Fall'19 CSCE 629

Analysis of Algorithms

Fang Song
Texas A&M U

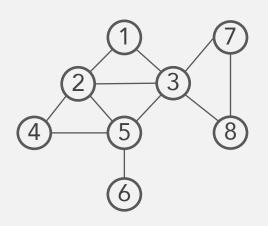
Lecture 7

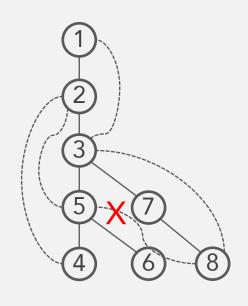
- Graph representations
- BFS/DFS implementations
- Connected component

Credit: based on slides by A. Smith & K. Wayne

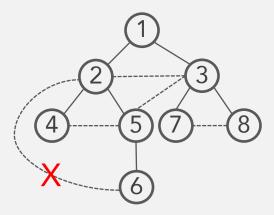
DFS Recap

Constructing DFS tree





Contrast with BFS tree



- Running time: linear O(|V| + |E|) (more to come)
- Let T be a DFS tree of G, and let $u \otimes v$ be nodes in T. Let (u, v) be an edge of G that is not an edge of T. Then one of U or V is an ancestor of the other.

Implementing (B/D)FS

Generic traversal algorithm

- 1. $R = \{s\}$
- 2. While there is an edge (u, v) where $u \in R$ and $v \notin R$, add v to R.

To implement it, need to choose

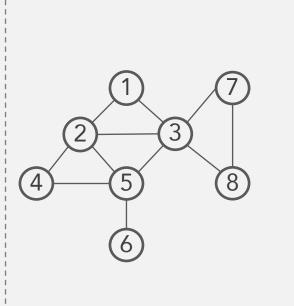
- Graph representation
- Data structures to track...
 - Vertices already explored
 - Edge to be followed next

These choices affect the order of traversal

Graph representation 1: adjacency matrix

$$G = (V, E), |V| = n, |E| = m$$

- Adjacency matrix A: n-by-n. $A_{uv} = 1$ iff. (u, v) is an edge
 - Lookup an edge: $\Theta(1)$ time
 - List all neighbors: $\Theta(n)$
 - Symmetric (undirected graph)
 - Space: $\Theta(n^2)$, good for dense graphs

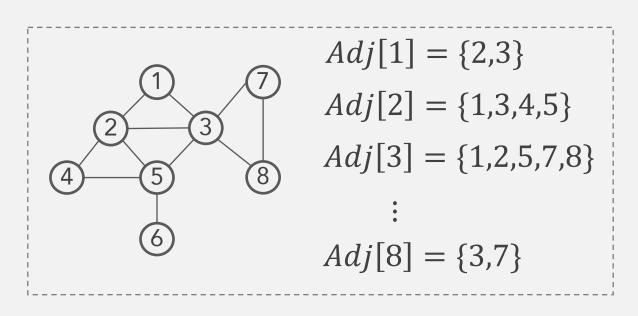


Graph representation 2: adjacency lists

$$G = (V, E), |V| = n, |E| = m$$

- Adjacency list. $\forall u \in V, Adj[u] = \{v: v \text{ adjacent to } u\}$
 - Lookup an edge (u, v): $\Theta(\deg(u))$ time
 - Space: $\Theta(n + m)$, good for sparse graphs

How many entries in the lists? $\sum_{u} \deg(u) = 2m$

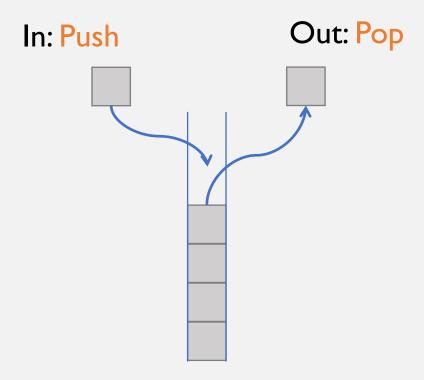


Review: queue & stack

Two options for maintaining a set of elements

1. Queue: first-in first out (FIFO) 2. Stack: last-in first out (LIFO)

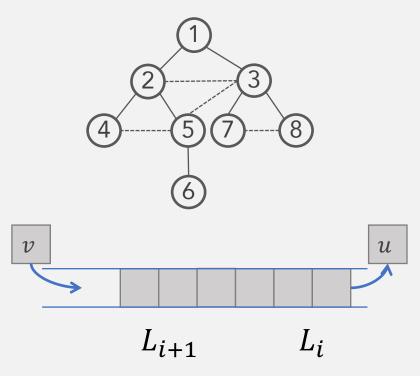




BFS implementation

- Input: G = (V, E) by adjacency list Adj. Start node s.
- Output: BFS tree T (rooted at s). Initialized to empty.

```
BFS(s): // Discovered [1,...,n]: array of bits
(explored or not) - initialized to all zeros.
// Queue Q \leftarrow \emptyset
1. Set Discovered[s] = 1
2. EnQ(s) // add s to Q
3. While Q not empty, DeQ(u)
       For each (u, v) incident to u
          If Discovered [v] = 0 then
              Set Discovered[v] = 1
              Add edge (u, v) to T
              EnQ(v)
```



BFS running time

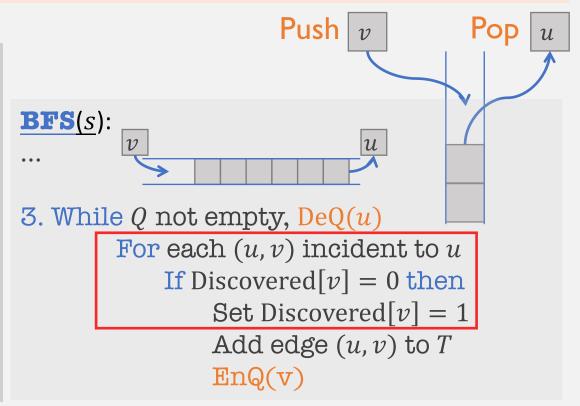
```
BFS(s): // Discovered[1,...,n]: array of bits
(explored or not) - initialized to all zeros.
// Queue Q \leftarrow \emptyset
1. Set Discovered[s] = 1
                                           O(1), run once for all
2. EnQ(s) // add s to Q
3. While Q not empty, DeQ(u)
                                      \longrightarrow O(1), run once per vertex
       For each (u, v) incident to u
          If Discovered [v] = 0 then
              Set Discovered[v] = 1
                                           O(1), run \leq twice per edge
              Add edge (u, v) to T
              EnQ(v)
```

Theorem. **BFS** takes O(m+n) time (linear in input size).

DFS implementation

Theorem. **DFS** takes O(m+n) time (linear in input size).

```
DFS(s): // Discovered[1,...,n]
// Stack S \leftarrow \emptyset
1. Set Discovered[s] = 1
2. Push(s) // add s to S
   While S not empty, Pop(u)
       If Discovered [u] = 0 then
           Set Discovered [u] = 1
           For each (u, v) incident to u
              Push(v)
```

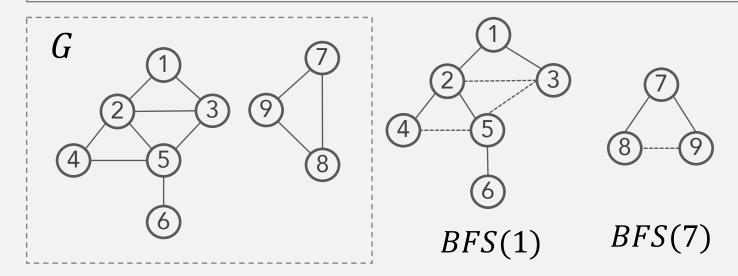


Exercise. How to build DFS tree T along the way?

Connected components

■ B/DFS actually tells more than *s-t* conectivity...

Connected component of *G* containing *s*: all nodes reachable from *s*



• Claim. For any two nodes s and t, their connected components are either identical or disjoint.

The set of all connected components

In-class discussion

- How to find all connected components?
- How fast?
- Why care?

- Iterate over V, run B/DFS
- $\sum_{i} O(n_i + m_i) = O(m+n)$
- Basic topology about *G*

