

Algorithms and Datastructures

Graphs, Depth-/Breadth-first Search, Graph-Connectivity

Albert-Ludwigs-Universität Freiburg



**UNI
FREIBURG**

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Bioinformatics Group / Department of Computer Science
Algorithms and Datastructures, January 2017

Graphs

- Introduction

- Implementation

- Application example



Graphs - Overview:

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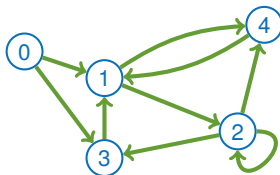
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- Besides arrays, lists and trees the most common datastructure
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- Representation of graphs in the computer
- Breadth first search (BFS)
- Depth first search (DFS)
- Connected components of a graph



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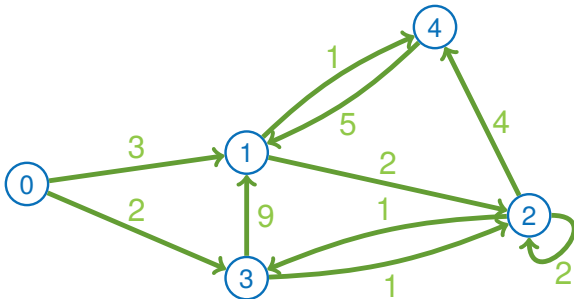


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- Self-loops are also possible: $e = (u, u)$ or $e = \{u, u\}$

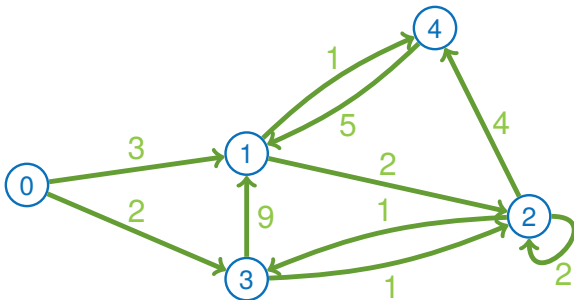


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- The **weight** is also named **length** or **cost** of the edge depending on the application

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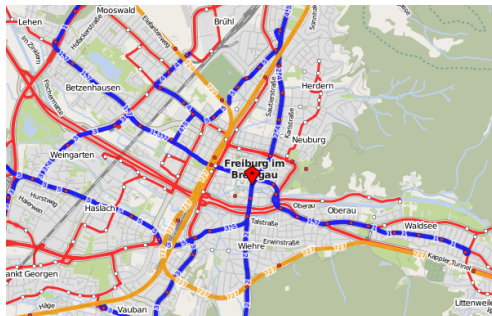


Figure: Map of Freiburg © OpenStreetMap

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		end-vertex			
		0	1	2	3
start-vertex	0		2		3
	1			9	
	2				-1
	3		7	-2	

Figure: Adjacency matrix



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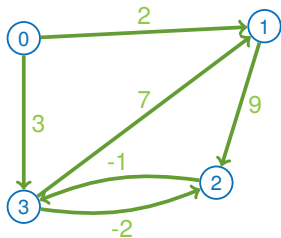


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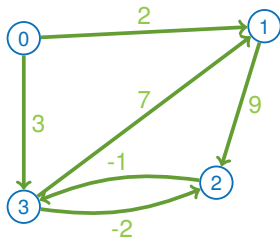


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start-vertex	0	1, 2	3, 3
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Figure: Adjacency list



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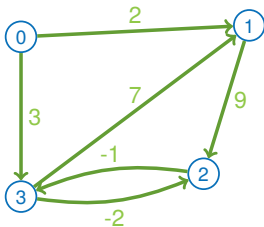


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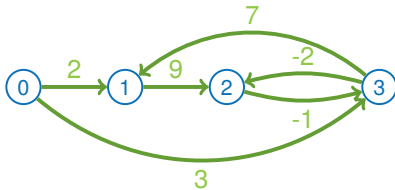


Figure: Same graph ordered by number - outer planar graph

```
class Graph:
    def __init__(self):
        self.vertices = []
        self.edges = []

    def addVertice(self, vert):
        self.vertices.append(vert)

    def addEdge(self, fromVert, toVert, cost):
        self.edges.append( \
            (fromVert, toVert, cost))

    ...
```

Degree of a vertex: Directed graph: $G = (V, E)$

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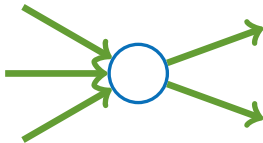


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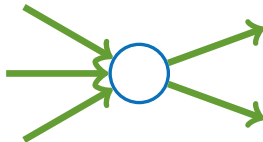


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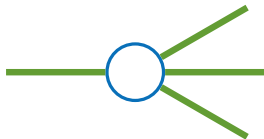


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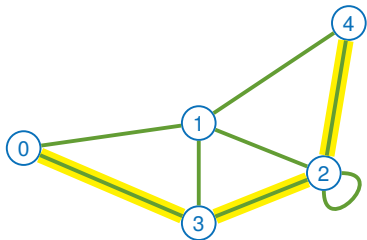


Figure: Undirected path of length 3
 $P = (0, 3, 2, 4)$

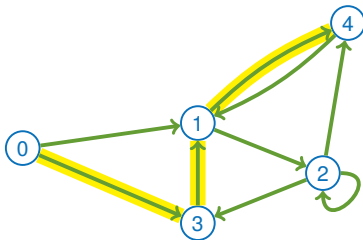


Figure: Directed path of length 3
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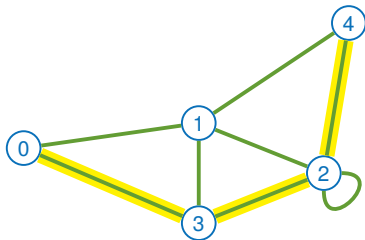


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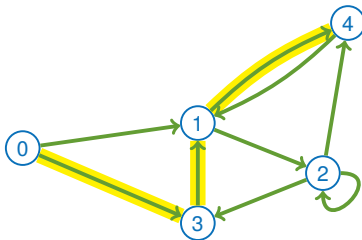


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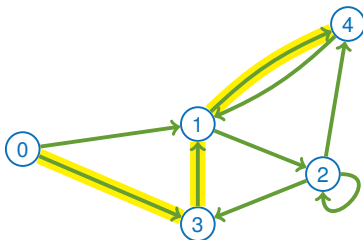


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 - Undirected graph: $\{u_1, u_2\}, \{u_2, u_3\}, \dots, \{u_{i-1}, u_i\} \in E$
 - Directed graph: $(u_1, u_2), (u_2, u_3), \dots, (u_{i-1}, u_i) \in E$

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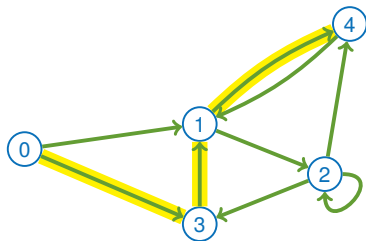


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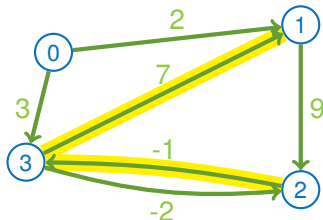


Figure: Weighted path with cost 6
 $P = (2, 3, 1)$

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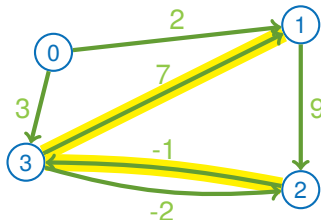


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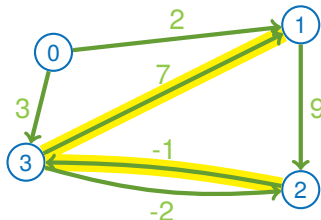


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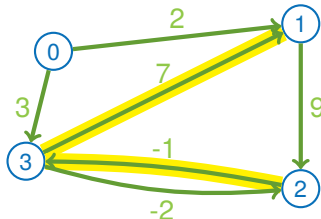


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Figure: Diameter of graph is $d = 10$, $P = (3, 2, 5)$

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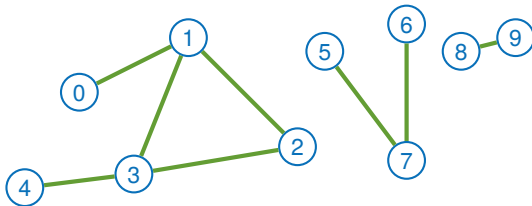


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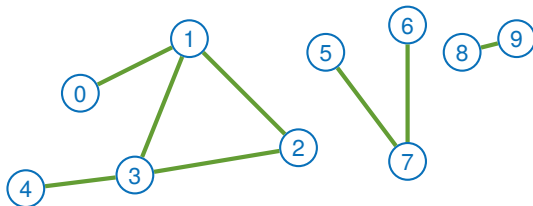


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- 6 All connected nodes are now marked and in the same **connected component** as the start vertex **s**

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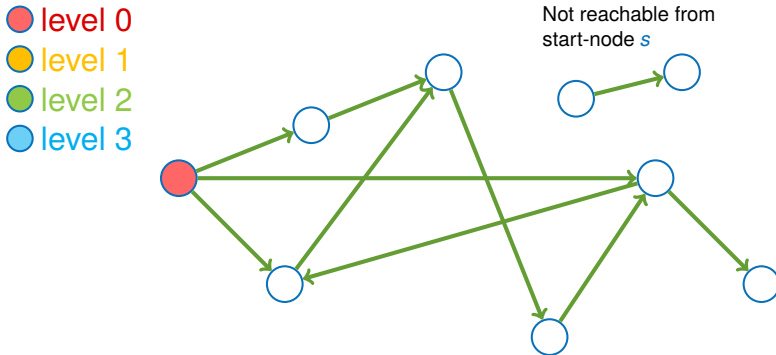


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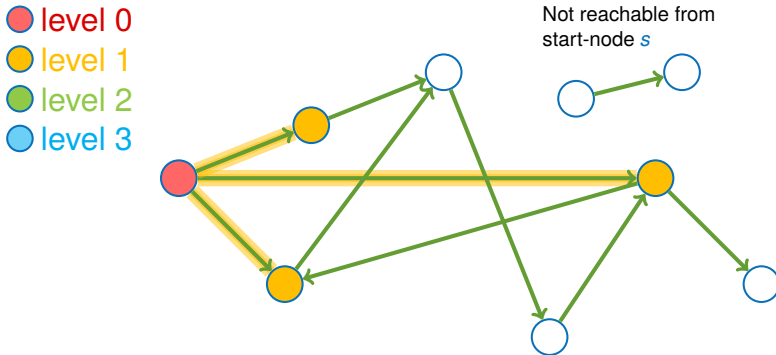


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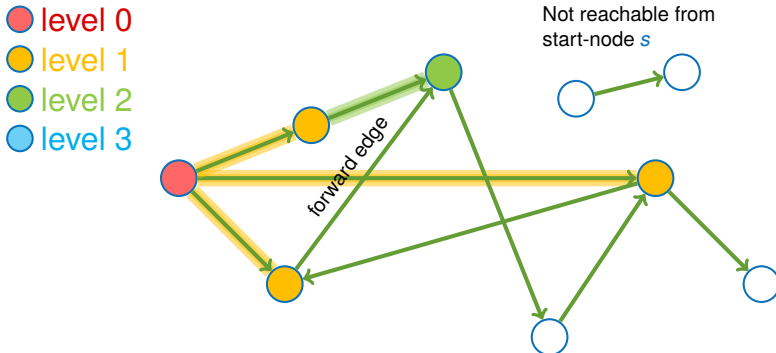


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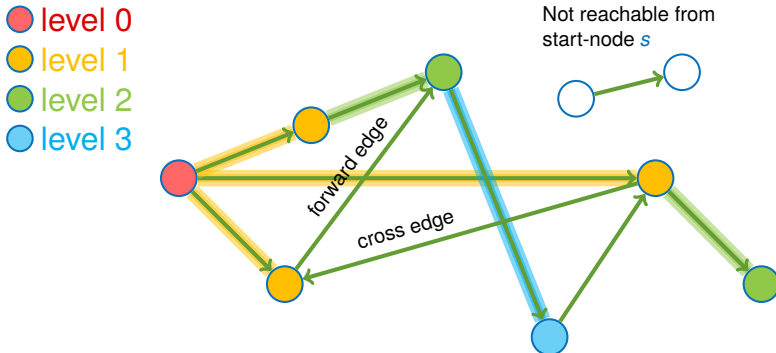


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- 4 If no unmarked connected vertex exists go one vertex back and continue recursive search (reduce the recursion level by one)



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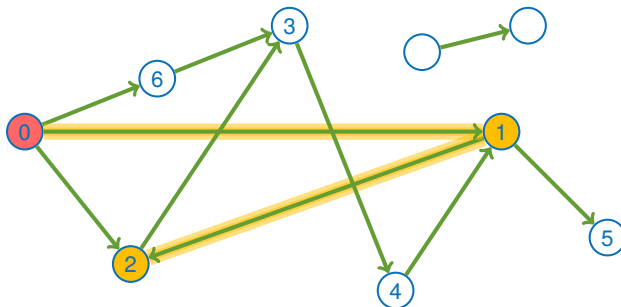


Figure: spanning tree of a depth-first search

- The marked vertices create a different spanning tree containing all reachable nodes

● start-node

● path 1

● path 2

● path 3

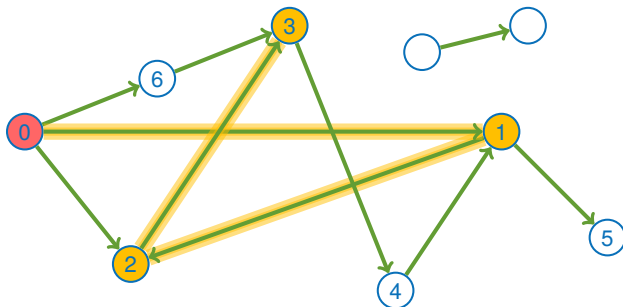


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● path 2

● path 3

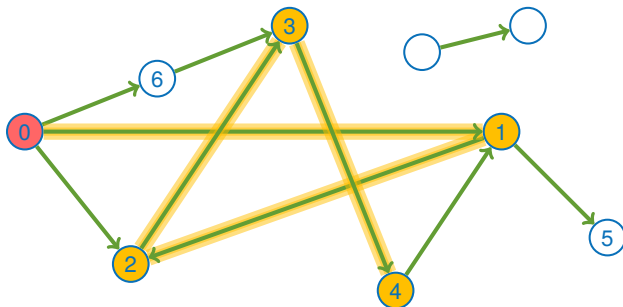


Figure: spanning tree of a depth-first search

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● path 3



Figure: spanning tree of a depth-first search

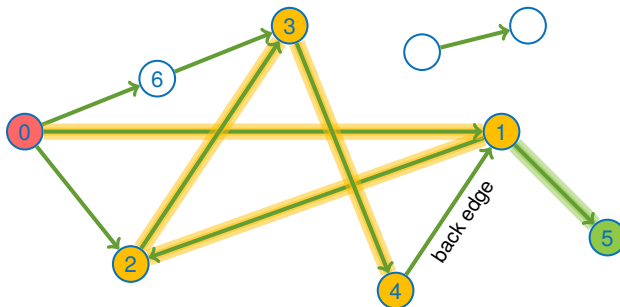
- The marked vertices create a different spanning tree containing all reachable nodes

● start-node

● path 1

● path 2

● path 3



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● start-node

● path 1

● path 2

● path 3

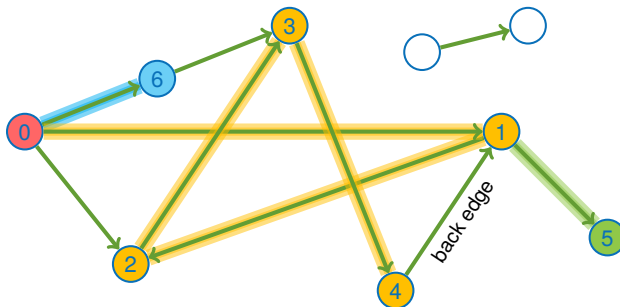


Figure: spanning tree of a depth-first search

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● start-node

● path 1

● path 2

● path 3

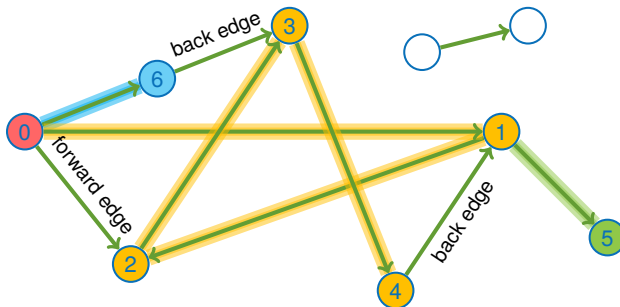


Figure: spanning tree of a depth-first search

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● start-node

● path 1

● path 2

● path 3



Figure: spanning tree of a depth-first search

Graphs

Why is this called Breadth - and Depth First Search?



**UNI
FREIBURG**

Runtime complexity:

- Constant costs for each visited vertex and edge

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- We get a runtime complexity of $\Theta(|V'| + |E'|)$
- Let V' and E' be the reachable vertices and edges
- All vertices of V' are in the same connected component as our start vertex s
- This can only be improved by a constant factor

Graphs

Introduction

Implementation

Application example

Application example

Image processing



**UNI
FREIBURG**



- Connected component labeling

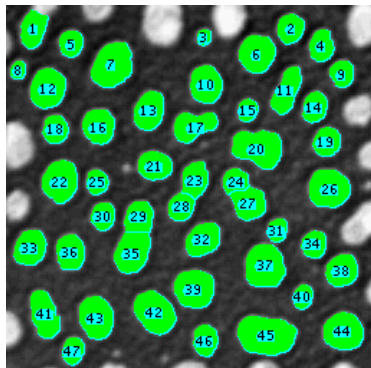
Application example

Image processing

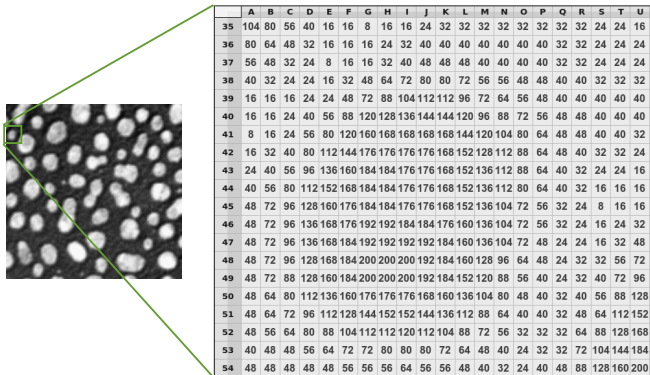


- Connected component labeling
- Counting of objects in an image

- Connected component labeling
- Counting of objects in an image



What's object, what's background?



Convert to black white using threshold:

value = 255 if value > 100 else 0





Interpret image as graph:

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- Each white pixel is a node

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Interpret image as graph:

- Each white pixel is a node
- Edges between adjacent pixels (normally 4 or 8 neighbors)
- Edges are not saved externally, algorithm works directly on array
- Breadth- / depth-first search find all connected components (particles)



Find connected components:

Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	255	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255

Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	25

- Search pixel-by-pixel for non-zero intensity

Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	255	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	25

- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1

Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	255	0	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	255	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	25

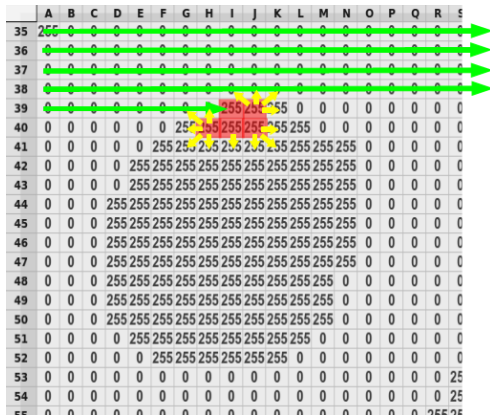
- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1
- Check neighbors of all new labeled pixels

Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	25

- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1
- Check neighbors of all new labeled pixels
- Label non-zero pixels as component 1

Find connected components:



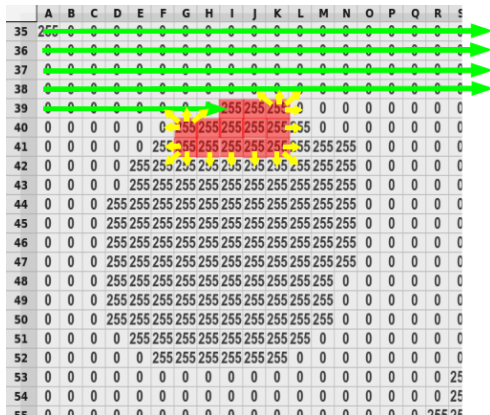
- Search pixel-by-pixel for non-zero intensity
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- Check neighbors of all new labeled pixels
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Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	255	0	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	25

- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1
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- Label non-zero pixels as component 1

Find connected components:



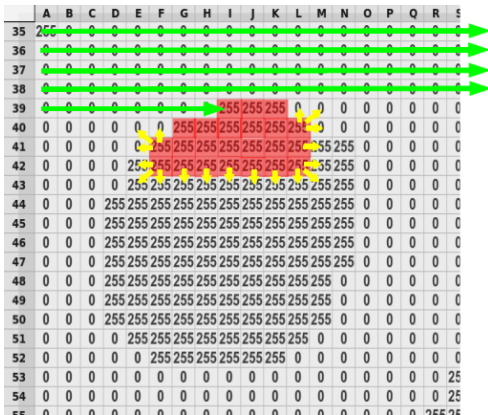
- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1
- Check neighbors of all new labeled pixels
- Label non-zero pixels as component 1

Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	25

- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1
- Check neighbors of all new labeled pixels
- Label non-zero pixels as component 1

Find connected components:



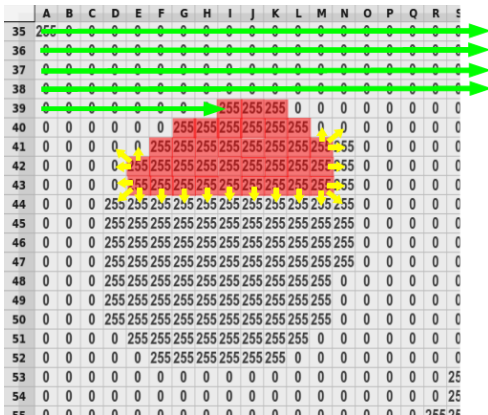
- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1
- Check neighbors of all new labeled pixels
- Label non-zero pixels as component 1

Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	25

- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1
- Check neighbors of all new labeled pixels
- Label non-zero pixels as component 1

Find connected components:



- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1
- Check neighbors of all new labeled pixels
- Label non-zero pixels as component 1

Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	255	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	25

- Search pixel-by-pixel for non-zero intensity
- Label found pixel as component 1
- Check neighbors of all new labeled pixels
- Label non-zero pixels as component 1

Find connected components:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	0	25	0	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
41	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
43	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
44	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
46	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
47	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
49	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
50	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
52	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	25

- Search pixel-by-pixel for non-zero intensity
- Label found pixel as **component 2**
- ...

Result of connected component labeling:



Figure: Result: particle indices instead of intensities

■ General

- [CRL01] Thomas H. Cormen, Ronald L. Rivest, and Charles E. Leiserson.

Introduction to Algorithms.

MIT Press, Cambridge, Mass, 2001.

- [MS08] Kurt Mehlhorn and Peter Sanders.

Algorithms and data structures, 2008.

<https://people.mpi-inf.mpg.de/~mehlhorn/ftp/Mehlhorn-Sanders-Toolbox.pdf>.

■ Graph-Search

[Wika] [Breadth-first search](#)

`https://en.wikipedia.org/wiki/
Breadth-first_search`

[Wikb] [Depth-first search](#)

`https:
//en.wikipedia.org/wiki/Depth-first_search`

■ Graph-Connectivity

[Wik] [Connectivity \(graph theory\)](#)

`https://en.wikipedia.org/wiki/Connectivity_
\(graph_theory\)`