## **Chapter 10**

## Strongly Connected Components and Topological Sort.

## 10.1 Topological Sort

**Definition 10.1.1.** (connectivity)

- 1. Let G=(V,E) be a non-directed graph. A **connected component** of G is a subset  $U\subseteq V$  of maximal size in which there exists a path between every two vertices.
- 2. A non-directed graph G is said to be a **connected** graph if it only has one connected component.
- 3. Let G=(V,E) be a directed graph. A **strongly connected component** of G is a subset  $U\subseteq V$  of maximal size in which for any pair of vertices  $u,v\in U$  there exist both directed path from u to v and a directed path form v to u.

## 10.1.1 Depth First Search (DFS)

As its name implies, depth-first search searches "deeper" in the graph whenever possible. Depth-first search explores edges out of the most recently discovered vertex v that still has unexplored edges leaving it. Once all of v's edges have been explored, the search "backtracks" to explore edges leaving the vertex from which v was discovered. This process continues until all vertices that are reachable from the original source vertex have been discovered. If any undiscovered vertices remain, then depth-first search selects one of them as a new source, repeating the search from that source. The algorithm repeats this entire process until it has dis-

```
1 for v \in V do
                           2 | vi.visited \leftarrow False
                           3 end
                           4 time \leftarrow 1
                           5 for v \in V do
                                 if not v.visited then
                           6
                                      \pi\left(v\right)\leftarrow\text{null}
                                                                       1 pre(v) \leftarrow time
                                      Explore(G, v)
                           8
                                                                       2 time \leftarrow time +1
                                 end
                                                                         Algorithm 3: Previsit(v):
covered every vertex. 10 end
                                                                       1 post(v) \leftarrow time
                               Algorithm 1: DFS( G):
                                                                       2 time \leftarrow time +1
                           1 Previsit(v) for (v, u) \in E do
                                                                         Algorithm 4: Postvisit(v):
                                 if not u.visited then
                           3
                                      \pi(u) \leftarrow v
                                      Explore (G, u)
                                 end
                           5
                           6 end
                           7 Postvisit(v)
                           Algorithm 2: Explore(G, v):
```

**Properties of depth-first search.** Depth-first search yields valuable information about the structure of a graph. Perhaps the most basic property of depth-first search is that the predecessor subgraph  $G_{\pi}$  does indeed form a forest of trees since the structure of the depth-first trees exactly mirrors the structure of recursive calls of explore-function. That is,  $u = \pi(v)$  if and only if  $\exp(G, v)$  was called during a search of u's adjacency list. Additionally, vertex v is a descendant of vertex u in the depth-first forest if and only if v is discovered during the time in which u is gray. Another important property of depth-first search is that discovery and finish times have a parenthesis structure. If the explore procedure were to print a left parenthesis "(u" when it discovers vertex u and to print a right parenthesis r"u" when it finishes u, then the printed expression would be well-formed in the sense that the parentheses are properly nested.

The following theorem provides another way to characterize the parenthesis structure.

**Parenthesis theorem** In any depth-first search of a (directed or undirected) graph G=(V,E), for any two vertices u and v, exactly one of the following three conditions holds:

- 1. the intervals [pre(u), post(u)] and [pre(v), post(v)] are entirely disjoint, and neither u nor v is a descendant of the other in the depth-first forest.
- 2. the interval [pre(u), post(u)] is contained entirely within the interval [pre(v), post(v)], and u is a descendant of v in a depth-first tree, or
- 3. the interval [pre(v), post(v)] is contained entirely within the interval [pre(u), post(u)], and v is a descendant of u in a depth-first tree.

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**Proof.** We begin with the case in which  $\operatorname{pre}(u) < \operatorname{pre}(v)$ . We consider two subcases, according to whether  $\operatorname{pre}(v) < \operatorname{post}(u)$ . The first subcase occurs when  $\operatorname{pre}(v) < \operatorname{post}(u)$ , so that v was discovered while u was still gray, which implies that v is a descendant of u. Moreover, since v was discovered after u, all of its outgoing edges are explored, and v is finished before the search returns to and finishes u. In this case, therefore, the interval  $[\operatorname{pre}(v), \operatorname{post}(v)]$  is entirely contained within the interval  $[\operatorname{pre}(u), \operatorname{post}(u)]$ . In the other subcase,  $\operatorname{post}(u) < \operatorname{pre}(v)$ , and by defintion,  $\operatorname{pre}(u) < \operatorname{post}(u) < \operatorname{pre}(v) < \operatorname{post}(v)$ , and thus the intervals  $[\operatorname{pre}(u), \operatorname{post}(u)]$  and  $[\operatorname{pre}(v), \operatorname{post}(v)]$  are disjoint. Because the intervals are disjoint, neither vertex was discovered while the other was gray, and so neither vertex is a descendant of the other.

**Corollary. Nesting of descendants' intervals.** Vertex v is a proper descendant of vertex u in the depth-first forest for a (directed or undirected) graph G if and only if pre(u) < pre(v) < post(v) < post(u).