

# Algorithms and Datastructures

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

Prof. Dr. Rolf Backofen

Bioinformatics Group / Department of Computer Science

Algorithms and Datastructures, January 2017

# Structure

## Graphs

- Introduction

- Implementation

- Application example

# Graphs

## Introduction

### **Graphs - Overview:**

# Graphs

## Introduction

### **Graphs - Overview:**

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

# Graphs

## Introduction

### **Graphs - Overview:**

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

# Graphs

## Introduction

### **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)

# Graphs

## Introduction

### **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)

# Graphs

## Introduction

### **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

## Introduction

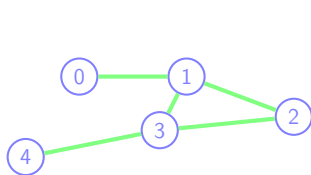
### Terminology:



# Graphs

## Introduction

### Terminology:

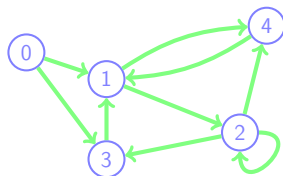
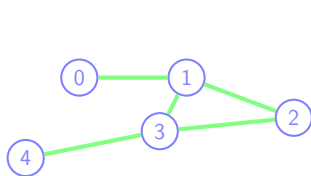


- Each Graph  $G = (V, E)$  consists of:

# Graphs

## Introduction

### Terminology:

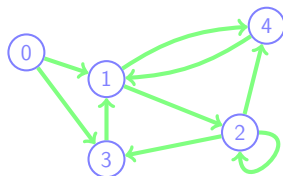
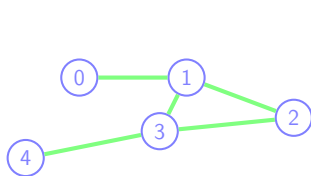


- ▶ Each Graph  $G = (V, E)$  consists of:
  - ▶ A set of vertices (nodes)  $V = \{v_1, v_2, \dots\}$

# Graphs

## Introduction

### Terminology:

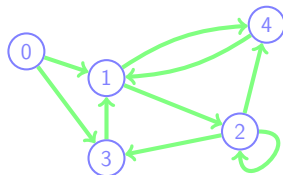
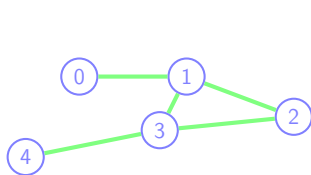


- ▶ Each Graph  $G = (V, E)$  consists of:
  - ▶ A set of vertices (nodes)  $V = \{v_1, v_2, \dots\}$
  - ▶ A set of edges (arcs)  $E = \{e_1, e_2, \dots\}$

# Graphs

## Introduction

### Terminology:

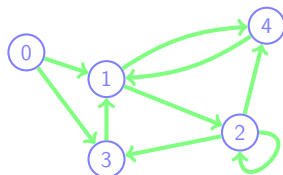
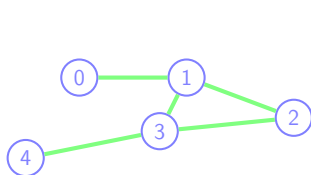


- ▶ Each Graph  $G = (V, E)$  consists of:
  - ▶ A set of vertices (nodes)  $V = \{v_1, v_2, \dots\}$
  - ▶ A set of edges (arcs)  $E = \{e_1, e_2, \dots\}$
- ▶ Each edge connects two vertices ( $u, v \in V$ )

# Graphs

## Introduction

### Terminology:



- ▶ Each Graph  $G = (V, E)$  consists of:
  - ▶ A set of vertices (nodes)  $V = \{v_1, v_2, \dots\}$
  - ▶ A set of edges (arcs)  $E = \{e_1, e_2, \dots\}$
- ▶ Each edge connects two vertices ( $u, v \in V$ )
  - ▶ Undirected edge:  $e = \{u, v\}$  (set)

# Graphs

## Introduction

### Terminology:



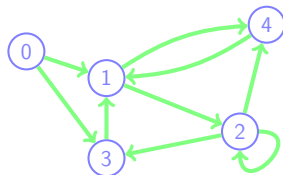
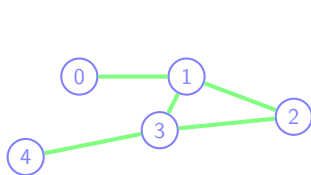
- ▶ Each Graph  $G = (V, E)$  consists of:
  - ▶ A set of vertices (nodes)  $V = \{v_1, v_2, \dots\}$
  - ▶ A set of edges (arcs)  $E = \{e_1, e_2, \dots\}$
- ▶ Each edge connects two vertices ( $u, v \in V$ )
  - ▶ Undirected edge:  $e = \{u, v\}$  (set)
  - ▶ Directed edge:  $e = (u, v)$  (tuple)



# Graphs

## Introduction

### Terminology:



- ▶ Each Graph  $G = (V, E)$  consists of:
  - ▶ A set of vertices (nodes)  $V = \{v_1, v_2, \dots\}$
  - ▶ A set of edges (arcs)  $E = \{e_1, e_2, \dots\}$
- ▶ Each edge connects two vertices ( $u, v \in V$ )
  - ▶ Undirected edge:  $e = \{u, v\}$  (set)
  - ▶ Directed edge:  $e = (u, v)$  (tuple)
- ▶ Self-loops are also possible:  $e = (u, u)$  or  $e = \{u, u\}$

# Graphs

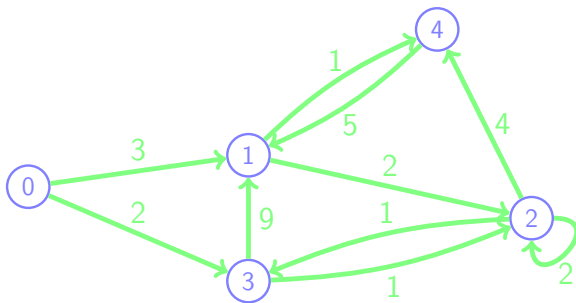
## Introduction

**Weighted graph:**

# Graphs

## Introduction

**Weighted graph:**



# 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

## Introduction

**Example:** Road network

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



# Graphs

## Introduction

### **Example:** Road network

- ▶ Intersections: **vertices**
- ▶ Roads: **edges**
- ▶ Travel time:  
**costs of the edges**

# Graphs

## Introduction

**Example:** Road network

- Intersections: **vertices**
- Roads: **edges**
- Travel time:  
**costs of the edges**

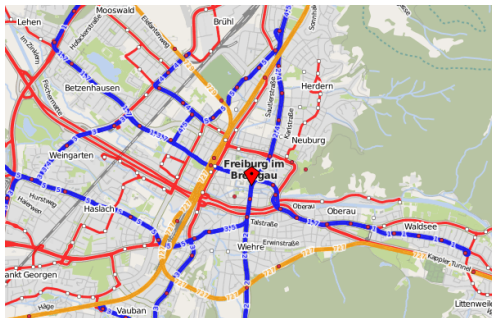


Figure: Map of Freiburg © OpenStreetMap

# Structure

## Graphs

Introduction

**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?**



# Graphs

## Implementation

**How to represent this graph computationally?**

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

# Graphs

## Implementation

### How to represent this graph computationally?

2. Adjacency list / fields with space consumption  $\Theta(|V| + |E|)$   
Each list item stores the target vertex and the cost of the edge

# Graphs

## Implementation

### How to represent this graph computationally?

2. Adjacency list / fields with space consumption  $\Theta(|V| + |E|)$   
Each list item stores the **target vertex** and the **cost** of the edge

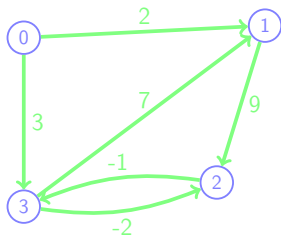


Figure: Weighted graph with  
 $|V| = 4$ ,  $|E| = 6$

# Graphs

## Implementation

### How to represent this graph computationally?

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

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

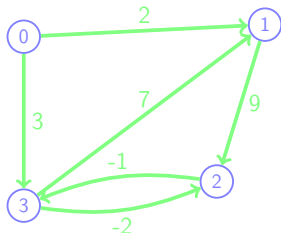


Figure: Weighted graph with  
 $|V| = 4$ ,  $|E| = 6$

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

## Implementation

### **Graph: Arrangement**

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

# Graphs

## Implementation

### **Graph: Arrangement**

- ▶ Graph is fully defined through the [adjacency matrix / list](#)
- ▶ The arrangement is not relevant for visualisation of the graph

# Graphs

## Implementation

### Graph: Arrangement

- ▶ Graph is fully defined through the [adjacency matrix / list](#)
- ▶ The arrangement is not relevant for visualisation of the graph



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



# Graphs

## Implementation

### Graph: Arrangement

- ▶ Graph is fully defined through the [adjacency matrix / list](#)
- ▶ The arrangement is not relevant for visualisation of the graph



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

## Degrees (Valency)

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

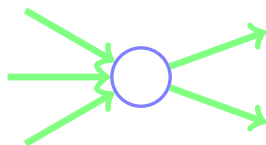


Figure: Vertex with in- / outdegree of 3 / 2

# Graphs

## Degrees (Valency)

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

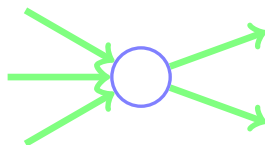


Figure: Vertex with in- / outdegree of 3 / 2

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

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

# Graphs

## Degrees (Valency)

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

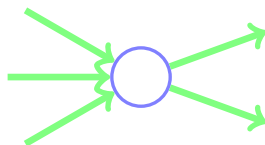


Figure: Vertex with in- / outdegree of 3 / 2

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

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

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

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

# Graphs

## Degrees (Valency)

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

# Graphs

## Degrees (Valency)

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



Figure: Vertex with degree of 4



# Graphs

## Degrees (Valency)

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



Figure: Vertex with degree of 4

- **Degree** of a vertex  $u$  is the number of **vertices** adjacent to the vertex

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

# Graphs

## Paths

**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

## 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  
 $P = (0, 3, 1, 4)$

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

# 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  
 $P = (0, 3, 1, 4)$

- ▶ 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  
 $P = (0, 3, 1, 4)$



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

# Graphs

## Paths

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



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



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

# Graphs

## Paths

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



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



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



# Graphs

## Paths

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



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



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

- The **length of a path** is: (also costs of a path)

# Graphs

## Paths

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



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



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

- ▶ The **length of a path** is: (also costs of a path)
  - ▶ Without weights: **number of edges** taken

# Graphs

## Paths

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



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



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

- ▶ 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:**  $G = (V, E)$

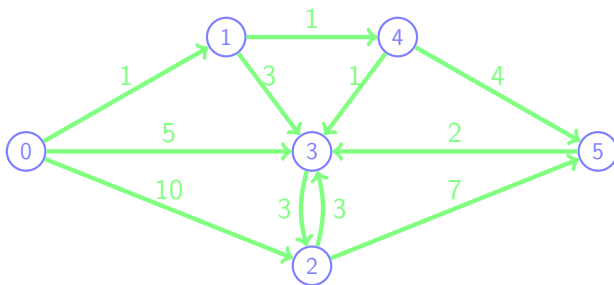


Figure: Shortest path from 0 to 2 with cost / distance  $d(0, 2) = ?$

# Graphs

## Paths

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

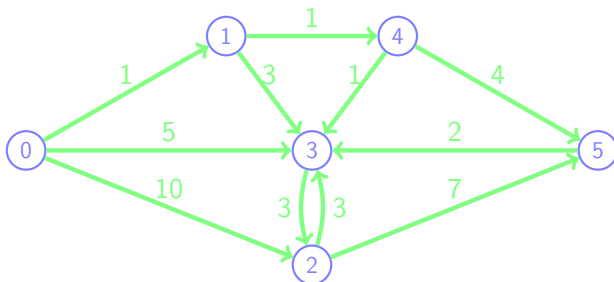


Figure: Shortest path from 0 to 2 with cost / distance  $d(0, 2) = ?$

- 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

**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:**  $G = (V, E)$

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

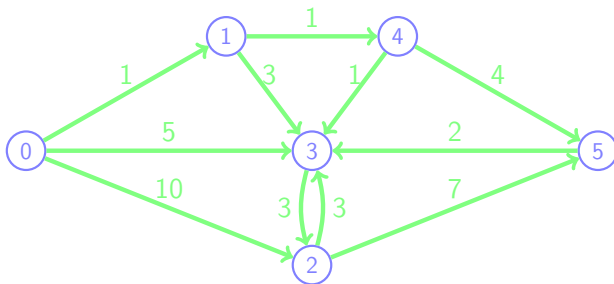


Figure: Diameter of graph is  $d = ?$

# Graphs

## Paths

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

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

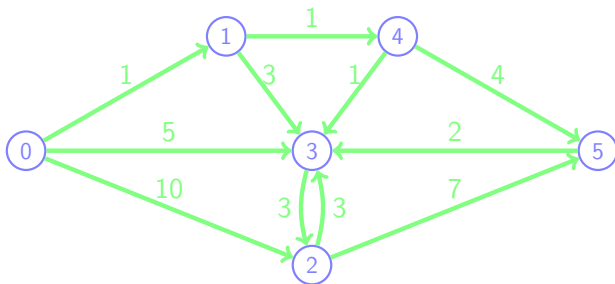


Figure: Diameter of graph is  $d = ?$

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

# Graphs

## Paths

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

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

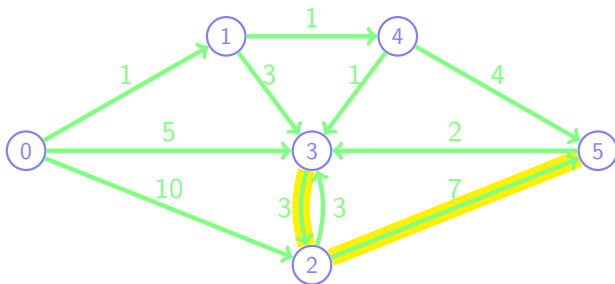


Figure: Diameter of graph is  $d = 10$ ,  $P = (3, 2, 5)$

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

# Graphs

## Connected Components

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

# Graphs

## Connected Components

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

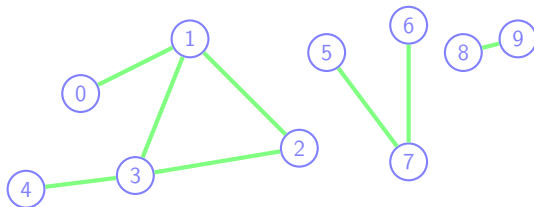


Figure: Three connected components

- Undirected graph:

# Graphs

## Connected Components

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



Figure: Three connected components

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

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

# Graphs

## Connected Components

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



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

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

- ▶ Directed graph:

# Graphs

## Connected Components

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

- ▶ Directed graph:
  - ▶ Named **strongly connected components**

# Graphs

## Connected Components

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

- ▶ Directed graph:
  - ▶ Named **strongly connected components**
  - ▶ Direction of edge has to be regarded

# Graphs

## Connected Components

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

- ▶ Directed graph:
  - ▶ Named **strongly connected components**
  - ▶ Direction of edge has to be regarded
  - ▶ 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

## 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  $s$



# 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  $s$

# 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

# 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

# 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:**

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

### **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

## Connected Components - Breadth-First Search

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



Figure: spanning tree of a breadth-first search

# Graphs

## Connected Components - Breadth-First Search

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



Figure: spanning tree of a breadth-first search

# Graphs

## Connected Components - Breadth-First Search

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



Figure: spanning tree of a breadth-first search

# Graphs

## Connected Components - Breadth-First Search

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



Figure: spanning tree of a breadth-first search

# Graphs

## Connected Components - Breadth-First Search

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



Figure: spanning tree of a breadth-first search



# Graphs

## Connected Components - Breadth-First Search

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



Figure: spanning tree of a breadth-first search

# Graphs

## Connected Components - Breadth-First Search

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



Figure: spanning tree of a breadth-first search

# Graphs

## Connected Components - Breadth-First Search

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

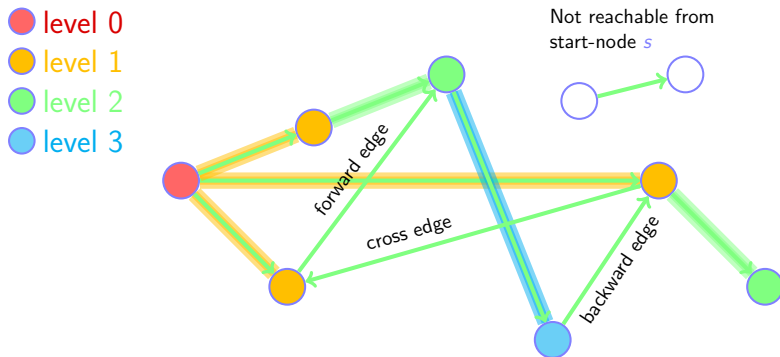


Figure: spanning tree of a breadth-first search

# 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

### **Depth-first search:**

- ▶ Search starts with **long paths** (searching with depth)
- ▶ Marks like **breadth-first search** all connected vertices

# Graphs

## Connected Components - Depth-First Search

### Depth-first search:

- ▶ 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**

# Graphs

## Connected Components - Depth-First Search

### Depth-first search:

- ▶ 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

# Graphs

## Connected Components - Depth-First Search

### Depth-first search:

- ▶ 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

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

# Graphs

## Connected Components - Depth-First Search

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

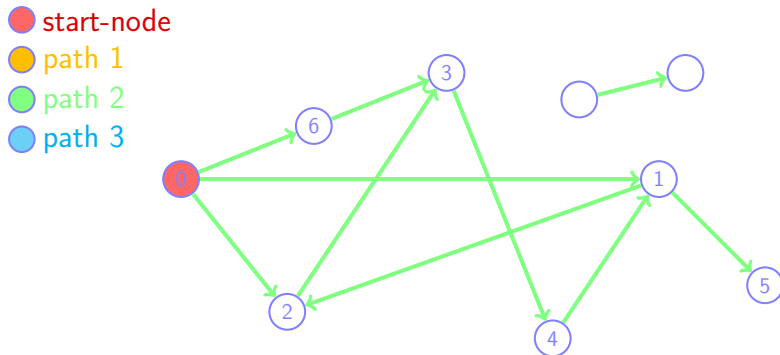


Figure: spanning tree of a depth-first search



# Graphs

## Connected Components - Depth-First Search

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



Figure: spanning tree of a depth-first search

# Graphs

## Connected Components - Depth-First Search

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



Figure: spanning tree of a depth-first search

# Graphs

## Connected Components - Depth-First Search

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

● start-node

● path 1

● path 2

● path 3

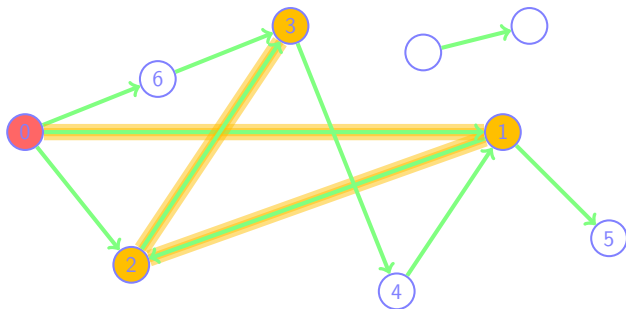


Figure: spanning tree of a depth-first search

# Graphs

## Connected Components - Depth-First Search

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

● start-node

● path 1

● path 2

● path 3



Figure: spanning tree of a depth-first search

# Graphs

## Connected Components - Depth-First Search

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

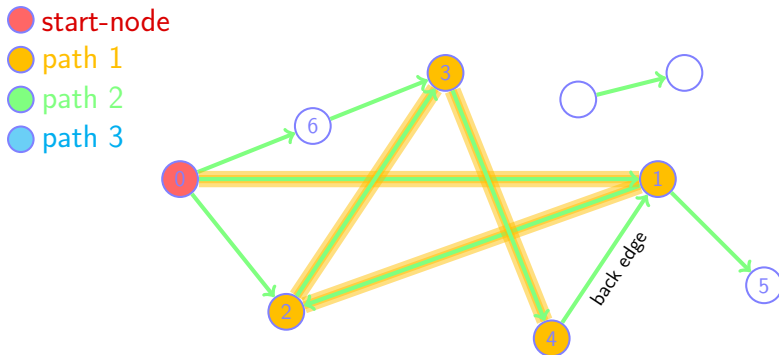


Figure: spanning tree of a depth-first search

# Graphs

## Connected Components - Depth-First Search

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

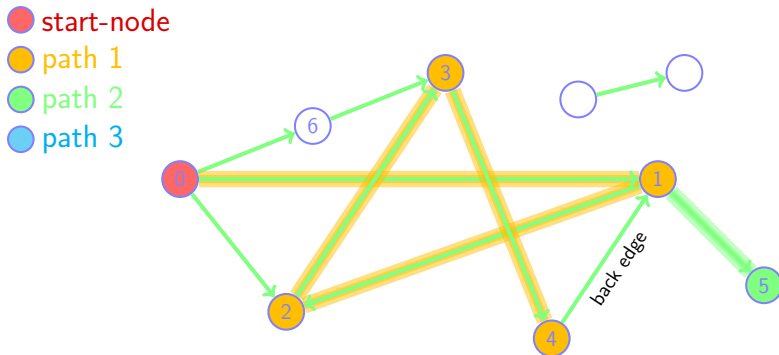


Figure: spanning tree of a depth-first search

# Graphs

## Connected Components - Depth-First Search

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



# Graphs

## Connected Components - Depth-First Search

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



Figure: spanning tree of a depth-first search



# Graphs

## Connected Components - Depth-First Search

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



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

### Runtime complexity:

- ▶ Constant costs for each visited vertex and edge
- ▶ We get a runtime complexity of  $\Theta(|V'| + |E'|)$

# 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

# 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  $s$

# 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?



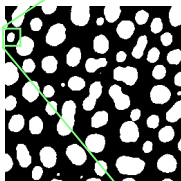
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
35	104	80	56	40	16	16	8	16	16	24	32	32	32	32	32	32	32	24	24	16	
36	80	64	48	32	16	16	16	24	32	40	40	40	40	40	40	40	32	32	24	24	24
37	56	48	32	24	8	16	16	32	40	48	48	48	40	40	40	40	32	32	24	24	24
38	40	32	24	24	16	32	48	64	72	80	80	72	56	56	48	48	40	40	32	32	32
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	255	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	255	255	255	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
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	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	255	255	0	0	0	0	0
41	0	0	0	0	0	255	255	255	255	255	255	255	255	255	255	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	255	255	255	255	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	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	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

- ▶ 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:

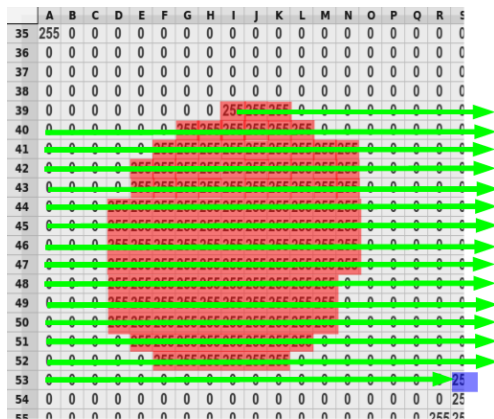
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
35	255	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
37	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
38	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
39	0	0	0	0	0	0	0	0	255	255	255	0	0	0	0	0	0	0	0
40	0	0	0	0	0	0	255	255	255	255	255	255	0	0	0	0	0	0	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	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	0	17	17
52	0	0	0	0	13	13	13	13	13	13	13	13	13	13	13	0	0	0	0	0	0	0	17	17
53	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
55	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
56	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
58	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
59	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
61	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
62	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
64	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
65	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17
66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	17	17	17

Figure: Result: particle indices instead of intensities

# Further Literature

## ► 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>.

# Further Literature

## ► Graph-Search

[Wika] [Breadth-first search](https://en.wikipedia.org/wiki/Breadth-first_search)

[https://en.wikipedia.org/wiki/  
Breadth-first\\_search](https://en.wikipedia.org/wiki/Breadth-first_search)

[Wikb] [Depth-first search](https://en.wikipedia.org/wiki/Depth-first_search)

[https:  
//en.wikipedia.org/wiki/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))

[https://en.wikipedia.org/wiki/Connectivity\\_  
\(graph\\_theory\)](https://en.wikipedia.org/wiki/Connectivity_(graph_theory))