

Algorithm Design & Analysis (CSE222)

Lecture-13

Recap

- Graph Notations
- DFS Revisit

Outline

- DFS Revisit
- Applications of DFS

Depth First Search

DFS(G)

for each $u \in G.V$

$u.color = \text{WHITE}$

$time = 0$

for each $u \in G.V$

if $u.color == \text{WHITE}$

 DFS-VISIT(G, u)

DFS-VISIT(G, u)

$time = time + 1$

$u.d = \text{time}$

$u.color = \text{GRAY}$

// discover u

for each $v \in G.Adj[u]$

// explore (u, v)

if $v.color == \text{WHITE}$

 DFS-VISIT(v)

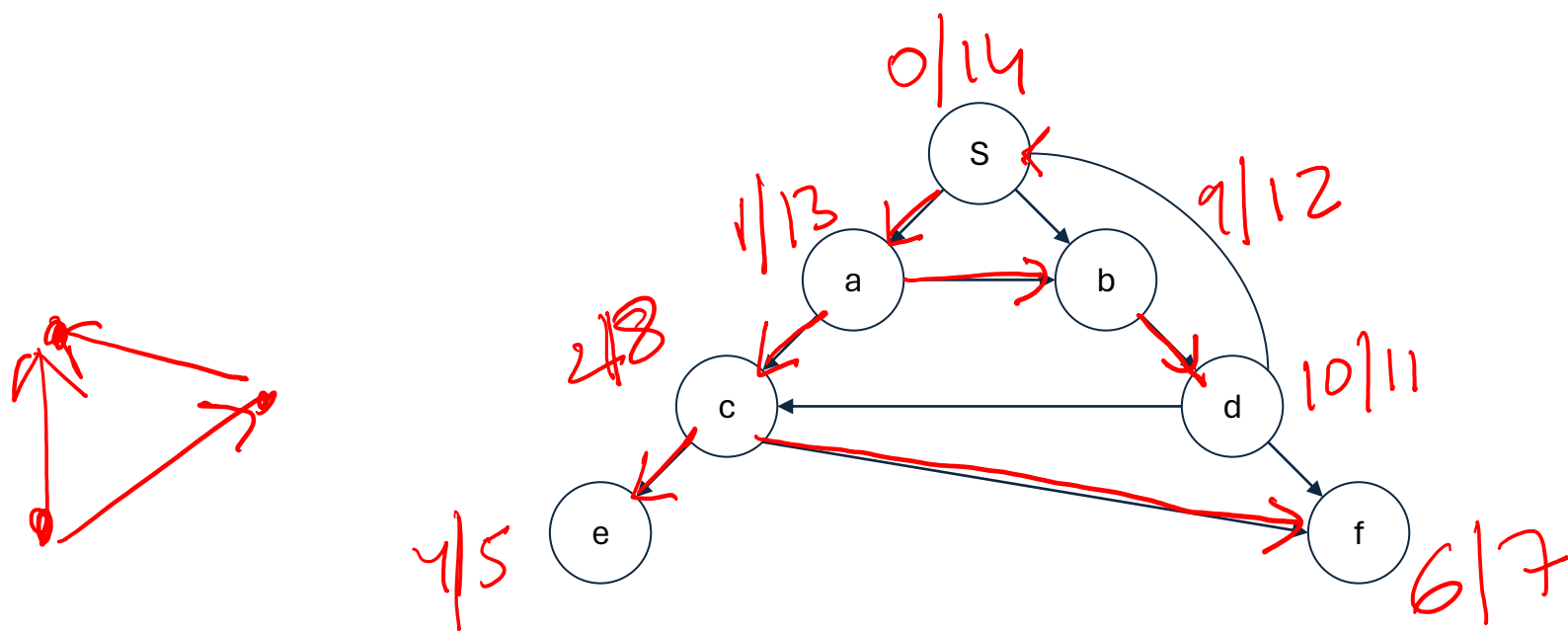
$u.color = \text{BLACK}$

$time = time + 1$

$u.f = \text{time}$

// finish u

Entry and Exit time



DFS Tree Edge Types

Let DFS starts at node s and returns a tree.

We call an edge (u, v) a **tree edge** if it is present in the returned tree.

The rest of the edges in the graph, which are non-tree edges, can further be classified as back edges, forward edges, and cross edges.

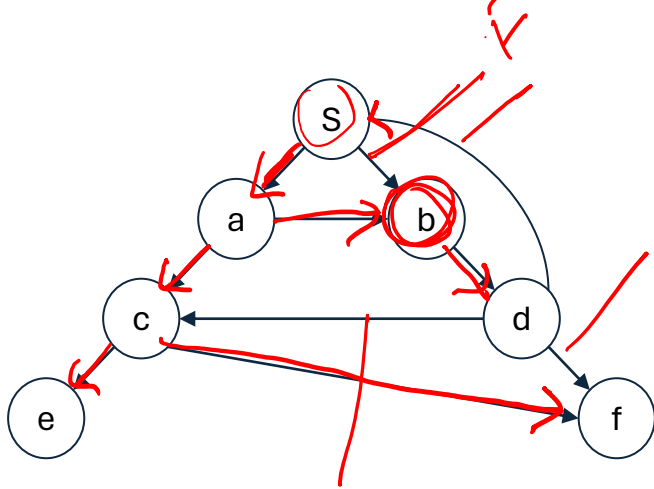
An edge $(u, v) \in E$ is called **back edge**, if v is an ancestor of u in DFS tree.

An edge $(u, v) \in E$ is called **forward edge**, if v is descendant of u in DFS tree.

An edge $(u, v) \in E$ is called **cross edge**, if v is neither ancestor nor a descendant of u in DFS tree.

Example

Identity the edges.



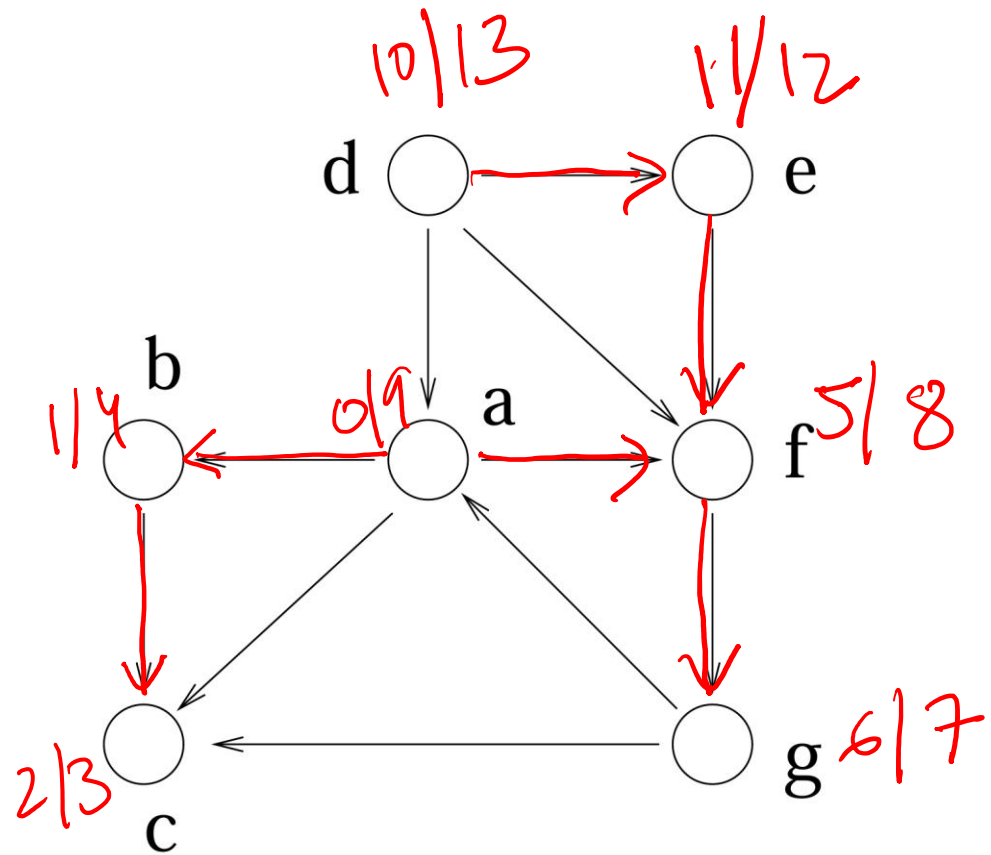
u, v
 $(s, b) - F$
 $(d, c) - C$
 $(d, f) - C$
 $(d, s) - B$

An edge $(u, v) \in E$ is called **back edge**, if v is an ancestor of u in DFS tree.

An edge $(u, v) \in E$ is called **forward edge**, if v is decentend of u in DFS tree.

An edge $(u, v) \in E$ is called **cross edge**, if v is neither ancestor nor a decentend of u in DFS tree.

Example



$(a, c) - F$
 $(g, a) - B$
 $(g, c) - C$
 $(d, f) - F$
 $(d, a) - C$

Properties

For a given directed graph $G = (V, E)$, let $\text{DFS}(G)$ returns a tree. For any two nodes $u, v \in V$.

- v is descended of u if and only if $\text{start}(u) < \text{start}(v) < \text{finish}(v) < \text{finish}(u)$.
- u and v are not related to each other if $\text{finish}(u) < \text{start}(v)$ or $\text{finish}(v) < \text{start}(u)$
- Forward edge is from a node of higher finish time to node of lower finish time.
- Back edge is from a node of lower finish time to node of higher finish time.

Questions

- What is the finish time relationship between cross edge?
- What is the relationship between u and v if $\text{start}(u) < \text{start}(v) < \text{finish}(u) < \text{finish}(v)$?

Outline

- DFS Revisit
- Applications of DFS

Questions

- How to compute if node v is reachable from node u ?
- How can we identify the cycle in a digraph using these edges?

Claim

A digraph $G = (V, E)$ is acyclic if and only if $\text{DFS}(G)$ does not yield any back edge.

Proof:

(\Leftarrow) Suppose there is no back edge from $\text{DFS}(G)$. It implies that all edges go from higher finish time node to node with a lower finish time. So there cannot be any cycle.

(\Rightarrow) Proof by contradiction – Let there is no cycle in G .

There is a back edge $(u, v) \in E$.

- So, v is an ancestor of u in the DFS tree.
- So, there is path from v to u in the DFS tree.

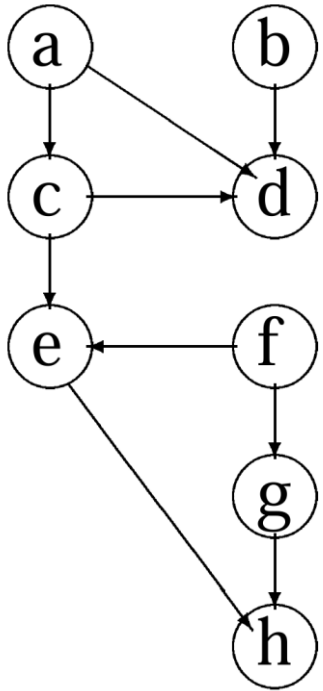
Path and back edge = cycle (Contradiction!)

Topological Sorting

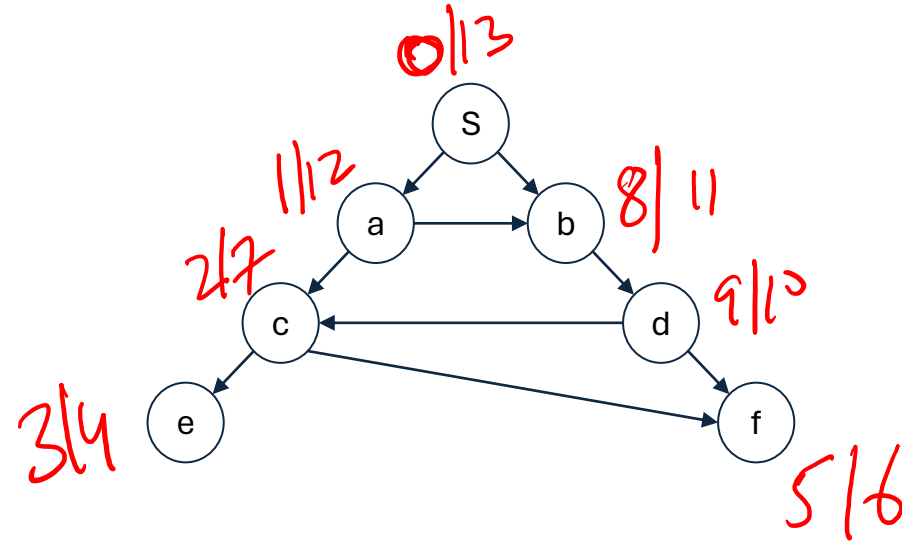
If G is DAG then there is an ordering of nodes V such that for each $(u, v) \in E$, u appears before v .

Topological Sort of a DAG is a total ordering $v_1 < v_2 < \dots < v_n$ of vertices in V such that for any edge $(v_i, v_j) \in E$, $j > i$.

Example



<f, g, b, a, c, e, h, d>



efcdbas

<s, a, b, d, c, f, e>

Algorithm

Input: $G = (V, E)$

Output: Topological sort of V

TopSort(G):

1. Run DFS(G)
2. When computing the finish time for every vertex v , insert it at the front of a list
3. Return the list.

Running time?

Longest Path Weight

Input: Edge weighted directed graph $G = (V, E, l)$. $l: E \rightarrow \mathbb{R}^+$
Goal: Total weight of a longest path from v to t .

Let, $LLP(v)$ computes the longest path in G from node v to node t .

If $v = t$ then,

$LLP(v) = 0$

Else

$\max\{l(v, w) + LLP(w) \mid (v, w) \in E\}$

Longest Path Weight

Input: Edge weighted directed graph $G = (V, E, l)$.

Goal: Total weight of a longest path from v to t .

$$LLP(v) = \begin{cases} 0 & \text{if } v = t, \\ \max \{ \ell(v \rightarrow w) + LLP(w) \mid v \rightarrow w \in E \} & \text{otherwise,} \end{cases}$$

LONGESTPATH(v, t):

if $v = t$

return 0

if $v.LLP$ is undefined

$v.LLP \leftarrow -\infty$

for each edge $v \rightarrow w$

$v.LLP \leftarrow \max \{ v.LLP, \ell(v \rightarrow w) + \text{LONGESTPATH}(w, t) \}$

return $v.LLP$

Is there a possible DP?

Dynamic Programming

Compute postorder of G .

Subproblem: $w.LLP$: Computes the longest path in G from node w (appears after v) to node t .

Recurrence: If $v = t$ then, $v.LLP = 0$

Else $\max\{\ell(v,w) + w.LLP \mid w \text{ appears after } v \text{ in the post order}\}$

LONGESTPATH(s, t):

for each node v in postorder

if $v = t$

$v.LLP \leftarrow 0$

else

$v.LLP \leftarrow -\infty$

for each edge $v \rightarrow w$

$v.LLP \leftarrow \max\{v.LLP, \ell(v \rightarrow w) + w.LLP\}$

return $s.LLP$

Reference

Slides

Jeff Erickson Chp-6.1 & 6.3