

# UNIVERSIDADE FEDERAL DO CEARÁ

CAMPUS DE RUSSAS

## Algoritmos em Grafos

Aula 10: Ordenação Topológica & Componentes Conexas

**Professor Pablo Soares** 

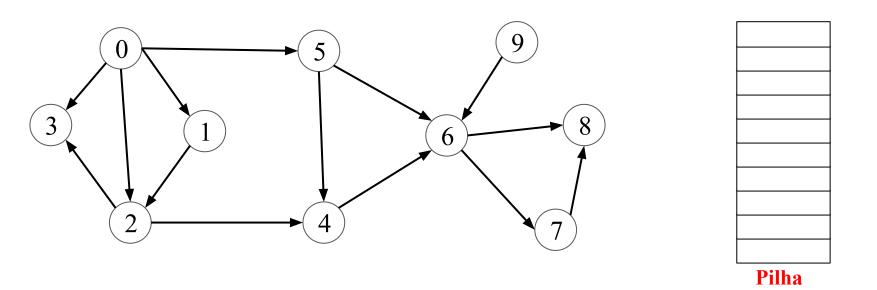
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#### Sumário

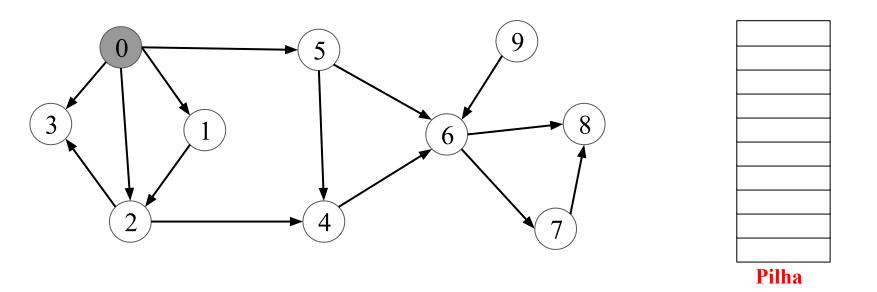
- 1. Nomenclatura das arestas(última aula);
  - a. Árvore de Busca
- 2. Ordenação Topológica;
  - a. Precedência entre arestas/eventos.
- 3. Componentes Conexas.

- > Aplicado em Grafos direcionados acíclicos;
- > Ordenação linear de todos os vértices, tal que se G contém uma <u>aresta (u, v)</u> então "u" vem antes de "v";
- > Ordenação em linha horizontal;
  - Arestas direcionadas da esquerda para direita.
- > são usados para indicar precedência entre eventos.
  - Hierarquia de herança entre classes em orientação a objetos;
  - o Pré-requisitos entre disciplinas;
  - Restrições de cronograma entre tarefas de um projeto.

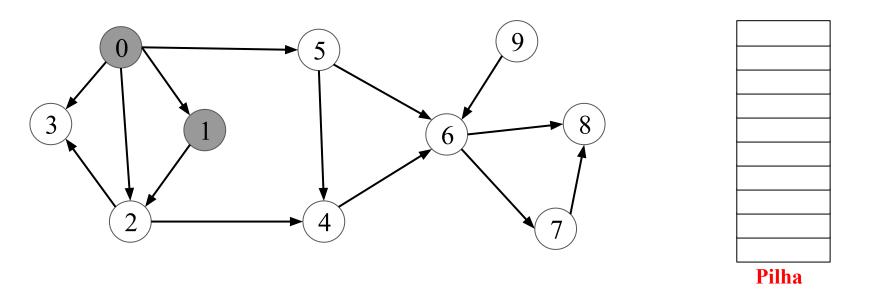
- $Aplicar\ DFS + Pilha;$ 
  - Início no vértice com grau de entrada 0



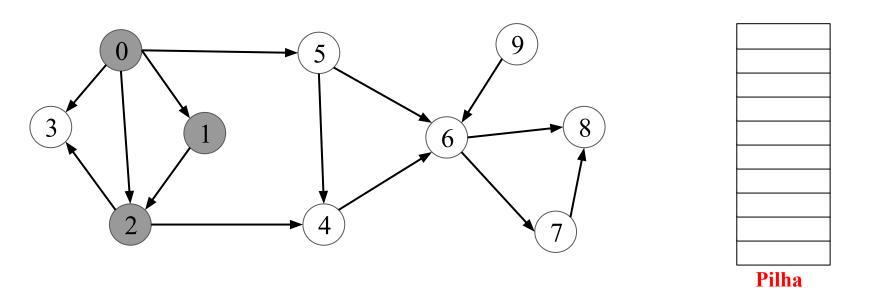
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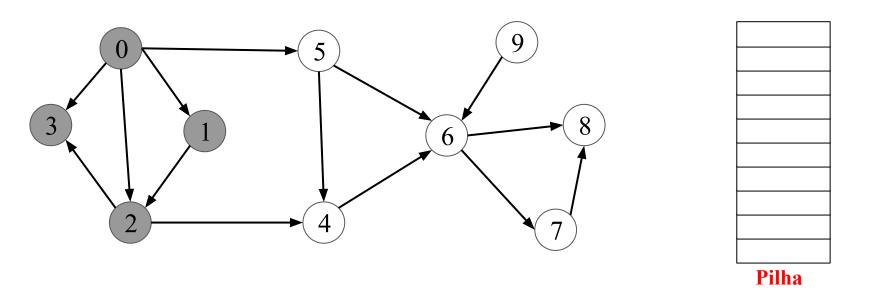
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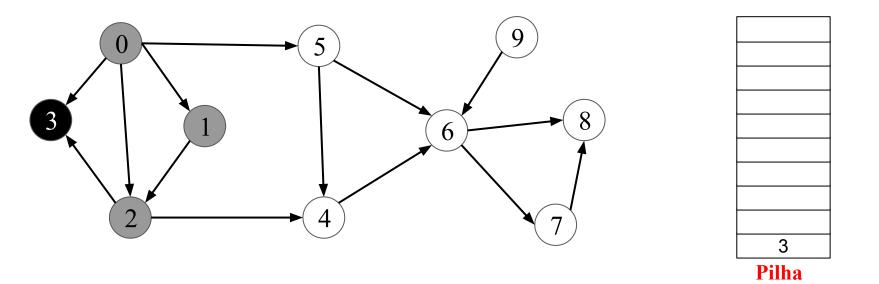
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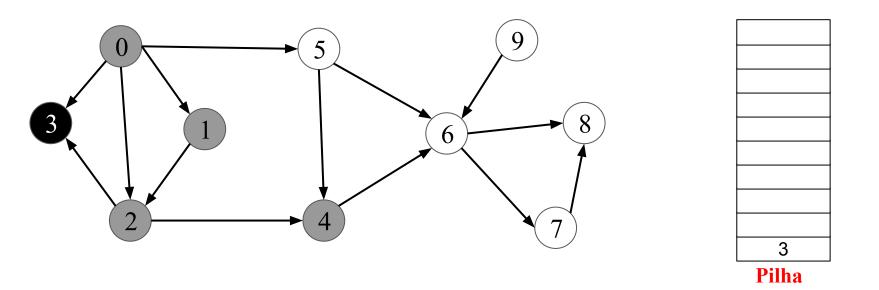
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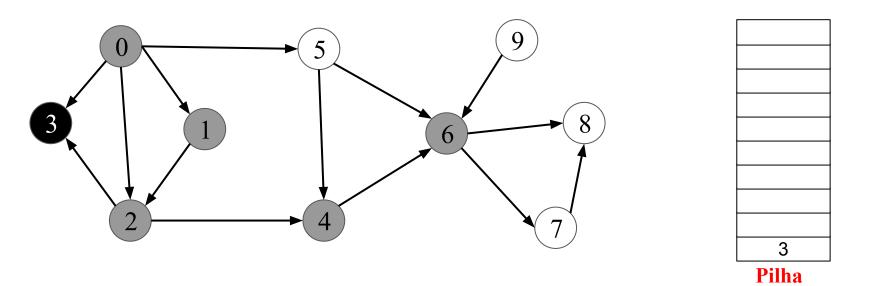
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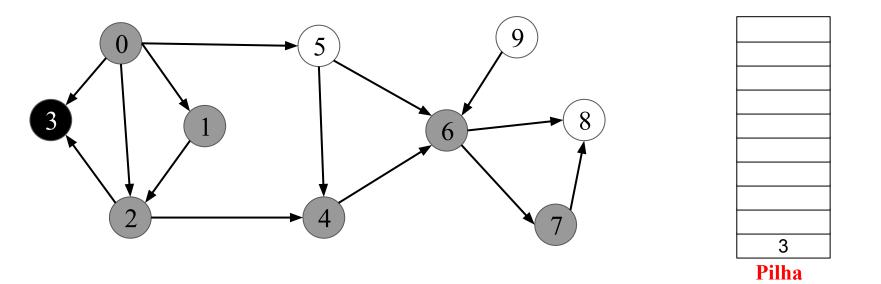
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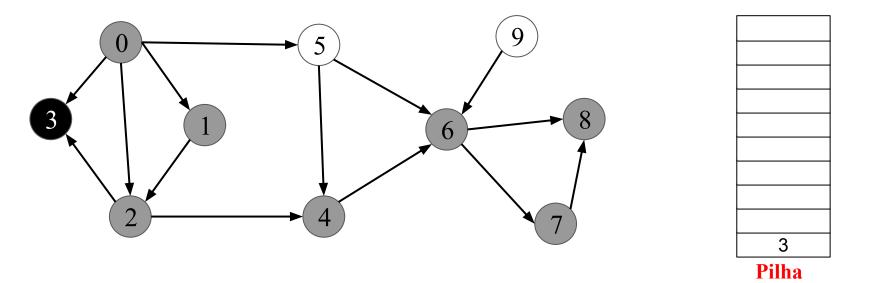
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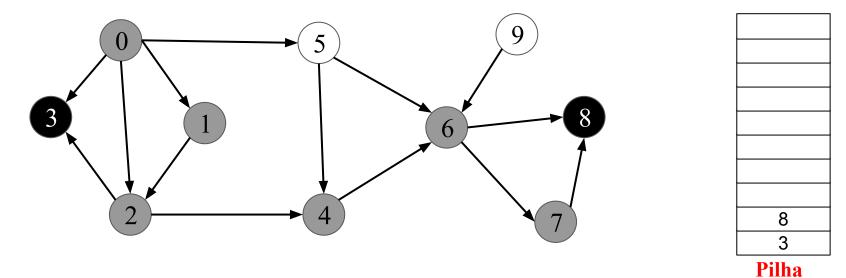
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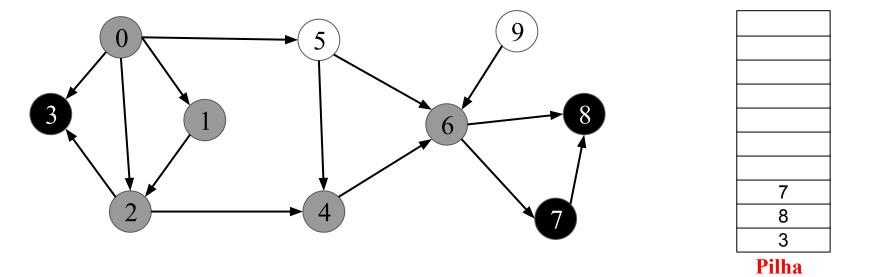
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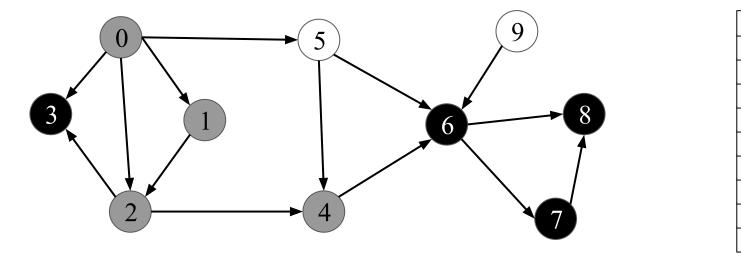
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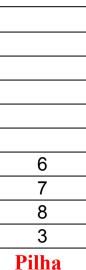


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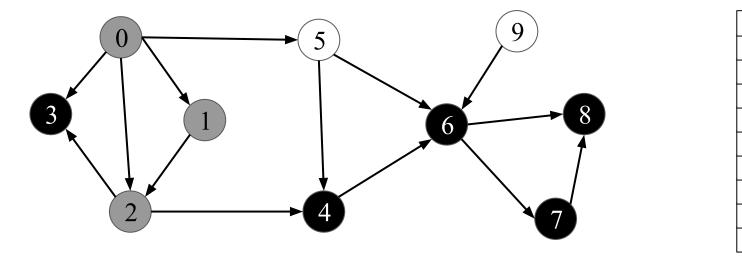


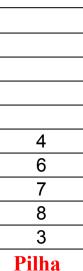
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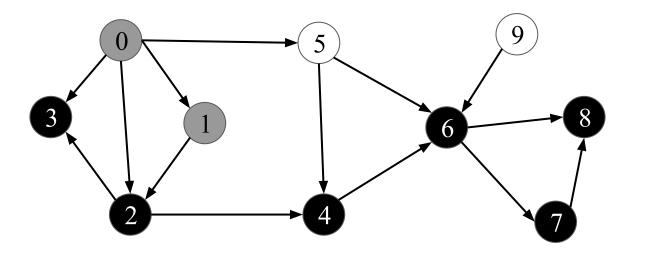


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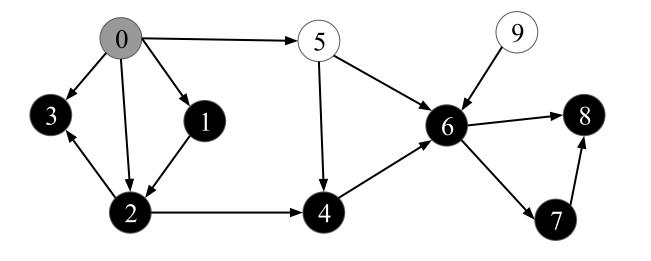


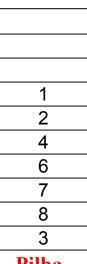
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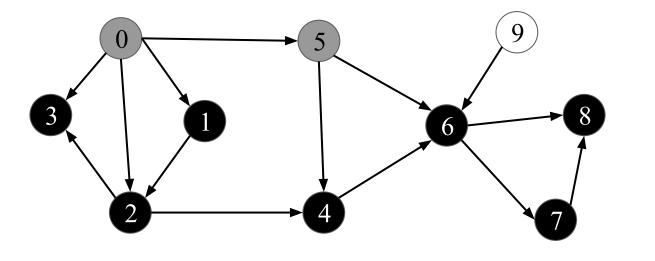
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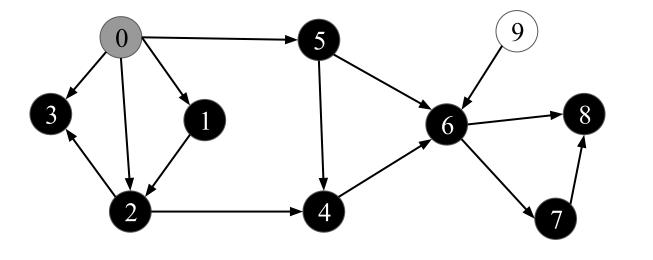
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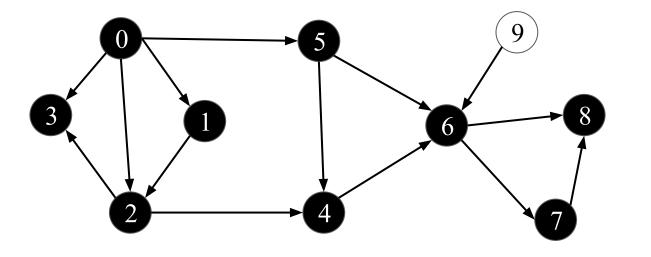
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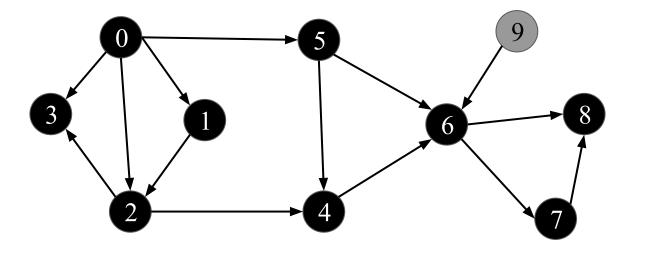
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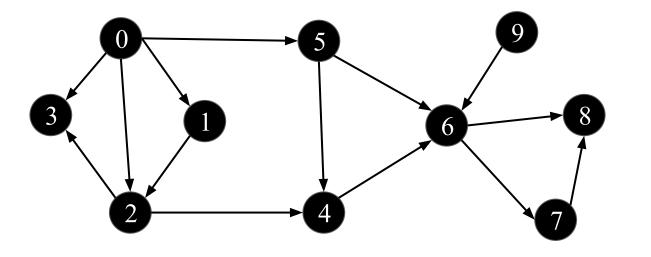
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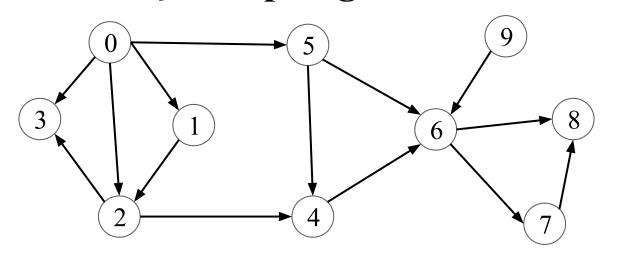
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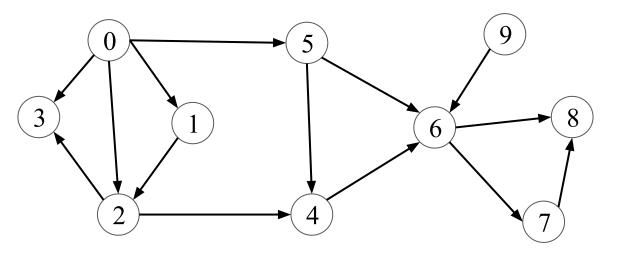


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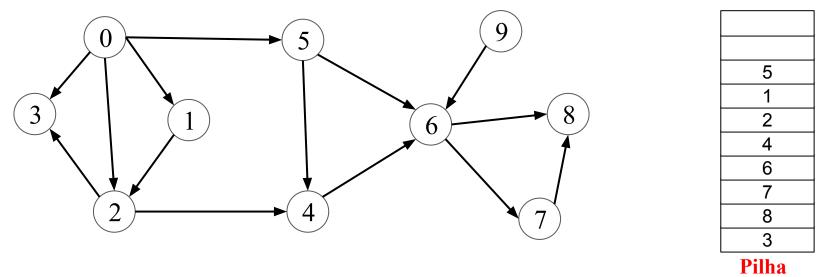
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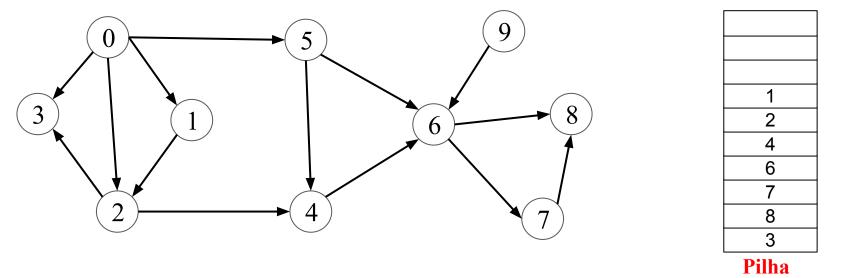


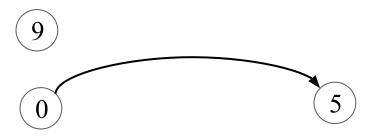
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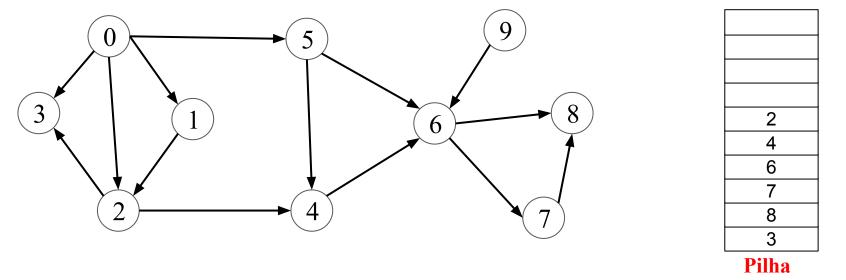
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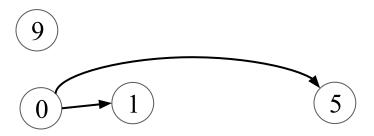
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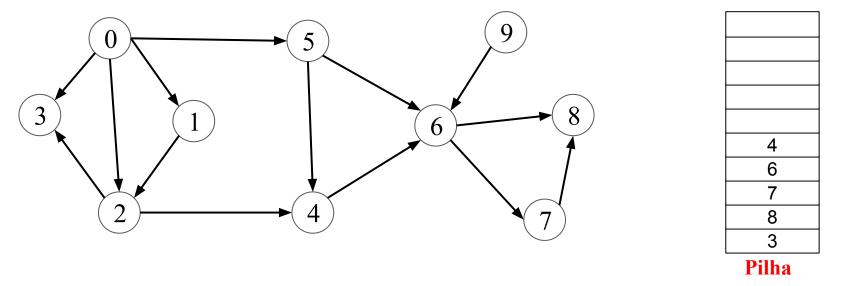


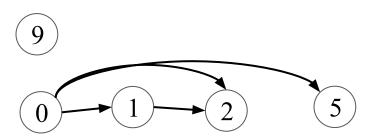


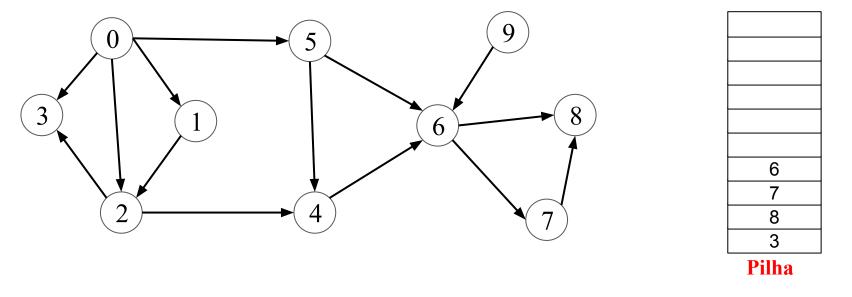


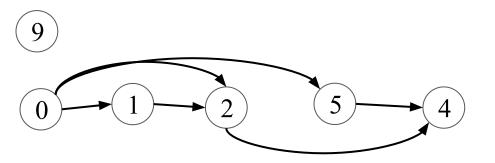


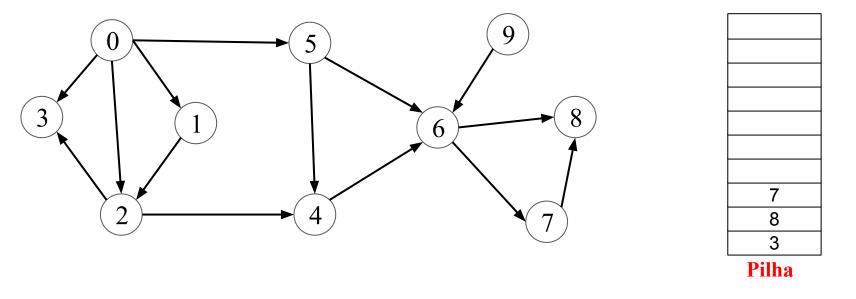


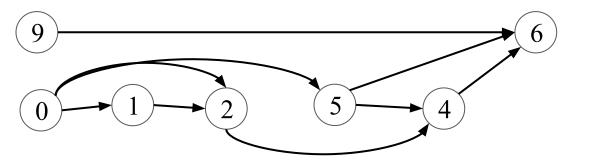


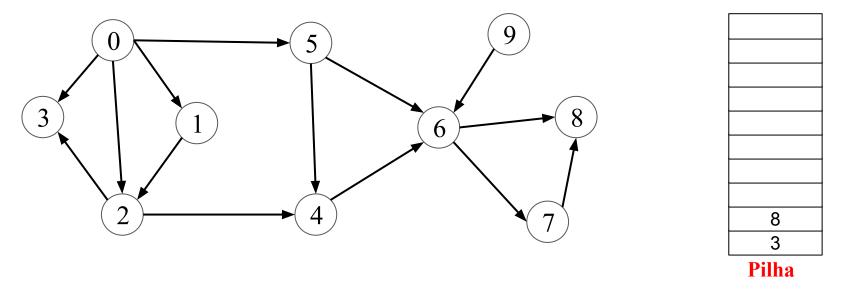


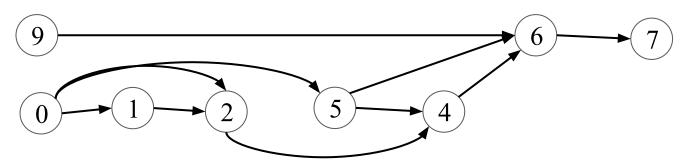


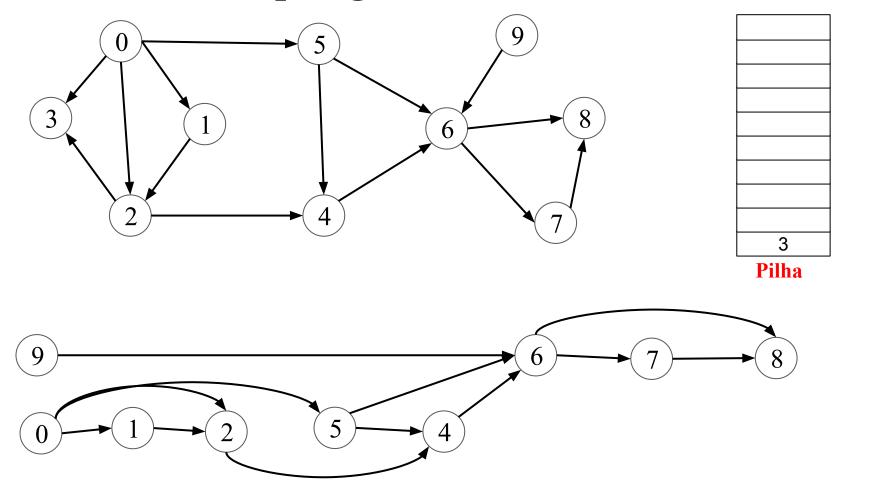


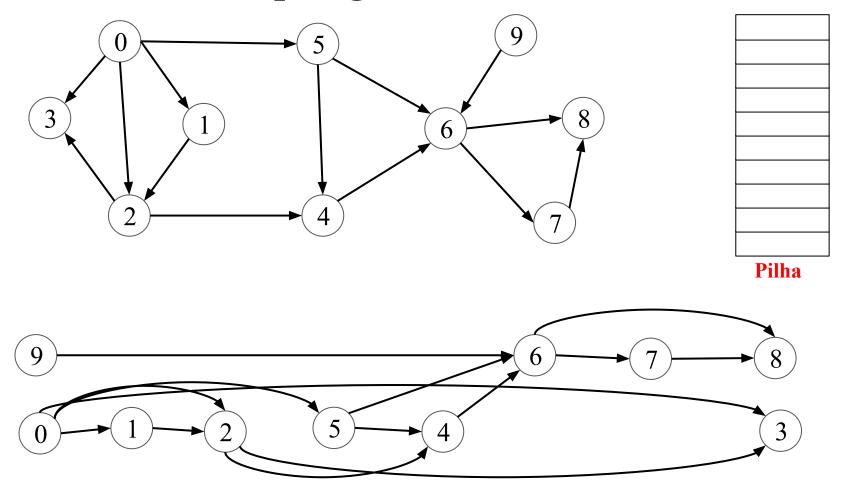








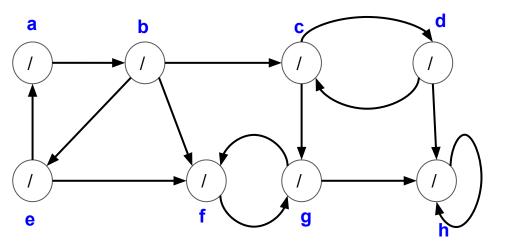




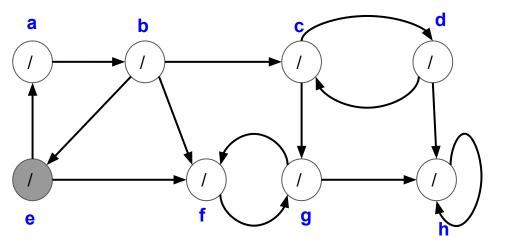
#### **Componentes Conexas**

- $\succ$  É um conjunto maximal  $C \subseteq V$ , tal que para todo par de vértices (u, v) em C, u e v são alcançáveis;
- ➤ Usa-se o **transposto** de G
  - Seja  $G = (V, E) \Rightarrow G^{t} = (V, E^{t})$  onde  $E^{t} = \{(u, v): (v, u) \in E\}$
- 1. Chama DFS(G) para obter o vetor f;
  - a. Ordena f em ordem decrescente.
- 2. Obtém  $G^{t}$ ;
- 3. Chama DFS( $G^t$ ), realiza busca a partir do vértice de maior f;
- 4. Montar as componentes seguindo as arestas de árvore.

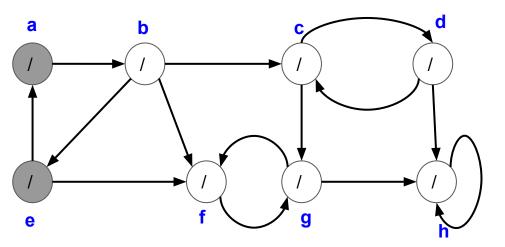
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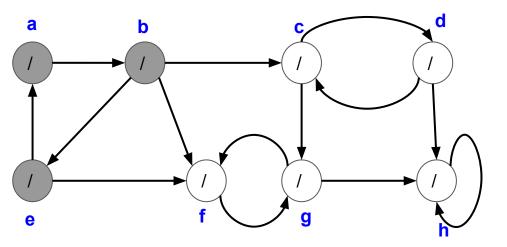
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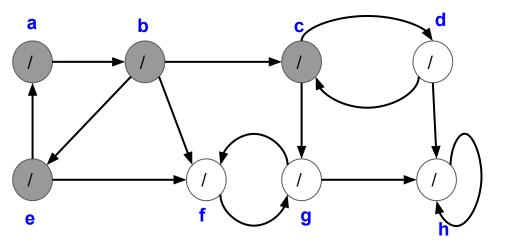
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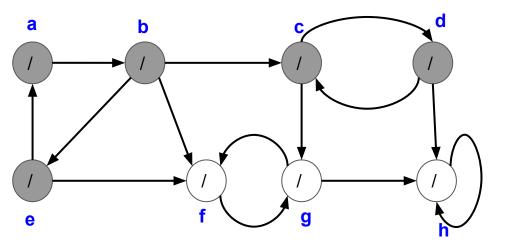
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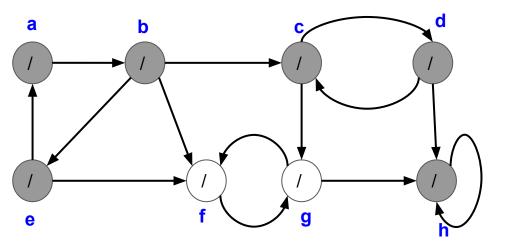
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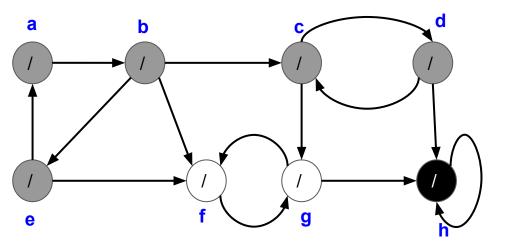
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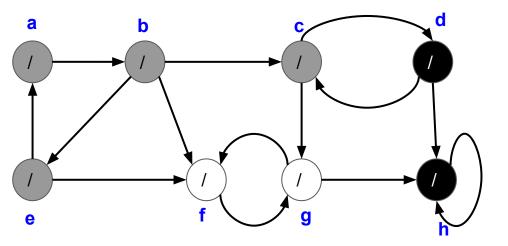


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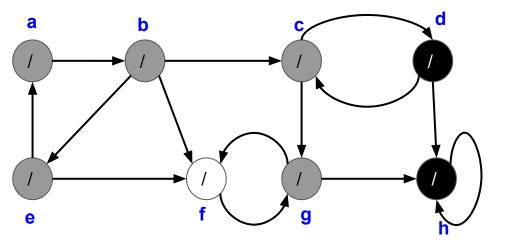
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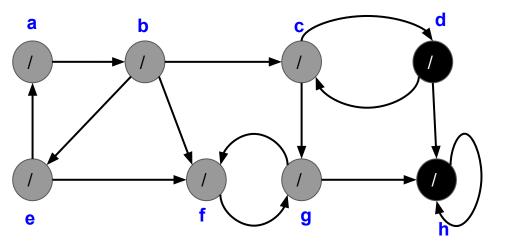
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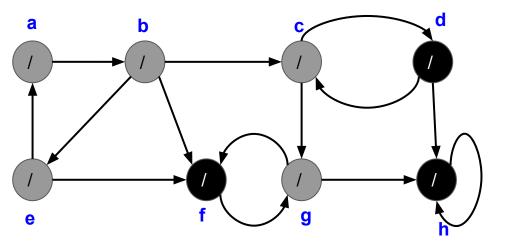
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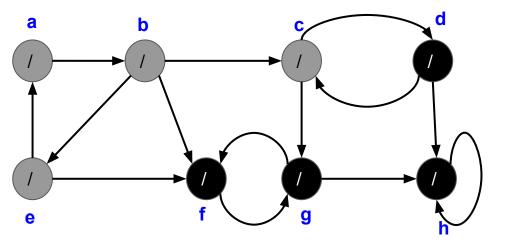
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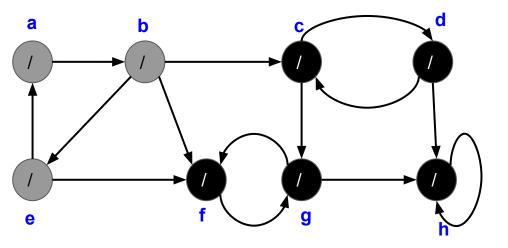
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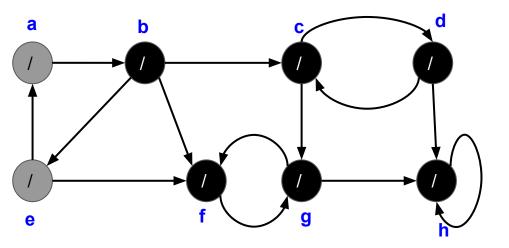
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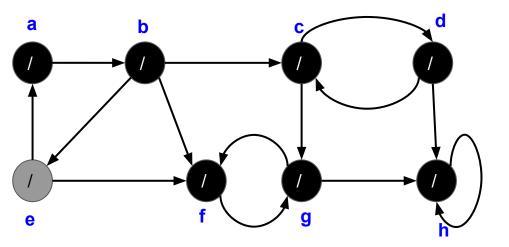
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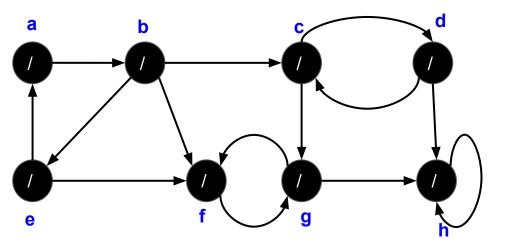


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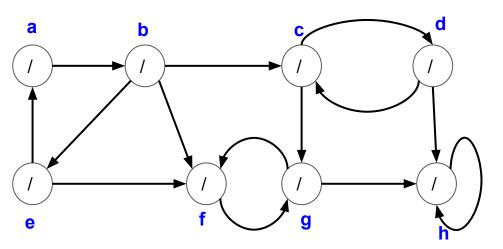
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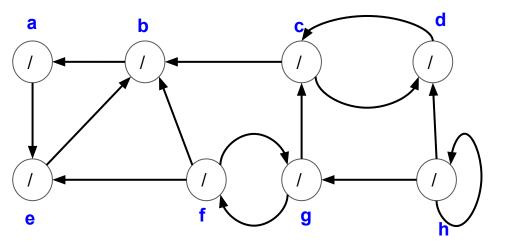


- 1. Chama DFS(G) para obter o vetor f;
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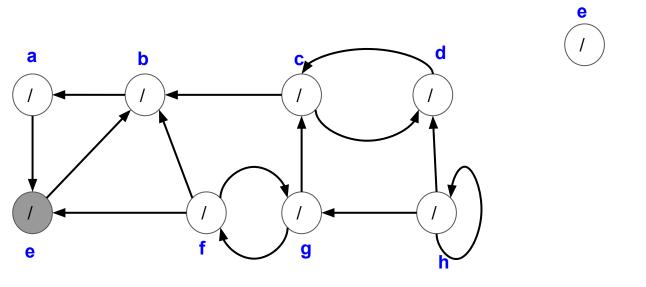


 $\triangleright$  Obter  $G^{t}$ ;



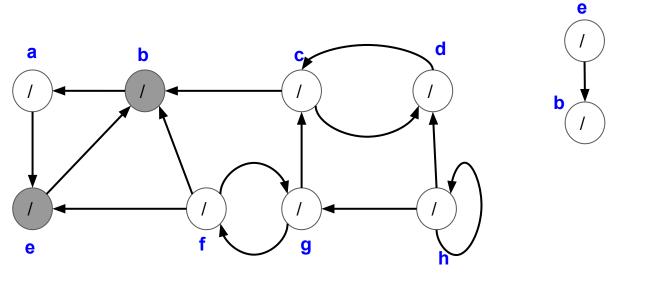


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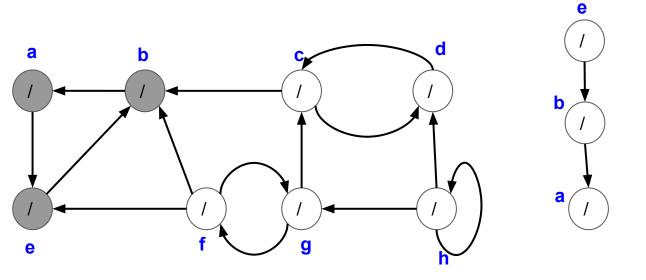


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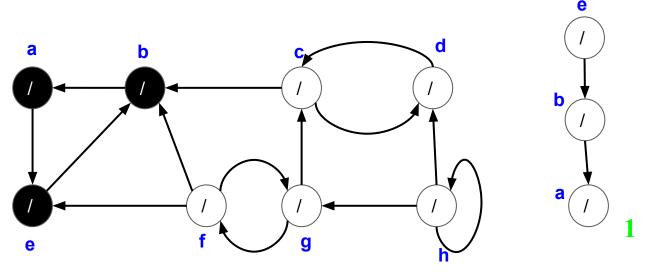




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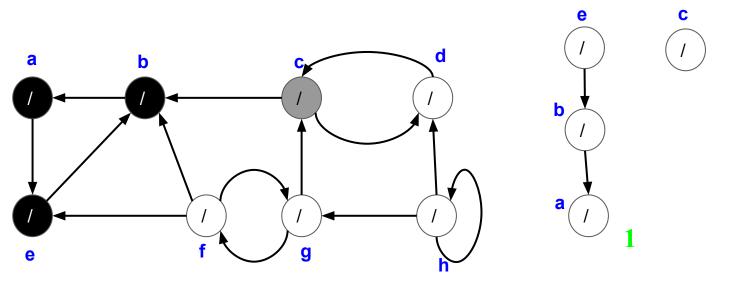


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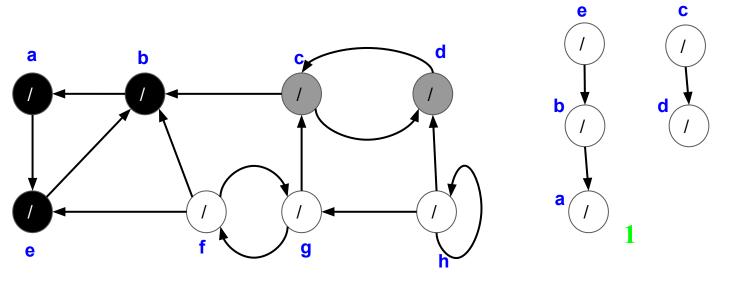


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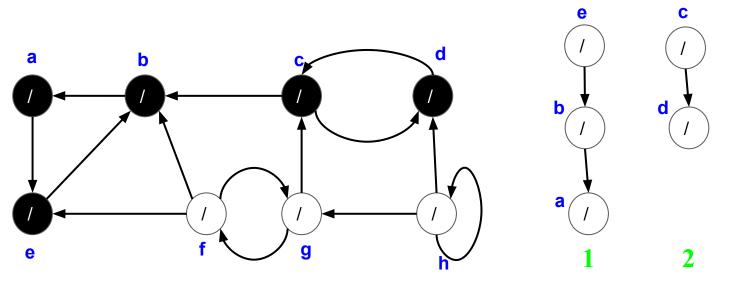


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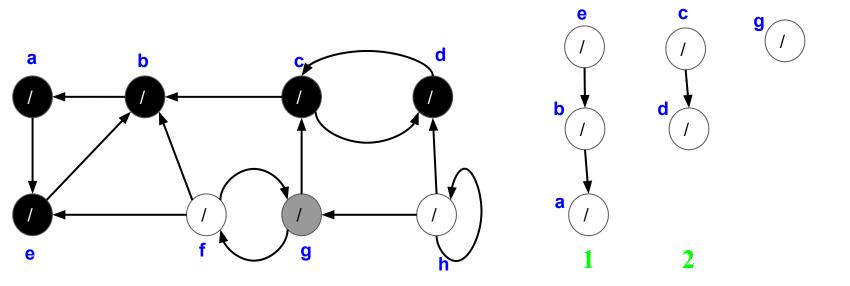


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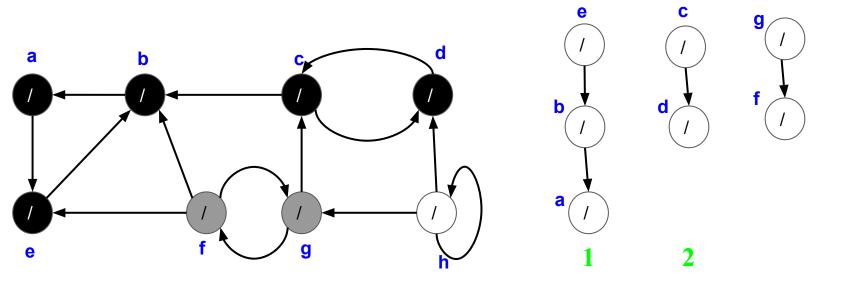


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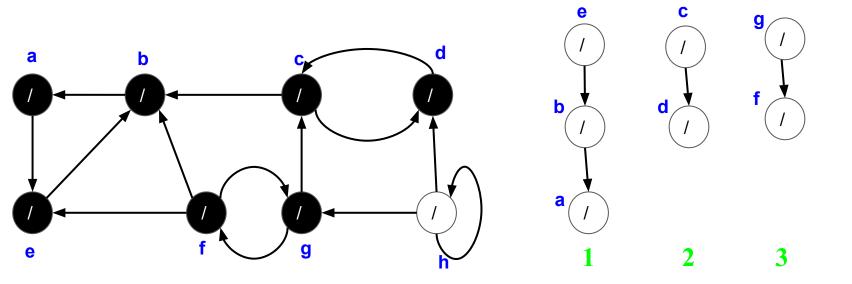


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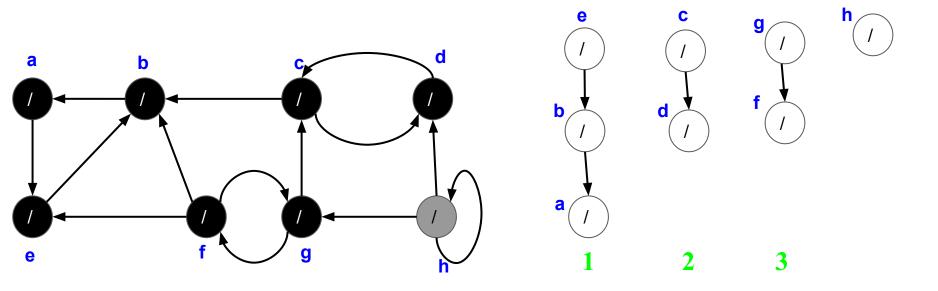


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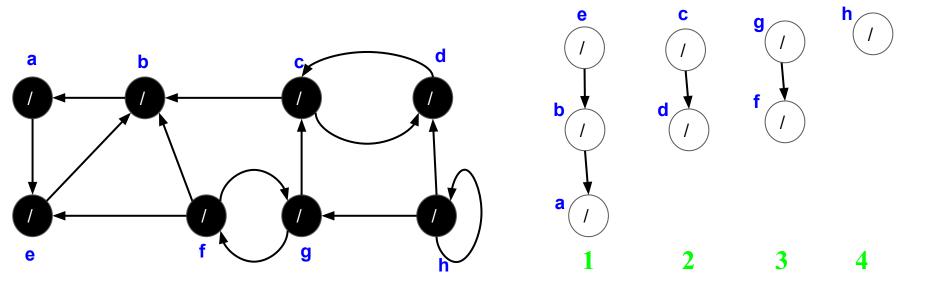


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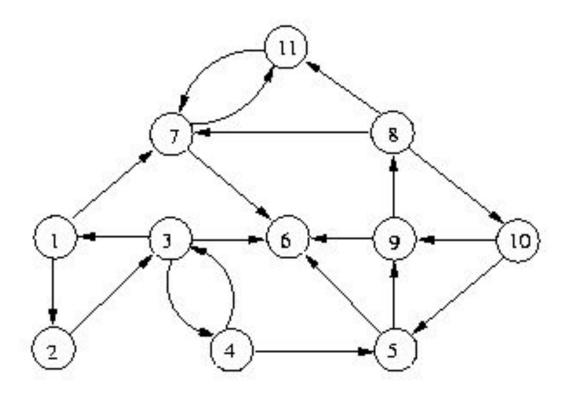


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# Componentes Conexas - Exercício





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