

22/5/24

Topology Sort Algorithm

+ Using DFS:-

```
#include <stdio.h>
#include <stdlib.h>
```

```
#define MAX_VERTICES 100
```

```
int s[MAX_VERTICES] = {0};
```

```
int res[MAX_VERTICES];
```

```
int j = 0;
```

```
void DFS(int u, int a[MAX_VERTICES][MAX_VERTICES])
```

```
{
```

```
    s[u] = 1;
```

```
    for (int v = 0; v < n; v++) {
```

```
        if (a[u][v] == 1 && s[v] == 0)
```

```
        {
```

```
            DFS(v, a);
```

```
        }
```

```
    }
```

```
    res[j++] = u;
```

```
}
```

```
int main()
```

```
{
```

```
    int n;
```

```
    printf("Enter the no of vertices: ");
```



```

scanf("%d", &n);

int a [MAX_VERTICES] [MAX_VERTICES];
printf("Enter the adjacent matrix\n");
for (int i = 0; i < n; i++)
{
    for (int j = 0; j < n; j++)
    {
        scanf("%d", &a[i][j]);
    }
}

for (int u = 0; u < n; u++) {
    if (s[u] == 0) {
        DFS(u, n, a);
    }
}

for (int u = 0; u < n; u++)
{
    if (s[u] == 0) {
        DFS(u, n, a);
    }
}

printf("Topological order:");
for (int j = j-1; j >= 0; j--) {
    printf("%d", res[j]);
}

printf("\n");
return 0;
}

```

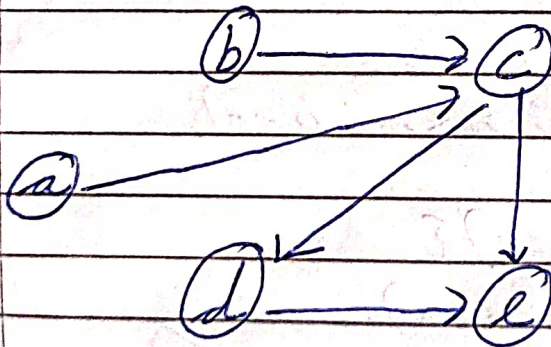

Output :-

Enter the no of vertices : 5

Enter the adjacency matrix :

0	0	1	0	0
0	0	1	0	0
0	0	0	1	1
0	0	0	0	1
0	0	0	0	0

Topological order (1 0 2 3 4)



+ Source Removal Method

```
#include <stdio.h>
#include <stdlib.h>
```

```
int st[100];
int top = -1;
```

```
void degree (int adj [][20], int m) {
    int indegree [20];
```

```
    int sum = 0;
```

```
    for (int j = 0; j < m; j++) {
```

```
        sum = 0;
```

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

```
            sum = sum + adj[i][j];
```

```
        }
```

```
        indegree[j] = sum;
```

```
        top++;
```

```
        st[top] = j;
```

```
    }
```

```
}
```

```
while (top != -1) {
```

```
    int u = st[top];
```

```
    top--;
```

```
    printf ("v.d", u);
```

```
    for (int v = 0; v < m; v++) {
```

```
        if (adj[u][v] != 0) {
```

```
            indegree[v]--;
```

```
            top++;
```

```
            st[top] = v;
```

```
        }
```



```

3
3
3

```

```

int main()
{
    int n;
    printf("Enter the no of nodes:");
    scanf("%d", &n);

```

```

    int adj[20][20];

```

```

    printf("Enter the adjacency matrix:");
    for(int i=0; i<n; i++)
    {
        for(j=0; j<n; j++)
        {

```

```

            scanf("%d", &adj[i][j]);
        }
    }

```

Output :-

Enter the no of vertices : 7

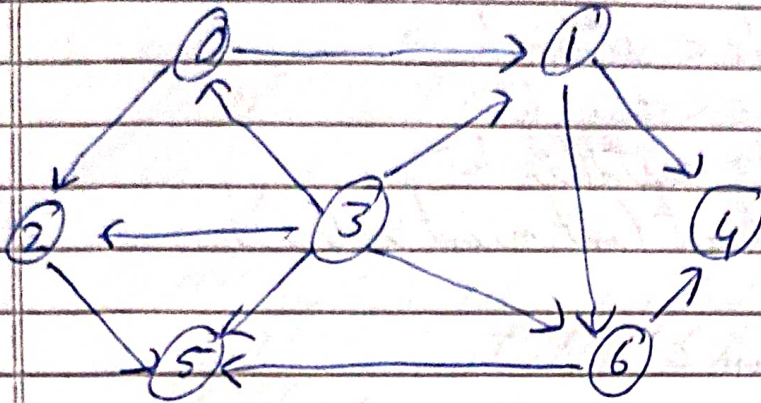
Enter the adjacency matrix :

```

0 1 0 0 0 0 0
0 0 0 0 1 0 1
0 0 0 0 0 1 0
1 1 1 0 0 1 1
0 0 0 0 0 0 0
0 0 0 0 0 0 0
0 0 0 0 1 1 0

```


Epology sides :- 302 1654



~~Q~~ 29/5/24