



## **Graph Visits**

Tecniche di Programmazione – A.A. 2021/2022



## Summary

- Graph visits
- Visits in JGraphT



# Graph visits

Representing and visiting graphs

## Visit Algorithms

#### Visit =

- Systematic exploration of a graph
- Starting from a 'source' vertex
- Reaching all reachable vertices

#### Main strategies

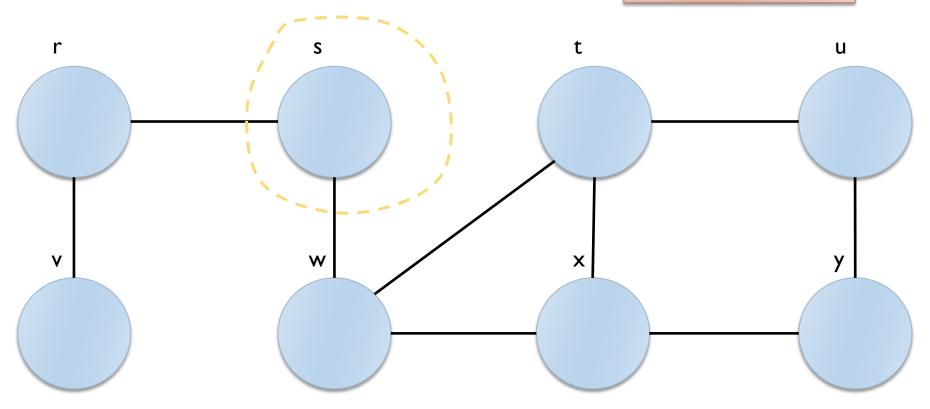
- Breadth-first visit ("in ampiezza")
- Depth-first visit ("in profondità")

#### Breadth-First Visit

- Also called Breadth-first search (BFV or BFS)
- All reachable vertices are visited "by levels"
  - ▶ L level of the visit
  - $ightharpoonup S_L$  set of vertices in level L
  - $\vdash L=0, S_0=\{ v_{\text{source}} \}$
  - $\triangleright$  Repeat while  $S_L$  is not empty:
    - $ightharpoonup S_{L+1}$  = set of all vertices:
      - □ not visited yet, and
      - $\Box$  adjacent to at least one vertex in  $S_L$
    - ▶ L=L+1

Source = s  

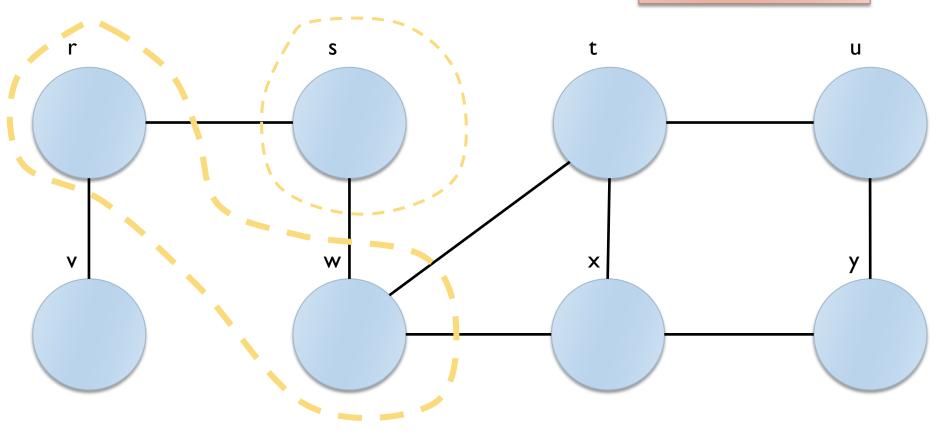
$$L = 0$$
  
 $S_0 = \{s\}$ 



$$L = I$$

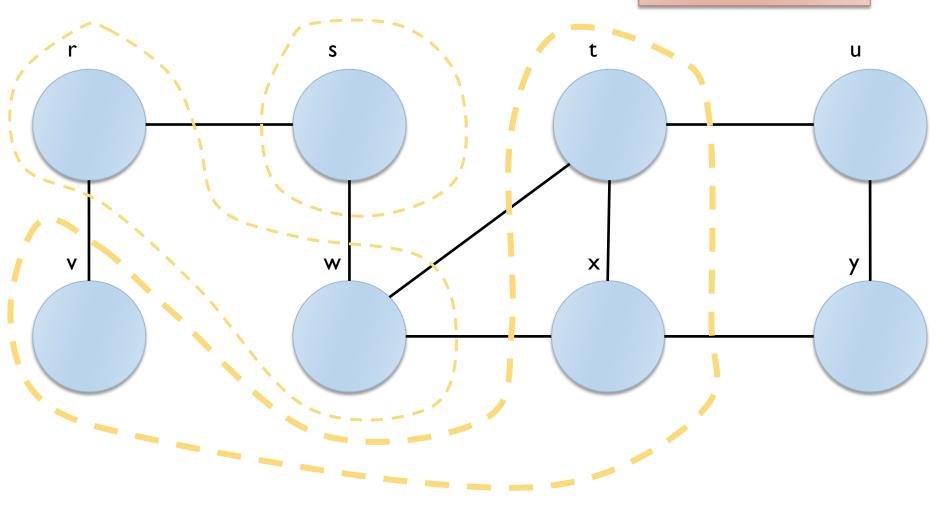
$$S_0 = \{s\}$$

$$S_1 = \{r, w\}$$



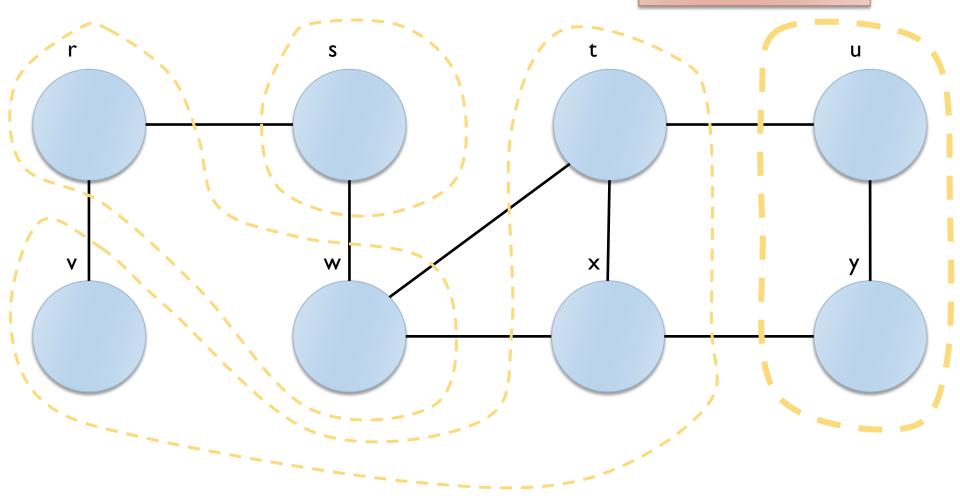
L = 2  

$$S_1 = \{r, w\}$$
  
 $S_2 = \{v, t, x\}$ 



L = 3  

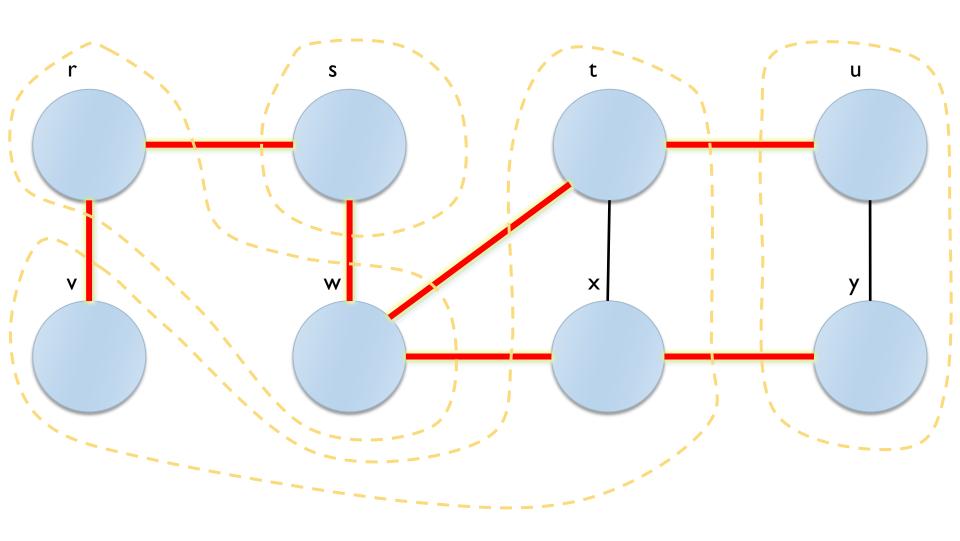
$$S_2 = \{v, t, x\}$$
  
 $S_3 = \{u, y\}$ 



#### BFS Tree

- ▶ The result of a BFV identifies a "visit tree" in the graph:
  - The tree root is the source vertex
  - Tree nodes are all graph vertices
    - (in the same connected component of the source)
  - Tree are a subset of graph edges
    - ▶ Those edges that have been used to "discover" new vertices.

## BFS Tree



## Minimum (shortest) paths

- Shortest path: the minumum number of edges on any path between two vertices
- The BFS procedure computes all minimum paths for all vertices, starting from the source vertex
- ▶ NB: unweighted graph : path length = number of edges

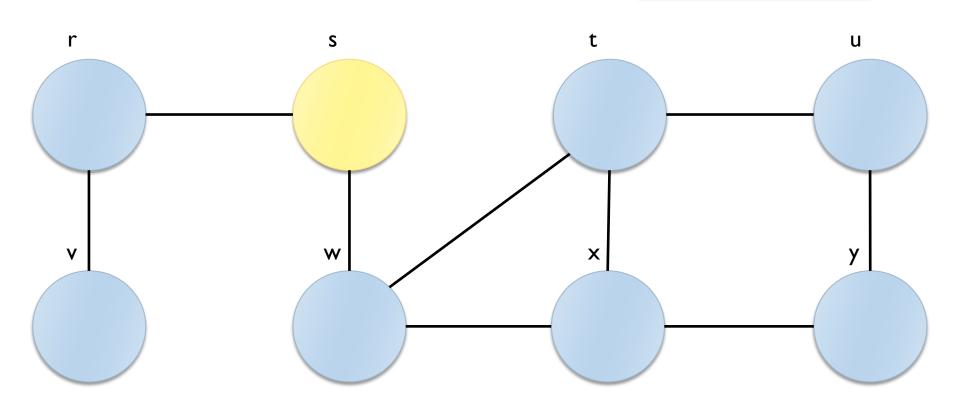
## Depth First Visit

- Also called Depth-first search (DFV or DFS)
- Opposite approach to BFS
- At every step, visit one (yet unvisited) vertex, adjacent to the last visited one
- If no such vertex exist, go back one step to the previously visited vertex
- Lends itself to recursive implementation
  - Similar to tree visit procedures

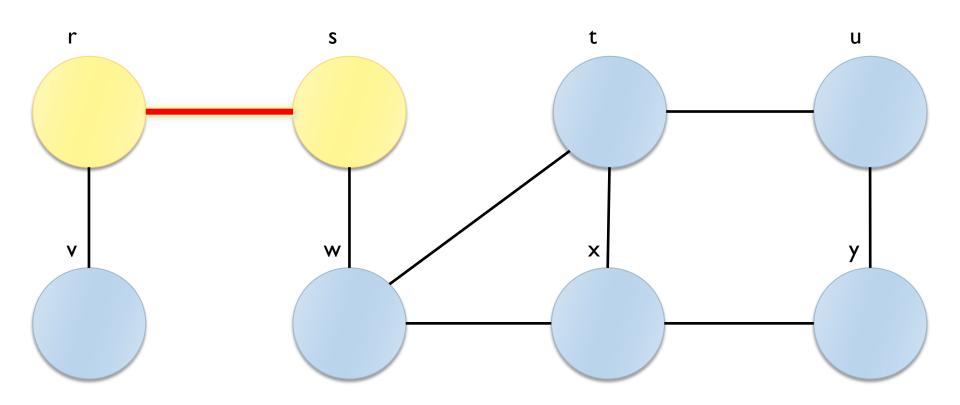
#### DFS Algorithm

- DFS(Vertex v)
  - For all ( w : adjacent\_to(v) )
    - If( not visited (w) )
      - □ Visit (w)
      - □ DFS(w)
- Start with: DFS(source)

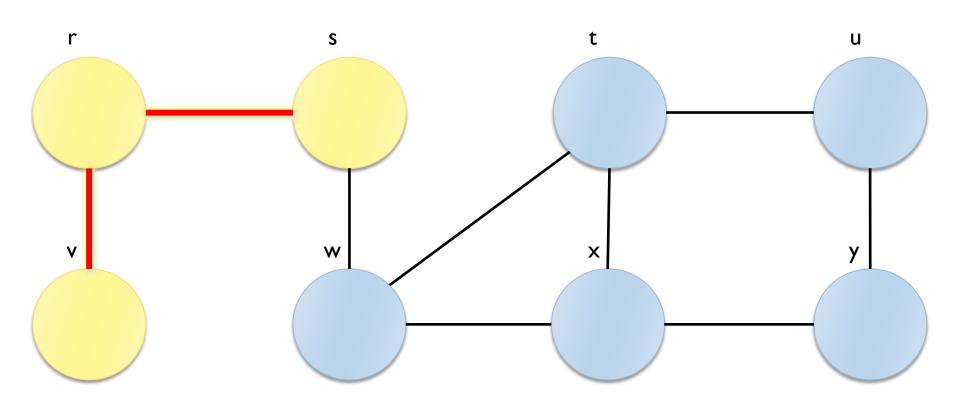
Source = s



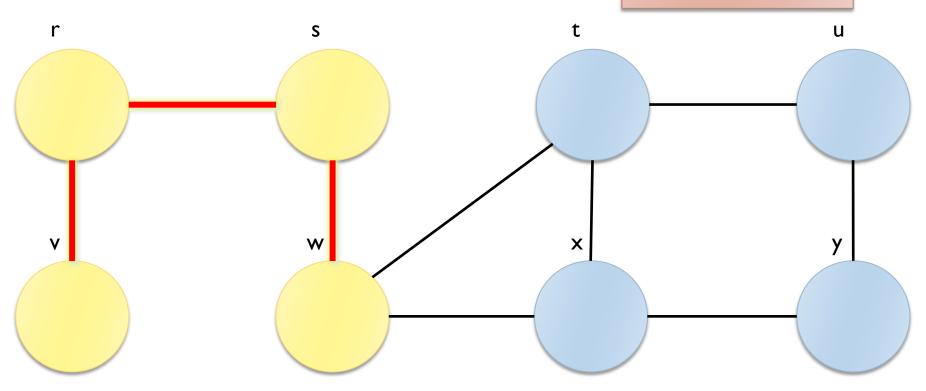
Source = s Visit r



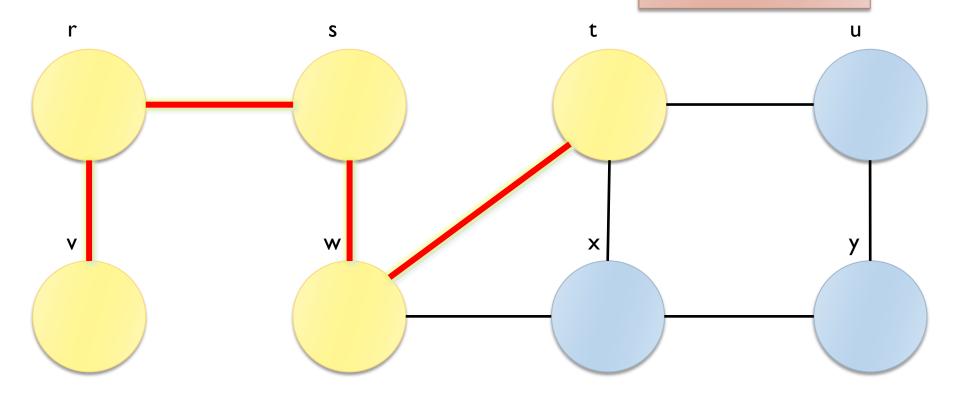
Source = s
Visit r
Visit v



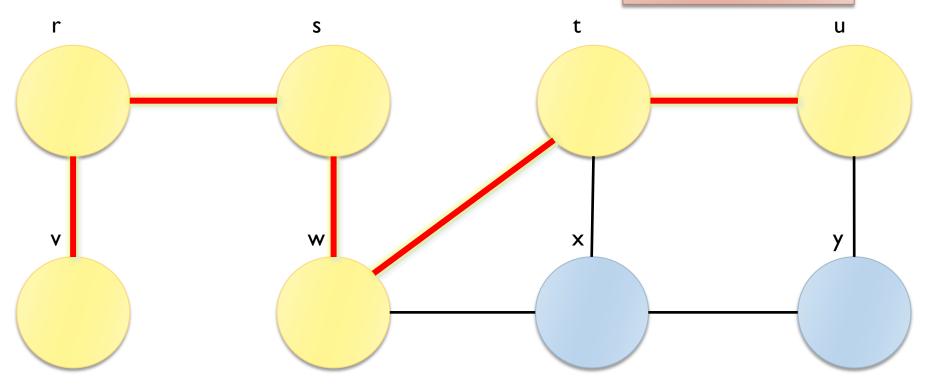
Source = s
Back to r
Back to s
Visit w



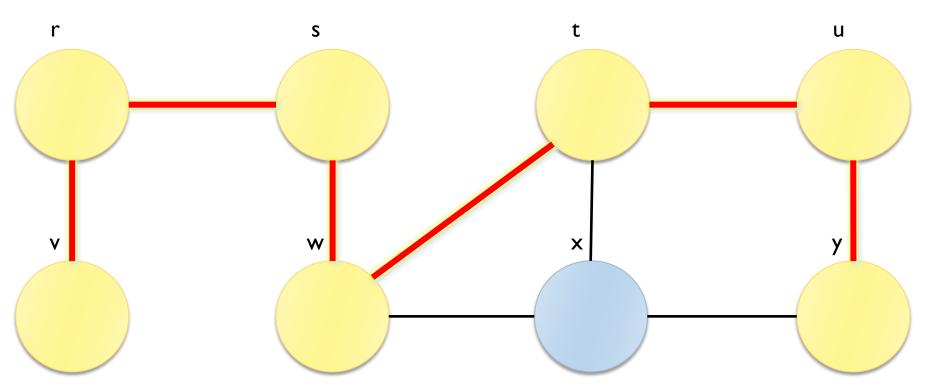
Source = s
Visit w
Visit t



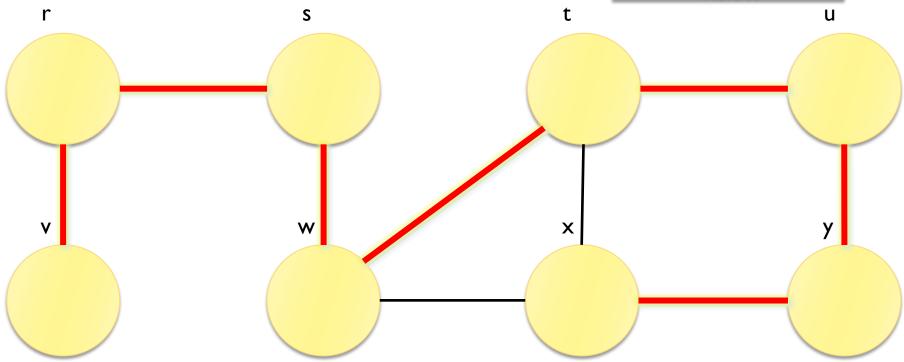
Source = s
Visit w
Visit t
Visit u

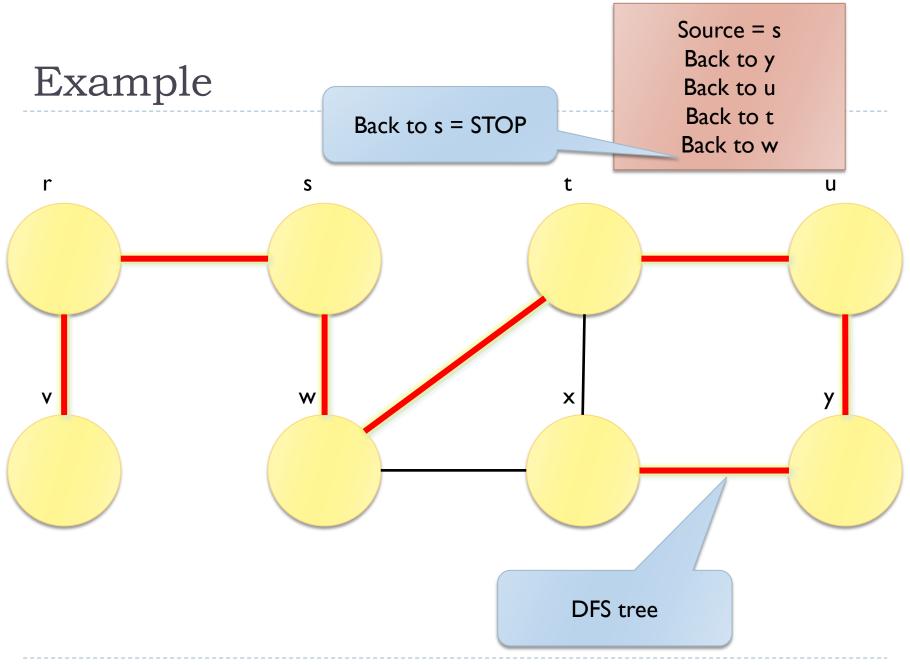


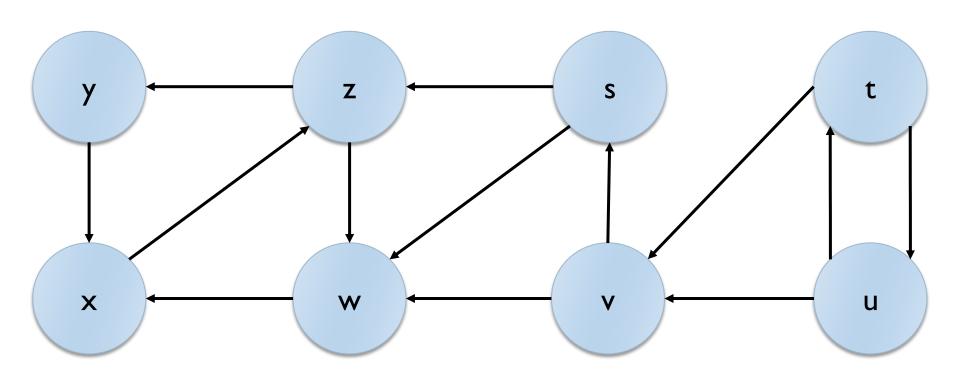
Source = s
Visit w
Visit t
Visit u
Visit y



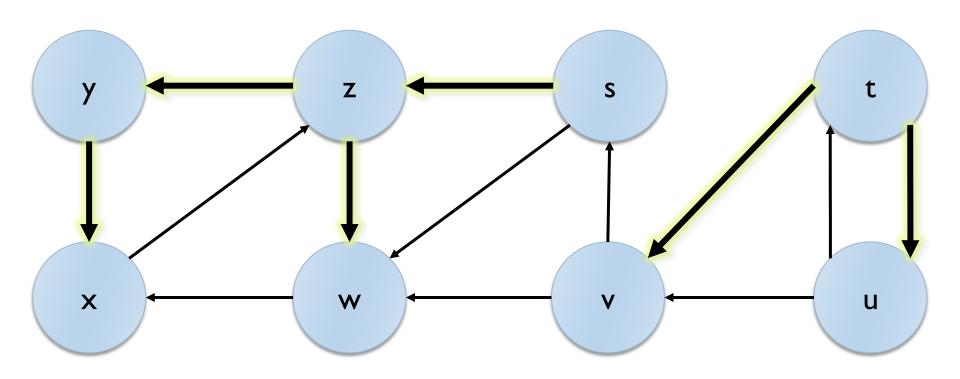
Source = s
Visit w
Visit t
Visit u
Visit y
Visit x







DFS visit (sources: s, t)



## Complexity

- Visits have linear complexity in the graph size
  - ▶ BFS : O(V+E)
  - ▶ DFS : Θ(V+E)
- N.B. for dense graphs,  $E = O(V^2)$

#### Resources

- Maths Encyclopedia: <a href="http://mathworld.wolfram.com/">http://mathworld.wolfram.com/</a>
- Basic Graph Theory with Applications to Economics <a href="http://www.isid.ac.in/~dmishra/mpdoc/lecgraph.pdf">http://www.isid.ac.in/~dmishra/mpdoc/lecgraph.pdf</a>
- Application of Graph Theory in real world

<u>http://prezi.com/tseh l wvpves-/application-of-graph-theory-in-real-world/</u>

#### Resources

- Open Data Structures (in Java), Pat Morin, http://opendatastructures.org/
- Algorithms Course Materials, Jeff Erickson, <a href="http://www.cs.uiuc.edu/~jeffe/teaching/algorithms/">http://www.cs.uiuc.edu/~jeffe/teaching/algorithms/</a>
- Graphbook A book on algorithmic graph theory, David Joyner, Minh Van Nguyen, and David Phillips, <a href="https://code.google.com/p/graphbook/">https://code.google.com/p/graphbook/</a>



## Visits in JGraphT

Representing and visiting graphs

## JGraphT and visits

- Visits are called "traversals"
- Implemented through Iterator classes
- Package org.jgrapht.traverse

#### Graph traversal classes

#### Package org.jgrapht.traverse

BreadthFirstIterator.SearchNodeData<E>

Graph traversal means.

Inter	face	<b>Summary</b>	

**Class Summary** 

Interface	Description
GraphIterator <v,e></v,e>	A graph iterator.

Class	Description
AbstractGranbltorator /	An ampty implementation of a graph iterator to minimize the affect required to implement graph iterators

AbstractGraphIterator<V,E>
An empty implementation of a graph iterator to minimize the effort required to implement graph iterators.

Data kept for discovered vertices.

BreadthFirstIterator < V,E> A breadth-first iterator for a directed or undirected graph.

ClosestFirstIterator<V,E> A closest-first iterator for a directed or undirected graph.

CrossComponentIterator<V,E,D>

Provides a cross-connected-component traversal functionality for iterator subclasses.

DegeneracyOrderingIterator<V,E> A degeneracy ordering iterator.

**DepthFirstIterator**<V,E> A depth-first iterator for a directed or undirected graph.

**LexBreadthFirstIterator**<V,E> A lexicographical breadth-first iterator for an undirected graph.

 MaximumCardinalityIterator<V,E>
 A maximum cardinality search iterator for an undirected graph.

RandomWalkIterator<V,E> Deprecated.

Use RandomWalkVertexIterator instead.

RandomWalkVertexIterator<V,E> A random walk iterator.

**TopologicalOrderIterator**<V,E> A topological ordering iterator for a directed acyclic graph.

https://jgrapht.org/javadoc/org.jgrapht.core/org/jgrapht/traverse/package-summary.html

## Graph iterators

- May be initialized with a start vertex, a set of start vertices, or no vertices (the algorithm chooses)
- Usual hasNext() and next() methods
- Every time you call next() a new vertex V is returned
- When hasNext()==false, no more reachable vertices exist

## Processing during traversal

- May register event listeners to traversal steps
  - void addTraversalListener(<u>TraversalListener</u><<u>V,E</u>> I)
- TraversalListeners may react to:
  - Edge traversed
  - Vertex traversed
  - Vertex finished
  - Connected component started
  - Connected component finished

## Types of traversal iterators

- BreadthFirstIterator
- ▶ DepthFirstIterator
- ClosestFirstIterator
  - The metric for *closest* here is the path length from a start vertex. Graph.getEdgeWeight(Edge) is summed to calculate path length. Optionally, path length may be bounded by a finite radius.
- ▶ TopologicalOrderIterator
  - A topological sort is a permutation *p* of the vertices of a graph such that an edge {*i,j*} implies that *i* appears before *j* in *p*. Only directed acyclic graphs can be topologically sorted.

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