

# 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

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- ▶ Breadth first search (BFS)
- ▶ Depth first search (DFS)
- ▶ Connected components of a graph



# Graphs

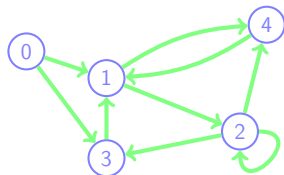
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### **Terminology:**

# Graphs

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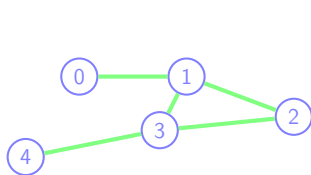
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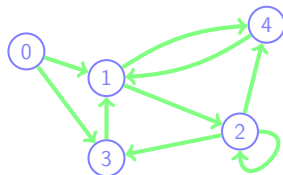
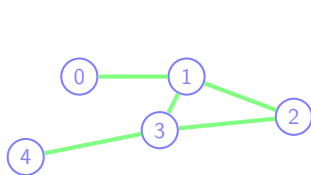


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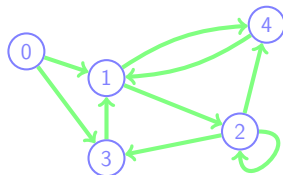
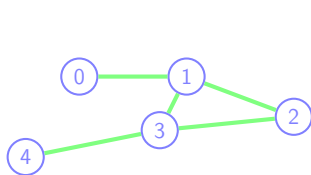


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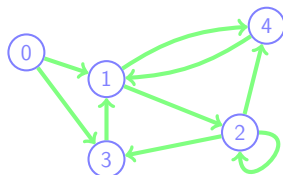
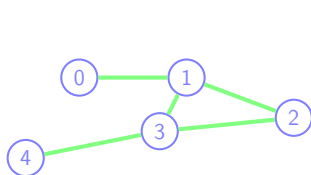
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- ▶ Self-loops are also possible:  $e = (u, u)$  or  $e = \{u, u\}$

# Graphs

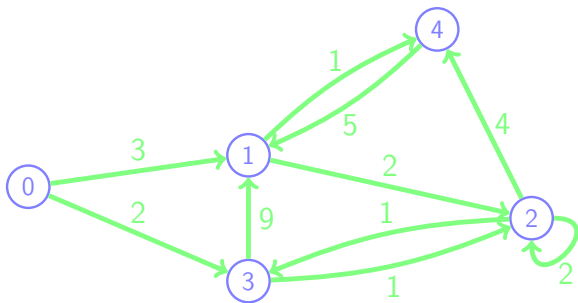
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- ▶ The **weight** is also named **length** or **cost** of the edge depending on the application

# Graphs

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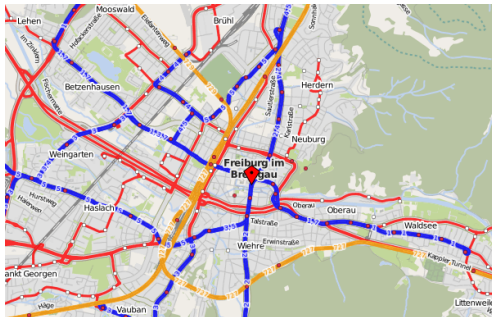


Figure: Map of Freiburg © OpenStreetMap

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**Implementation**

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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

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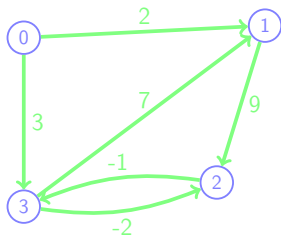


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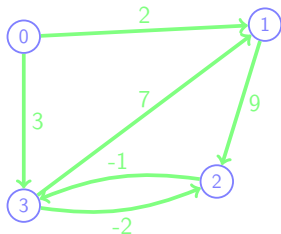


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start-vertex	0	1, 2	3, 3
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Figure: Adjacency list

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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))

    ...
```

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Degrees (Valency)

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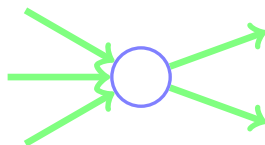


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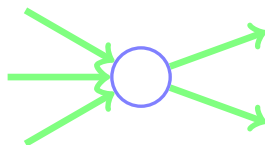


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- **Indegree** of a vertex  $u$  is the number of **edge head ends** adjacent to the vertex

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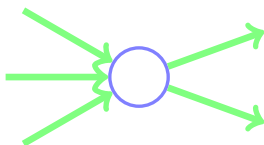


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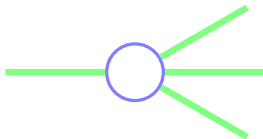


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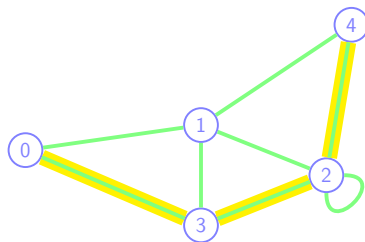


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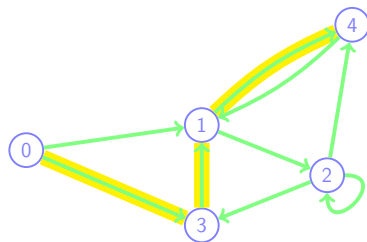


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  - ▶ Undirected graph:  $\{u_1, u_2\}, \{u_2, u_3\}, \dots, \{u_{i-1}, u_i\} \in E$
  - ▶ Directed graph:  $(u_1, u_2), (u_2, u_3), \dots, (u_{i-1}, u_i) \in E$

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



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Figure: **Weighted path** with cost 6  
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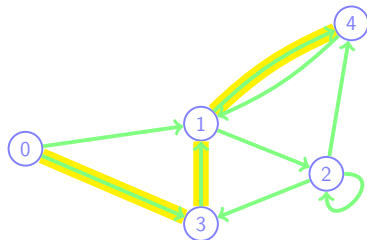


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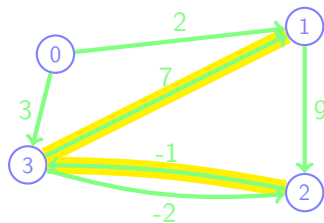


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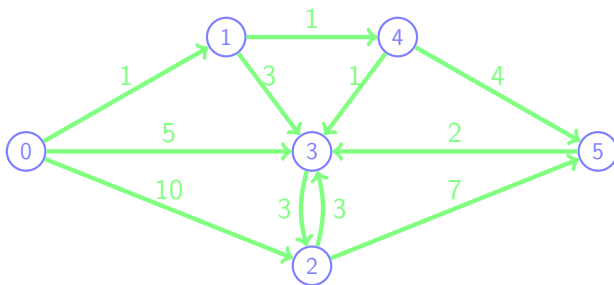


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Figure: Shortest path from 0 to 2 with cost / distance  $d(0, 2) = 6$   
 $P = (0, 1, 4, 3, 2)$

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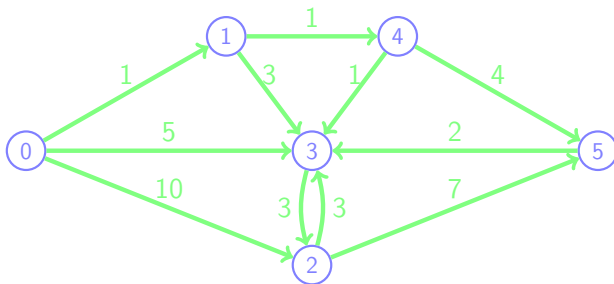


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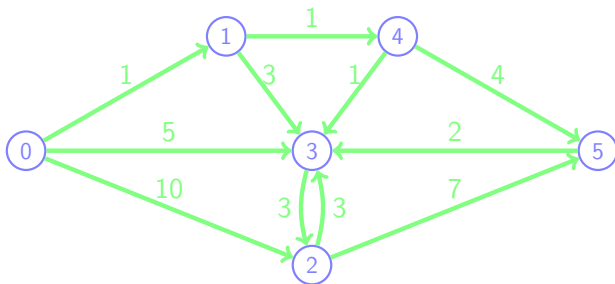


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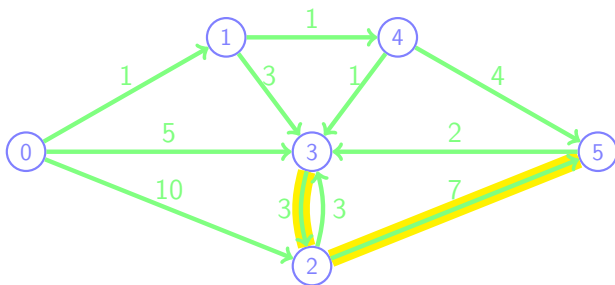


Figure: Diameter of graph is  $d = 10$ ,  $P = (3, 2, 5)$

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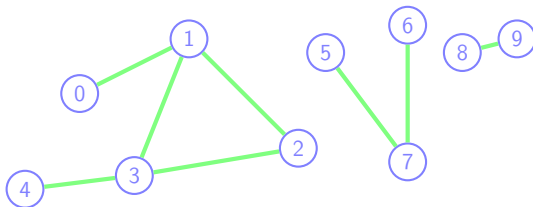


Figure: Three connected components

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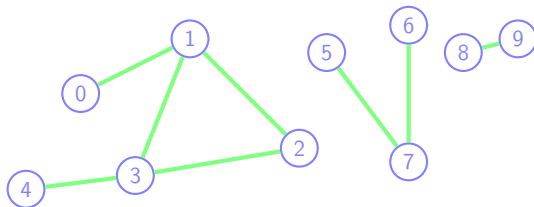


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- Undirected graph:
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**Connected components:**  $G = (V, E)$

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  - ▶ Named **strongly connected components**
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  - ▶ Not part of this lecture

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## Connected Components - Graph Exploration

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  - ▶ Searching of connected components

# 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  $s$
- ▶ **Breadth-first search:** in order of the smallest distance to  $s$
- ▶ **Depth-first search:** in order of the largest distance to  $s$
- ▶ Not a problem on its own but is often used as subroutine of other algorithms
  - ▶ 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:**

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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
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3. Mark all unmarked connected vertices (level 1)

# 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)
4. Mark all unmarked vertices connected to a level 1-vertex (level 2)



# 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)
4. Mark all unmarked vertices connected to a level 1-vertex (level 2)
5. Iteratively mark reachable vertices for all levels

# 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)
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

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Figure: spanning tree of a breadth-first search

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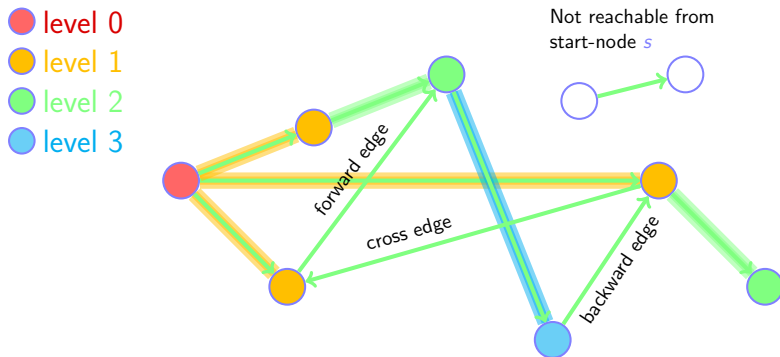


Figure: spanning tree of a breadth-first search

# 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**
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)

# 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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- ▶ Marks like **breadth-first search** all connected vertices

# Graphs

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- ▶ If the graph is acyclic we get a **topological sorting**

# Graphs

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  - ▶ Each newly visited vertex gets marked by an increasing number

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- ▶ Search starts with **long paths** (searching with depth)
- ▶ Marks like **breadth-first search** all connected vertices
- ▶ If the graph is acyclic we get a **topological sorting**
  - ▶ 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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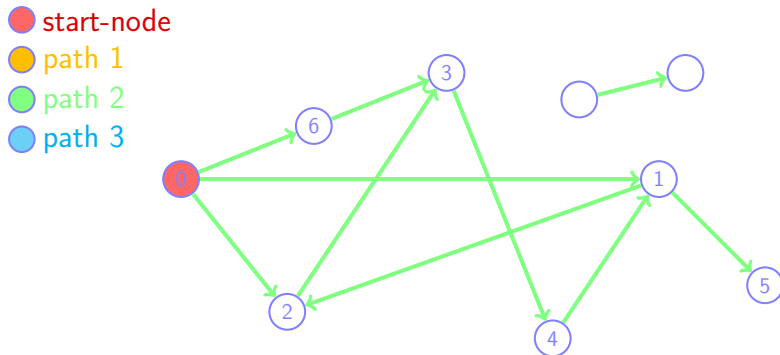


Figure: spanning tree of a depth-first search



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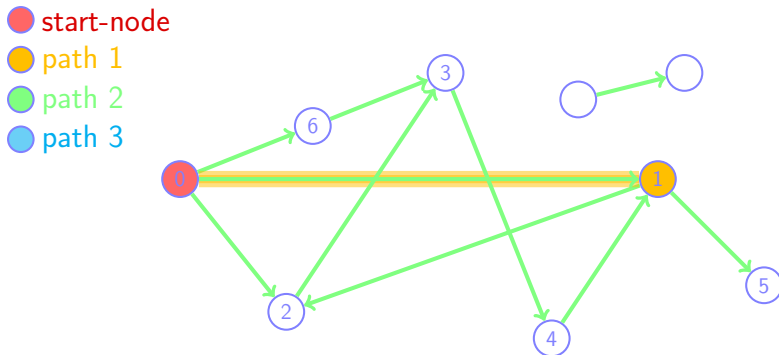


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● start-node

● path 1

● path 2

● path 3



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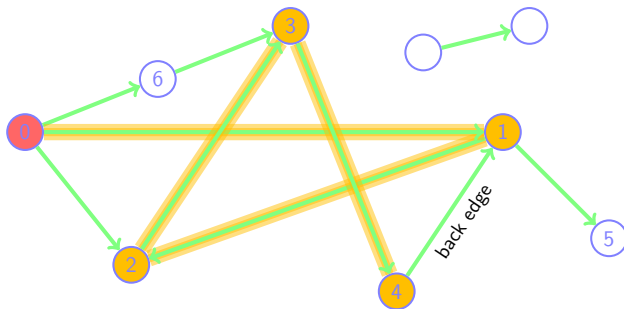


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# Graphs

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  $\Theta(|V'| + |E'|)$

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### Runtime complexity:

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# Graphs

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### Runtime complexity:

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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  $s$

# 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?



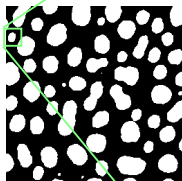
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
35	104	80	56	40	16	16	8	16	16	24	32	32	32	32	32	32	32	24	24	16	
36	80	64	48	32	16	16	16	24	32	40	40	40	40	40	40	40	32	32	24	24	24
37	56	48	32	24	8	16	16	32	40	48	48	48	40	40	40	40	32	32	24	24	24
38	40	32	24	24	16	32	48	64	72	80	80	72	56	56	48	48	40	40	32	32	32
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	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

# 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:

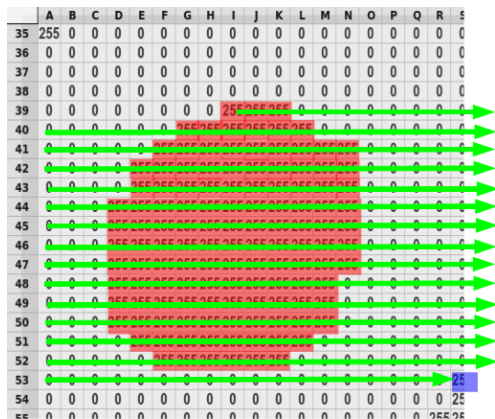
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0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

- ▶ 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

## ► Graph-Search

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