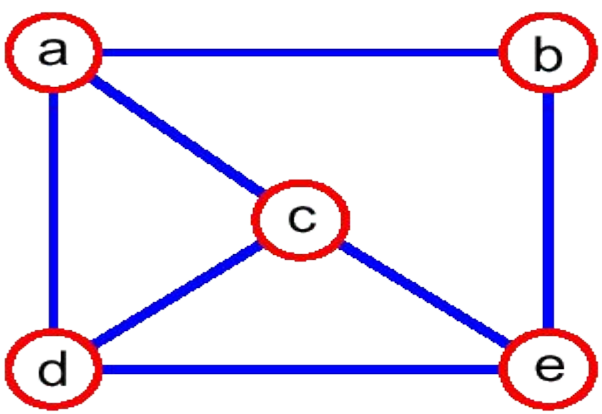
Graphs – Definition

- A **graph G** = **(**V,E**)** is composed of:
  - V: set of **vertices**
  - $E \subset V \times V$: set of **edges** connecting the **vertices**
- An **edge e** = (u,v) is a pair of vertices
- (u,v) is ordered, if **G** is a **directed** graph

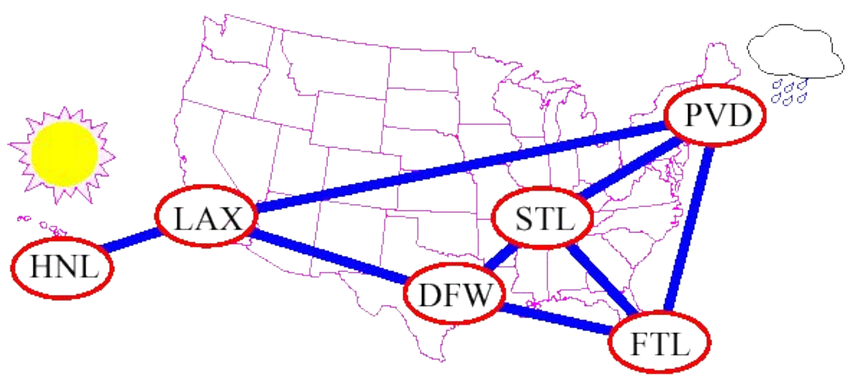


V= {a,b,c,d,e}

E=
{(a,b),(a,c),(a,d),
(b,e),(c,d),(c,e),
(d,e)}

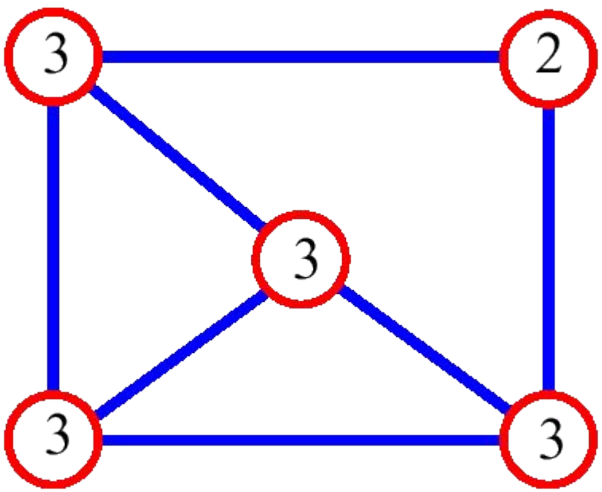
Applications

- Transportation and communication networks
- Modeling any sort of relationtionships (between components, people, processes, concepts)



Graph Terminology

- adjacent vertices: connected by an edge
- degree (of a **vertex**): # of adjacent vertices



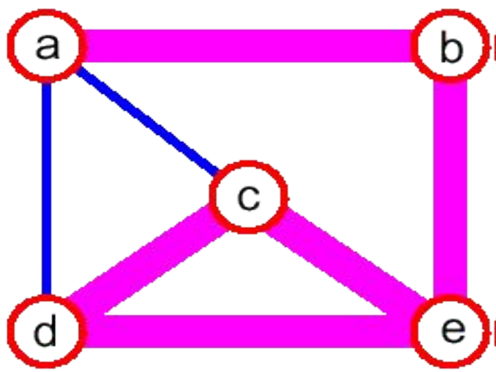
$$\sum_{v \in V} \deg(v) = 2(\#\ \text{of edges})$$

Since adjacent vertices each count the adjoining edge, it will be counted twice

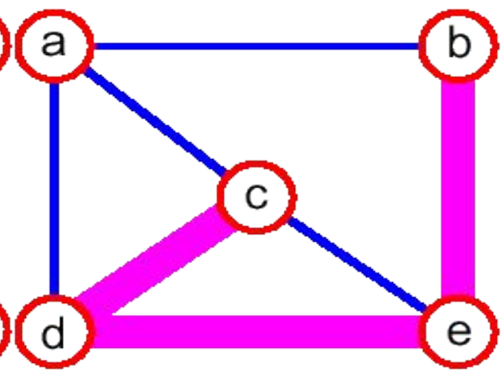
- path: sequence of vertices $v_1, v_2, \ldots v_k$ such that consecutive vertices v_i and v_{i+1} are adjacent

Graph Terminology (2)

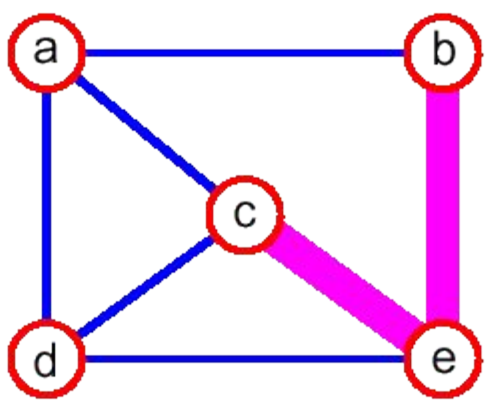
- simple path: no repeated vertices



a b e d c



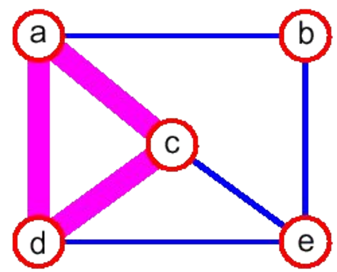
b e d c



b e c

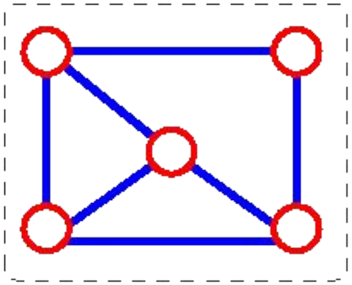
Graph Terminology (3)

- cycle: simple path, except that the last vertex is the same as the first vertex

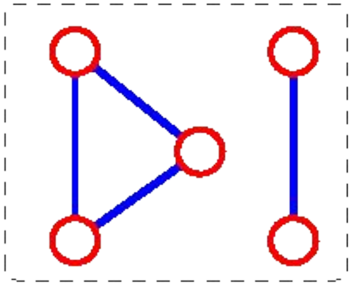


a c d a

- connected graph: any two vertices are connected by some path



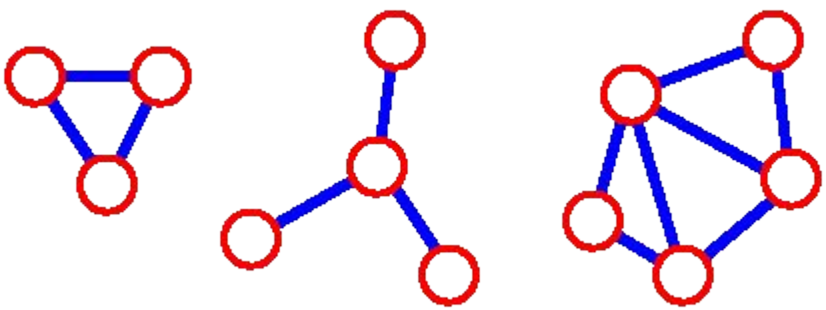
connected



not connected

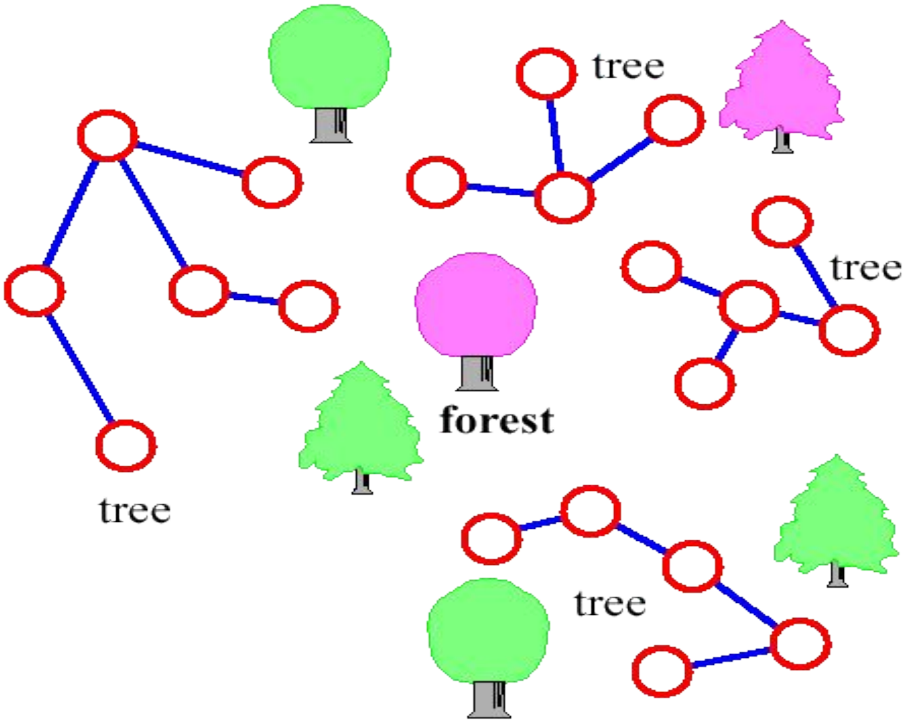
Graph Terminology (4)

- subgraph: subset of vertices and edges forming a graph
- connected component: maximal connected subgraph. E.g., the graph below has 3 connected components



Graph Terminology (5)

- (cycle-free) tree - connected graph without cycles
- forest - collection of trees

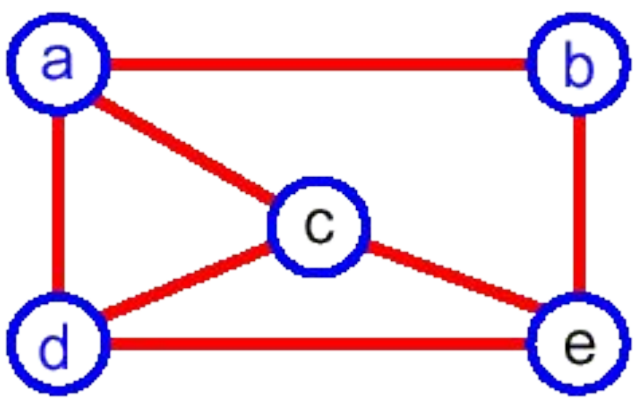


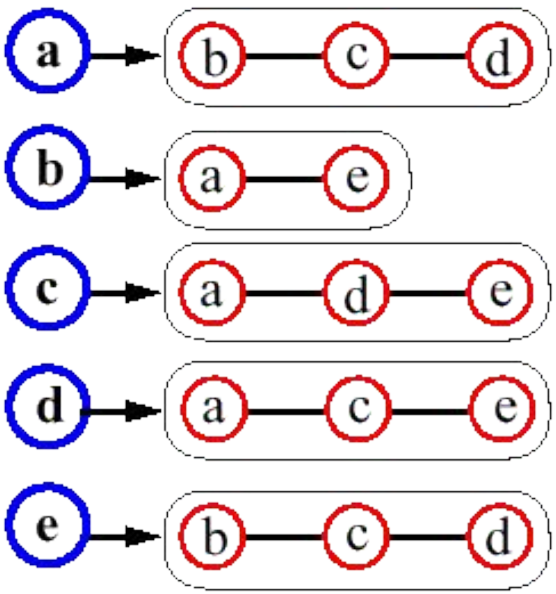
Data Structures for Graphs

- How can we represent a graph?

Adjacency List

- The **Adjacency list** of a vertex v: a sequence of vertices adjacent to v
- Represent the graph by the adjacency lists of all its vertices

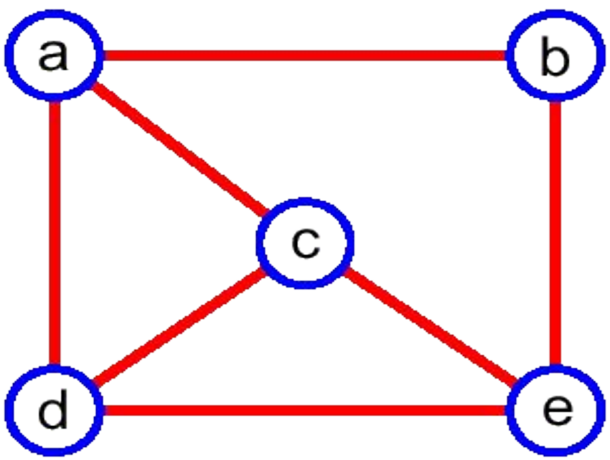




$$\text{Space } = \Theta(n + \sum \deg(v)) = \Theta(n + m)$$

Adjacency Matrix

- Matrix M with entries for all pairs of vertices
- M[i,j] = true – there is an edge (i,j) in the graph
- M[i,j] = false – there is no edge (i,j) in the graph
- Space = $O(\boldsymbol{n}^2)$



	a	b	c	d	e
a	F	T	T	T	F
b	T	F	F	F	T
c	T	F	F	T	T
d	T	F	T	F	T
e	F	T	T	T	F

Graph Searching Algorithms

- Systematic search of every edge and vertex of the graph
- Graph G = (V,E) is either directed or undirected
- Today's algorithms assume an adjacency list representation
- Applications
  - Maze-solving
  - Mapping
  - Networks: routing, searching, clustering, etc.

Breadth First Search

- A **Breadth-First Search (BFS)** traverses a **connected component** of a graph, and in doing so defines a **spanning tree** with several useful properties
- The starting vertex *s* is assigned a distance 0.
- In the first round, the string is unrolled the length of one edge, and all of the edges that are only one edge away from the anchor are visited (**discovered**), and assigned distances of 1

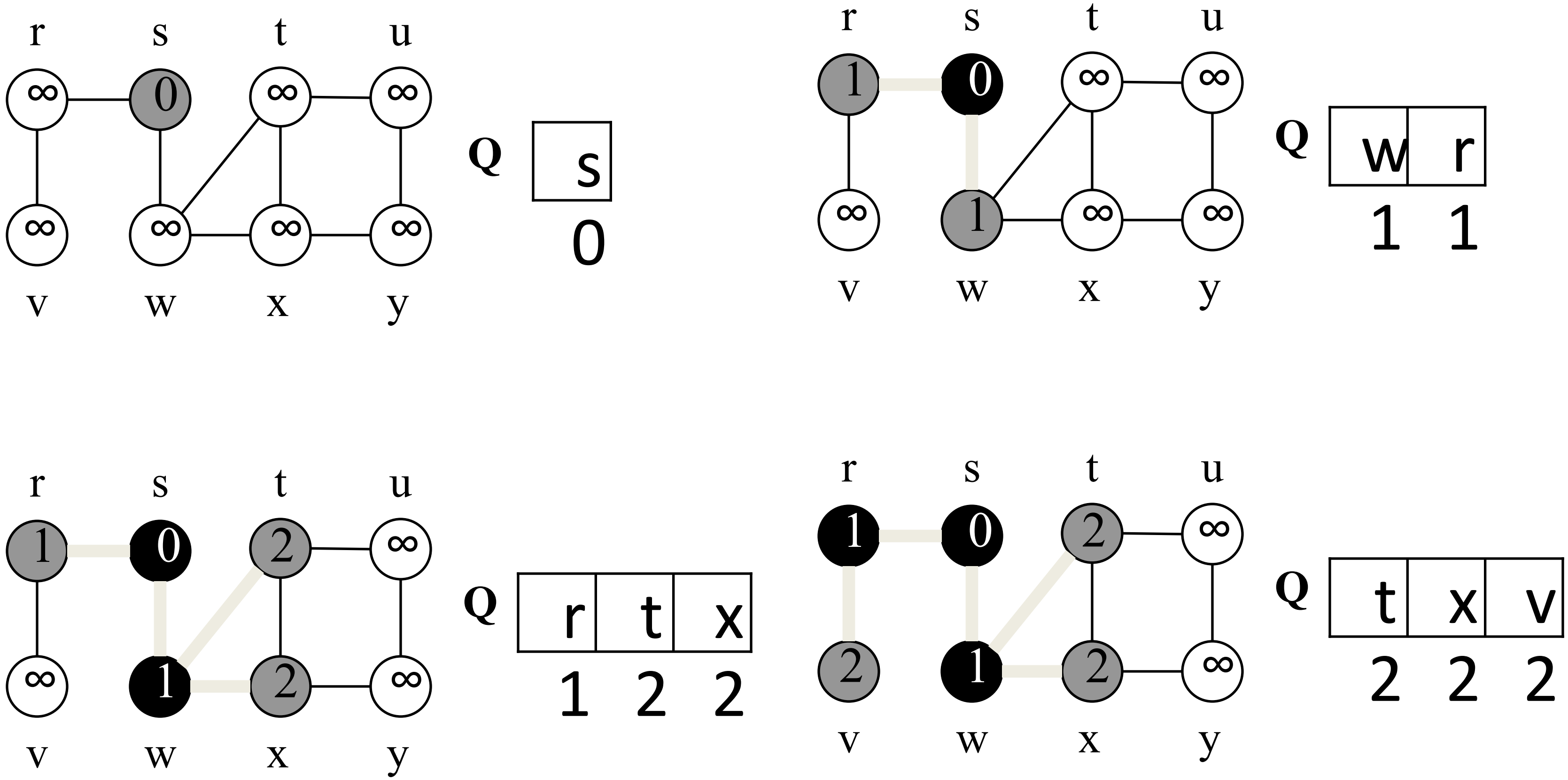
Breadth-First Search (2)

- In the second round, all the new edges that can be reached by unrolling the string 2 edges are visited and assigned a distance of 2

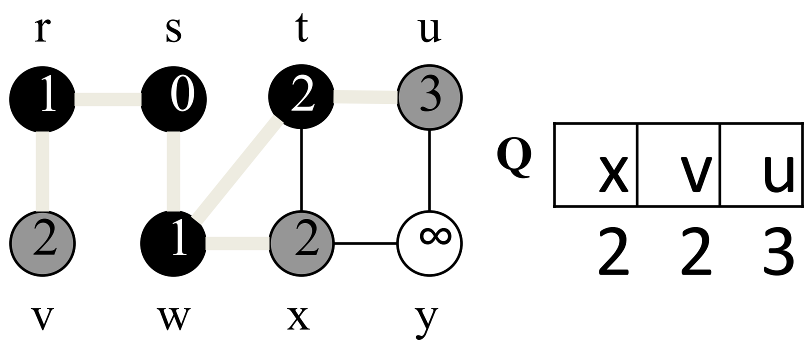
- This continues until every vertex has been assigned a level

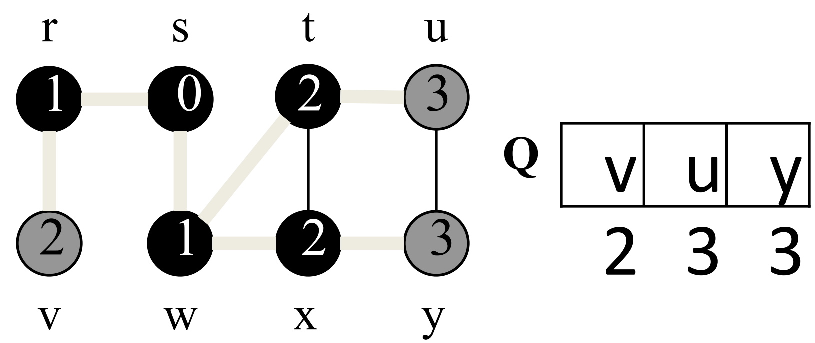
- The label of any vertex *v* corresponds to the length of the shortest path (in terms of edges) from *s* to *v*

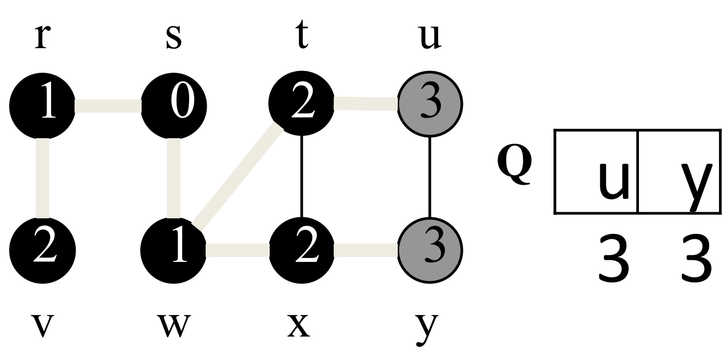
BFS Example

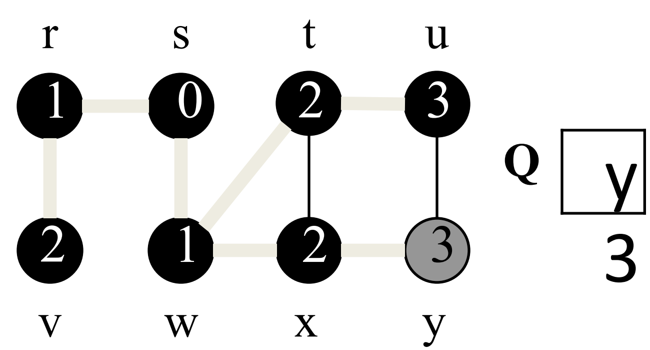


BFS Example

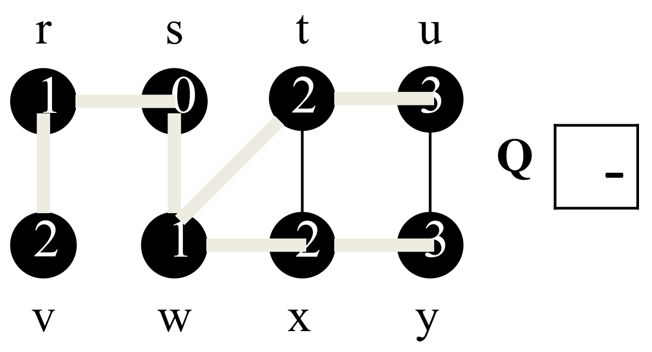

r s t u
1 0 2 3
2 1 2 ∞
v w x y
Q
x v u
2 2 3


r s t u
1 0 2 3
2 1 2 3
v w x y
Q
v u y
2 3 3


r s t u
1 0 2 3
2 1 2 3
v w x y
Q
u y
3 3


r s t u
1 0 2 3
2 1 2 3
v w x y
Q
y
3

BFS Example: Result



BFS Algorithm

```
BFS(G,s)
for each vertex u ∈ V[G]-{s}
    color[u] ← white
    d[u] ← ∞
    π[u] ← NIL
color[s] ← gray
d[s] ← 0
π[u] ← NIL
Q ← {s}
while Q ≠ ∅ do
    u ← head[Q]
    for each v ∈ Adj[u] do
        if color[v] = white then
            color[v] ← gray
            d[v] ← d[u] + 1
            π[v] ← u
            Enqueue(Q,v)
    Dequeue(Q)
    color[u] ← black
```

Init all vertices

Init BFS with *s*

Handle all *u*'s children before handling any children of children

BFS Running Time

- Given a graph $G = (V,E)$
  - Vertices are enqueued if there color is white
  - Assuming that en- and dequeuing takes $O(1)$ time the total cost of this operation is $O(V)$
  - Adjacency list of a vertex is scanned when the vertex is dequeued (and only then…)
  - The sum of the lengths of all lists is $\Theta(E)$. Consequently, $O(E)$ time is spent on scanning them
  - Initializing the algorithm takes $O(V)$
- **Total running time $O(V+E)$** (linear in the size of the adjacency list representation of G)

BFS Properties

- Given a graph G = (V,E), BFS **discovers all vertices reachable from a source vertex *s***
- It computes the **shortest distance** to all reachable vertices
- It computes a **breadth-first tree** that contains all such reachable vertices
- For any vertex *v* reachable from *s*, the path in the breadth first tree from s to v, corresponds to a **shortest path** in G

Breadth First Tree

- Predecessor subgraph of G

$$G_\pi = (V_\pi, E_\pi)$$
$$V_\pi = \left\{v \in V : \pi[v] \neq NIL\right\} \cup \left\{s\right\}$$
$$E_\pi = \left\{(\pi[v], v) \in E : v \in V_\pi - \{s\}\right\}$$

- G_π is a breadth-first tree
  - V_π consists of the vertices reachable from s, and
  - for all *v* ∈ V_π, there is a unique simple path from *s* to *v* in G_π that is also a shortest path from *s* to *v* in G
- The edges in G_π are called tree edges

Depth-First Search

- **A depth-first search (DFS)** in an undirected graph G is like wandering in a labyrinth with a **string** and a **can of paint**
  - We start at vertex *s*, tying the end of our string to the point and painting *s* “visited (discovered)”. Next we label *s* as our current vertex called *u*
  - Now, we travel along an arbitrary edge (*u*,*v*).
  - If edge (*u*,*v*) leads us to an already visited vertex *v* we return to *u*
  - If vertex *v* is unvisited, we unroll our string, move to *v*, paint *v* “visited”, set *v* as our current vertex, and repeat the previous steps

Depth-First Search (2)

- Eventually, we will get to a point where **all incident edges on *u* lead to visited vertices**
- We then **backtrack** by unrolling our string to a previously visited vertex *v*. Then *v* becomes our current vertex and we repeat the previous steps
- Then, if all incident edges on *v* lead to visited vertices, we backtrack as we did before. We **continue to backtrack along the path we have traveled**, finding and exploring unexplored edges, and repeating the procedure

DFS Algorithm

- Initialize – color all vertices white
- Visit each and every white vertex using DFS-Visit
- Each call to DFS-Visit(u) roots a new tree of the depth-first forest at vertex u
- A vertex is **white** if it is undiscovered
- A vertex is **gray** if it has been discovered but not all of its edges have been discovered
- A vertex is **black** after all of its adjacent vertices have been discovered (the adj. list was examined completely)

DFS Algorithm (2)

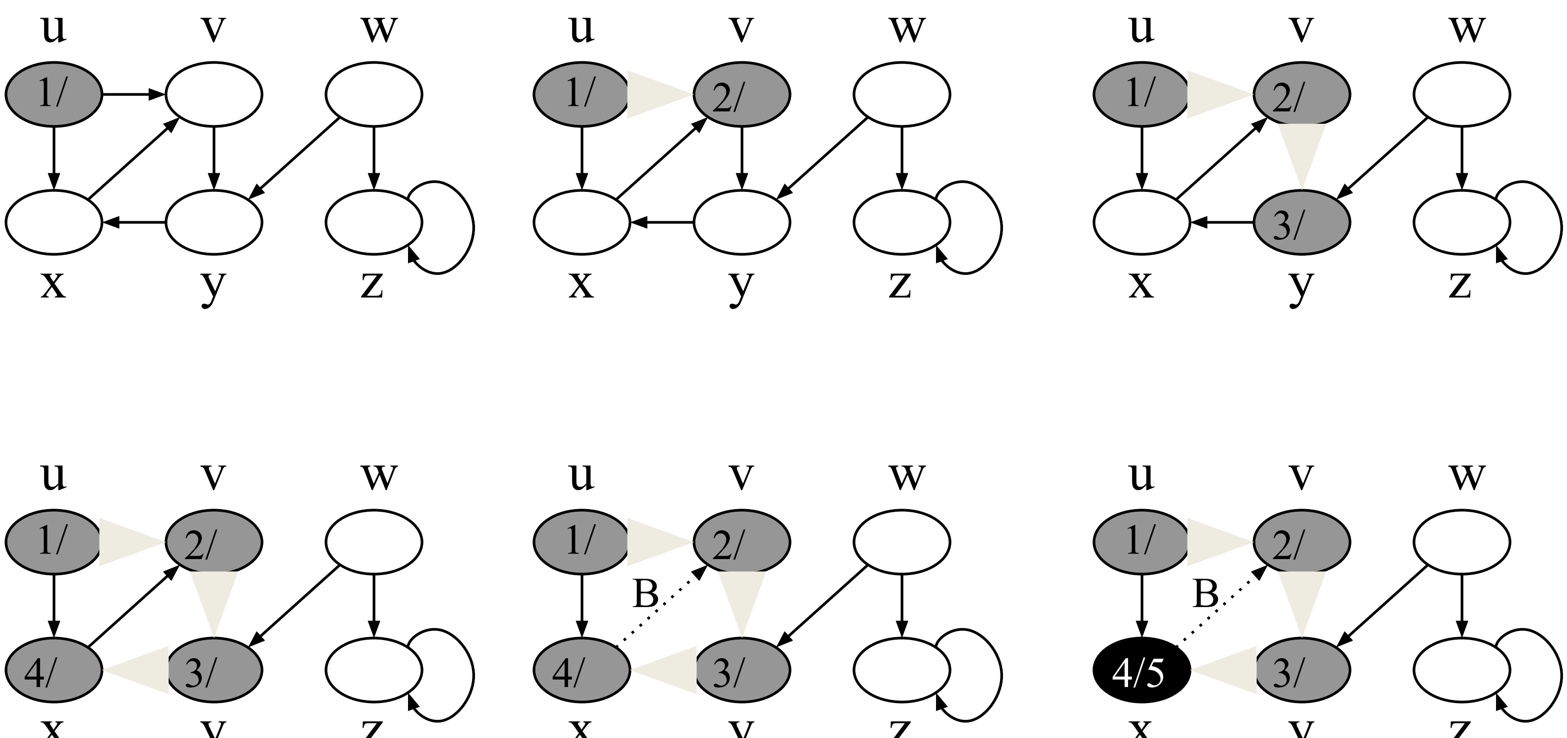
```
DFS(G)
for each vertex u ∈ V[G]
        do color[u] ← WHITE
time ← 0
for each vertex u ∈ V[G]
        do if color[u] = WHITE
                then DFS-VISIT(u)
```

Init all vertices

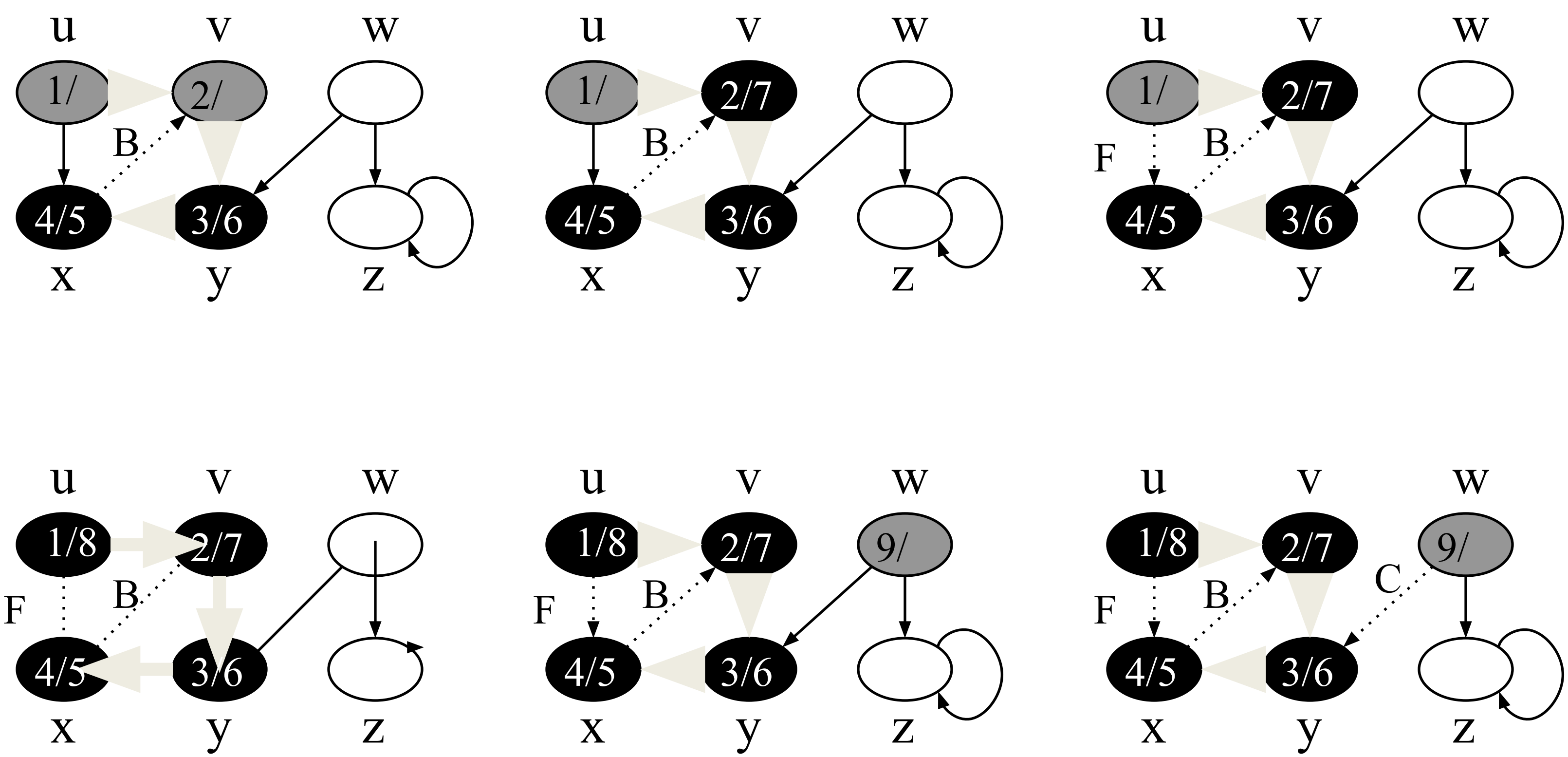
```
DFS-VISIT(u)
color[u] ← GRAY                 ▷ White vertex u discovered.
d[u] ← time                     ▷ Mark with discovery time.
time ← time + 1                 ▷ Tick global time.
for each v ∈ Adj[u]             ▷ Explore all edges (u, v).
        do if color[v] = WHITE
                then DFS-VISIT(v)
color[u] ← BLACK                ▷ Blacken u; it is finished.
f[u] ← time                     ▷ Mark with finishing time.
time ← time + 1                 ▷ Tick global time.
```

Visit all children recursively

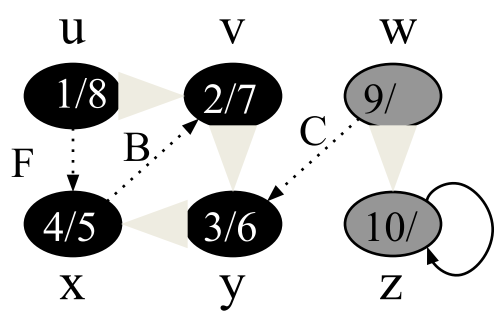
DFS Example

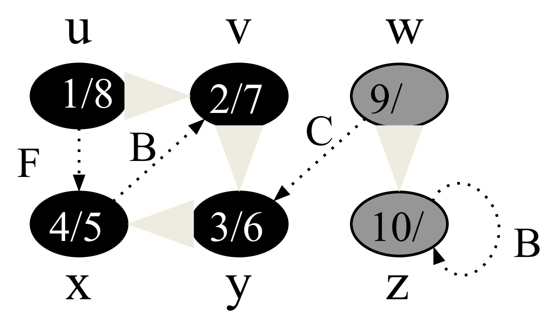

u v w
1/
x y z
u v w
1/ 2/
x y z
u v w
1/ 2/
3/
x y z
u v w
1/ 2/
4/ 3/
x y z
u v w
1/ 2/
B
4/ 3/
x y z
u v w
1/ 2/
B
4/5 3/
x y z

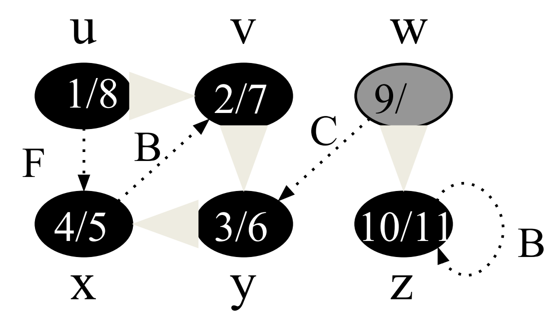
DFS Example (2)

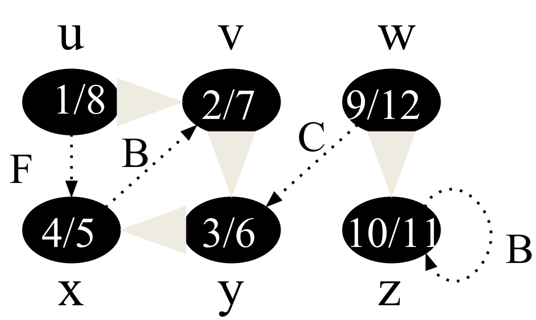


DFS Example (3)









Predecessor Subgraph

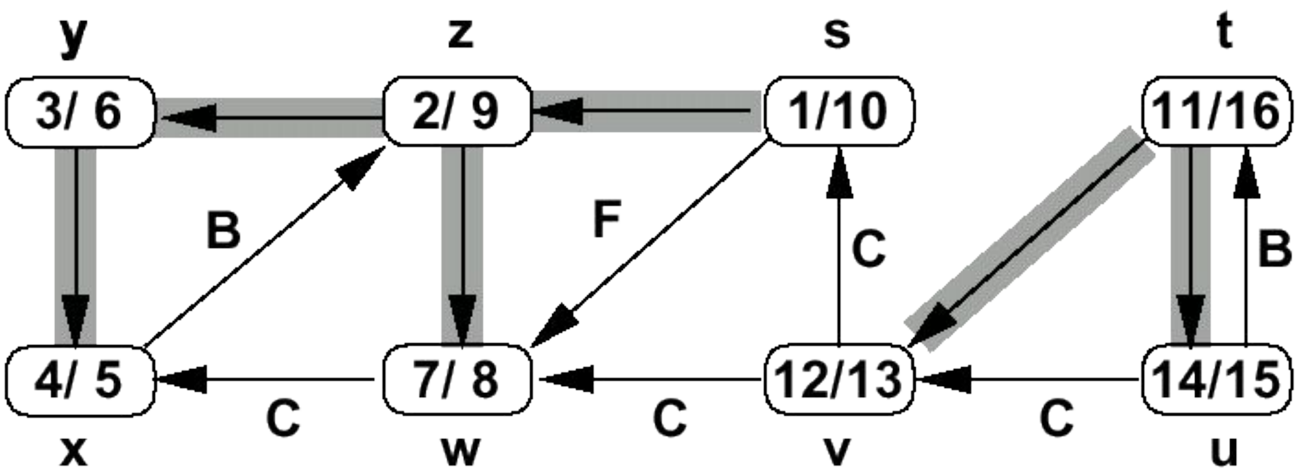
- Define slightly different from BFS

$$G_\pi = (V, E_\pi)$$
$$E_\pi = \left\{(\pi[v], v) \in E : v \in V \text{ and } \pi[v] \neq \text{NIL}\right\}$$

- The PD subgraph of a depth-first search forms a **depth-first forest** composed of several depth-first trees
- The edges in G_π are called tree edges

DFS Timestamping

- The DFS algorithm maintains a monotonically increasing global clock
  - discovery time *d*[*u*] and finishing time *f*[*u*]
- For every vertex *u*, the inequality *d*[*u*] < *f*[*u*] must hold

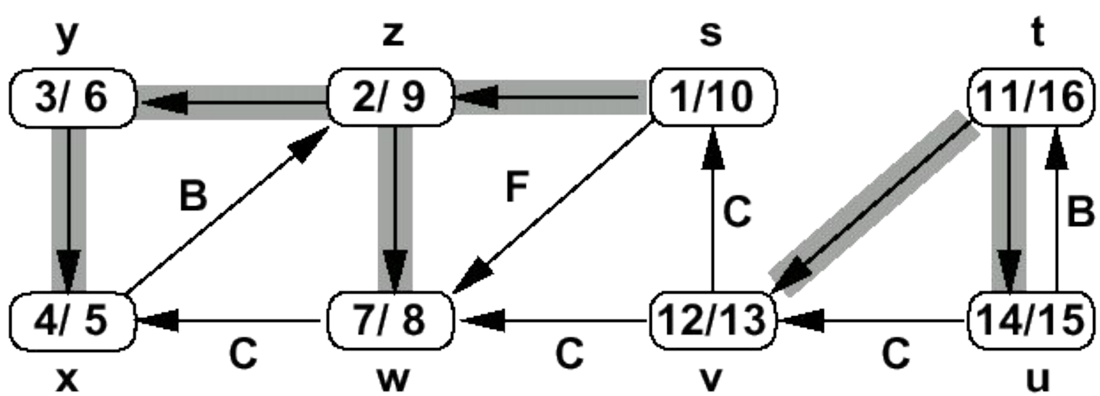


DFS Timestamping

- Vertex *u* is
  - white before time *d*[*u*]
  - gray between time *d*[*u*] and time *f*[*u*], and
  - black thereafter
- Notice the structure througout the algorithm.
  - gray vertices form a linear chain
  - correponds to a stack of vertices that have not been exhaustively explored (DFS-Visit started but not yet finished)

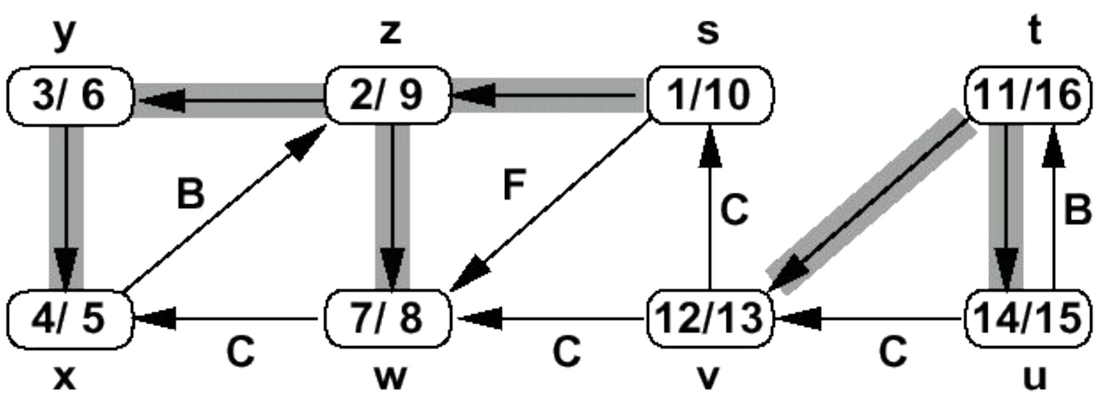
DFS Edge Classification

- Tree edge (gray to white)
  - encounter new vertices (white)
- Back edge (gray to gray)
  - from descendant to ancestor



DFS Edge Classification (2)

- Forward edge (gray to black)
  - from ancestor to descendant
- Cross edge (gray to black)
  - remainder – between trees or subtrees



DFS Edge Classification (3)

- Tree and back edges are important
- Most algorithms do not distinguish between forward and cross edges