

# Graphs

League of Programmers

ACA, IIT Kanpur



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- Nodes and edges can have some auxiliary information

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- Closed path: A walk where starting and ending vertex are the same

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  - Retrieving all edges incident to a particular node
  - Testing if given two nodes are directly connected

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- Uses  $O(n^2)$  memory. So, use when  $n$  is less than a few thousands, AND when the graph is dense

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 $O(\min(\deg(V_i), \deg(V_j)))$

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- A connected graph but removing any edge disconnects it

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- **Directed Acyclic Graph (DAG)**
- **Bipartite Graph**

Nodes can be separated into two groups  $S$  and  $T$  such that edges exist between  $S$  and  $T$  only (no edges within  $S$  or within  $T$ )



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  - Depth-First Search (DFS): uses recursion
  - Breadth-First Search (BFS): uses queue



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  - Time:  $O(|V| + |E|)$
  - Space:  $O(|V|)$  [to maintain the vertices visited till now]

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- A node in a connected graph is called an articulation point if the deletion of that node disconnects the graph.
- A connected graph is called biconnected if it has no articulation points. That is, the deletion of any single node leaves the graph connected.

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- Same Time and Space Complexity as DFS

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- Spoj Problem  
<http://www.spoj.pl/problems/PPATH/>

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- Time complexity:  $O(n + m)$





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  - Kruskal's algorithm
  - Prim's algorithm

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- Pseudocode:

Sort the edges in increasing order of weight

Repeat until there is one supernode left:

Take the minimum weight edge  $e^*$

If  $e^*$  connects two different supernodes:

Connect them and merge the supernodes

Otherwise,

ignore  $e^*$

# Prim's Algorithm

Prim's Algo

Reading Homework



# Floyd-Warshall Algorithm

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    - Otherwise,  $f(i, j, k) = f(i, j, k-1)$
  - Therefore,  $f(i, j, k)$  is the minimum of the two quantities above

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- Pseudocode:

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For all  $i$  and  $j$ :

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How?

If  $d_{ij} + d_{ji} < 0$  for some  $i$  and  $j$ , then the graph has a negative weight cycle

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- The algorithm finds the path with lowest cost (i.e. the shortest path) between that source vertex and every other vertex
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- Idea: Find the closest node to  $s$ , and then the second closest one, then the third, etc

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  - Repeat until  $S = V$ :
    - Find  $v \notin S$  with the smallest  $d_v$ , and add it to  $S$
    - For each edge  $v \rightarrow u$  of cost  $c$ :
$$d_u = \min\{d_u, d_v + c\}$$

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- SPOJ Problem  
<http://www.spoj.pl/problems/CHICAGO>

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- Runs in  $O(nm)$  time



Links:

- 1 <http://www.spoj.pl/problems/IOPC1201/>
- 2 <http://www.spoj.pl/problems/TRAFFICN/>
- 3 <http://www.spoj.pl/problems/PFDEP/>
- 4 <http://www.spoj.pl/problems/PRATA/>
- 5 <http://www.spoj.pl/problems/ONEZERO/>
- 6 <http://www.spoj.pl/problems/PPATH/>
- 7 <http://www.spoj.pl/problems/PARADOX/>
- 8 <http://www.spoj.pl/problems/HERDING/>
- 9 <http://www.spoj.pl/problems/PT07Z/>