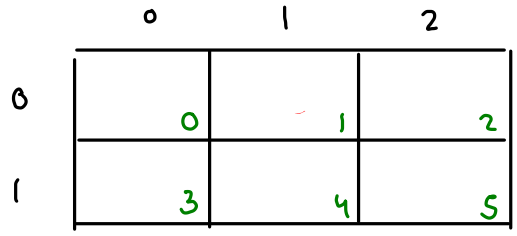
(ii) difficult to find nbrs.

m = 3

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



map: [[1,3] , [0,2,4] , [1,5] , [0,4] , [1,3,5] , [2,4]]
0 1 2 3 4 5



~~412503~~	402513	412053	412530

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

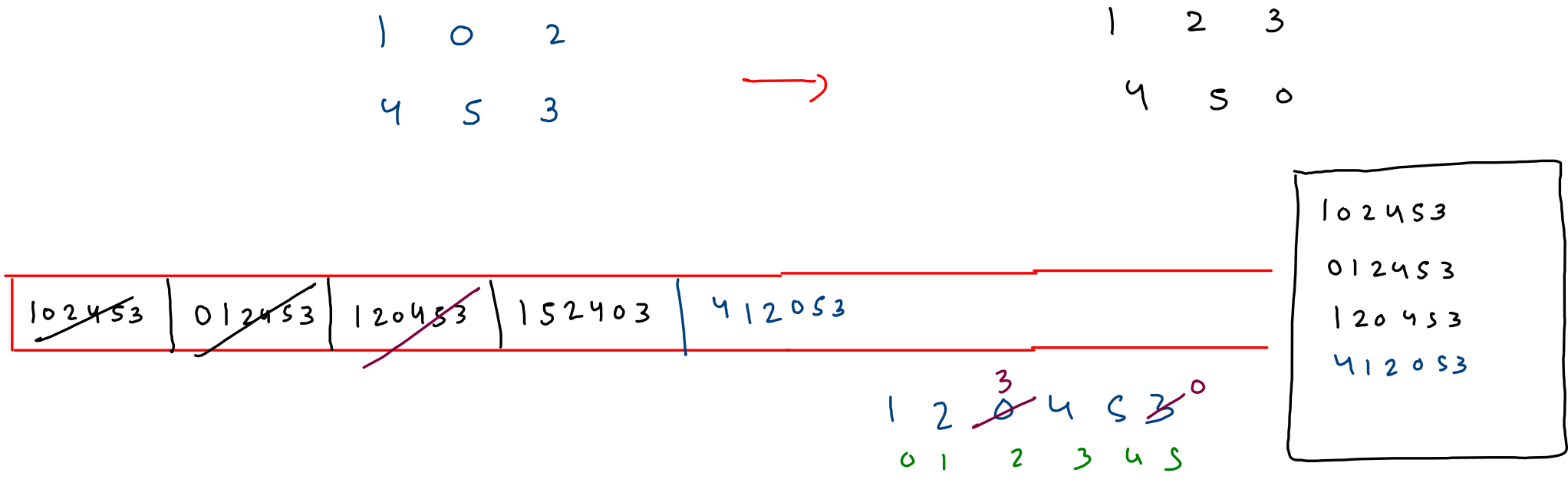
str = 4 1 2 5 0 3
0 1 2 3 4 5

sb = 4 0 2 5 1 3

str = 4 1 2 5 0 3

map[4] ⟶ nbr : 1, 3, 5

402513 412053 412530


1 0 2
4 5 3
1 2 3
4 5 0
102453
012453
120453
152403
412053
102453
012453
120453
412053
1 2 3 4 5 0
0 1 2 3 4 5
ans -> 2
[[1,3] , [0,2,4] , [1,5] , [0,4] , [1,3,5], [2,4]]
0 1 2 3 4 5