## VE281

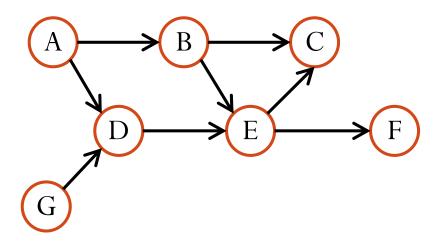
Data Structures and Algorithms

## **Topological Sorting**

## **Learning Objectives:**

- Know what a topological sorting is and why it is useful
- Know the topological sorting algorithm and its runtime complexity

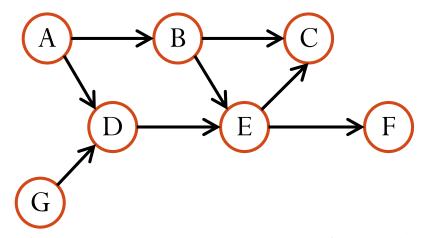
- Topological sorting: an ordering on nodes of a directed graph so that <u>for each</u> edge  $(v_i, v_j)$  (means: an edge <u>from</u>  $v_i$  to  $v_j$ ) in the graph,  $v_i$  is before  $v_j$  in the ordering.
  - Also known as **topological ordering**.



A topological sorting is: A, G, D, B, E, C, F

## Which Graph Has Topological Sorting?

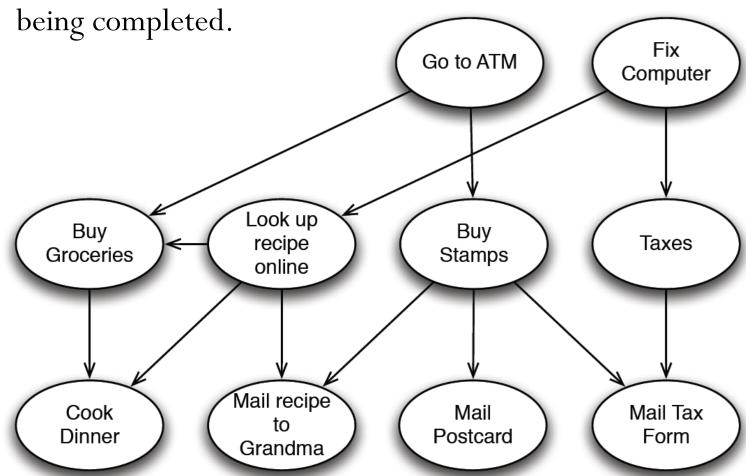
- Is there any "topological sorting" for directed graph with cycles?
  - In other words, can we order the nodes so that for each edge  $(v_i, v_j)$ ,  $v_i$  is before  $v_j$  in the ordering?
  - Answer: No! (Why?)
- How about directed acyclic graph (DAG)?
  - Yes! Guarantee to have a topological ordering.
  - Why? There is always a **source node** S in a DAG. Put S first. For the graph without S, again, there is a source node. Put it next ...
- Next, we will focus on topological sorting on **DAG**.



- Topological sorting is not necessarily unique:
  - A, G, D, B, E, C, F and A, B, G, D, E, F, C are both topological sorting.
- Are the following orderings topological sorting?
  - A, B, E, G, D, C, F
  - A, G, B, D, E, F, C

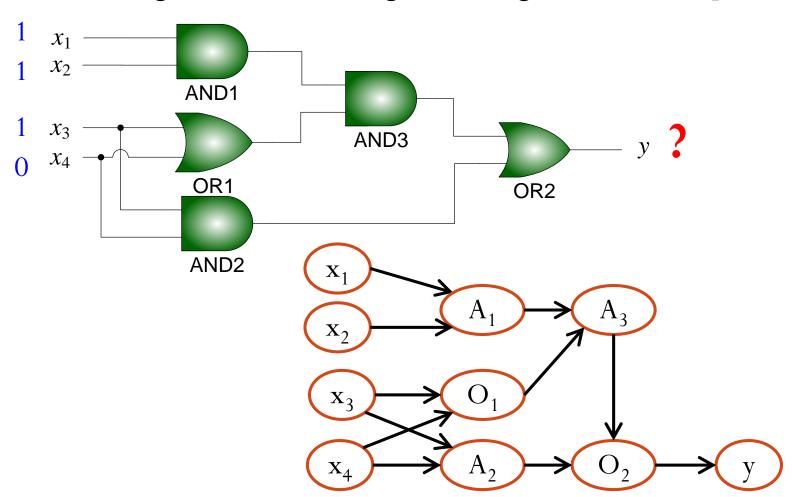
## **Applications**

• Scheduling tasks when some tasks depend on other tasks



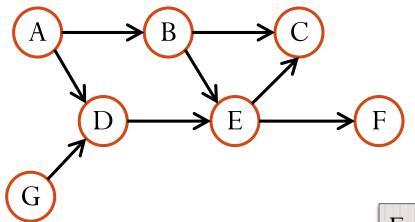
## **Applications**

• Evaluating a combination logic circuit given a set of inputs.



- Based on a queue.
- Algorithm: 入度
  - 1. Compute the in-degrees of all nodes. (in-degree: number of incoming edges of a node.)
  - 2. Enqueue all in-degree 0 nodes into a queue.
  - 3. While queue is not empty
    - 1. Dequeue a node v from the queue and visit it.
    - Decrement in-degrees of node  $\nu$ 's neighbors.
    - 3. If any neighbor's in-degree becomes 0, **enqueue** it into the queue.

## Example



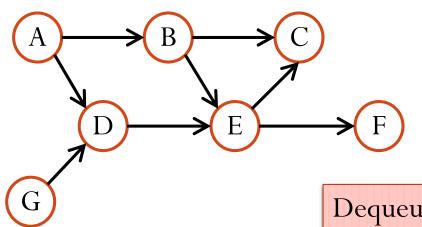
Queue

Enqueue A and G

### **In-degrees**

_							
	A	В	С	D	Е	F	G
	$\left( 0\right)$	1	2	2	2	1	0


### Example



#### Queue

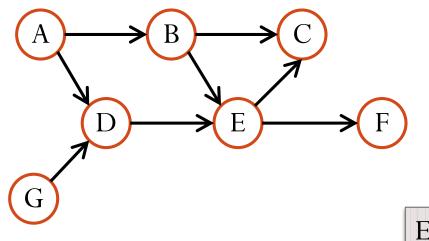
A G

Dequeue A, visit A, and decrement in-degrees of A's neighbors.

### **In-degrees**

A	В	C	D	E	F	G
O	1	2	2	2	1	О

## Example



### Queue

G

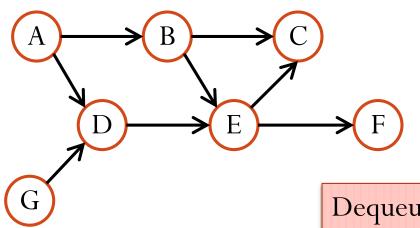
Enqueue B

## **In-degrees**

A	В	C	D	Е	F	G
0	10	2	<del>2</del> 1	2	1	О

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l A			

### Example



#### Queue

G

В

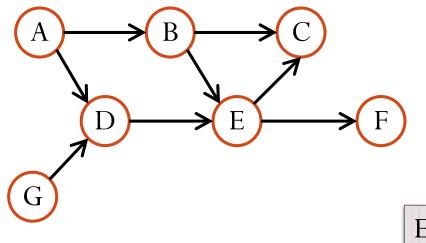
Dequeue G, visit G, and decrement in-degrees of G's neighbors.

### **In-degrees**

A	В	С	D	E	F	G
0	0	2	1	2	1	0

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Λ.			
I <b>A</b>			
1 <b>1 1</b>			

## Example



### Queue

В

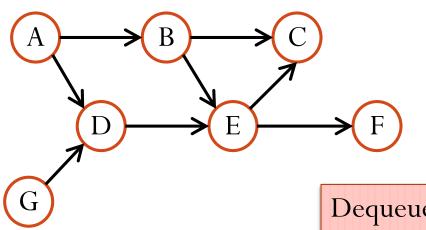
Enqueue D

## **In-degrees**

A	В	C	D	Е	F	G
0	О	2	40	2	1	О

A	G			

## Example



#### Queue

В

D

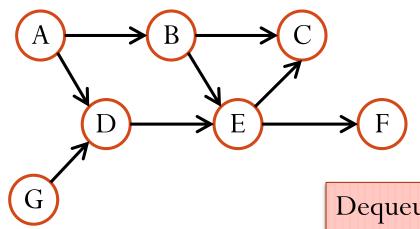
Dequeue B, visit B, and decrement in-degrees of B's neighbors.

### **In-degrees**

A	В	С	D	Е	F	G
0	0	2	0	2	1	0

A	G			

### Example



Queue

D

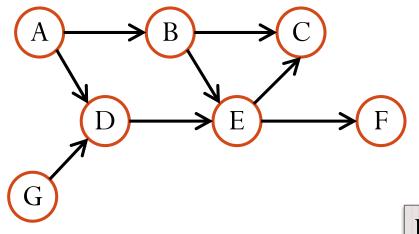
Dequeue D, visit D, and decrement in-degrees of D's neighbors.

### **In-degrees**

A	В	С	D	E	F	G
O	0	<del>2</del> 1	0	<del>2</del> 1	1	0

A	G	В		

## Example



Queue

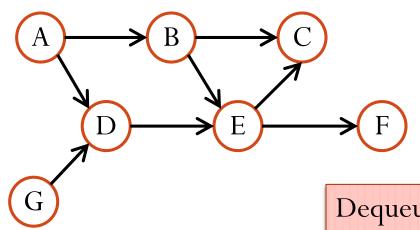
Enqueue E

## **In-degrees**

A	В	С	D	E	F	G
0	0	1	О	40	1	О

|--|

### Example



#### Queue

E

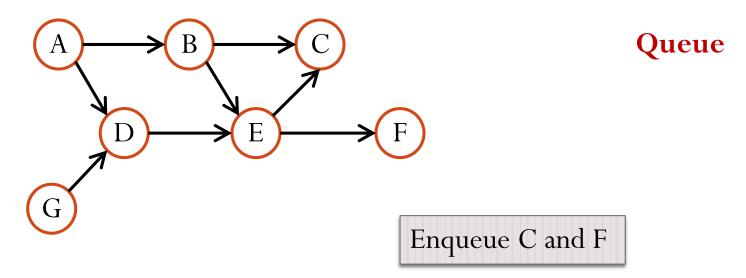
Dequeue E, visit E, and decrement in-degrees of E's neighbors.

### **In-degrees**

A	В	C	D	E	F	G
O	O	1	О	O	1	О

A G B D	
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## Example

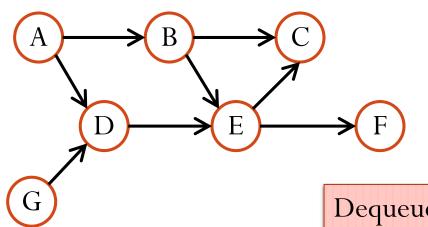


## **In-degrees**

A	В	C	D	Е	F	G
О	0	40	0	О	40	О

A	G	В	D	E	

### Example



#### Queue

C

F

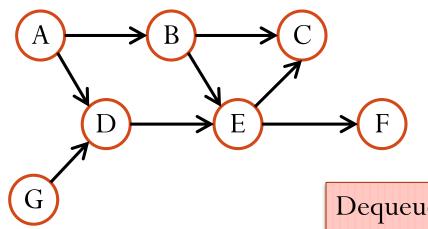
Dequeue C, visit C, and decrement in-degrees of C's neighbors.

### **In-degrees**

A	В	С	D	Е	F	G
0	0	0	0	0	0	0

A	G	В	D	Е	

### Example



#### Queue

F

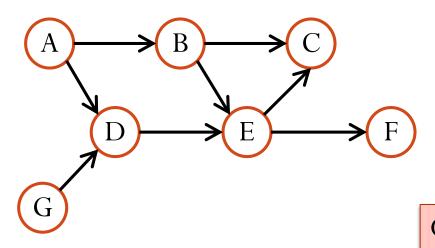
Dequeue F, visit F, and decrement in-degrees of F's neighbors.

### **In-degrees**

A	В	C	D	E	F	G
O	O	О	О	O	О	О

A	G	В	D	Е	C	

## Example



Queue

Queue is now empty. Done!

## **In-degrees**

A	В	C	D	E	F	G
O	O	О	О	O	О	О

A	G	В	D	Е	С	F

Time Complexity

Assume adjacency list representation

- Compute the in-degrees of all nodes.
- O(|V| + |E|) in total
- Enqueue all in-degree 0 nodes into a queue.

O(|V|) in total

- 3. While queue is not empty
  - Dequeue a node v from the queue and visit it. O(|V|) in total

Decrement in-degrees of node v's neighbors. O(|E|) in total

- If any neighbor's in-degree becomes 0 ...
  - ... place it in the queue.

O(|V|) in total

Total running time is O(|V| + |E|).