

Algorithms and Datastructures

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

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Algorithms and Datastructures, January 2017

Structure

Graphs

- Introduction

- Implementation

- Application example

Graphs

Introduction

Graphs - Overview:

Graphs

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- ▶ Besides arrays, lists and trees the most common datastructure (Trees are a special type of graph)

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- ▶ Besides arrays, lists and trees the most common datastructure (Trees are a special type of graph)
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- ▶ Breadth first search (BFS)

Graphs

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- ▶ Representation of graphs in the computer
- ▶ Breadth first search (BFS)
- ▶ Depth first search (DFS)

Graphs

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Graphs - Overview:

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

Graphs

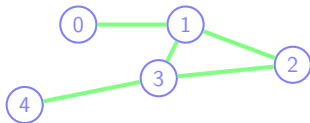
Introduction

Terminology:

Graphs

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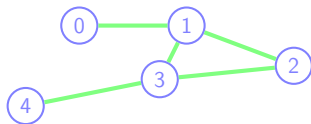
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Graphs

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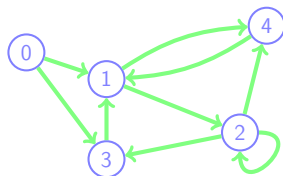
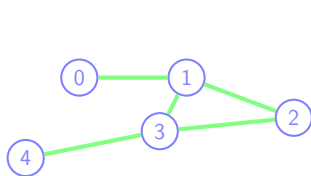


- Each Graph $G = (V, E)$ consists of:

Graphs

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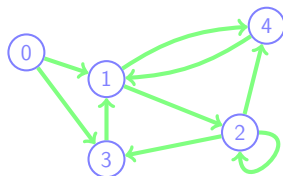
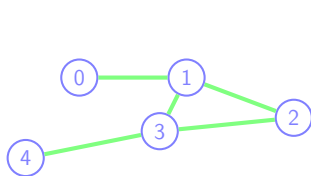


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 - ▶ A set of vertices (nodes) $V = \{v_1, v_2, \dots\}$

Graphs

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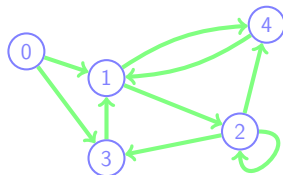
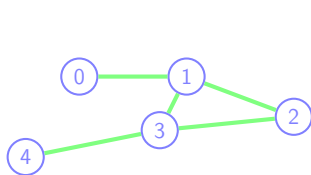


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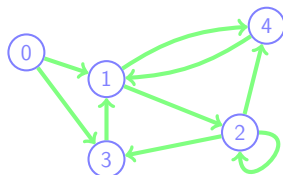
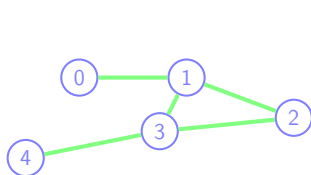


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 - ▶ Undirected edge: $e = \{u, v\}$ (set)
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- ▶ Self-loops are also possible: $e = (u, u)$ or $e = \{u, u\}$

Graphs

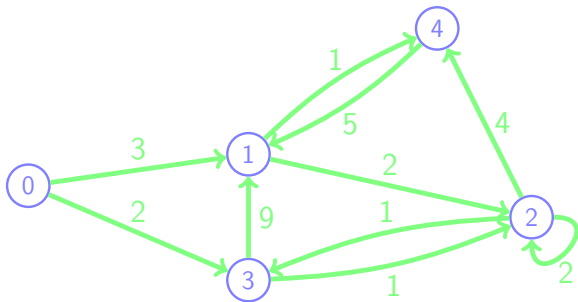
Introduction

Weighted graph:

Graphs

Introduction

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Graphs

Introduction

Weighted graph:



- Each edge is marked with a real number named **weight**

Graphs

Introduction

Weighted graph:



- ▶ Each edge is marked with a real number named **weight**
- ▶ The **weight** is also named **length** or **cost** of the edge depending on the application

Graphs

Introduction

Example: Road network

Graphs

Introduction

Example: Road network

- ▶ Intersections: **vertices**

Graphs

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Example: Road network

- ▶ Intersections: **vertices**
- ▶ Roads: **edges**

Graphs

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Example: Road network

- ▶ Intersections: **vertices**
- ▶ Roads: **edges**
- ▶ Travel time:
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Graphs

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Example: Road network

- Intersections: **vertices**
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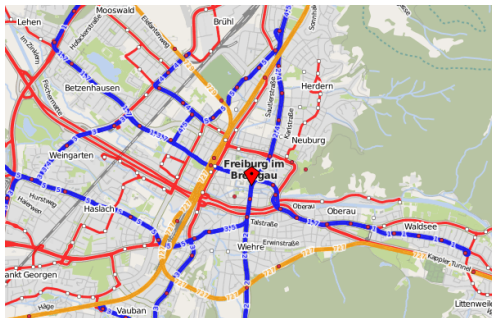


Figure: Map of Freiburg © OpenStreetMap

Structure

Graphs

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Implementation

Application example

Graphs

Implementation

How to represent this graph computationally?

Graphs

Implementation

How to represent this graph computationally?

1. **Adjacency matrix** with space consumption $\Theta(|V|^2)$

Graphs

Implementation

How to represent this graph computationally?

1. **Adjacency matrix** with space consumption $\Theta(|V|^2)$



Figure: Weighted graph with
 $|V| = 4, |E| = 6$

Graphs

Implementation

How to represent this graph computationally?

1. **Adjacency matrix** with space consumption $\Theta(|V|^2)$



Figure: Weighted graph with
 $|V| = 4$, $|E| = 6$

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

Figure: Adjacency matrix

Graphs

Implementation

How to represent this graph computationally?

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2. Adjacency list / fields with space consumption $\Theta(|V| + |E|)$

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Each list item stores the target vertex and the cost of the edge

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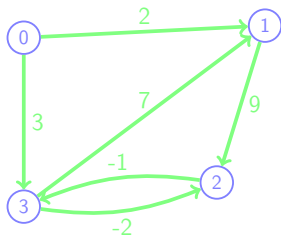


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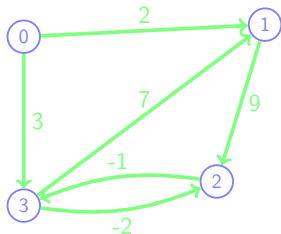


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start-vertex	0	1, 2	3, 3
	1	2, 9	
	2	3, -1	
	3	1, 7	2, -2

Figure: Adjacency list

Graphs

Implementation

Graph: Arrangement

Graphs

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- ▶ Graph is fully defined through the [adjacency matrix / list](#)

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Graphs

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Graph: Arrangement

- ▶ Graph is fully defined through the [adjacency matrix / list](#)
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Figure: Weighted graph with
 $|V| = 4$, $|E| = 6$



Figure: Same graph ordered by number -
outer planar graph

Graphs

Implementation - Python

```
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))

    ...
```

Graphs

Degrees (Valency)

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

Graphs

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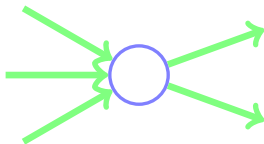


Figure: Vertex with in- / outdegree of 3 / 2

Graphs

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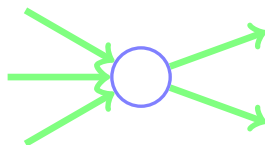


Figure: Vertex with in- / outdegree of 3 / 2

- **Indegree** of a vertex u is the number of **edge head ends** adjacent to the vertex

$$\deg^+(u) = |\{(v, u) : (v, u) \in E\}|$$

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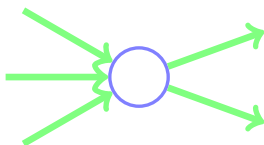


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- **Indegree** of a vertex u is the number of **edge head ends** adjacent to the vertex

$$\deg^+(u) = |\{(v, u) : (v, u) \in E\}|$$

- **Outdegree** of a vertex u is the number of **edge tail ends** adjacent to the vertex

$$\deg^-(u) = |\{(u, v) : (u, v) \in E\}|$$

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Paths in a graph: $G = (V, E)$

Graphs

Paths

Paths in a graph: $G = (V, E)$



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



Figure: Directed path of length 3
 $P = (0, 3, 1, 4)$

Graphs

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- A path of G is a sequence of edges $u_1, u_2, \dots, u_i \in V$ with

Graphs

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- ▶ A path of G is a sequence of edges $u_1, u_2, \dots, u_i \in V$ with
 - ▶ Undirected graph: $\{u_1, u_2\}, \{u_2, u_3\}, \dots, \{u_{i-1}, u_i\} \in E$
 - ▶ Directed graph: $(u_1, u_2), (u_2, u_3), \dots, (u_{i-1}, u_i) \in E$

Graphs

Paths

Paths in a graph: $G = (V, E)$



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

Graphs

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Graphs

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Paths in a graph: $G = (V, E)$



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Graphs

Paths

Paths in a graph: $G = (V, E)$



Figure: **Directed path** of length 3
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Figure: **Weighted path** with cost 6
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- ▶ The **length of a path** is: (also costs of a path)
 - ▶ Without weights: **number of edges** taken
 - ▶ With weights: **sum of weights of edges** taken

Graphs

Paths

Shortest path in a graph: $G = (V, E)$

Graphs

Paths

Shortest path in a graph: $G = (V, E)$

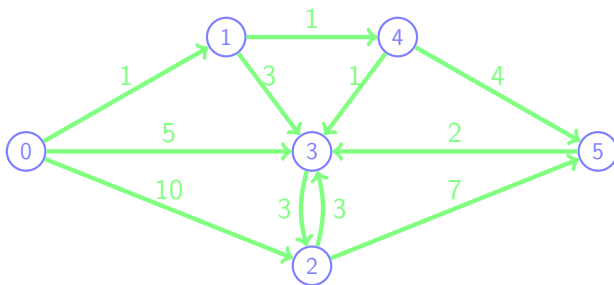


Figure: Shortest path from 0 to 2 with cost / distance $d(0, 2) = ?$

Graphs

Paths

Shortest path in a graph: $G = (V, E)$

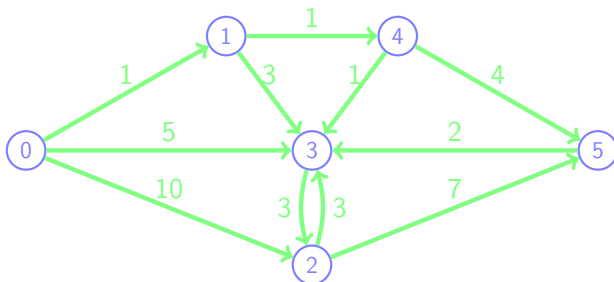


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- The shortest path between two vertices u, v is the path $P = (u, \dots, v)$ with the shortest length $d(u, v)$ or lowest costs

Graphs

Paths

Shortest path in a graph: $G = (V, E)$



Figure: Shortest path from 0 to 2 with cost / distance $d(0, 2) = 6$
 $P = (0, 1, 4, 3, 2)$

- The **shortest path** between two vertices u, v is the path $P = (u, \dots, v)$ with the shortest length $d(u, v)$ or lowest costs

Graphs

Paths

Diameter of a graph: $G = (V, E)$

Graphs

Paths

Diameter of a graph: $G = (V, E)$

$$d = \max_{u, v \in V} d(u, v)$$

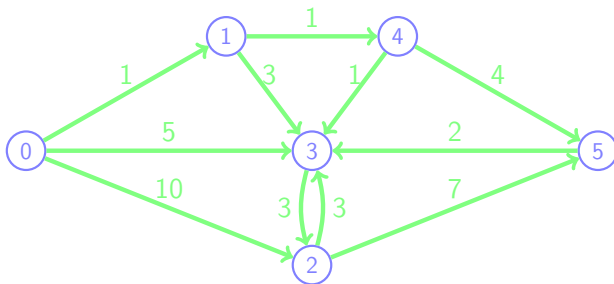


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Graphs

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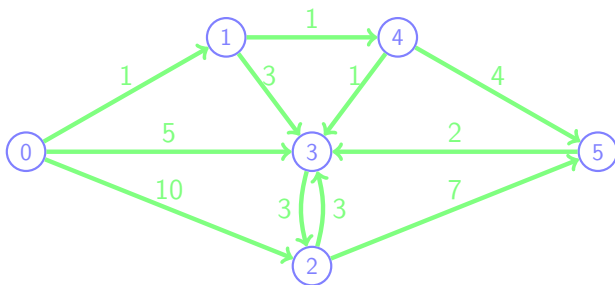


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- The **diameter** of a graph is the length / the costs of the longest shortest path

Graphs

Diameter of a graph: $G = (V, E)$

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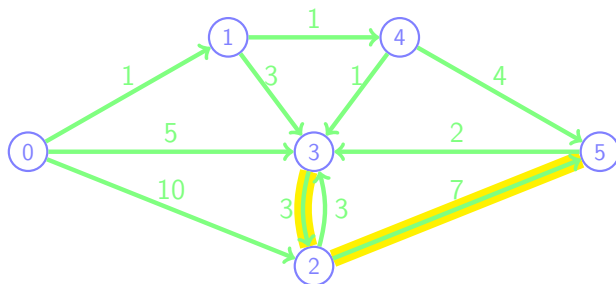


Figure: Diameter of graph is $d = 10$, $P = (3, 2, 5)$

- ▶ The **diameter** of a graph is the length / the costs of the longest shortest path

Graphs

Connected Components

Connected components: $G = (V, E)$

Graphs

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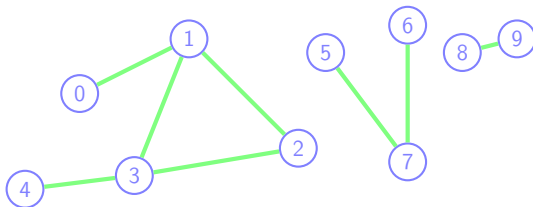


Figure: Three connected components

- Undirected graph:

Graphs

Connected Components

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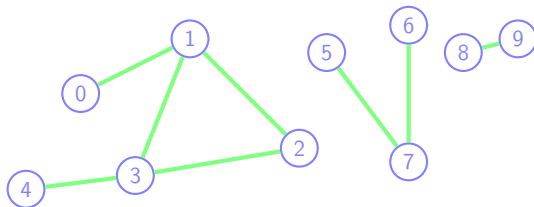


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- Undirected graph:
 - All connected components are a partition of V

$$V = V_1 \cup \dots \cup V_k$$

Graphs

Connected Components

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Figure: Three connected components

- ▶ Undirected graph:
 - ▶ All connected components are a partition of V

$$V = V_1 \cup \dots \cup V_k$$

- ▶ Two vertices u, v are in the same connected component if a path between u and v exists

Graphs

Connected Components

Connected components: $G = (V, E)$

Graphs

Connected Components

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- ▶ Directed graph:

Graphs

Connected Components

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Graphs

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 - ▶ Direction of edge has to be regarded

Graphs

Connected Components

Connected components: $G = (V, E)$

- ▶ Directed graph:
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 - ▶ Not part of this lecture

Graphs

Connected Components - Graph Exploration

Graph Exploration: (Informal definition)

Graphs

Connected Components - Graph Exploration

Graph Exploration: (Informal definition)

- ▶ Let $G = (V, E)$ be a graph and $s \in V$ a start vertex

Graphs

Connected Components - Graph Exploration

Graph Exploration: (Informal definition)

- ▶ Let $G = (V, E)$ be a graph and $s \in V$ a start vertex
- ▶ We visit each reachable vertex connected to s

Graphs

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- ▶ **Breadth-first search:** in order of the smallest distance to s

Graphs

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Graphs

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Graphs

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 - ▶ Searching of connected components
 - ▶ Flood fill in drawing programmes

Graphs

Connected Components - Breadth-First Search

Breadth-First Search:

1. We start with all vertices unmarked and **mark visited vertices**

Graphs

Connected Components - Breadth-First Search

Breadth-First Search:

1. We start with all vertices unmarked and mark visited vertices
2. Mark the start vertex s (level 0)

Graphs

Connected Components - Breadth-First Search

Breadth-First Search:

1. We start with all vertices unmarked and mark visited vertices
2. Mark the start vertex s (level 0)
3. Mark all unmarked connected vertices (level 1)

Graphs

Connected Components - Breadth-First Search

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2. Mark the start vertex s (level 0)
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Graphs

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Graphs

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2. Mark the start vertex s (level 0)
3. Mark all unmarked connected vertices (level 1)
4. Mark all unmarked vertices connected to a level 1-vertex (level 2)
5. Iteratively mark reachable vertices for all levels
6. All connected nodes are now marked and in the same connected component as the start vertex s

Graphs

Connected Components - Breadth-First Search

- ▶ The marked vertices create a “spanning tree” containing all reachable nodes

Graphs

Connected Components - Breadth-First Search

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Figure: spanning tree of a breadth-first search

Graphs

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Figure: spanning tree of a breadth-first search

Graphs

Connected Components - Breadth-First Search

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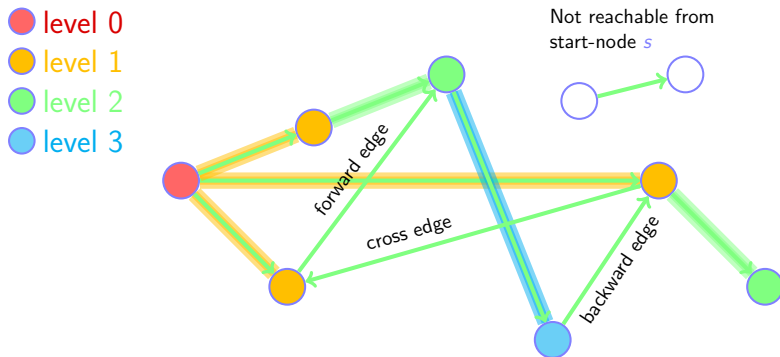


Figure: spanning tree of a breadth-first search

Graphs

Connected Components - Depth-First Search

Depth-First Search:

Graphs

Connected Components - Depth-First Search

Depth-First Search:

1. We start with all vertices unmarked and **mark visited vertices**

Graphs

Connected Components - Depth-First Search

Depth-First Search:

1. We start with all vertices unmarked and mark visited vertices
2. Mark the start vertex s

Graphs

Connected Components - Depth-First Search

Depth-First Search:

1. We start with all vertices unmarked and **mark visited vertices**
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3. Pick an unmarked **connected vertex** and start a **recursive depth-first search** with the vertex as start vertex
(continue on step 2)

Graphs

Connected Components - Depth-First Search

Depth-First Search:

1. We start with all vertices unmarked and **mark visited vertices**
2. Mark the start vertex **s**
3. Pick an unmarked **connected vertex** and start a **recursive depth-first search** with the vertex as start vertex
(continue on step 2)
4. If no unmarked connected vertex exists go one vertex back and continue recursive search
(reduce the recursion level by one)

Graphs

Connected Components - Depth-First Search

Depth-first search:

Graphs

Connected Components - Depth-First Search

Depth-first search:

- ▶ Search starts with **long paths** (searching with depth)

Graphs

Connected Components - Depth-First Search

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Graphs

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Graphs

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Graphs

Connected Components - Depth-First Search

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 - ▶ Each newly visited vertex gets marked by an increasing number
 - ▶ The numbers increase with path length from the start vertex

Graphs

Connected Components - Depth-First Search

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Graphs

Connected Components - Depth-First Search

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● start-node

● path 1

● path 2

● path 3

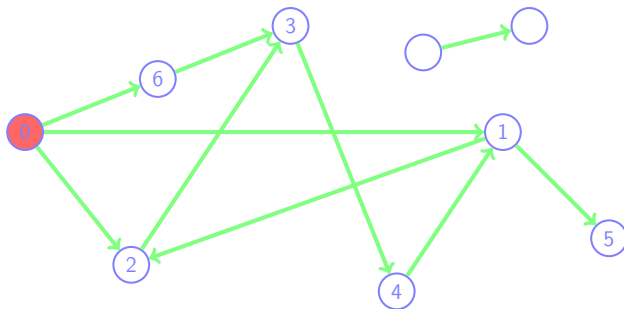


Figure: spanning tree of a depth-first search

Graphs

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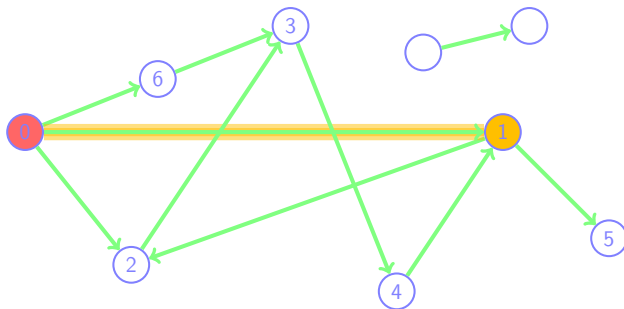


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Graphs

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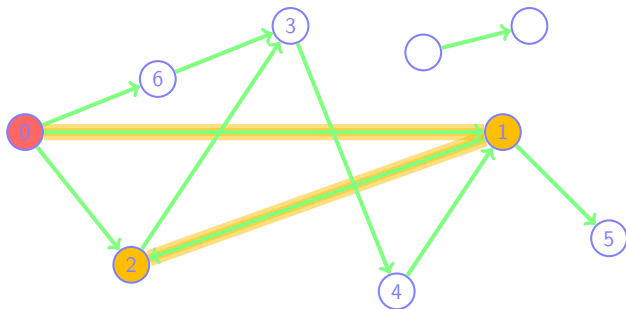


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Graphs

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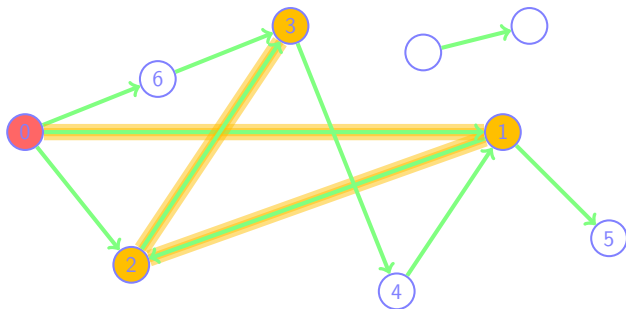


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Graphs

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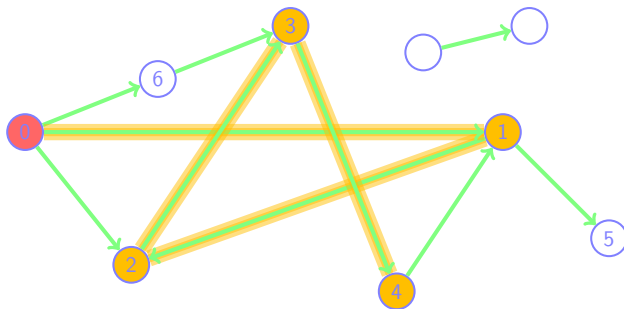


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Graphs

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● path 1

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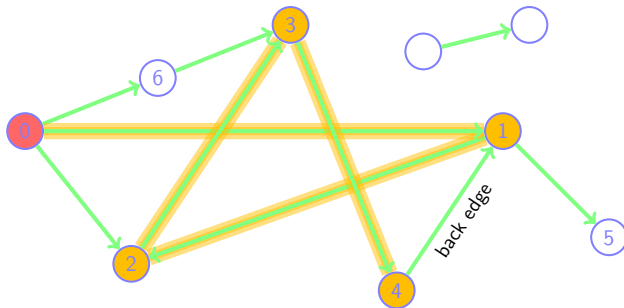


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Graphs

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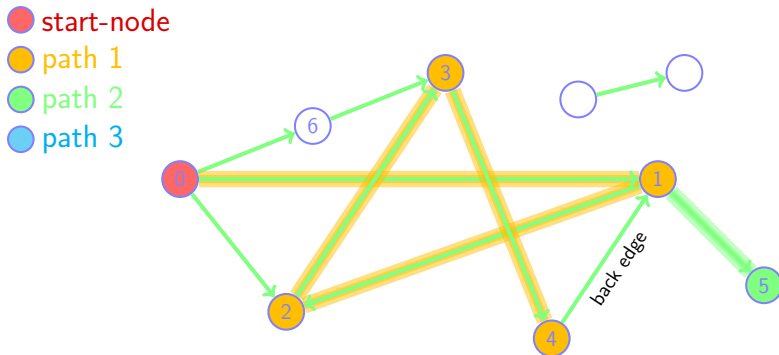


Figure: spanning tree of a depth-first search

Graphs

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Graphs

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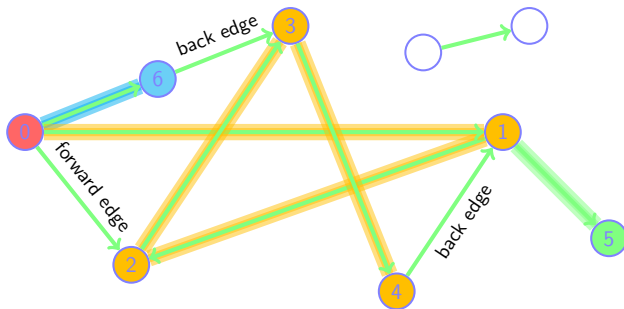


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Graphs

Connected Components - Depth-First Search

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Figure: spanning tree of a depth-first search

Graphs

Why is this called Breadth - and Depth First Search?

Graphs

Connected Components - Breadth-/Depth-First Search

Runtime complexity:

- ▶ Constant costs for each visited vertex and edge

Graphs

Connected Components - Breadth-/Depth-First Search

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- ▶ We get a runtime complexity of $\Theta(|V'| + |E'|)$

Graphs

Connected Components - Breadth-/Depth-First Search

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Graphs

Connected Components - Breadth-/Depth-First Search

Runtime complexity:

- ▶ Constant costs for each visited vertex and edge
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- ▶ 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

Graphs

Connected Components - Breadth-/Depth-First Search

Runtime complexity:

- ▶ Constant costs for each visited vertex and edge
- ▶ 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

Structure

Graphs

Introduction

Implementation

Application example

Application example

Image processing

Application example

Image processing

- ▶ Connected component labeling

Application example

Image processing

- ▶ Connected component labeling
- ▶ Counting of objects in an image

Application example

Image processing

- ▶ Connected component labeling
- ▶ Counting of objects in an image



Application example

Image processing

What's object, what's background?



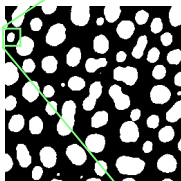
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
35	104	80	56	40	16	16	8	16	16	24	32	32	32	32	32	32	32	24	24	16	
36	80	64	48	32	16	16	16	24	32	40	40	40	40	40	40	40	32	32	24	24	24
37	56	48	32	24	8	16	16	32	40	48	48	48	40	40	40	40	32	32	24	24	24
38	40	32	24	24	16	32	48	64	72	80	80	72	56	56	48	48	40	40	32	32	32
39	16	16	16	24	24	48	72	88	104	112	112	96	72	64	56	48	40	40	40	40	40
40	16	16	24	40	56	88	120	128	136	144	144	120	96	88	72	56	48	48	40	40	40
41	8	16	24	56	80	120	160	168	168	168	168	144	120	104	80	64	48	48	40	40	32
42	16	32	40	80	112	144	176	176	176	168	152	128	112	88	64	48	40	32	32	24	
43	24	40	56	96	136	160	184	184	176	176	168	152	136	112	88	64	40	32	24	24	16
44	40	56	80	112	152	168	184	184	176	176	168	152	136	112	80	64	40	32	16	16	16
45	48	72	96	128	160	176	184	184	176	176	168	152	136	104	72	56	32	24	8	16	16
46	48	72	96	136	168	176	192	192	184	184	176	160	136	104	72	56	32	24	16	24	32
47	48	72	96	136	168	184	192	192	192	192	184	160	136	104	72	48	24	24	16	32	48
48	48	72	96	128	168	184	200	200	200	192	184	160	128	96	64	48	24	32	32	56	72
49	48	72	88	128	160	184	200	200	200	192	184	152	120	88	56	40	24	32	40	72	96
50	48	64	80	112	136	160	176	176	176	168	160	136	104	80	48	40	32	40	56	88	128
51	48	64	72	96	112	128	144	152	152	144	136	112	88	64	40	40	32	48	64	112	152
52	48	56	64	80	88	104	112	112	120	112	104	88	72	56	32	32	32	64	88	128	168
53	40	48	48	56	64	72	72	80	80	80	72	64	48	40	24	32	32	72	104	144	184
54	48	48	48	48	48	56	56	56	64	56	56	48	40	32	24	40	48	88	128	160	200

Application example

Image processing

Convert to black white using threshold:

value = 255 **if** value > 100 **else** 0



	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
35	255	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
37	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
39	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	0	0
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0
48	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0
49	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0
50	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0
51	0	0	0	0	255	255	255	255	255	255	255	255	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
56	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
58	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Application example

Image processing

Interpret image as graph:

Application example

Image processing

Interpret image as graph:

- ▶ Each white pixel is a node

Application example

Image processing

Interpret image as graph:

- ▶ Each white pixel is a node
- ▶ Edges between adjacent pixels (normally 4 or 8 neighbors)

Application example

Image processing

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

Application example

Image processing

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)

Application example

Image processing

Find connected components:

Application example

Image processing

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	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	255	0	0	0	0
52	0	0	0	0	0	255	255	255	255	255	255	255	255	255	255	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

Application example

Image processing

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	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

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

Application example

Image processing

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	0	255	255	255	255	255	255	255	255	0	0	0	0	0
42	0	0	0	0	0	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	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

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

Application example

Image processing

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	255	255	255	255	255	255	255	255
40	0	0	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255
42	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
43	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
44	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
45	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
46	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
47	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
48	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
49	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
50	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
51	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
52	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	255	255	255	255
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

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

Application example

Image processing

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	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

- ▶ 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

Application example

Image processing

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

Application example

Image processing

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	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	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	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	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

- ▶ 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

Application example

Image processing

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

Application example

Image processing

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	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	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

- ▶ 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

Application example

Image processing

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

Application example

Image processing

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	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	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

- ▶ 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

Application example

Image processing

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

Application example

Image processing

Find connected components:

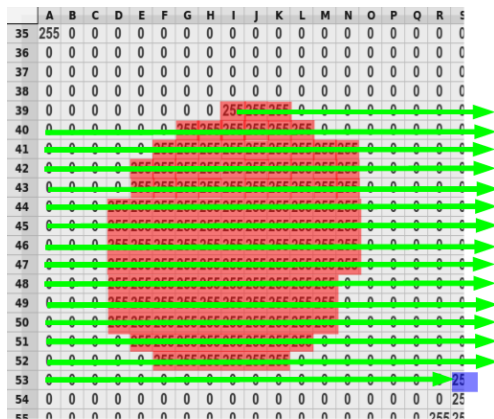
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	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	255	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	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

- ▶ 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

Application example

Image processing

Find connected components:



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

Application example

Image processing

Result of connected component labeling:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
35	255	0	0	0	0	0	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	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	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	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	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	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	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	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	0	0	0	0	0
44	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0	0	0	0
45	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0	0	0	0
46	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0	0	0	25
47	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0	0	255	25
48	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0	255	255	25
49	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0	255	255	25
50	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0	255	255	255
51	0	0	0	0	255	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0	255	255	255
52	0	0	0	0	0	255	255	255	255	255	255	255	255	255	255	0	0	0	0	0	0	255	255	255
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
56	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
58	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
59	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
61	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
62	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
64	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
65	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255
66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	255	255	255	255



	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X
35	10	0	0	0	0	0	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	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	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	0	0	0	0	0
39	0	0	0	0	0	0	0	0	13	13	13	13	13	0	0	0	0	0	0	0	0	0	0	0
40	0	0	0	0	0	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	0	0	0	0
41	0	0	0	0	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	0	0	0	0
42	0	0	0	0	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	0	0	0
43	0	0	0	0	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	0	0	0
44	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	0	0
45	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	0	0
46	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	0	0
47	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	17	17
48	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	17	17
49	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	17	17
50	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	17	17
51	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	17	17	17
52	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	17	17	17
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
56	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
58	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
59	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
61	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
62	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
64	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
65	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17
66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17	17

Figure: Result: particle indices instead of intensities

Further Literature

► General

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Further Literature

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