


Data Structures

Chapter 7: Graph

1. Introduction
 - Terminology, Representation, ADT
2. Basic Operations
 - DFS, **CC**, **BFS**, Processing
3. Digraph and Applications
4. Minimum Spanning Tree(MST)



네가 만일 네 입으로 예수를 주로 시인하며 또 하나님께서 그를 죽은 자 가운데서 살리신 것을 네 마음에 믿으면 구원을 받으리라 사람이 마음으로 믿어 의에 이르고 입으로 시인하여 구원에 이르느니라 (롬10:9-10)

죄의 삯은 사망이요 하나님의 은사는 그리스도 예수 우리 주 안에 있는 영생이니라 (롬 6:23)

모든 사람이 죄를 범하였으매 하나님의 영광에 이르지 못하더니 그리스도 예수 안에 있는 속량으로 말미암아 하나님의 은혜로 값없이 의롭다 하심을 얻은 자 되었느니라 (롬 3:23-24)

Connectivity Queries

- **Def.:** Vertices v and w are connected if there is a path between them.
- **Goal:** Preprocess graph to answer queries of the form “*is v connected to w ?*” in constant time.

	Connected Component	
	CC(Graph g)	<i>find connected component in g</i>
bool	connected(int v , int w)	<i>are v and w connected"</i>
int	count()	<i>member of connected components</i>
int	id(int v)	<i>component identifier for v</i>

Depth-first search? Yes ...

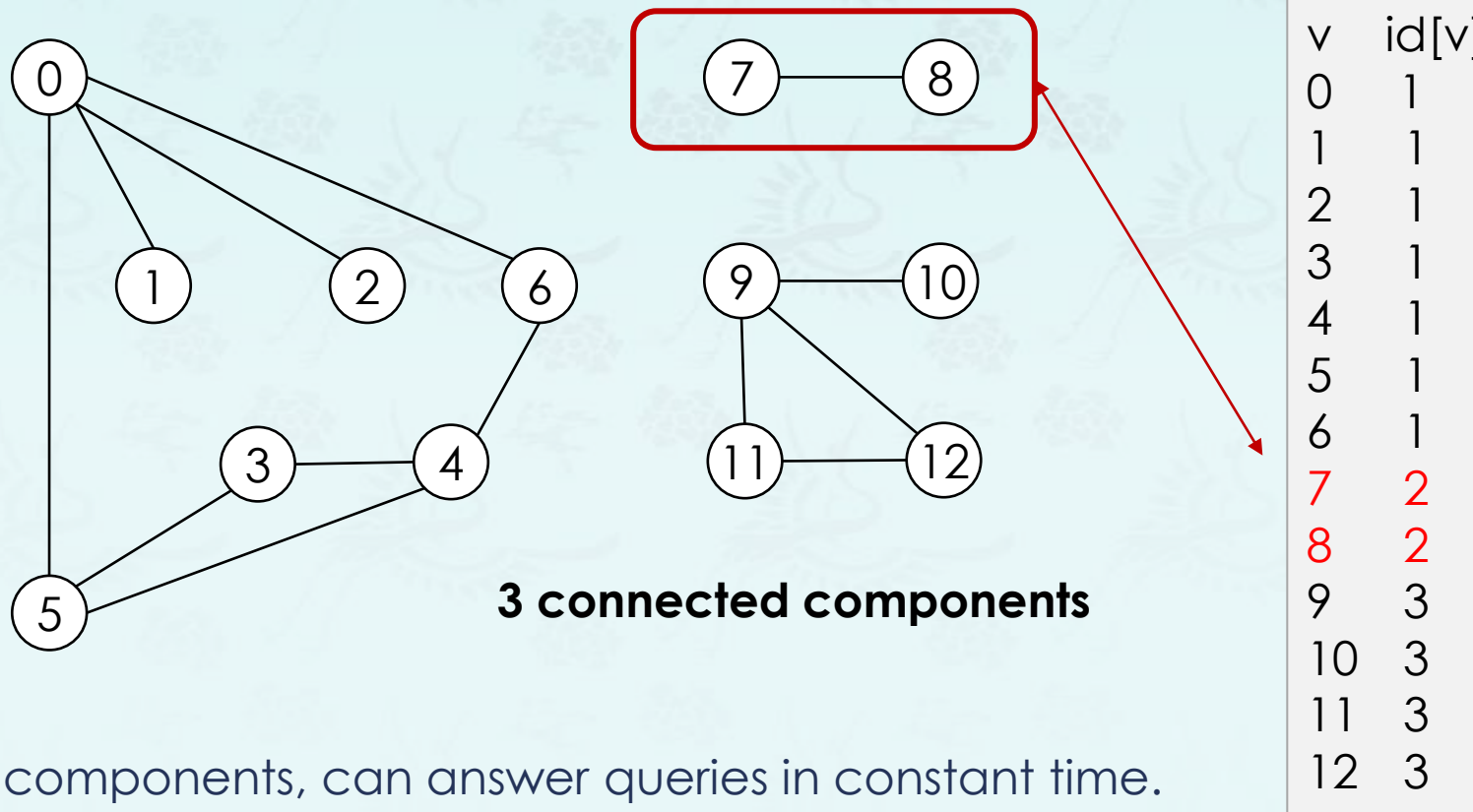
Connected Components

The relation “is connected to” is **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



Remark:

Given connected components, can answer queries in constant time.

Connected Components

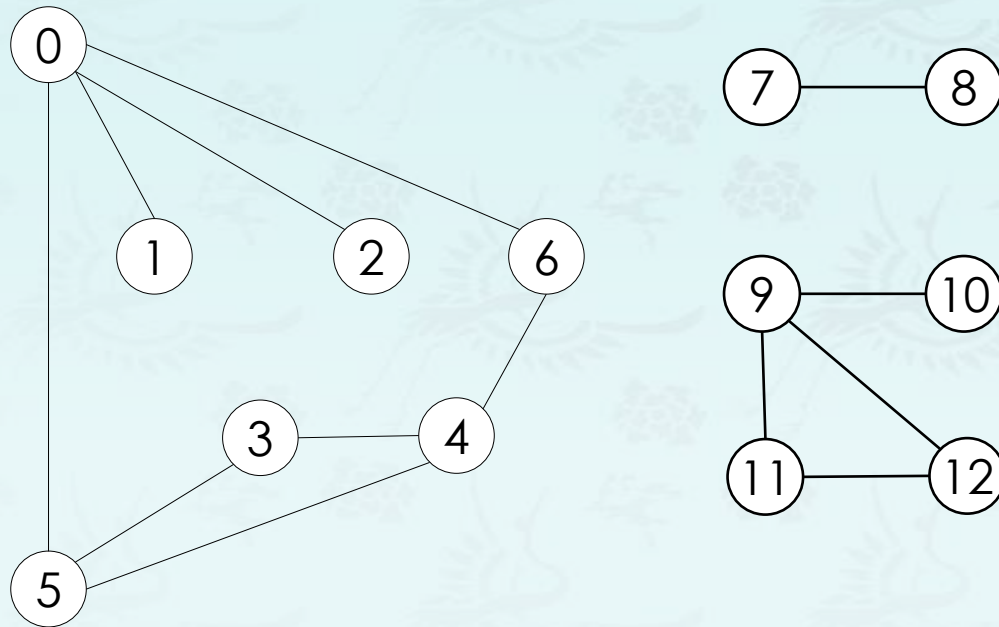
Goal: Partition vertices into connected components.

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

Connected Components

To visit a vertex v:

- Mark vertex v as visited.
- Recursively visit all unmarked vertices adjacent to v.



Graph g:

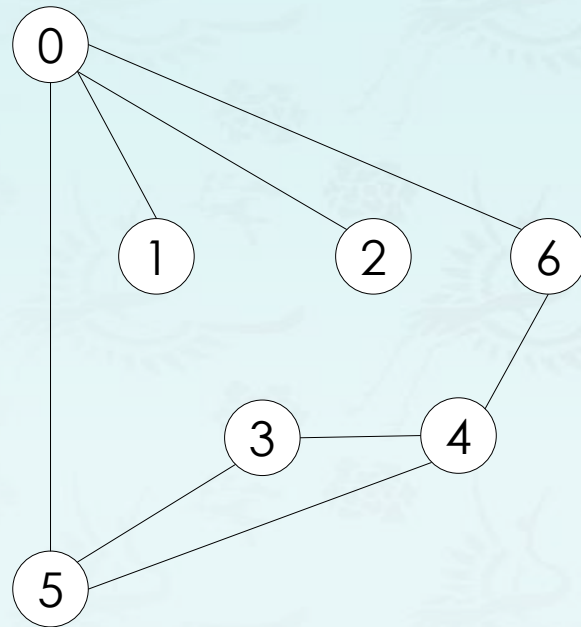
V-E lists

graph6.txt

```
13 ← V
13 ← E
0 5
4 3
0 1
9 12
6 4
5 4
0 2
11 12
9 10
0 6
7 8
9 11
5 3
```

Challenge: build adjacency lists?

Connected Components



Adjacency lists

adj[]	
0	6 2 1 5
1	0
2	0
3	5 4
4	5 6 3
5	3 4 0
6	0 4

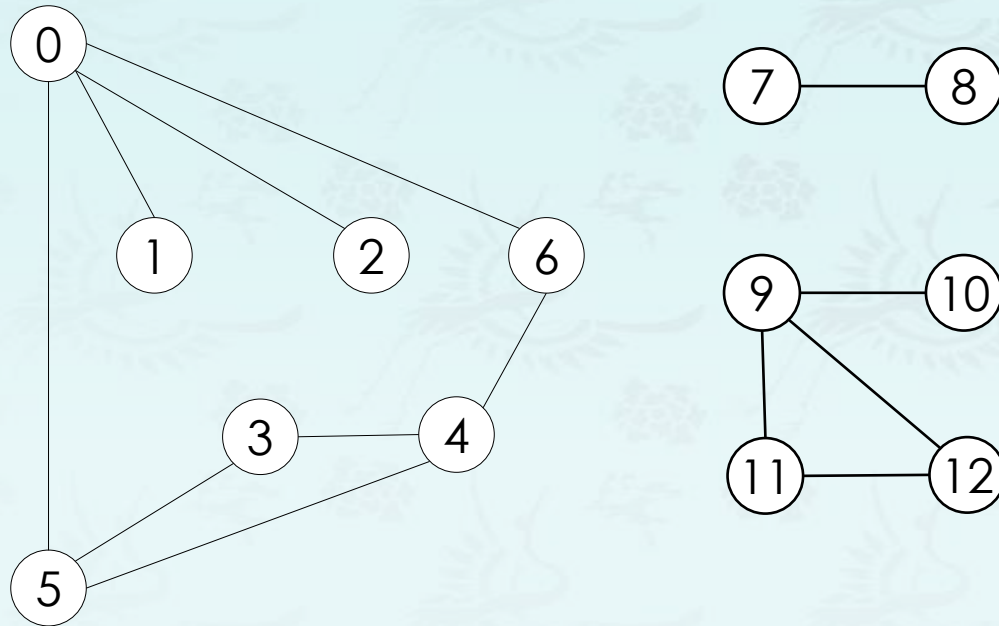
V-E lists

graph6.txt

```
13 ← V
13 ← E
0 5
4 3
0 1
9 12
6 4
5 4
0 2
11 12
9 10
0 6
7 8
9 11
5 3
```

Graph g:

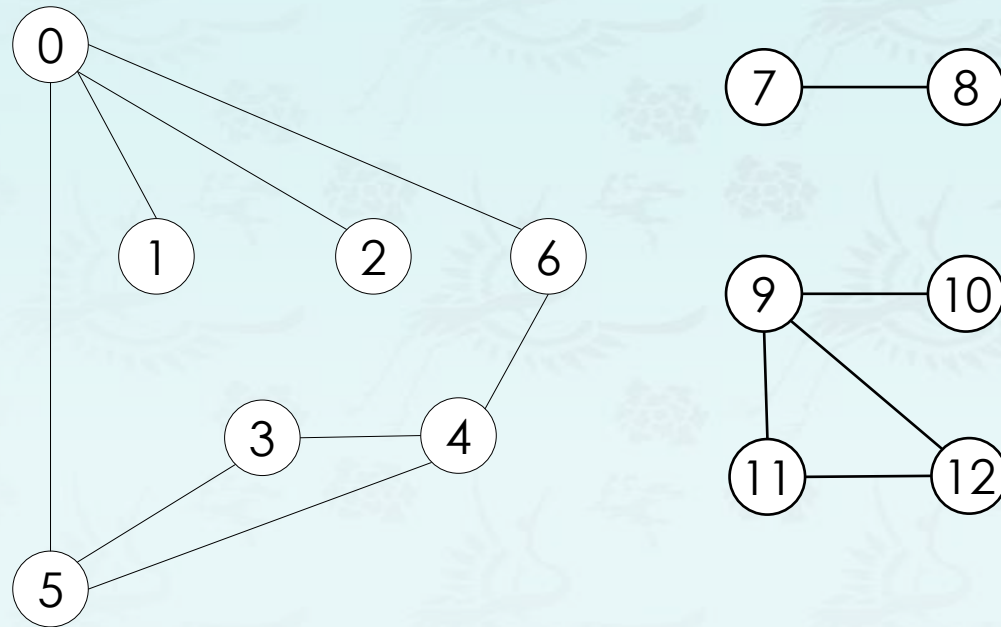
Connected Components



Graph g:

v	marked[]	id[]
0	F	-
1	F	-
2	F	-
3	F	-
4	F	-
5	F	-
6	F	-
7	F	-
8	F	-
9	F	-
10	F	-
11	F	-
12	F	-

Connected Components



Graph g:

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
12	T	2

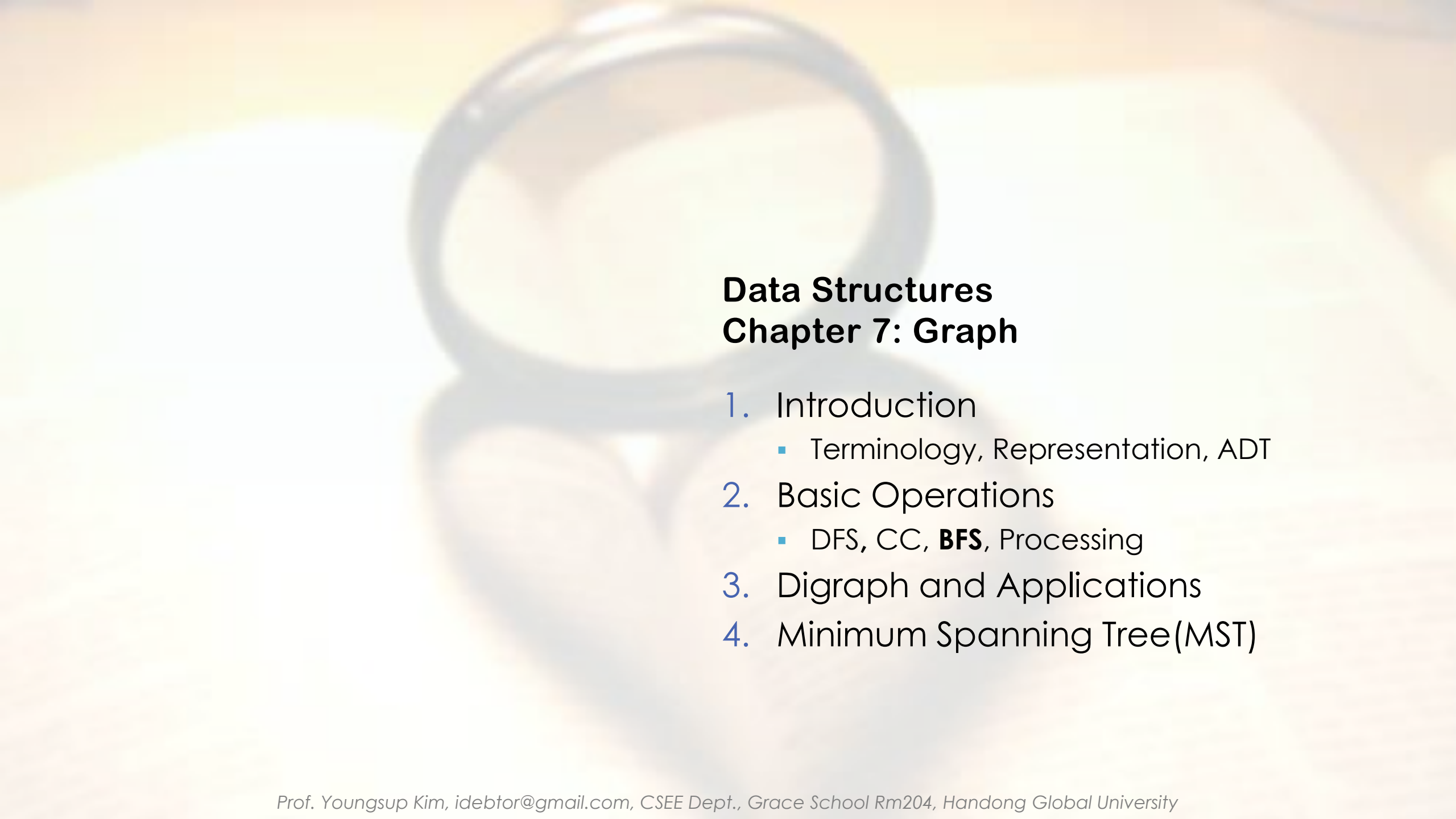
Connected Components – Coding

```
// returns true if v and w are connected.
bool connected(graph g, int v, int w) {
    if (empty(g)) return true;

    DFS_CCs(g);

    return g->CCID[v] == g->CCID[w];
}
```

```
// returns number of connected components.
int nCCs(graph g) {
    int id = g->CCID[0];
    int count = 1;
    for (int i = 0; i < V(g); i++)
        if (id != g->CCID[i]) {
            id = g->CCID[i];
            count++;
        }
    return id == 0 ? 0 : count;
}
```

A pair of glasses with a dark frame and light-colored lenses is resting on a piece of white paper. The background is a soft, out-of-focus yellow and orange gradient.

Data Structures

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Design pattern for graph processing

- **Design pattern:** Decouple graph data type
- **Idea:** Mimic maze exploration

DFS (to visit a vertex v)

- **Mark v as visited.**
- **Recursively visit all unmarked vertices w adjacent to v .**

Typical applications:

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

Challenge:

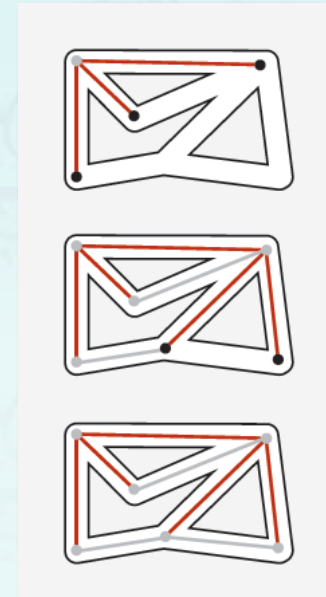
- How to implement?

Breadth-first search

- **Depth-first search:** Put unvisited vertices on a **stack**.
- **Breadth-first search:** Put unvisited vertices on a **queue**.
- **Shortest path:** Find path from s to t that uses **fewest number of edges**.

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 unvisited neighbors to the queue, and mark them as visited.

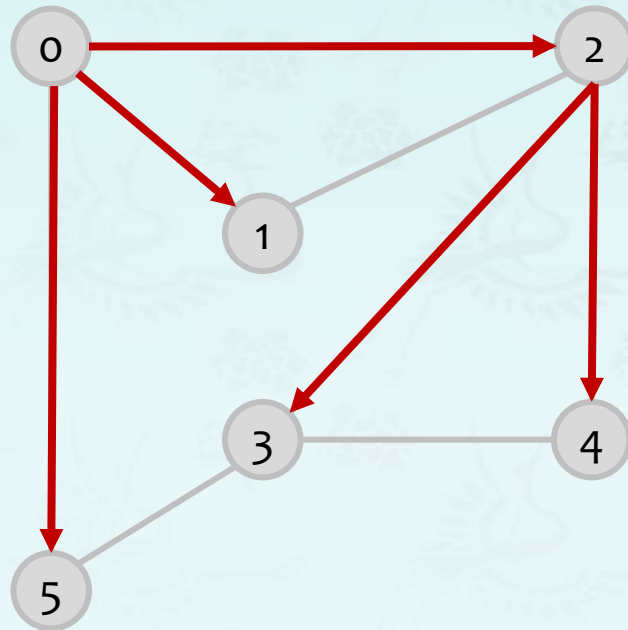


Intuition: BFS examines vertices in increasing distance from s .

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



done

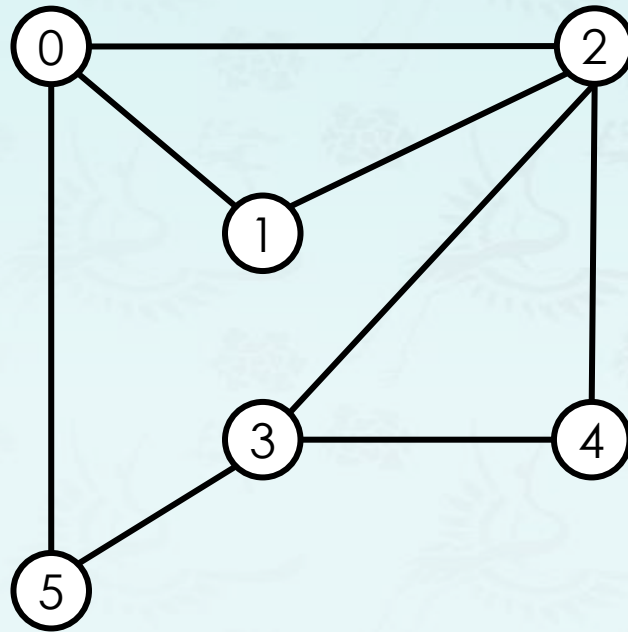
graph2.txt

v	parent[v]	distTo[]
0	-	0
1	0	1
2	0	1
3	2	2
4	2	2
5	0	1

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



Graph g :

Adjacency lists

adj[]
0
1
2
3
4
5

graph2.txt

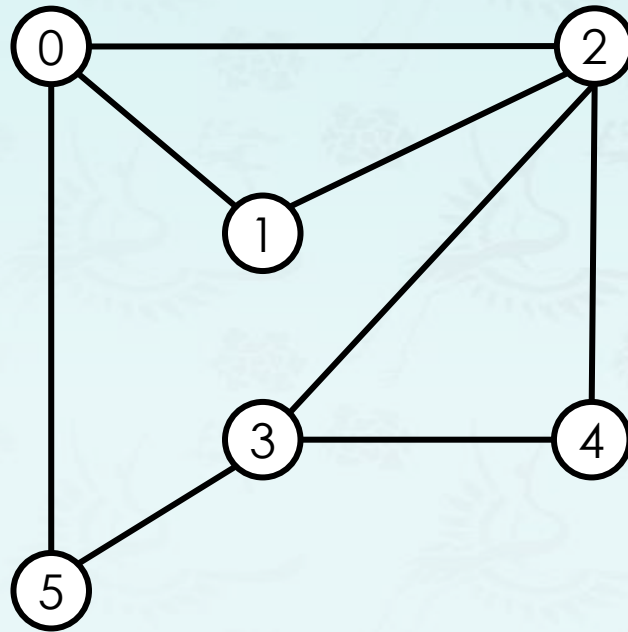
6	← V
8	← E
0	5
2	4
2	3
1	2
0	1
3	4
3	5
0	2

Challenge: build adjacency lists?

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



Adjacency lists

adj[]	
0	5
1	
2	4
3	
4	2
5	0

graph2.txt	
6	← V
8	← E
0	5
2	4
2	3
1	2
0	1
3	4
3	5
0	2

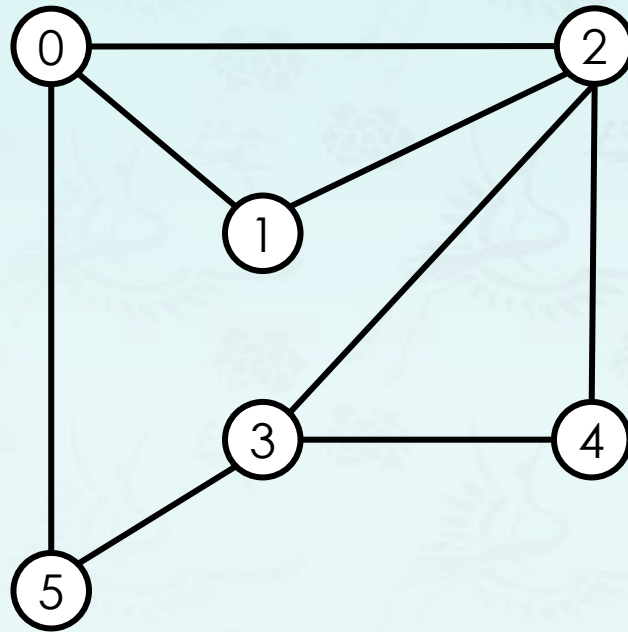
Graph g:

Challenge: build adjacency lists?

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



Graph g :

Adjacency lists

adj[]	
0	5
1	
2	3 4
3	2
4	2
5	0

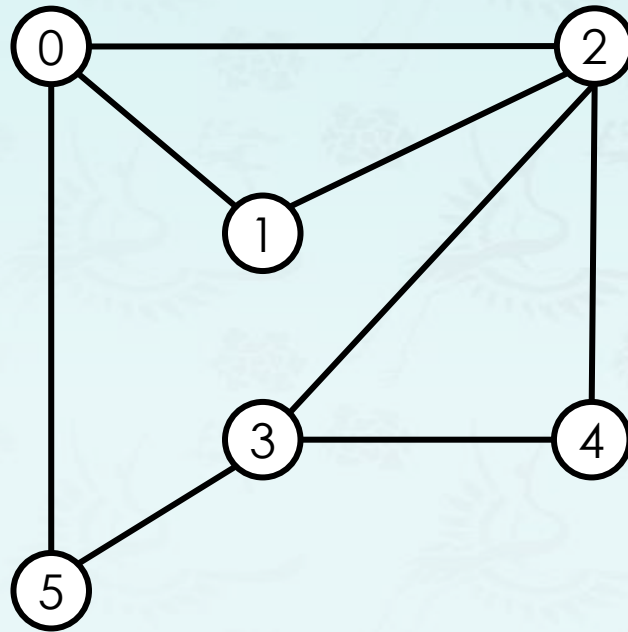
graph2.txt	
6	← V
8	← E
0	5
2	4
2	3
1	2
0	1
3	4
3	5
0	2

Challenge: build adjacency lists?

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



Adjacency lists

adj[]	
0	5
1	2
2	1 3 4
3	2
4	2
5	0

graph2.txt

6	← V
8	← E
0	5
2	4
2	3
1	2
0	1
3	4
3	5
0	2

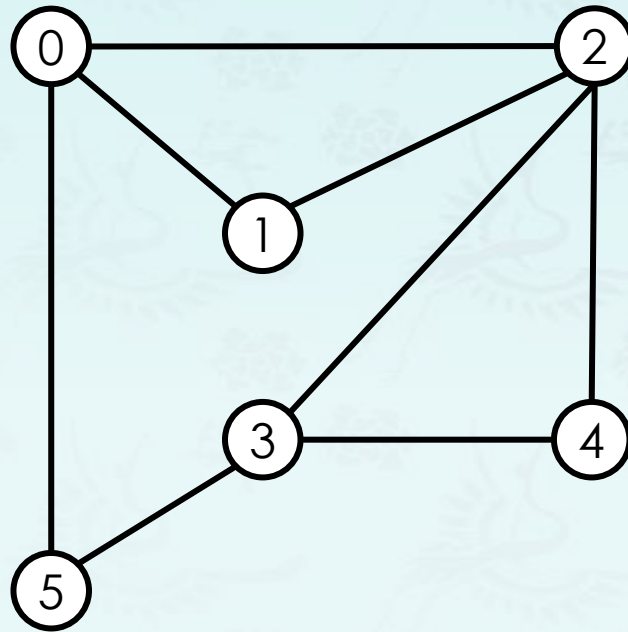
Graph g:

Challenge: build adjacency lists?

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



Adjacency lists

adj[]	
0	2 1 5
1	0 2
2	0 1 3 4
3	5 4 2
4	3 2
5	3 0

graph2.txt

```
6 ← V
8 ← E
0 5
2 4
2 3
1 2
0 1
3 4
3 5
0 2
```

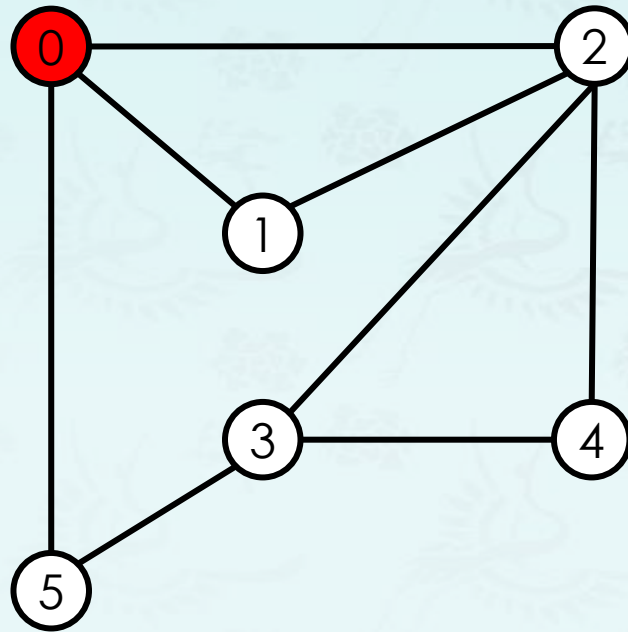
Graph g :

Challenge: build adjacency lists?
Job done

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



Adjacency lists

adj[]	
0	2 1 5
1	0 2
2	0 1 3 4
3	5 4 2
4	3 2
5	3 0

graph2.txt

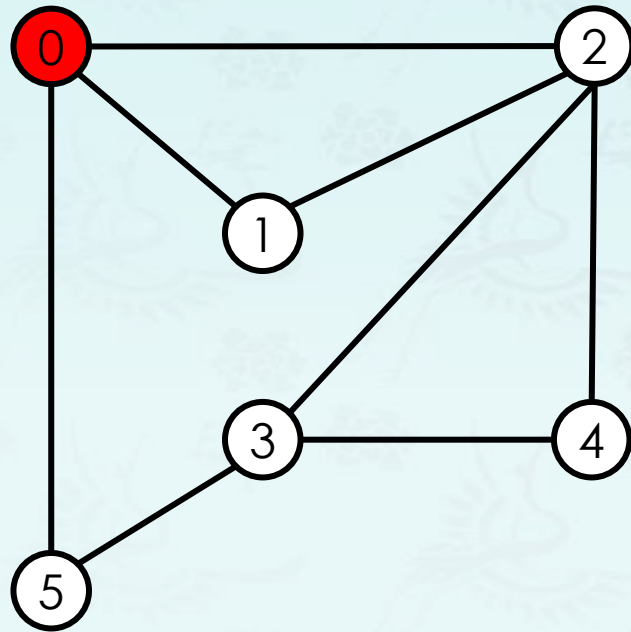
```
6 ← V
8 ← E
0 5
2 4
2 3
1 2
0 1
3 4
3 5
0 2
```

Graph g :

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



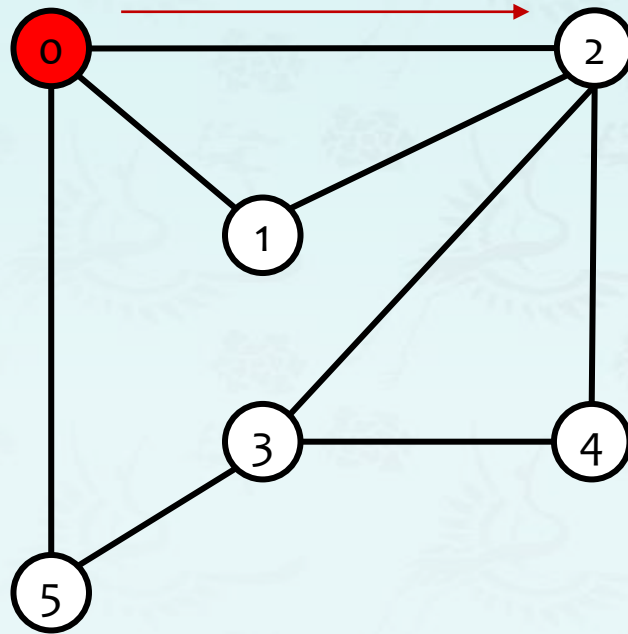
queue	v	parent[v]	distTo[]
	0	-	0
	1	-	-
	2	-	-
	3	-	-
	4	-	-
0	5	-	-

add 0 to queue:

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



queue	v	parent[v]	distTo[]
	0	-	0
	1	-	-
	2	0	1
	3	-	-
	4	-	-
0	5	-	-

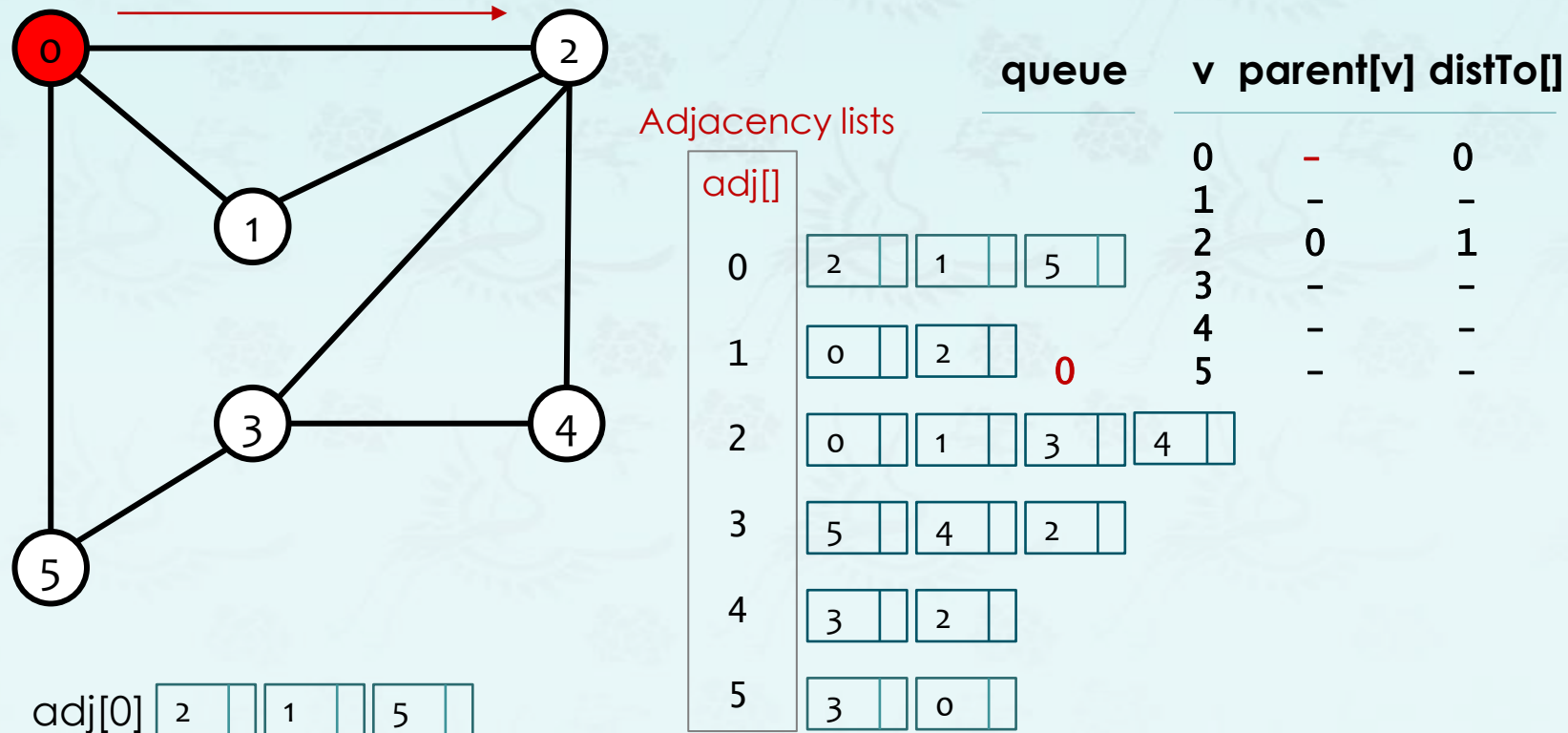
adj[0] [2] [1] [5]

dequeue 0: check2, check 1 and check 5

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.

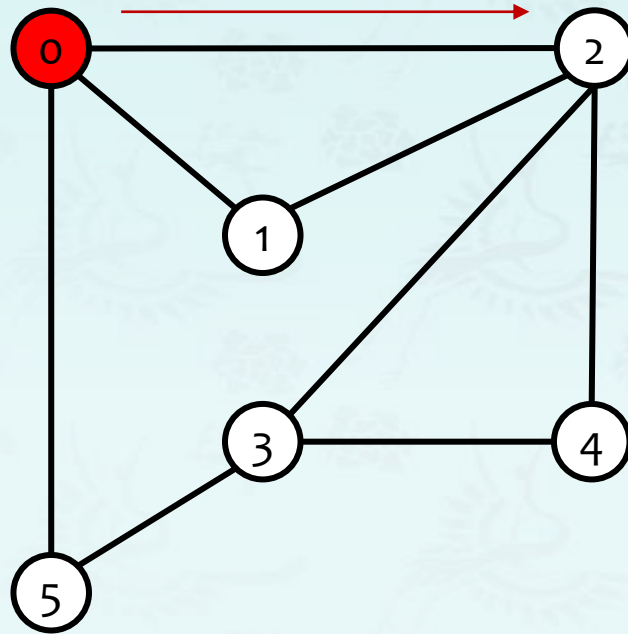


dequeue 0: check 2, check 1 and check 5

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



queue	v	parent[v]	distTo[]
	0	-	0
	1	-	-
	2	0	1
	3	-	-
	4	-	-
2	5	-	-

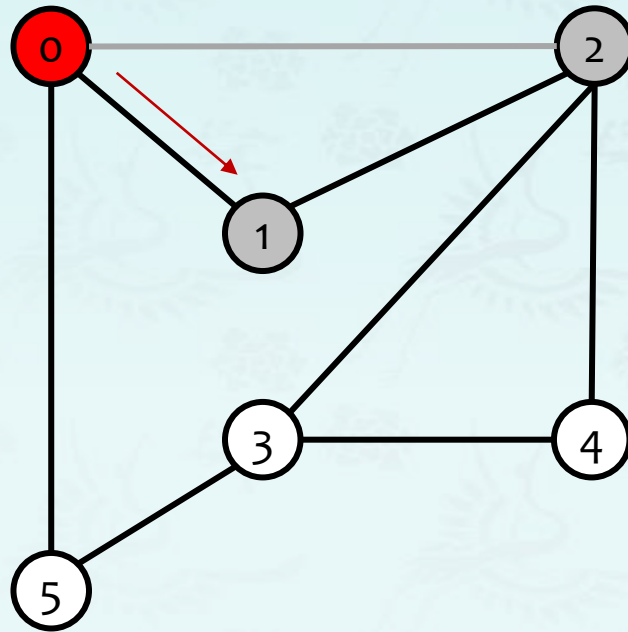
adj[0] [2] [1] [5]

dequeue 0: check 2, check 1 and check 5

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



queue	v	parent[v]	distTo[]
	0	-	0
	1	-	-
	2	0	1
	3	-	-
	4	-	-
2	5	-	-

adj[0]

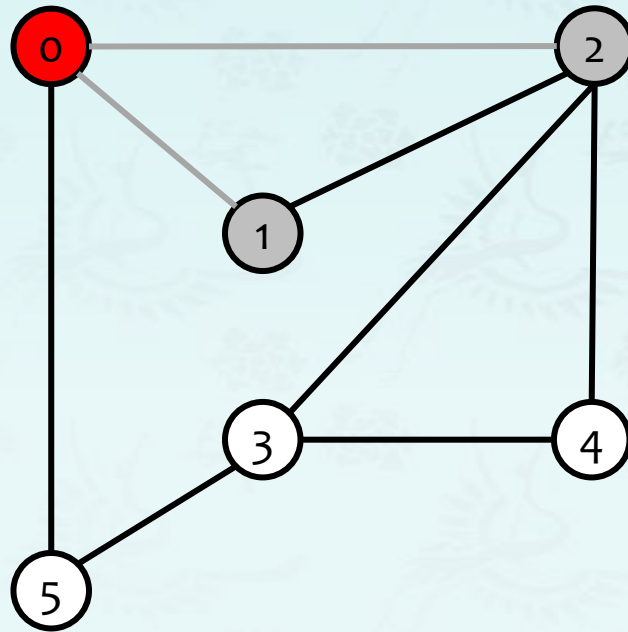
2		1		5	
---	--	---	--	---	--

dequeue 0: check 2, check 1 and check 5

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.



adj[0] [2] [1] [5]

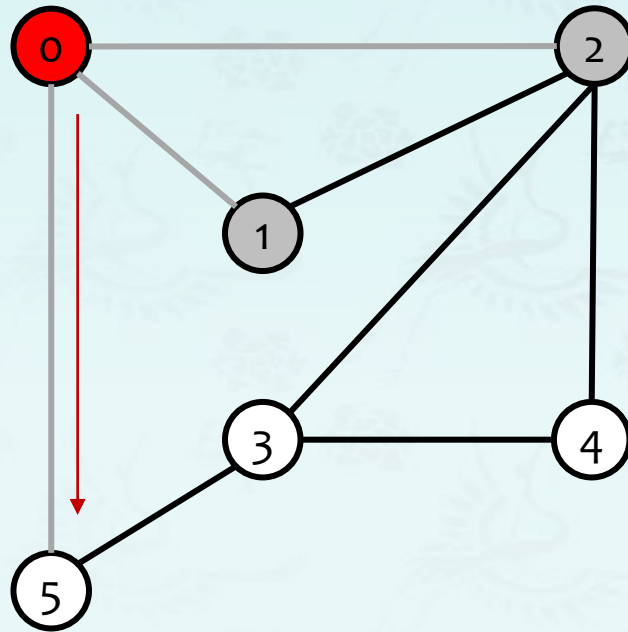
dequeue 0: check 2, check 1 and check 5

queue	v	parent[v]	distTo[]
	0	-	0
	1	0	1
	2	0	1
	3	-	-
1	4	-	-
2	5	-	-

Breadth-first search demo

Repeat until queue is empty:

- Remove vertex v from queue.
- Add to queue all unmarked vertices adjacent to v and mark them.

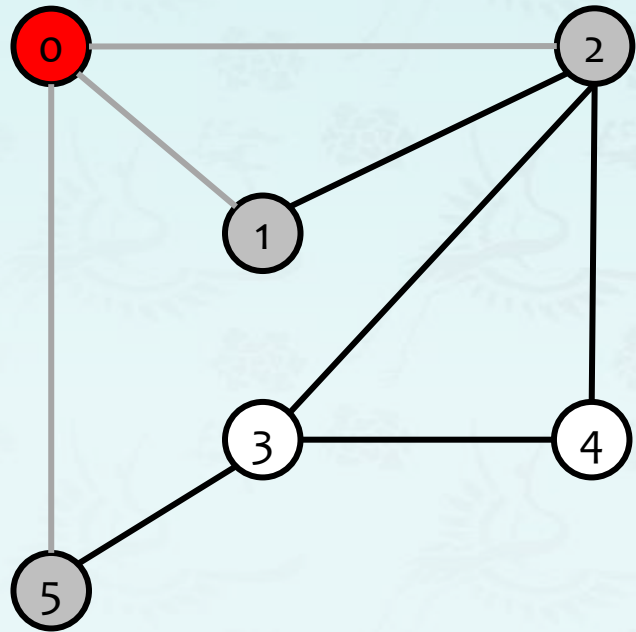


adj[0] [2] [1] [5]

dequeue 0: check 2, check 1 and check 5

queue	v	parent[v]	distTo[]
	0	-	0
	1	0	1
	2	0	1
	3	-	-
1	4	-	-
2	5	-	-

Breadth-first search demo



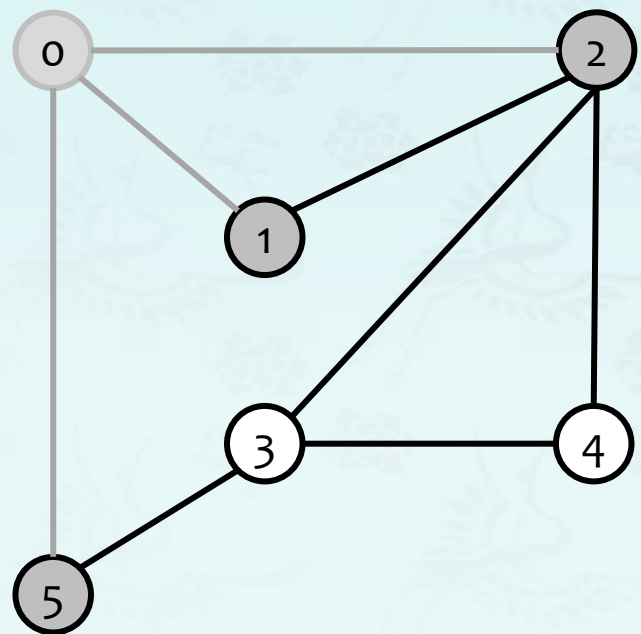
queue	v	parent[v]	distTo[]
	0	-	0
	1	0	1
	2	0	1
5	3	-	-
1	4	-	-
2	5	0	1

adj[0]

2		1		5	
---	--	---	--	---	--

dequeue 0: check 2, check 1 and check 5

Breadth-first search demo



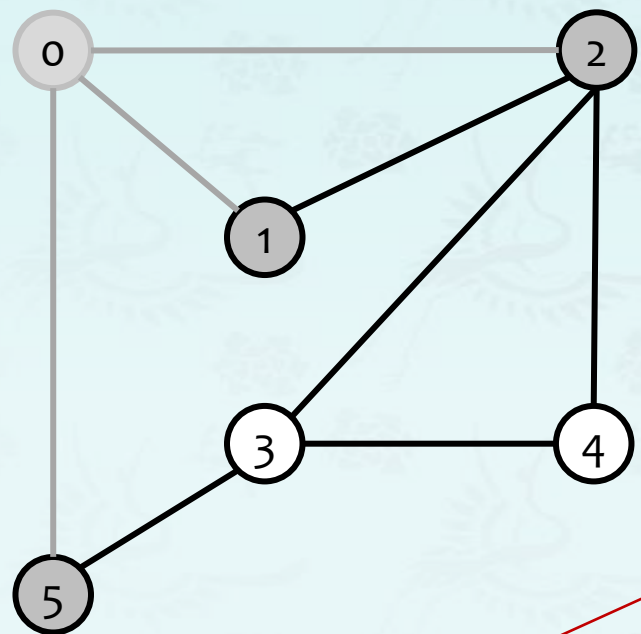
queue	v	parent[v]	distTo[]
	0	-	0
	1	0	1
	2	0	1
5	3	-	-
1	4	-	-
2	5	0	1

adj[0] [2] [1] [5]

0 done →

BFS: 0

Breadth-first search demo

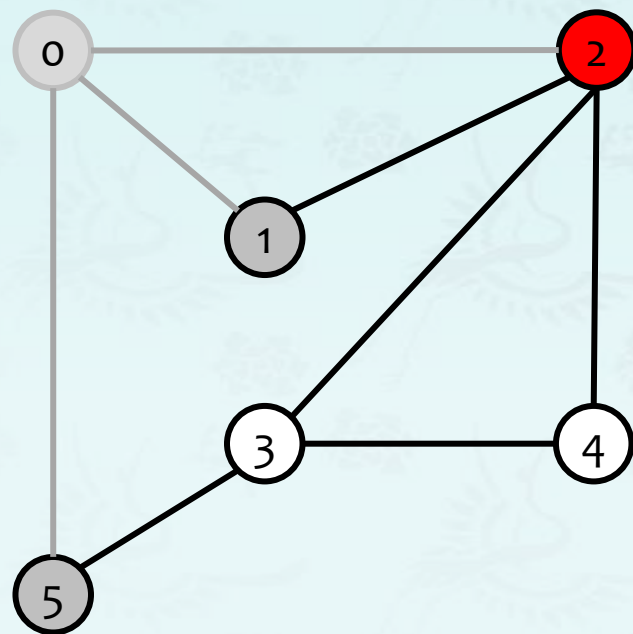


queue	v	parent[v]	distTo[]
	0	-	0
	1	0	1
	2	0	1
	3	-	-
	4	-	-
5 1 2	5	0	1

dequeue 2:

BFS: 0

Breadth-first search demo



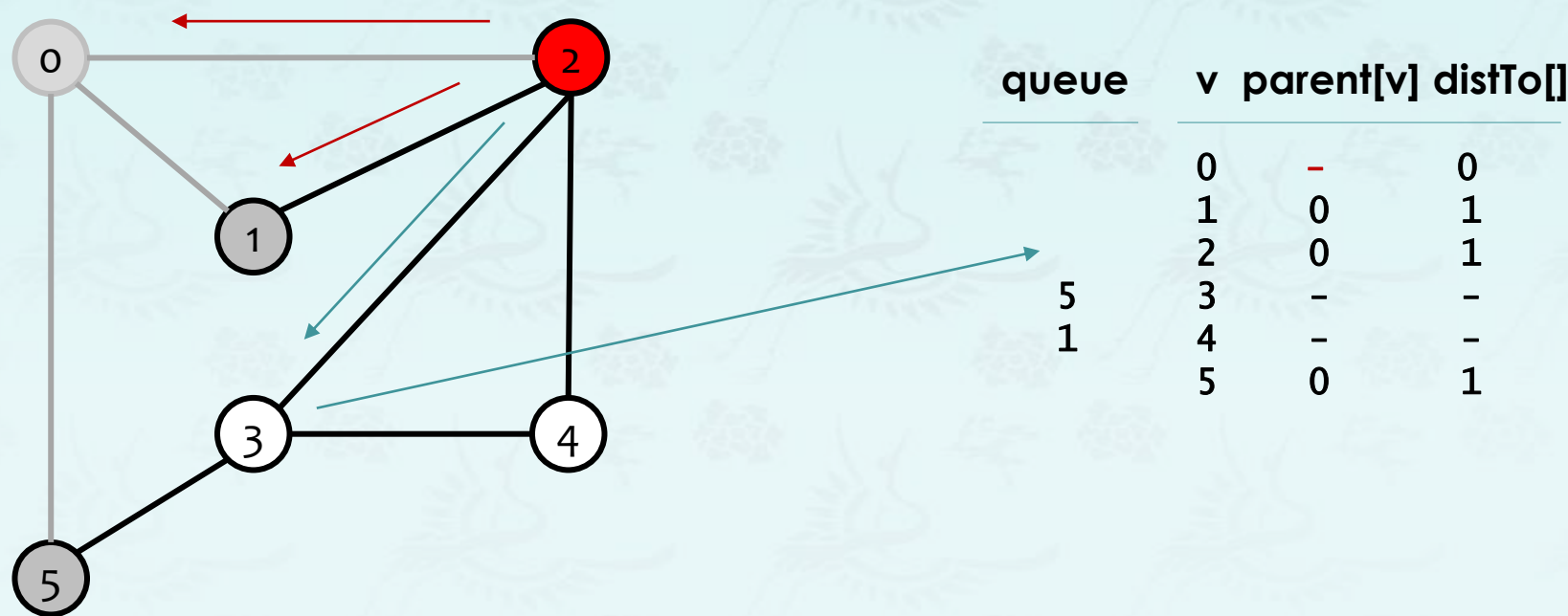
queue	v	parent[v]	distTo[]
	0	-	0
	1	0	1
	2	0	1
5	3	-	-
1	4	-	-
	5	0	1

adj[2] [0] [1] [3] [4]

dequeue 2: check 0, check 1, check 3 and check 4

BFS: 0

Breadth-first search demo

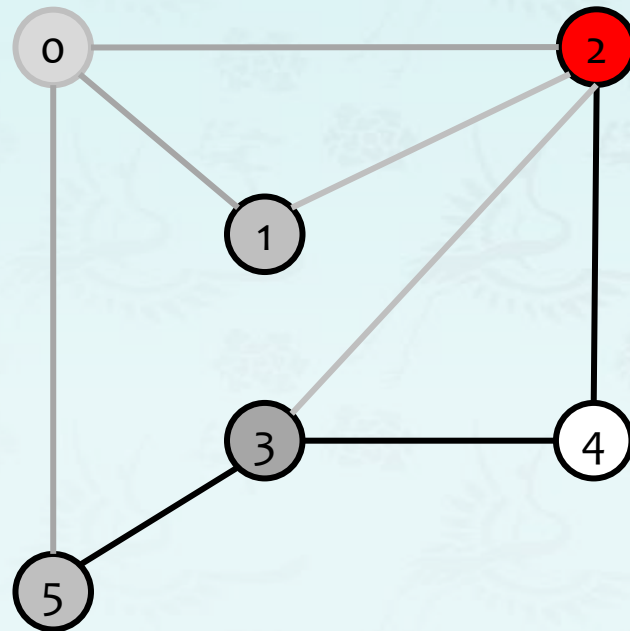


adj[2] [0] [1] [3] [4]

dequeue 2: check 0, check 1, check 3 and check 4

BFS: 0

Breadth-first search demo



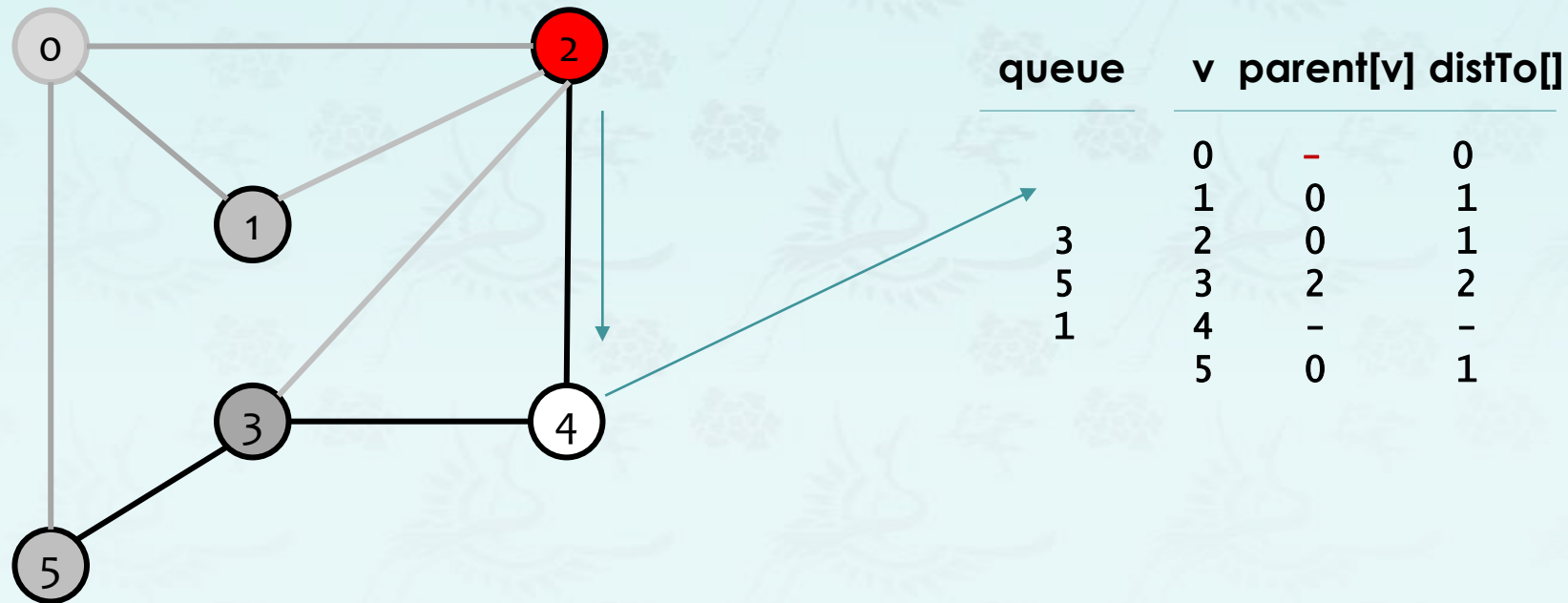
queue	v	parent[v]	distTo[]
	0	-	0
	1	0	1
3	2	0	1
5	3	2	2
1	4	-	-
	5	0	1

adj[2] [0] [1] [3] [4]

dequeue 2: check 0, check 1, check 3 and check 4

BFS: 0

Breadth-first search demo

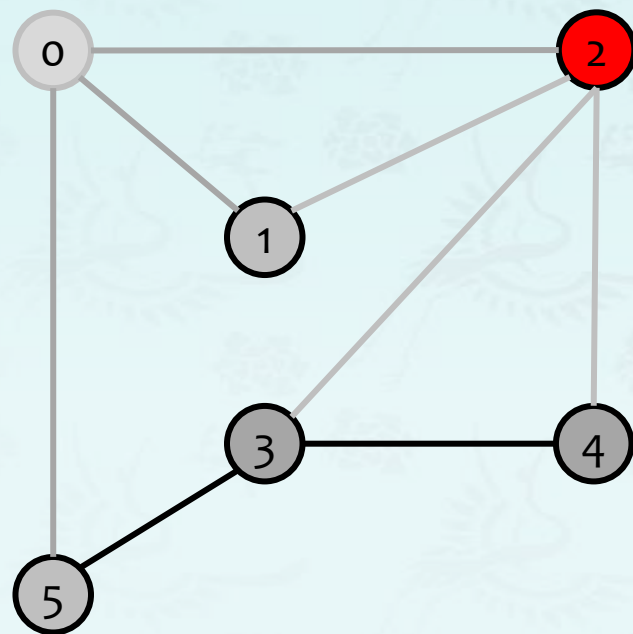


adj[2] [0] [1] [3] [4]

dequeue 2: check 0, check 1, check 3 and **check 4**

BFS: 0

Breadth-first search demo



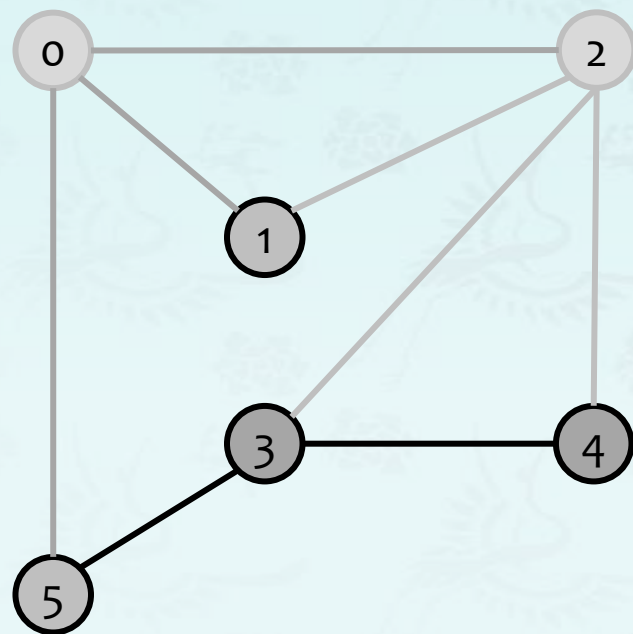
queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
5	3	2	2
1	4	-	-
	5	0	1

adj[2] [0] [1] [3] [4]

dequeue 2: check 0, check 1, check 3 and **check 4**

BFS: 0

Breadth-first search demo



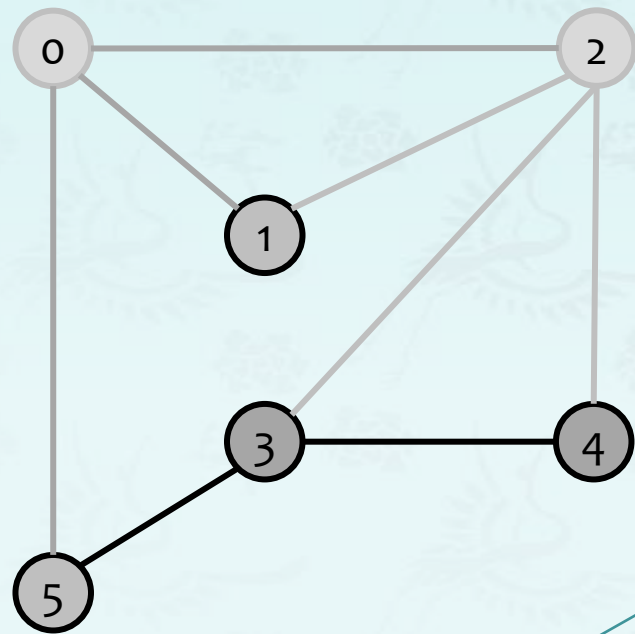
queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
5	3	2	2
1	4	2	2
	5	0	1

adj[2] [0] [1] [3] [4]

2 done →

BFS: 0 2

Breadth-first search demo

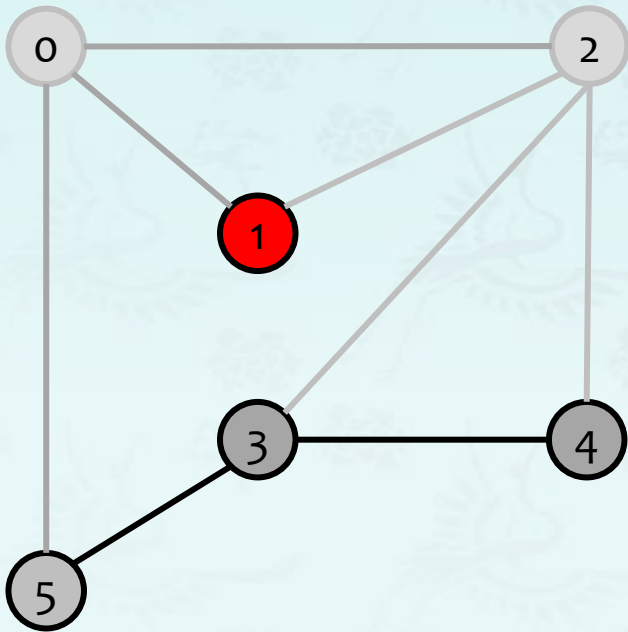


queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
5	3	2	2
1	4	2	2
	5	0	1

dequeue 1

BFS: 0 2

Breadth-first search demo

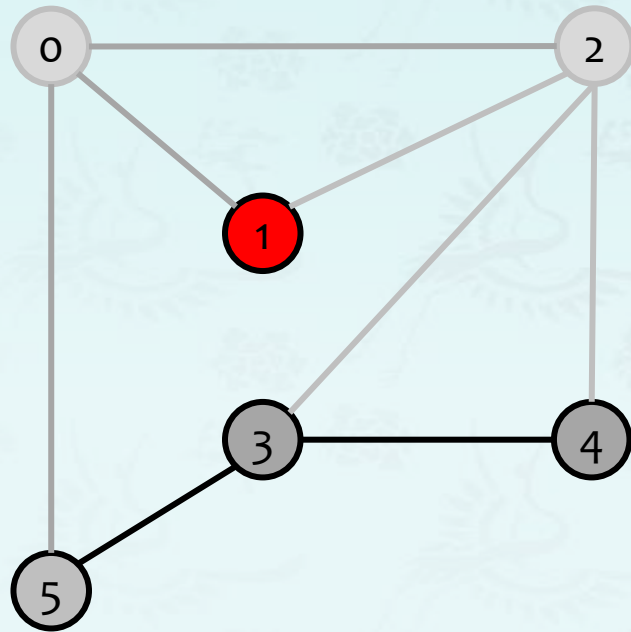


queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
5	3	2	2
	4	2	2
	5	0	1

dequeue 1

BFS: 0 2

Breadth-first search demo



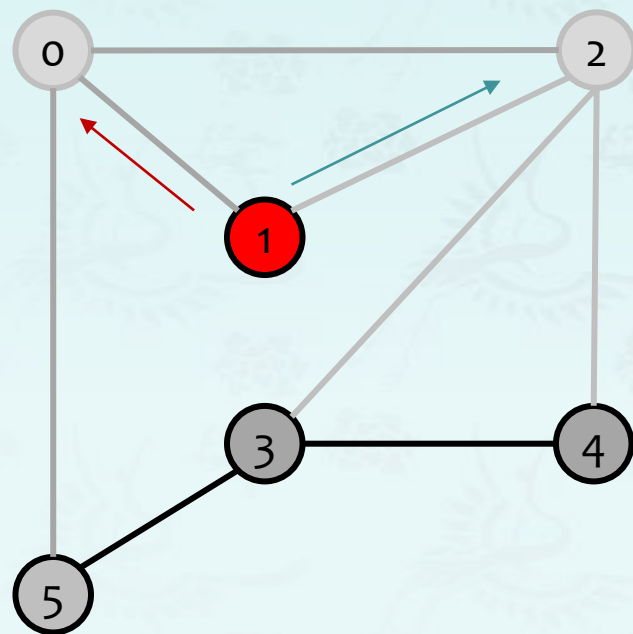
queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
5	3	2	2
	4	2	2
	5	0	1

adj[1] [0] [2]

dequeue 1: check 0, and check 2

BFS: 0 2

Breadth-first search demo



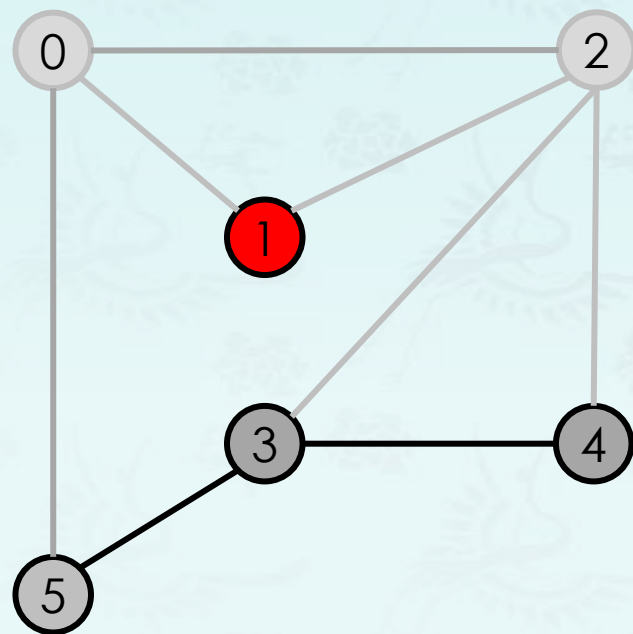
queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
5	3	2	2
	4	2	2
	5	0	1

adj[1] [0] [2]

dequeue 1: check 0, and check 2

BFS: 0 2

Breadth-first search demo



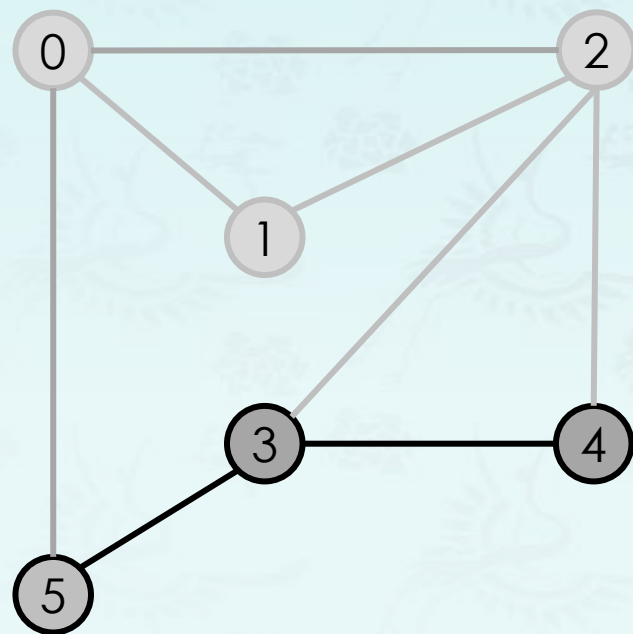
queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
5	3	2	2
	4	2	2
	5	0	1

adj[1] 0 2

dequeue 1: check 0, and check 2

BFS: 0 2

Breadth-first search demo



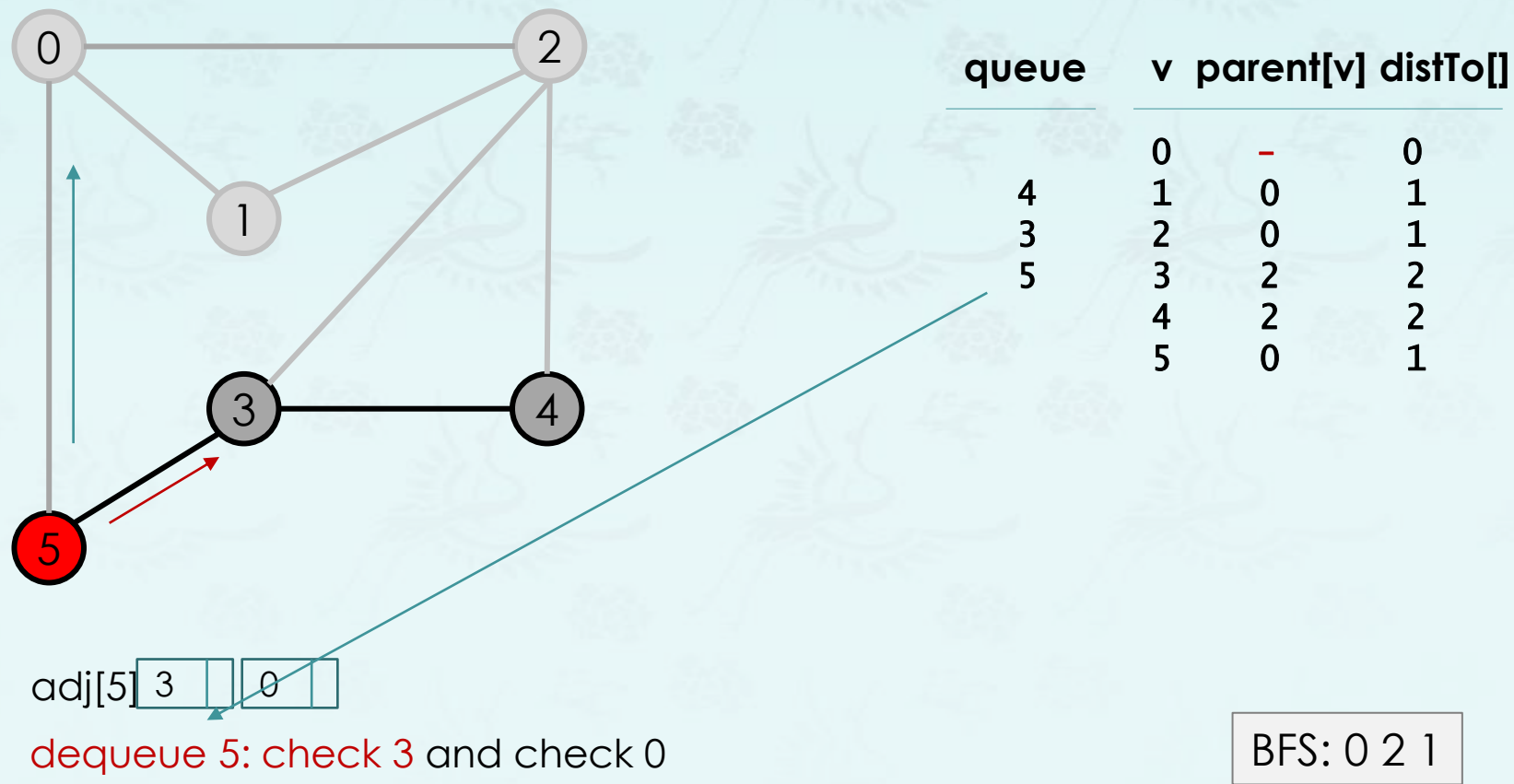
queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
5	3	2	2
	4	2	2
	5	0	1

adj[1] 0 2

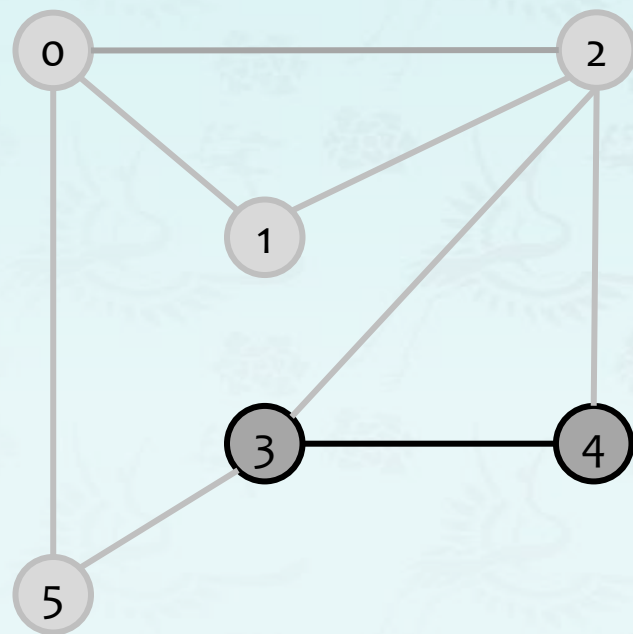
1 done →

BFS: 0 2 1

Breadth-first search demo



Breadth-first search demo



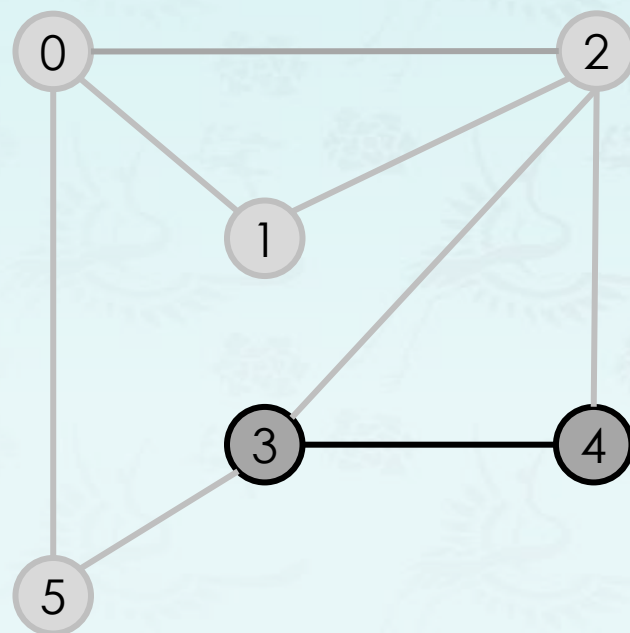
queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
	3	2	2
	4	2	2
	5	0	1

adj[5] 3 0

5 done →

BFS: 0 2 1 5

Breadth-first search demo



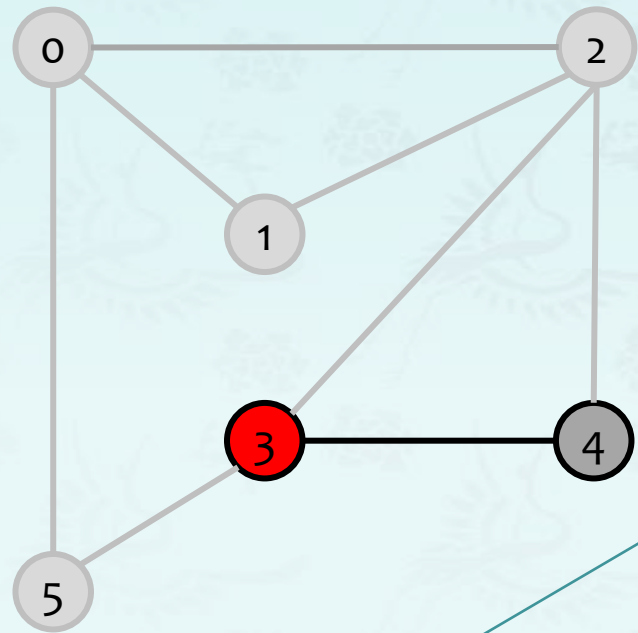
queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
	3	2	2
	4	2	2
	5	0	1

adj[3] 5 4 2

dequeue 3: Check 5, Check 4, and Check 2

BFS: 0 2 1 5

Breadth-first search demo

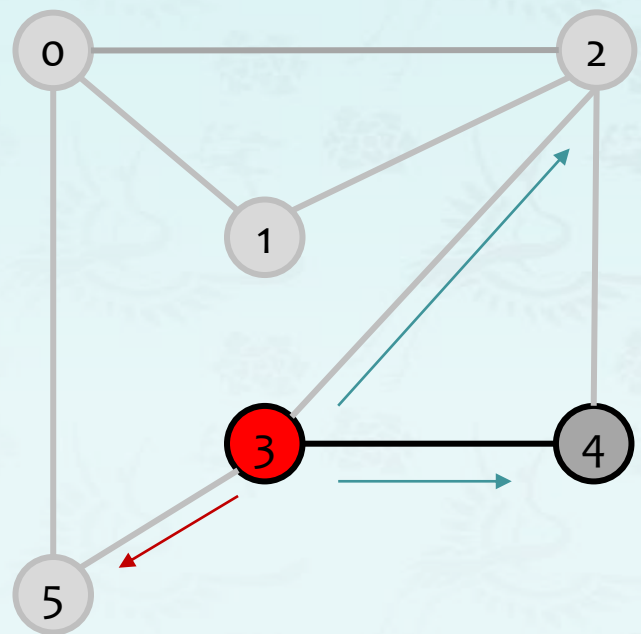


dequeue 3:

queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
3	2	0	1
	3	2	2
	4	2	2
	5	0	1

BFS: 0 2 1 5

Breadth-first search demo



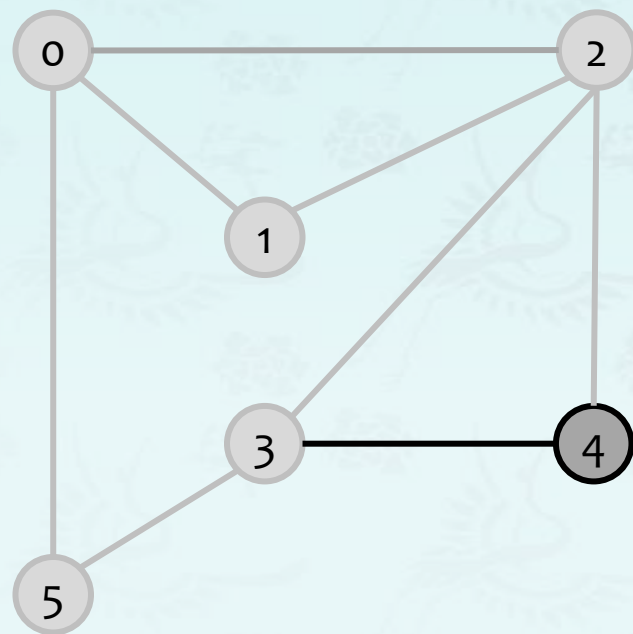
queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
	2	0	1
	3	2	2
	4	2	2
	5	0	1

adj[3] 5 4 2

dequeue 3: Check 5, Check 4, and Check 2

BFS: 0 2 1 5

Breadth-first search demo



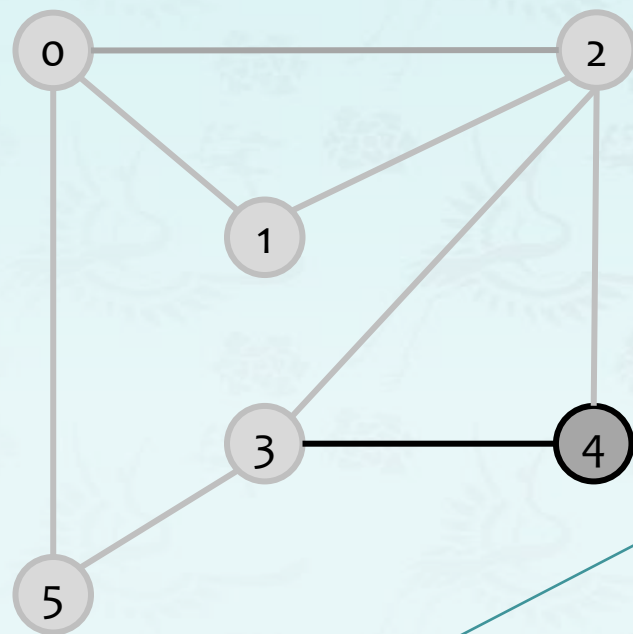
queue	v	parent[v]	distTo[]
4	0	-	0
	1	0	1
	2	0	1
	3	2	2
	4	2	2
	5	0	1

adj[3] 5 4 2

3 done →

BFS: 0 2 1 5 3

Breadth-first search demo

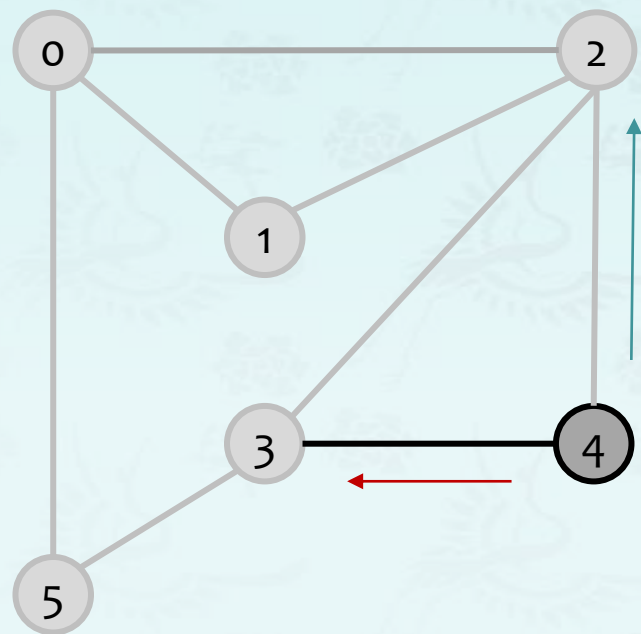


queue	v	parent[v]	distTo[]
	0	-	0
4	1	0	1
	2	0	1
	3	2	2
	4	2	2
	5	0	1

dequeue 4

BFS: 0 2 1 5 3

Breadth-first search demo



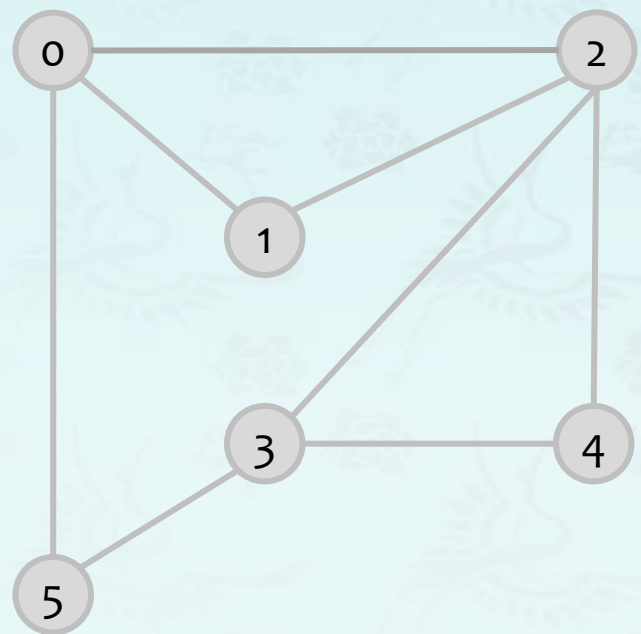
queue	v	parent[v]	distTo[]
	0	-	0
	1	0	1
	2	0	1
	3	2	2
	4	2	2
	5	0	1

adj[4] [3] [] [2] []

dequeue 4: Check 3 and Check 2

BFS: 0 2 1 5 3

Breadth-first search demo

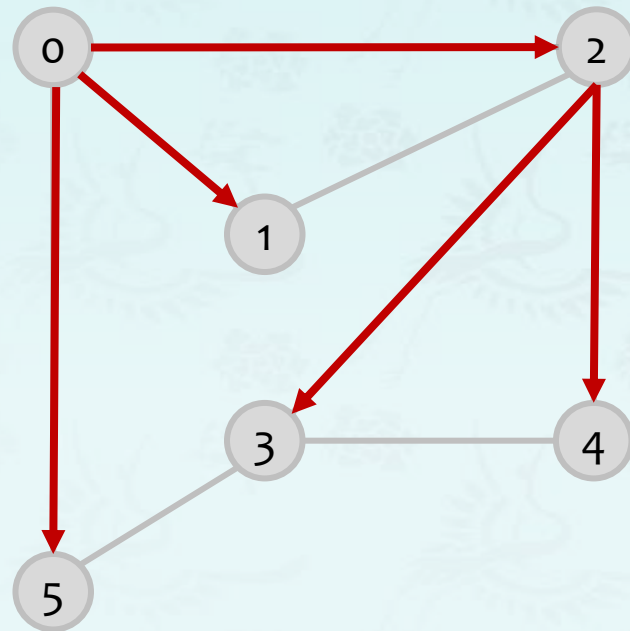


queue	v	parent[v]	distTo[]
	0	-	0
	1	0	1
	2	0	1
	3	2	2
	4	2	2
	5	0	1

4 done →

BFS: 0 2 1 5 3 4

Breadth-first search demo



v	parent[v]	distTo[]
0	-	0
1	0	1
2	0	1
3	2	2
4	2	2
5	0	1

done

BFS: 0 2 1 5 3 4

Breadth-first search

- **Depth-first search:** Put unvisited vertices on a **stack**.
- **Breadth-first search:** Put unvisited vertices on a **queue**.
- **Shortest path:** Find path from s to t that uses **fewest number of edges**.

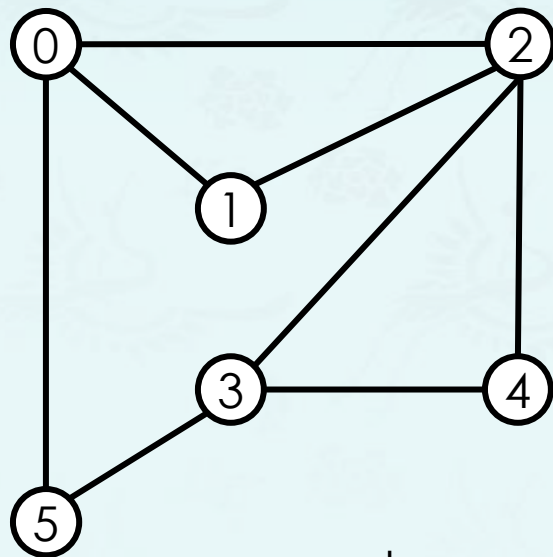
BFS: (from source vertex s)

- 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 unvisited neighbors to the queue, and mark them as visited.

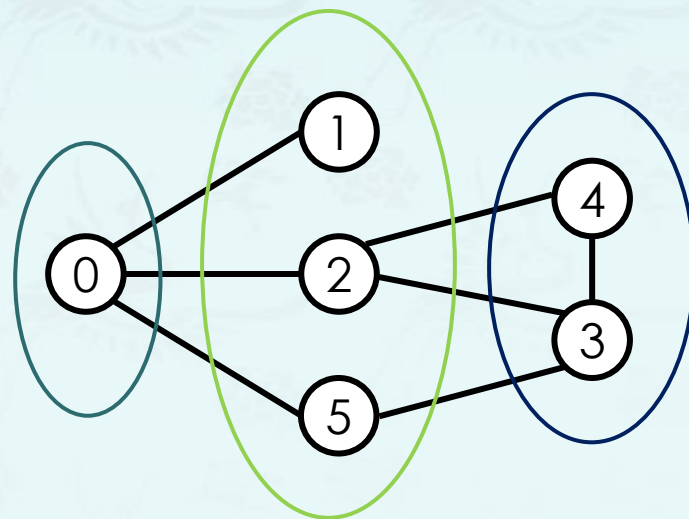
- **Intuition:** BFS examines vertices in increasing distance from s .

Breadth-first search properties

- **Proposition:** BFS computes shortest paths (fewest number of edges) from s to all other vertices in a graph in time proportional to $E + V$.
- **Proof: [correctness]** Queue always consists of zero or more vertices of distance k from s , followed by zero or more vertices of distance $k + 1$.
- **Proof: [running time]** Each vertex connected to s is visited once.



graph



dist = 0

dist = 1

dist = 2

Breadth-first search implementation

```
// runs BFS at v and produces BFS0[], distTo[] & parentBFS[]
void BFS(graph g, int v) {
    queue<int> que;           // to process each vertex
    queue<int> sav;           // BFS result saved
    for (int i = 0; i < V(g); i++) g->marked[i] = false;
    g->parentBFS[v] = -1;      g->marked[v] = true;
    g->distTo[v] = 0;          g->BFSv = {};
    que.push(v);              sav.push(v);

    while (!que.empty()) {
        int cur = que.front(); que.pop(); // remove it since processed
        for (gnode w = g->adj[cur].next; w; w = w->next) {
            if (!g->marked[w->item]) {
                g->marked[w->item] = true;
                que.push(w->item);           // queued to process next
                sav.push(w->item);           // save the result
                cout << "your code here";   // set parentBFS[] & distTo[]
            }
        }
    }
    g->BFSv = sav;              // save the result at v
    setBFS0(g, v, sav);
}
```

Breadth-first search implementation

```
// runs BFS for all vertices or all connected components
// It begins with the first vertex 0 at the adjacent list.
// It produces BFS0[], distTo[] & parentBFS[].
```

```
void BFS_CCs(graph g) {
    if (empty(g)) return;

    for (int i = 0; i < v(g); i++) {
        g->marked[i] = false;
        g->parentBFS[i] = -1;
        g->BFS0[i] = -1;
        g->distTo[i] = -1;
    }
```

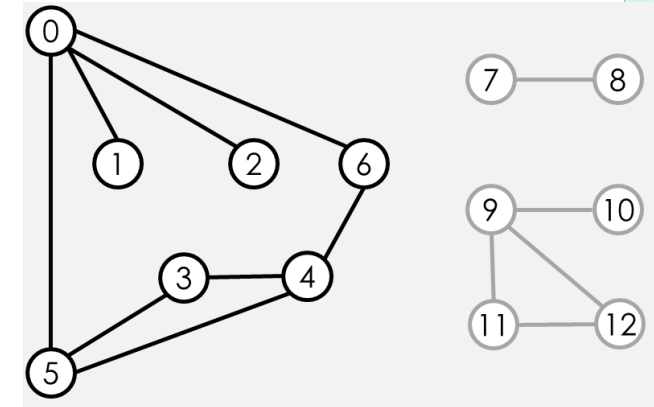
```
// BFS for all connected components starting from 0
```

```
BFS(g, 0);
```

```
g->BFSv = {};
```

```
}
```

make it run for all CC's:
for-loop to call BFS() for all v's
if (v is not visited) BFS()



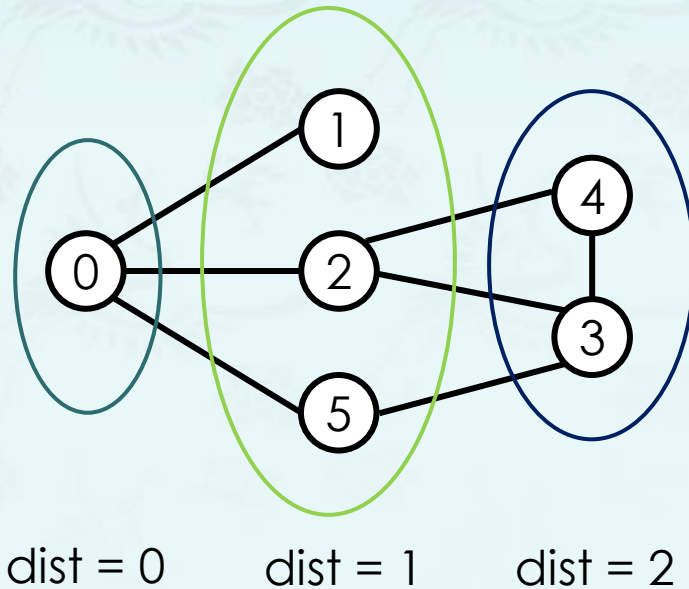
Breadth-first search implementation

```
// returns the number of edges in a shortest path between v and w
int distTo(graph g, int v, int w) {
    if (empty(g)) return 0;
    if (!connected(g, v, w)) return 0;

    BFS(g, v);

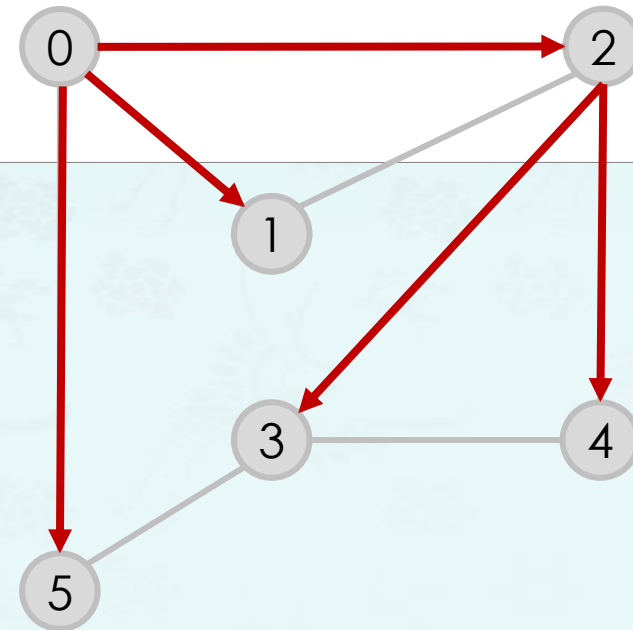
    cout << "your code here\n";

    return 0;
}
```

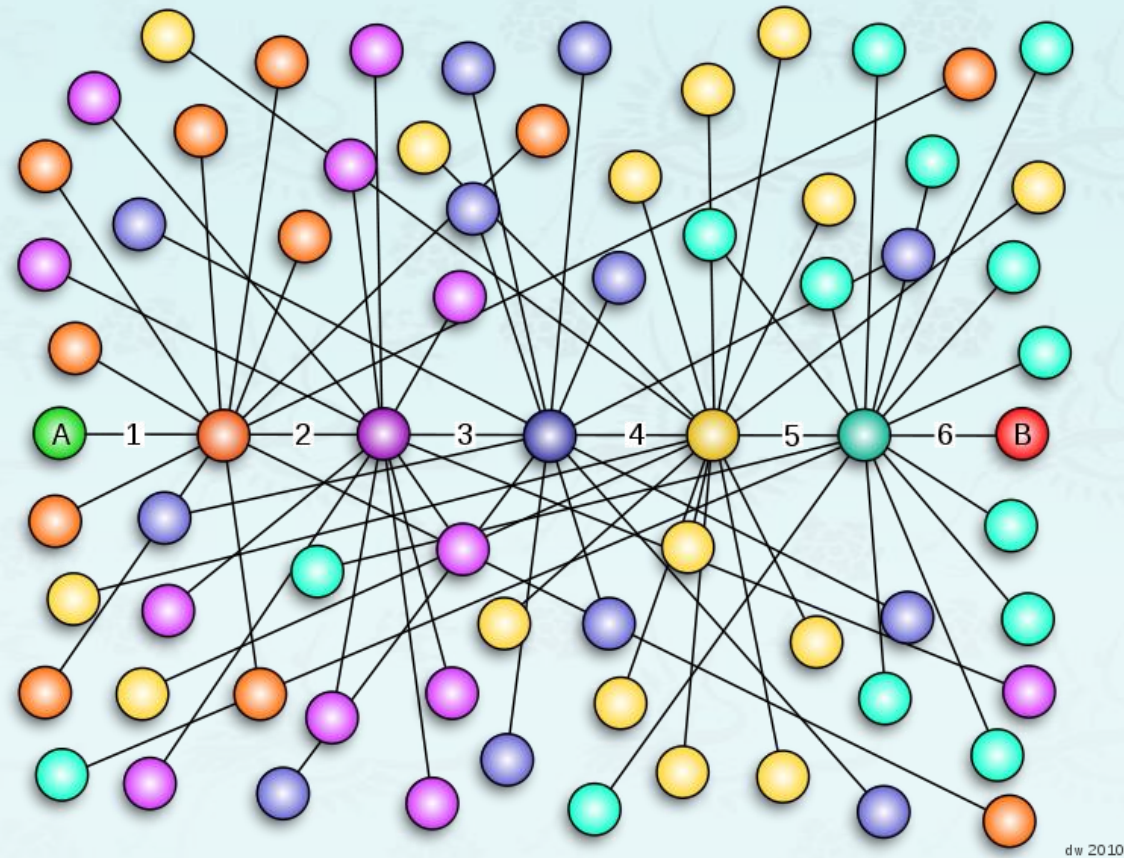


Breadth-first search implementation

```
// returns a path from v to w using the BFS result or parentBFS[].  
// It has to use a stack to retrace the path back to the source.  
// Once the client(caller) gets a stack returned,  
void BFSpath(graph g, int v, int w, stack<int>& path) {  
    if (empty(g)) return;  
  
    BFS(g, v);                // g->BFSv updated already.  
  
    path = {};  
    // clear path  
  
    cout << "your code here\n";  
}
```



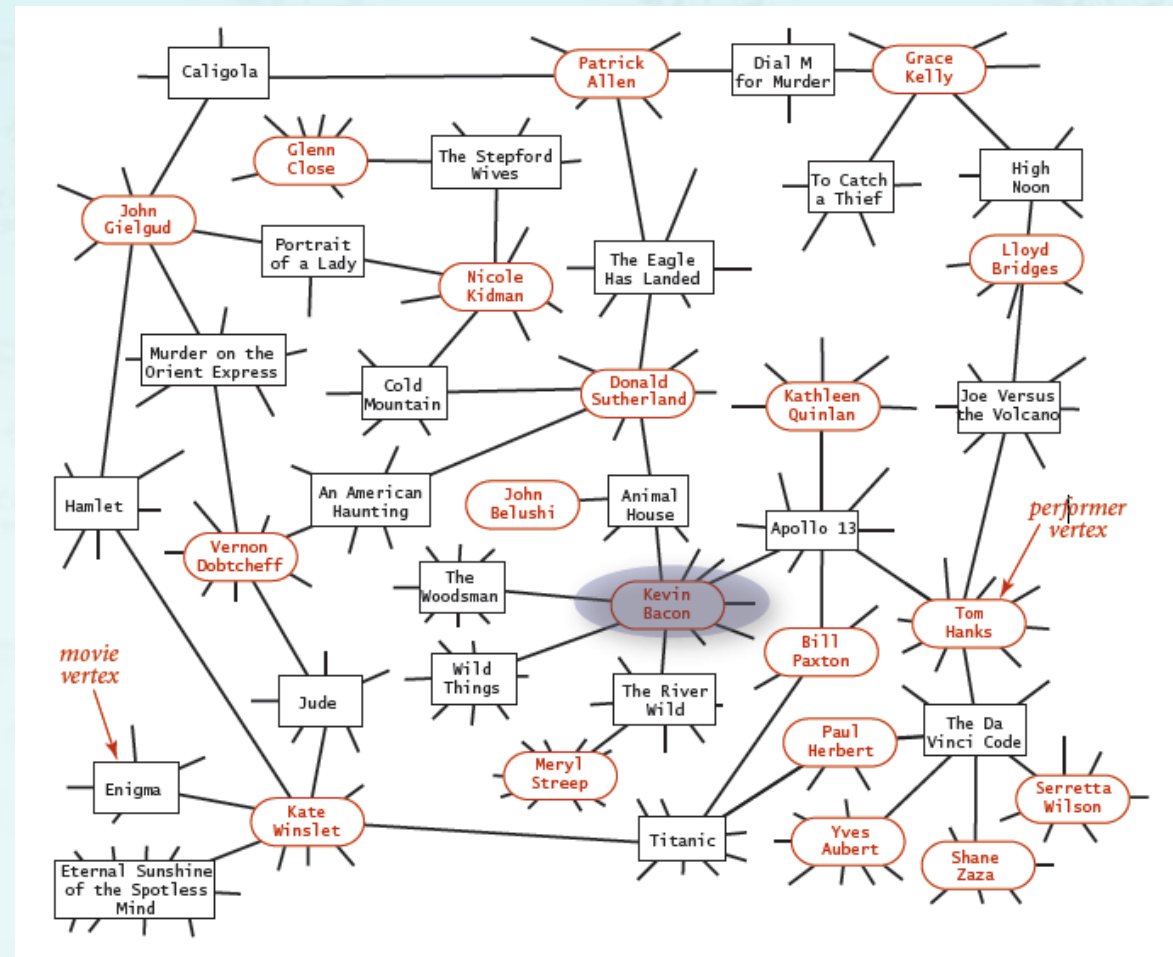
Breadth-first search application: Kevin Bacon numbers



six degrees of separation?

Breadth-first search application: Kevin Bacon numbers

- Include one vertex for each performer **and** one for each movie.
- Connect a movie to all performers that appear in that movie.
- Compute shortest path from s = Kevin Bacon.



Breadth-first search demo

Social

Facebook

4.74 — Facebook Wins By Getting Us Closer Than Six Degrees

Posted Nov 22, 2011 by [Eric Eldon \(@eldon\)](#)

35

Like 0

Tweet 327

Share 0

Next Story



Facebook users are getting more connected to each other as the service grows and matures, according to a [new study](#) by the company's data team and the University of Milan. Instead of the traditional "six degrees of separation" that researchers have [historically observed](#) between all people in the world (and Kevin Bacon), the number of degrees has been dropping since 2008 on the site, from 5.28 then to 4.74 now.

ADVERTISEMENT



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[Claim Basis](#)

Building You A Better Network.SM

2008: 5.28 → 2011: 4.74 → 2016.2 : 

<http://www.bbc.co.uk/newsbeat/article/35500398/how-facebook-updated-six-degrees-of-separation-its-now-357>

Breadth-first search demo

SocialFacebook

4.74 — Facebook Wins By Getting Us Closer Than Six Degrees

Posted Nov 22, 2011 by [Eric Eldon \(@eldon\)](#)

35Like0Tweet327Share0

Next Story



Facebook users are getting more connected to each other as the service grows and matures, according to a new study by the company's data team and the University of Milan. Instead of the traditional "six degrees of separation" that researchers have historically observed between all people in the world (and Kevin Bacon), the number of degrees has been dropping since 2008 on the site, from 5.28 then to 4.74 now.

ADVERTISEMENT



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[Claim Basis](#)

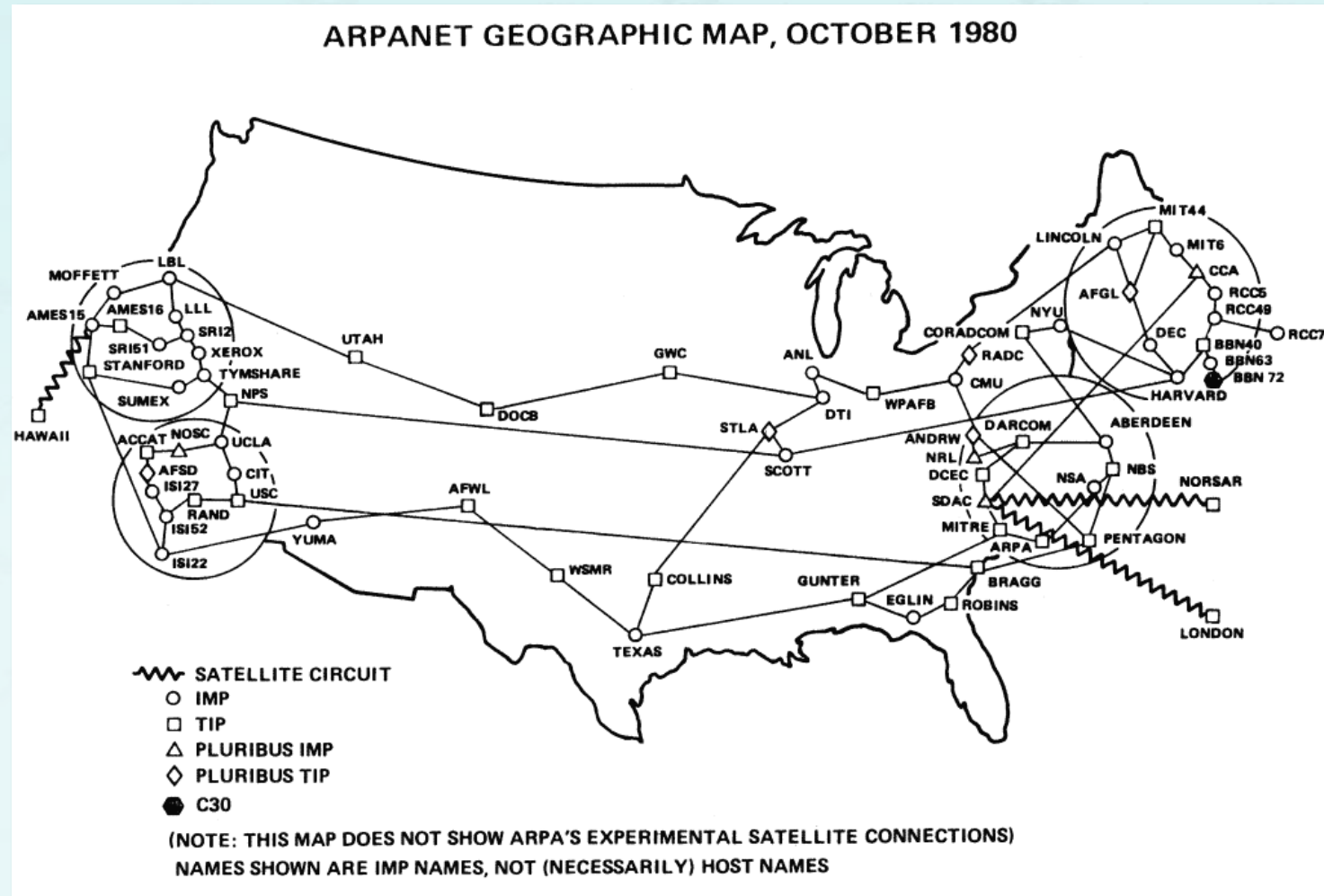
Building You A Better Network.SM

2008: 5.28 → 2011: 4.74 → 2016.2 : 3.57

<http://www.bbc.co.uk/newsbeat/article/35500398/how-facebook-updated-six-degrees-of-separation-its-now-357>

Breadth-first search application: routing

- Fewest number of hops in a communication network.



Data Structures

Chapter 7: Graph

1. Introduction
 - Terminology, Representation, ADT
2. Basic Operations
 - DFS, CC, **BFS**, Processing
3. Digraph and Applications
4. Minimum Spanning Tree(MST)