

3-6 Decompositions of Graphs

(DFS, DAG, Toposort, Cycle)

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Robert Tarjan



John Hopcroft

“For fundamental achievements
in the design and analysis of algorithms and data structures.”

— Turing Award, 1986

DEPTH-FIRST SEARCH AND LINEAR GRAPH ALGORITHMS*

ROBERT TARJAN†

Abstract. The value of depth-first search or “backtracking” as a technique for solving problems is illustrated by two examples. An improved version of an algorithm for finding the strongly connected components of a directed graph and an algorithm for finding the biconnected components of an undirect graph are presented. The space and time requirements of both algorithms are bounded by $k_1 V + k_2 E + k_3$ for some constants k_1, k_2 , and k_3 , where V is the number of vertices and E is the number of edges of the graph being examined.

Key words. Algorithm, backtracking, biconnectivity, connectivity, depth-first, graph, search, spanning tree, strong-connectivity.

“Depth-First Search And Linear Graph Algorithms”, Robert Tarjan

“DFS is a powerful technique with many applications.”

The Hammer of DFS




Power of DFS:

Graph Traversal \implies Graph Decomposition

Structure! Structure! Structure!

Graph *structure* induced by DFS:

states of 

types of 

lifetime of :

$v : d[v], f[v]$

$f[v]$: TOPOSORT, SCC

$d[v]$: BICOMP (Problem 22-2)

Definition (Classification of Edges)

We can **define** four edge types in terms of the depth-first forest G_π produced by a DFS on G :

Tree edge: edge in G_π

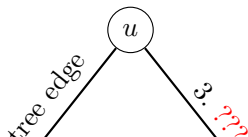
Back edge: \rightarrow ancestor

Forward edge: \rightarrow descendant (*nontree* edge)

Cross edge: $\rightarrow (\neg \text{ancestor}) \wedge (\neg \text{descendant})$

DFS on Undirected Graphs (Problem 22.3-6)

Classifying an edge (u, v) as a tree edge or a back edge according to whether (u, v) or (v, u) is encountered first during the depth-first search is equivalent to classifying it according to the ordering of the four types in the classification scheme.



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answered 16 hours ago







[Apass.Jack](#)


3,173 ⚡ 2 🍌 25

Thanks. However, I am still confused. I have added an example to explain my confusion. Could you please have a look at it? – [hengxin](#) 3 hours ago

 I am checking ... It looks like the answer is clear to me. – [Apass.Jack](#) 3 hours ago 

 I will let you try following the procedure in the book step by step for the next few minutes. Or tell me if you have already tried. (Hopefully, I will visit your university...) (this comment will be removed later.) – [Apass.Jack](#) 3 hours ago 

 I am going to update my answer now. It may take 5 minutes to half an hour. – [Apass.Jack](#) 2 hours ago 

:) I am waiting (both on the Internet and in my university). – [hengxin](#) 2 hours ago 

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Theorem (Theorem 22.10)

In a depth-first search of an undirected graph G , every edge of G is either a tree edge or a back edge.

Proof.

Let (u, v) be an arbitrary edge of G , and suppose without loss of generality that $u.d < v.d$. Then the search must discover and finish v before it finishes u (while u is gray), since v is on u 's adjacency list.

If **the first time** that the search explores edge (u, v) , it is in the direction from u to v , then v is undiscovered (white) until that time, for otherwise the search would have explored this edge already in the direction from v to u . Thus, (u, v) becomes a tree edge.

If the search explores (u, v) **first** in the direction from v to u , then (u, v) is a back edge, since u is still gray at the time the edge is first explored. □



DFS on Undirected Graphs (Problem 22.3-6)

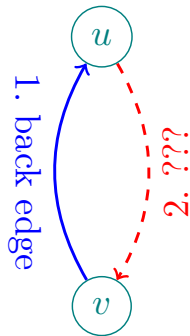
Classifying an edge (u, v) as a tree edge or a back edge according to whether (u, v) or (v, u) is encountered first during the depth-first search is equivalent to classifying it according to the ordering of the four types in the classification scheme.

“First Type”	<i>vs.</i>	“First Time”
tree edge	\iff	tree edge
back edge	\iff	back edge

“First Type” \Leftarrow “First Time”

tree edge \Leftarrow tree edge

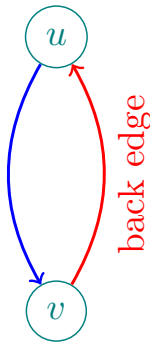
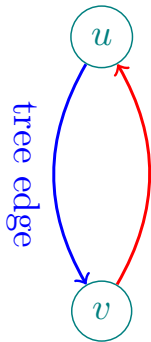
back edge \Leftarrow back edge

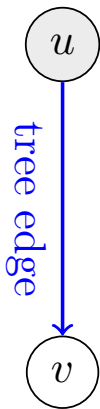


“First Type” \Rightarrow “First Time”

tree edge \Rightarrow tree edge

back edge \Rightarrow back edge





Edge Types and Lifetime of Vertices in DFS

$$\forall u \rightarrow v :$$

- ▶ tree/forward edge: $[u \text{ (red)} [v \text{ (blue)}]_v]_u$
- ▶ back edge: $[v [u \text{ (red)}]_u]_v$
- ▶ cross edge: $[v]_v [u \text{ (red)}]_u$

$$f[v] < d[u] \iff \text{cross edge}$$

$$f[u] < f[v] \iff \text{back edge}$$

$$\nexists \text{ cycle} \implies \boxed{u \rightarrow v \iff f[v] < f[u]}$$

On digraphs:

\nexists back edge \iff DAG $\iff \exists$ topo. ordering

TOPOSORT by Tarjan (probably), 1976

\nexists cycle $\implies \boxed{u \rightarrow v \iff f[v] < f[u]}$

Sort vertices in *decreasing* order of their *finish* times.

Cycle Detection (Problem 22.4-3)

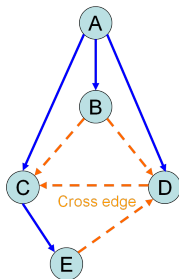
Whether an undirected graph G contains a cycle?

$$O(|V|)$$

tree: $|E| = |V| - 1 \implies$ check $|E| \geq |V|$

Cycle Detection

	Digraph	Undirected graph
DFS	back edge \iff cycle	back edge \iff cycle
BFS	back edge \implies cycle cycle $\not\Rightarrow$ back edge	cross edge \iff cycle







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