

# Understanding Topological Sort

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**Janani Ravi**

CO-FOUNDER, LOONYCORN

[www.loonycorn.com](http://www.loonycorn.com)

# Three Common Graph Problems

**Establishing  
precedence**

**Getting from point  
A to point B**

**Covering all nodes  
in a graph**

# Three Common Graph Problems

**Establishing  
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Topological sort

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# Three Common Graph Problems

**Establishing  
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Shortest path algorithms

**Covering all nodes  
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# Three Common Graph Problems

**Establishing  
precedence**

Topological sort

**Getting from point  
A to point B**

Shortest path algorithms

**Covering all nodes  
in a graph**

Minimum spanning tree  
algorithms

# Three Common Graph Operations

**Topological sort**

Computation graphs in  
neural networks

**Getting from point  
A to point B**

Shortest path algorithms

**Covering all nodes  
in a graph**

Minimum spanning tree  
algorithms

# Three Common Graph Operations

## Topological sort

Computation graphs in  
neural networks

## Shortest path

Deliveries from  
warehouses to customers

## Covering all nodes in a graph

Minimum spanning tree  
algorithms

# Three Common Graph Operations

## Topological sort

Computation graphs in  
neural networks

## Shortest path

Deliveries from  
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## Minimum spanning tree

Planning railway lines



# Three Common Graph Operations

## Topological sort

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Deliveries from  
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Planning railway lines

# Overview

**Directed Acyclic Graphs (DAGs) are extremely versatile constructs**

**Applications of DAGs include building neural network models**

**DAGs specify precedence relationships between nodes**

**Any ordering of all nodes that satisfies all relationships is a topological sort**

**Topological sort can be implemented via a simple iterative algorithm**

# The Power of Directed Acyclic Graphs

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A directed graph with no cycle is called  
a Directed Acyclic Graph

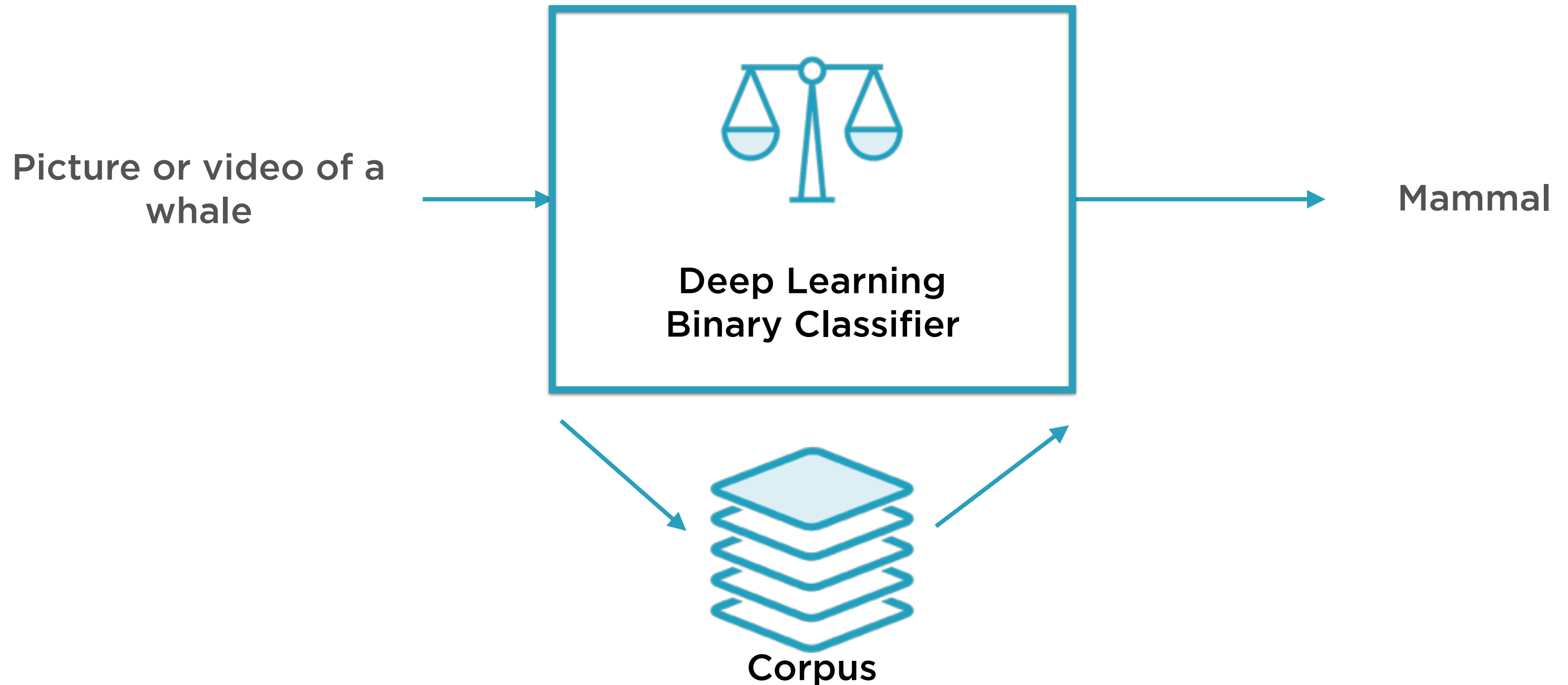
# Directed Acyclic Graphs (DAGs)

**Especially important type of graph**

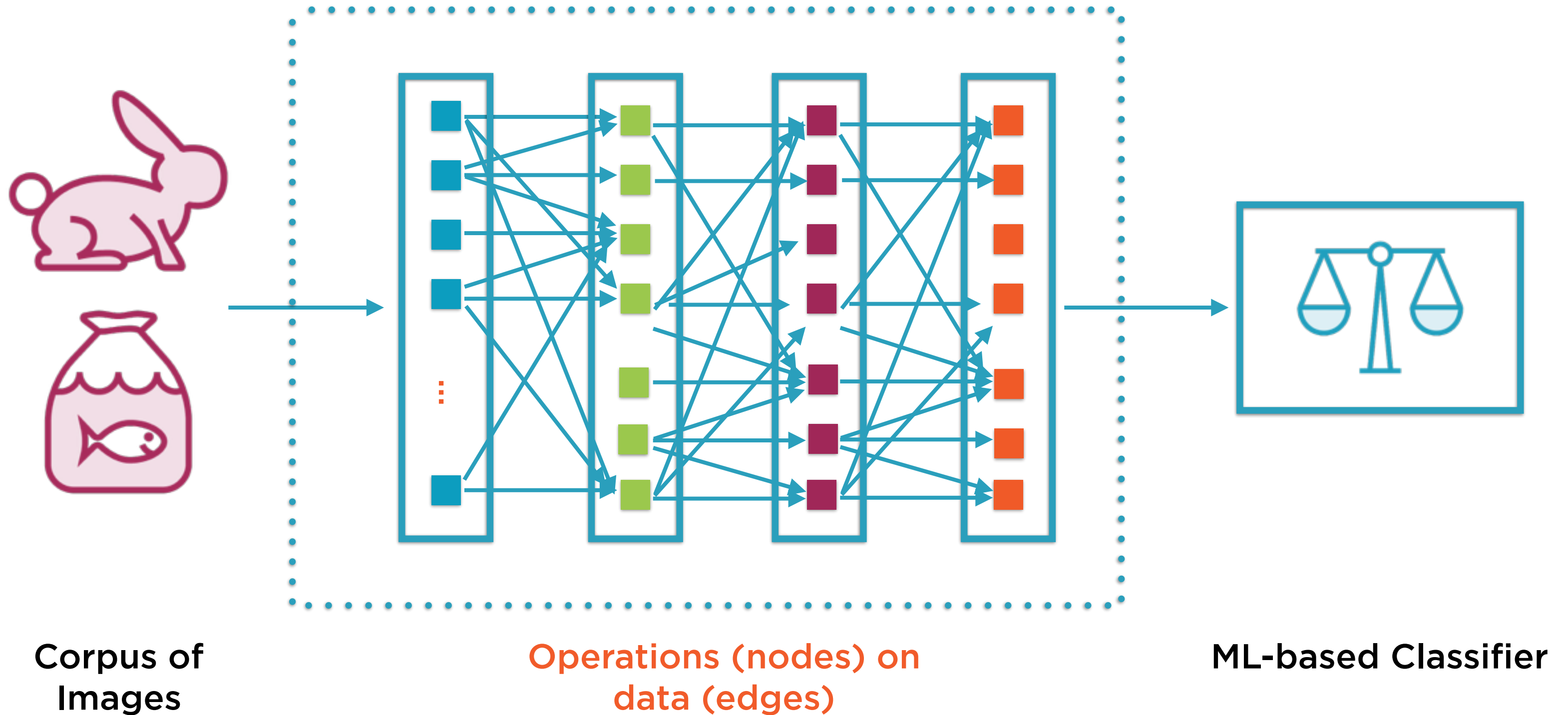
**Common applications**

- Scheduling tasks
- Evaluating expressions
- Building neural network models

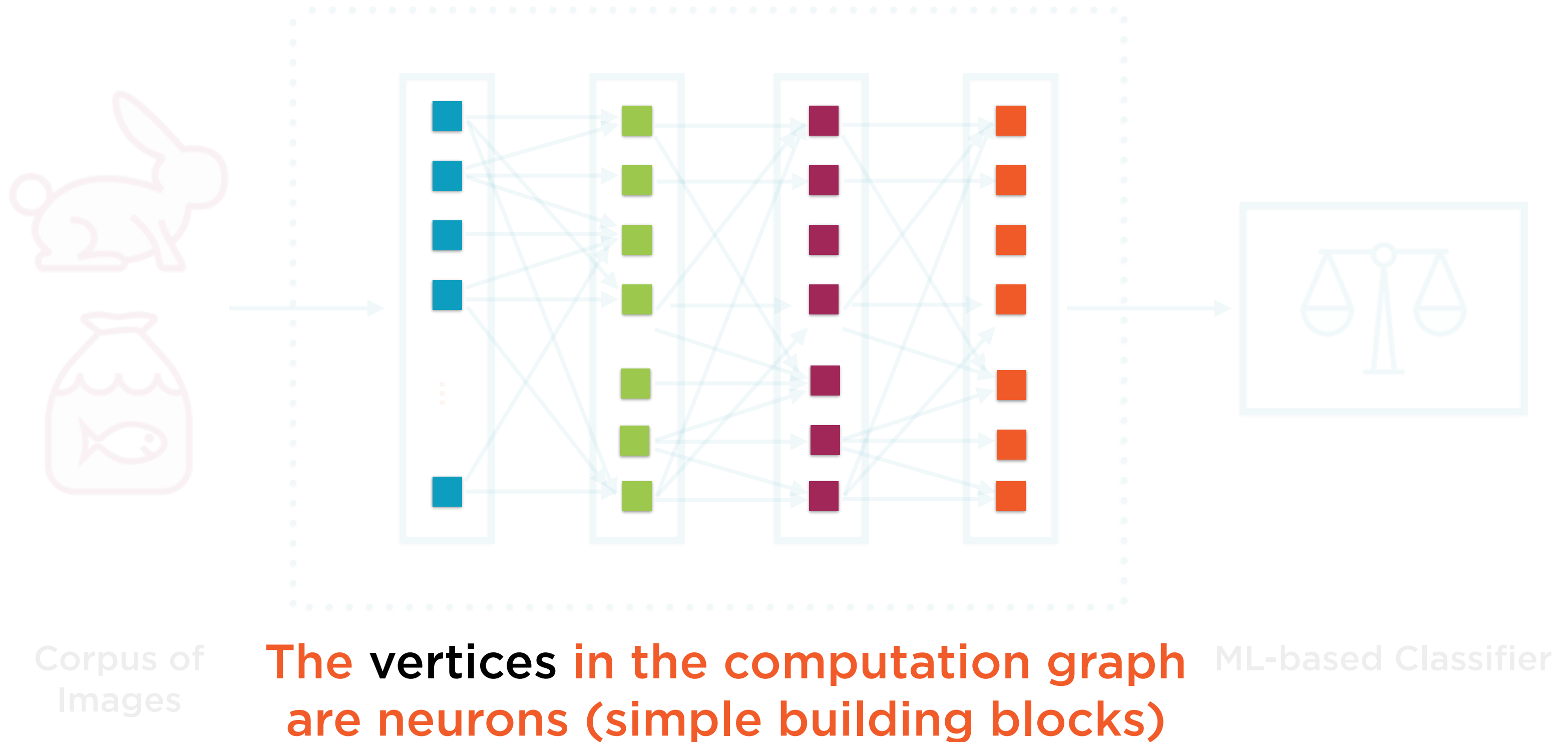
# “Deep Learning” Binary Classifier



# Neural Network Computation Graph

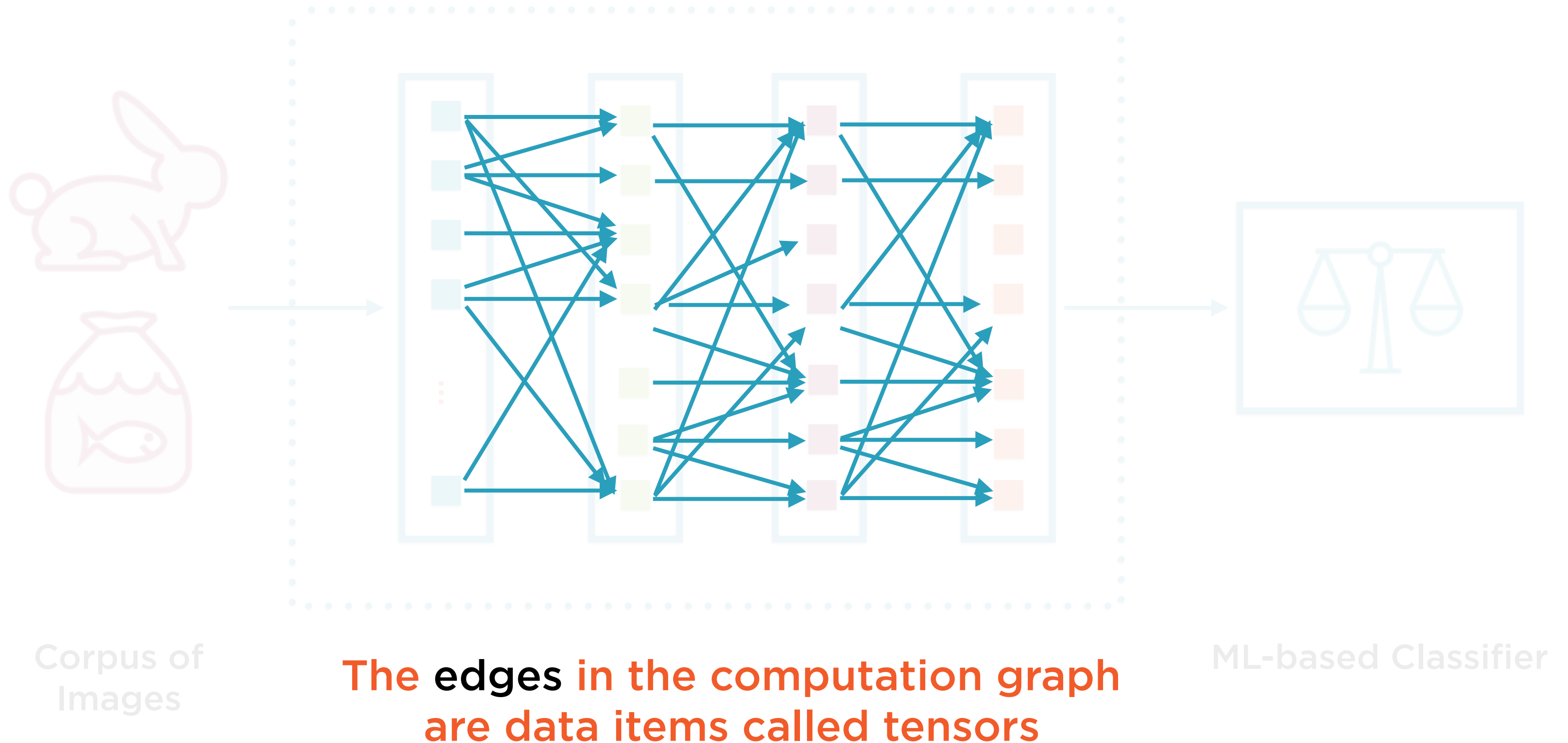


# Neural Network Computation Graph



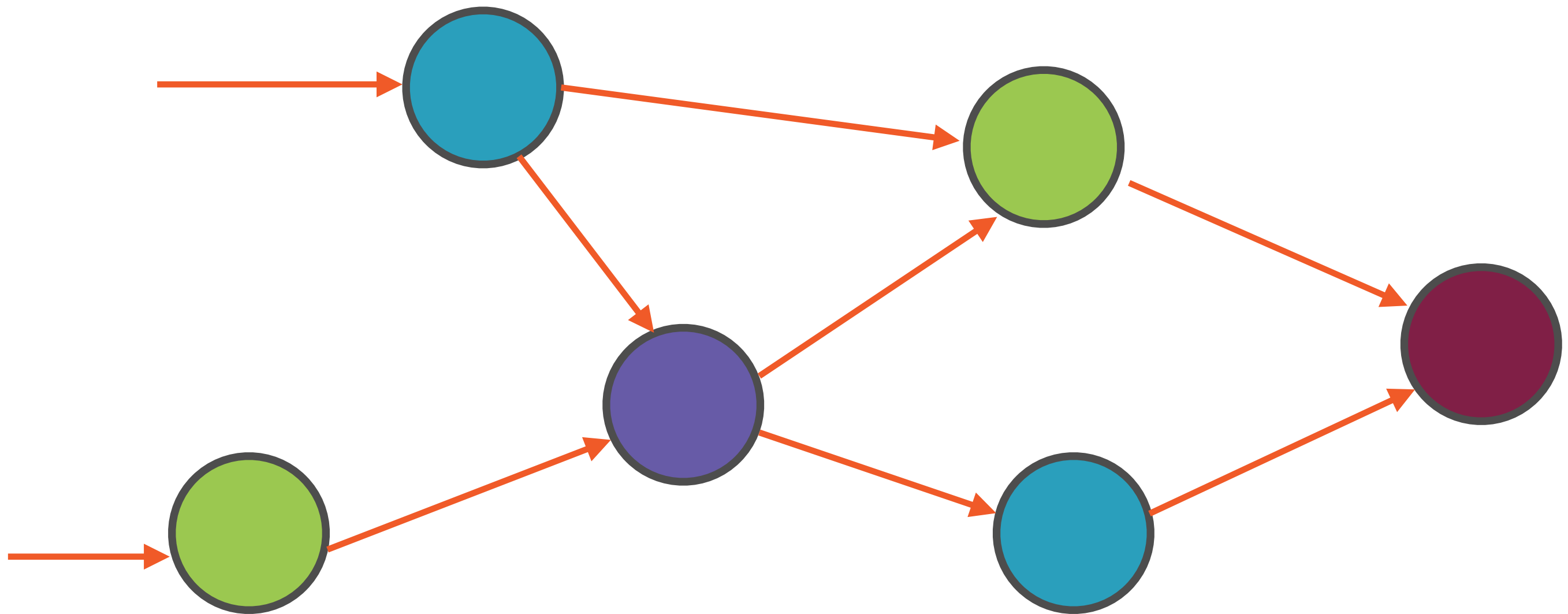


# Neural Network Computation Graph



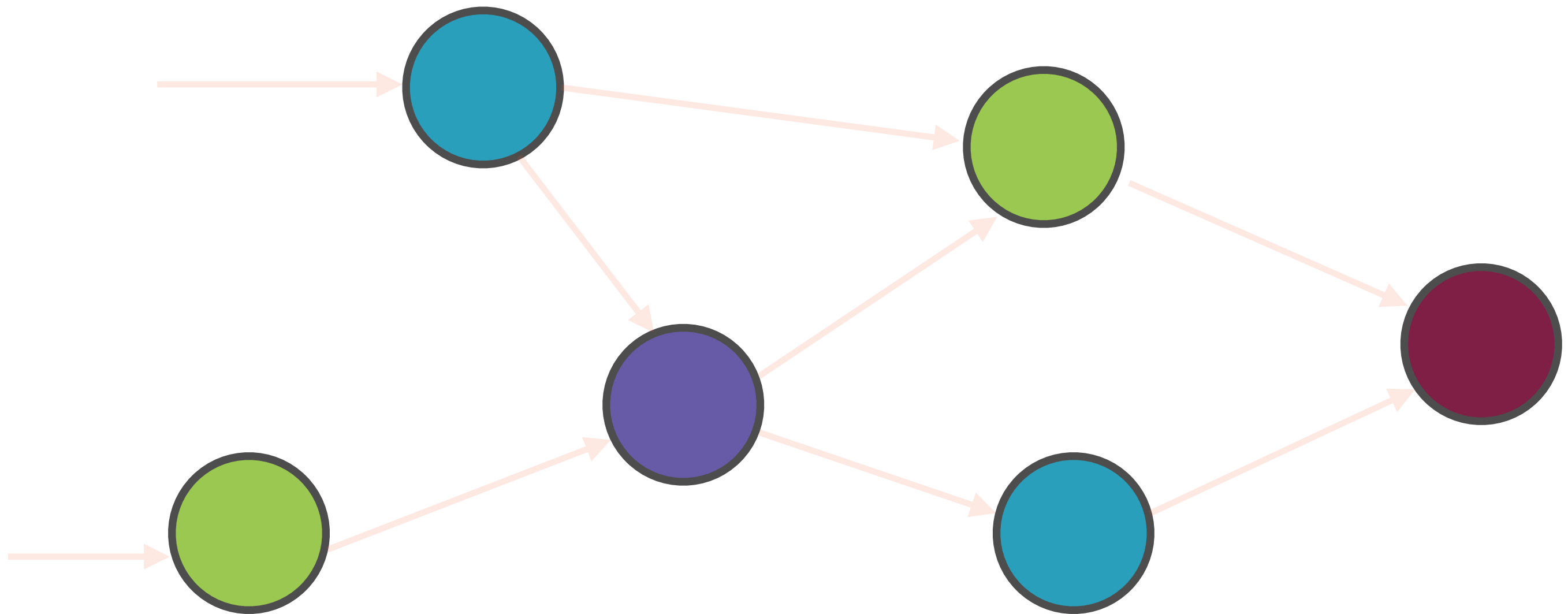
TensorFlow is a language for machine learning which is optimized for building neural networks

# Everything is a Graph in TensorFlow



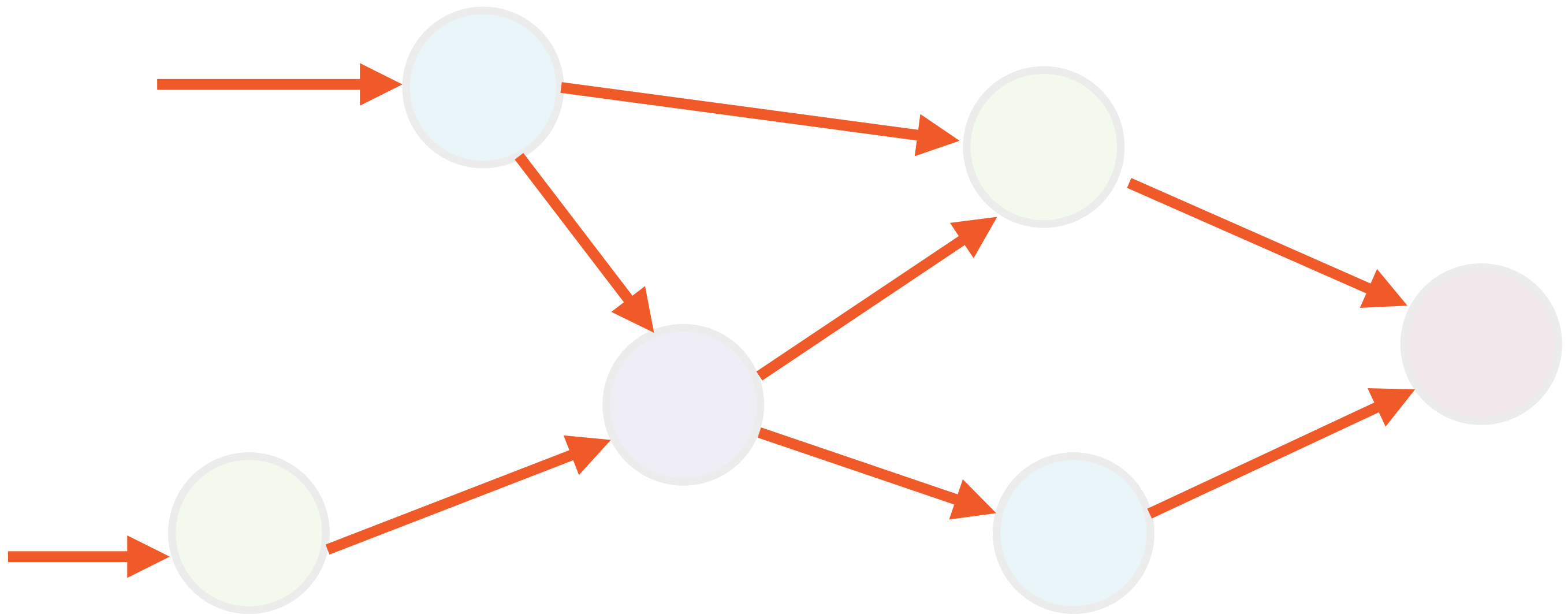
## A network

# Everything is a Graph in TensorFlow



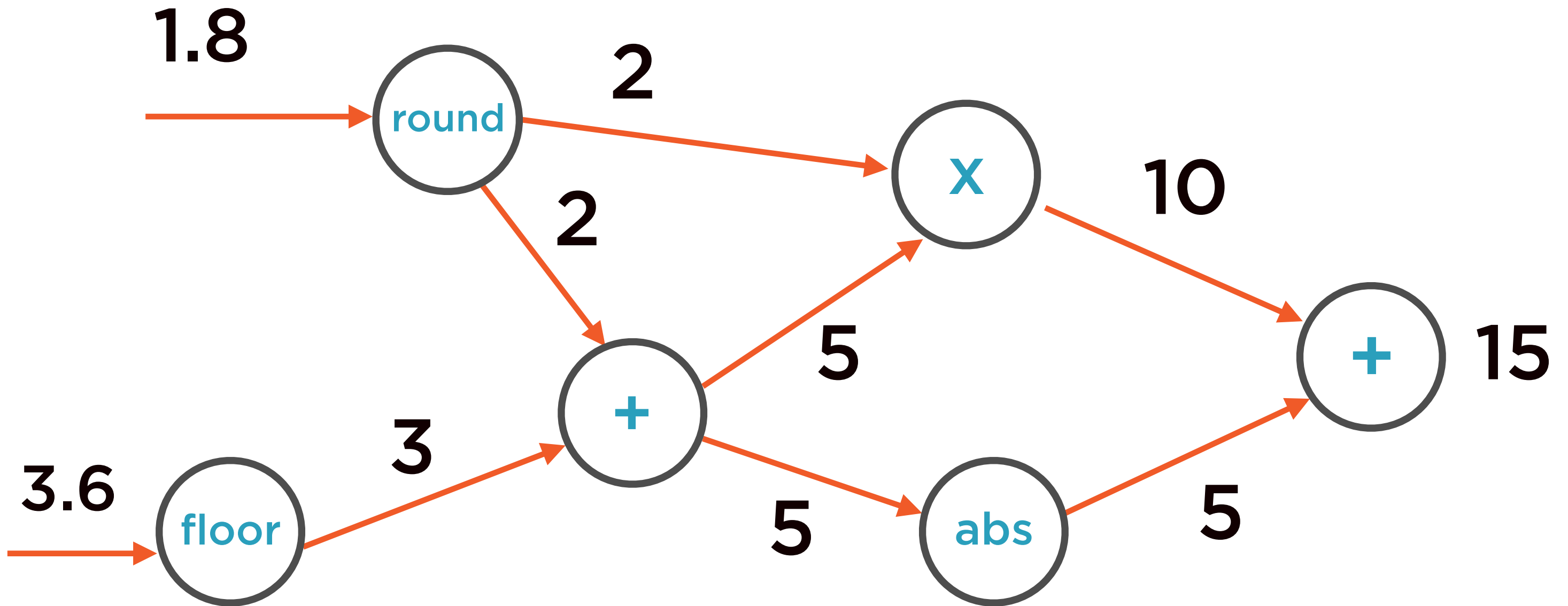
**Computations**

# Everything is a Graph in TensorFlow



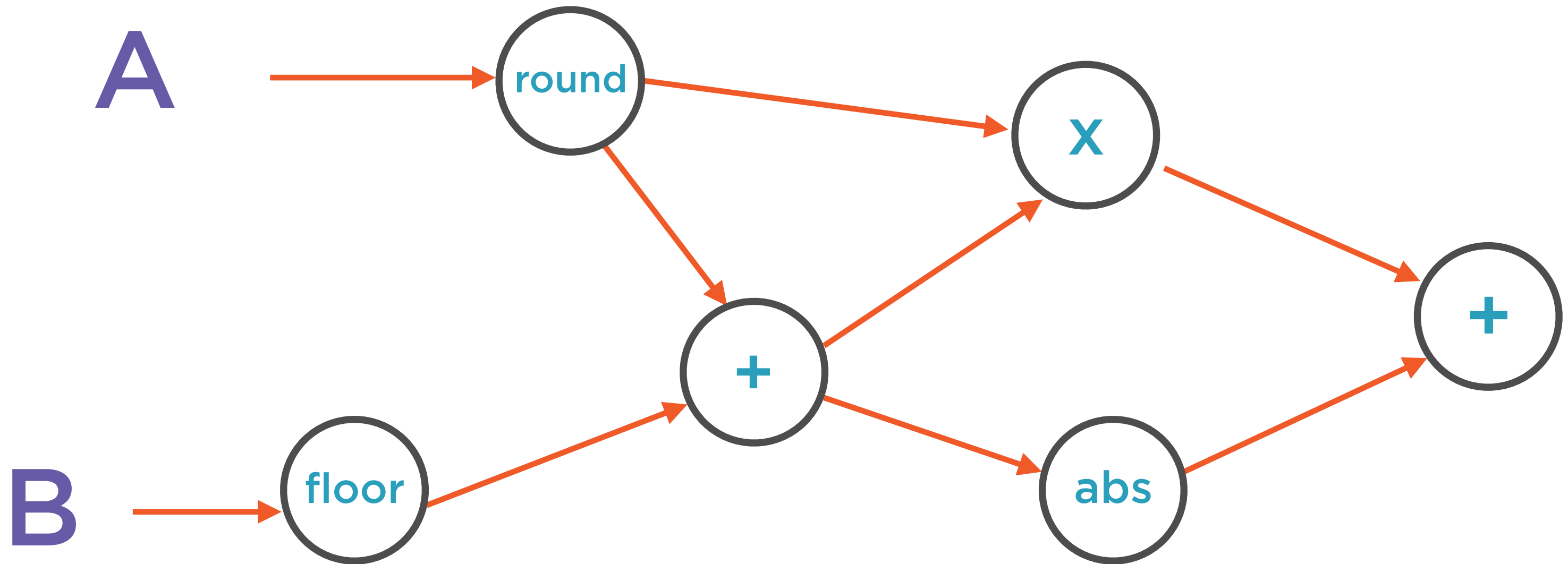
**Tensor**  
**Data**

# Tensors Flow Through the Graph



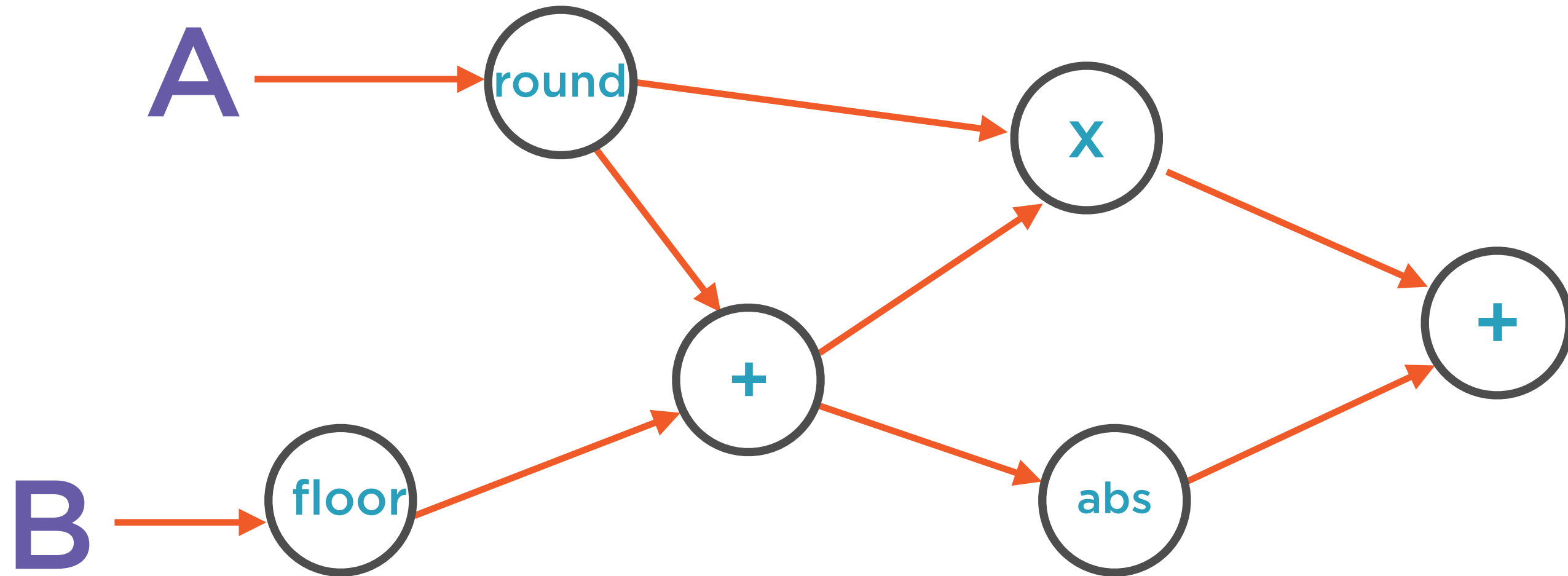
**TensorFlow**

# Tensors Flow Through the Graph



**TensorFlow**

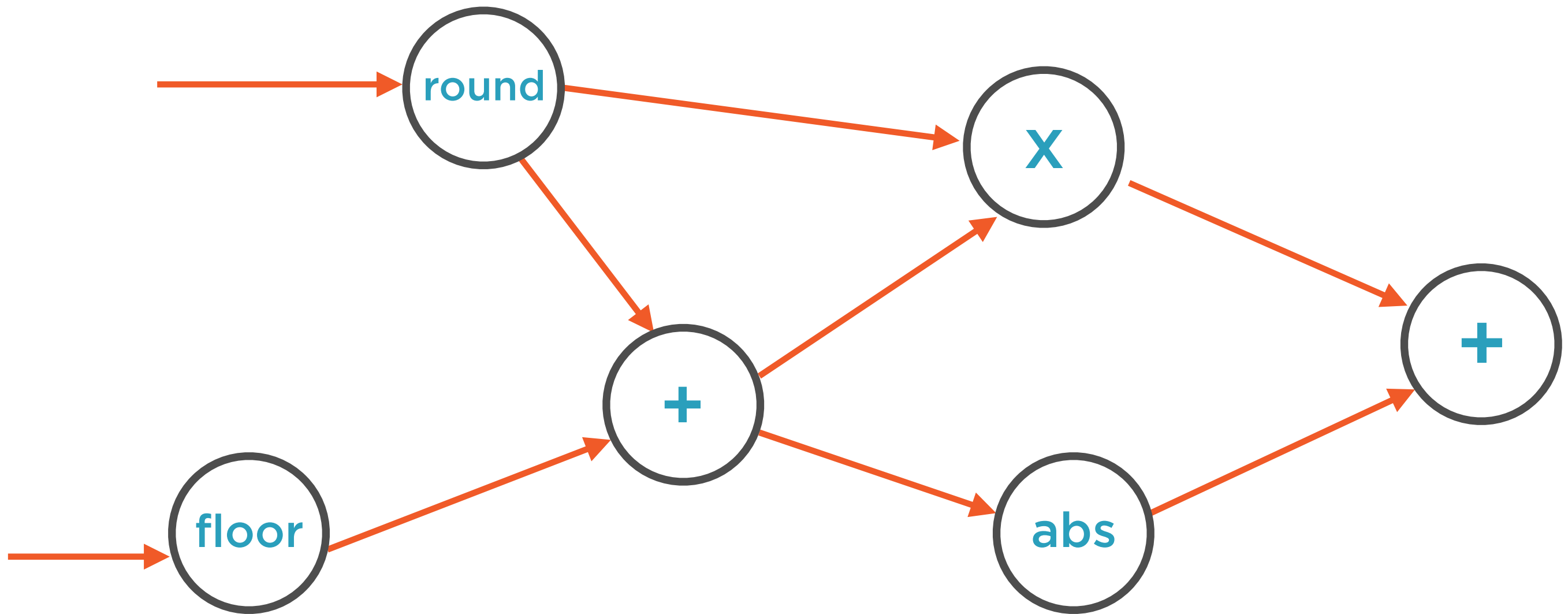
# Tensors Flow Through the Graph



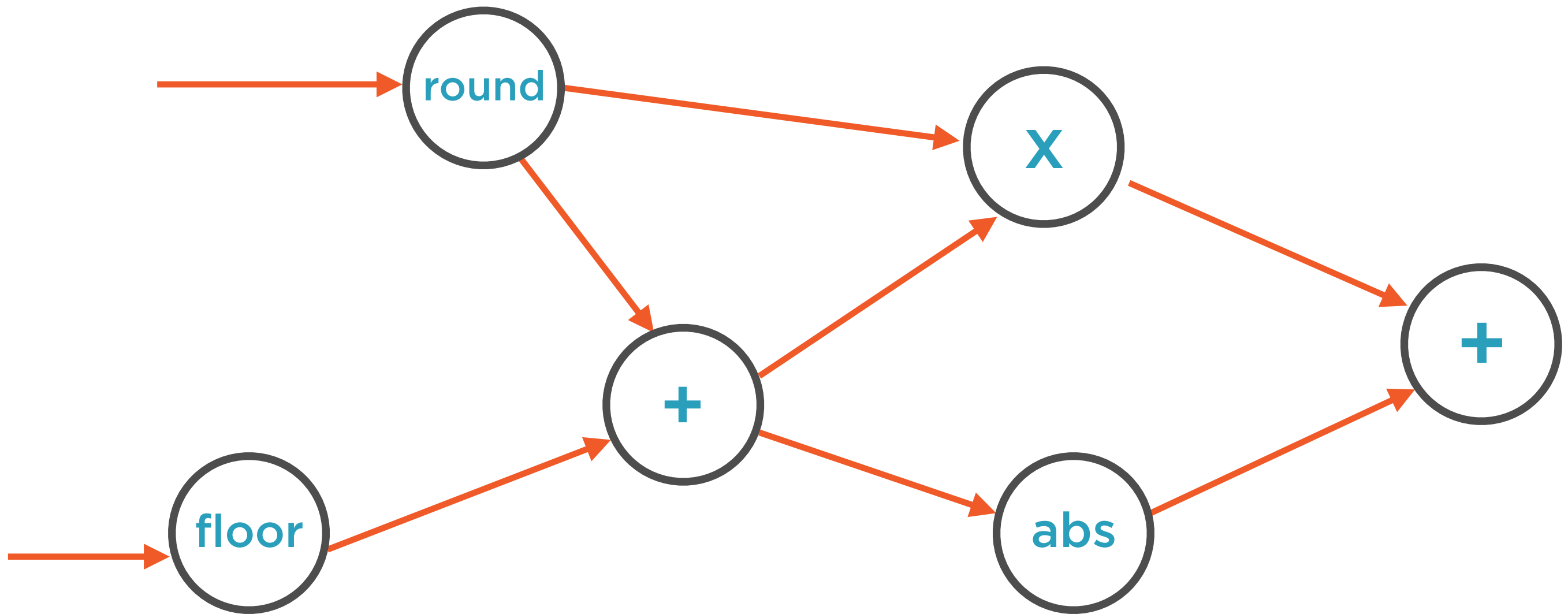
$$Y = (\text{round}(A) + \text{floor}(B)) * \text{round}(A) + \text{abs}(\text{round}(A) + \text{floor}(B))$$



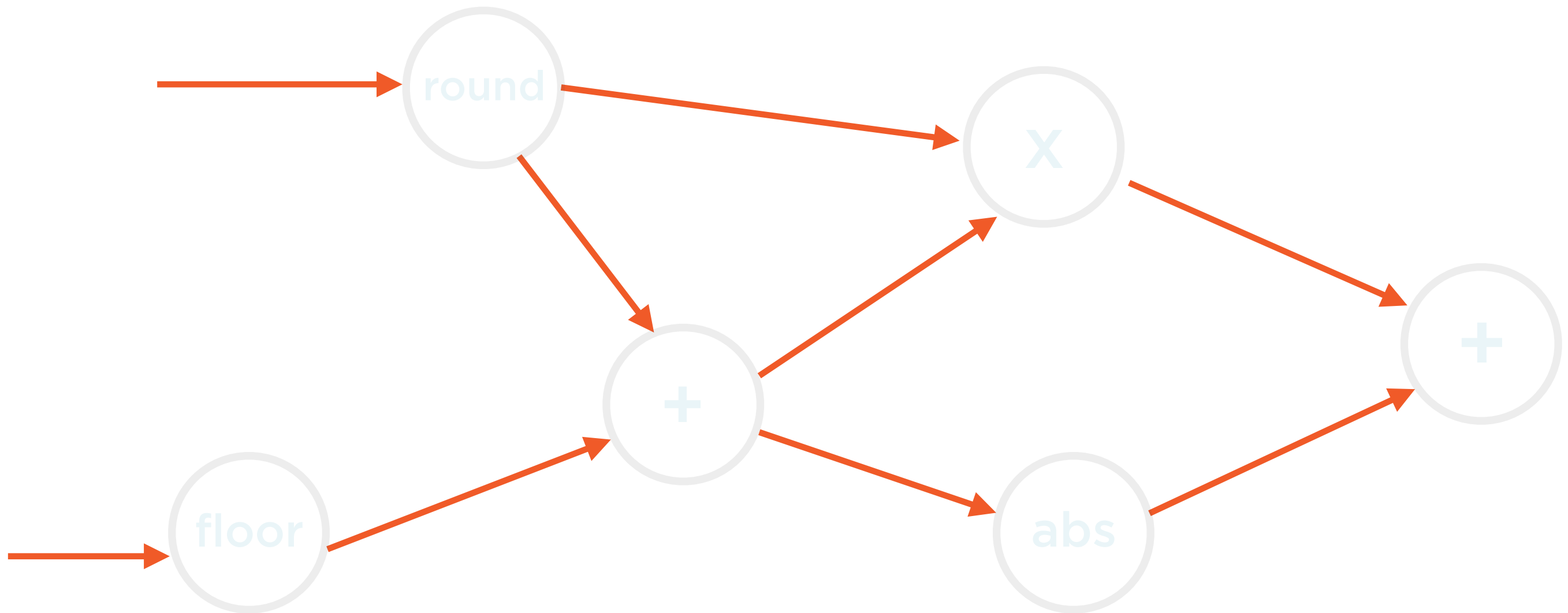
# Directed-acyclic Graph



# Directed-acyclic Graph

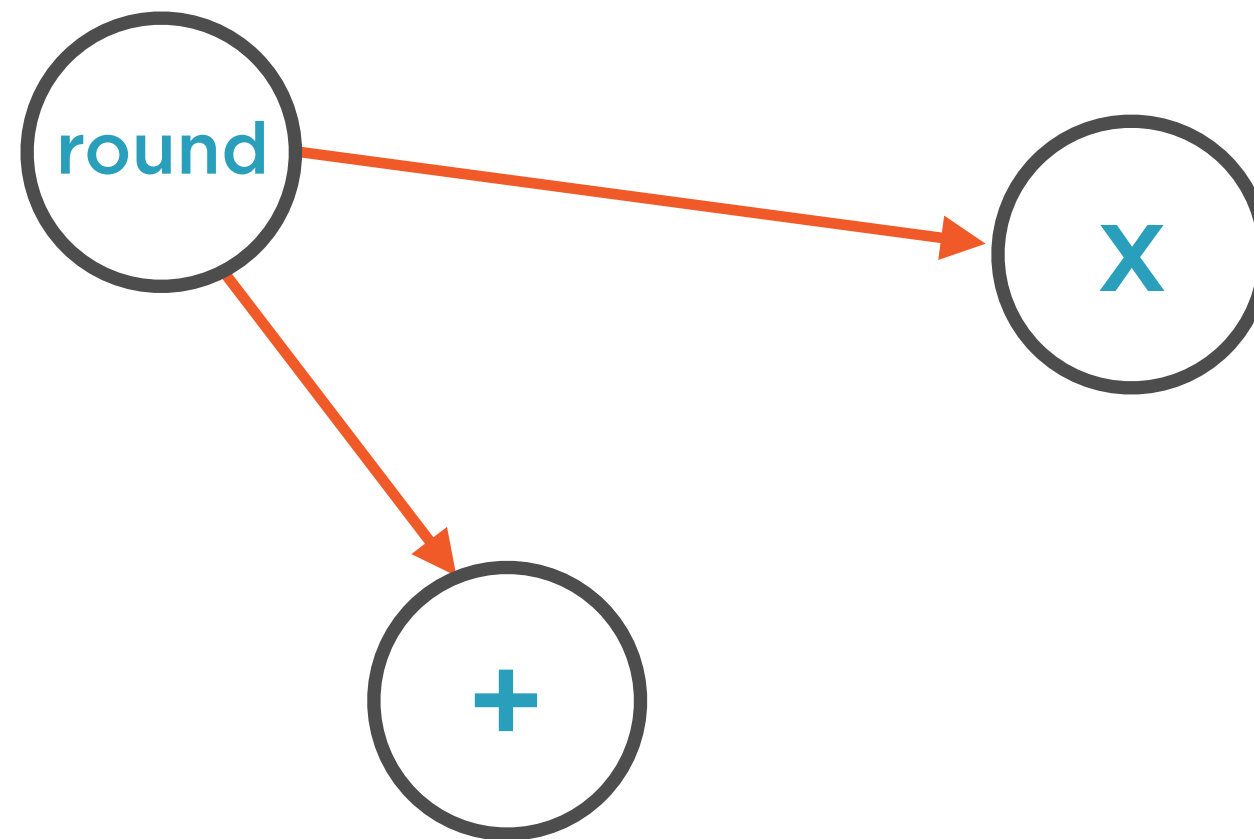


# Directed-acyclic Graph



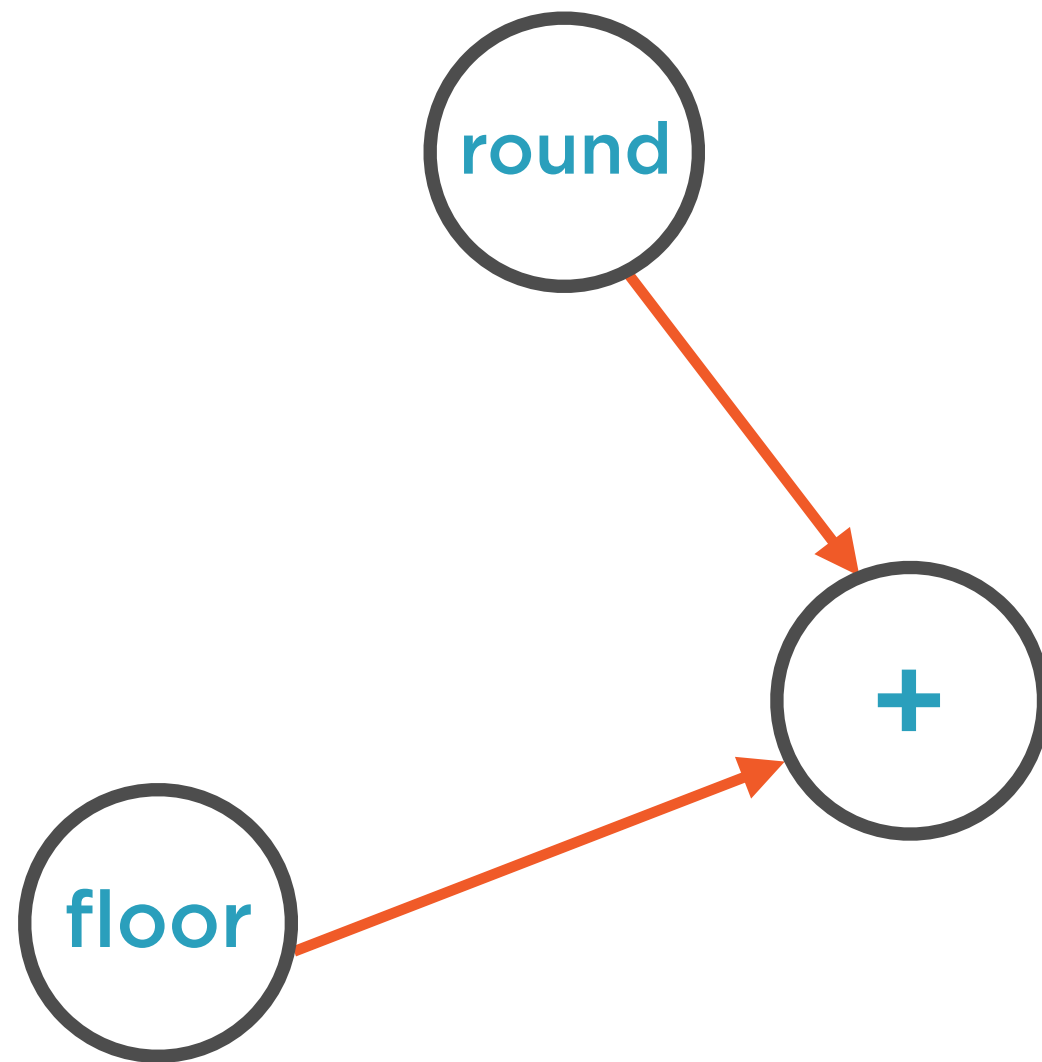
Edges point forward towards a result i.e. **directed**

# Dependencies



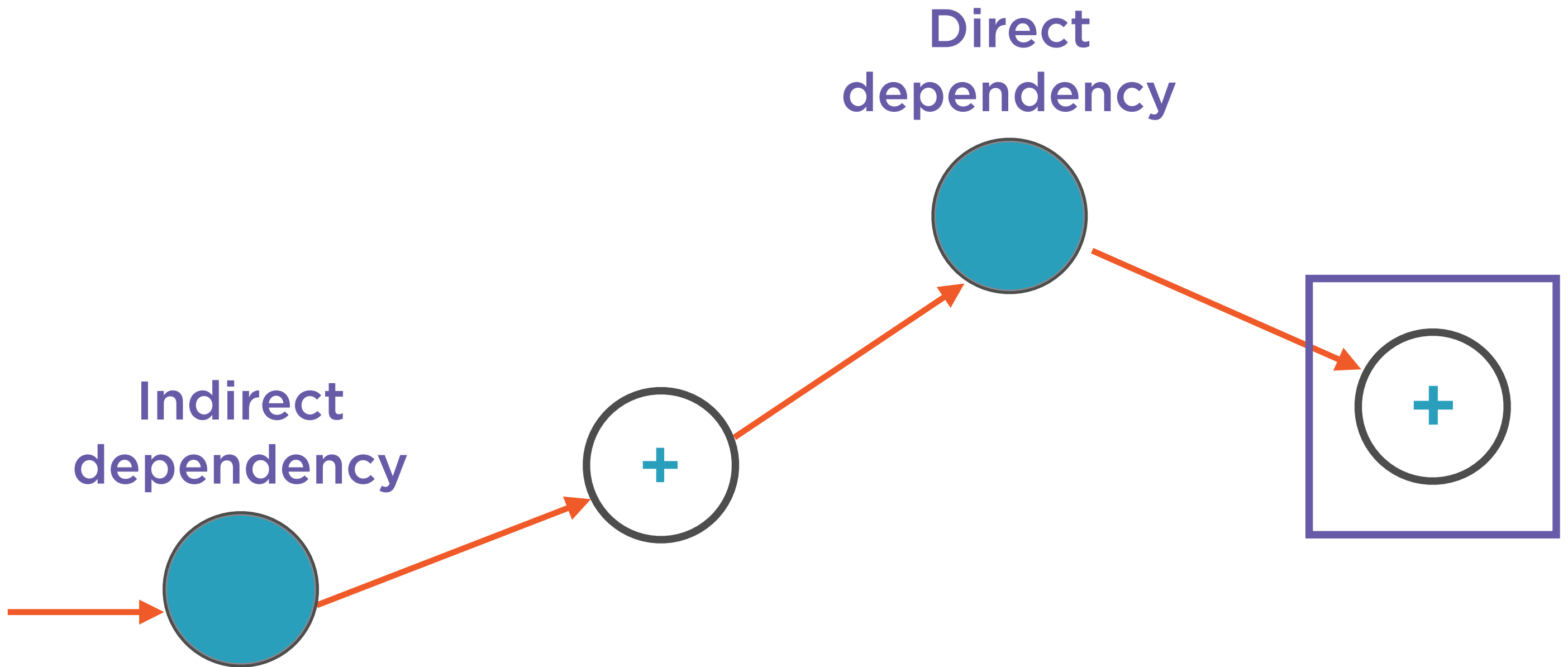
**One node can send its output to multiple nodes**

# Dependencies

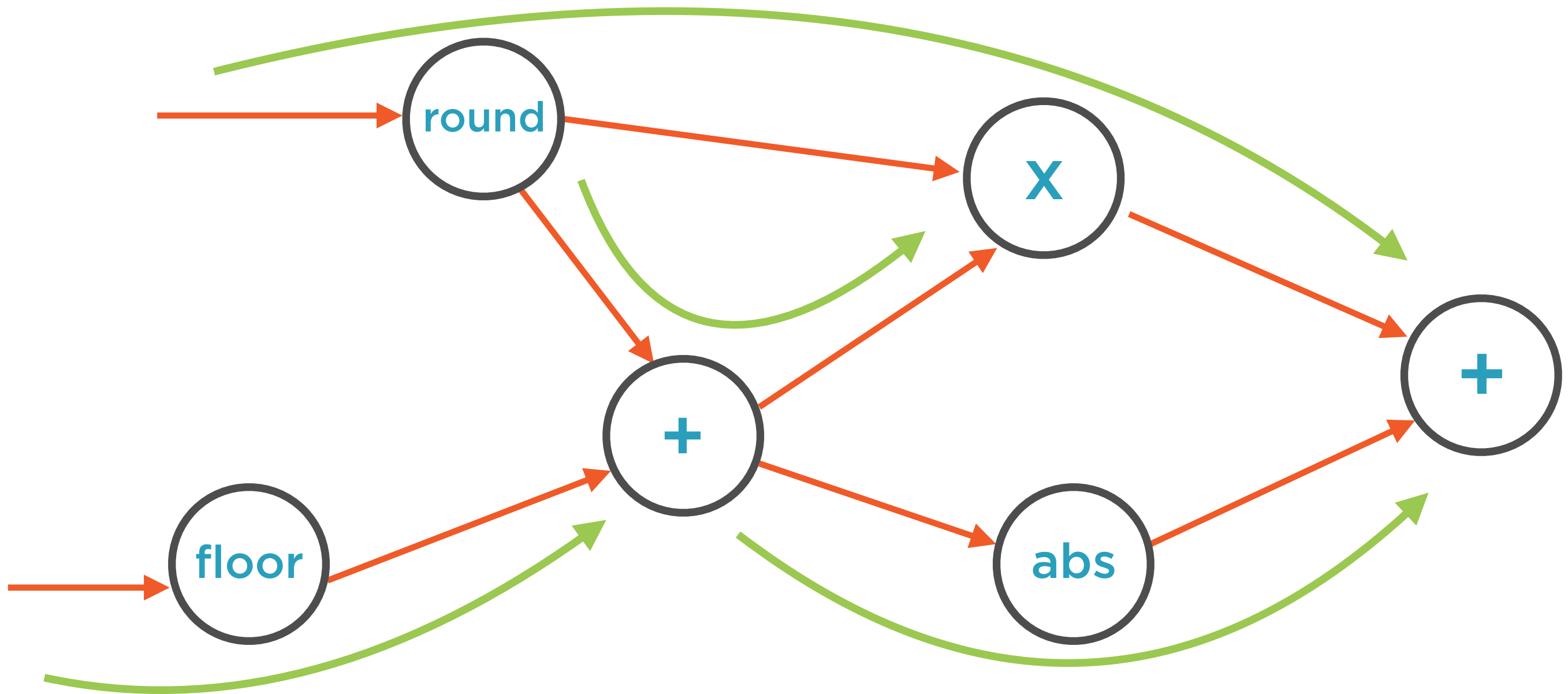


**Or receive inputs from multiple nodes**

# Dependencies

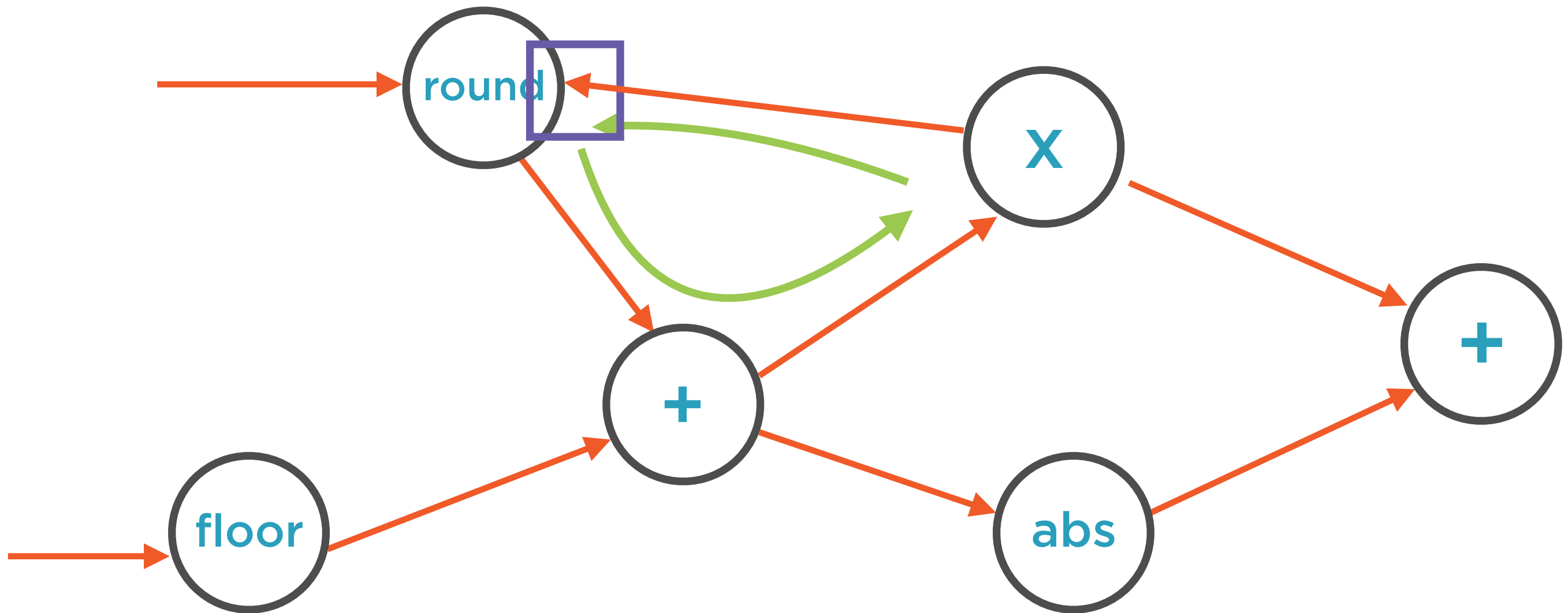


# Directed-acyclic Graph



There are no cycles in the graph i.e. **acyclic**

# Directed-acyclic Graph



**A graph with cycles will never finish computation**



# The Topological Sort Algorithm

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# Interconnections



**Jim**



**Drives**



**Car**

**Graphs model relationships**

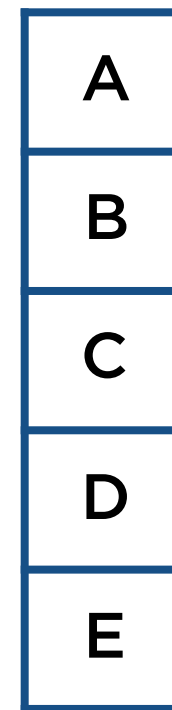
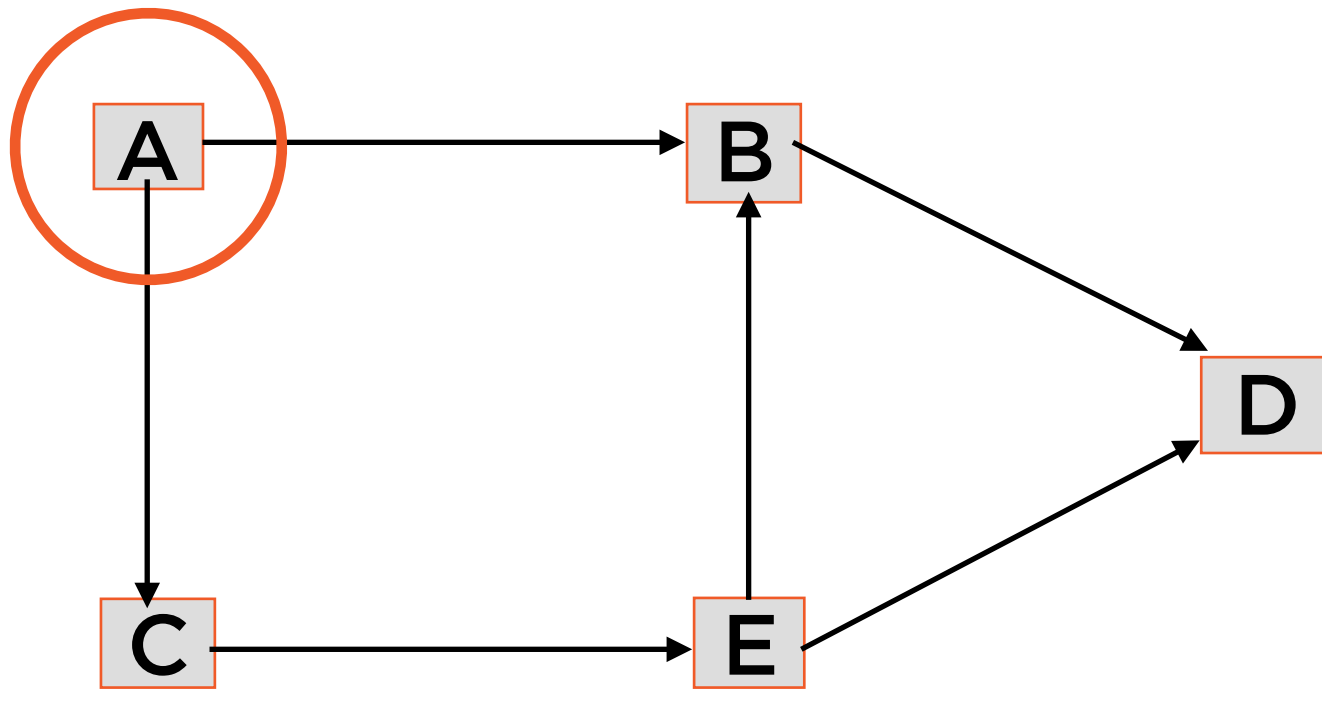
# Precedence



**DAGs model precedence relationships**

# Topological Sort

**“Comes Before”**



**B and C**

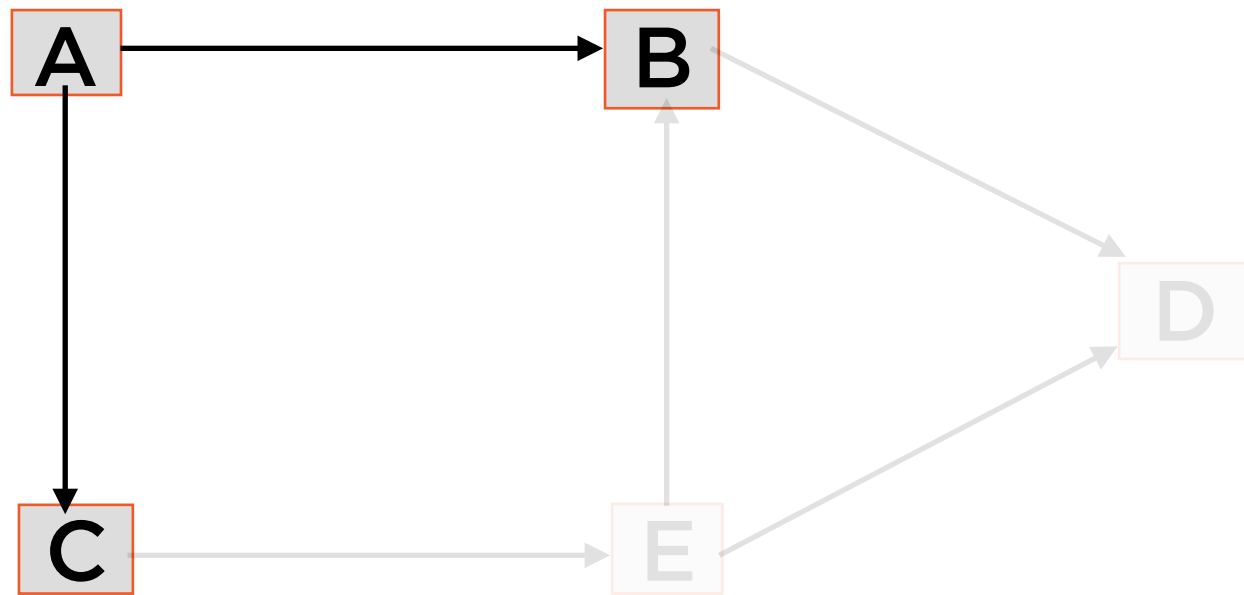
**D**

**E**

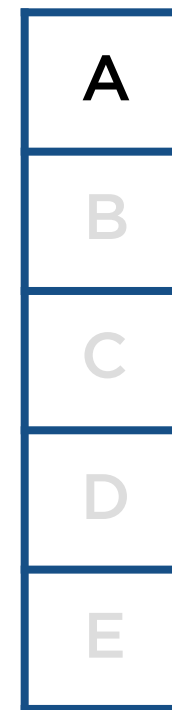
**B and D**

**DAGs model precedence relationships**

# Topological Sort



**“Comes Before”**



**B and C**

D

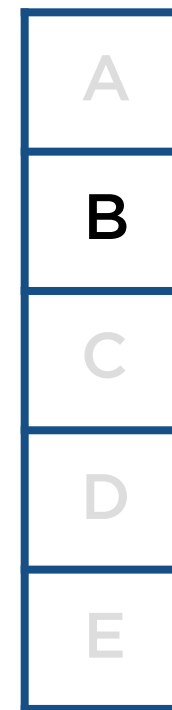
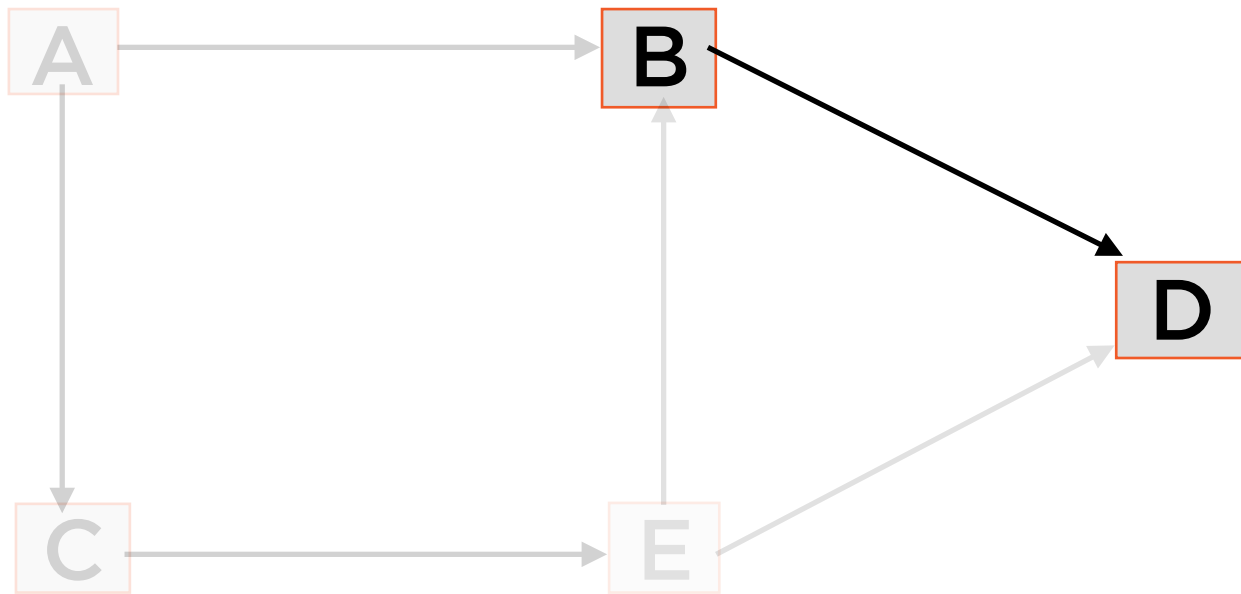
E

B and D

**Two edges emanate from A,  $A \rightarrow B$  and  $A \rightarrow C$**

# Topological Sort

**“Comes Before”**



B and C

**D**

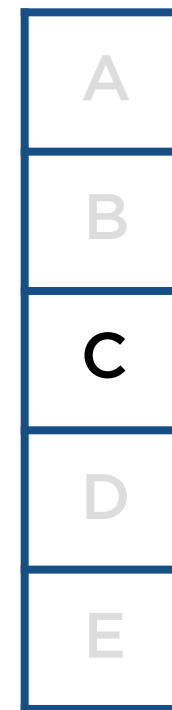
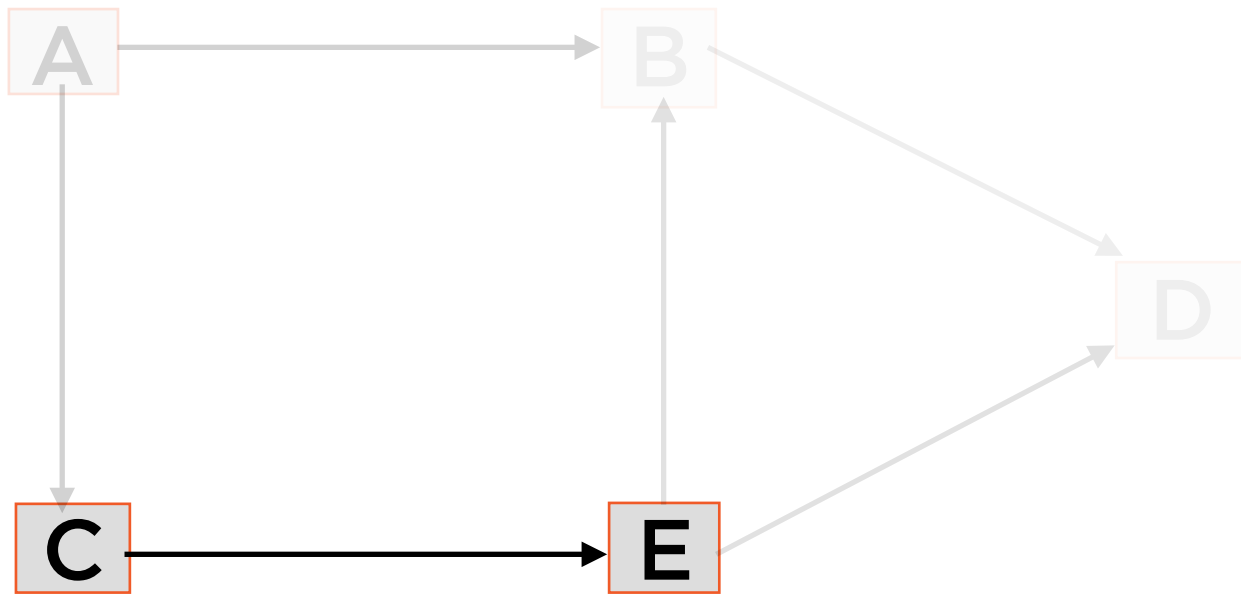
E

B and D

**One edge emanates from B, B->D**

# Topological Sort

**“Comes Before”**



B and C

D

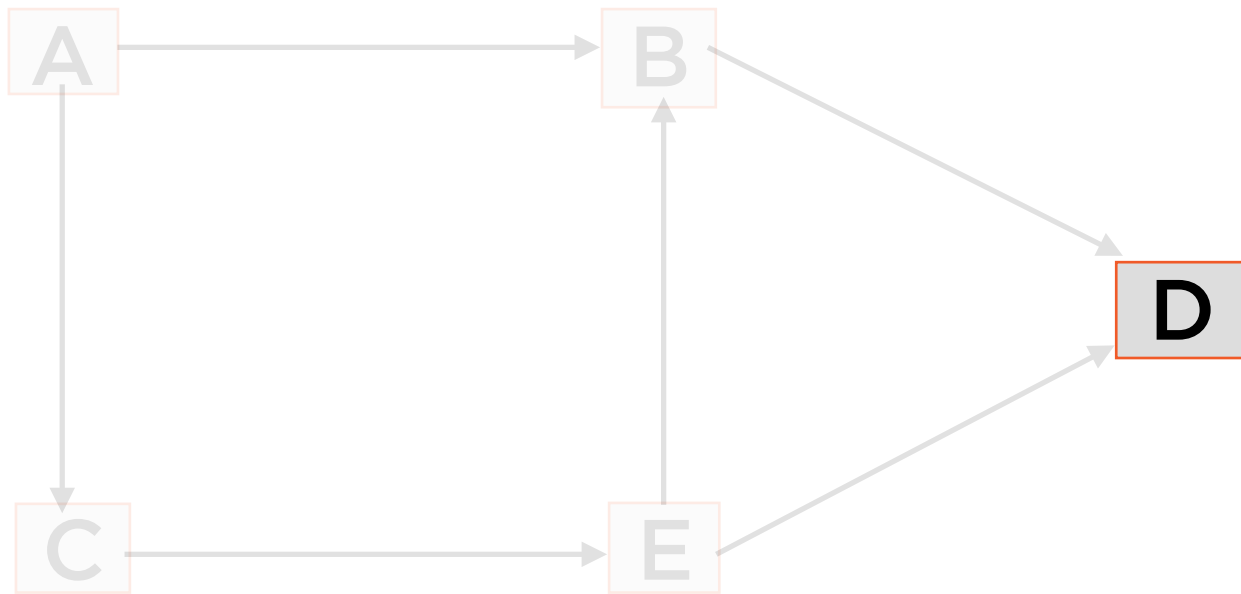
**E**

B and D

**One edge emanates from C, C->E**

# Topological Sort

**“Comes Before”**



B and C

D

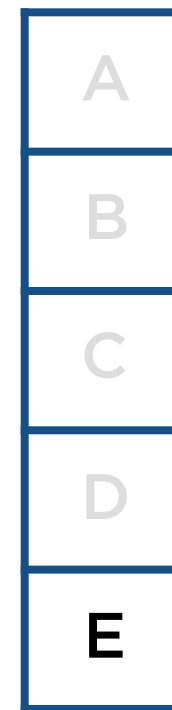
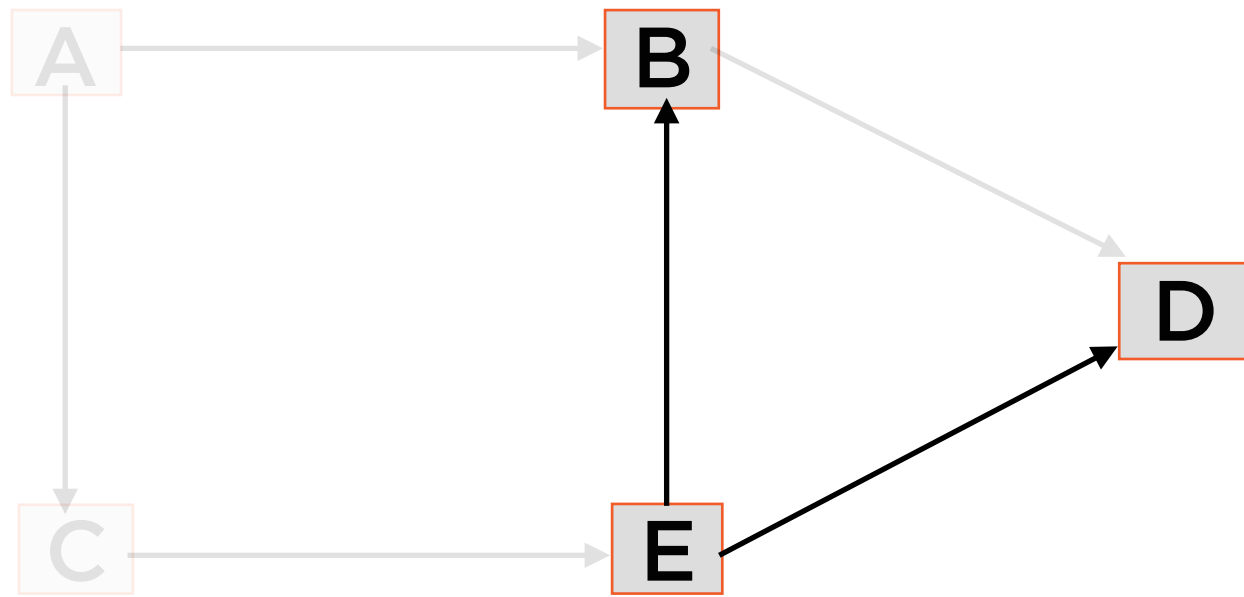
E

B and D

**No edges emanate from D**



# Topological Sort



**“Comes Before”**

B and C

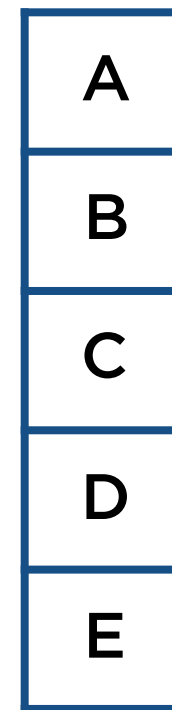
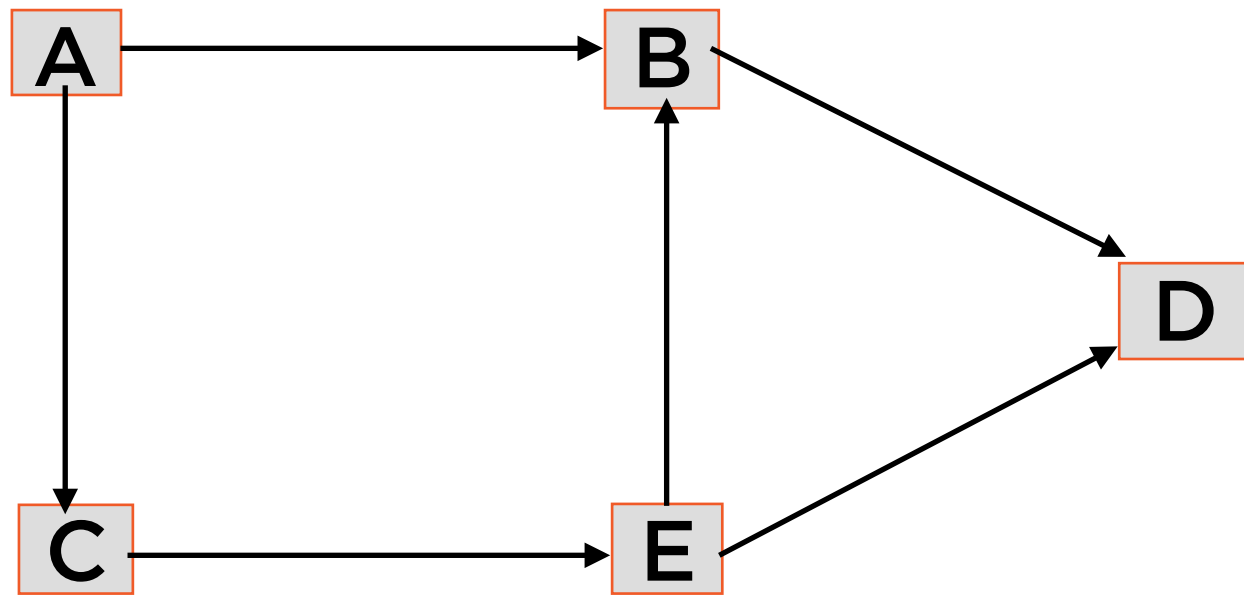
D

E

**B and D**

**Two edges emanate from E, E->B and E->D**

# Topological Sort



**“Comes Before”**

**B and C**

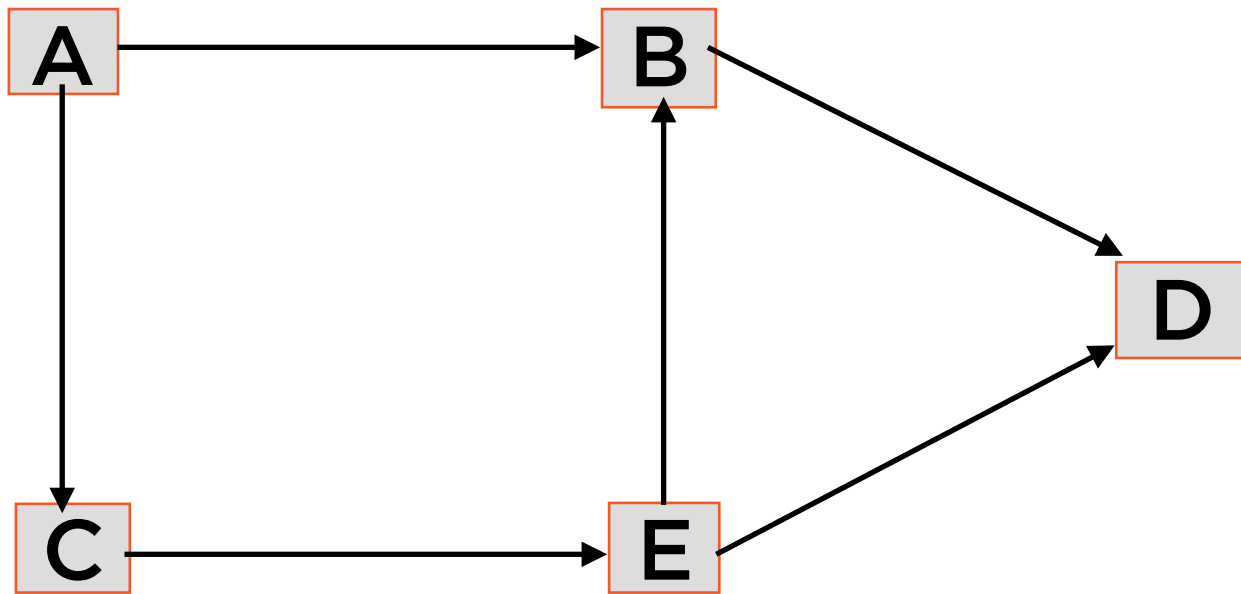
**D**

**E**

**B and D**

**DAGs specify precedence relationships**

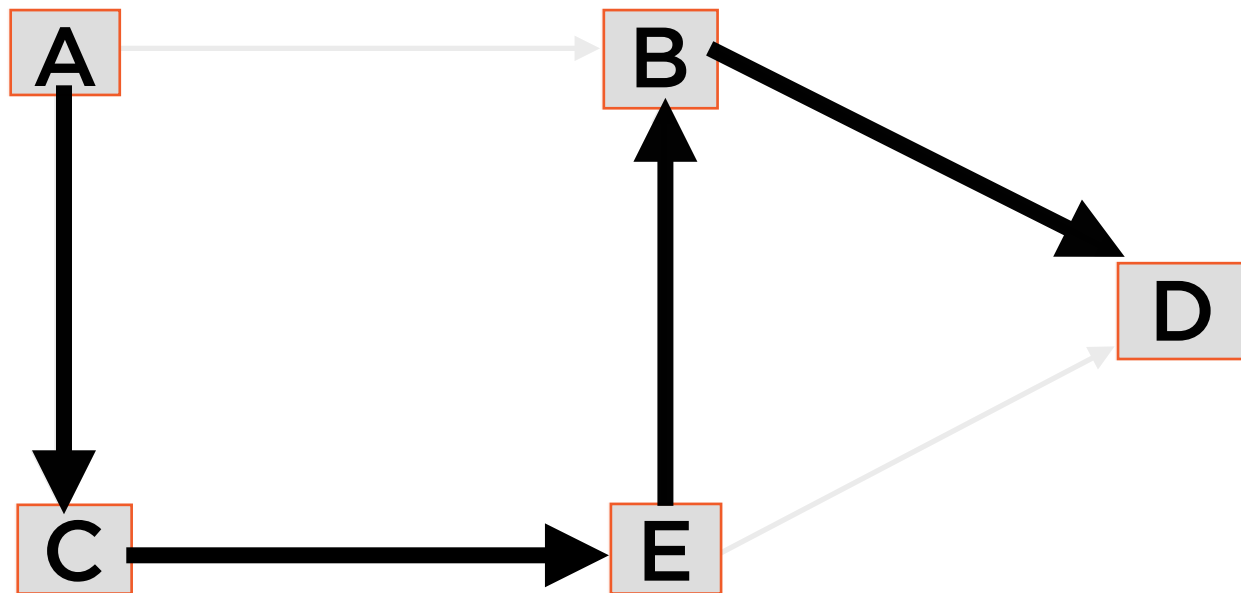
# Topological Sort



**A -> C -> E -> B -> D**

**Here, only 1 acceptable ordering of vertices**

# Topological Sort



**A -> C -> E -> B -> D**

**Topological sort**

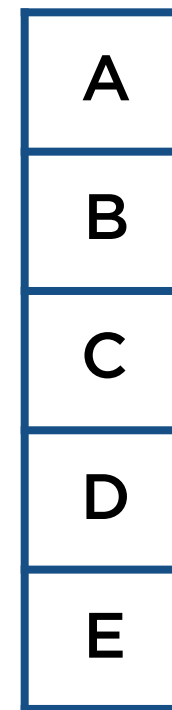
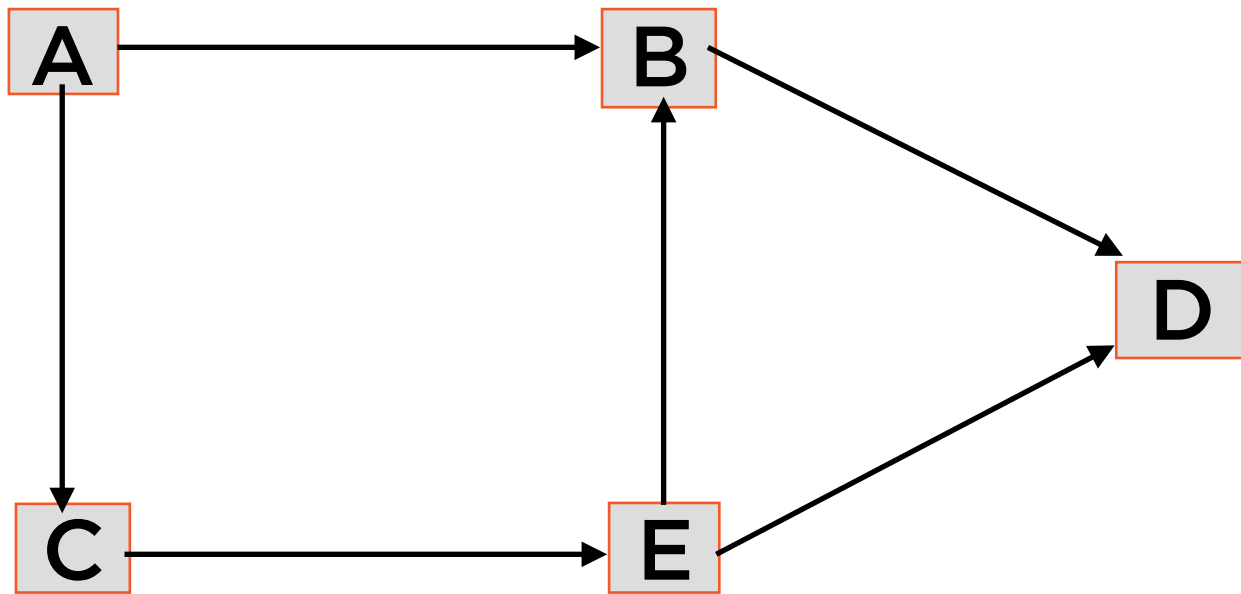


# The Topological Sort Implementation

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# Topological Sort

“Comes **Before**”



B and C

D

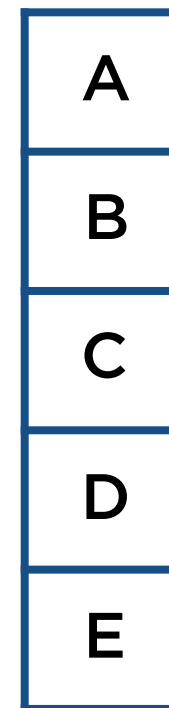
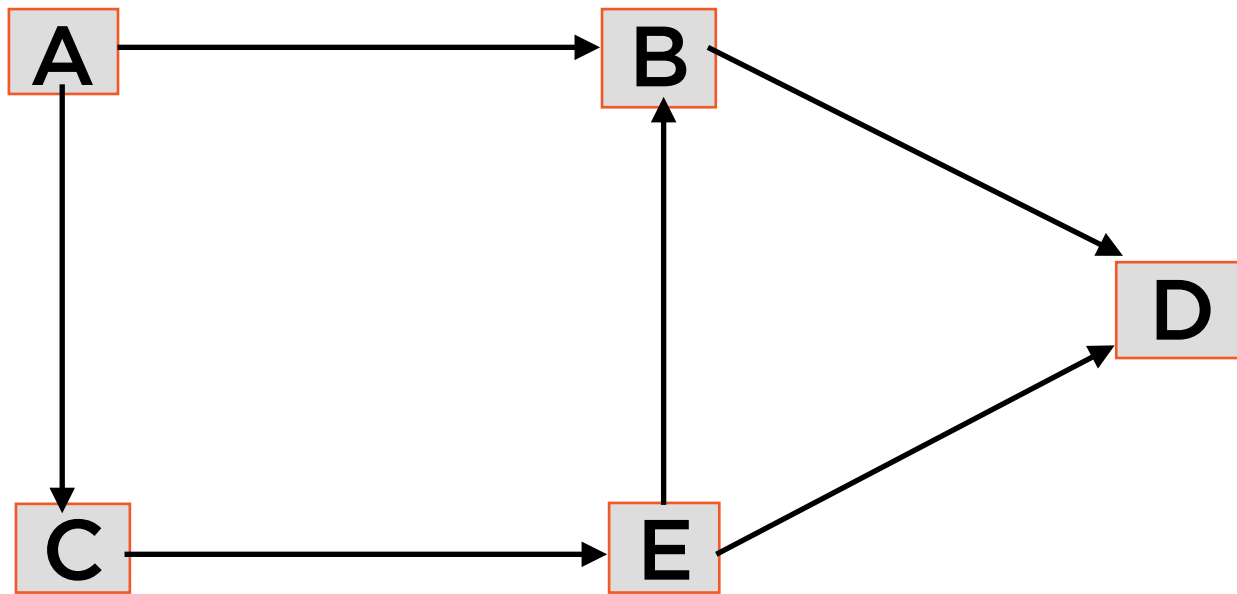
E

B and D

**DAGs specify precedence relationships**

# Topological Sort

“Comes **After**”



A and E

A

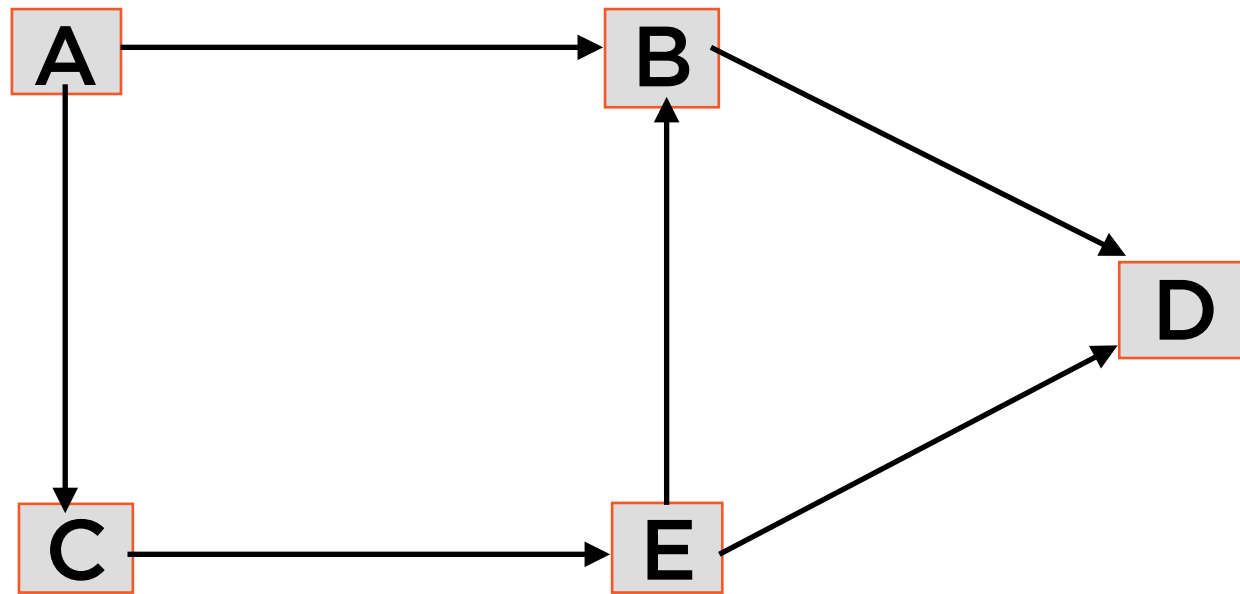
B and E

C

**DAGs specify precedence relationships**



# In-degree



A
B
C
D
E

“Comes  
**After**”

A and E

A

B and E

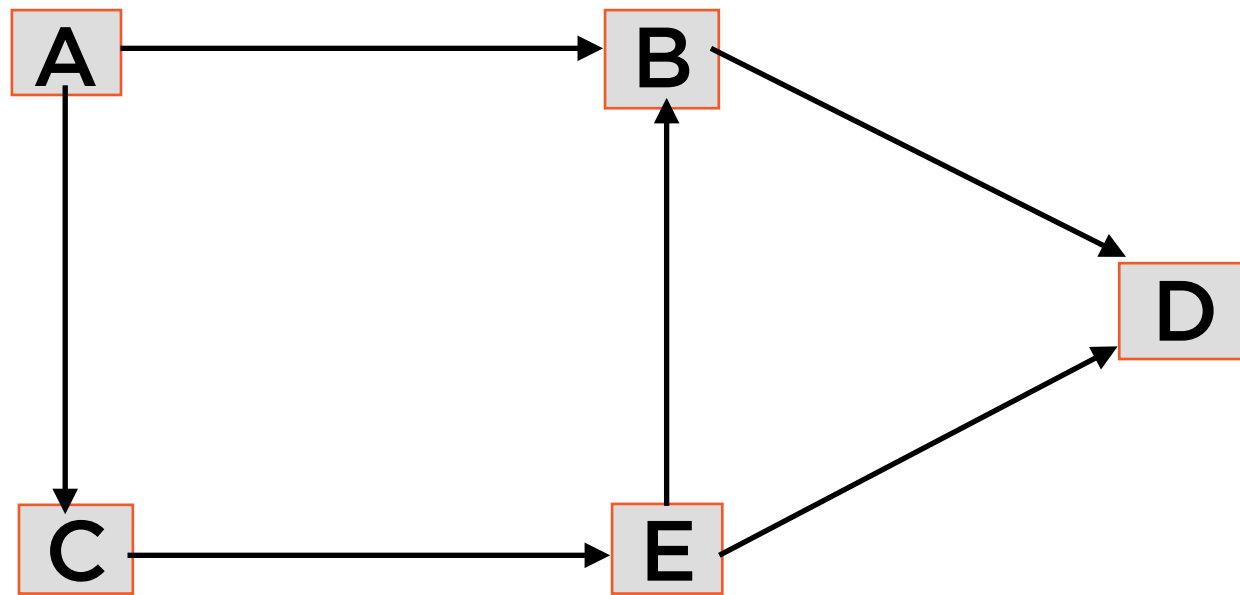
C

“In-degree”

0
2
1
2
1

The in-degree of a node is the number of directed edges that **directly flow** into that node

# In-degree

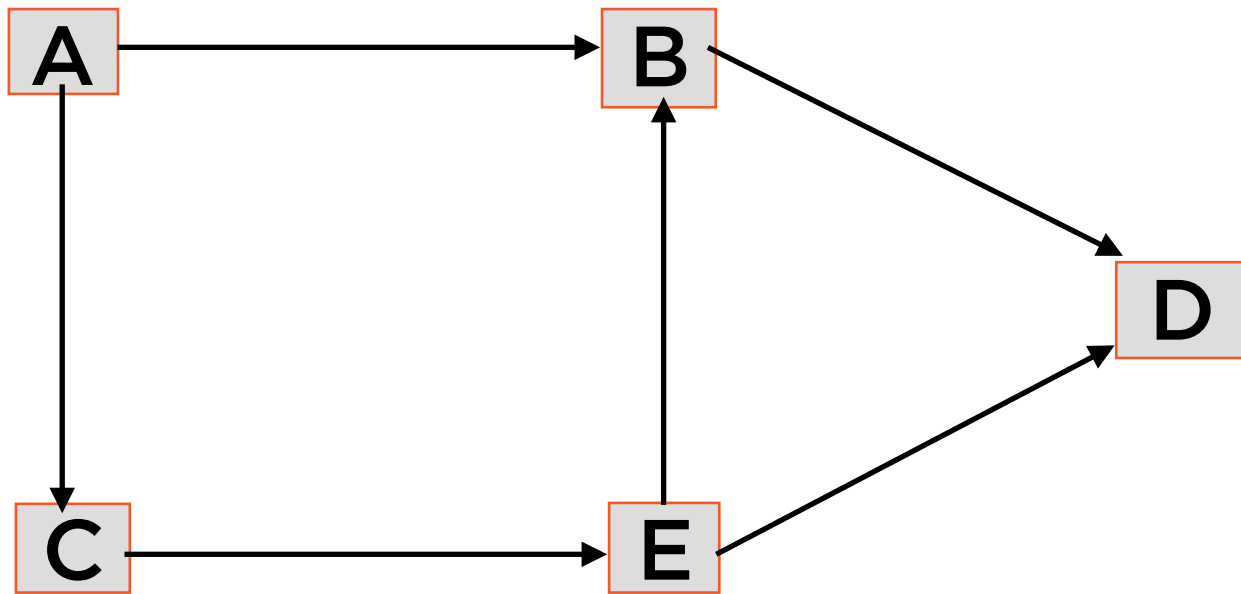


A	0
B	2
C	1
D	2
E	1

Number of  
incoming arrows

The in-degree of a node is the number of directed edges that **directly flow** into that node

Starting Node: In-degree = 0

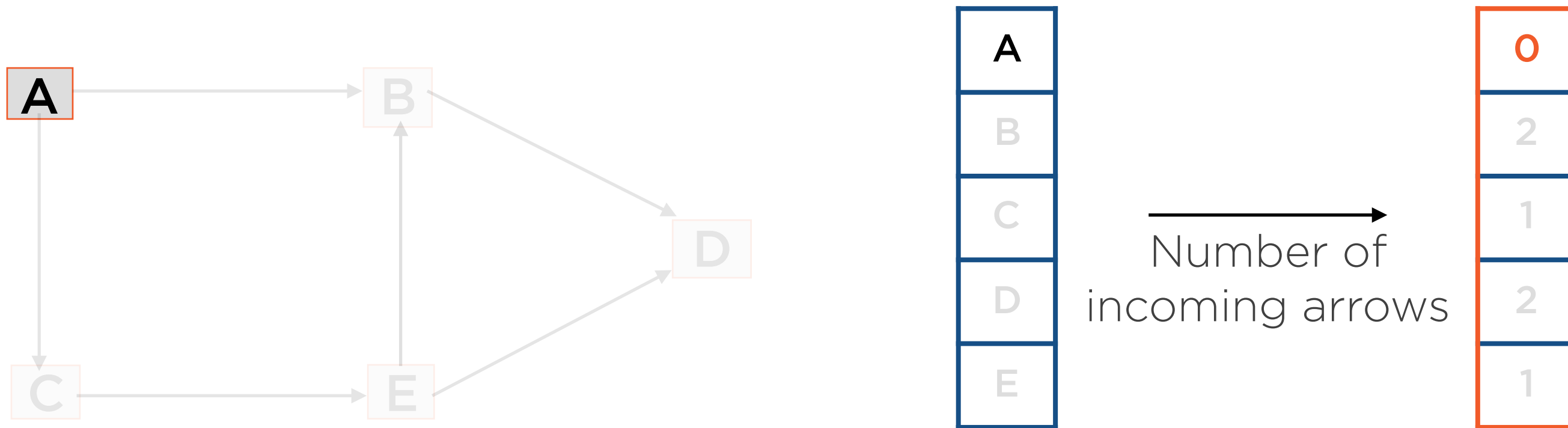


A	0
B	2
C	1
D	2
E	1

Number of  
incoming arrows

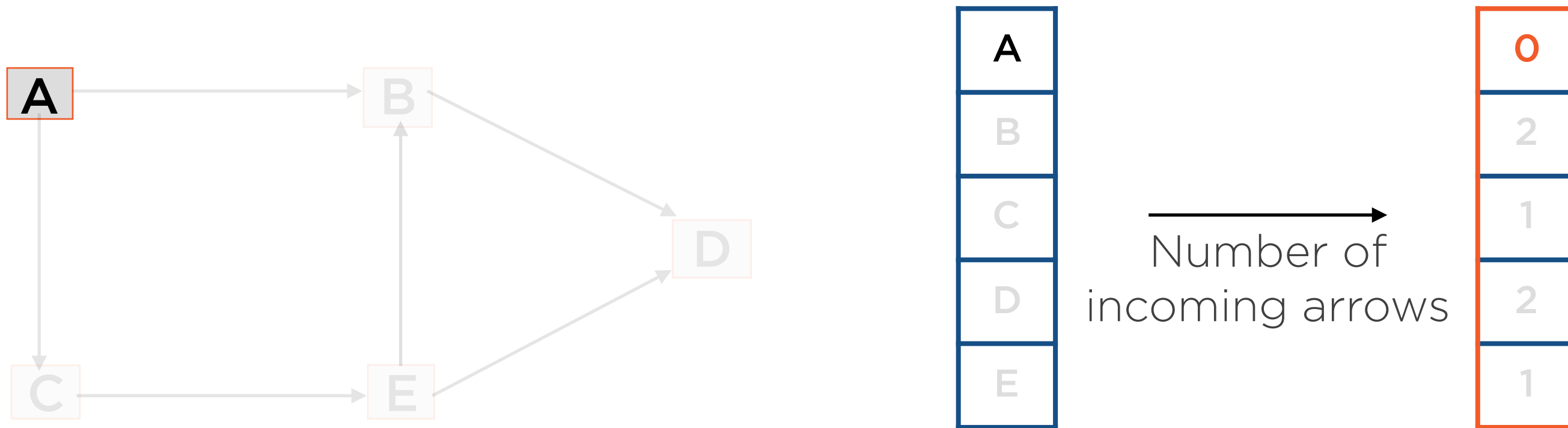
**Start the topological sort procedure by visiting  
any node that has in-degree = 0**

Starting Node: In-degree = 0



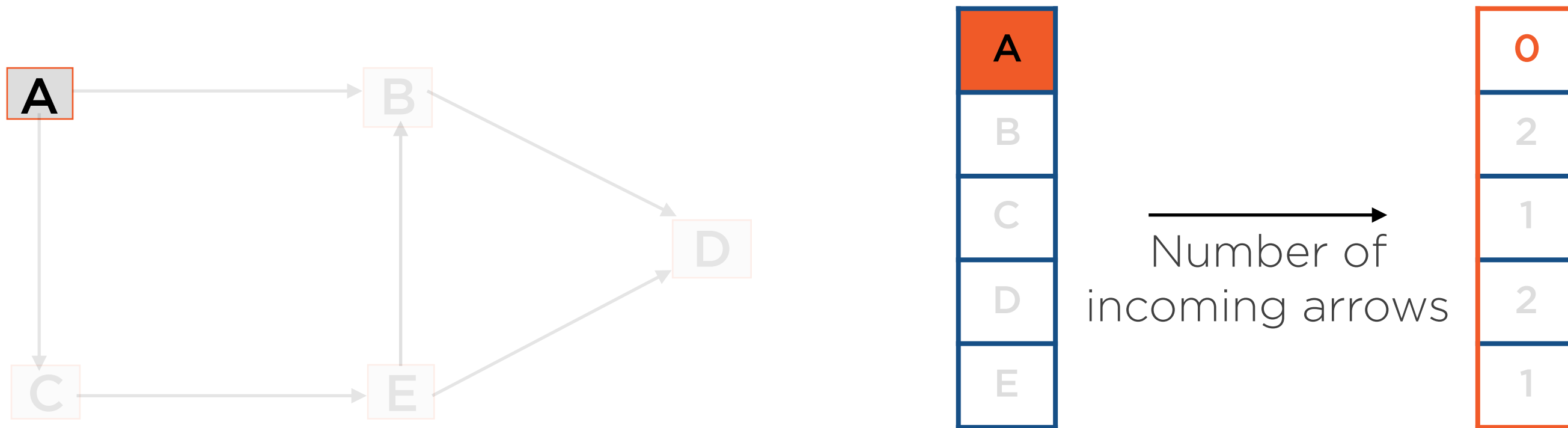
**Start the topological sort procedure by visiting any node that has in-degree = 0**

Starting Node: In-degree = 0



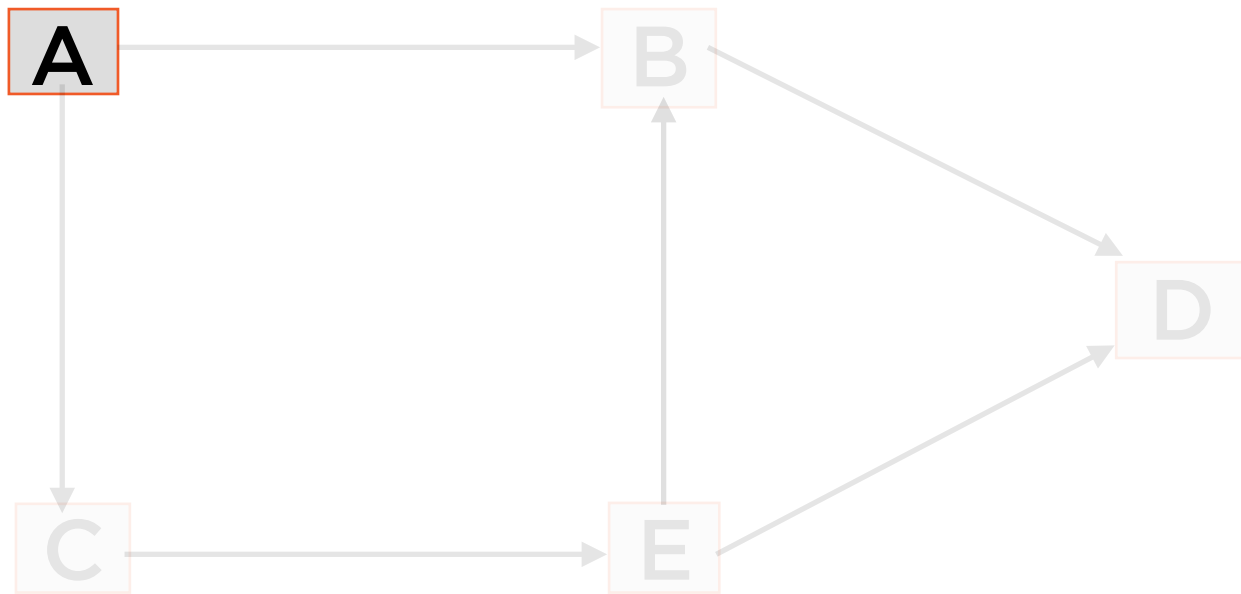
If no node has in-degree = 0, the **graph has a cycle** (i.e. it is not a DAG, topological sort not defined)

Starting Node: In-degree = 0



**Add A to the result of our topological sort**

# Starting Node: In-degree = 0



<b>A</b>
B
C
D
E

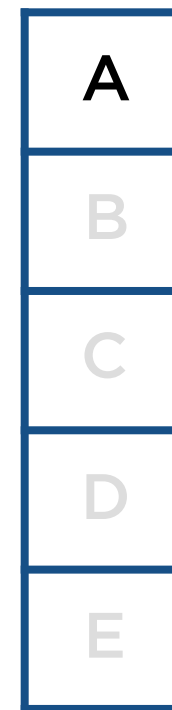
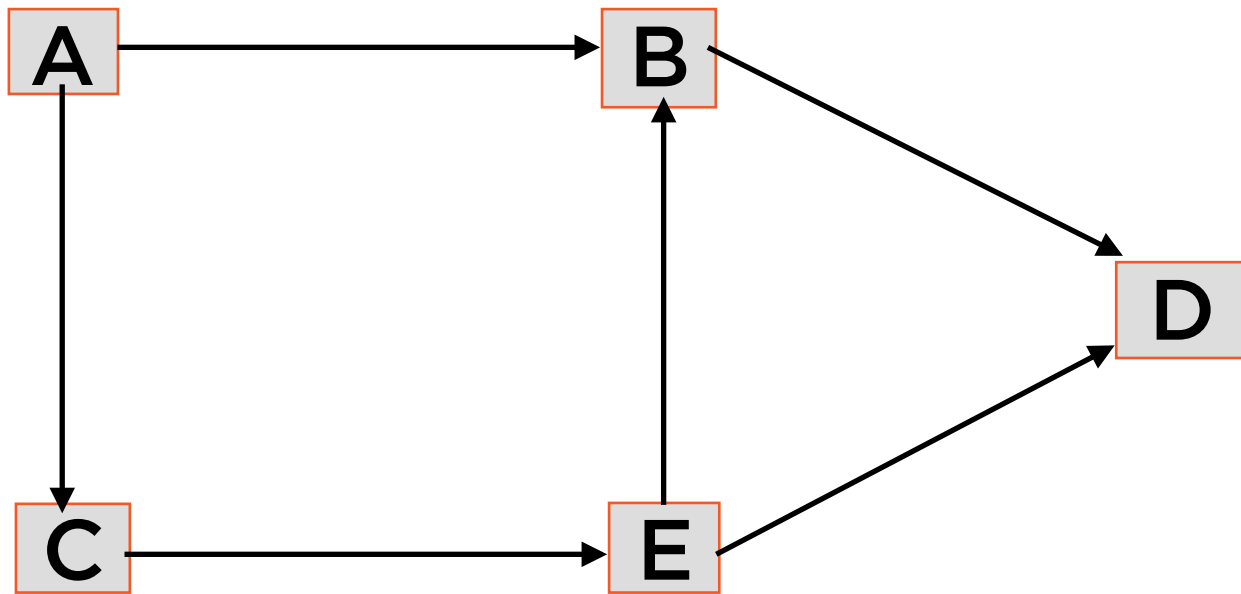
Number of  
incoming arrows

<b>0</b>
2
1
2
1

Result

<b>A</b>
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Starting Node: In-degree = 0



Number of  
incoming arrows



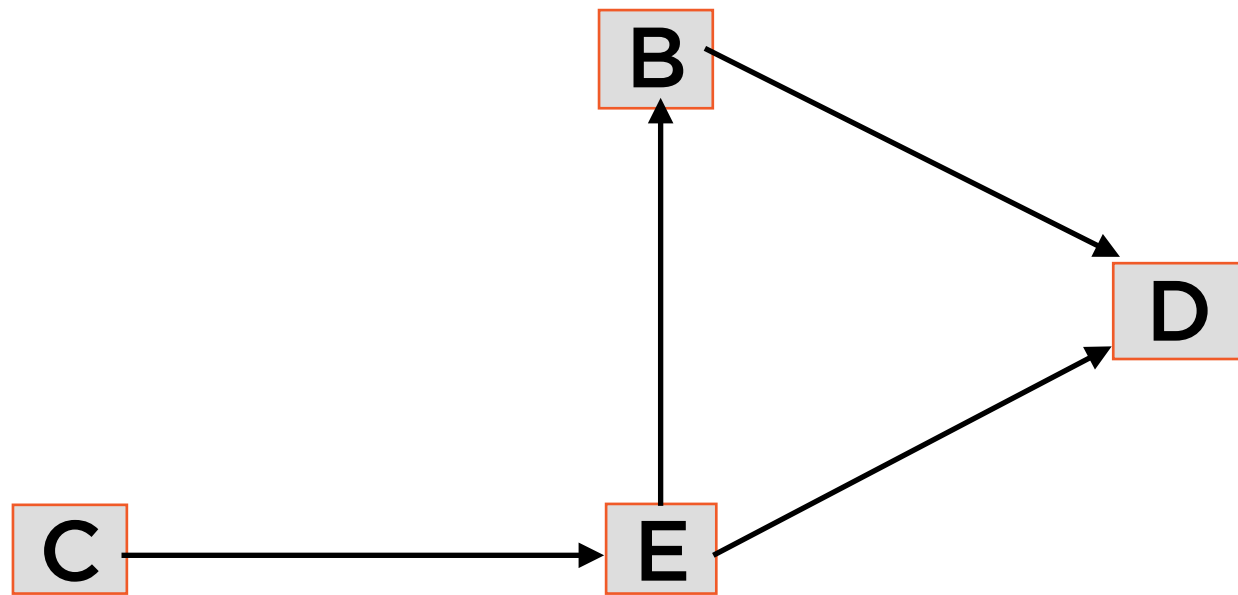
**Remove A from our original graph**

Result





Starting Node: In-degree = 0



A
B
C
D
E

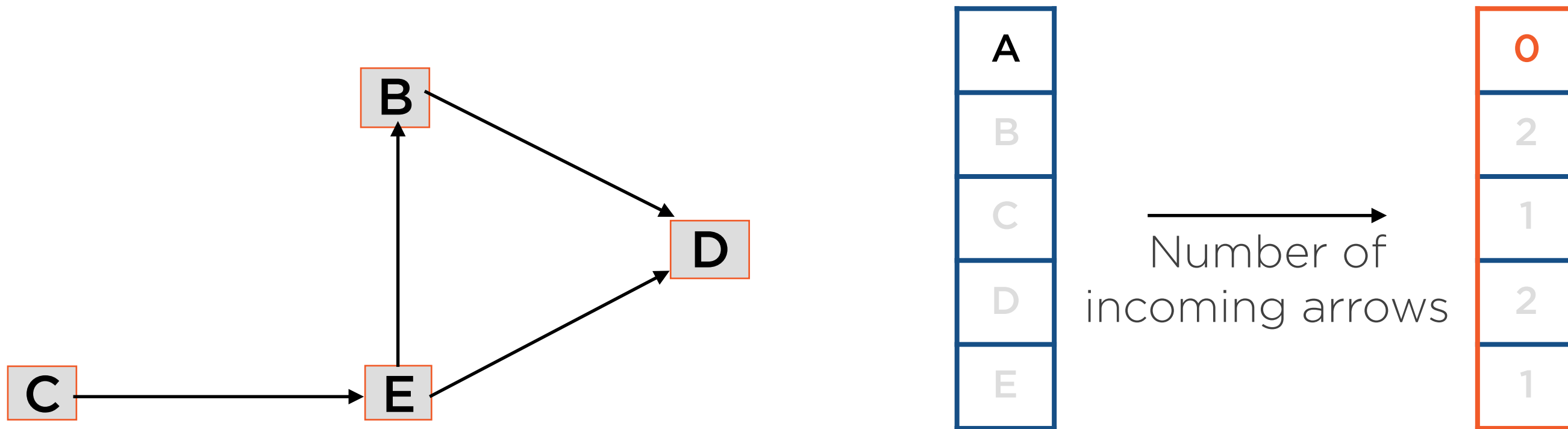
Number of  
incoming arrows

0
2
1
2
1

Result



Starting Node: In-degree = 0

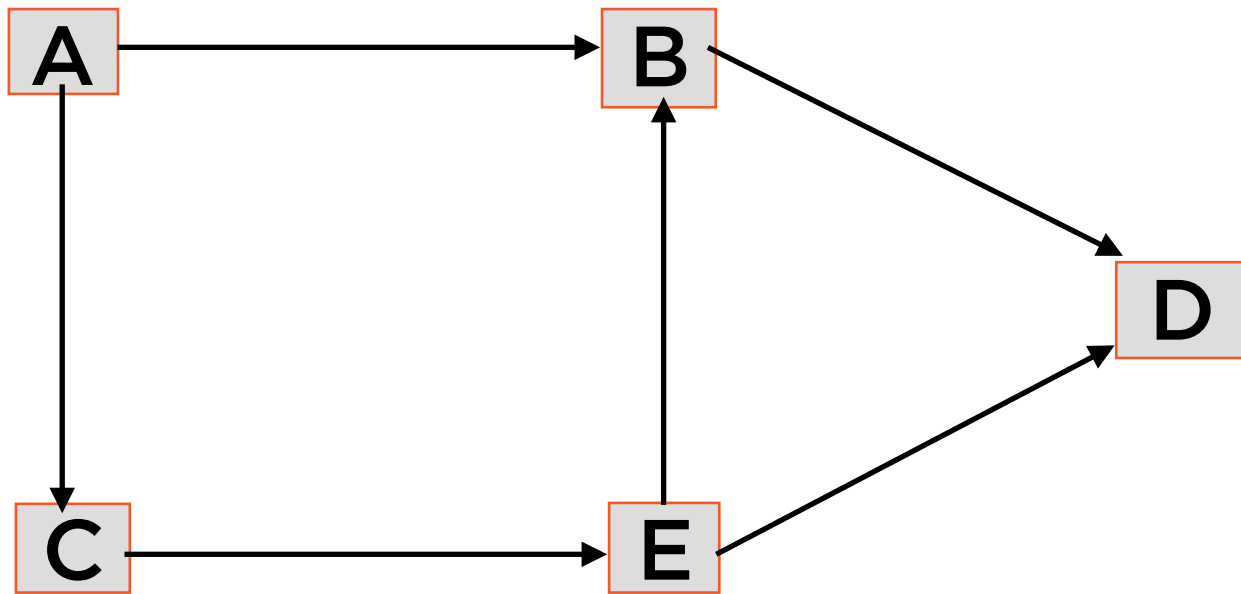


**Decrement the in-degree of all nodes that “come after” A**

Result



# Before Removing A



A
B
C
D
E

“Comes  
After”

A and E

A

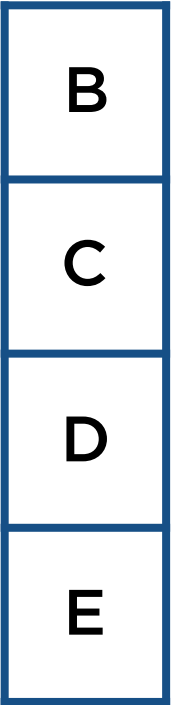
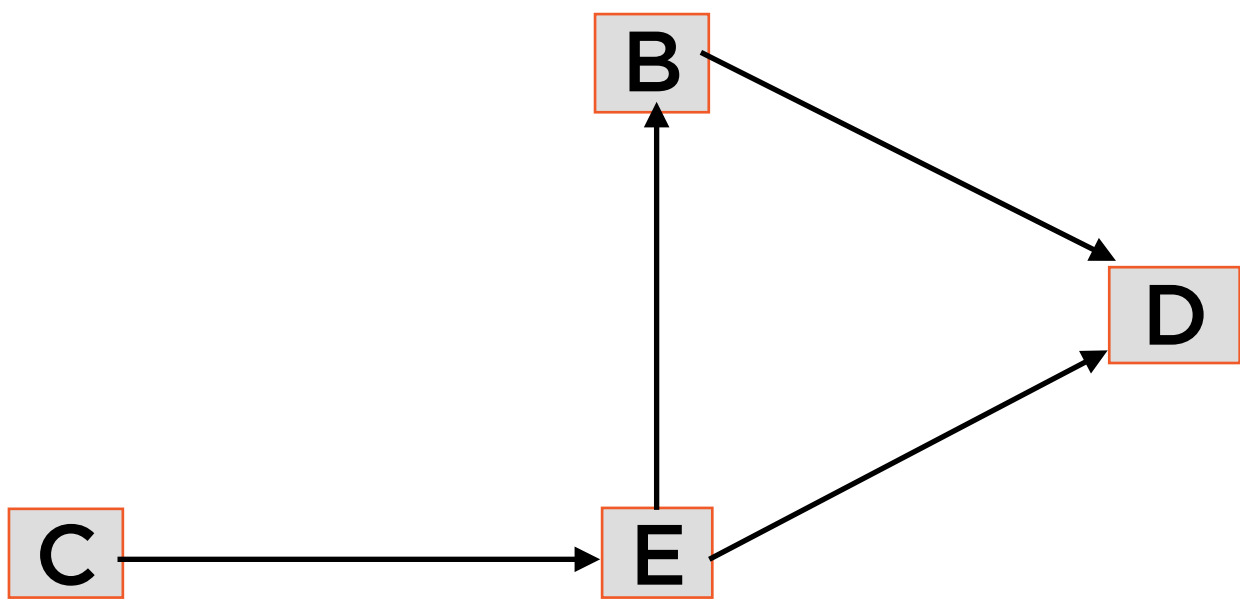
B and E

C

“In-degree”

0
2
1
2
1

# After Removing A



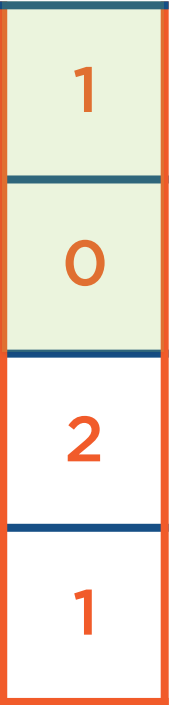
“Comes  
**After**”

E

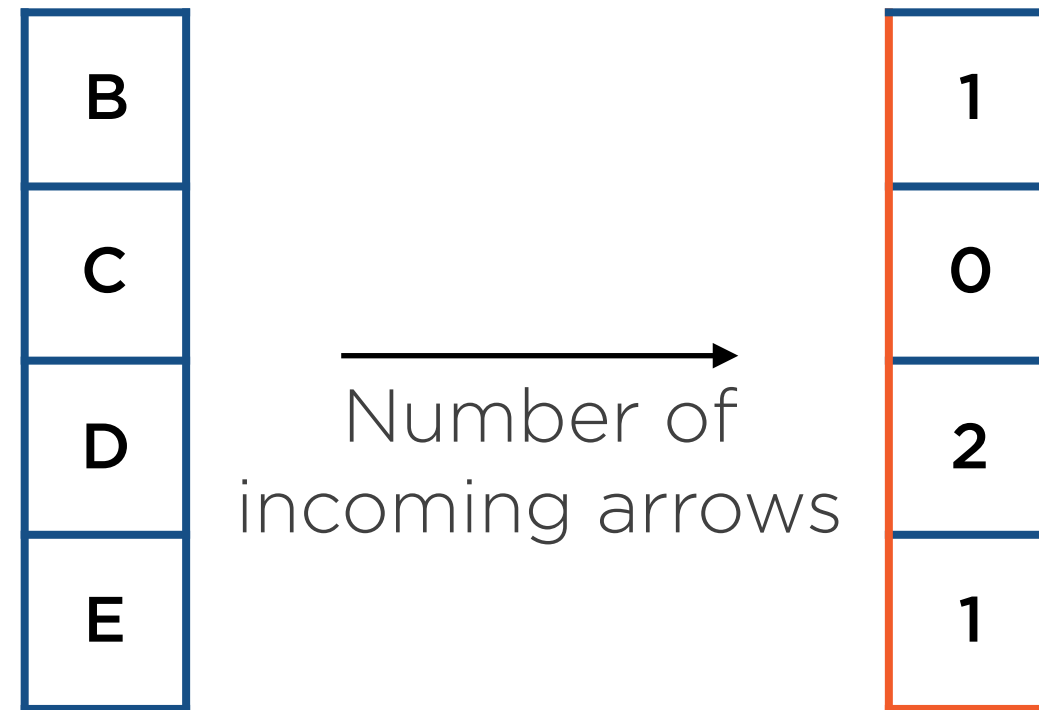
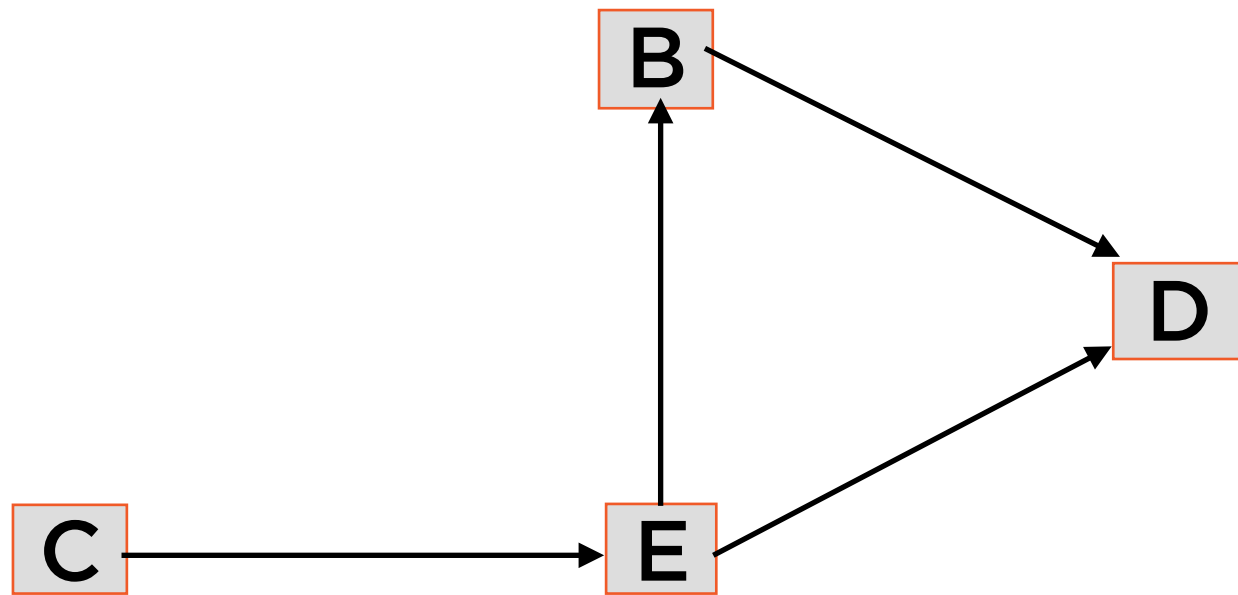
B and E

C

“In-degree”



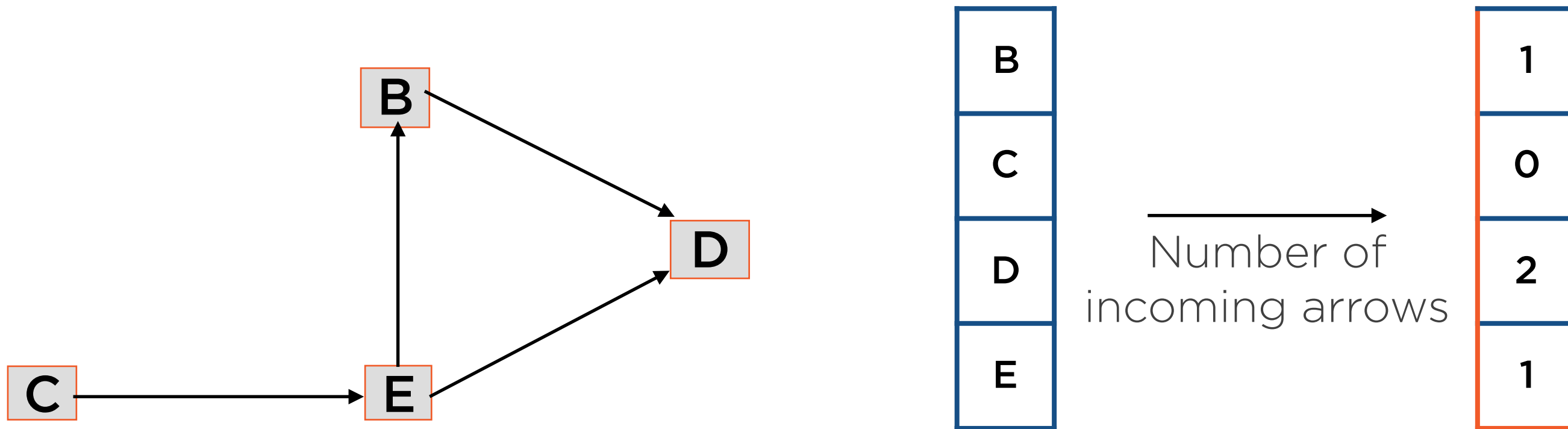
# Updated In-degrees



Result

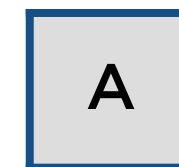


# Rinse-and-Repeat

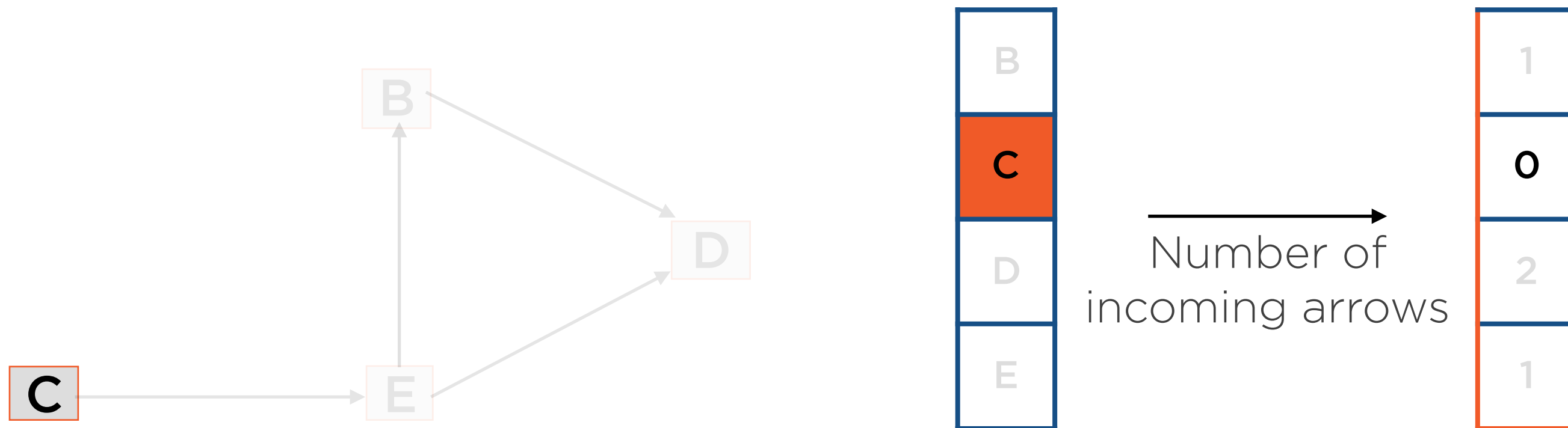


**Next, visit any node that has in-degree = 0**

Result

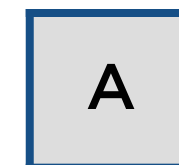


# Rinse-and-Repeat

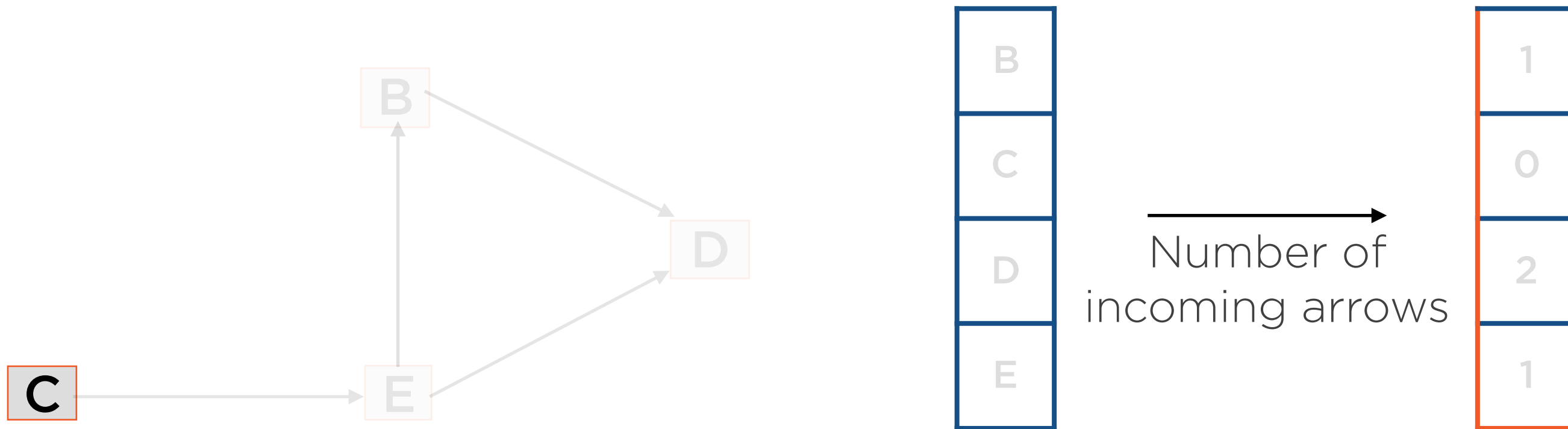


**Next, visit any node that has in-degree = 0**

Result



New Starting Node: C



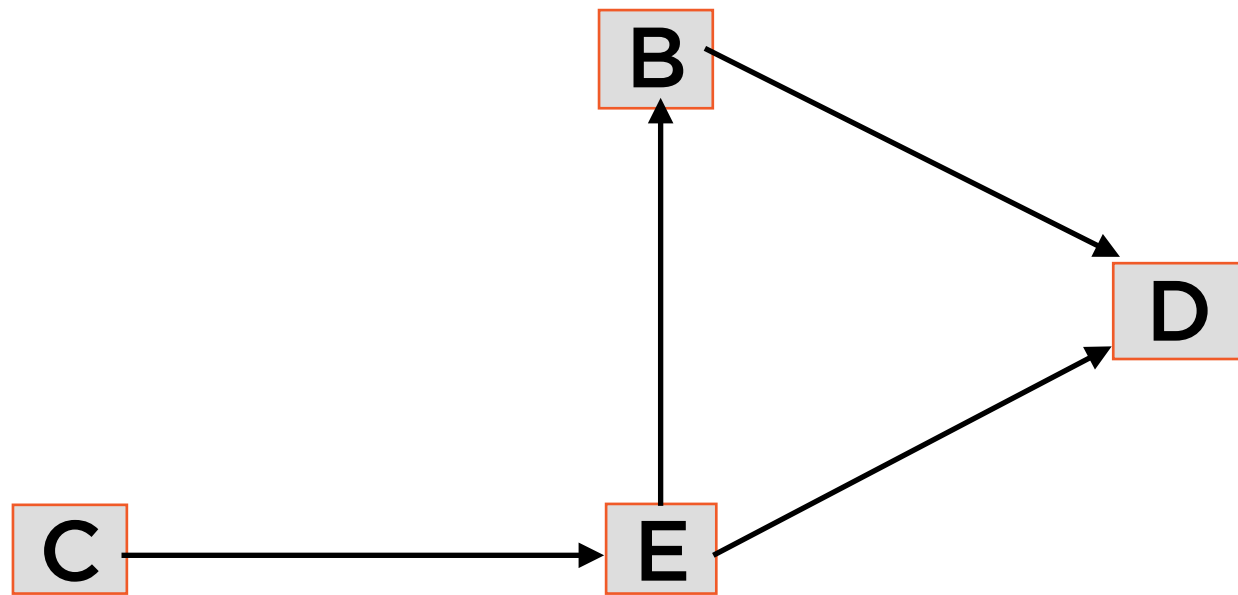
**Add C to the result of our topological sort**

Result





New Starting Node: C



B
C
D
E

Number of  
incoming arrows

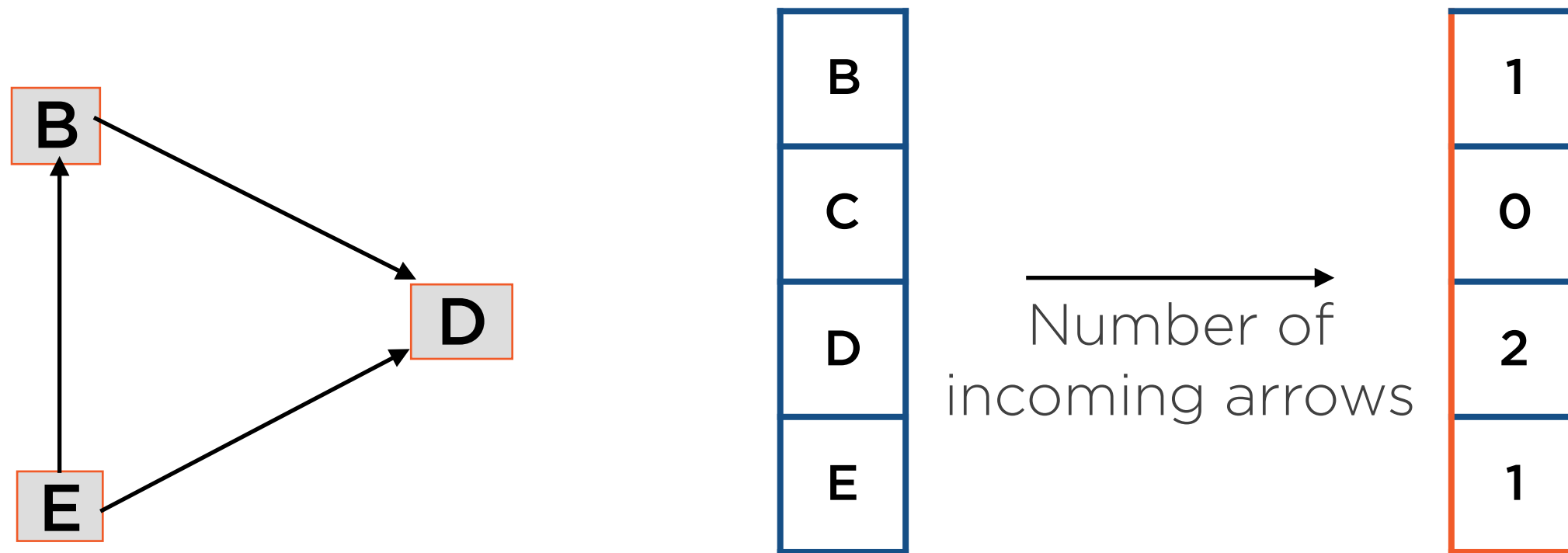
1
0
2
1

**Remove C from our original graph**

Result



New Starting Node: C

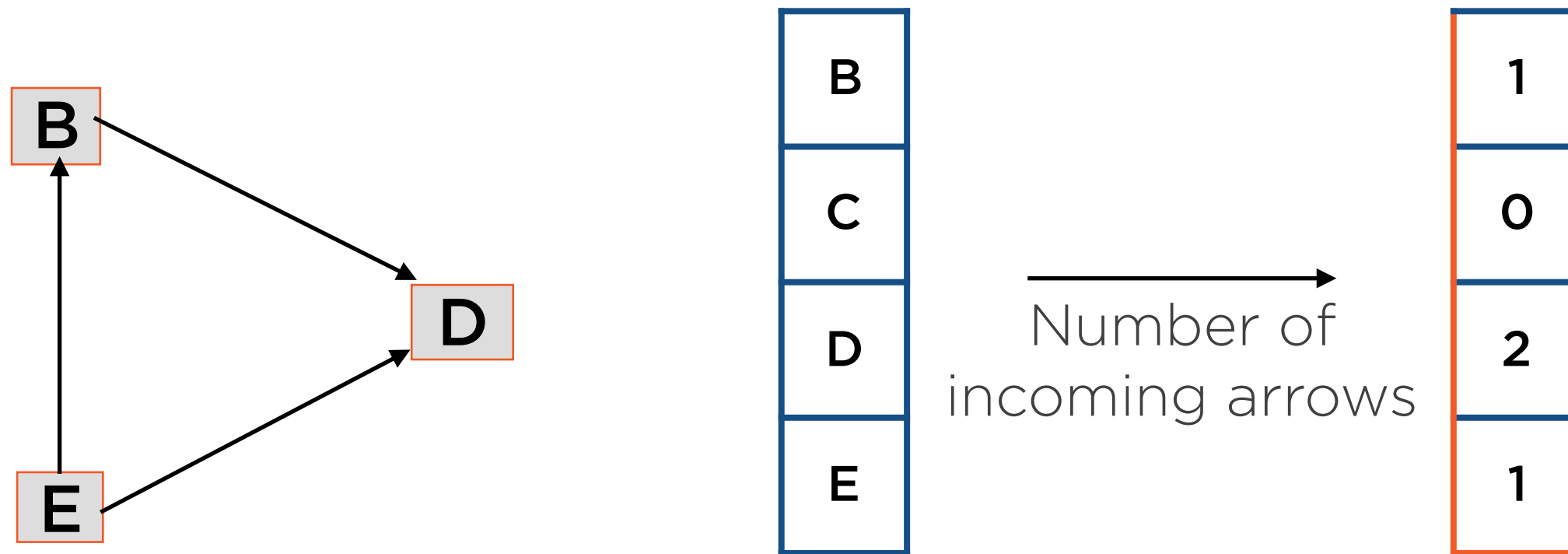


**Remove C from our original graph**

Result



New Starting Node: C

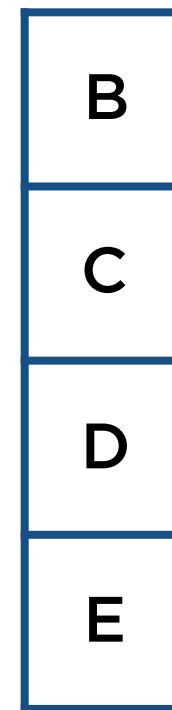
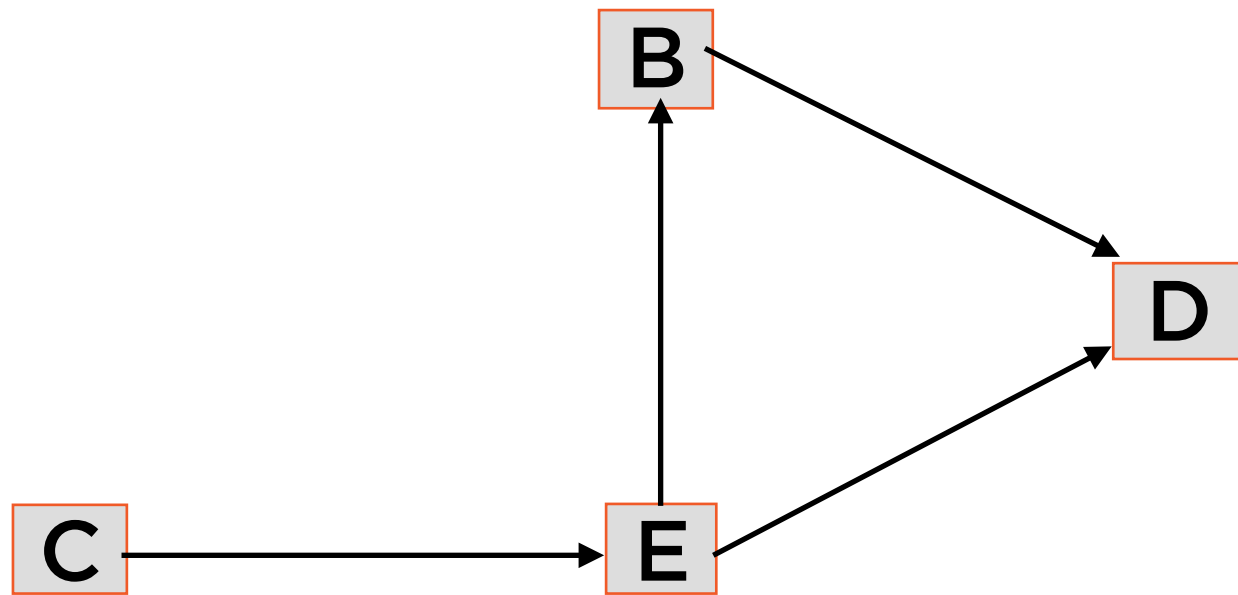


**Decrement the in-degree of all nodes that “come after” C**

Result



# Before Removing C



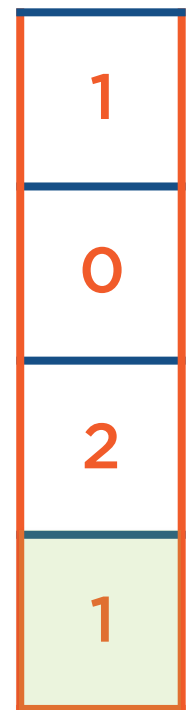
“Comes  
After”

E

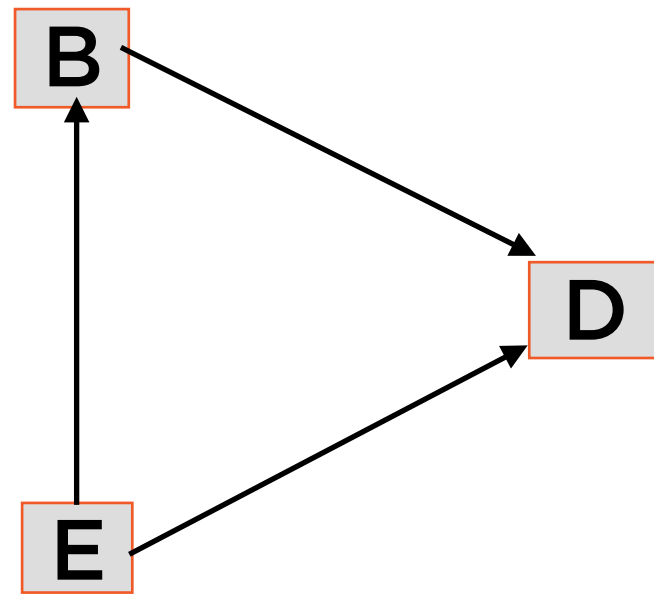
B and E

C

“In-degree”



# After Removing C



“Comes  
After”

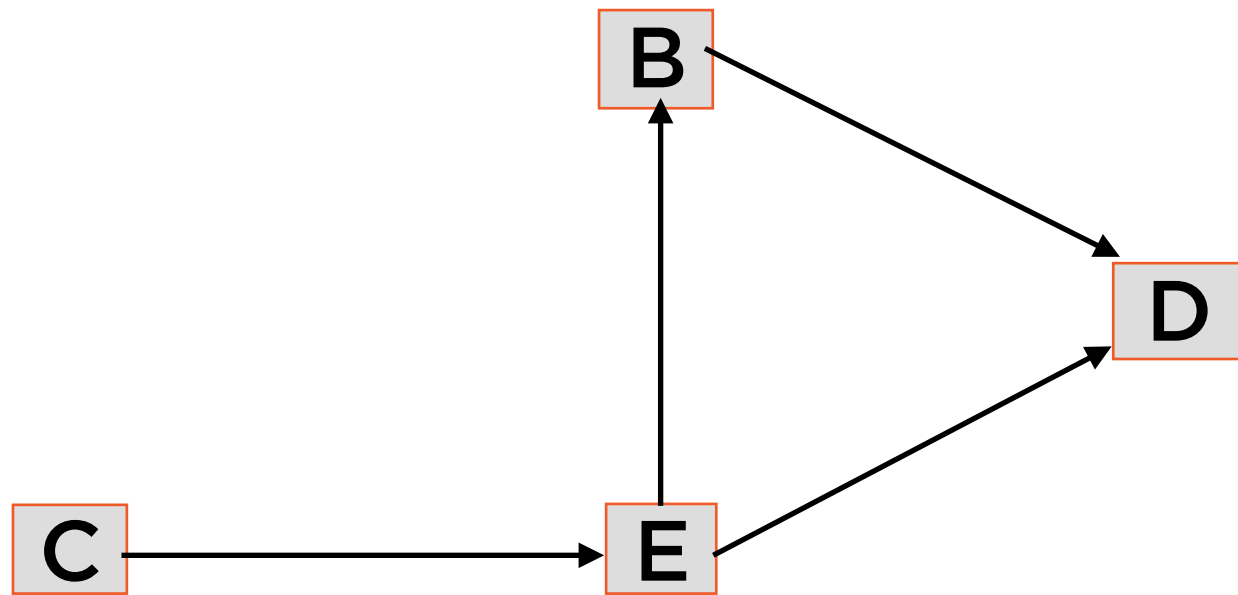
E

B and E

“In-degree”



# Updated In-degrees



Number of  
incoming arrows

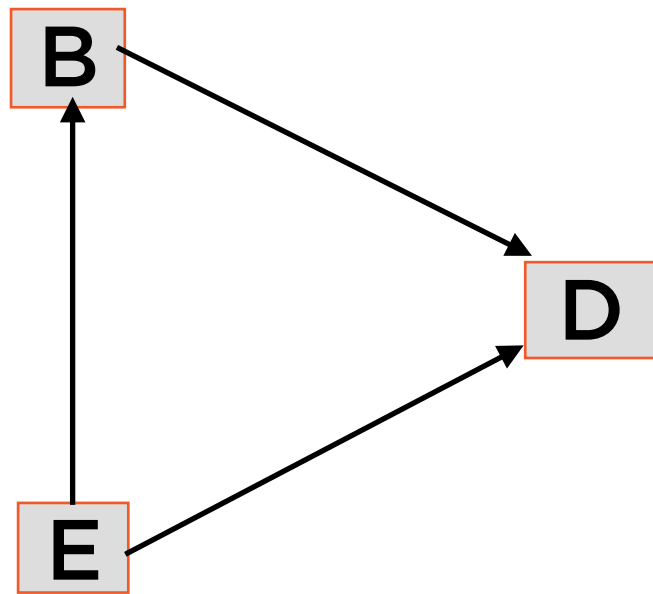


**Remove C from our original graph**

Result



# Updated In-degrees



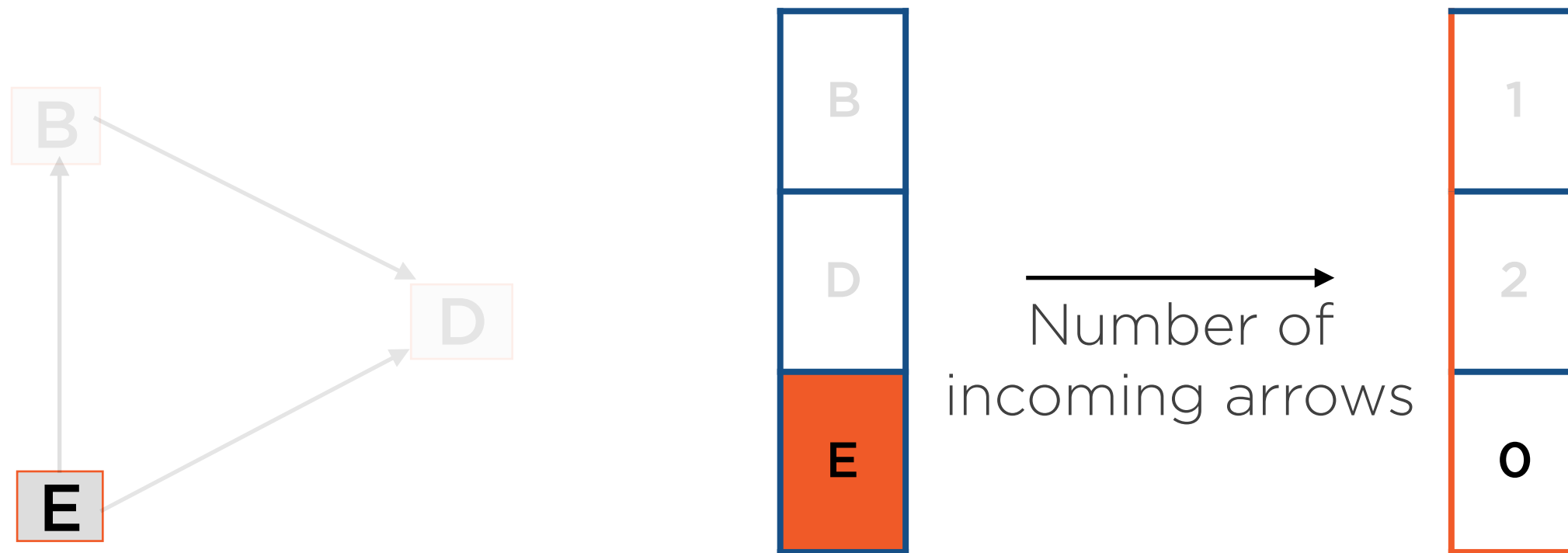
Number of  
incoming arrows



Result



# Rinse-and-Repeat



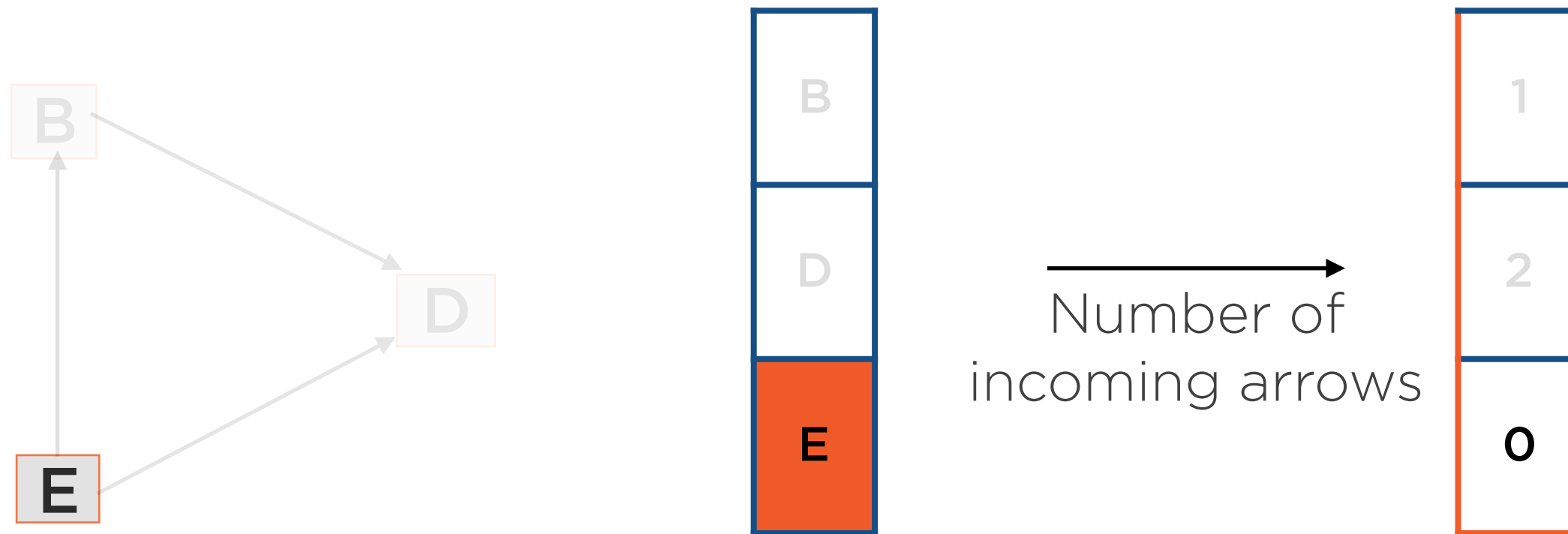
**Next, visit any node that has in-degree = 0**

Result





# New Starting Node: E

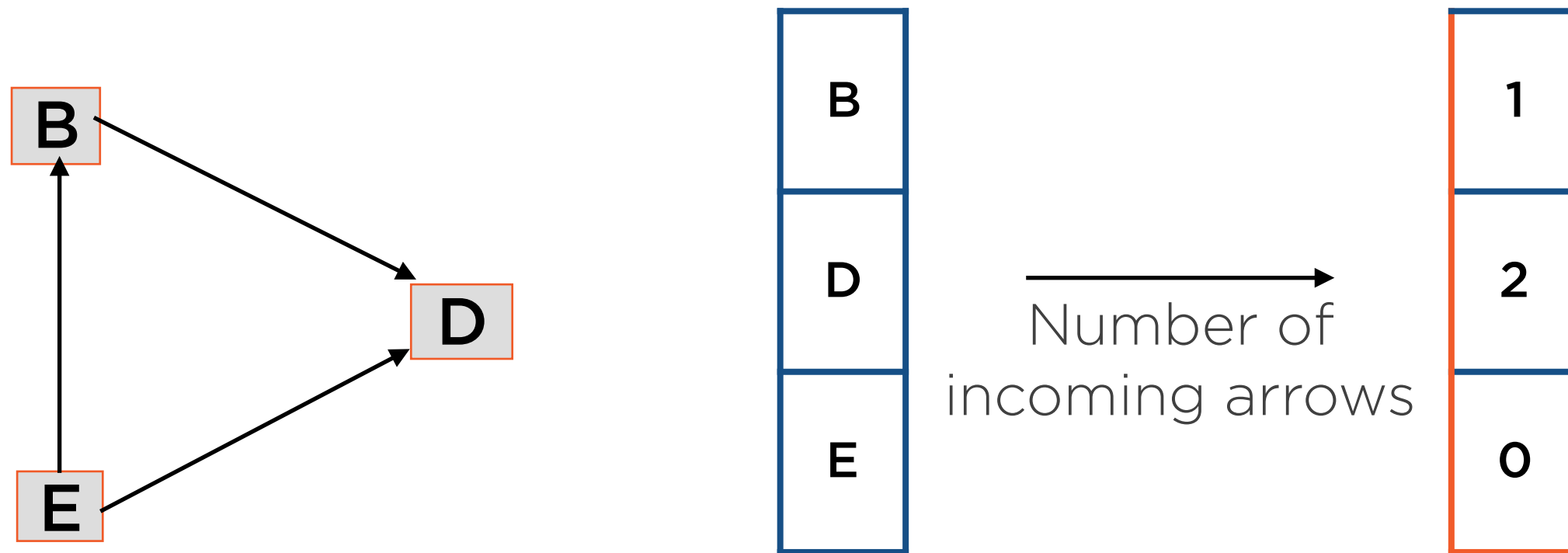


**Add E to the result of our topological sort**

Result



# New Starting Node: E

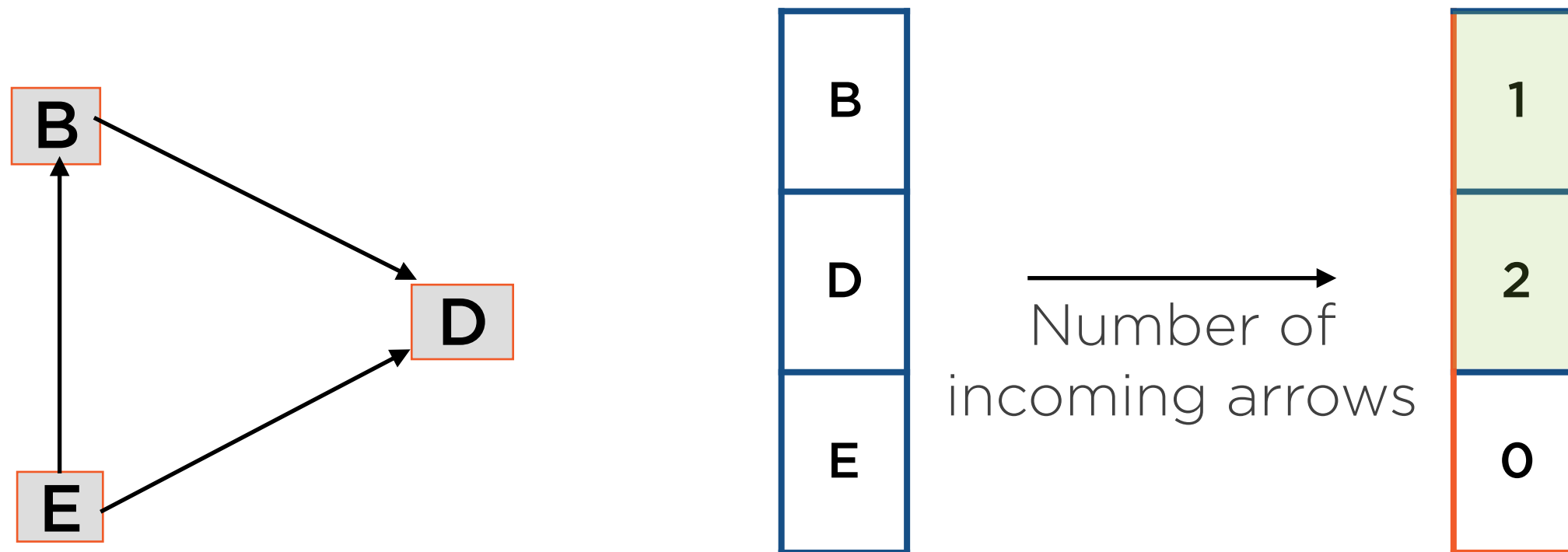


**Decrement the in-degree of all nodes that “come after” E**

Result



# Before Removing E

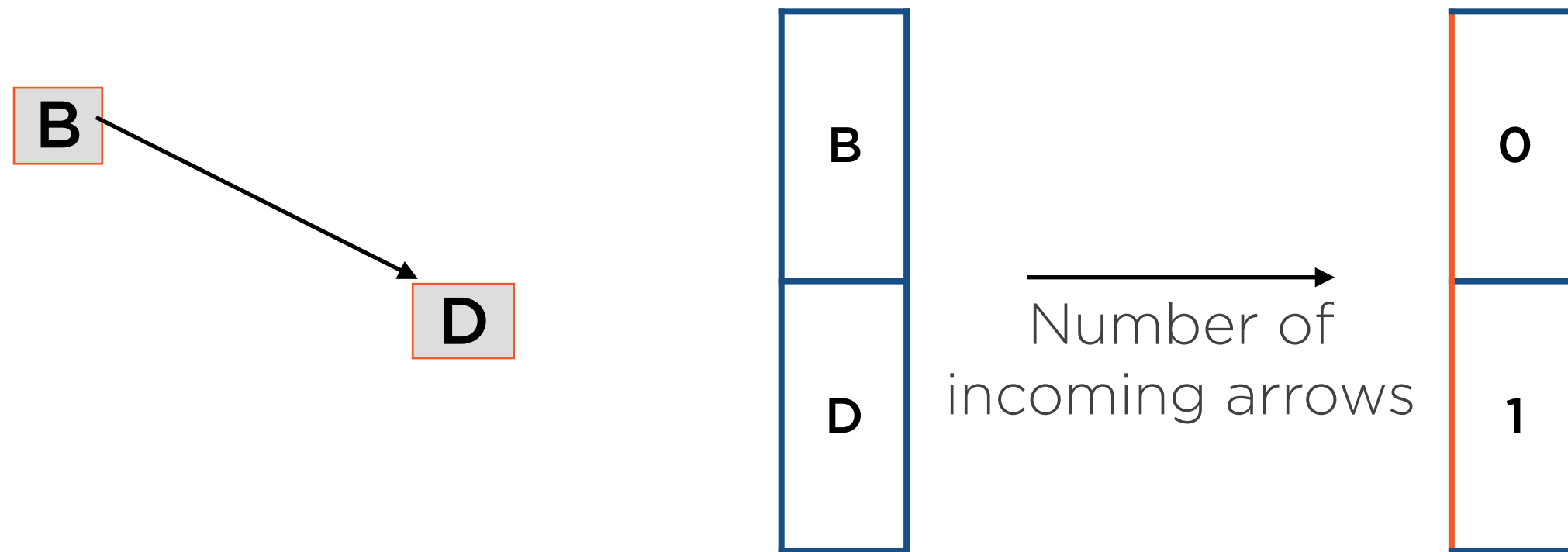


**Decrement the in-degree of all nodes that “come after” E**

Result



# After Removing E

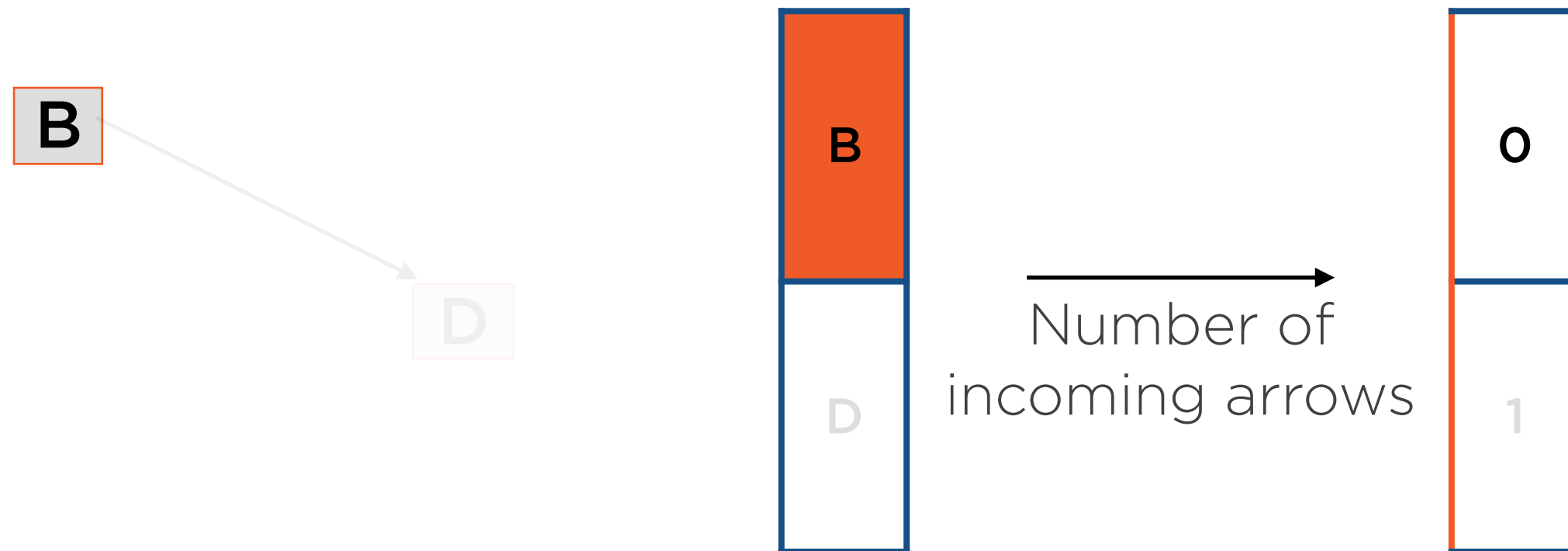


**Decrement the in-degree of all nodes that “come after” E**

Result



# Rinse-and-Repeat

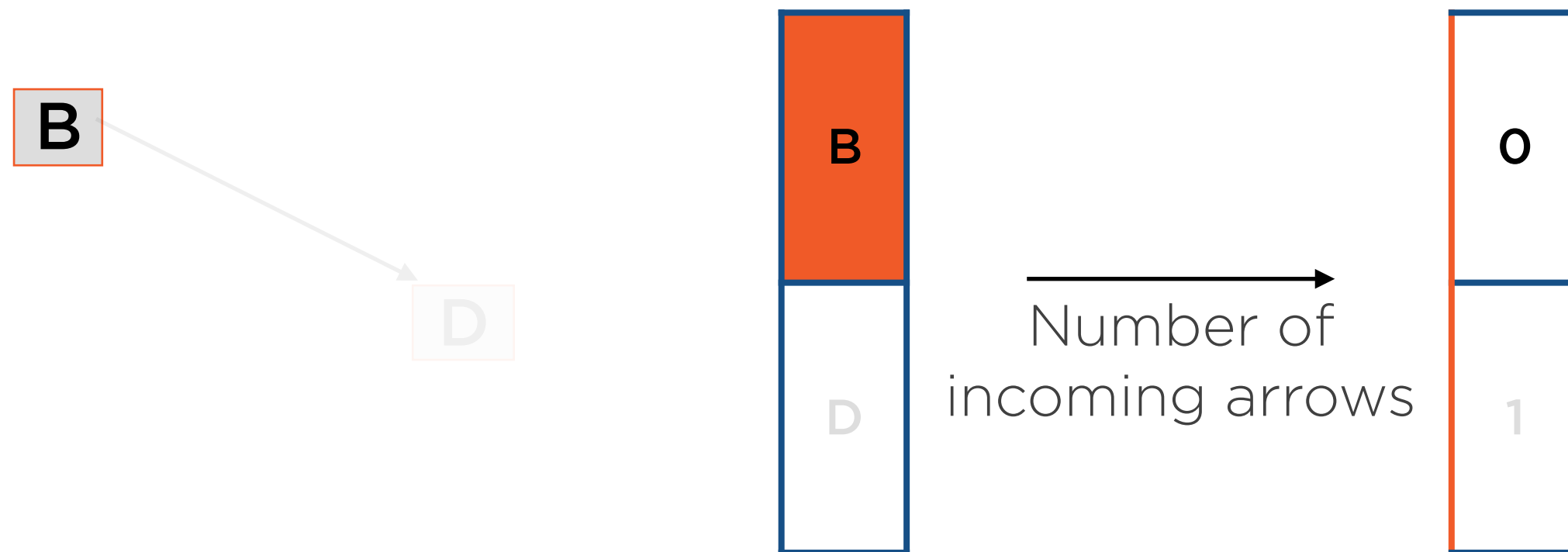


**Next, visit any node that has in-degree = 0**

Result



# New Starting Node: B

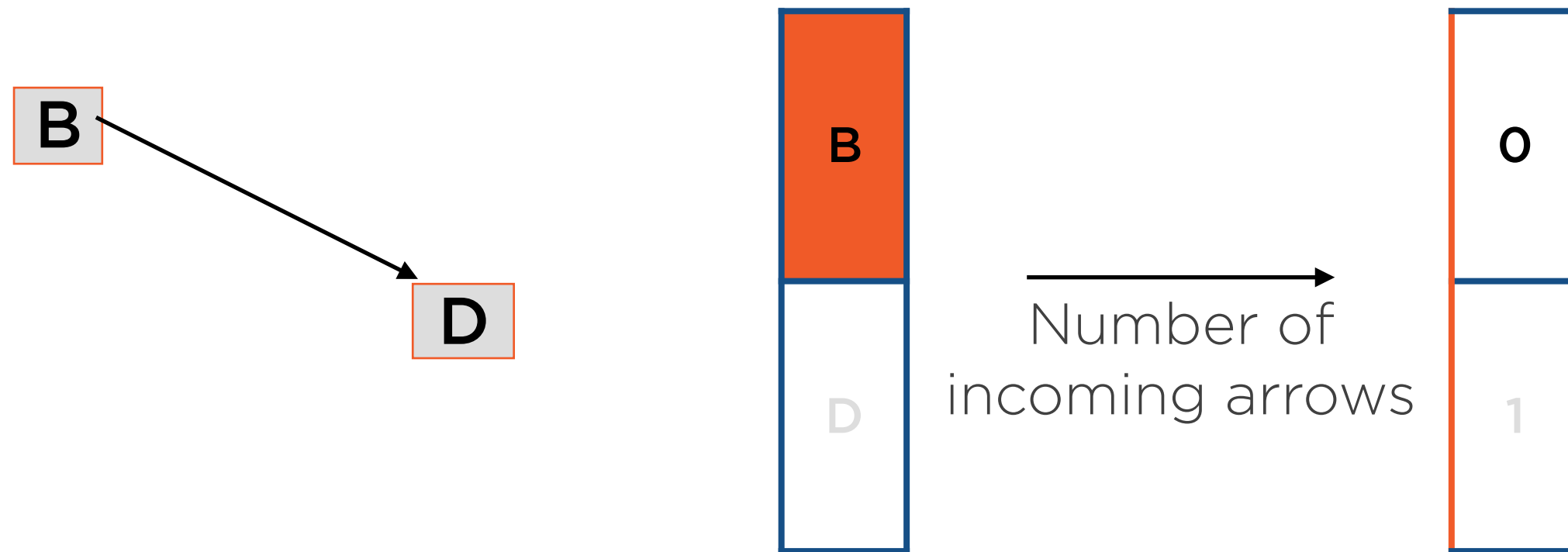


**Add this node to the result our topological sort**

Result



# Before Removing B

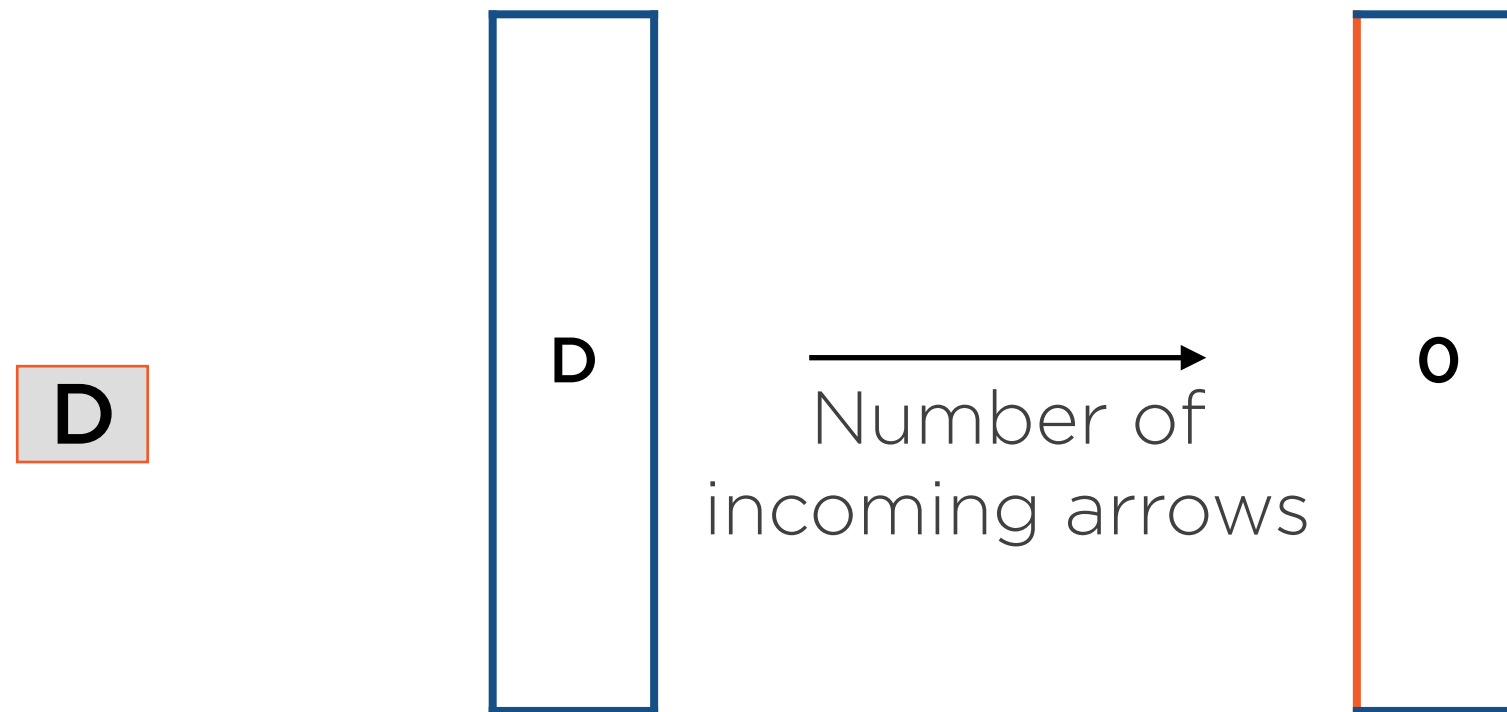


## Remove B from our original graph

Result



# After Removing B

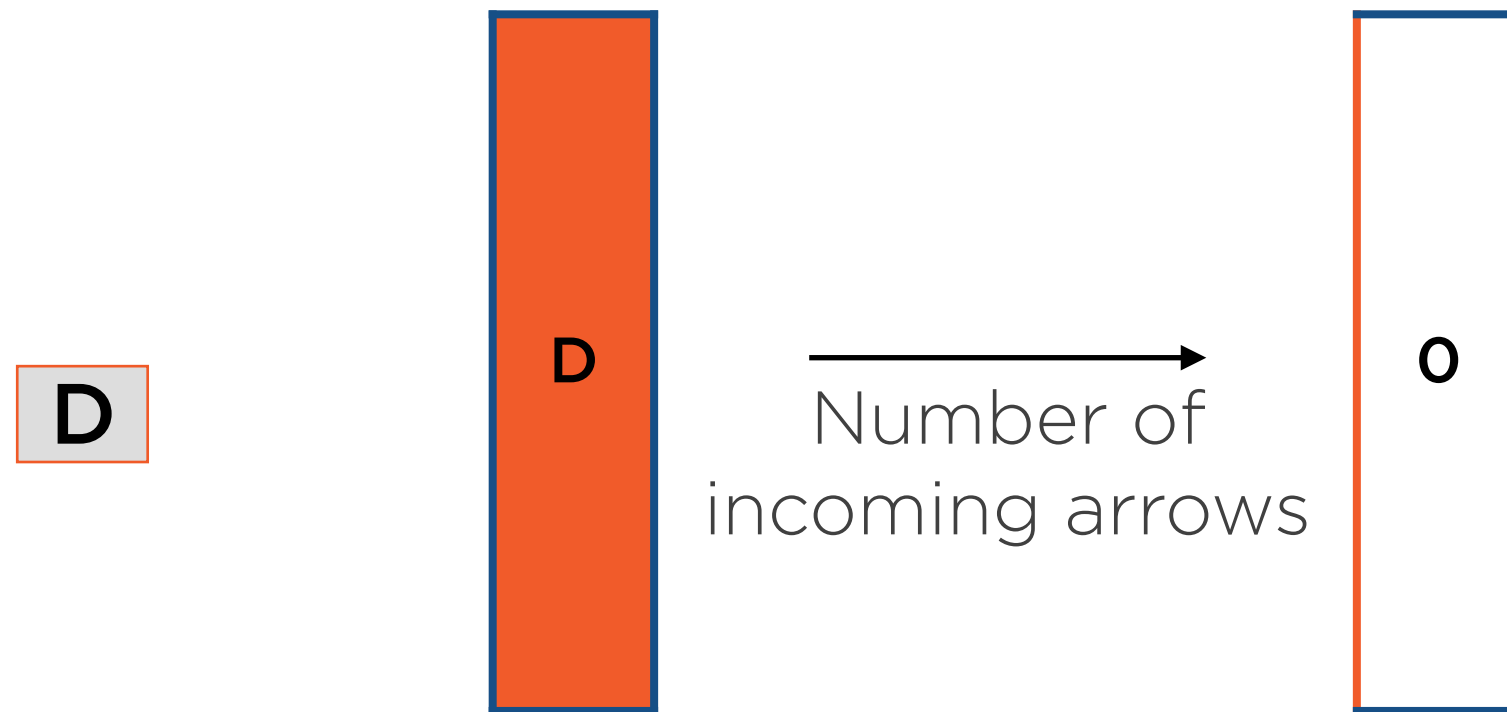


Result





# Rinse-and-Repeat

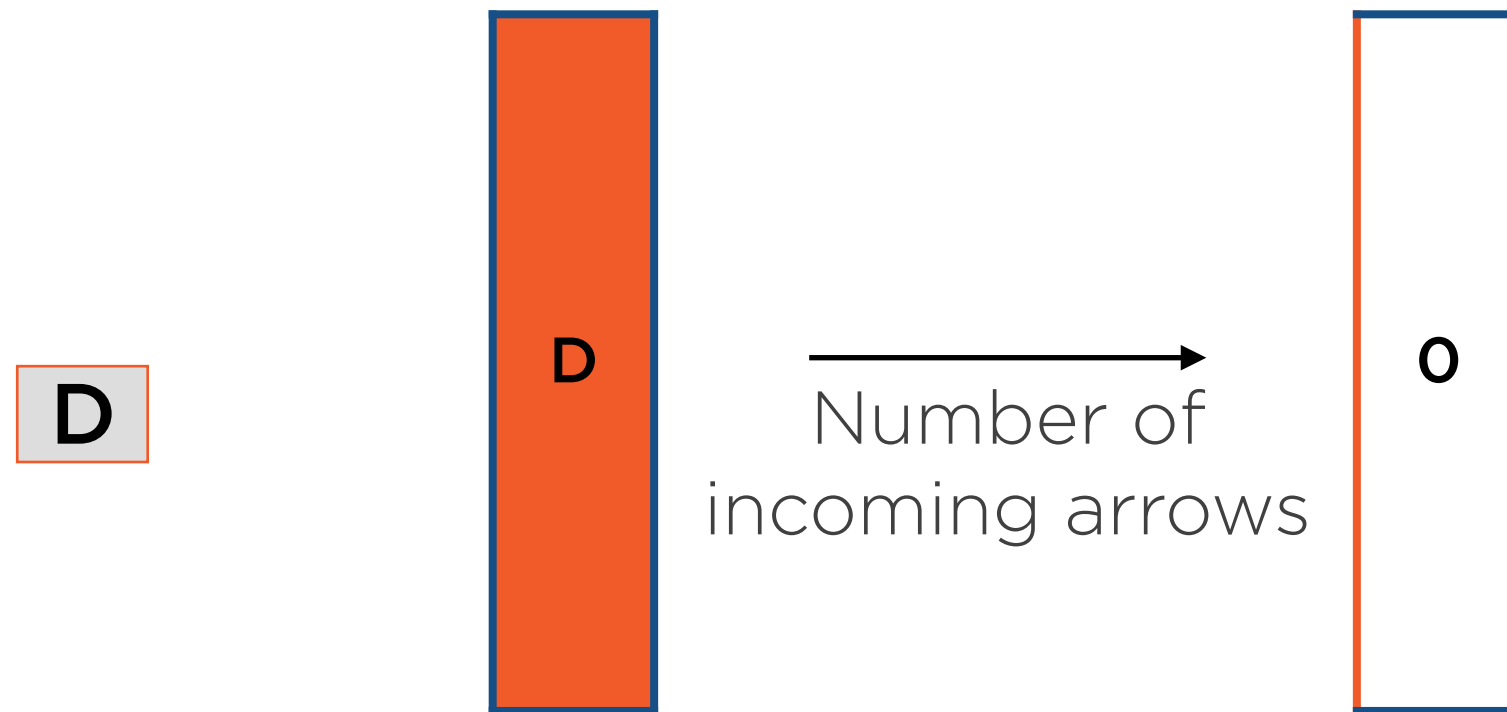


**Find node with in-degree = 0**

Result



# Rinse-and-Repeat



**Only one node left, add to result**

Result



# Rinse-and-Repeat

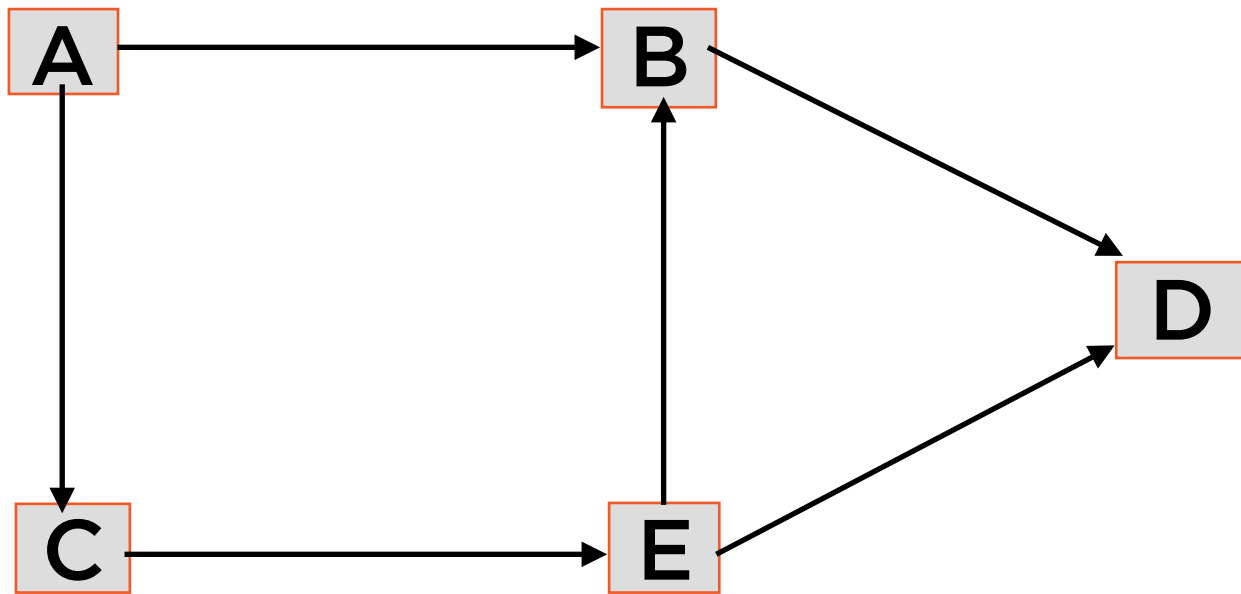
**No nodes left to process, the algorithm terminates**

Result



**All precedence relationships satisfied**

# Topological Sort



**A -> C -> E -> B -> D**



**Here, only 1 acceptable ordering of vertices**

A Topological Sort is any ordering of all the DAG's vertices that satisfies all precedence relationships

# Topological Sort

**$O(V+E)$**

**Each edge visited exactly once**

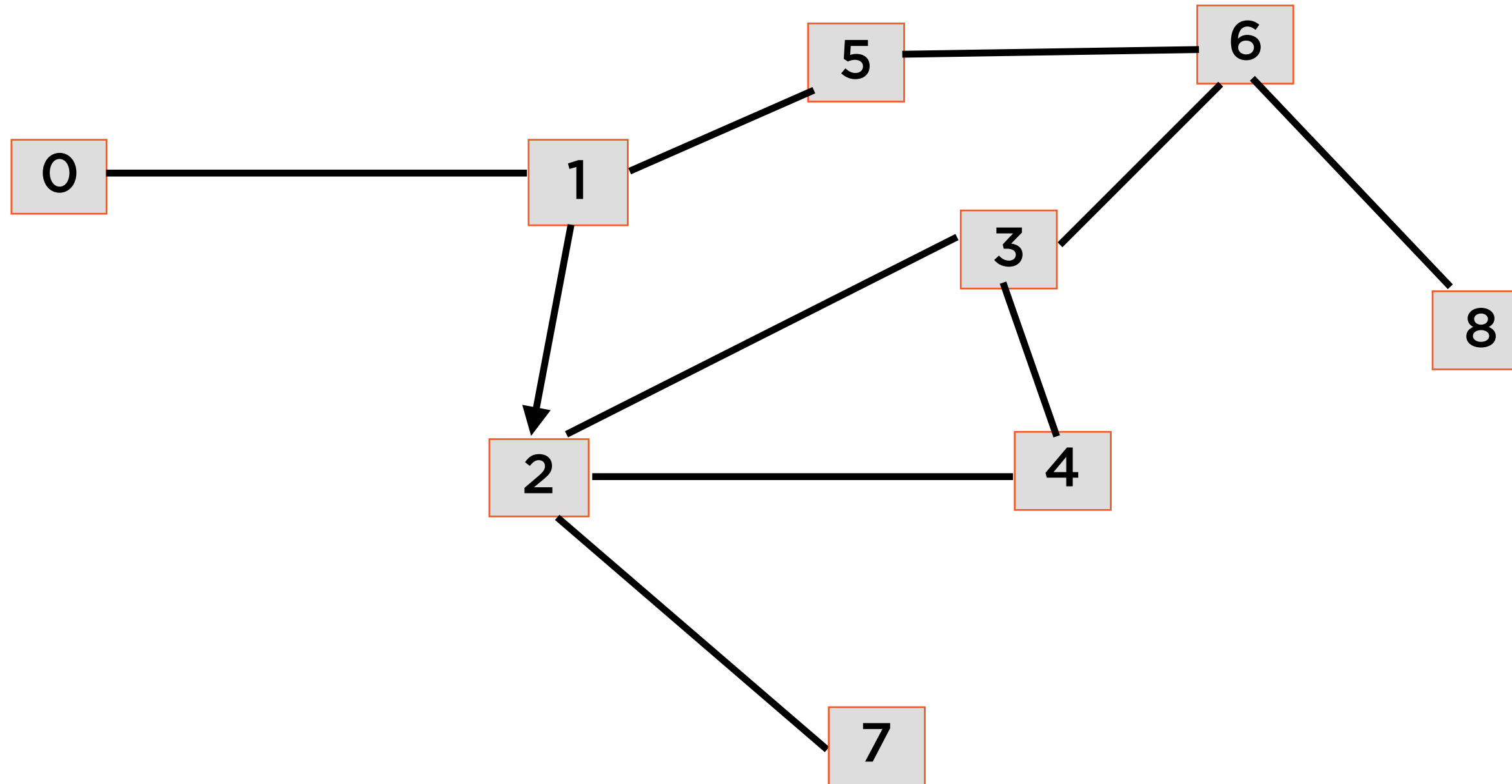
**Each vertex visited exactly once**

**Multiple solutions possible**

Demo

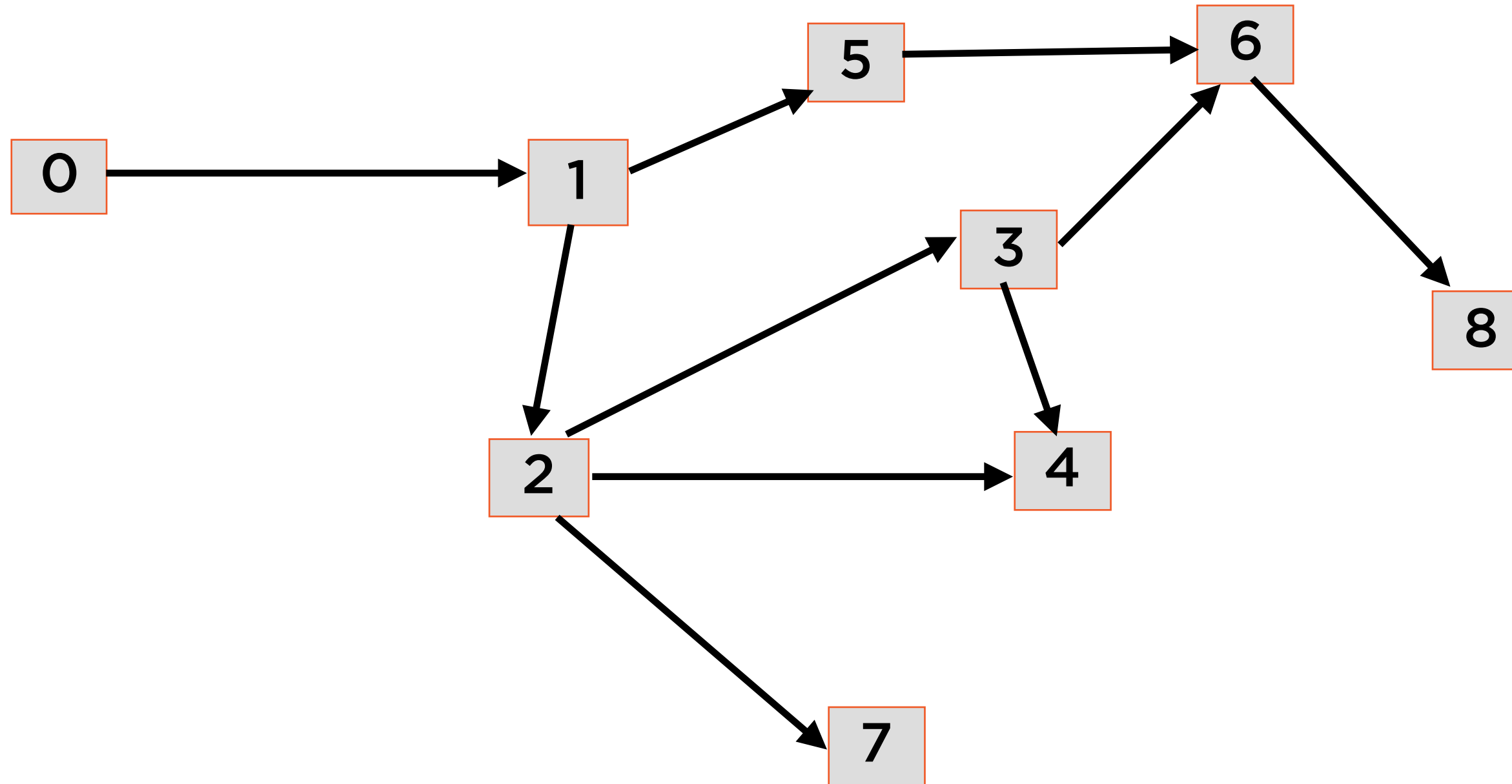
**Implement topological sort in a  
directed-acyclic graph**

# A Sample Undirected Graph





# A Sample Directed Graph



# Summary

**Directed Acyclic Graphs (DAGs) are extremely versatile constructs**

**Applications of DAGs include building neural network models**

**DAGs specify precedence relationships between nodes**

**Any ordering of all nodes that satisfies all relationships is a topological sort**

**Topological sort can be implemented via a simple iterative algorithm**