

# Lecture 10

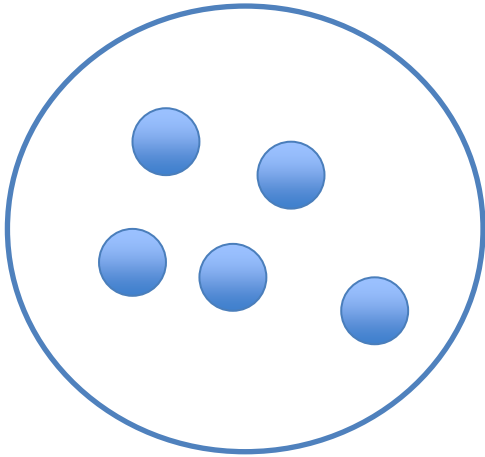
## Basic Graph Algorithms

Department of Computer Science  
Hofstra University

# Lecture Goals

- Compare the **Graph ADT** with other ADTs
- Define **basic notions** associated with graphs
- Write classes in Java to **implement** graphs
- Implement graphs in Java using an **adjacency matrix** representation and an **adjacency list** representation
- Implement a method to find the **neighbors** of a vertex in two ways.
- We introduce two classic algorithms for searching a graph—**depth-first search** and **breadth-first search**.
- We also consider the problem of **computing connected components** and conclude with related problems and applications.
- we introduce a depth-first search based algorithm for computing the **topological order** of an acyclic digraph.

# ADT of Graph



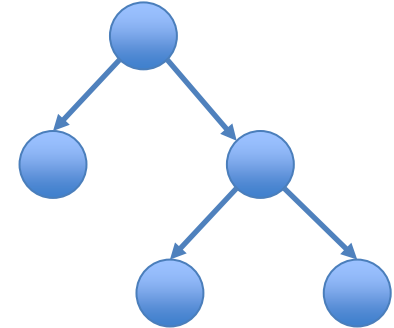
Unstructured structures

Sets



Sequential, linear structures

Arrays, linked lists



Hierarchical structures

Trees

Useful for

- iterating over all elements,
- accessing via index

Can indicate common structure in key

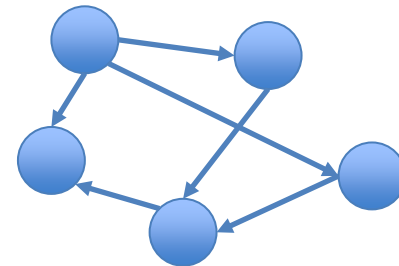
- for example, the prefix in tire

**Principle:** Basic objects & Relationships between them

**Graph** is a generalization of this principle

**Basic objects:** vertices, nodes

**Relationships between them:** edges, arcs, links



# Examples of Graphs



Basic objects: we  
Relationships between them: friends



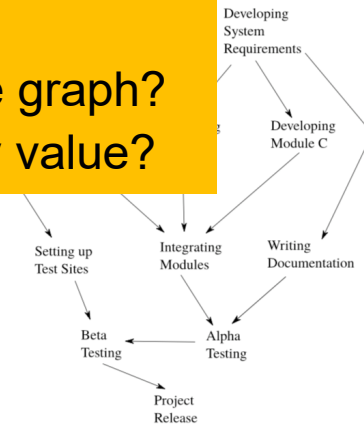
Basic objects: people  
Relationships between them: friends



Basic objects: nonstop flights

Some general questions related to graphs:

- How to create a graph?
- Are two vertices adjacent?
- Is the graph dense? sparse?
- How far are two vertices in the graph?
- How many components are there in the graph?
- Can we find a vertex with particular key value?



Basic objects: tasks  
Relationships between them: dependencies

# Graph Definitions

Basic objects: vertices, nodes

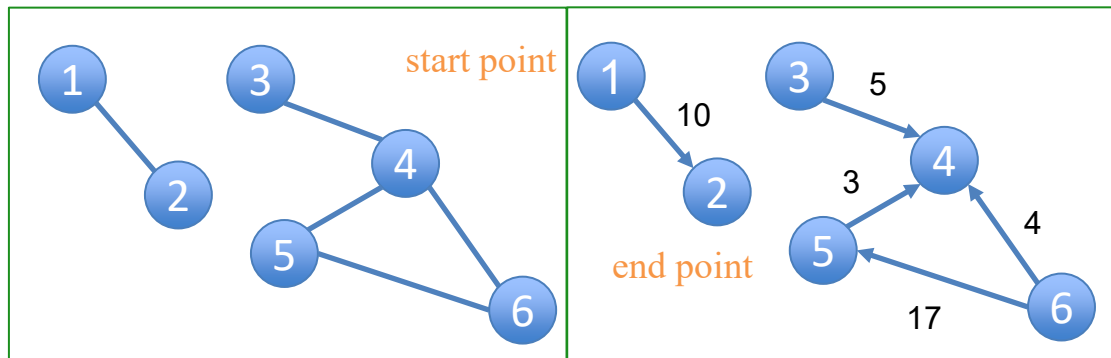
V

have a huge impact on the performance

Relationships between them: edges, arcs, links

E

Size of graph:  $|V| + |E|$



Undirected

edges are symmetric

Directed

Weighted

cost

**Neighbor:**  $u$  is a neighbor of  $v$  if:  
there is an edge from  $u$  to  $v$   
OR  
there is an edge from  $v$  to  $u$

What are the neighbors of the vertex 4?

- A. 3,4,5,6
- ☒ B. 3,5,6
- C. 3,6
- D. 5

**Path:** sequence of vertices and edges that depicts hopping along graph

For which pair of vertices is there a path in the graph starting at the first and ending at the second?

- A. vertex 1 and vertex 3
- ☒ B. vertex 4 and vertex 6
- ☒ C. vertex 6 and vertex 5

What's the maximum number of edges in a **directed** and **undirected** graph with  $n$  vertices?

$n*(n-1)$  for the **directed** graph and  $n*(n-1)/2$  for the **undirected** graph (i.e. edges from a node back to itself).

- Assume there is at most one edge from a given start vertex to a given end vertex.

# Implementing Graphs in Java

Basic objects: vertices, nodes ← Label by integers

Relationships between them: edges, arcs, links

```
public abstract class Graph {  
    private int numVertices;  
    private int numEdges;  
  
    public Graph() {  
        numVertices = numEdges = 0;  
    }  
  
    public int getNumVertices() {  
        return numVertices;  
    }  
  
    public int getNumEdges() {  
        return numEdges;  
    }  
  
    public void addVertex() {  
        implementAddVertex();  
        numVertices++;  
    }  
  
    public abstract void implementAddVertex();  
    public abstract List<Integer> getNeighbors(int v);  
}
```

size of a graph

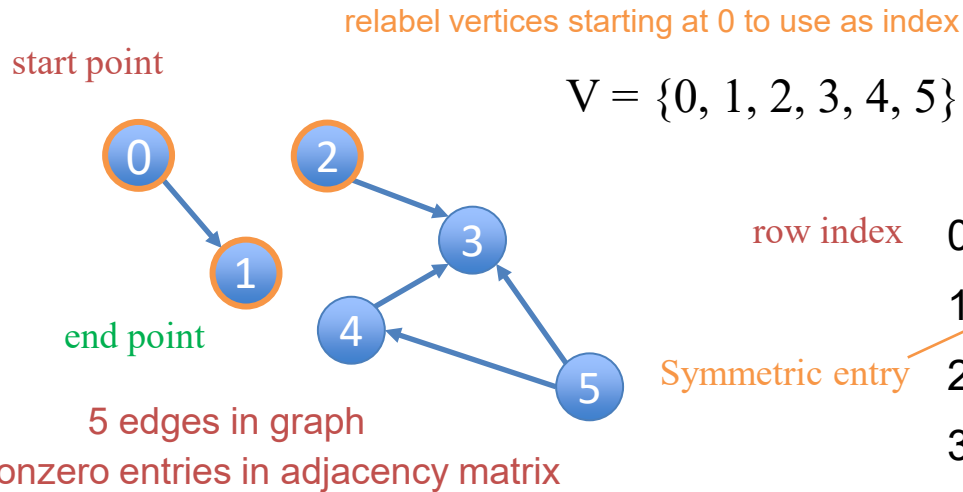
data associated with any graph

methods that ought to be available with any graph.

leave implementation of key functionalities to subclasses

For example, which cities we can reach with nonstop flight?

# Graph Representation: Adjacency Matrix



Column index

array entry > 1:  
- multiple edges,  
- or weighted edges

	0	1	2	3	4	5
0	0	1	0	0	0	0
1	0	0	0	0	0	0
2	0	0	0	1	0	0
3	0	0	0	0	0	0
4	0	0	0	1	0	0
5	0	0	0	1	1	0

The grid (2-d array) is indexed by the vertices labels and stores information in a particular location based on whether these two vertices have an edge between them or not

How long does it take to test whether there is an edge between vertex  $v$  and vertex  $w$  in the graph?

$O(1)$

```
public class GraphAdjMatrix extends Graph {
    private int[][] adjMatrix;

    public void implementAddEdge(int v, int w) {
        adjMatrix[v][w] = 1;
    }

    public void implementAddVertex() {
        int v = getNumVertices();
        if (v >= adjMatrix.length) {
            int[][] newAdjMatrix = new int[v * 2][v * 2];
            for (int i = 0; i < adjMatrix.length; i++) {
                for (int j = 0; j < adjMatrix.length; j++) {
                    newAdjMatrix[i][j] = adjMatrix[i][j];
                }
            }
            adjMatrix = newAdjMatrix;
        }
    }
}
```

$v*2$  instead of  $v+1$  to amortize cost of adding new vertices in the future.

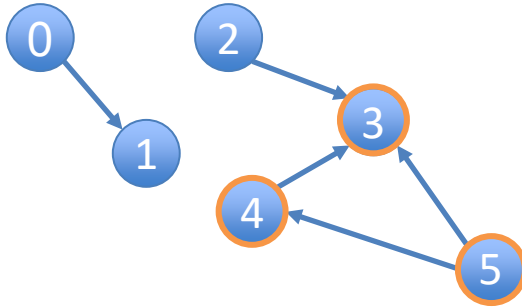
expand the 2-d array

Graph Implementations

<https://www.youtube.com/watch?v=2guA5uMEmZQ>

- Algebraic representation of graph structure.
- Fast to test for edges.
- Fast to add/remove edges.
- Slow to add/remove vertices.
- Requires a lot of memory. *sparse*

# Graph Representation: Adjacency List



Motivation for new representation:

- want to avoid storing information on edges that aren't in the graph
- Edges connect a vertex to its neighbors

Neighbour can be reached by one hop

0 → {1}

1 → null

2 → {3}

3 → null

4 → {3}

5 → {3, 4}

- Easy to add vertices.
- Easy to add/remove edges.
- May use a lot less memory than adjacency matrices.

- Sparse graph:  $O(1)$  edges for each vertex
- most applications use sparse graphs

Is it also fast?

```
public class GraphAdjList extends Graph {  
    private Map<Integer, ArrayList<Integer>> adjListsMap;  
    vertex → {neighbors}  
  
    public void implementAddVertex() {  
        int v = getNumVertices();  
        ArrayList<Integer> neighbors = new ArrayList<Integer>();  
        adjListsMap.put(v, neighbors);  
    }  
  
    public void implementAddEdge(int v, int w) {  
        adjListsMap.get(v).add(w);  
    }  
}
```

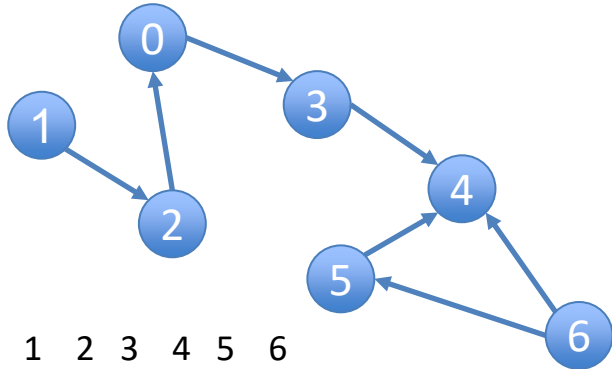
```
public class ArrayList<E>  
    extends AbstractList<E>  
    implements List<E>, RandomAccess, Cloneable, Serializable  
  
    Resizable-array implementation of the List interface. Implements all optional  
    list operations, and permits all elements, including null. In addition to  
    implementing the List interface, this class provides methods to manipulate  
    the size of the array that is used internally to store the list. (This class is  
    roughly equivalent to Vector, except that it is unsynchronized.)
```

The size, isEmpty, get, set, iterator, and listIterator operations run in constant time. The add operation runs in *amortized constant time*, that is, adding n elements requires  $O(n)$  time. All of the other operations run in linear time (roughly speaking). The constant factor is low compared to that for the

Yes. Operations are all  $O(1)$



# Some Practices



How much storage is required to represent a graph as a **matrix**? (Big-O, Tightest Bound)

- A.  $|V|$
- B.  $|E|$
- C.  $|V|+|E|$
- D.  $|V|^2$**
- E.  $|E|^2$

	0	1	2	3	4	5	6
0	0	0	0	1	0	0	0
1	0	0	1	0	0	0	0
2	1	0	0	0	0	0	0
3	0	0	0	0	1	0	0
4	0	0	0	0	0	0	0
5	0	0	0	0	1	0	0
6	0	0	0	0	1	1	0

What would change if undirected?

Symmetric matrix, hence half of the matrix is redundant, but still  $O(|V|^2)$

For dense graphs with lots of edges,  $|E|$  will be as large as  $|V|^2$

$O(|V|)$

$O(|E|)$

0	→ {3}
1	→ {2}
2	→ {0}
3	→ {4}
4	→ null
5	→ {4}
6	→ {4, 5}

	0	1	2	3	4	5	6
0	0	0	1	1	0	0	0
1	0	0	1	0	0	0	0
2	1	1	0	0	0	0	0
3	1	0	0	0	1	0	0
4	0	0	0	1	0	1	1
5	0	0	0	0	1	0	1
6	0	0	0	0	1	1	0

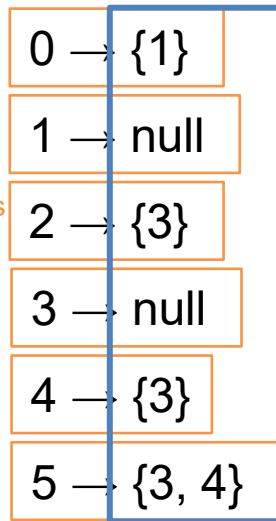
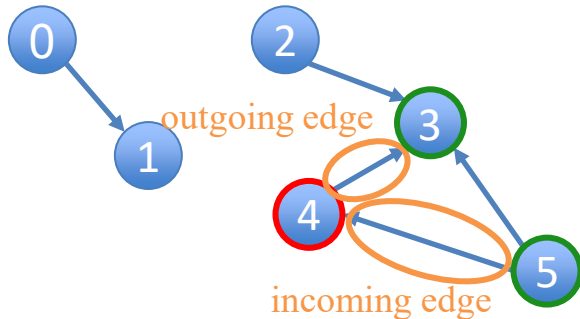
Symmetric matrix

How much storage is required to represent a graph as an **adjacency list**? (Big-O, Tightest Bound)

- A.  $|V|$
- B.  $|E|$
- C.  $|V|+|E|$**
- D.  $|V|^2$
- E.  $|E|^2$

Much more efficient for sparse graphs!

# Find the Neighbors



count the number of occurrences in all lists

return the size of list

Which implementation makes finding the out degree more efficient?

**Matrix:**  $O(|V|)$  **List:**  $O(1)$

**Neighbors:** vertices that are adjacent.

there is edge in between

**Out degree:** number of outgoing edges.

**In degree:** number of incoming edges.

	0	1	2	3	4	5
0	0	1	0	0	0	0
1	0	0	0	0	0	0
2	0	0	0	1	0	0
3	0	0	0	0	0	0
4	0	0	0	1	0	0
5	0	0	0	1	1	0

count the number of nonzero slots

Which implementation makes finding the in degree more efficient?

**Matrix:**  $O(|V|)$  **List:**  $O(|E| + |V|)$

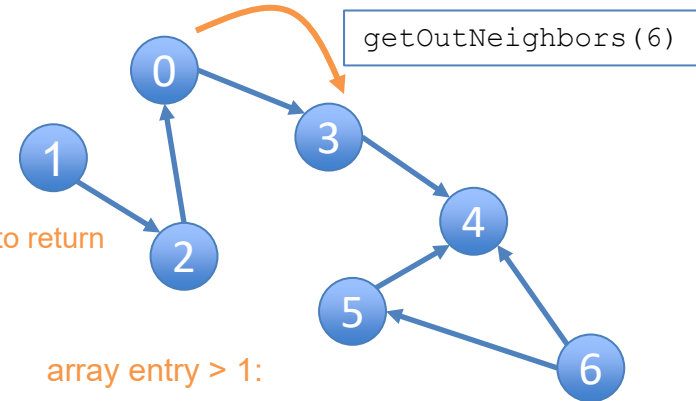
For dense graphs without multiple edges between pairs of vertices,  $|E|$  is  $O(|V|^2)$ . so the adjacency matrix representation is faster. For sparse graphs,  $|E| = O(|V|)$  so both representations have the same performance.

# Coding getOutNeighbors (outgoing)

```
public class GraphAdjMatrix extends Graph {  
  
    private int[][] adjMatrix;  
  
    public List<Integer> getOutNeighbors(int v) {  
        List<Integer> neighbors = new ArrayList<Integer>();  
        for (int i = 0; i < getNumVertices(); i++) {  
            for (int j = 0; j < adjMatrix[v][i]; j++)  
                if (adjMatrix[v][i] > 0)  
                    neighbors.add(i);  
        }  
        return neighbors;  
    }  
}
```

```
public class GraphAdjList extends Graph {  
  
    private Map<Integer, ArrayList<Integer>> adjListsMap;  
  
    public List<Integer> getOutNeighbors(int v) {  
        return adjListsMap.get(v); // return v's list  
        return new ArrayList<Integer>(adjListsMap.get(v)); // return a COPY of v's list  
    }  
}
```

From a software development point of view, is this a good implementation?



array entry > 1:  
- multiple edges

	0	1	2	3	4	5	6
0	0	0	0	2	0	0	0
1	0	0	1	0	0	0	0
2	1	0	0	0	0	0	0
3	0	0	0	0	1	0	0
4	0	0	0	0	0	0	0
5	0	0	0	0	1	0	0
6	0	0	0	0	1	1	0

0 → {3}

1 → {2}

2 → {0}

3 → {4}

4 → null

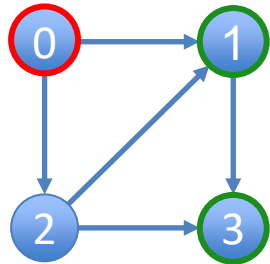
5 → {4}

6 → {4, 5}

What does this change do?

- A. It's a change in the code but will not materially affect the output.
- ☒ B. It will take multiple edges into account.
- C. It will have some other effect on the code behavior.

# Coding 2-Hop Neighbors (outgoing)



0 → {1, 2}

1 → {3}

2 → {1, 3}

3 → null

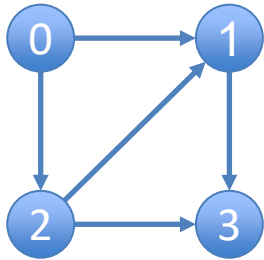
	0	1	2	3
0	0	1	1	0
1	0	0	0	1
2	0	1	0	1
3	0	0	0	0

Find all two-hop neighbors from given vertex

```
public class GraphAdjList extends Graph {  
  
    private Map<Integer, ArrayList<Integer>> adjListsMap;  
  
    public List<Integer> getDistance2 (int v) {  
        List<Integer> distance2 = new ArrayList<>();  
  
        // Loop through oneHop and get the neighbors of each  
        for(int u : getOutNeighbors(v)){  
            distance2.addAll(getOutNeighbors(u));  
        }  
        return distance2;  
    }  
}
```

```
public class GraphAdjMatrix extends Graph {  
  
    private int[][] adjMatrix;  
  
    public List<Integer> getDistance2 (int v) {  
        List<Integer> distance2 = new ArrayList<Integer>();  
  
        // Loop through oneHop and get the neighbors of each  
        for(int u : getOutNeighbors(v)){  
            distance2.addAll(getOutNeighbors(u));  
        }  
        return distance2;  
    }  
}
```

# Coding 2-Hop Neighbors (Matrix Multiplication)



Matrix multiplication for finding two-hop neighbors

For all the vertices in the graph

$$\begin{pmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{pmatrix}^2 = \text{matrix whose entries are two-hop neighbors!}$$

	0	1	2	3
0	0	1	1	0
1	0	0	0	1
2	0	1	0	1
3	0	0	0	0

$$\begin{pmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{pmatrix} \begin{pmatrix} 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 \end{pmatrix} = \begin{pmatrix} \boxed{\phantom{00}} & \boxed{\phantom{00}} & \boxed{\phantom{00}} & \boxed{\phantom{00}} \\ \boxed{\phantom{00}} & & & \end{pmatrix}$$

Dot product

$$0*0 + 1*0 + 1*0 + 0*0 = 0$$

$$0*0 + 1*1 + 1*1 + 0*0 = 2$$

$$0*1 + 1*0 + 1*1 + 0*0 = 1$$

$$0*0 + 0*0 + 0*0 + 1*0 = 0$$

$$0*1 + 1*0 + 1*0 + 0*0 = 0$$

	0	1	2	3
0	0	1	0	2
1	0	0	0	0
2	0	0	0	1
3	0	0	0	0

Matrix multiplication is well studied and optimized in software and hardware, and can be done very fast

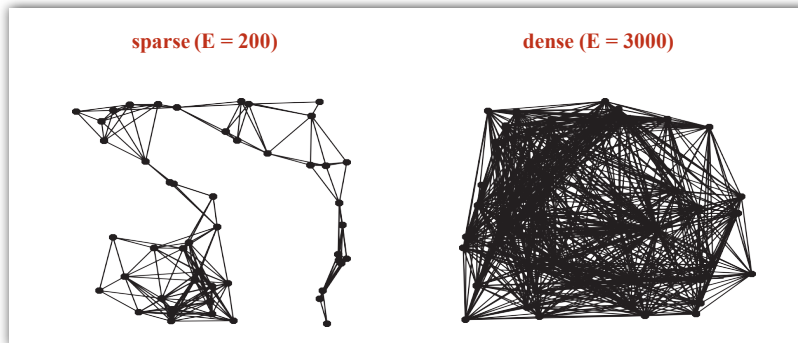
# Summary of Digraph Representations

In practice, Use adjacency-lists representation.

- Algorithms based on iterating over vertices adjacent from  $v$ .
- Real-world graphs tend to be **sparse** (not **dense**).

↑  
proportional to  $V$

↑  
proportional to  $V^2$



Two graphs ( $V=50$ )

representation	space	insert edge from $v$ to $w$	edge from $v$ to $w$ ?	iterate over vertices adjacent from $v$ ?
adjacency matrix	$V^2$	1 †	1	$V$
adjacency lists	$E + V$	1	$\text{outdegree}(v)$	$\text{outdegree}(v)$

† disallows parallel edges

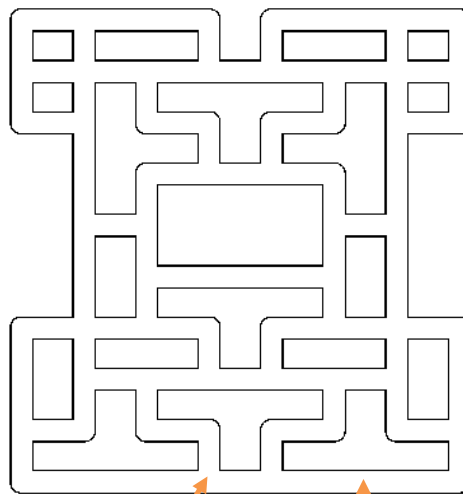
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- Implement graphs in Java using an adjacency matrix representation and an adjacency list representation
- Implement a method to find the neighbors of a vertex in two ways.
- We introduce two classic algorithms for searching a graph—**depth-first search** and **breadth-first search**.
- We also consider the problem of **computing connected components** and conclude with related problems and applications.
- we introduce a depth-first search based algorithm for computing the **topological order** of an acyclic digraph.

# Represent Problems as Graphs: Maze Exploration

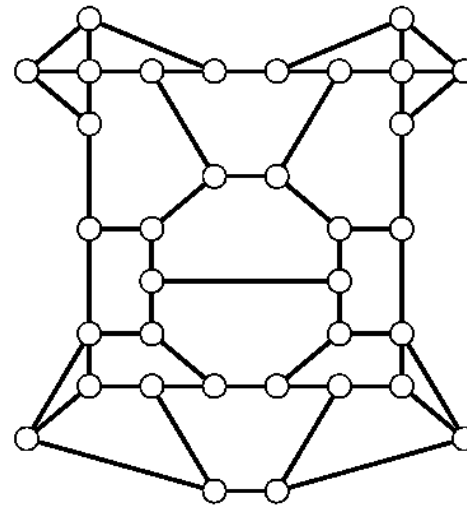
Goal. Explore every intersection in the maze.

Maze graph. Vertex = intersection. Edge = passage.



intersection

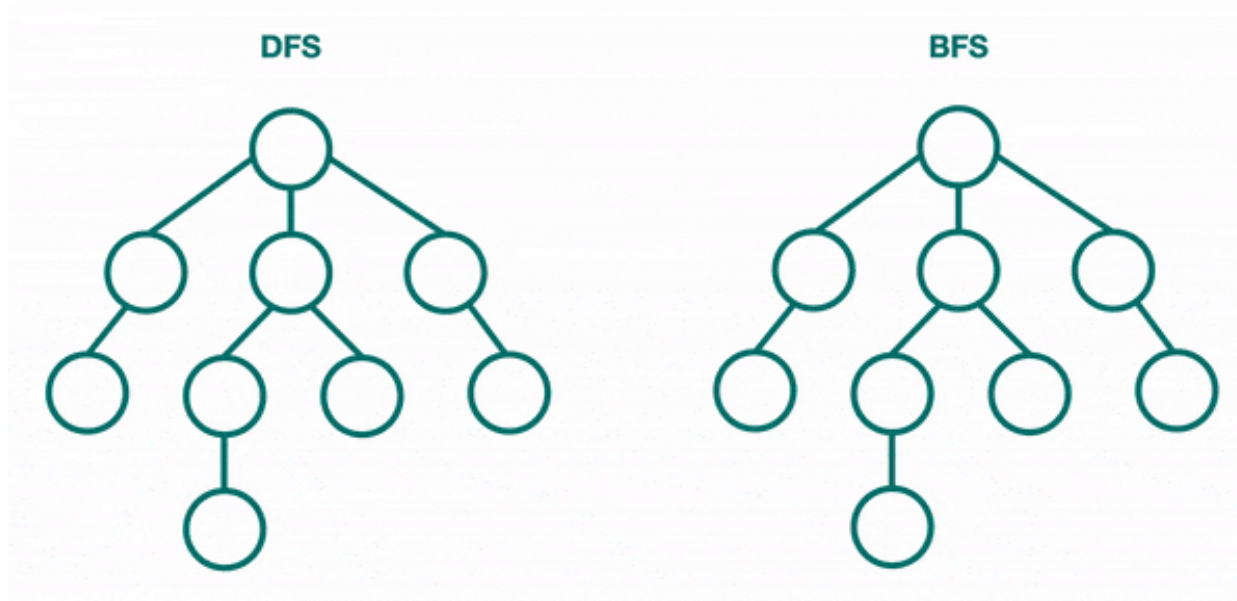
passage





# DFS and BFS

- Breadth-first search in 4 minutes
  - <https://www.youtube.com/watch?v=HZ5YTanv5QE>
- Depth-first search in 4 minutes
  - <https://www.youtube.com/watch?v=Urx87-NMm6c>
- Graph Traversals - Breadth First and Depth First
  - <https://www.youtube.com/watch?v=bIA8HEEUxZI>

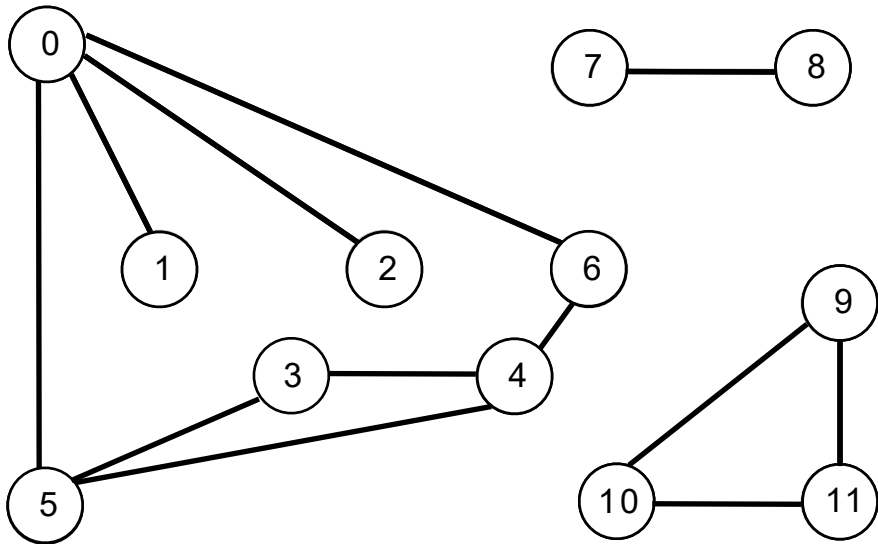


# Depth-First Search (DFS)

**Goal.** Systematically traverse a graph.

## Typical applications.

- Find all vertices connected to a given source vertex.
- Find a path between two vertices.



## Data structures.

- Boolean array `marked[]` to mark vertices.
- Integer array `edgeTo[]` to keep track of paths.
  - `(edgeTo[w] == v)` means that edge `v-w` taken to discover vertex `w`

**DFS** (to visit a vertex `v`)

**Mark vertex `v`.**

**Recursively visit all unmarked vertices `w` adjacent to `v`.**

Java execution stack is used to keep track of where to search next

<code>v</code>	<code>marked[]</code>	<code>edgeTo[]</code>	
0	T	—	←
1	T	0	←
2	T	0	←
3	T	5	←
4	T	6	←
5	T	4	←
6	T	0	←
7	F	—	
8	F	—	
9	F	—	
10	F	—	
11	F	—	

dfs(0)  
  dfs(6)  
    dfs(4)  
      dfs(5)  
        dfs(3)  
          3 done  
        5 done  
      4 done  
    6 done  
  dfs(2)  
    2 done  
  dfs(1)  
    1 done  
  0 done

# Class Design Pattern

Decouple graph data type from graph processing.

- Create a Graph object.
- Pass the Graph to a graph-processing routine.
- Query the graph-processing routine for information.

```
public class Paths
```

```
    Paths(Graph G, int s)           //find paths in G from source s
```

```
    Boolean hasPathTo(int v)        //is there a path from s to v?
```

```
    Iterable<Integer> pathTo(int v) //path from s to v; null if no such path
```

```
Paths paths = new Paths(G, s);  
    for (int v = 0; v < G.V(); v++)  
        if (paths.hasPathTo(v))  
            StdOut.println(v);
```

← print all vertices connected to s

# Depth-First Search: Java Implementation

```
public class DepthFirstPaths {
```

```
    private boolean[] marked;  
    private int[] edgeTo;  
    private int s;
```

← marked[v] = true if v connected to s  
← edgeTo[v] = previous vertex on path from s to v

```
    public DepthFirstPaths(Graph G, int s) {  
        ...  
        dfs(G, s);  
    }
```

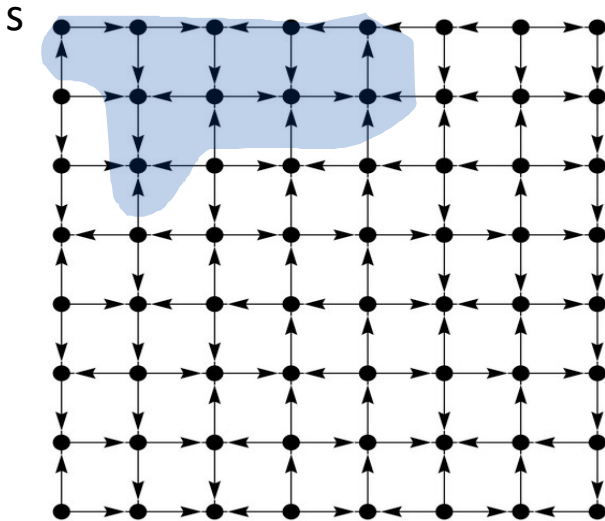
← initialize data structures  
← find vertices connected to s

```
    private void dfs(Graph G, int v) {  
        marked[v] = true;  
        for (int w : G.adj(v))  
            if (!marked[w])  
            {  
                edgeTo[w] = v;  
                dfs(G, w);  
            }  
    }  
}
```

← recursive DFS does the work

# Depth-First Search For Directed Graph

**Problem: Reachability** - Find all vertices reachable from  $s$  along a directed path.



Every **undirected** graph is a **digraph** (with edges in both directions). **DFS** is a **digraph** algorithm.

- Same method as for undirected graphs.
- Code for directed graphs identical to undirected one.

```
public class DirectedDFS {  
    private boolean[] marked; ← true if connected to s  
  
    public DirectedDFS(Digraph G, int s) {  
        marked = new boolean[G.V()];  
        dfs(G, s); ← constructor marks vertices connected to s  
    }  
  
    private void dfs(Digraph G, int v) {  
        marked[v] = true;  
        for (int w : G.adj(v))  
            if (!marked[w]) ← recursive DFS does the work  
                dfs(G, w);  
    }  
  
    public boolean visited(int v) ← client can ask whether any vertex is connected to s  
    { return marked[v]; }  
}
```

# Depth-First Search: Properties

**Proposition.** DFS marks all vertices connected to  $s$  in time proportional to the sum of their degrees (plus time to initialize the `marked[]` array).

**Pf. [correctness]**

If  $w$  connected to  $s$ , then  $w$  marked. (if  $w$  unmarked, then consider last edge on a path from  $s$  to  $w$  that goes from a marked vertex to an unmarked one).

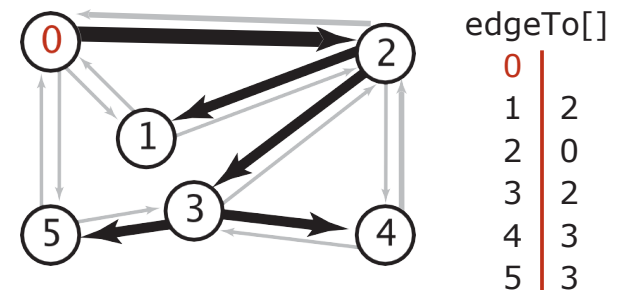
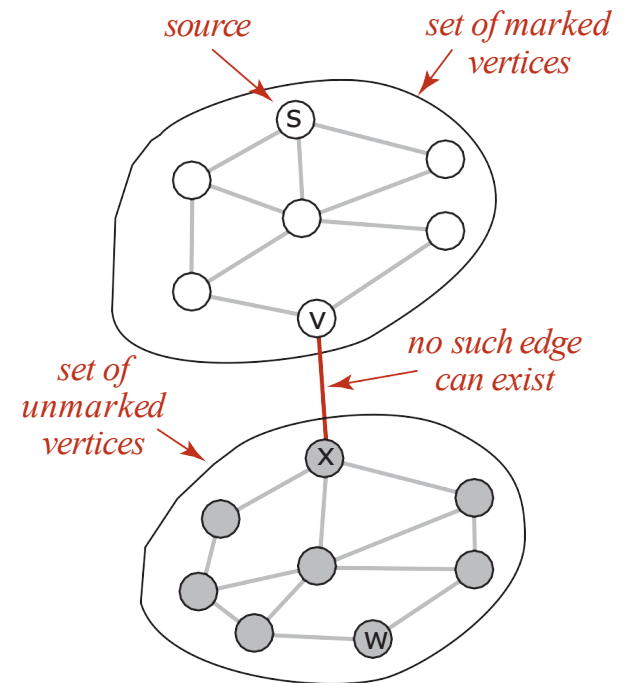
**Pf. [running time]**

Each vertex connected to  $s$  is visited once.

**Proposition.** After DFS, can check if vertex  $v$  is connected to  $s$  in constant time and can find  $v$ - $s$  path (if one exists) in time proportional to its length.

**Pf.** `edgeTo[]` is parent-link representation of a tree rooted at vertex  $s$ .

```
public Boolean hasPathTo(int v)
{ return marked[v]; }
public Iterable<Integer> pathTo(int v) {
    if (!hasPathTo(v)) return null;
    Stack<Integer> path = new Stack<Integer>();
    for (int x = v; x != s; x = edgeTo[x])
        path.push(x);
    path.push(s);
    return path;
}
```



# Depth-First Search Application: Flood Fill

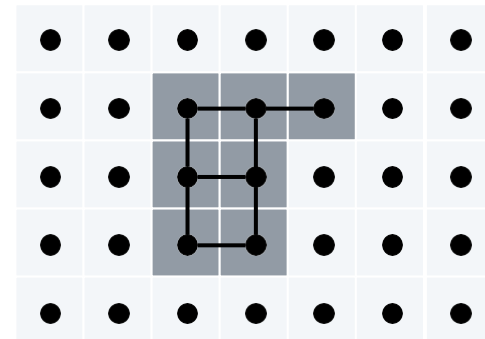
**Problem.** Flood fill (Photoshop magic wand).

**Assumptions.** Picture has millions to billions of pixels.



**Solution.**

- Build a **grid graph**.
- Vertex: pixel.
- Edge: between two adjacent gray pixels.
- Blob: all pixels connected to given pixel.



# Reachability Application: Mark–Sweep Garbage Collector

Every data structure is a digraph.

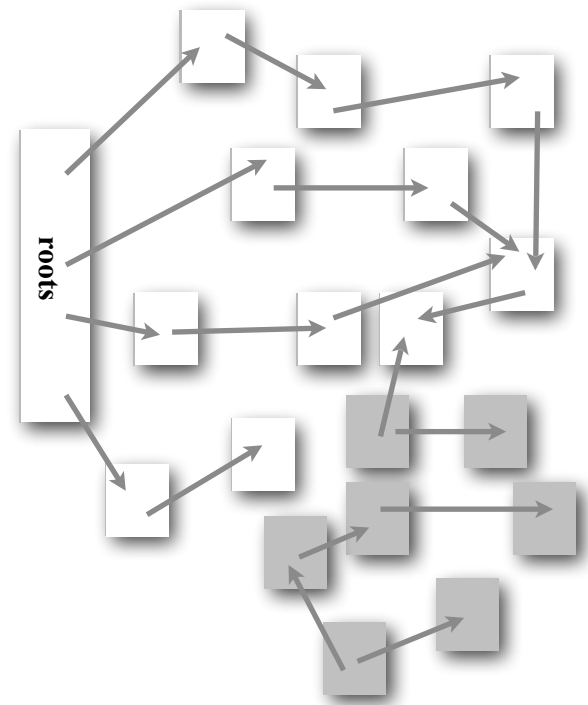
- Vertex = object.
- Edge = reference.
- Roots: Objects known to be directly accessible by program (e.g., stack).
- **Reachable objects**: Objects indirectly accessible by program (starting at a root and following a chain of pointers).

**Mark–sweep algorithm.** [McCarthy, 1960]

**Mark:** mark all reachable objects.

**Sweep:** if object is unmarked, it is garbage (so add to free list).

Memory cost. Uses 1 extra mark bit per object (plus DFS stack).





# Breadth-First Search (BFS)

**BFS** (from source vertex  $s$ )

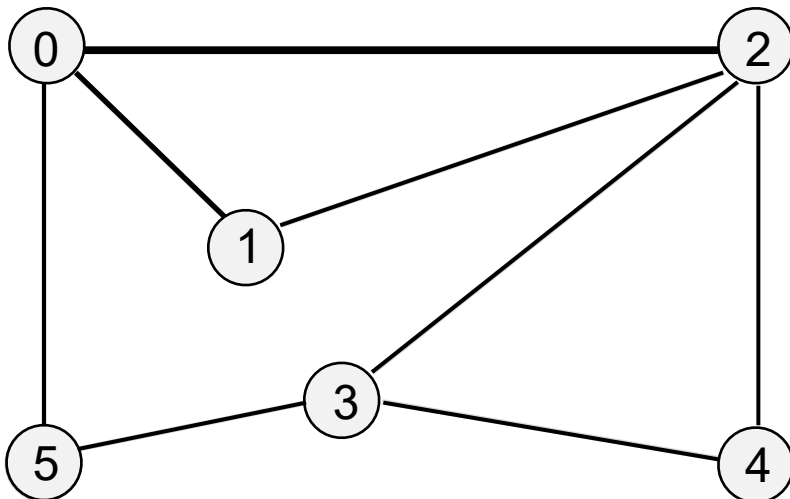
Put  $s$  onto a FIFO queue, and mark  $s$  as visited.

Repeat until the queue is empty:

- remove the least recently added vertex  $v$
- add each of  $v$ 's unmarked neighbors to the queue, and mark them.

Queue

4  
3  
5  
1  
2  
0



$v$	marked[ ]	edgeTo[ ]	distTo[ ]	
0	T	—	0	←
1	T	0	1	←
2	T	0	1	←
3	T	2	2	←
4	T	2	2	←
5	T	0	1	←

$\text{distTo}[v] = \text{distTo}[\text{edgeTo}[v]] + 1;$

$s.\text{distTo}[v]$  stores the distance from  $s$  to  $v$

# Breadth-First Search: Java Implementation

```
public class BreadthFirstPaths {  
    private boolean[] marked;  
    private int[] edgeTo;  
    private int[] distTo;  
    ...  
    private void bfs(Graph G, int s) {  
        Queue<Integer> q = new Queue<Integer>();  
        q.enqueue(s);  
        marked[s] = true;  
        distTo[s] = 0;  
  
        while (!q.isEmpty()) {  
            int v = q.dequeue();  
            for (int w : G.adj(v)) {  
                if (!marked[w]) {  
                    q.enqueue(w);  
                    marked[w] = true;  
                    edgeTo[w] = v;  
                    distTo[w] = distTo[v] + 1;  
                }  
            }  
        }  
    }  
}
```

- **DFS**. Put unvisited vertices on a **stack**.
- **BFS**. Put unvisited vertices on a **queue**.

← initialize FIFO queue of  
vertices to explore

← found new vertex w via edge v-w

Every **undirected** graph is a **digraph** (with edges in both directions). **BFS is a digraph algorithm**.

- For **directed** graph, same method as for undirected graphs.
- Code for directed graphs identical to undirected one.

# Breadth-First Search Properties

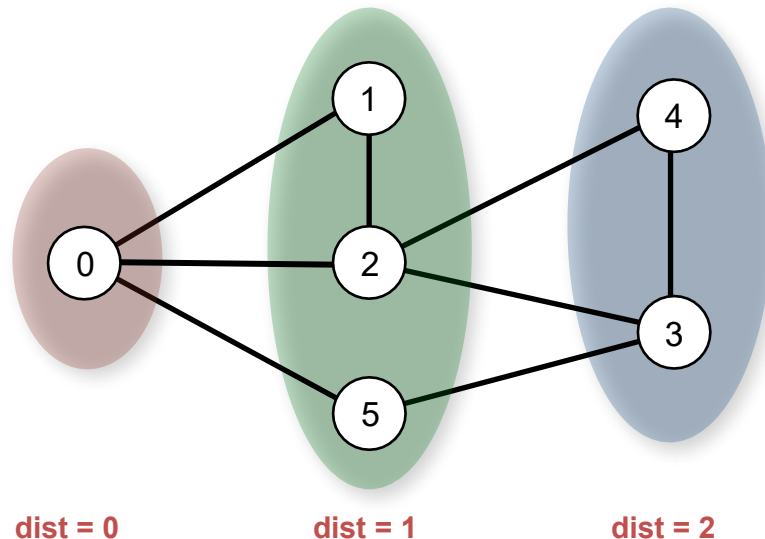
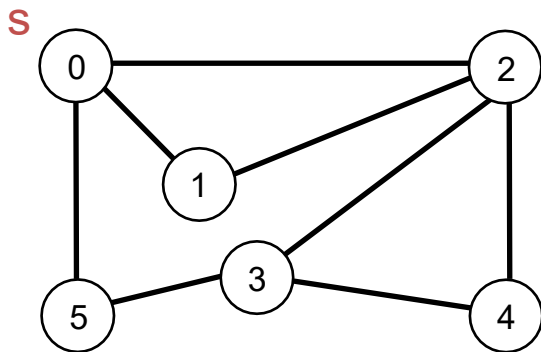
level-order

**Proposition.** BFS examines vertices in increasing distance (number of edges) from  $s$ .

**Proposition.** In any connected graph, BFS computes shortest paths (fewest number of edges) from  $s$  to all other vertices in time proportional to  $E + V$ .

**Pf. [correctness]** Queue always consists of zero or more vertices of distance  $k$  from  $s$ , followed by zero or more vertices of distance  $k + 1$ .

**Pf. [running time]** Each vertex connected to  $s$  is visited once, and all its edges are checked.



# Breadth-First Search Application: Web Crawler

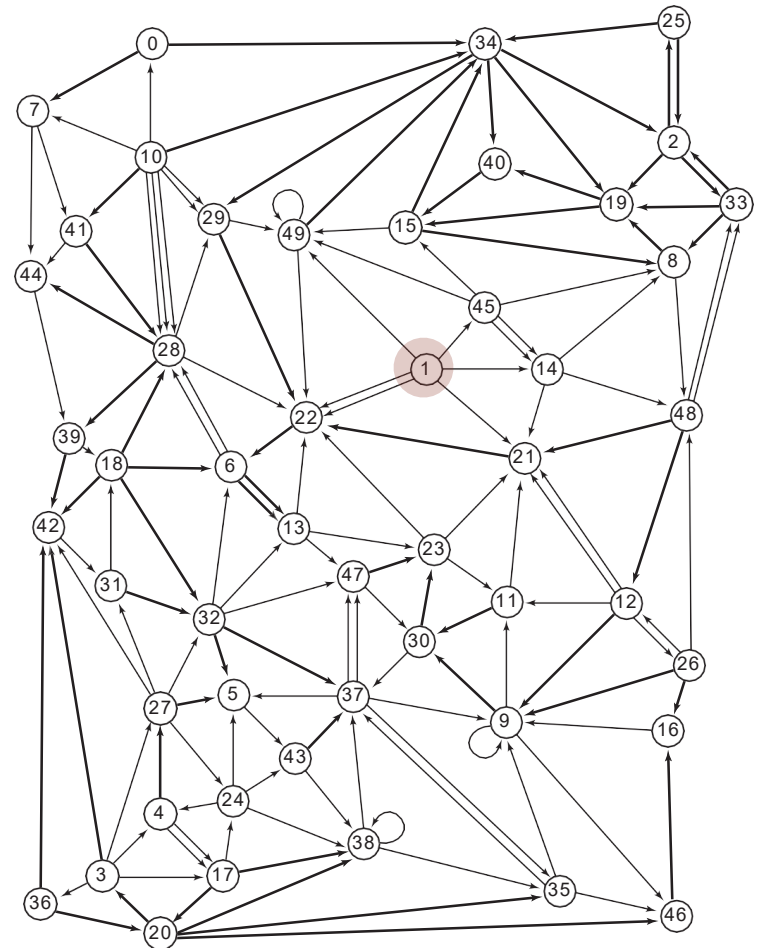
**Goal.** Crawl web, starting from some root web page, say [www.hofstra.edu](http://www.hofstra.edu).

**Solution.** [BFS with implicit digraph]

- Choose root web page as source s.
- Maintain a Queue of websites to explore.
- Maintain a SET of marked websites.
- Dequeue the next website and enqueue any unmarked websites to which it links.

## Why not use DFS?

Some web pages would **trap** the DFS search by creating new web pages and make links to them the first time that you visit them. DFS would always go to a new web page like that and it'd keep creating new ones and you wouldn't get very far.

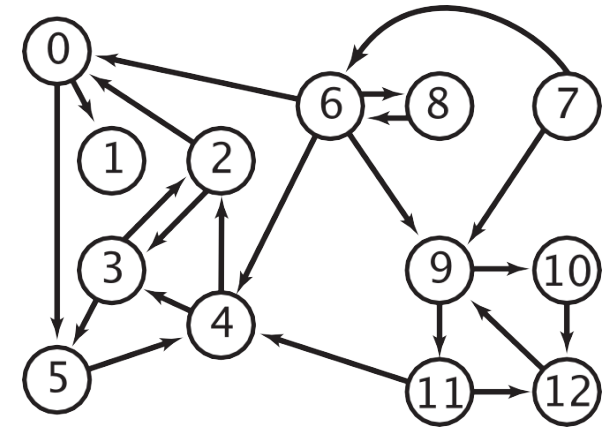


# Multiple-Source Shortest Paths Problem

Given a digraph and a **set** of source vertices, find shortest path from any vertex in the set to each other vertex.

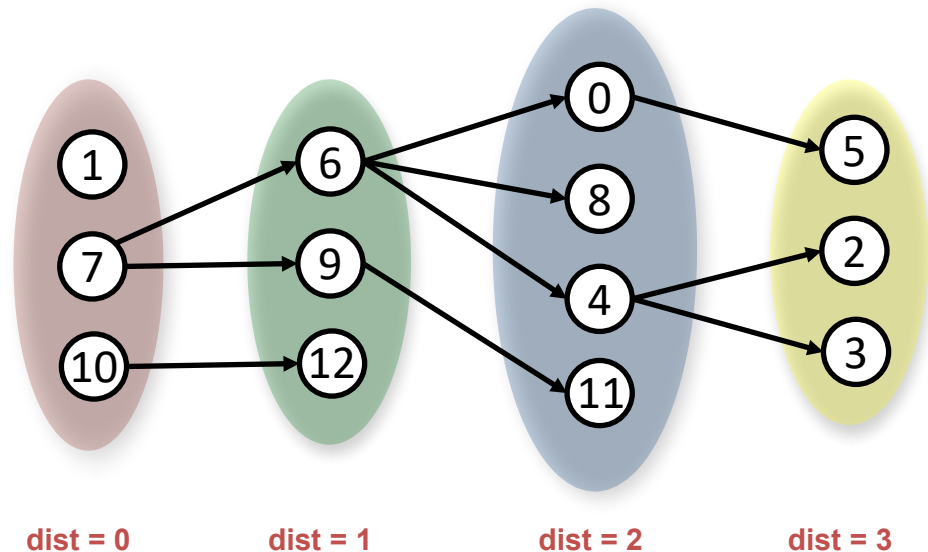
Ex.  $S = \{1, 7, 10\}$ .

- Shortest path to 4 is  $7 \rightarrow 6 \rightarrow 4$ .
- Shortest path to 5 is  $7 \rightarrow 6 \rightarrow 0 \rightarrow 5$ .
- Shortest path to 12 is  $10 \rightarrow 12$ .
- ...



How to implement multi-source shortest paths algorithm?

Use **BFS**, but initialize by enqueueing all source vertices.



# Connectivity Queries Problem

- Vertices  $v$  and  $w$  are **connected** if there is a path between them.
- In **undirected graph**, the relation "is connected to" is an **equivalence** relation:
  - Reflexive:  $v$  is connected to  $v$ .
  - Symmetric: if  $v$  is connected to  $w$ , then  $w$  is connected to  $v$ .
  - Transitive: if  $v$  connected to  $w$  and  $w$  connected to  $x$ , then  $v$  connected to  $x$ .
- Goal.** Preprocess **undirected** graph to answer queries of the form *is  $v$  connected to  $w$ ?* in **constant time** while using adjacency list.
- A **connected component** is a maximal set of connected vertices.
- Given connected components, can answer queries in **constant time**.

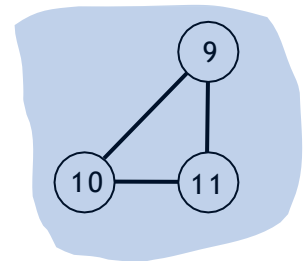
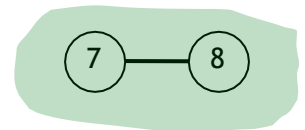
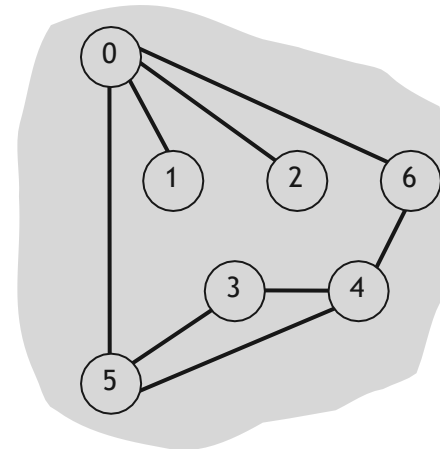
$v$	$id[ ]$
0	0
1	0
2	0
3	0
4	0
5	0
6	0
7	1
8	1
9	2
10	2
11	2

```
public class CC
```

---

```

    CC(Graph G)           find connected components in G
    boolean connected(int v, int w) are v and w connected?
    int count()           number of connected components
    int id(int v)         component identifier for v
    
```



3 connected components

# Finding Connected Components with DFS

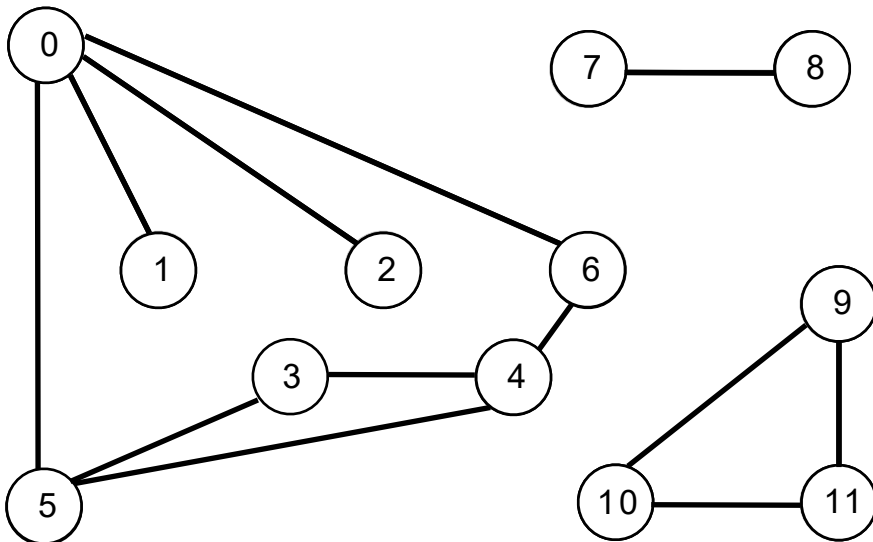
**Goal.** Partition vertices into connected components.

Java execution stack

## Connected components

Initialize all vertices  $v$  as unmarked.

For each unmarked vertex  $v$ , run **DFS** to identify all vertices discovered as part of the same component.



Can also use BFS

v	marked[ ]	id[ ]	
0	T	0	←
1	T	0	←
2	T	0	←
3	T	0	←
4	T	0	←
5	T	0	←
6	T	0	←
7	T	1	←
8	T	1	←
9	T	2	←
10	T	2	←
11	T	2	←

```
dfs(0)
  dfs(6)
    dfs(4)
      dfs(5)
        dfs(3)
          3 done
        5 done
      4 done
    6 done
  dfs(2)
    2 done
  dfs(1)
    1 done
  0 done
dfs(7)
  dfs(8)
    8 done
  7 done
dfs(9)
  dfs(10)
    dfs(11)
      11 done
    10 done
  9 done
```

# Finding CCs with DFS: Java Implementation

```
public class CC {  
    private boolean[] marked;  
    private int[] id;  
    private int count;
```

← id[v] = id of component containing v  
← number of components

```
    public CC(Graph G) {  
        marked = new boolean[G.V()];  
        id = new int[G.V()];  
        for (int v = 0; v < G.V(); v++) {  
            if (!marked[v])  
                dfs(G, v);  
            count++;  
        }  
    }
```

← run DFS from one vertex in each component

```
    public int count() { return count; }  
    public int id(int v) { return id[v]; }
```

← number of components  
← id of component containing v

```
    private void dfs(Graph G, int v) {  
        marked[v] = true;  
        id[v] = count;  
        for (int w : G.adj(v));  
            if (!marked[w]);  
                dfs(G, w);  
    }
```

← all vertices discovered in same call of dfs have same id

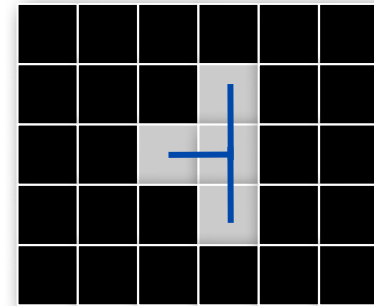
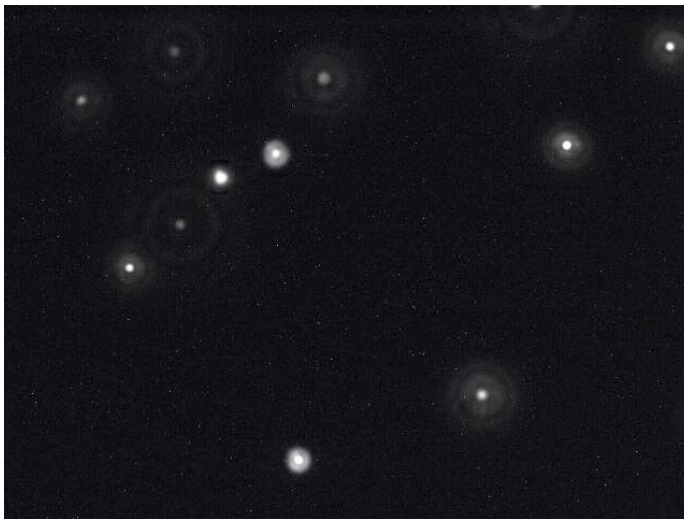


# Connected Components Application: Particle Detection

Given grayscale image of particles, identify "blobs."

- Vertex: pixel.
- Edge: between two adjacent pixels with grayscale value  $> 70$ .
- Blob: connected component of 20-30 pixels.

black = 0  
white = 255



**Particle tracking.** Track moving particles over time.

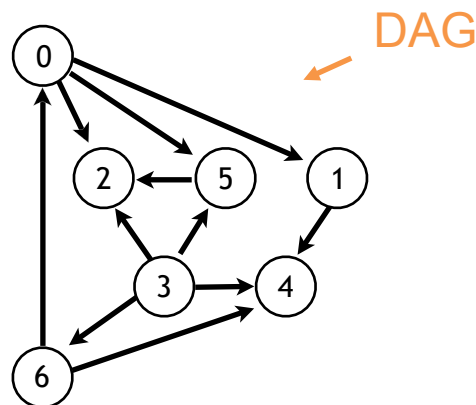
# Precedence Scheduling Problem

**Goal.** Given a set of tasks to be completed with precedence constraints, in which order should we schedule the tasks?

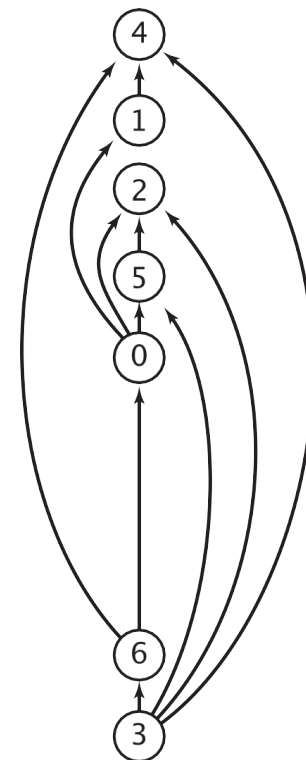
**Digraph model.** vertex = task; edge = precedence constraint.

- 0. Algorithms
- 1. Complexity Theory
- 2. Artificial Intelligence
- 3. Intro to CS
- 4. Cryptography
- 5. Scientific Computing
- 6. Advanced Programming

tasks



precedence constraint graph



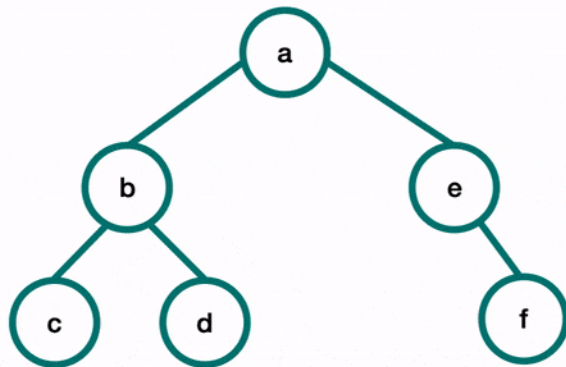
feasible schedule

**Topological sort.** Redraw DAG(Directed **acyclic** graph) so all edges point upwards.

# Graph traversal with DFS: pre-order, in-order, post-order

```
function preOrderTraversal(node) {  
  if (node !== null) {  
    visitNode(node);  
    preOrderTraversal(node.left);  
    preOrderTraversal(node.right);  
  }  
}
```

**Pre-Order Traversal**



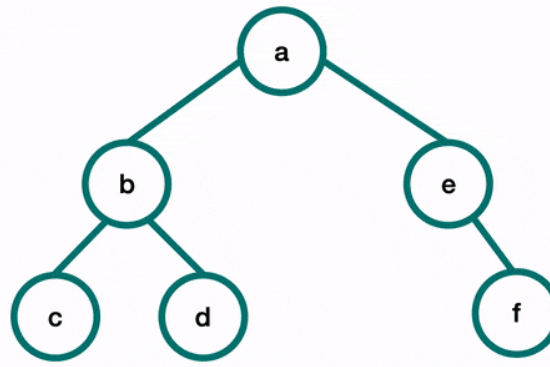
Print ""

abcdef

Preorder Traversal in Binary Tree Animations  
<https://www.youtube.com/watch?v=gLx7Px7IEzg>

```
function inOrderTraversal(node) {  
  if (node !== null) {  
    inOrderTraversal(node.left);  
    visitNode(node);  
    inOrderTraversal(node.right);  
  }  
}
```

**In-Order Traversal**



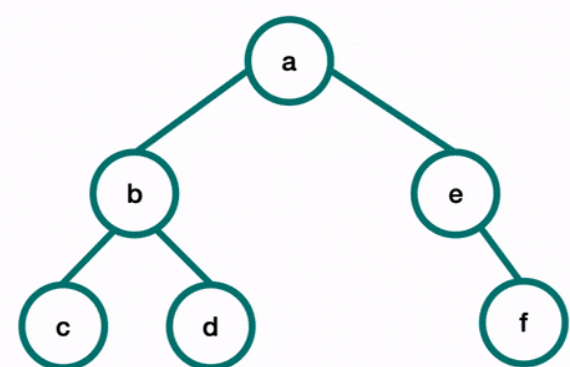
Print ""

cbdaef

Inorder Traversal in Binary Tree Animations  
<https://www.youtube.com/watch?v=ne5OomYdWGw>

```
function postOrderTraversal(node) {  
  if (node !== null) {  
    postOrderTraversal(node.left);  
    postOrderTraversal(node.right);  
    visitNode(node);  
  }  
}
```

**Post-Order Traversal**



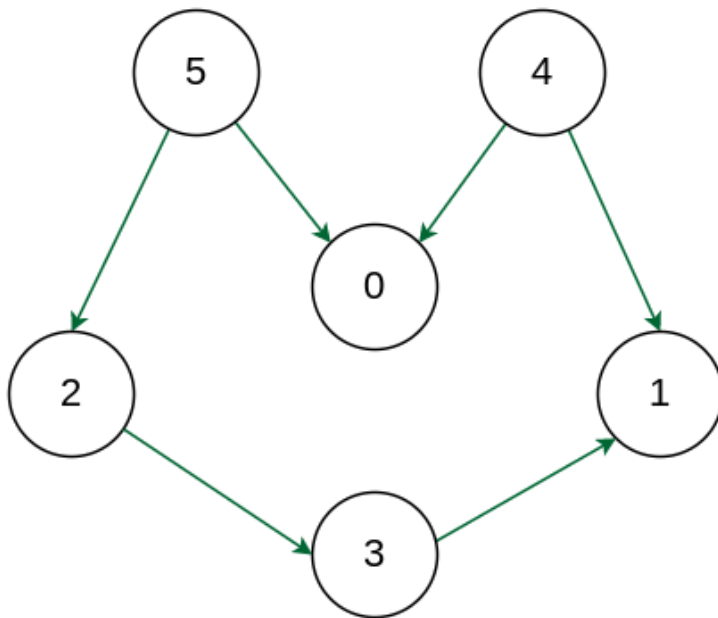
Print ""

cdbfea

Postorder Traversal in Binary Tree Animations  
<https://www.youtube.com/watch?v=a8kmbuNm8Uo>

# Topological Sort

- Topological sorting for Directed Acyclic Graph (DAG) is a linear ordering of vertices such that for every directed edge  $u \rightarrow v$ , vertex  $u$  comes before  $v$  in the ordering.

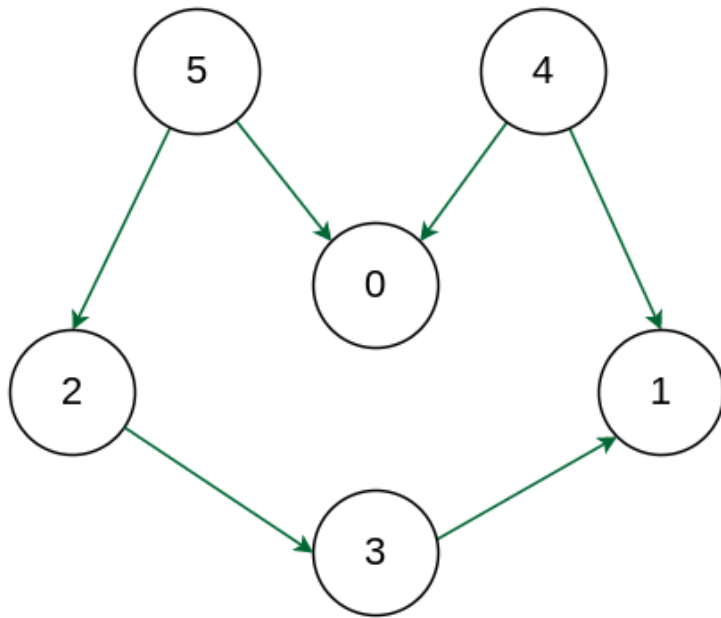


**Output:** 5 4 2 3 1 0

**Explanation:** The first vertex in topological sorting is always a vertex with an in-degree of 0 (a vertex with no incoming edges). A topological sorting of the following graph is “5 4 2 3 1 0”. There can be more than one topological sorting for a graph. Another topological sorting of the following graph is “4 5 2 3 1 0”.

# Topological Sorting vs Preorder Traversal of DFS

- In DFS, we print a vertex and then recursively call DFS for its adjacent vertices. In topological sorting, we need to print a vertex before its adjacent vertices.



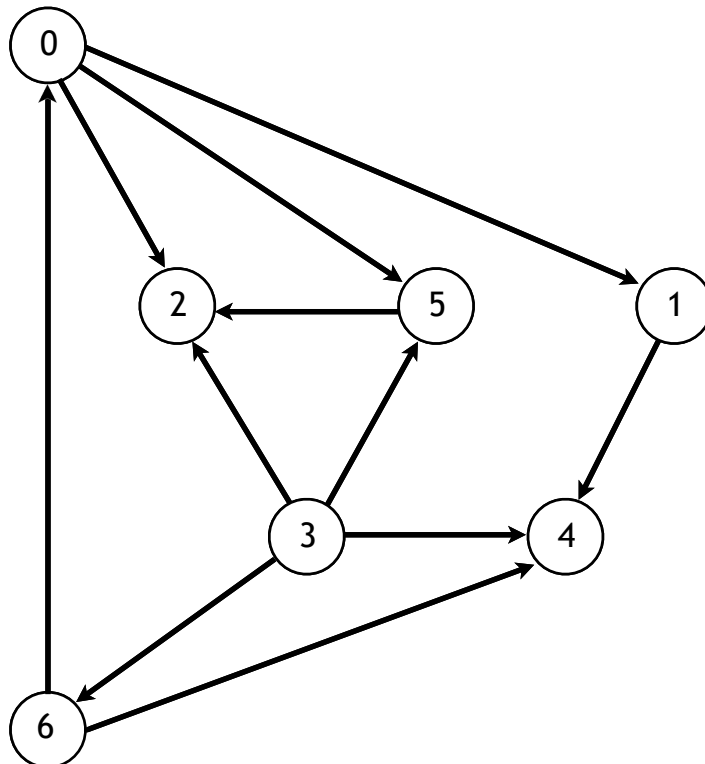
For example, In the above given graph, the vertex '5' should be printed before vertex '0', but unlike DFS, the vertex '4' should also be printed before vertex '0'. So **Topological sorting is different from DFS pre-order traversal**. For example, a DFS of the shown graph is "5 2 3 1 0 4", but it is not a topological sorting.

# Topological Sort Details

Java execution stack

- Run depth-first search
- Return vertices in **reverse postorder**.

not a reachability problem



Postorder

4 1 2 5 0 6 3

stack top

Topological order

3 6 0 5 2 1 4

pop from the stack → reversed postorder

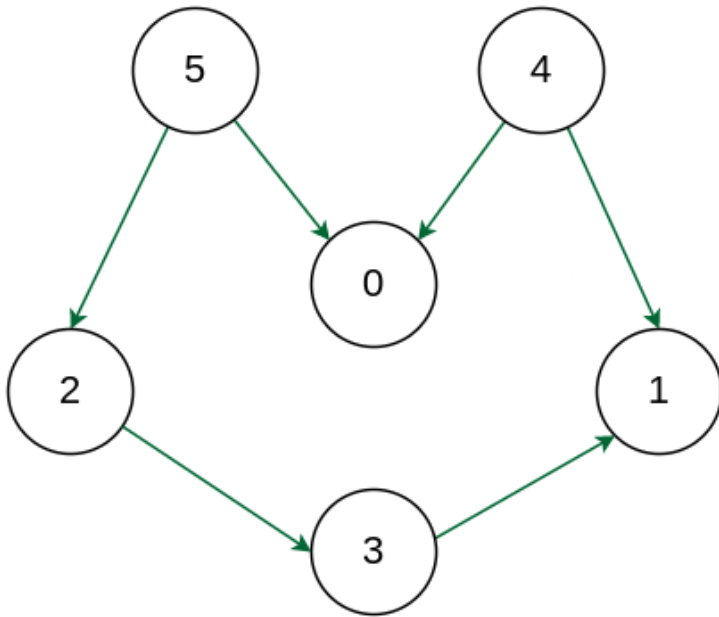
v	marked[ ]	
0	T	←
1	T	←
2	T	←
3	T	←
4	T	←
5	T	←
6	T	←

```
dfs(0)
  dfs(1)
    dfs(4)
      4 done
    1 done
  dfs(2)
    2 done
  dfs(5)
    check 2
    5 done
  0 done
  check 1
  check 2
  dfs(3)
    check 2
    check 4
    check 5
  dfs(6)
    check 0
    check 4
    6 done
  3 done
  check 4
  check 5
  check 6
  done
```

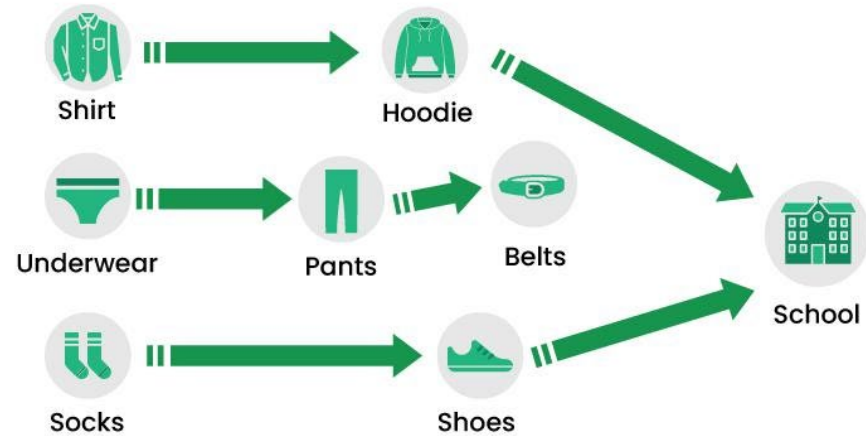
# Quiz: Reverse Post-order

- Post-order traversal of the shown graph is “1 3 2 0 5 4”.

Reverse order is “4 5 0 2 3 1”,  
which is a topological sort.



## How to get dressed



Multiple Topological ordering for a graph



## Some of possible topological ordering



Multiple Topological ordering for a graph





# Cycles and undirected edges

- Why Topological Sort is not possible for graphs having cycles?
  - Imagine a graph with 3 vertices and edges =  $\{1 \text{ to } 2, 2 \text{ to } 3, 3 \text{ to } 1\}$  forming a cycle. Now if we try to topologically sort this graph starting from any vertex, it will always create a contradiction to our definition. All the vertices in a cycle are indirectly dependent on each other hence topological sorting fails.
- Why Topological Sort is not possible for graphs with undirected edges?
  - Special case of a cycle. Undirected edge between two vertices  $u$  and  $v$  means, there is an edge from  $u$  to  $v$  as well as from  $v$  to  $u$ . Because of this both the nodes  $u$  and  $v$  depend upon each other and none of them can appear before the other in the topological ordering without creating a contradiction.

# Topological Sort: Java Implementation

```
public class DepthFirstOrder {
    private boolean[] marked;
    private Stack<Integer> reversePostorder;

    public DepthFirstOrder(Digraph G) {
        reversePostorder = new Stack<Integer>();
        marked = new boolean[G.V()];
        for (int v = 0; v < G.V(); v++)
            if (!marked[v]) dfs(G, v);
    }

    private void dfs(Digraph G, int v) {
        marked[v] = true;
        for (int w : G.adj(v))
            if (!marked[w]) dfs(G, w);
        reversePostorder.push(v);
    }

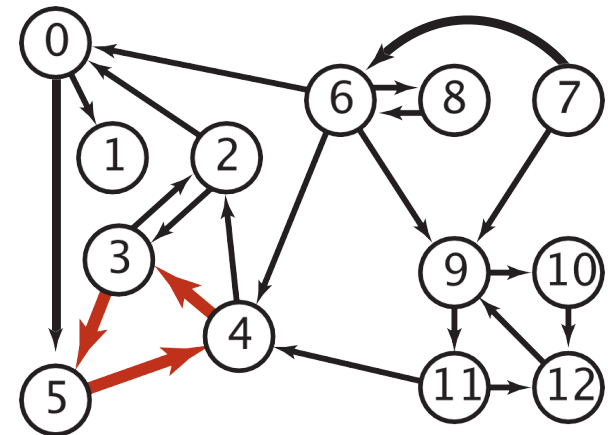
    public Iterable<Integer> reversePostorder()
    { return reversePostorder; }
}
```

returns all vertices in  
“reverse DFS postorder”

**Proposition.** A digraph has a topological order iff no directed cycle.

**Pf.**

- If directed cycle, topological order impossible.
- If no directed cycle, DFS-based algorithm finds a topological order.



a digraph with a directed cycle

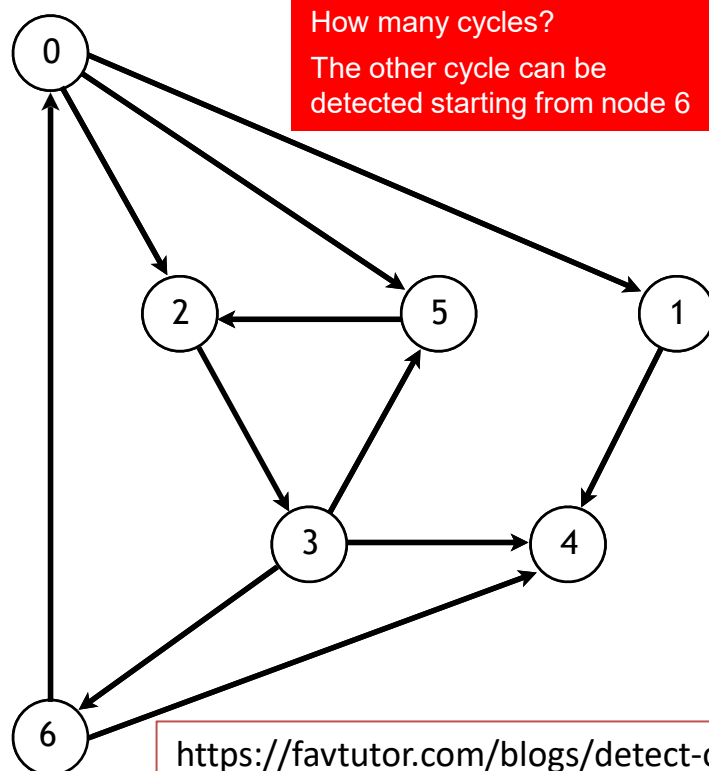
**Goal.** Given a digraph, find a directed cycle.

**Solution.** DFS. See next slide.

# Directed Cycle Detection

- Run depth-first search from every unmarked vertex.
- Keep track of vertices currently in recursion stack of function for DFS traversal with `onStack[ ]` array.
- If we reach a vertex that is already in the recursion stack, then we found a cycle in the tree, and we're done
- Retrieve the cycle using `edgeTo[ ]` array.

- set `onStack[v]` to T when `dfs(v)` is called
- set `onStack[v]` to F when `dfs(v)` returns



v	marked[ ]	onStack[ ]	edgeTo[ ]
0	T	T	—
1	T	T	0
2	T	T	0
3	T	T	2
4	T	T	1
5	T	T	3
6	F	F	—

stack top

5 3 2 5

Java execution stack

```
dfs(0)
  dfs(1)
    dfs(4)
      4 done
    1 done
  dfs(2)
    dfs(3)
      check 4
    dfs(5)
      check 2
    done
```

- vertex is marked and onStack
- Found the cycle
- Save the cycle using `edgeTo[ ]` to a stack

# Directed Cycle Detection Application: Cyclic Inheritance

The Java compiler does cycle detection.

```
public class A extends B
{
    ...
}
```

```
public class B extends C
{
    ...
}
```

```
public class C extends A
{
    ...
}
```

```
%javac A.java
A.java:1: cyclic inheritance
involving A
public class A extends B { }
                ^
1 error
```

# Directed Cycle Detection Application: Spreadsheet Recalculation

Microsoft Excel does cycle detection.

