



Graph Algorithms: Applications

CptS 223 – Advanced Data Structures

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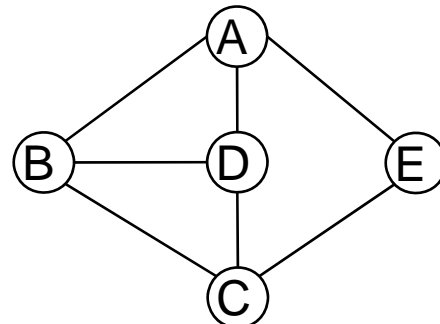
Applications

- Depth-first search
- Biconnectivity
- Euler circuits
- Strongly-connected components

Depth-First Search

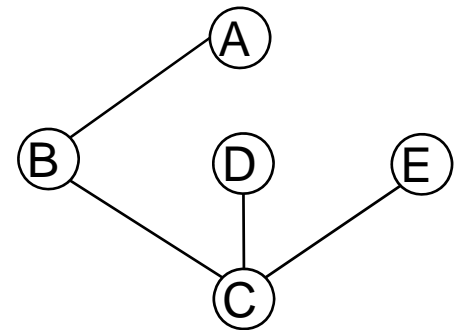
- Recursively visit every vertex in the graph
- Considers every edge in the graph
 - Assumes undirected edge (u,v) is in u 's and v 's adjacency list
- Visited flag prevents infinite loops
- Running time $O(|V|+|E|)$

```
DFS ( ) ;; graph  $G=(V,E)$   
  foreach  $v$  in  $V$   
    if (!  $v$ .visited)  
      then Visit ( $v$ )  
  
Visit (vertex  $v$ )  
   $v$ .visited = true  
  foreach  $w$  adjacent to  $v$   
    if (!  $w$ .visited)  
      then Visit ( $w$ )
```



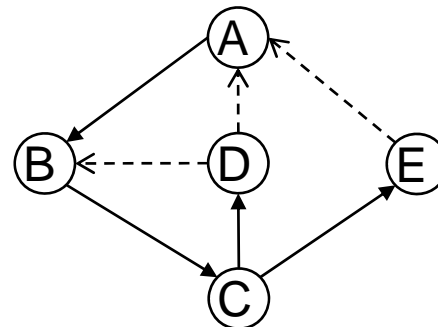
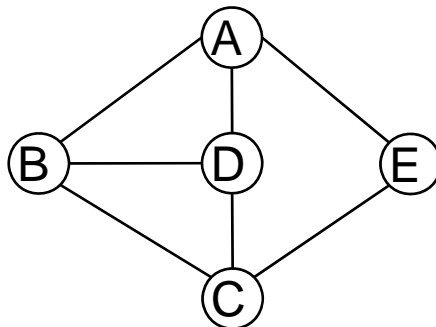
DFS Applications

- Undirected graph
 - Test if graph is connected
 - Run DFS from any vertex and then check if any vertices not visited
 - Depth-first spanning tree
 - Add edge (v,w) to spanning tree if w not yet visited (minimum spanning tree?)
 - If graph not connected, then depth-first spanning forest



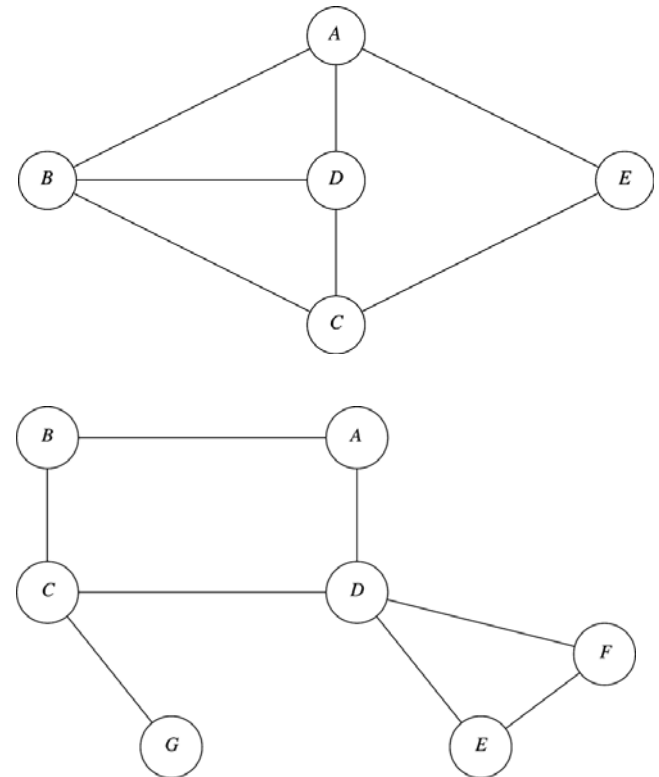
DFS Applications

- Remembering the DFS traversal order is important for many applications
- Let the edges (v,w) added to the DF spanning tree be directed
- Add a directed back edge (dashed) if
 - w is already visited when considering edge (v,w) , and
 - v is already visited when considering reverse edge (w,v)



Biconnectivity

- A connected, undirected graph is biconnected if the graph is still connected after removing any one vertex
 - I.e., when a "node" fails, there is always an alternative route
- If a graph is not biconnected, the disconnecting vertices are called articulation points
 - Critical points of interest in many applications



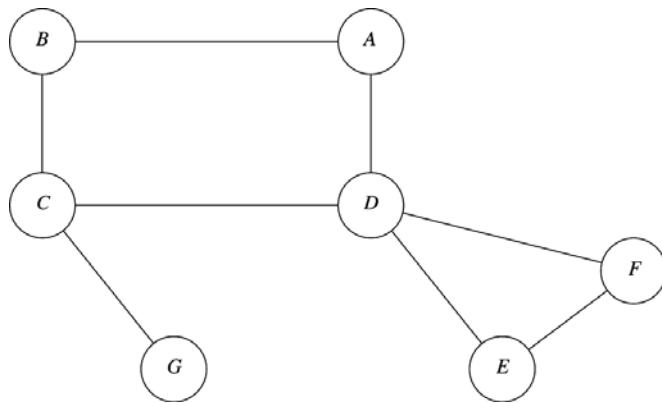
Biconnected?
Articulation points?



DFS Applications: Finding Articulation Points

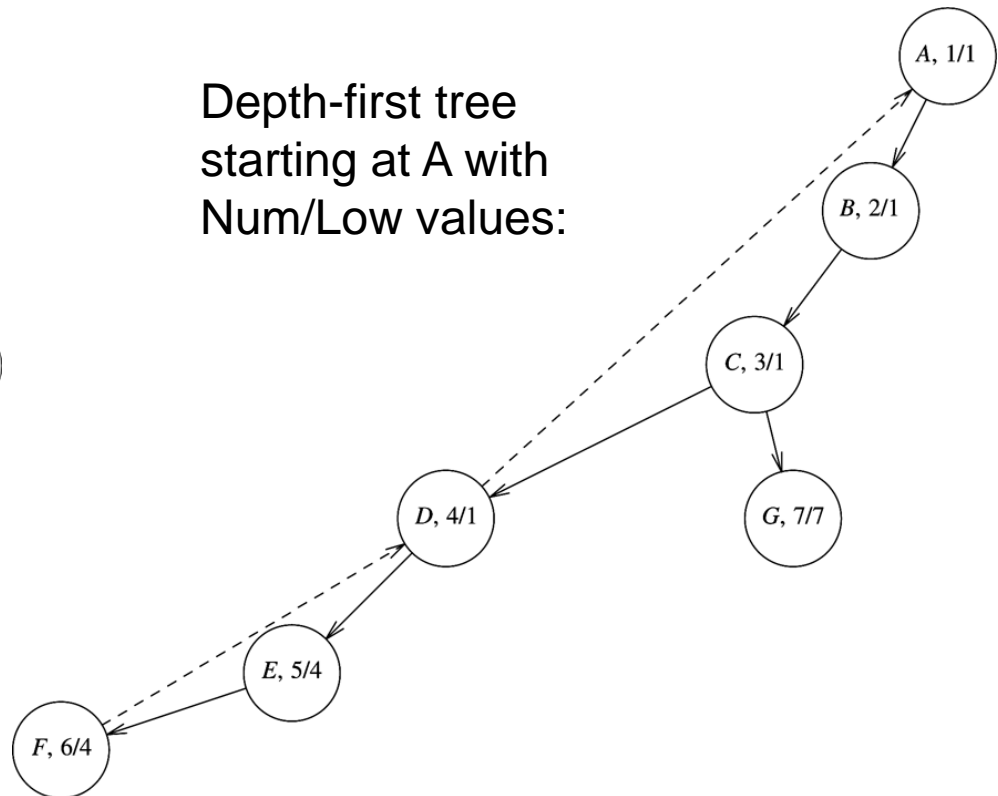
- From any vertex v , perform DFS and number vertices as they are visited
 - $\text{Num}(v)$ is the visit number
- Let $\text{Low}(v)$ = lowest-numbered vertex reachable from v using 0 or more spanning tree edges and then at most one back edge
 - $\text{Low}(v)$ = minimum of
 - $\text{Num}(v)$
 - Lowest $\text{Num}(w)$ among all back edges (v,w)
 - Lowest $\text{Low}(w)$ among all tree edges (v,w)
- Can compute $\text{Num}(v)$ and $\text{Low}(v)$ in $O(|E| + |V|)$ time

DFS Applications: Finding Articulation Points (Example)



Original Graph

Depth-first tree
starting at A with
Num/Low values:

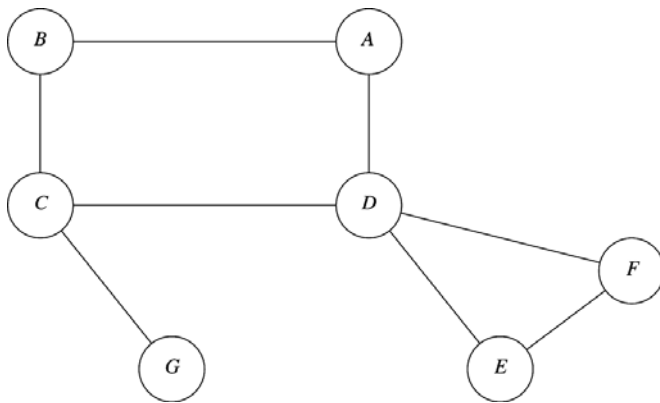




DFS Applications: Finding Articulation Points

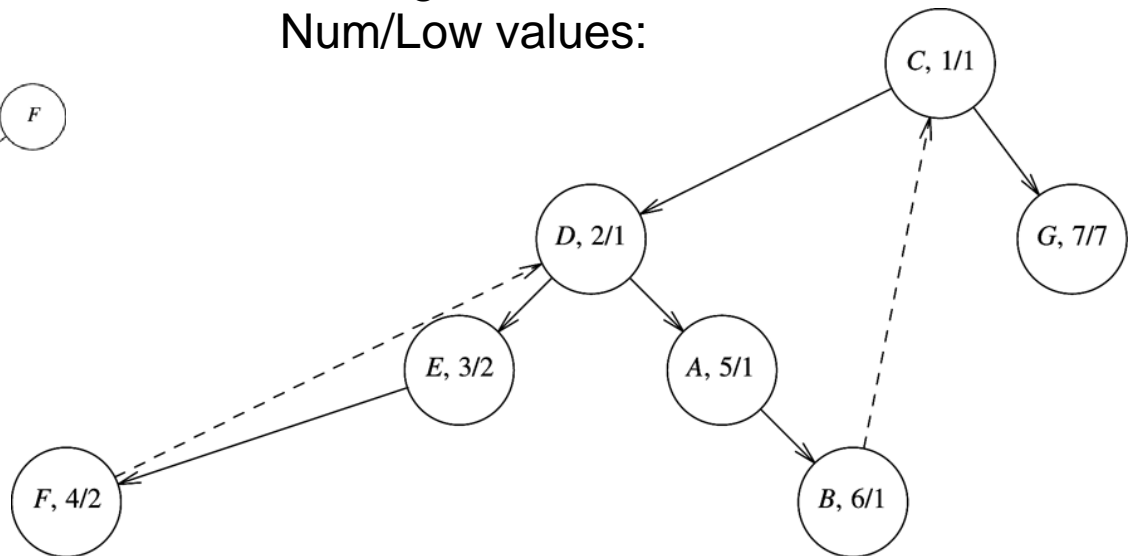
- Root is articulation point iff it has more than one child
- Any other vertex v is an articulation point iff v has some child w such that $\text{Low}(w) \geq \text{Num}(v)$
 - I.e., is there a child w of v that cannot reach a vertex visited before v ?
 - If yes, then removing v will disconnect w (and v is an articulation point)

DFS Applications: Finding Articulation Points (Example)



Original Graph

Depth-first tree
starting at C with
Num/Low values:





DFS Applications: Finding Articulation Points

- High-level algorithm
 - Perform pre-order traversal to compute Num
 - Perform post-order traversal to compute Low
 - Perform another post-order traversal to detect articulation points
- Last two post-order traversals can be combined
- In fact, all three traversals can be combined in one recursive algorithm



Implementation

```
/**
 * Assign num and compute parents.
 */
void Graph::assignNum( Vertex v )
{
    v.num = counter++;
    v.visited = true;
    for each Vertex w adjacent to v
        if( !w.visited )
        {
            w.parent = v;
            assignNum( w );
        }
}
```

```

/**
 * Assign low; also check for articulation points.
 */
void Graph::assignLow( Vertex v )
{
    v.low = v.num; // Rule 1
    for each Vertex w adjacent to v
    {
        if( w.num > v.num ) // Forward edge
        {
            assignLow( w );
            if( w.low >= v.num )
                cout << v << " is an articulation point" << endl;
            v.low = min( v.low, w.low ); // Rule 3
        }
        else
            if( v.parent != w ) // Back edge
                v.low = min( v.low, w.num ); // Rule 2
    }
}

```

Check for root
omitted.

```

void Graph::findArt( Vertex v )
{
    v.visited = true;
    v.low = v.num = counter++; // Rule 1
    for each Vertex w adjacent to v
    {
        if( !w.visited ) // Forward edge
        {
            w.parent = v;
            findArt( w );
            if( w.low >= v.num )
                cout << v << " is an articulation point" << endl;
            v.low = min( v.low, w.low ); // Rule 3
        }
        else
            if( v.parent != w ) // Back edge
                v.low = min( v.low, w.num ); // Rule 2
    }
}

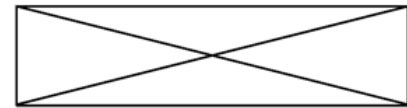
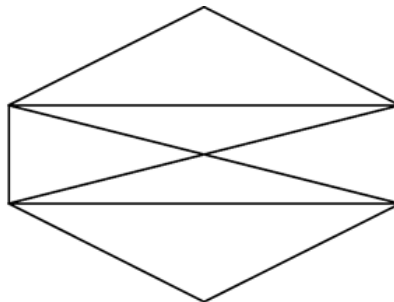
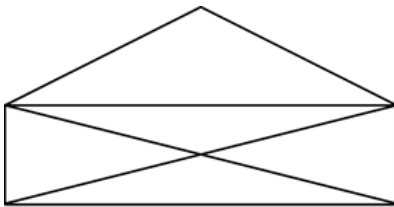
```

Check for root
omitted.



Euler Circuits

- Puzzle challenge
 - Can you draw a figure using a pen, drawing each line exactly once, without lifting the pen from the paper?
 - And, can you finish where you started?



Euler Circuits

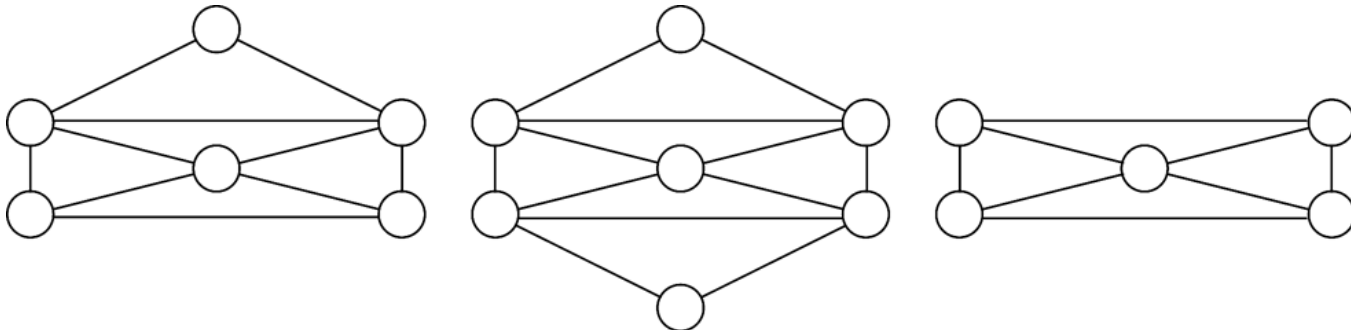
- Solved by Leonhard Euler in 1736 using a graph approach (DFS)
 - Also called an “Euler path” or “Euler tour”
 - Marked the beginning of graph theory





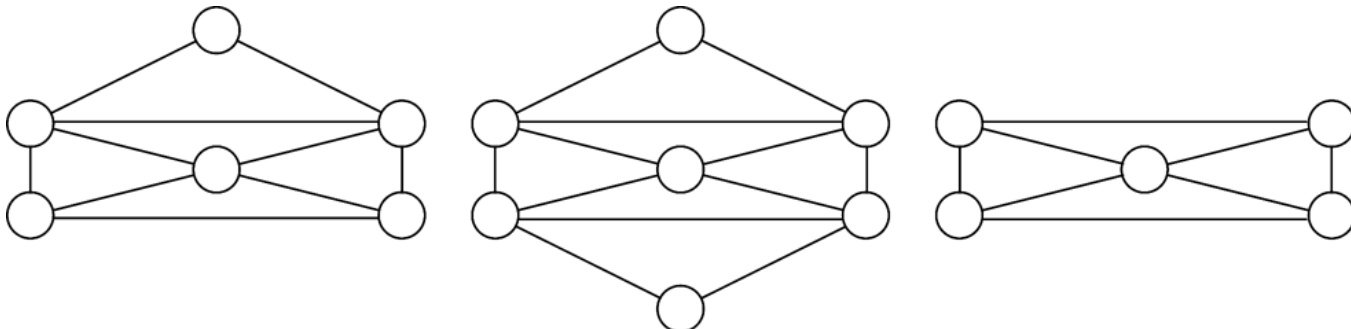
Euler Circuit Problem

- Assign a vertex to each intersection in the drawing
- Add an undirected edge for each line segment in the drawing
- Find a path in the graph that traverses each edge exactly once, and stops where it started



Euler Circuit Problem

- Necessary and sufficient conditions
 - Graph must be connected
 - Each vertex must have an even degree
- Graph with two odd-degree vertices can have an Euler tour (not circuit)
- Any other graph has no Euler tour or circuit



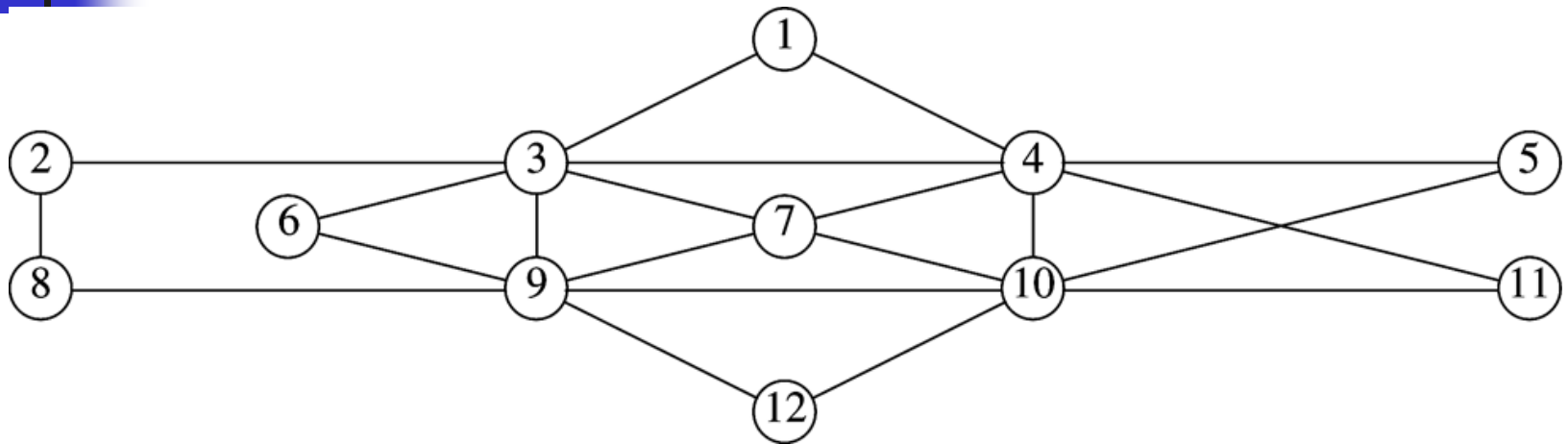


Euler Circuit Problem

- Algorithm

- Perform DFS from some vertex v until you return to v along path p
- If some part of graph not included, perform DFS from first vertex v' on p that has an un-traversed edge (path p')
- Splice p' into p
- Continue until all edges traversed

Euler Circuit Example

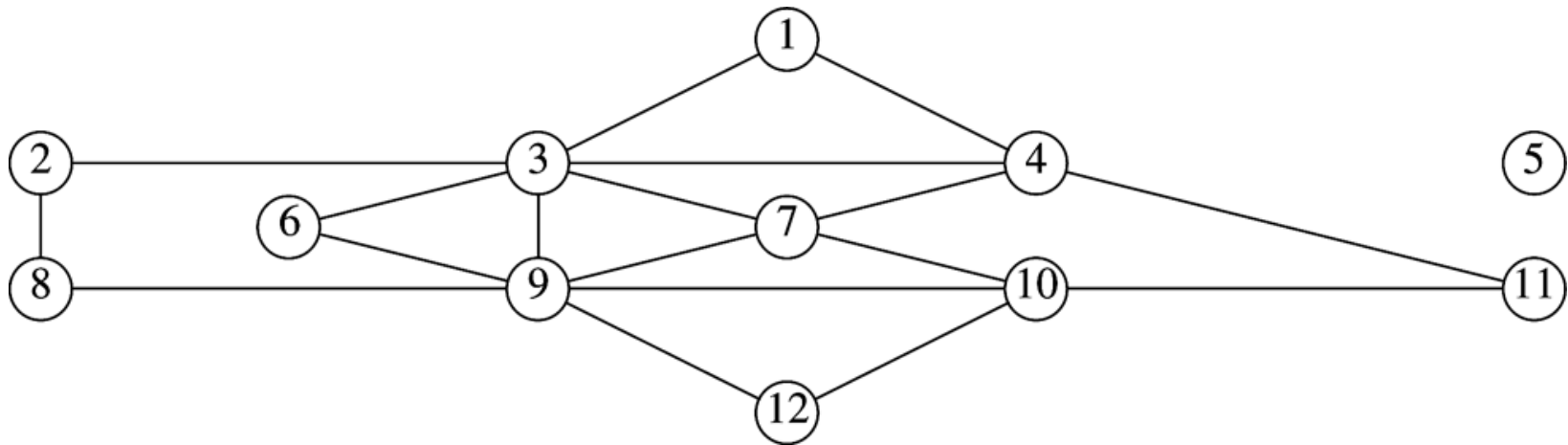


Start at vertex 5.

Suppose DFS visits 5, 4, 10, 5.

Euler Circuit Example (cont.)

Graph remaining after 5, 4, 10, 5:



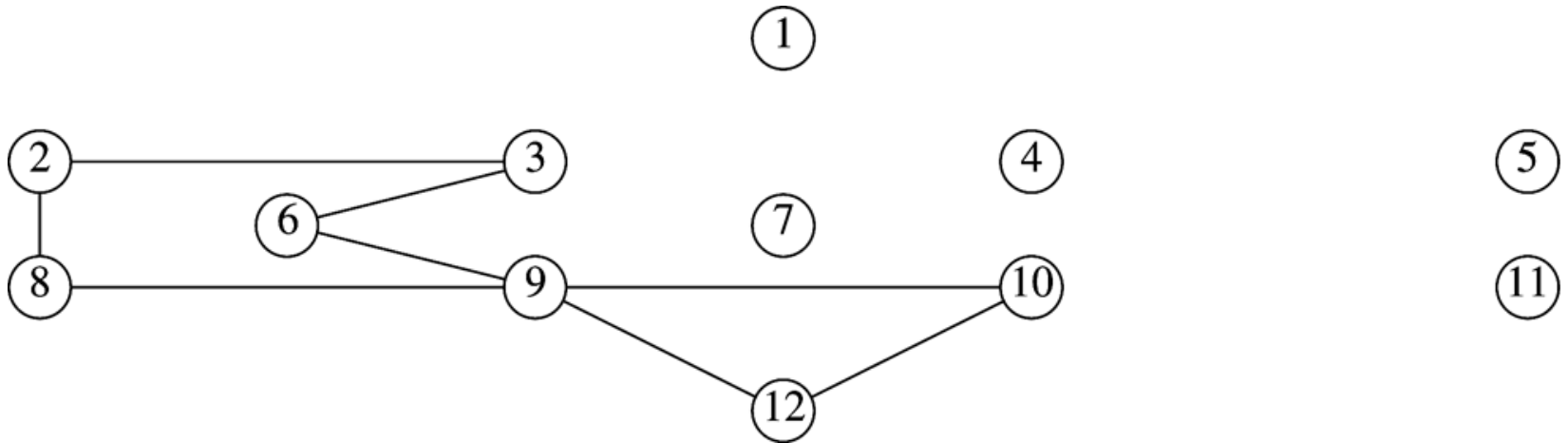
Start at vertex 4.

Suppose DFS visits 4, 1, 3, 7, 4, 11, 10, 7, 9, 3, 4.

Splicing into previous path: 5, 4, 1, 3, 7, 4, 11, 10, 7, 9, 3, 4, 10, 5.

Euler Circuit Example (cont.)

Graph remaining after 5, 4, 1, 3, 7, 4, 11, 10, 7, 9, 3, 4, 10, 5:



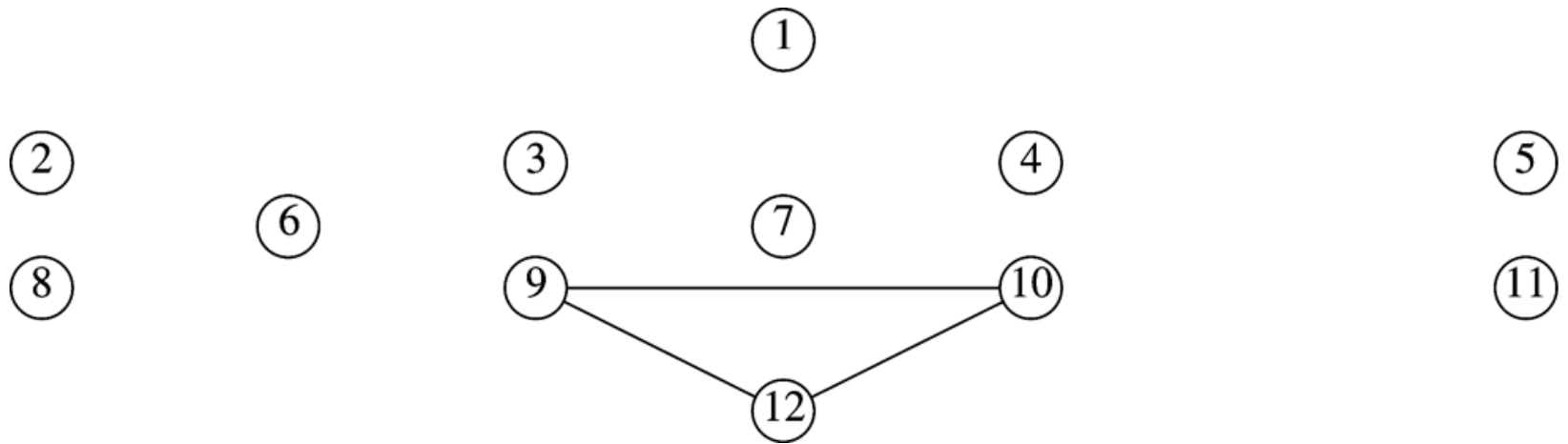
Start at vertex 3.

Suppose DFS visits 3, 2, 8, 9, 6, 3.

Splicing into previous path: 5, 4, 1, 3, 2, 8, 9, 6, 3, 7, 4, 11, 10, 7, 9, 3, 4, 10, 5.

Euler Circuit Example (cont.)

Graph remaining after 5, 4, 1, 3, 2, 8, 9, 6, 3, 7, 4, 11, 10, 7, 9, 3, 4, 10, 5:



Start at vertex 9.

Suppose DFS visits 9, 12, 10, 9.

Splicing into previous path: 5, 4, 1, 3, 2, 8, 9, 12, 10, 9, 6, 3, 7, 4, 11, 10, 7, 9, 3, 4, 10, 5.

No more un-traversed edges, so above path is an Euler circuit.



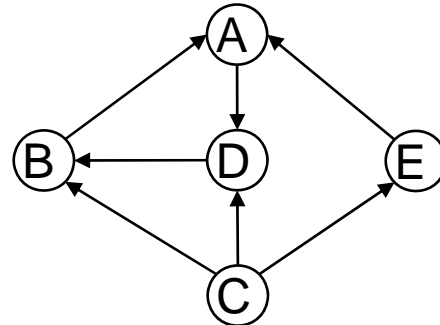
Euler Circuit Algorithm

- Implementation details
 - Maintain circuit as a linked list to support $O(1)$ splicing
 - Maintain index on adjacency lists to avoid repeated searches for un-traversed edges
- Analysis
 - Each edge considered only once
 - Running time is $O(|E| + |V|)$

DFS on Directed Graphs

- Same algorithm
- Graph may be connected, but not strongly connected
- Still want the DF spanning forest to retain information about the search

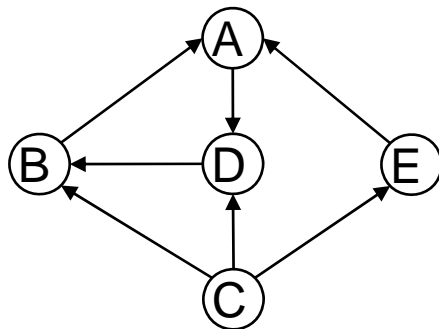
```
DFS ( ) ;; graph  $G=(V,E)$   
  foreach  $v$  in  $V$   
    if (!  $v$ .visited)  
      then Visit ( $v$ )  
  
Visit (vertex  $v$ )  
   $v$ .visited = true  
  foreach  $w$  adjacent to  $v$   
    if (!  $w$ .visited)  
      then Visit ( $w$ )
```



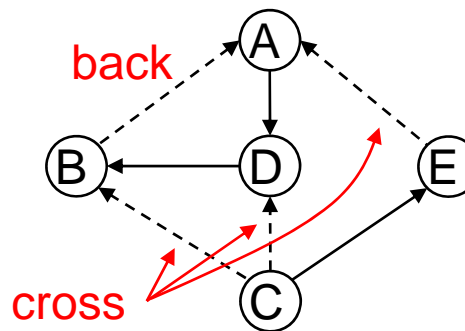
DF Spanning Forest

- Three types of edges in DF spanning forest
 - Back edges linking a vertex to an ancestor
 - Forward edges linking a vertex to a descendant
 - Cross edges linking two unrelated vertices

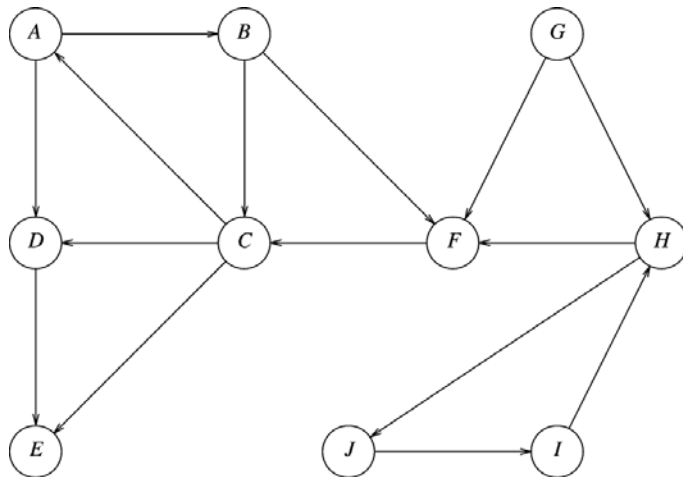
Graph:



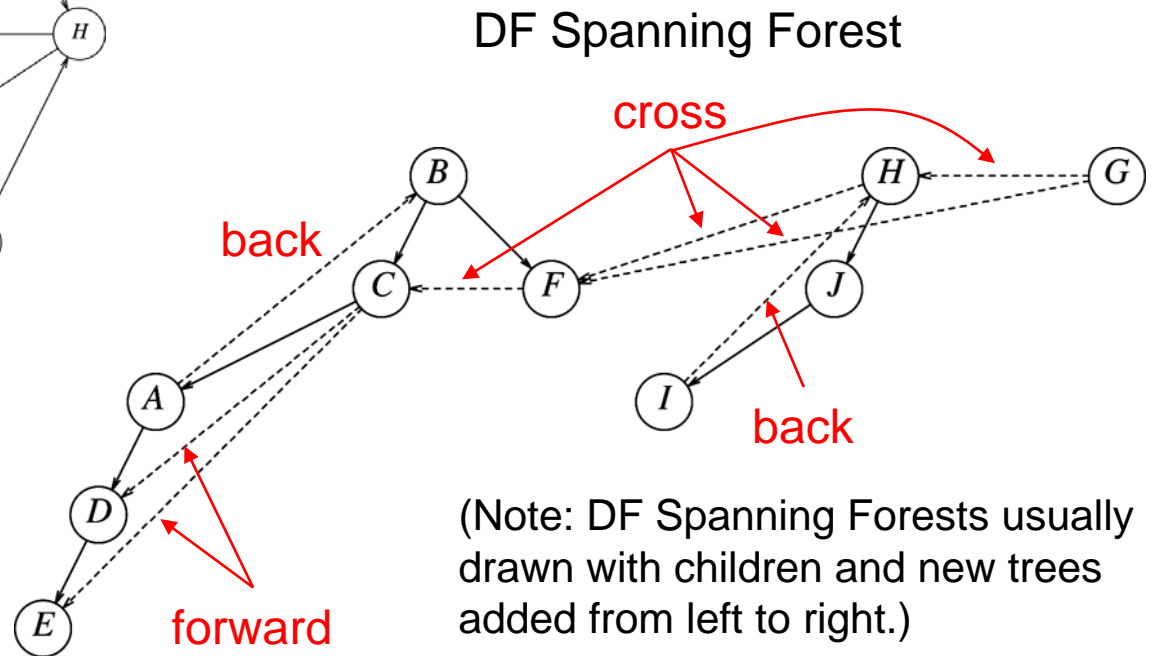
DF Spanning Forest:



DF Spanning Forest



Graph





DFS on Directed Graphs

- Applications
 - Test if directed graph is acyclic
 - Has no back edges
 - Topological sort
 - Reverse post-order traversal of DF spanning forest



Strongly-Connected Components

- A graph is strongly connected if every vertex can be reached from every other vertex
- A strongly-connected component of a graph is a subgraph that is strongly connected
- Would like to detect if a graph is strongly connected
- Would like to identify strongly-connected components of a graph
- Can be used to identify weaknesses in a network
- General approach: Perform two DFSs



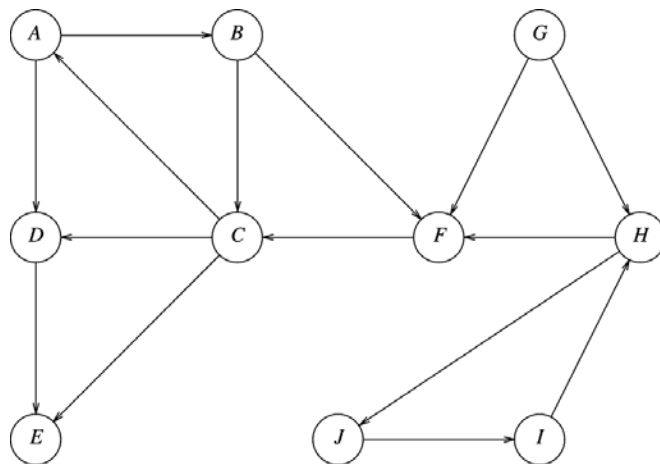
Strongly-Connected Components

- Algorithm

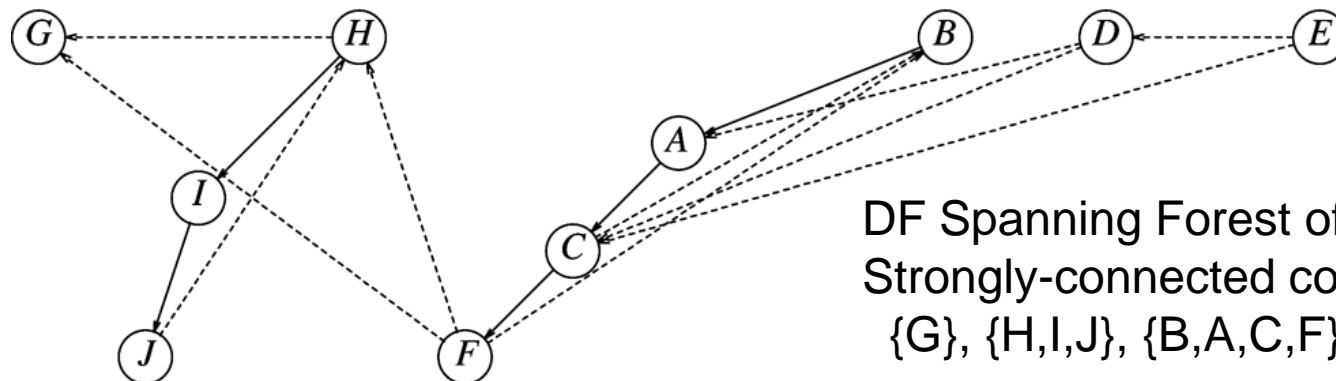
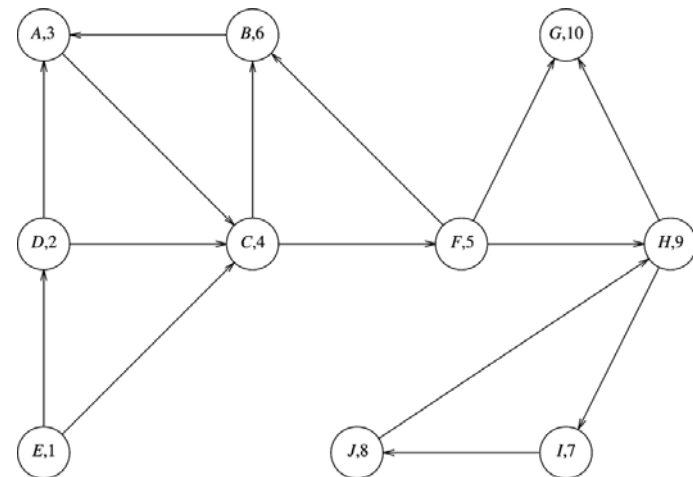
- Perform DFS on graph G
 - Number vertices according to a post-order traversal of the DF spanning forest
- Construct graph G_r by reversing all edges in G
- Perform DFS on G_r
 - Always start a new DFS (initial call to Visit) at the highest-numbered vertex
- Each tree in resulting DF spanning forest is a strongly-connected component

Strongly-Connected Components

Graph G



Graph G_r



DF Spanning Forest of G_r
 Strongly-connected components:
 $\{G\}$, $\{H,I,J\}$, $\{B,A,C,F\}$, $\{D\}$, $\{E\}$



Strongly-Connected Components: Analysis

- Correctness

- If v and w are in a strongly-connected component
- Then there is a path from v to w and a path from w to v
- Therefore, there will also be a path between v and w in G and G_r

- Running time

- Two executions of DFS
- $O(|E| + |V|)$



Summary

- Graphs one of the most important data structures
- Studied for centuries
- Numerous applications
- Some of the hardest problems to solve are graph problems
 - E.g., Hamiltonian (simple) cycle, Clique