

HUST

ĐẠI HỌC BÁCH KHOA HÀ NỘI

HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY

ONE LOVE. ONE FUTURE.



ĐẠI HỌC
BÁCH KHOA HÀ NỘI
HANOI UNIVERSITY
OF SCIENCE AND TECHNOLOGY

Applied Algorithm Lab

Bridges

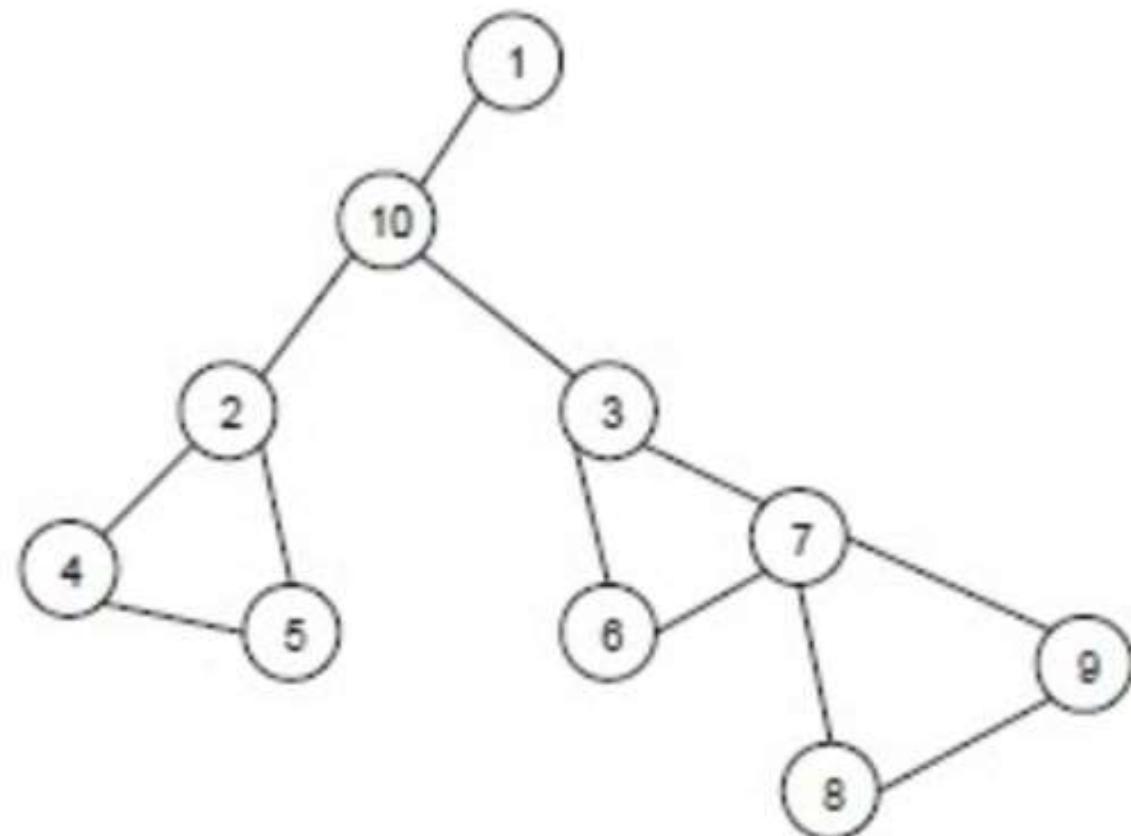
ONE LOVE. ONE FUTURE.

- Find articulation points and bridges of an undirected graph.
 - Definition: Remove articulation points/bridges -> the number of connected components in the graph increase
- **Input:** Edge list
 - Line 1 contains N, M
 - M lines follow, containing a pair of 2 integers a, b which is an undirected edge from a to b.
- **Output:**
 - Number of articulation points and the number of bridges.

Bridges

- Example

Input	Output
10 12	4 3
1 10	
10 2	
10 3	
2 4	Explain: Articulation points: 10, 2, 3, 7
4 5	Bridges: (2-10), (10-3), (10-1)
5 2	
3 6	
6 7	
7 3	
7 8	
8 9	
9 7	



Bridges

- Idea to solve: DFS
 - Store graph in adjacency list: `vector<vector<int>> adj(N);`

Bridges

- **DFS**
- DFS tree and Num, Low structure
- Finding bridges
- Finding articulation points



Depth First Search

- DFS is a basic graph traversing technique (to visit all nodes and edges in graph).
 - DFS can answer if there exist a path from node u to node v in graph or not, and show the path if exists.
 - DFS can also answer from u , we can go to which nodes on graph G .
- The traversing order in DFS follows LIFO – Last In First Out mechanism, start from some beginning node u .
 - We may use backtracking recursion or stack
- Complexity: $O(|V| + |E|)$, where V is node set and E is edge set of G , since each node and each edge is visited once.

Programming

- Graph $G = (V, E)$ represented by adjacency lists $A[1...n]$
- Marking array:
 - $\text{visited}[u] = \text{true}$, if u is visited
 - $\text{visited}[u] = \text{false}$, otherwise

```
DFS(u) {  
    visit(u); // assign visited[u] = true  
    for v in A[u] do {  
        if not visited[v] then {  
            DFS(v);  
        }  
    }  
}  
  
DFS(){  
    for u in V do { visited[u] = false; }  
    for u in V do {  
        if not visited[u] then  
            DFS(u);  
    }  
}
```



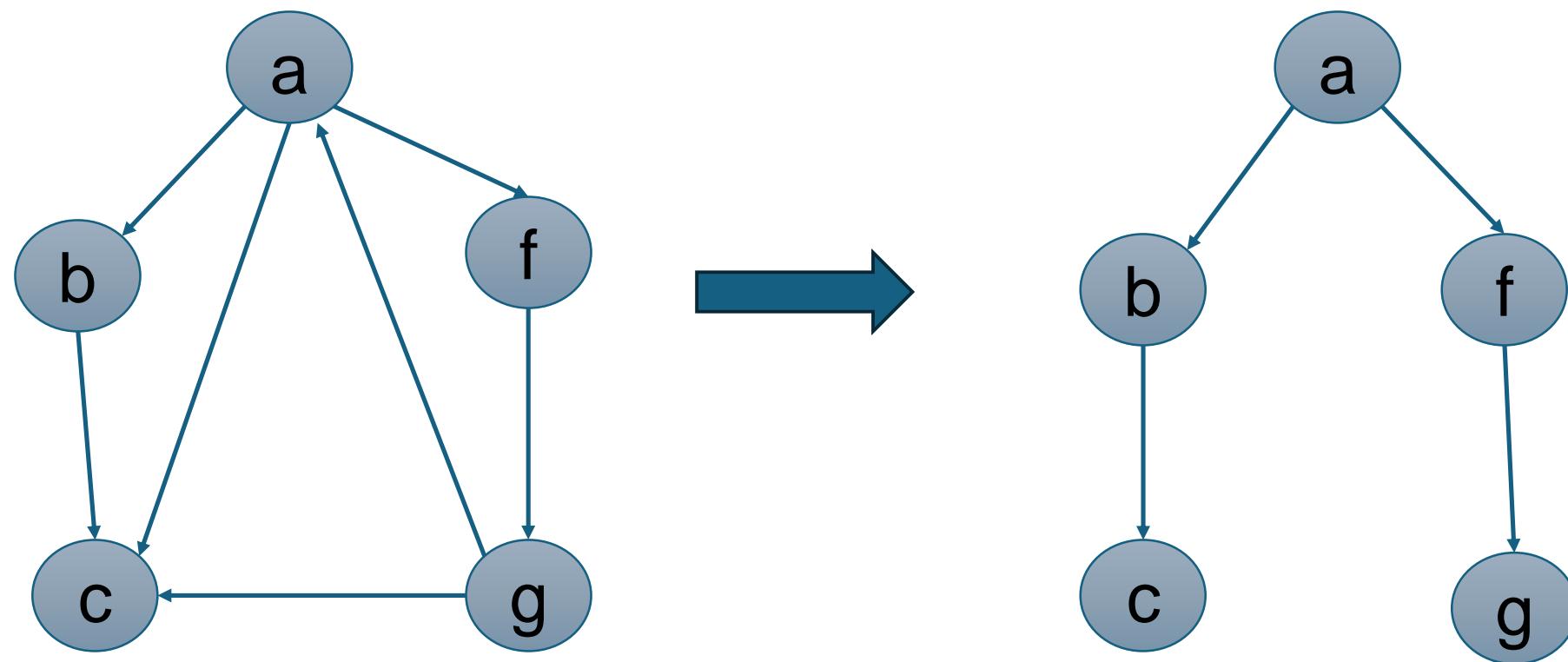
Bridges

- DFS
- **DFS tree and Num, Low structure**
- Finding bridges
- Finding articulation points



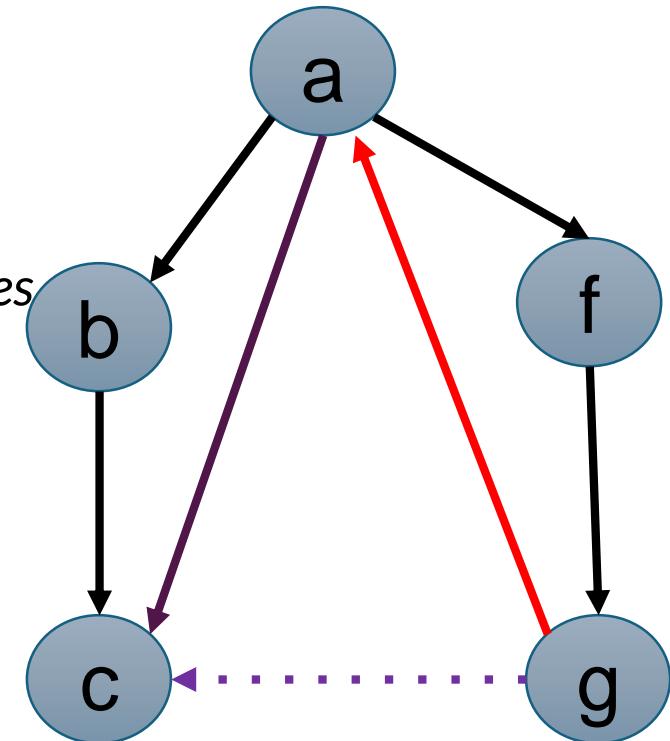
DFS tree

- Trace of the DF search will construct a tree, called DFS tree



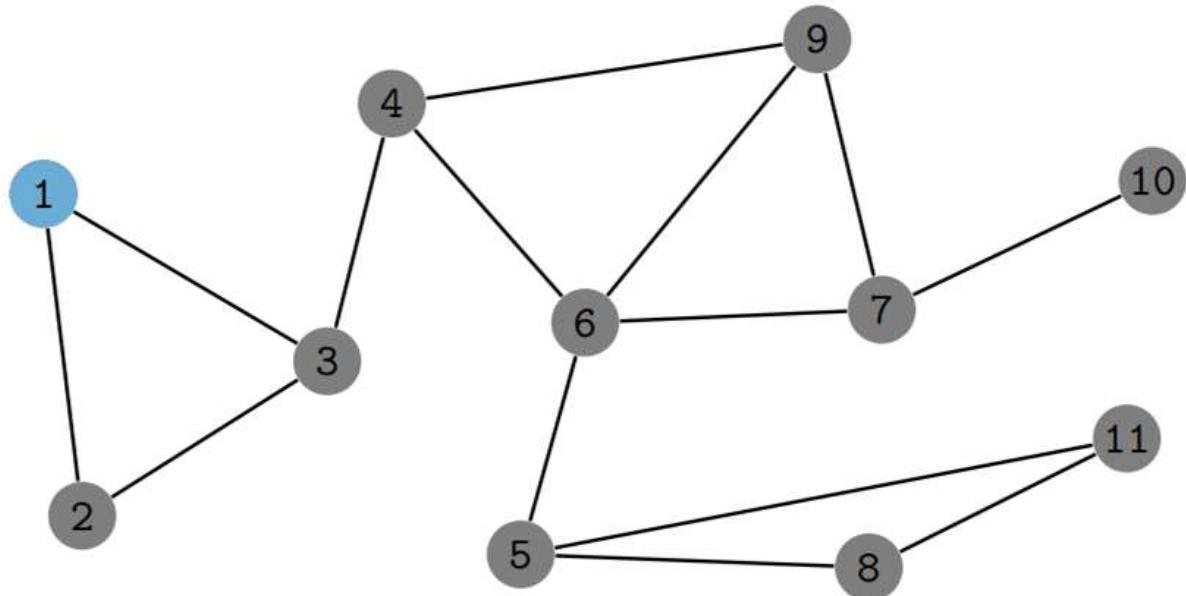
DFS tree

- Trace of the DF search will construct DFS tree
- Some type of edge in DFS:
 - Tree Edge: edge in DFS tree, e.g. *black edges in figure*
 - Back Edge: edge from descendants to ancestors, e.g. *red edges*
 - Forward Edge: edge from ancestors to descendants, e.g. *blue edges*
 - Crossing Edge: edge between non-relational nodes, e.g. *purple edges*



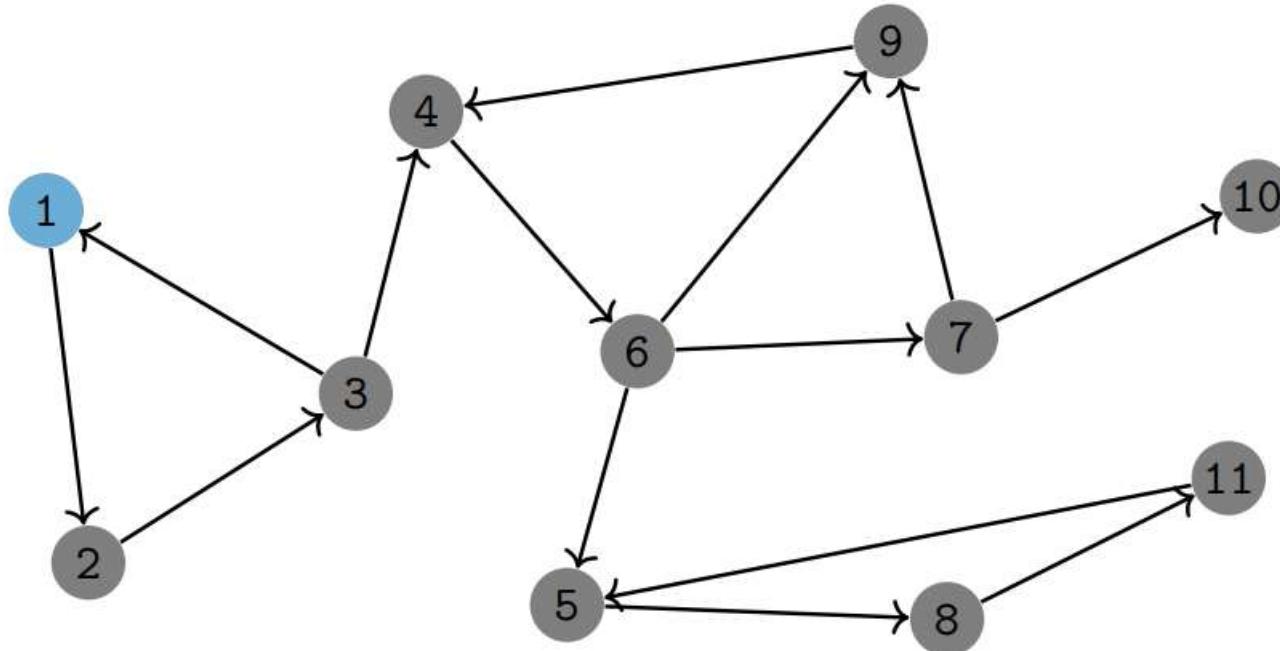
DFS tree: Num and Low structure

- Defining 2 arrays *Num* and *Low* for each node of DFS tree.
- Num*[*u*]: visiting order of *u* in DFS traversal
- Low*[*u*]: the minimum value of:
 - Num*[*v*] if (*v*, *u*) is back edge
 - Low*[*v*]:
~minimum num[v] where *v* and descendants can visit



i	1	2	3	4	5	6	7	8	9	10	11
Num[i]	1	2	3	4	6	5	9	7	10	11	8
Low[i]	1	1	1	4	6	4	4	6	4	11	6

Example



i	1	2	3	4	5	6	7	8	9	10	11
Num[i]	1	2	3	4	6	5	9	7	10	11	8
Low[i]	1	1	1	4	6	4	4	6	4	11	6

DFS and Num, Low programming by recursion

- $p[v]$: father of v in DFS
- $\text{Num}[u] = 0$: node u is not visited
- $\text{Num}[u] > 0$: node u is visited and $\text{Num}[u]$ is the order

```
DFS(u) {  
    T += 1; Num[u] = T; Low[u] = T;  
    for v in A[u] do {  
        if v = p[u] continue;  
        if Num[v] > 0 then { // v was visited  
            Low[u] = min(Low[u], Num[v]);  
        } else {  
            p[v] = u;  
            DFS(v);  
            Low[u] = min(Low[u], Low[v]);  
        }  
    }  
}
```



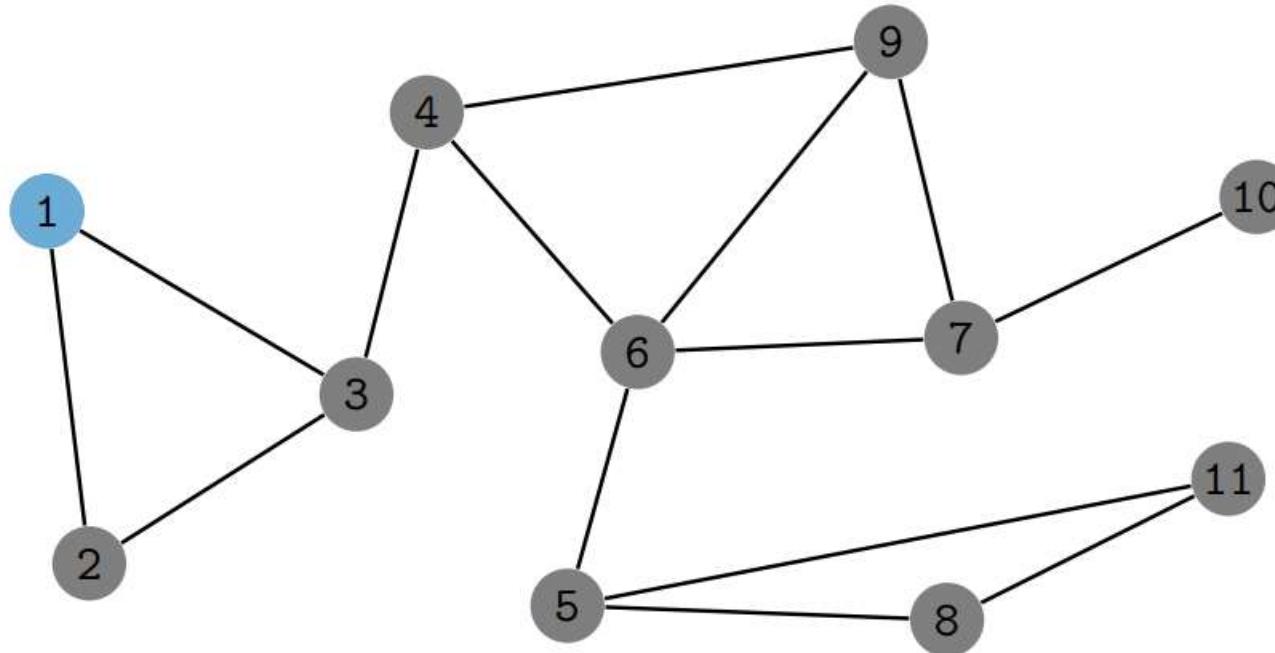
Bridges

- DFS
- DFS tree and Num, Low structure
- **Finding bridges**
- Finding articulation points



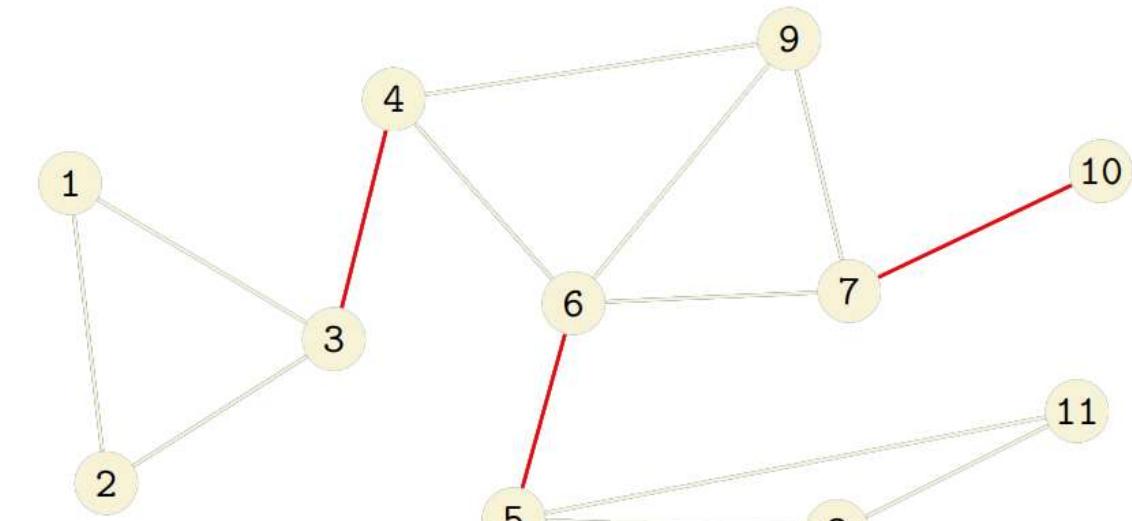
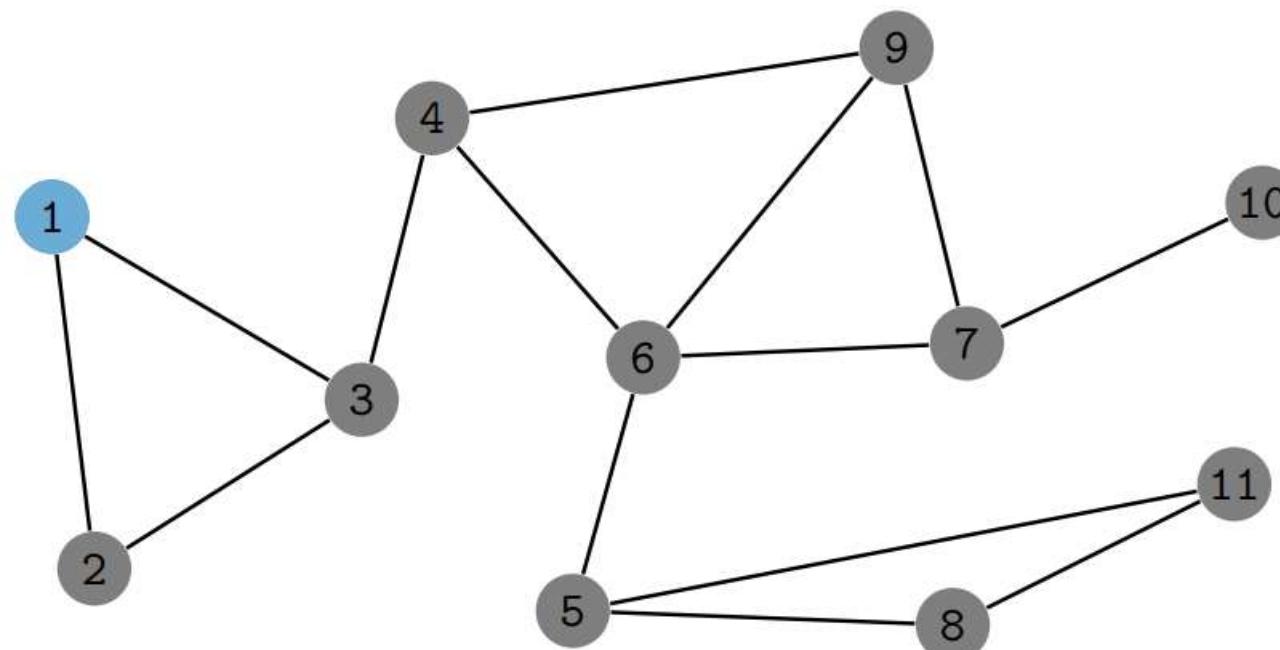
Finding bridges

- **Definition:** Bridge is an edge where if we remove it, the number of connected components in the graph increases.
- **Note:** A forward edge (u, v) is an edge if and only if $\text{Low}[v] > \text{Num}[u]$



Finding bridges

- Note: A forward edge (u, v) is an edge if and only if $Low[v] > Num[u]$



i	1	2	3	4	5	6	7	8	9	10	11
Num[i]	1	2	3	4	5	6	7	8	9	10	11
Low[i]	1	1	1	4	6	4	4	6	4	11	6

Programming

- $p[v]$: father of v in DFS
- $\text{Num}[u] = 0$: node u is not visited
- $\text{Num}[u] > 0$: node u is visited and $\text{Num}[u]$ is the order
- update $\text{low}[u]$
- check bridge (u,v)

```
DFS(u) {
    T += 1; Num[u] = T; Low[u] = T;
    for v in A[u] do {
        if v = p[u] continue;
        if Num[v] > 0 then { // v was visited
            Low[u] = min(Low[u], Num[v]);
        } else {
            p[v] = u;
            DFS(v);
            Low[u] = min(Low[u], Low[v]);
            if Low[v] > Num[u] then (u,v) is a bridge;
        }
    }
}
```



Programming - Implementation

```
1 #include <bits/stdc++.h>
2 using namespace std;
3
4 const int N = 1e5 + 2;
5
6 int timeDfs = 0, bridge = 0, cntJoint = 0;
7 vector<vector<int>> adj(N); // Danh sách kè của đồ thị
8 vector<int> low(N); // low[u] là số hiệu nhỏ nhất của các đỉnh có thể đến được từ u
9 | | | | | | | | // bằng cả cây DFS và một số cạnh ngoài cây DFS
10 vector<int> num(N); // num[u] là số hiệu của đỉnh u trong quá trình duyệt DFS
11 vector<bool> joint(N); // joint[u] là true nếu u là điểm phân cực
```



Ý tưởng cài đặt bằng đệ quy - Implementation

```
13 void dfs(int u, int pre) {
14     int child = 0; // Số lượng con trực tiếp của đỉnh u trong cây DFS
15     num[u] = low[u] = ++timeDfs;
16     for (auto v : adj[u]) {
17         if (v == pre) continue;
18         if (!num[v]) { // Nếu đỉnh v chưa được duyệt, thực hiện DFS trên nó
19             dfs(v, u);
20             low[u] = min(low[u], low[v]);
21             if (low[v] == num[v]) bridge++; // Cập nhật số cầu
22             child++;
23             if (u == pre) { // Nếu u là đỉnh gốc của cây DFS
24                 if (child > 1) joint[u] = true; // Nếu có nhiều hơn một con, u là điểm phân cực
25             } else {
26                 if (low[v] >= num[u]) joint[u] = true; // Nếu không, xét điều kiện để u là điểm phân cực
27             }
28         } else {
29             low[u] = min(low[u], num[v]); // Nếu v đã được duyệt, cập nhật low[u]
30         }
31     }
32 }
```



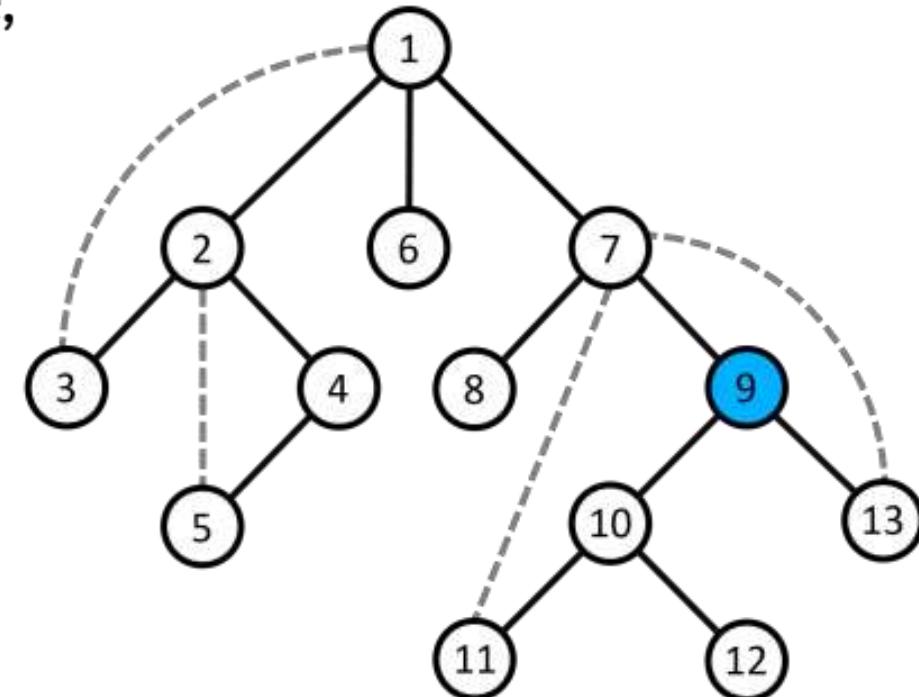
Bridges

- DFS
- DFS tree and Num, Low structure
- Finding bridges
- **Finding articulation points**



Finding articulation points

- **Definition:** In undirected graph, an articulation point is a node where if we remove it and its adjacent edge, the number of connected components in graph increase.
- **Note:** Node u is an articulation point iff:
 - Node u is the root of DFS tree and
$$Low[v] \geq Num[u]$$
where v is a direct child of u in DFS tree
 - Or u is the root of DFS tree having at least 2 direct children



Finding articulation points - Implementation

```
35 int main() {
36     ios_base::sync_with_stdio(0);
37     cin.tie(0);
38     cout.tie(0);
39     int n, m;
40     cin >> n >> m;
41     int x, y;
42     for (int i = 1; i <= m; i++) {
43         cin >> x >> y;
44         adj[x].push_back(y);
45         adj[y].push_back(x);
46     }
47     for (int i = 1; i <= n; i++) {
48         if (!num[i])
49             dfs(i, i);
50     }
51     for (int i = 1; i <= n; i++) {
52         cntJoint += joint[i]; // Đếm số điểm phân cực
53     }
54     cout << cntJoint << " " << bridge; // In kết quả
55     return 0;
56 }
```



A large, faint watermark of the HUST logo is visible across the entire slide, consisting of a grid of red dots forming the letters "HUST".

HUST

THANK YOU !