#### Gianluca Della Vedova

- Large-Scale Graph Algorithms
- Ufficio U14-2041
- https://www.unimib.it/gianluca-della-vedova
- gianluca.dellavedova@unimib.it
- https://github.com/gdv/large-scale-graph-algorithms
- Everything at https://elearning.unimib.it/

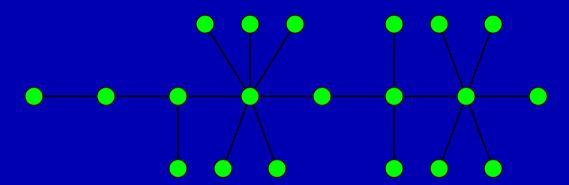
# Example



#### Notation.

- number of vertices: n
- number of edges/arcs: m

## Better representation



#### Almost a path

Compact representation

#### Breadth-first visit

```
Data: graph G, vertex root
Q ← a queue;
label root as explored;
Q.enqueue(root);
while Q ≠ ∅ do
v ← Q.dequeue();
foreach edge (v, w) do
if w is not labeled as explored then
label w as explored;
Q.enqueue(w)
```

#### Depth-first visit

```
Data: graph G, vertex root
S ← a stack;
S.push(root);
while S ≠ ∅ do

v ← S.pop();
if v is not labeled as explored then
label v as explored;
foreach edge (v, w) do
S.push(w)
```

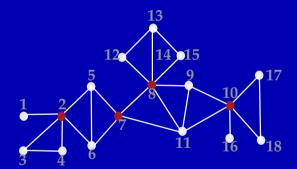
## Dijkstra's algorithm

```
Data: graph G, vertex source
Q \leftarrow a queue;
foreach vertex v do
    dist[v] \leftarrow \infty;
    Q.enqueue(v)
dist[source] \leftarrow 0:
while Q \neq \emptyset do
    u \leftarrow vertex in Q minimizing dist[u];
    O.deque(u);
    foreach neighbor v of u still in Q do
        alt \leftarrow dist[u] + Graph.Edges(u, v);
        if alt < dist[v] then
            dist[v] \leftarrow alt;
            prev[v] \leftarrow u;
return dist[], prev[];
```

# Dijkstra's algorithm — priority queue

```
Data: graph G, vertex source
O \leftarrow a priority queue;
foreach vertex v do
    dist[v] \leftarrow \infty;
    Q.add_with_priority(v, dist[v])
dist[source] \leftarrow 0;
while O \neq \emptyset do
    u \leftarrow O.extract min;
    foreach neighbor v of u still in O do
        alt \leftarrow dist[u] + Graph.Edges(u, v);
        if alt < dist[v] then
            dist[v] \leftarrow alt:
            prev[v] \leftarrow u;
             Q.decrease_priority(v, alt)
return dist[], prev[];
```

## Biconnected components



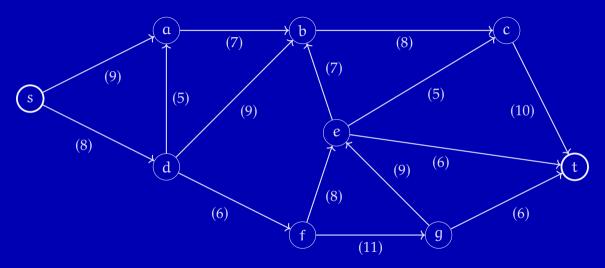
## Find articulation points

```
Data: connected graph G, vertex root
S \leftarrow a \text{ stack};
S.push((root, nil));
d \leftarrow -1:
while S \neq \emptyset do
    d \leftarrow d + 1:
    (v, p) \leftarrow S.peek();
    if v is not explored then
         label v as explored; parent(v) \leftarrow p; depth[v] \leftarrow d;
         lowpoint[v] = depth[v];
         foreach edge (v, w) do
             S.push((w, v));
    else
         lowpoint[v] =
          \min \{ \min_{w \in N(v), w \neq p} \{ depth[w] \}, \min_{w \in N(v), parent(w) = v} \{ lowpoint[w] \} \}
    d \leftarrow d - 1:
    v \leftarrow S.pop();
```

#### Find bridges

```
Data: connected graph G, vertex root
S \leftarrow a \text{ stack}:
S.push((root, nil));
x \leftarrow -1:
while S \neq \emptyset do
     (v, p) \leftarrow S.peek();
     if v is not explored then
           x \leftarrow x + 1:
           label v as explored; P(v) \leftarrow p; num[v] \leftarrow x;
           foreach edge(v, w) do
                 S.push((w, v));
      else
           nd[v] = 1 + \sum_{w \in N(v)} p(w) = v nd[w];
           l[v] =
             \min \left\{ \operatorname{num}[v], \min_{w \in N(v), w \neq p, P(w) \neq v} \left\{ \operatorname{num}[w] \right\}, \min_{w \in \operatorname{children}(v)} \left\{ \operatorname{l}[w] \right\} \right\};
           h[v] =
             \max \left\{ \text{num}[v], \max_{w \in N(v), w \neq p, P(w) \neq v} \left\{ \text{num}[w] \right\}, \max_{w \in \text{children}(v)} \left\{ h[w] \right\} \right\};
```

#### Max flow



#### Max flow – Min cut theorem

Let f be a flow of a graph G = (V, E). Then the following three conditions are equivalent:

- 1 f is a maximum flow
- the residual graph has no augmenting path
- 3 there is a cut (S,T) of G such that c(S,T) = |f|

## **Figures**

David Eppstein, Public Domain, https://commons.wikimedia.org/w/index.php?curid=10261635

This work is licensed under a Creative Commons Attribution-Share Alike 4.0 International License (https://creativecommons.org/licenses/by-sa/4.0/).



