

Articulation Points: a bad algorithm

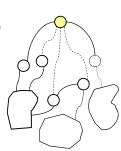
Take each node out in turn, and test for connectedness

articulationPoints ← empty set
for each node in graph
 node.visited ← true;

for all other nodes nd: nd.visited ← false recDFS(first neighbour of node) for each remaining neighbour of node if not neighbour.visited then add node to articulationPoints

recDFS (node):

if not node.visited then
node.visited ← true,
for each neighbour of node
if not neighbour.visited
recDFS(neighbour)



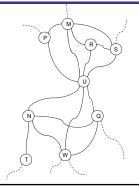
Why is it bad?

- Cost of DFS: O(e) = O(n²) for very dense graphs
- Cost of Alg: $O(ne) = O(n^3)$ for very dense graphs
- Why do we have to traverse the whole graph n times, once for each node?
- Why not do a single traversal, identifying all articulation points as we go?

Articulation Points.

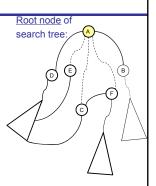
What are we looking for?

Nodes in a graph that separate the graph into two groups, so that all paths from nodes in one group to nodes in the other group go through the node.



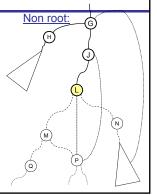
Articulation points: DFS

- Use depth first search, keeping track of the depth of each node in the search tree
- At root:
 if there is more than one edge to an unvisited node, then root is an articulation point.
- At other node:



Articulation points: DFS

- Use depth first search, keeping track of the depth of each node in the search tree
- At root:
 if there is more than one edge to an unvisited node,
 then root is an articulation point.
- At other node:
 If there is a subtree that has no
 edge up to an ancestor node
 then node is an articulation point.



Articulation Points

- Key ideas of algorithm:
 - record depth of nodes as you search (or record order in which visited)
 - From each recursive search of a subtree, return the minimum depth that the subtree node that the subtree can "reach back" to.
 (ie, the minimum depth of any previously visited neighbour
 - Compare the "reach back" of each subtree to depth of this node
 - Can use depth to record whether visited