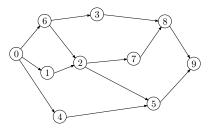
Version of September 23, 2016

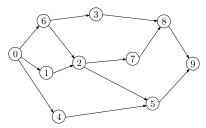




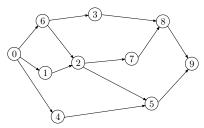




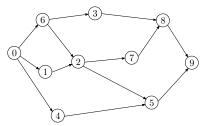
In a directed graph, we distinguish between edge (u, v) and edge (v, u)



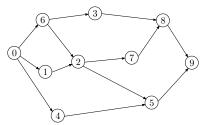
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$$\sum_{v \in V} \mathsf{out\text{-}degree}(v) = \sum_{v \in V} \mathsf{in\text{-}degree}(v) = |E|$$

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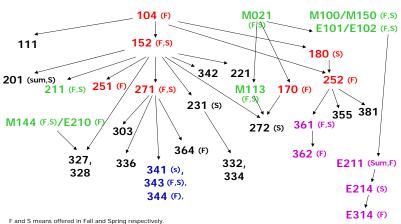
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- Clearly, for the system not to hang, the graph must be acyclic
 - It must be a directed acyclic graph (or DAG)

Course dependence chart 09/10

Red: COMP/CSIE Core
Green: COMP/CSIE Required
Purple: CSIE (NW) Required
Blue: CSIE (MC) Required

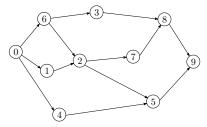


F and S means offered in Fall and Spring respectively. Course offering schedule shown here is for reference only; the actual offering schedule may vary slightly from year to year.

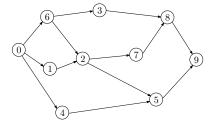
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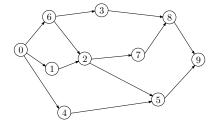


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- Topological ordering may not be unique as there are many "equal" elements!
- E.G., there are several topological orderings
 - 0, 6, 1, 4, 3, 2, 5, 7, 8, 9
 - 0, 4, 1, 6, 2, 5, 3, 7, 8, 9
 - . . .

- Observations
 - A DAG must contain at least one vertex with in-degree zero (why?)

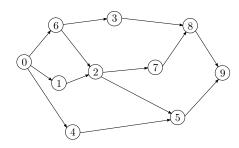
- Observations
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- Algorithm: Topological Sort
 - \bigcirc Output a vertex u with in-degree zero in current graph.
 - 2 Remove u and all edges (u, v) from current graph.
 - 3 If graph is not empty, goto step 1.

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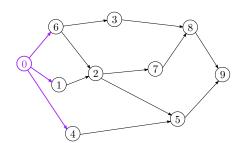
- Observations
 - A DAG must contain at least one vertex with in-degree zero (why?)
- Algorithm: Topological Sort
 - **1** Output a vertex *u* with in-degree zero in current graph.
 - 2 Remove u and all edges (u, v) from current graph.
 - 1. If graph is not empty, goto step 1.
- Correctness
 - At every stage, current graph is a DAG (why?)
 - Because current graph is always a DAG, algorithm can always output some vertex. So algorithm outputs all vertices.
 - Suppose order output was **not** a topological order. Then there is some edge (u, v) such that v appears before u in the order. This is impossible, though, because v can not be output until edge (u, v) is removed!

Topological_sort(G)

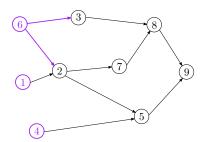
```
Initialize Q to be an empty queue;
foreach u in V do
    if in-degree(u) = 0 then
        // Find all starting vertices
        Enqueue(Q, u);
    end
end
while Q is not empty do
    u = \text{Dequeue}(Q);
    Output u;
    foreach v in Adj(u) do
        // remove u's outgoing edges
        in-degree(v) = in-degree(v) - 1;
        if in-degree(v) = 0 then
            Enqueue(Q, v);
        end
    end
end
```



$$Q = \{\}$$

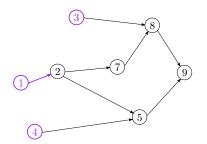


 $Q = \{0\}$



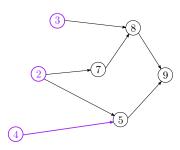
$$Q = \{6, 1, 4\}$$

Output: 0



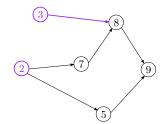
$$Q = \{1, 4, 3\}$$

Output: 0, 6



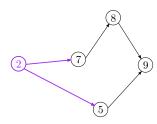
$$Q = \{4, 3, 2\}$$

Output: 0, 6, 1



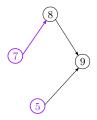
$$Q = \{3, 2\}$$

Output: 0, 6, 1, 4



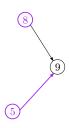
$$Q = \{2\}$$

Output: 0, 6, 1, 4, 3



$$Q=\{{\color{red}7},5\}$$

Output: 0, 6, 1, 4, 3, 2



$$Q=\{{\color{red}5},8\}$$

Output: 0, 6, 1, 4, 3, 2, 7



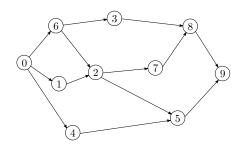
$$Q = \{8\}$$

Output: 0, 6, 1, 4, 3, 2, 7, 5



$$Q = \{9\}$$

Output: 0, 6, 1, 4, 3, 2, 7, 5, 8



$$Q = \{\}$$

Output: 0, 6, 1, 4, 3, 2, 7, 5, 8, 9

Done!

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Question

Can we use DFS to implement topological sort?