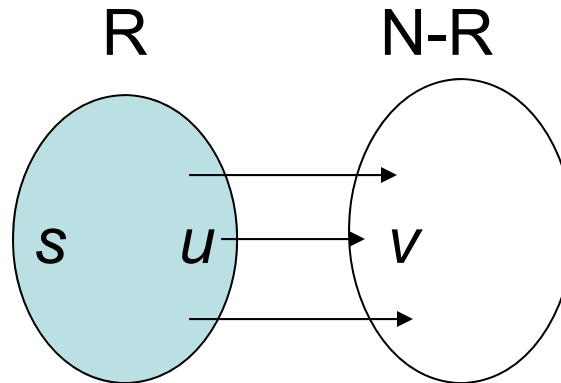


# Depth First Search Acyclicity Graph Components

CS 4231, Fall 2020

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# Depth-First Search from a source $s$



- **Policy:** Choose edge  $(u,v)$  from  $R$  (reached nodes) to  $N-R$  (unreached) where  $u$  is **latest** node added to reachable set  $R$
- Can write as a recursive algorithm, or implement using a stack  $S$  for nodes that have been reached and are not completely processed.

# Depth-First Search from a source $s$

Simple version of DFS:

**Depth-First-Search( $G, s$ )**

for each  $u \in N$  do {mark[ $u$ ]=0; p[ $u$ ]= $\perp$ }

DFS( $s$ )

**DFS( $u$ )**

mark[ $u$ ]=1;

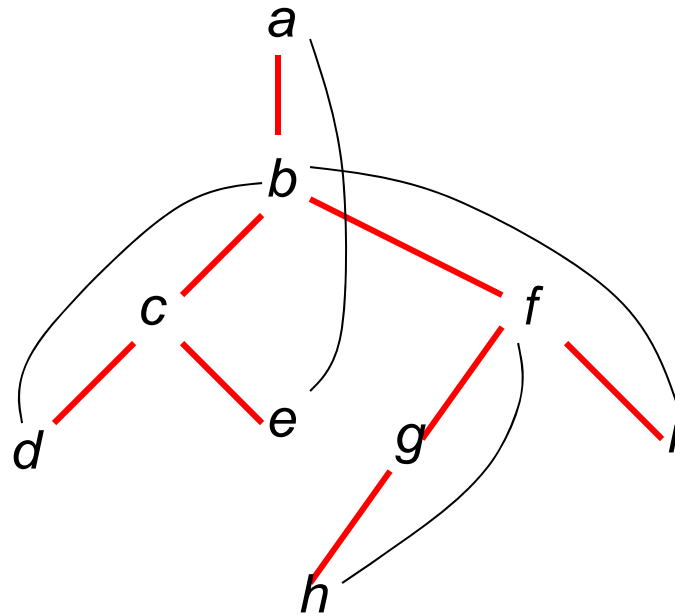
for each  $v \in \text{Adj}[u]$  do

if mark[ $v$ ]=0 then { p[ $v$ ]= $u$ ; DFS( $v$ ) }

*Can keep track of other information for various purposes*

**Time Complexity:  $O(n+e)$**

# DFS Example



DFS Tree = Recursion Tree

# Connected Components of an Undirected Graph

- $\text{Connected}(u,v) = \exists \text{ path connecting } u,v$
- Equivalence relation between nodes
  - reflexive, symmetric, transitive
- Equivalence classes = connected components

# Computing Connected Components of an Undirected Graph

COMP(G)

$c=0$

for each  $u \in N$  do {mark[u]=0; p[u]= $\perp$ }

for each  $u \in N$  do

    if mark[u]=0 then {  $c=c+1$ ; DFSC(u) }

DFSC(u)

mark[u]=1; comp[u]=c;

    for each  $v \in \text{Adj}[u]$  do

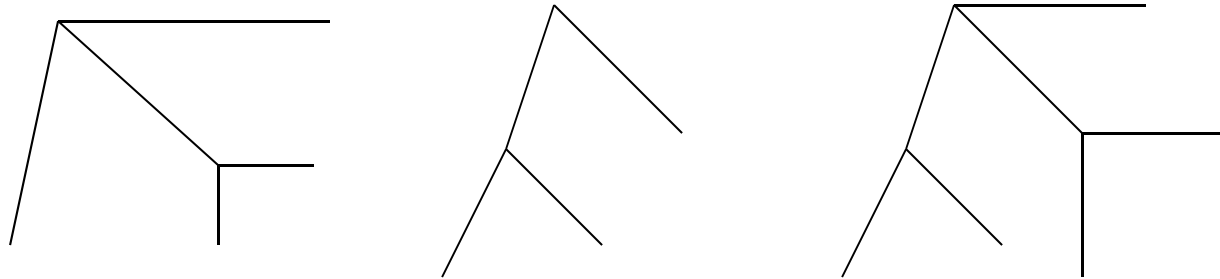
        if mark[v]=0 then { p[v]=u; DFSC(v) }

Time Complexity:  $O(n+e)$

Instead of DFS, could use BFS or any other Search

# Spanning Forest

- One tree for every connected component
- Forest has  $n - c$  edges, where  $c = \text{\#components}$



If there is only one connected component →  
**Spanning Tree**: a tree that spans all the nodes

# Testing Undirected Graph Acyclicity

- Graph acyclic  $\Leftrightarrow$  no other edges besides the spanning forest
- Modification to algorithm:  
if Search finds an edge  $(u,v)$  with  $\text{mark}[v]=1$  and  $v \neq p[u]$  then stop and return “cyclic”
- $O(n)$  time
- Can trace the cycle using the parent information



# Depth-First Search of a Graph

## Depth-First-Search( $G$ )

for each  $u \in N$  do {mark[u]=0; p[u]= $\perp$ ; color[u]=white}

time=0

for each  $u \in N$  do if mark[u]=0 then DFS( $u$ )

## DFS( $u$ )

mark[u]=1; color[u] = gray;

time=time+1; d[u]=time; [discovery time of  $u$ ]

for each  $v \in \text{Adj}[u]$  do

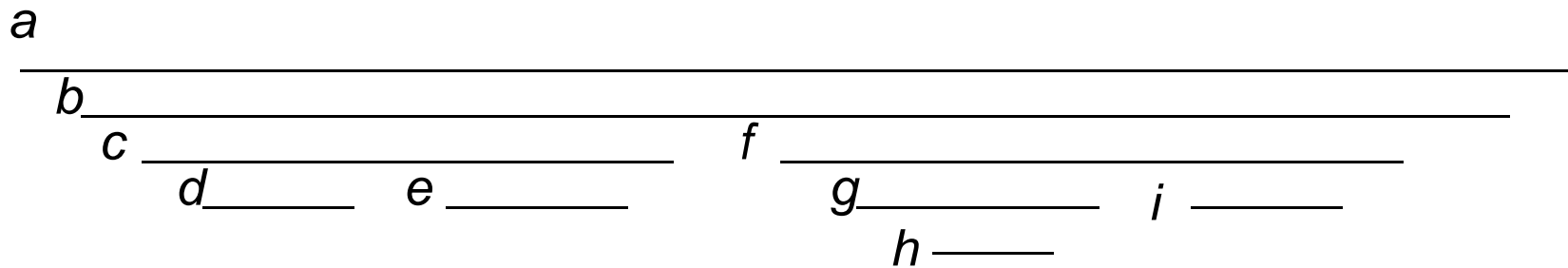
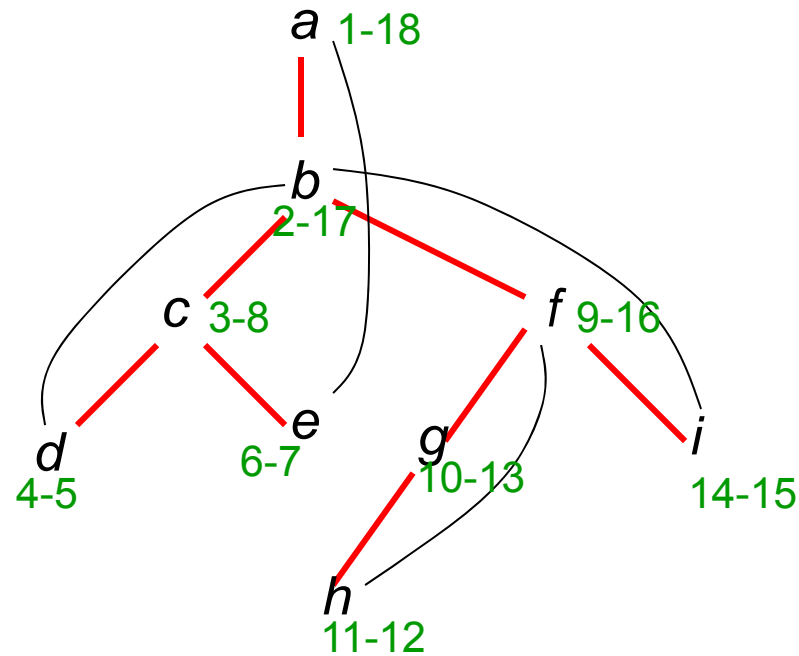
if mark[v]=0 then { p[v]= $u$ ; DFS( $v$ )}

color[u]=black;

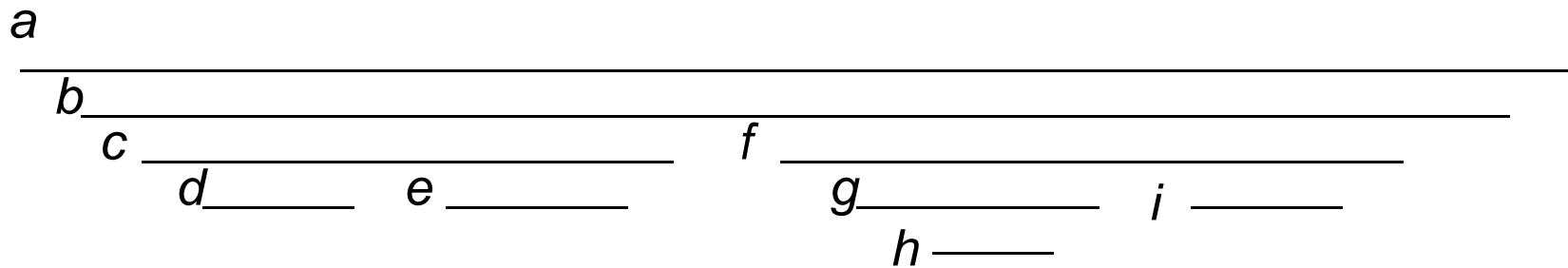
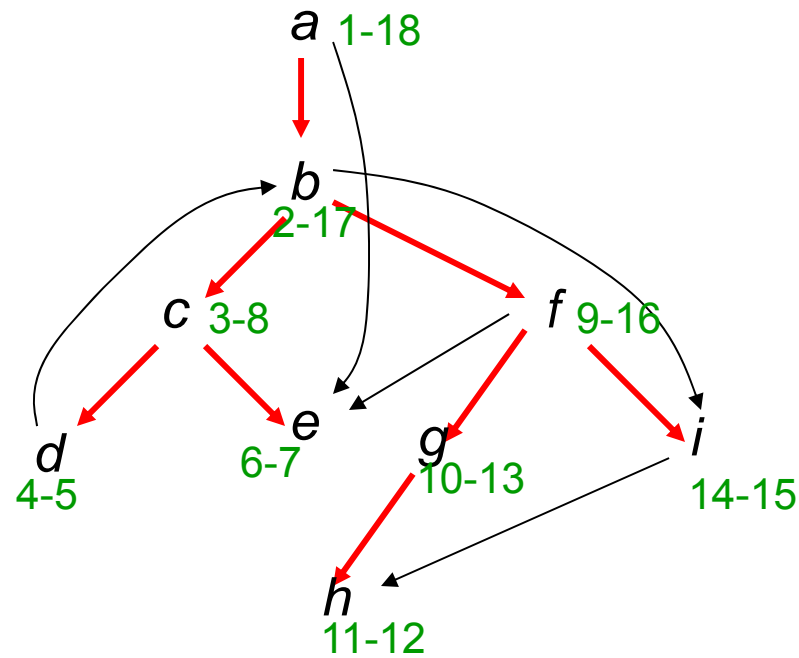
time=time+1; f[u]=time [finish time of  $u$ ]

Time Complexity:  $O(n+e)$

# DFS Example

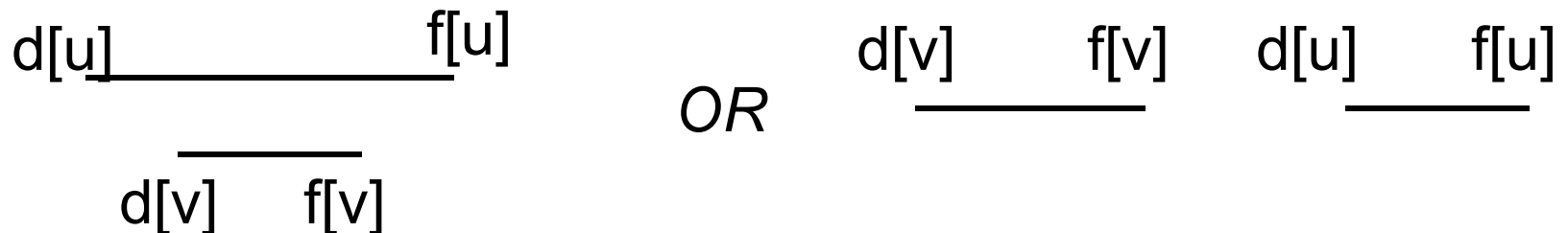


# Example



# DFS TREE = Recursion Tree

- Preorder  $\leftrightarrow d[.]$  discovery times of nodes
- Postorder  $\leftrightarrow f[.]$  finish times of nodes
- $u$  ancestor of  $v \Rightarrow d[u] < d[v] < f[v] < f[u]$
- $u$  unrelated, after  $v \Rightarrow d[v] < f[v] < d[u] < f[u]$
- Intervals  $(d[.], f[.])$  nested or disjoint:

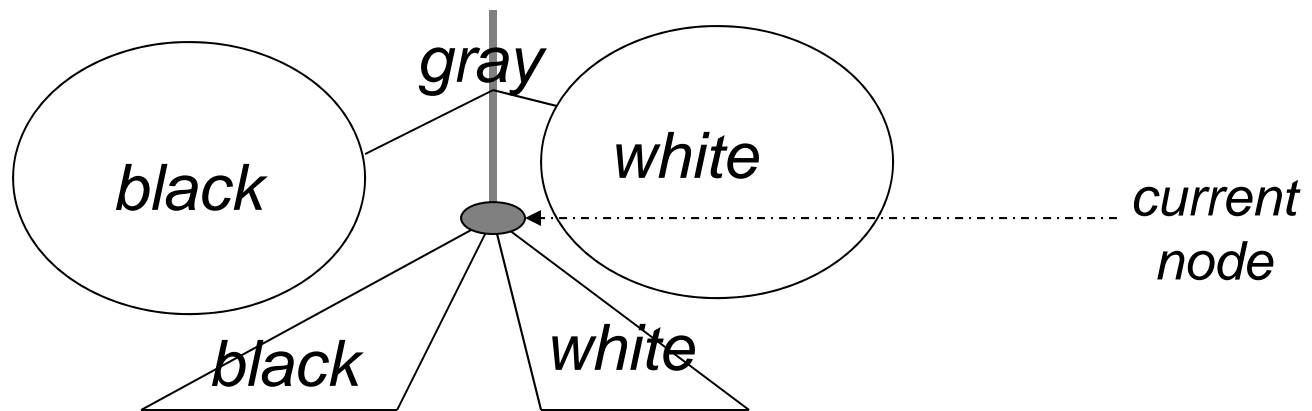


# Edge Classification

- Tree edge (u,v): u parent of v
- Forward edge: u ancestor of v
- Back edge: u descendant of v
- Cross edge: u unrelated to v
- Directed Graphs
  - Cross edges  $u \rightarrow v$  go right to left:  
 $d[v] < f[v] < d[u] < f[u]$
- Undirected Graphs:
  - No cross edges  
every edge is either tree edge or back edge

# DFS Invariants

- At each point, nodes partitioned into *white* (unreached: N-R), *gray* (reached active: stack S), *black* (Done: R-S)
- Current stack S (gray nodes) = path of tree from root to current node
- Done (black) nodes: left of path
- Unreached (white) nodes: below and right of path in final DFS tree



## DFS Invariants (ctd.)

- At each point:
- No black  $\rightarrow$  white edges
- Every black  $\dashrightarrow$  white path has to go through a gray node, i.e., gray (active) nodes separate Done nodes from Unreached nodes

- **White Path Theorem:**  $u$  is ancestor of  $v \iff$  at time  $d[u]$ ,  $\exists$  white path from  $u$  to  $v$

Proof: Color changes from time  $d[u]$  to  $f[u]$ :  
Descendants of  $u$  change from white to black  
Other nodes stay same color

# Directed Acyclic Graphs (DAG)

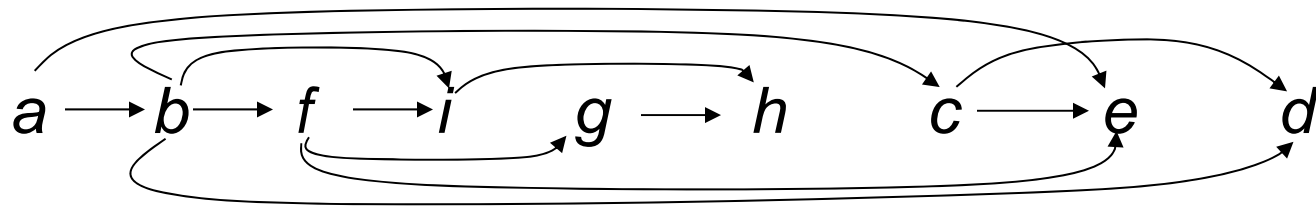
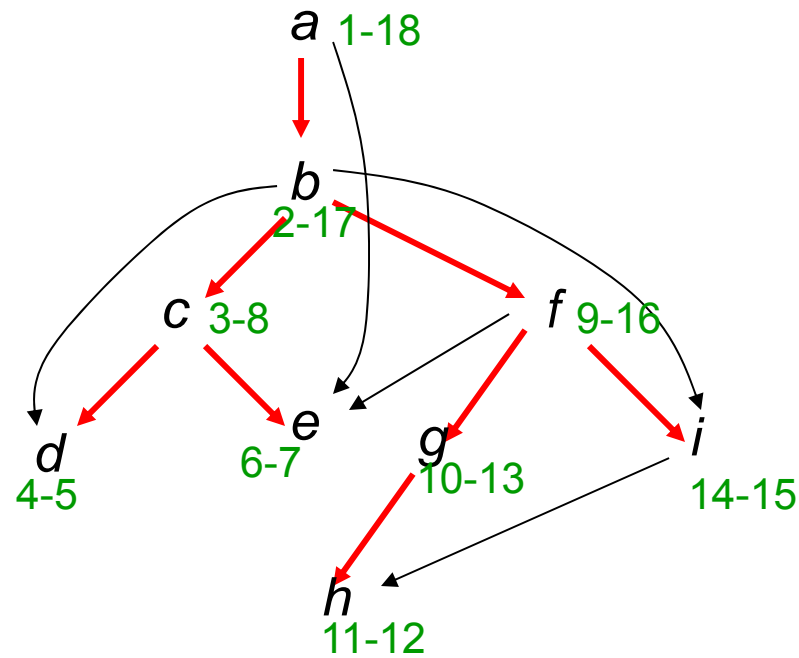
- Applications:
- Scheduling tasks with precedence constraints in an order consistent with constraints
- Recursive calls (incl. arguments): will they run forever?
- Deadlock detection
- Circular definitions (for example in spreadsheet)



# Directed Acyclic Graphs (DAG)

- **Topological Sort:** linear ordering of nodes so that all edges go left to right - in same direction
- **Graph acyclic  $\Leftrightarrow \exists$  topological sort**
- **Proof:**
- **topological sort  $\Rightarrow$  acyclic**  
(cycle must use a right to left edge)
- **acyclic  $\Rightarrow$  top sort:** will give algorithmic proof with DFS

# Example



# Directed Acyclic Graphs (DAG)

Thm: Directed graph is acyclic  $\Leftrightarrow$  no back edges in DFS

Proof:

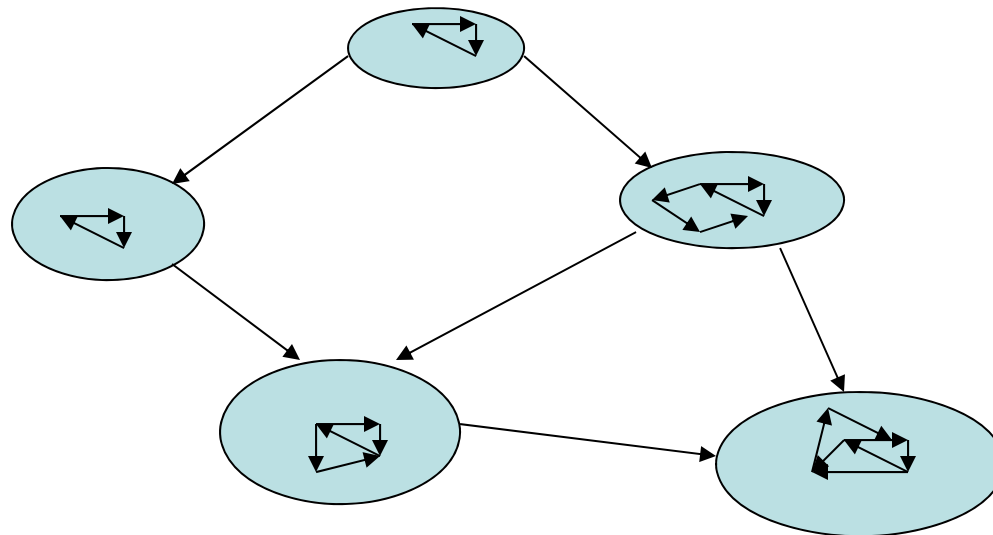
- If back edge then cycle
- Suppose no back edge in DFS of graph.
- Reverse finishing (post) ordering of nodes in DFS of graph is a topological sort :  
 $(u \rightarrow v \Rightarrow f[u] > f[v])$  for tree, forward, cross edges)  
 $\Rightarrow$  acyclic
- Detection of back edges: Back edge = edge to a gray node  
 $\Rightarrow$  Can test if a directed graph is acyclic and compute a topological sort in  $O(n+e)$  time

# Strongly Connected Directed Graph

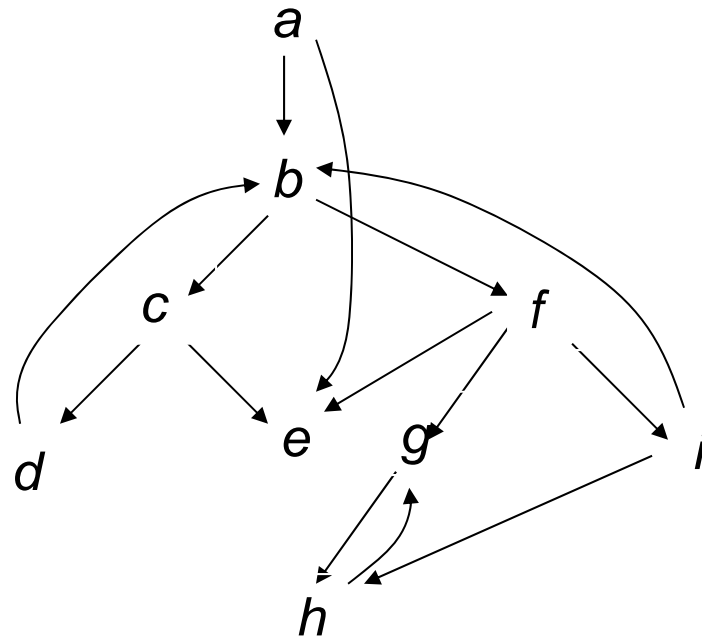
- “mutually reachable” relation:  $u \dashrightarrow v$  and  $v \dashrightarrow u$
- Strongly connected graph: All nodes mutually reachable
- Testing for strong connectivity:
  1. Pick any source node  $s$  and Search( $G, s$ )
  2. Construct reverse graph  $G_r$
  3. Search( $G_r, s$ )
- Graph  $G$  is strongly connected iff  $s$  reaches all nodes in both  $G$  and  $G_r$

# Strongly Connected Components of a Directed Graph

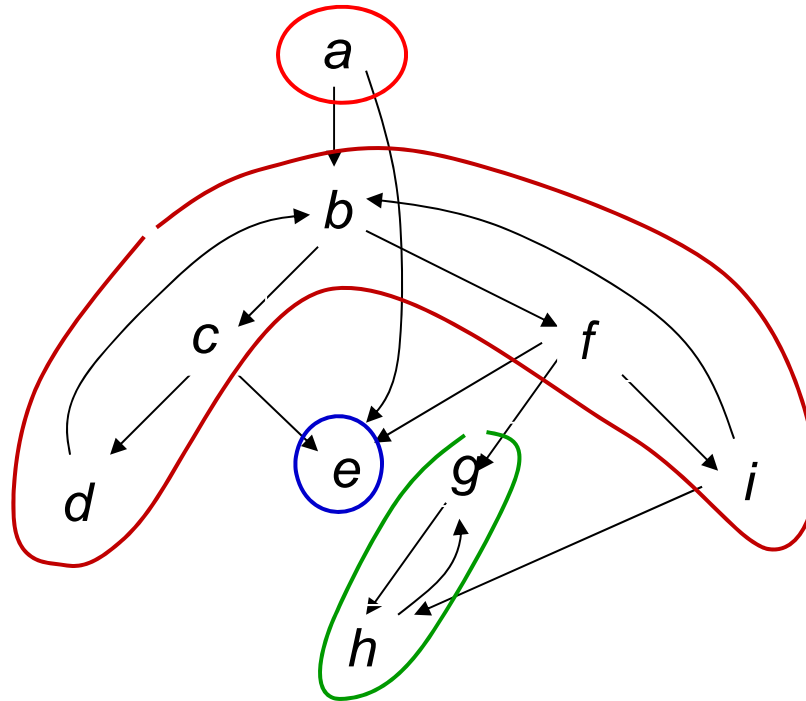
- “mutually reachable” relation is an equivalence relation
- Strongly Connected Components (SCC's) = equivalence classes
- Every cycle is contained in some SCC
- Structure of a Digraph: DAG of SCC's



# Example

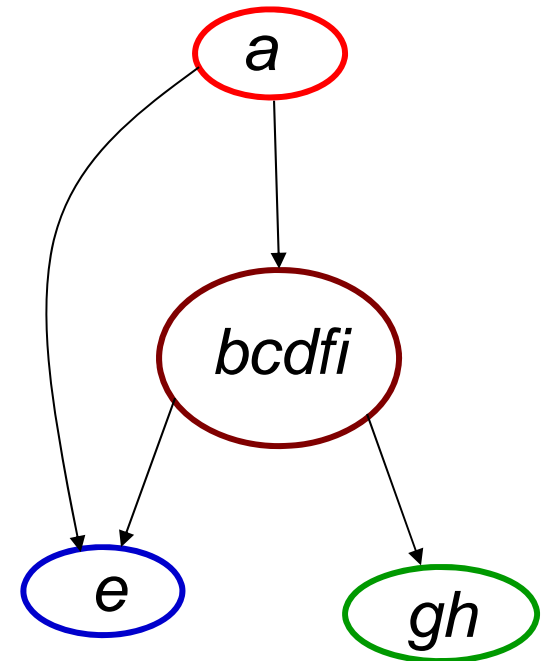
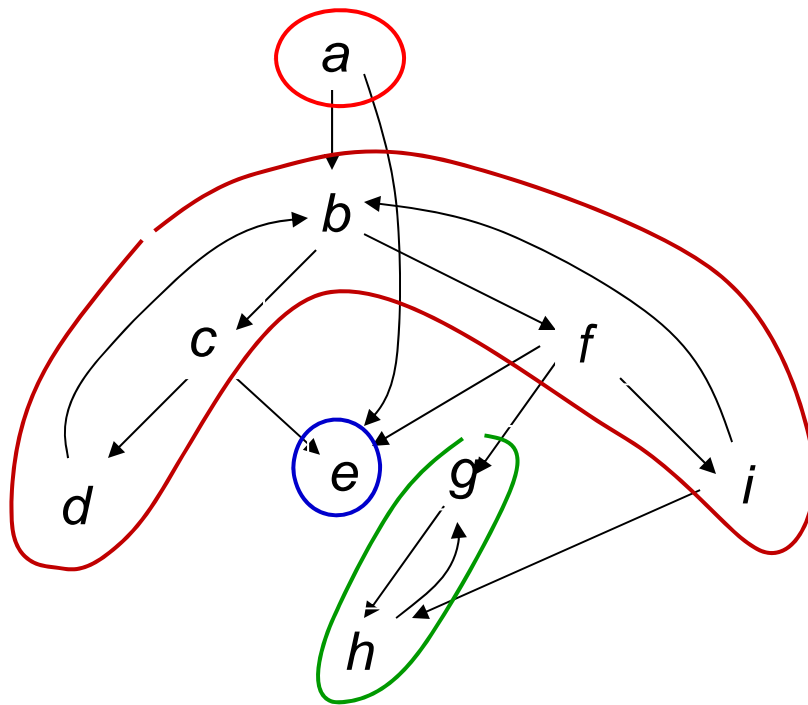


# Example



SCC's:  $\{a\}$ ,  $\{b, c, d, f, i\}$ ,  $\{e\}$ ,  $\{g, h\}$

# Example



*DAG of SCC's*



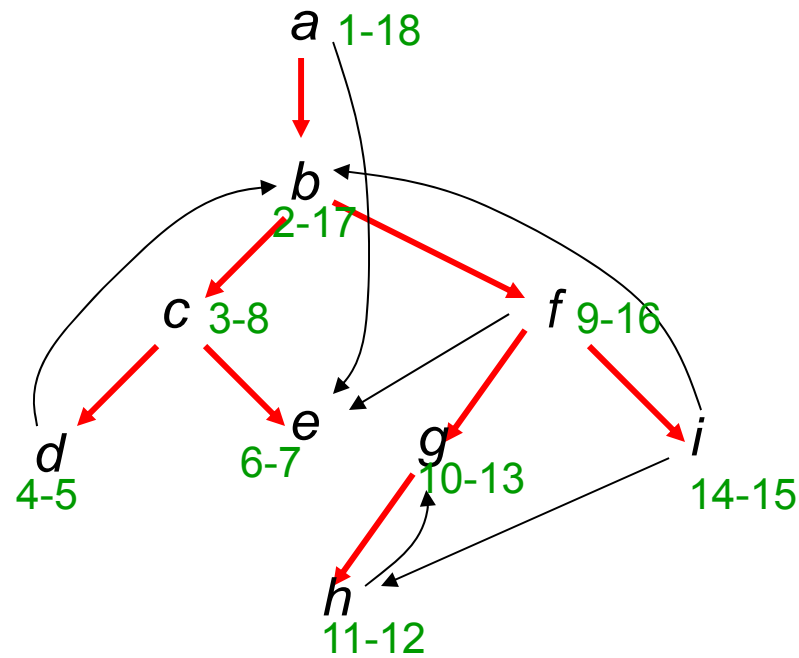
# SCC Algorithm

- Call DFS( $G$ ) to compute  $f[u]$  for all nodes  $u$
- Reverse the edges  $\rightarrow$  digraph  $G_r$
- DFS( $G_r$ ) with DFS( $u$ ) calls initiated in order of decreasing  $f[u]$
- Nodes of DFS trees of second DFS = strongly connected components

Time Complexity:  $O(n+e)$

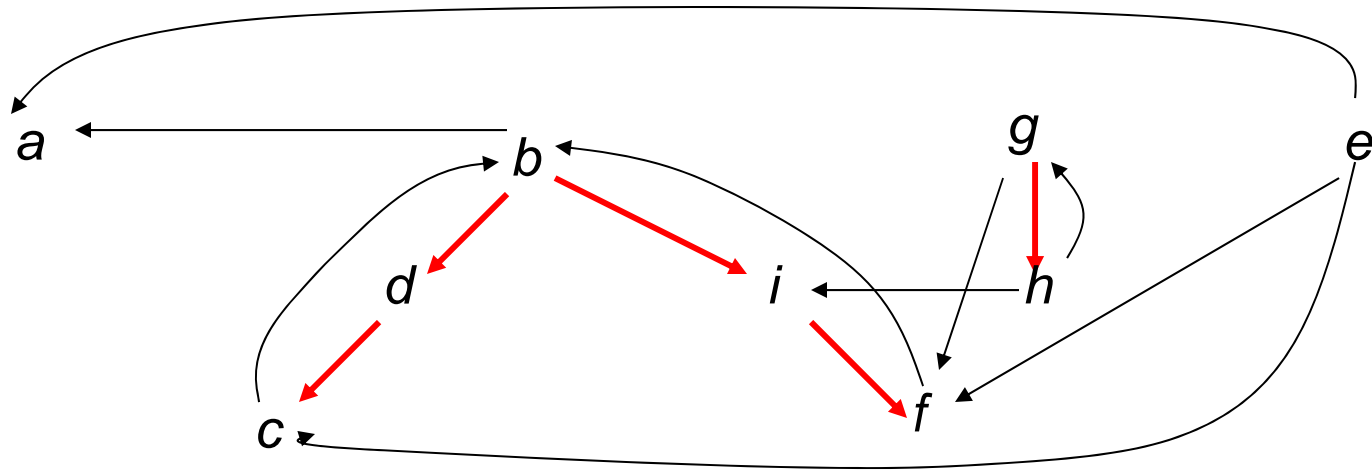
- Once we have computed the strongly connected components, we can “shrink” them and construct the DAG of the scc’s in  $O(n+e)$  time

# Example



1st DFS, on original graph G

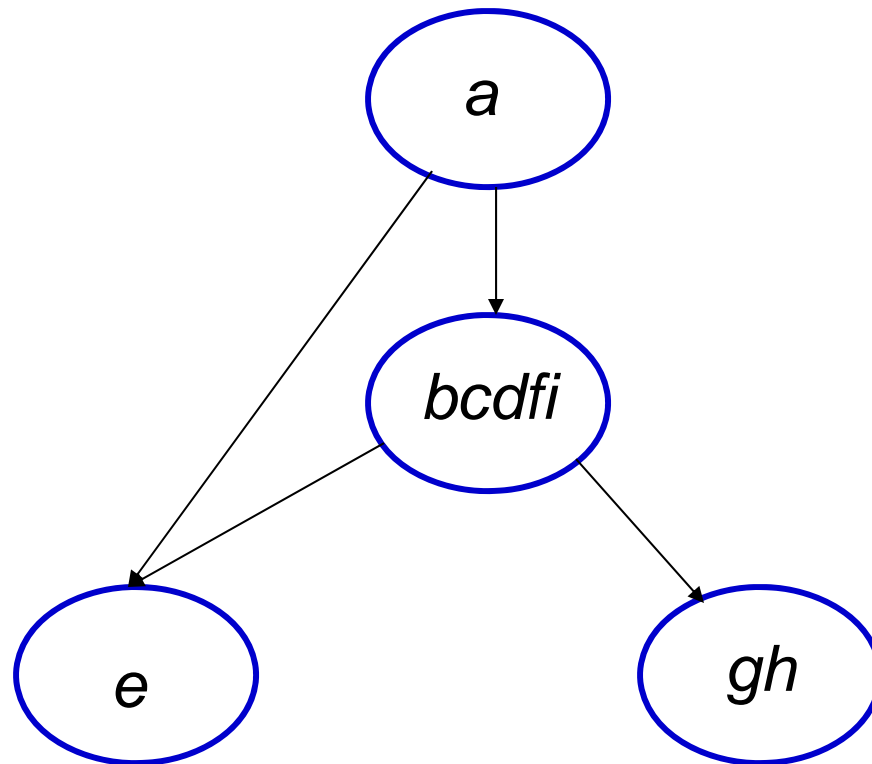
# Depth First Search of Gr



Strongly connected components:

$\{a\}$ ,  $\{b,c,d,f,i\}$ ,  $\{g,h\}$ ,  $\{e\}$

# DAG of SCC's



# Correctness Proof

- Must show: for all pairs of nodes  $u, v$   
 $u, v$  mutually reachable in  $G \Leftrightarrow u, v$  in same DFS tree of  $G_r$

1. Nodes  $u, v$  mutually reachable in  $G \Rightarrow$

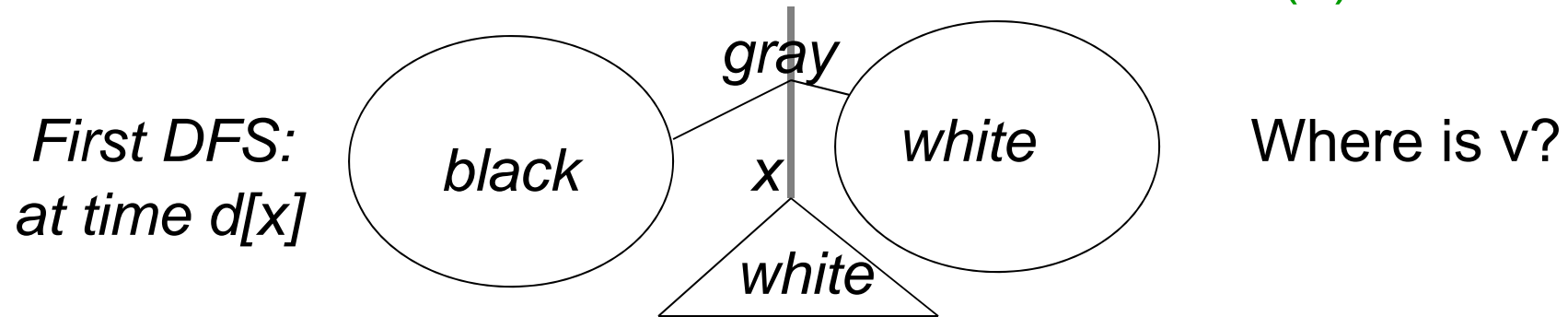
- also mutually reachable in  $G_r \Rightarrow$
- if one of them is in a DFS tree then also the other  
 $\Rightarrow u, v$  in same DFS tree of  $G_r$

## Correctness Proof ctd.

2. Suppose  $u, v$  in same DFS tree of  $G$  with root  $x$

$$\Rightarrow f[x] > f[u], f[v]$$

- $x$  can reach  $v$  in  $G \Rightarrow v$  can reach  $x$  in  $G$  (1)



- All nodes  $y$  that are above or right of  $x$  have  $f[y] > f[x] \Rightarrow$
- in 2nd DFS they are all done before  $x \Rightarrow$
- same for all their reachable nodes in  $G$ , i.e. that can reach them in  $G \Rightarrow$
- $v \rightarrow x$  path does not go through a gray node  $\Rightarrow$
- $v$  is in the subtree of  $x \Rightarrow x$  can reach  $v$  in  $G$  (2)
- (1), (2)  $\Rightarrow x, v$  mutually reachable
- Similarly,  $x, u$  mutually reachable
- $\Rightarrow u, v$  mutually reachable