

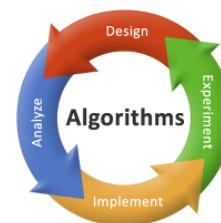
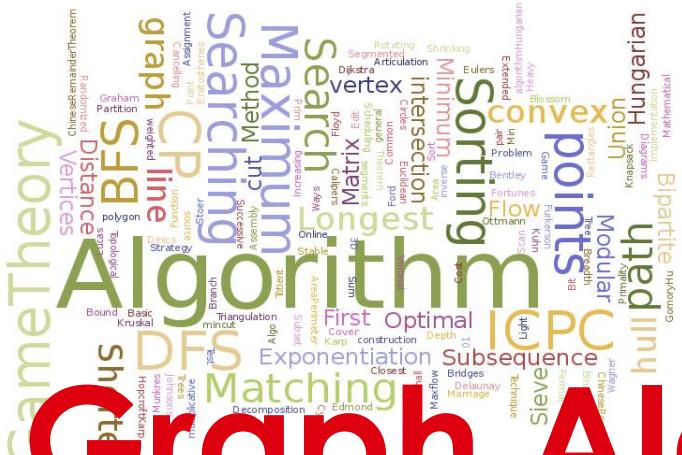


# Graph Algorithms - An Overview

## Course: Algorithms

## Faculty: Dr. Rajendra Prasath

Autumn 2018



# Graph Algorithms – An Overview – BFS and DFS

This lecture covers the overview of graph algorithms with two Tree based algorithms: Breadth First Search and Depth First Search. We provide illustrations and the complexity analysis of these two graph algorithms

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# Recap: Search Algorithms

- Given: A collection C of elements
- Task: Search for the element x
- **Existence:**
  - Does C contain a target element x?
  - Response: Yes (exists) / No (does not exist)
- **Retrieval:**
  - Give your roll number and get all details?
  - Search anything in Google – Scalable searches
- **Associate Look up:**
  - Information Associated with the key x

# Recap: Search Algorithms

## Different Search Algorithms:

- Linear Search Algorithm
- Binary Search Algorithm
- Hash Based Search Algorithm
- Binary Search Tree Algorithm
- Complexity analysis and the worst case running time of each algorithm

# Graph Algorithms



# Graph Algorithms

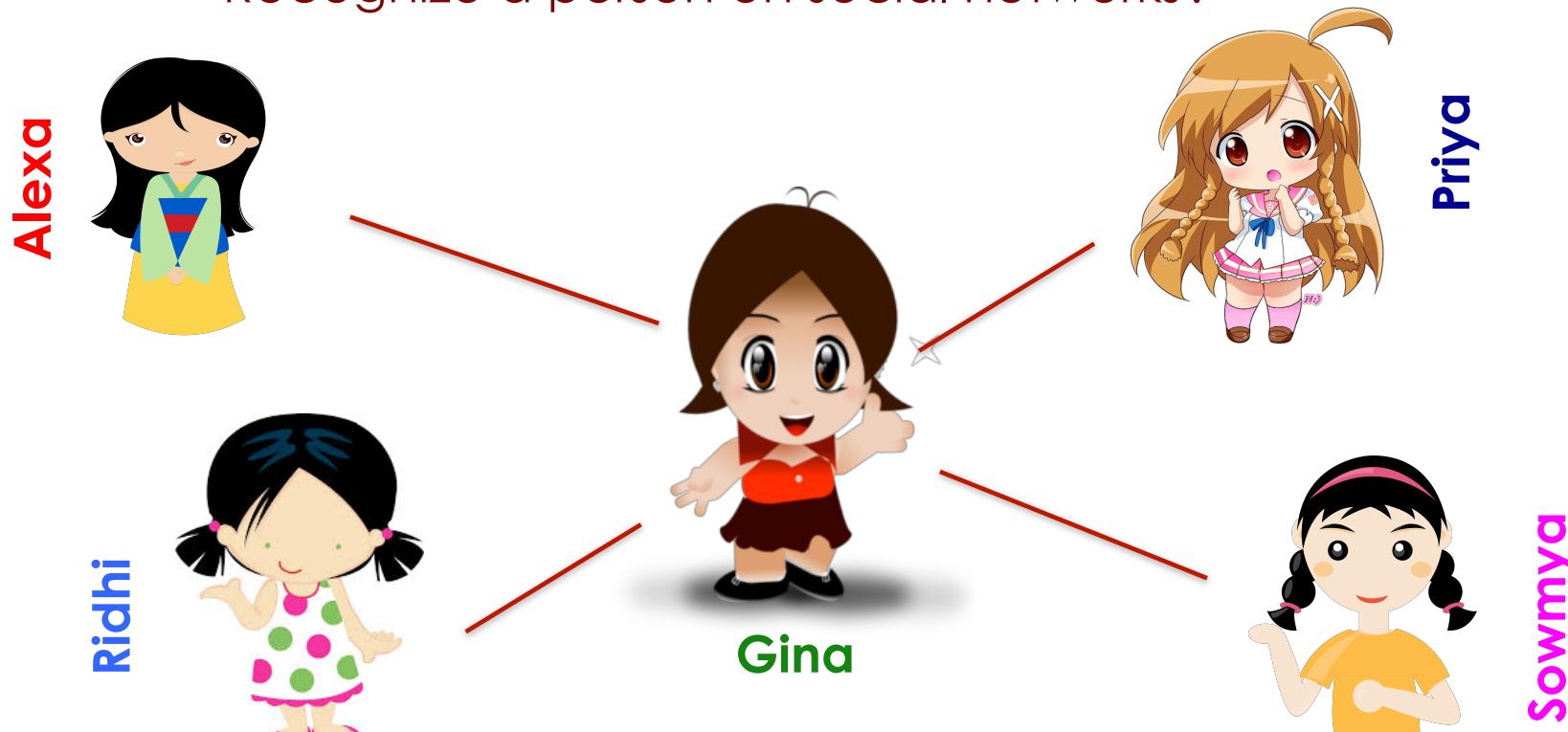
- Maps (Google, Bing, Wiki and so on)
  - Is this solving the Shortest Path Problem?
    - Shortest Path: A navigation service to find the optimal route and estimate time to destination
  - Finding the fastest routes (minimize travel time!)
    - How quickly one can reach the destination from the given source
  - Finding alternative routes (diversions ... !!)
    - Diversion may alter the course of travel and could bring up more constraints

# Graph Algorithms

- Social Network
  - Assortativity (preference of nodes to get attached to others that are similar in some way)
    - Rich gets Richer
    - How many of you like Sachin Tendulkar? Why?
      - For his Cricket?
      - For his Politeness / Humble Nature?
      - For his ODI Records?
    - If you are a tennis lover, which Indian Player will you follow - Leander Paes / Sania Mirza ??
      - Either in social network or through his advertisement or by some other means??

# Graph Algorithms - Example

- Social Networks
  - Recognize a person on social networks?

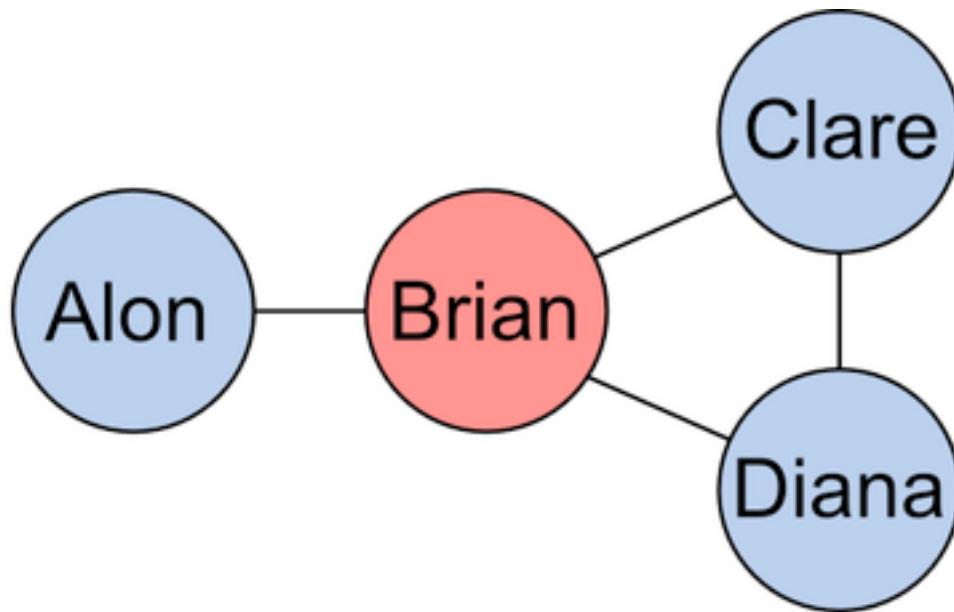


- Friend of a Friend is also a **Friend (Mutual Friend)**

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# Mutual Friends

- Social Network
  - How do you recognize a person on a social network?

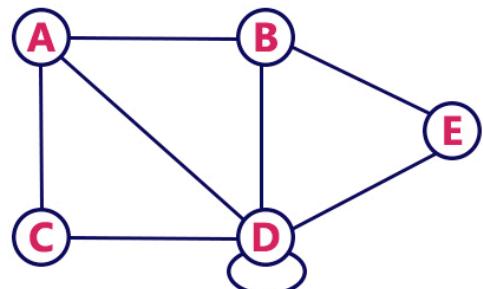


- Persons – Connections and their relations

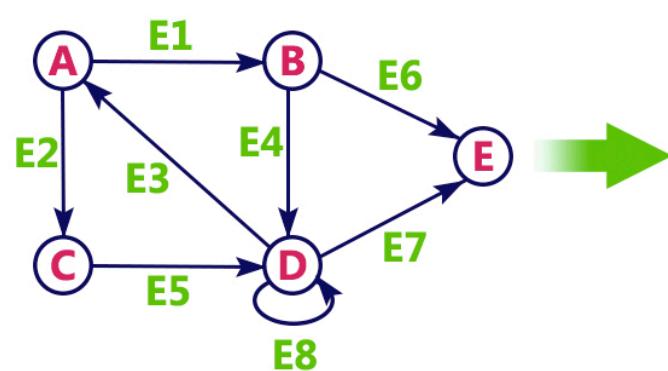
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# Graph Representations

- Examples



$$\begin{array}{c|ccccc} & \text{A} & \text{B} & \text{C} & \text{D} & \text{E} \\ \hline \text{A} & 0 & 1 & 1 & 1 & 0 \\ \text{B} & 1 & 0 & 0 & 1 & 1 \\ \text{C} & 1 & 0 & 0 & 1 & 0 \\ \text{D} & 1 & 1 & 1 & 1 & 1 \\ \text{E} & 0 & 1 & 0 & 1 & 0 \end{array}$$



$$\begin{array}{c|cccccccc} & \text{E1} & \text{E2} & \text{E3} & \text{E4} & \text{E5} & \text{E6} & \text{E7} & \text{E8} \\ \hline \text{A} & 1 & 1 & -1 & 0 & 0 & 0 & 0 & 0 \\ \text{B} & -1 & 0 & 0 & 1 & 0 & 1 & 0 & 0 \\ \text{C} & 0 & -1 & 0 & 0 & 1 & 0 & 0 & 0 \\ \text{D} & 0 & 0 & 1 & -1 & -1 & 0 & 1 & 1 \\ \text{E} & 0 & 0 & 0 & 0 & 0 & -1 & -1 & 0 \end{array}$$

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# Graph Algorithms

- Problems could be better represented and solved using Graph Algorithms
  - We focus on a traversal problem:
    - Given  $G=(V, E)$  and a vertex  $v$
    - Find all  $w$  in  $V$  such that  $w$  connects  $v$
- Two Graph Traversals:
  - Breadth First Search (BFS)
  - Depth First Search (DFS)
    - Both algorithms will result in getting the connected components
    - Spanning Trees

# Graph (Tree) Traversal

- Types of Traversals

- Pre-order



- In-order



- Post order



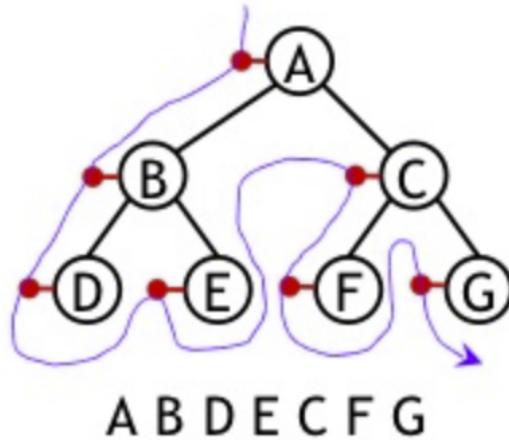
- Level Ordering

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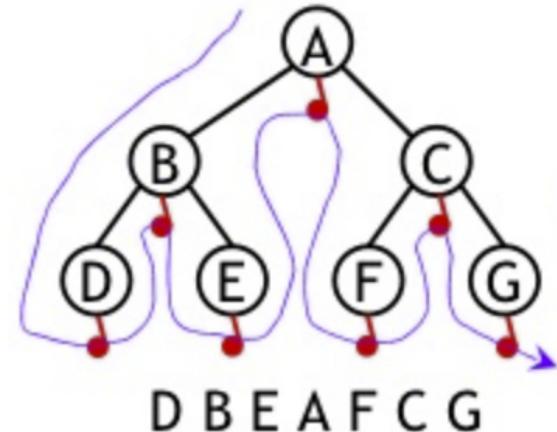
# Tree Traversal - Examples

- A few examples

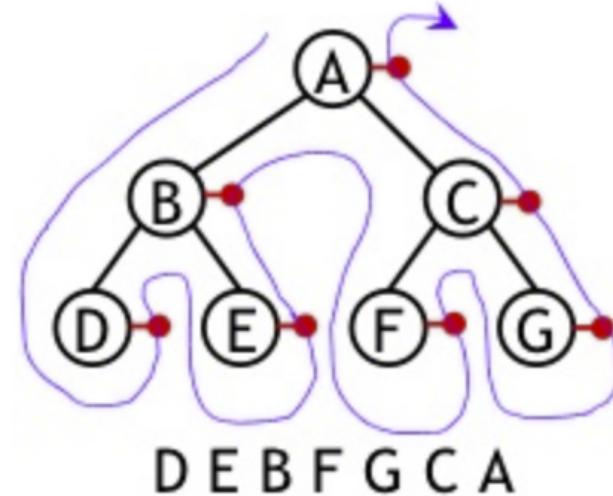
Pre-order



In-order



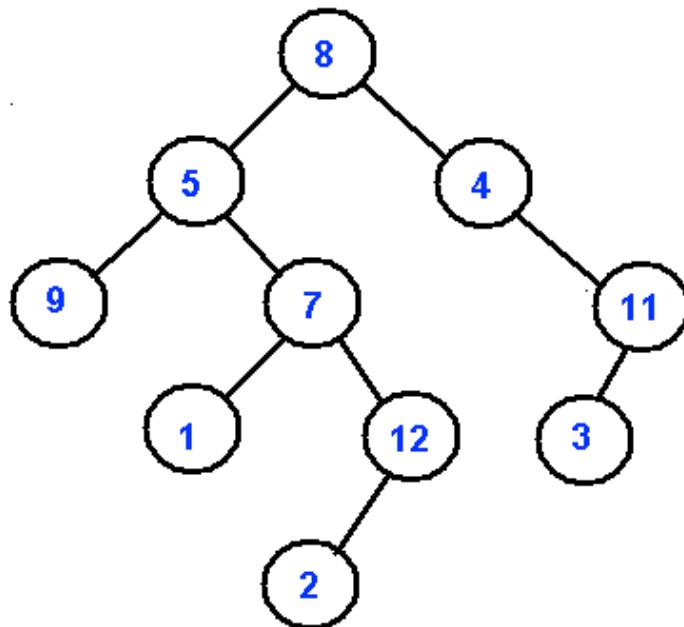
Post-order



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# Tree Traversal - Illustration

- Look at the graph (tree)



**Pre-order**

**8, 5, 9, 7, 1, 12, 2, 4, 11, 3**

**In-order**

**9, 5, 1, 7, 2, 12, 8, 4, 3, 11**

**Post-order**

**9, 1, 2, 12, 7, 5, 3, 11, 4, 8**

**Level-order**

**8, 5, 4, 9, 7, 11, 1, 12, 3, 2**

# Breadth First Search (BFS)

- What is Breadth First Search?
  - Level order traversal
  - Look at all possible paths at the same depth before you go at a deeper level
  - Back up as far as possible when you reach a "dead end" (i.e., next vertex has been "marked" or there is no next vertex)

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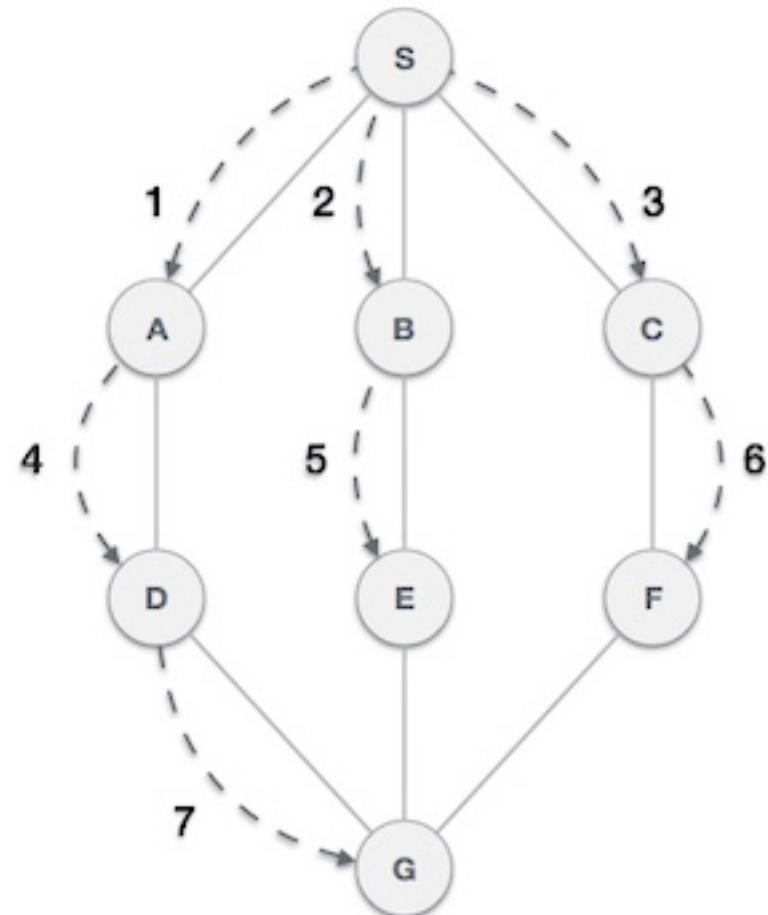
# BFS - Algorithm

- Basic Idea:
  - Visit all nodes reachable from that node
  - After visiting all nodes in the immediate next level move to next level
  - Start again to visit all nodes reachable from that node
  - Repeat the same until all nodes are visited
  - Addition of a node should not form a cycle

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# BFS - Illustration

- Look at the Graph
- Breadthward Search
- Visit all nodes in the next level and then move to another level to start the search for



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# BFS - Applications

- Shortest Path and Minimum Spanning Tree
- Peer to Peer Networks
- Crawlers in Search Engines
- Social Networking Websites
  - Find people within a given distance 'k' from a person
- GPS Navigation systems
  - Find all neighboring locations.
- Broadcasting in Network
- Garbage Collection
- Cycle detection in undirected graph
- Path Finding

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# BFS – Complexity

- Given: Graph  $G = (V, E)$
- Best Case:
  - $O(V+E)$
- Average Case:
  - $O(V+E)$
- Worst Case:
  - $O(V+E)$
- Data Structures:
  - Arrays, Graphs, Recursive and Queue

# Depth First Search - Overview

- Depth First
  - Pre Order Traversal
- Basic Idea:
  - Start with any node
  - Follow a depth-ward motion
  - Stack can be used to remember to get the next vertex to start a search

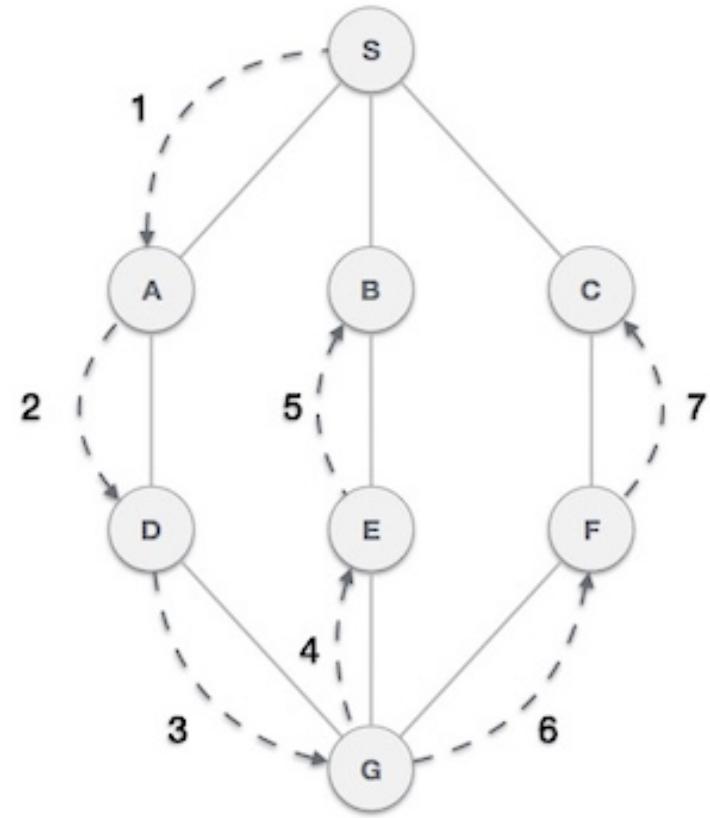
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# DFS - Algorithm

- Basic Idea:
  - Start with a specific node
  - Travel as far as you can down a path
  - Back up as little as possible when you reach a "dead end" (i.e., next vertex has been "marked" or there is no next vertex)
  - DFS can be implemented efficiently using a stack

# DFS - Illustration

- Look at this example
- Ensure that addition of a new node **does not form a cycle**



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# DFS - Applications

- Path Finding
- Detecting Cycles in a graph
- Test Bipartite graphs
  - Use of Two colors
- Find Strongly connected components
- Solving puzzles like Mazes

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# DFS – Complexity

- Given: Graph  $G = (V, E)$
- Best Case:
  - $O(V+E)$
- Average Case:
  - $O(V+E)$
- Worst Case:
  - $O(V+E)$
- Data Structures:
  - Arrays, Graphs, and Queue

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# Help among Yourselves?

- **Perspective Students** (having CGPA above 8.5 and above)
- **Promising Students** (having CGPA above 6.5 and less than 8.5)
- **Needy Students** (having CGPA less than 6.5)
  - Can the above group help these students? (Your work will also be rewarded)
- You may grow a culture of **collaborative learning** by helping the needy students

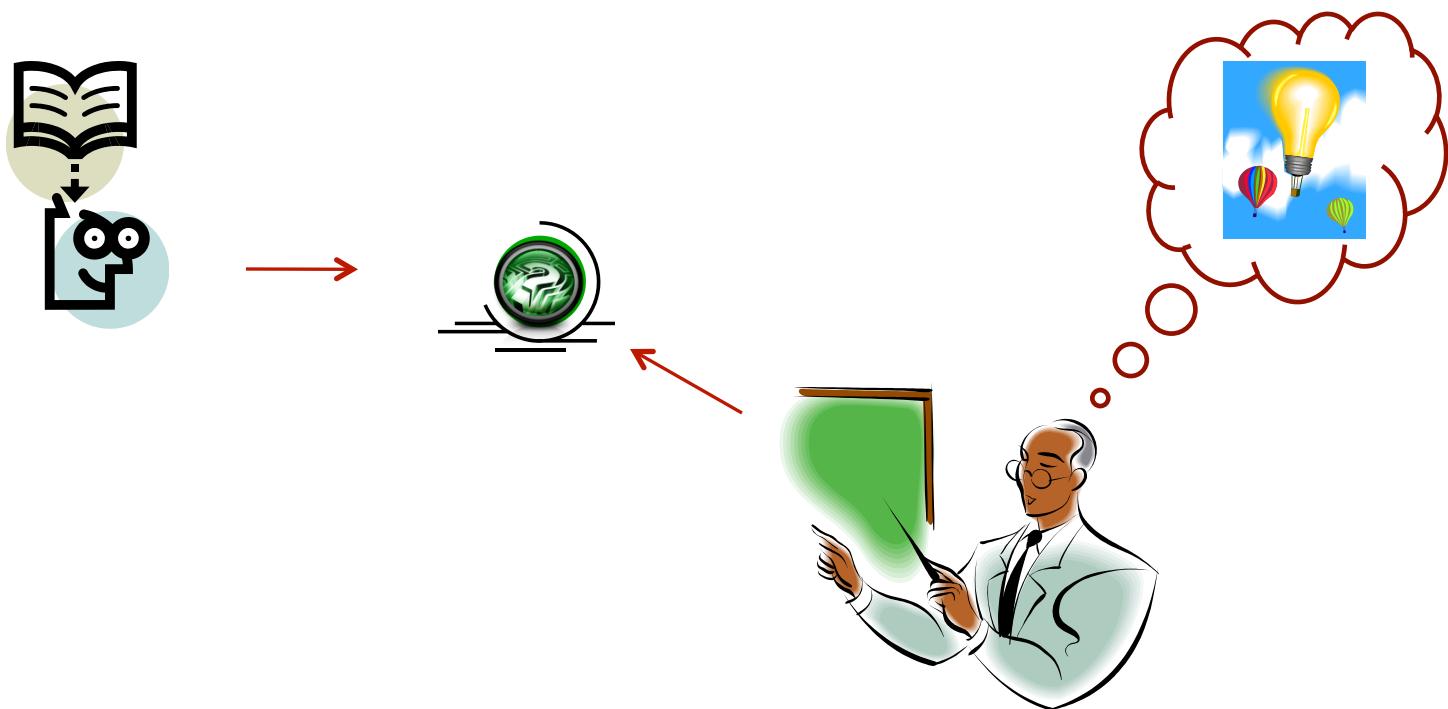
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# Assistance

- You may post your questions to me at any time
- You may meet me in person on available time or with an appointment
- TAs would assist you to clear your doubts.
- You may leave me an email any time (email is the best way to reach me faster)

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# Thanks ...



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... Questions ???