Componentes Fortemente Conexos

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Definição

Definição

Assume-se que **G** é um grafo direcionado

 Uma componente fortemente conexa é um conjunto de vértices tal que, para qualquer par de vértices (u,v) (contidos nesse conjunto) existe um caminho de u para v e e vice-versa.

Algoritmo Trivial

Algoritmo trivial

- Para cada vértice v
 - o Rodar uma dfs e verificar vértices alcançáveis a partir de **v**

Algoritmo trivial

- Para cada vértice v // O(V)
 - o Rodar uma dfs e verificar vértices alcançáveis a partir de \mathbf{v} // O(V + E)
- Complexidade final: O(V² + VE)

Algoritmo de Kosaraju

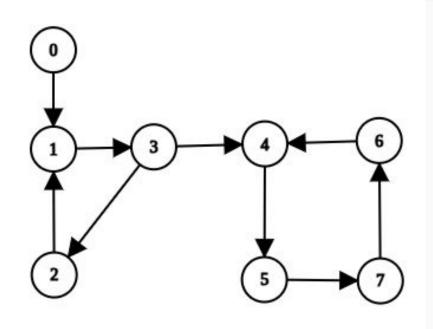
Algoritmo de Kosaraju

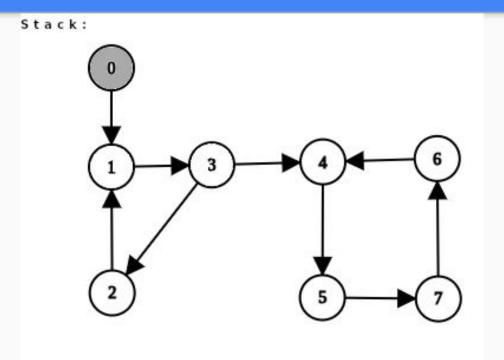
- Para cada vértice não visitado, rodar uma DFS:
 - o DFS:
 - Marcar **u** como visitado;
 - Visitar todos os vértices **v** adjacentes de **u** ainda não visitados;
 - Guardar **u** em uma pilha;
- Para cada vértice da pilha, rodar uma DFS no grafo transposto:
 - o DFS:
 - Marcar u como visitado;
 - Visitar todos os vértices v adjacentes de u ainda não visitados;
- Os vértices visitados por cada DFS no grafo transposto serão uma componente fortemente conexa;

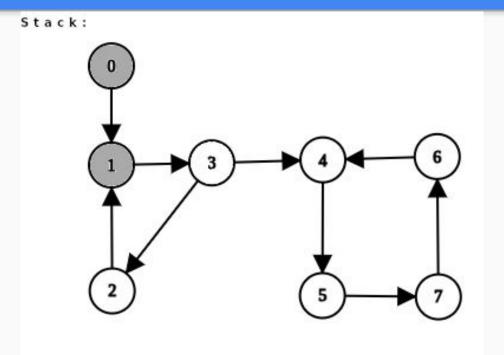
Algoritmo de Kosaraju

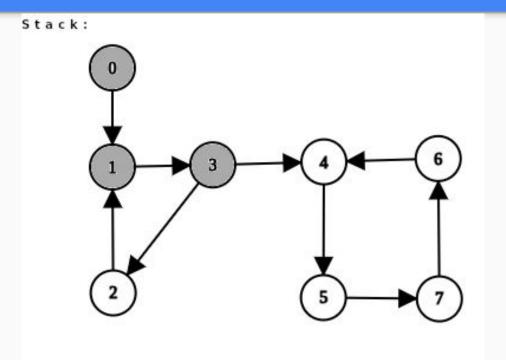
- Para cada vértice não visitado, rodar uma DFS:
 - o DFS:
 - Marcar *u* como visitado;
 - Visitar todos os vértices **v** adjacentes de **u** ainda não visitados;
 - Guardar **u** em uma pilha;
- Para cada vértice da pilha, rodar uma DFS no grafo transposto:
 - o DFS:
 - Marcar u como visitado;
 - Visitar todos os vértices v adjacentes de u ainda não visitados;
- Os vértices visitados por cada DFS no grafo transposto serão uma componente fortemente conexa;
- Complexidade final: O(V + E)

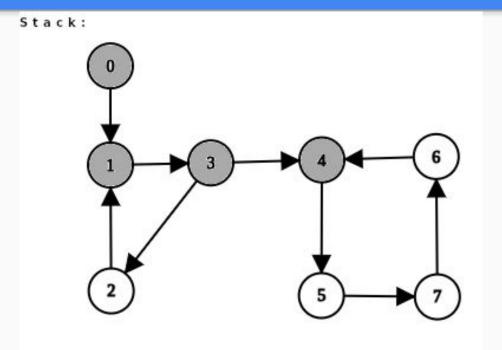
Execução - Algoritmo de Kosaraju

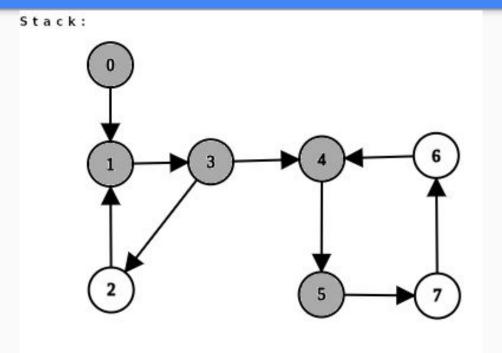


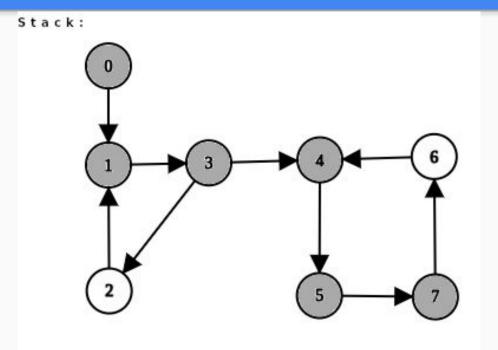


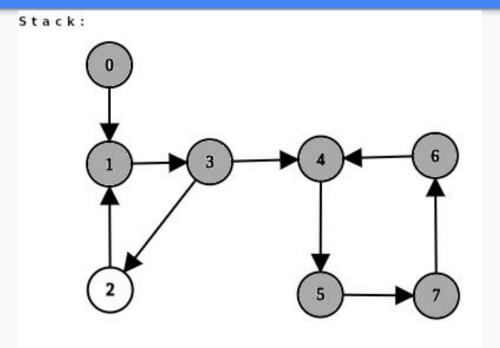


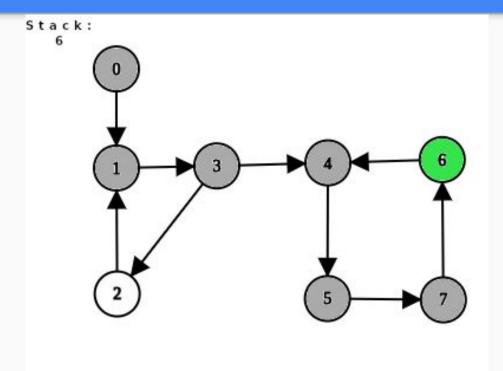


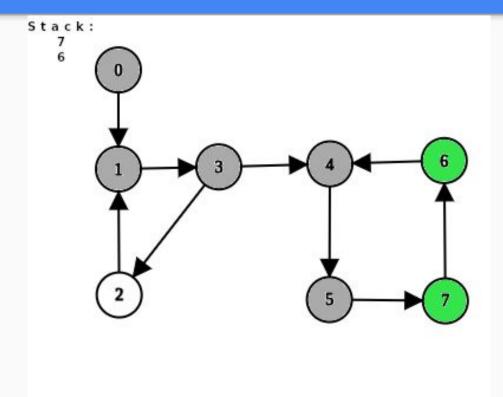


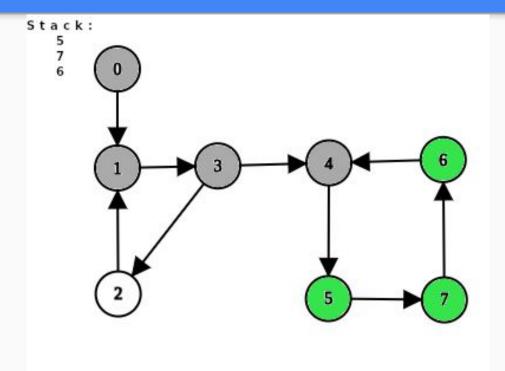


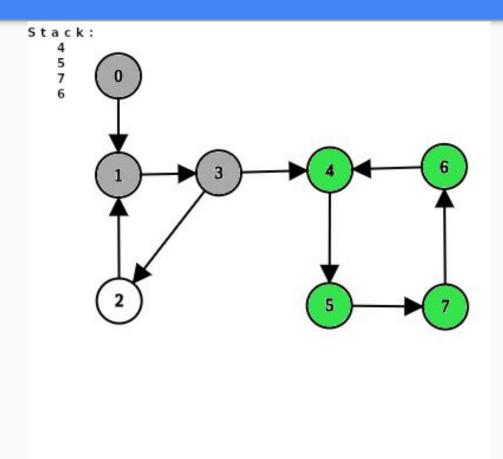


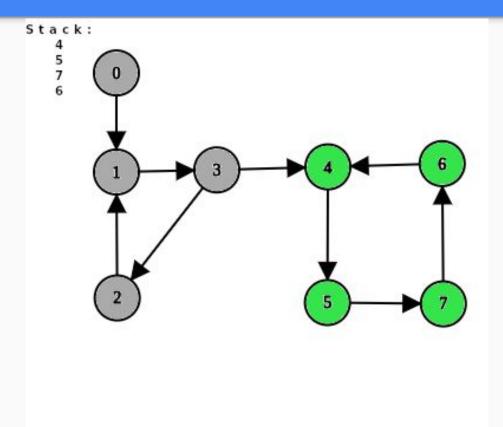


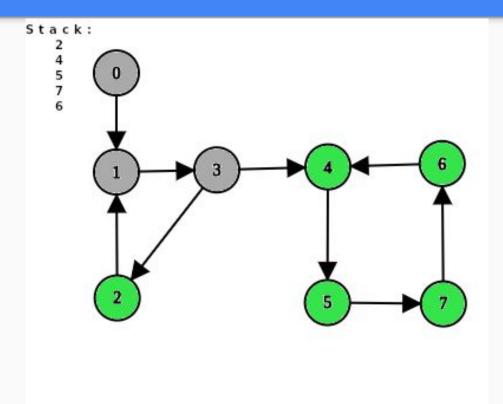


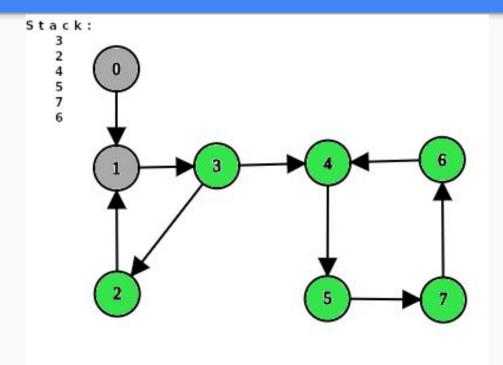


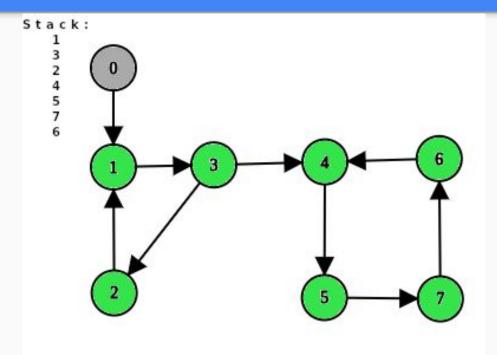


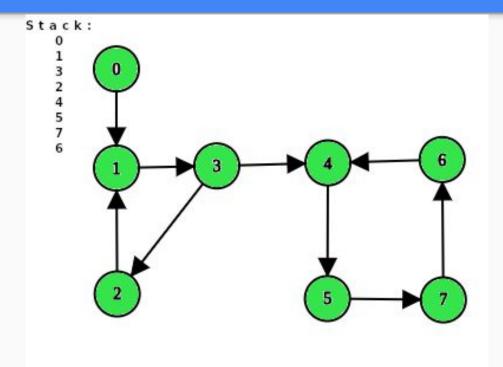


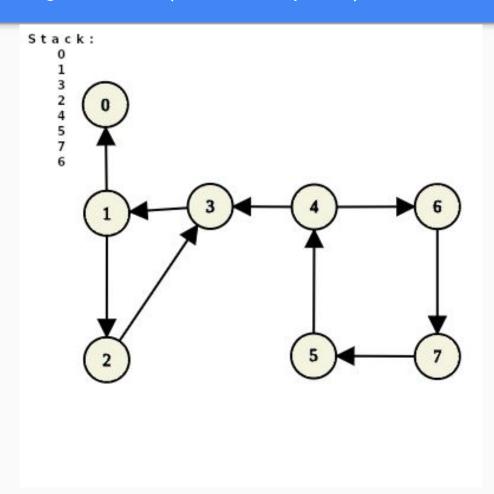


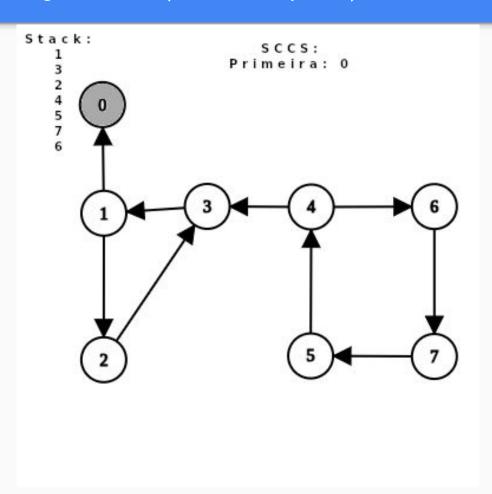


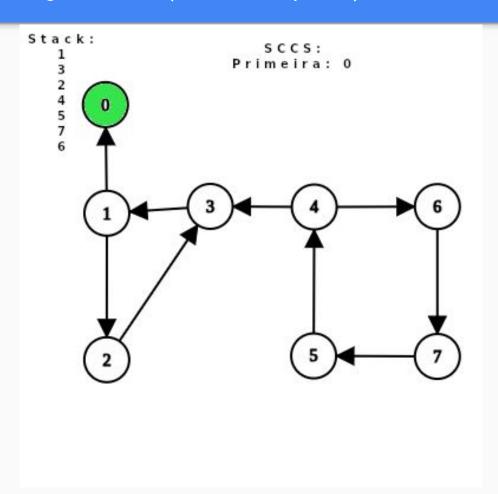


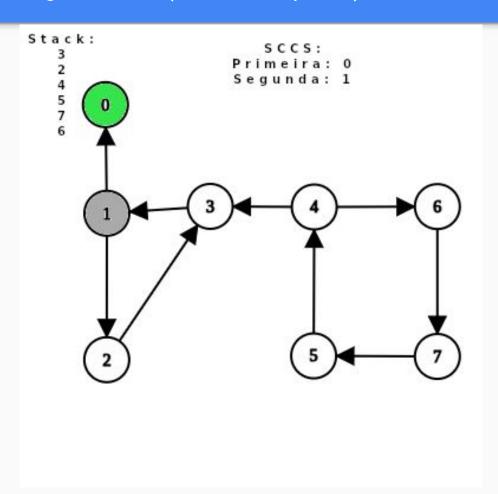


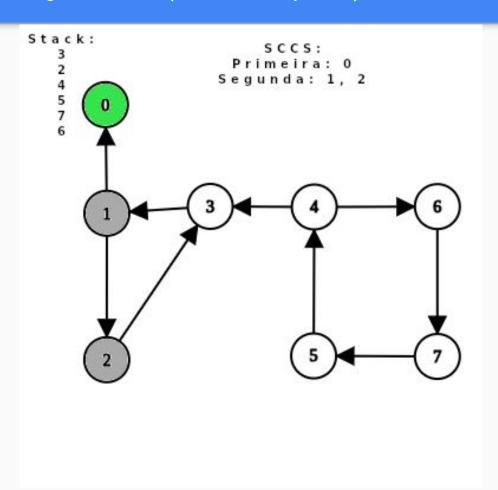


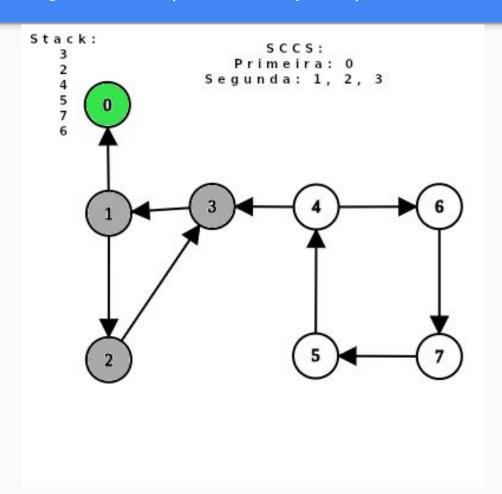


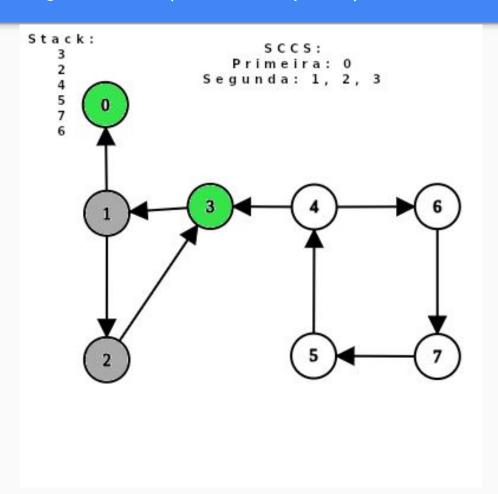


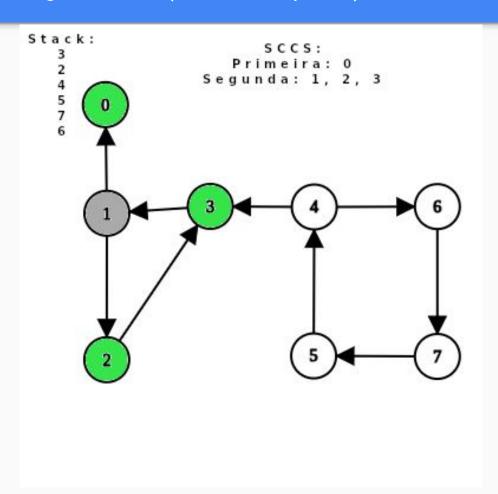


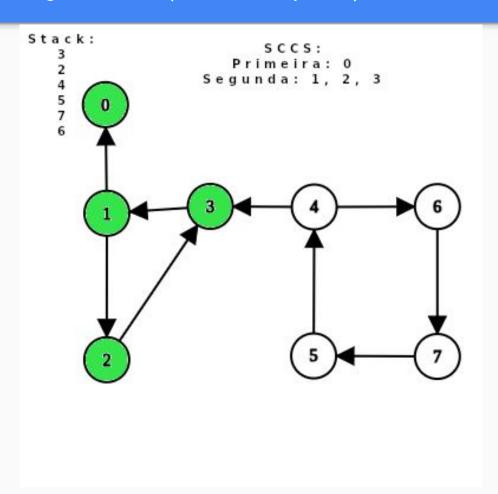


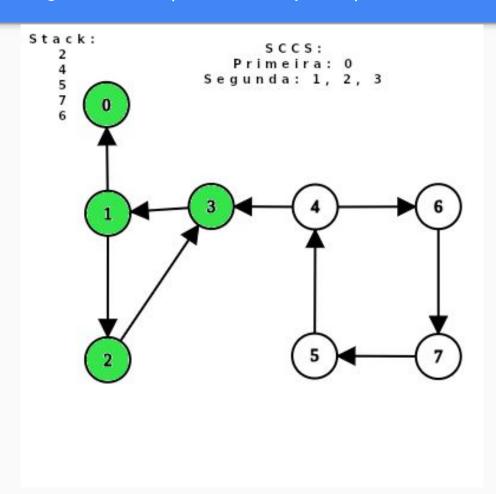


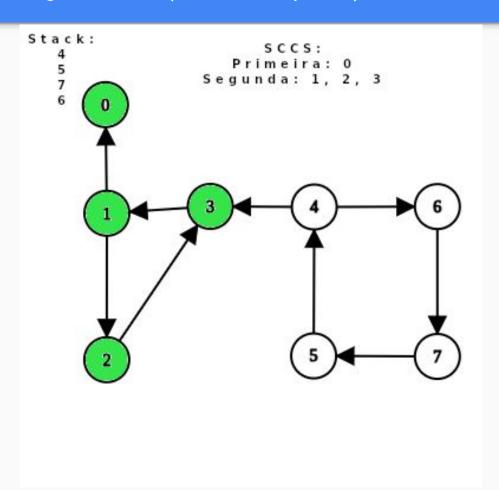


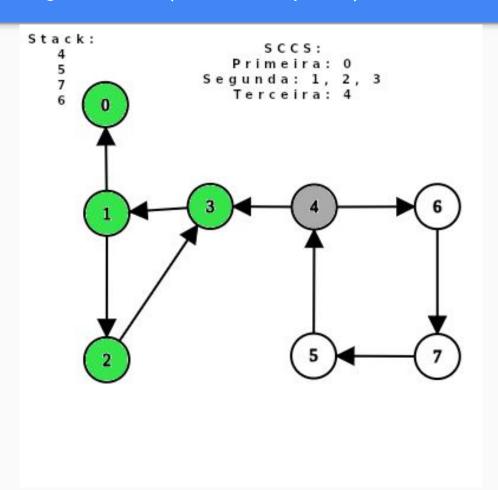


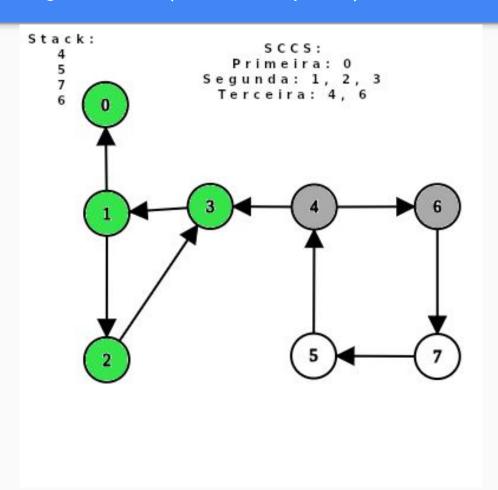


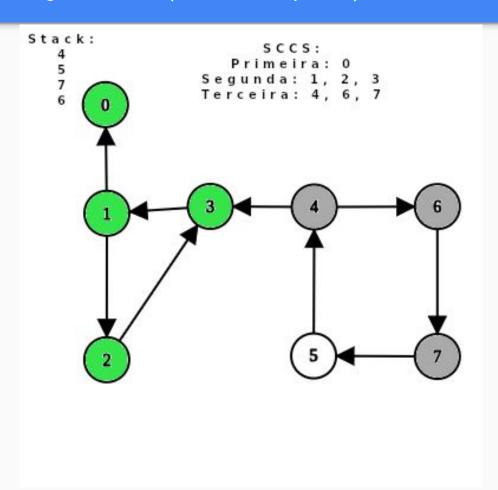


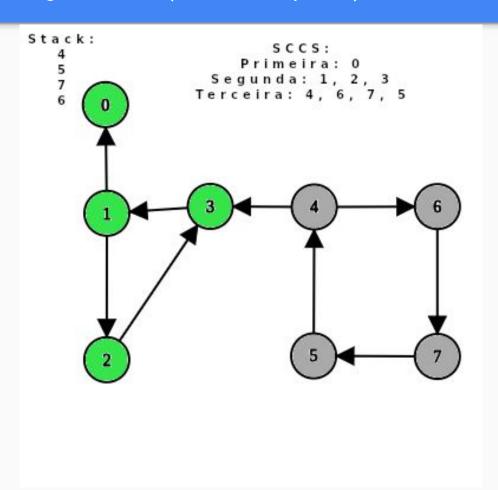


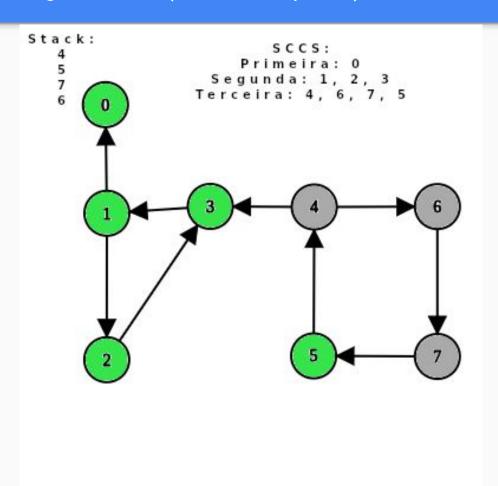


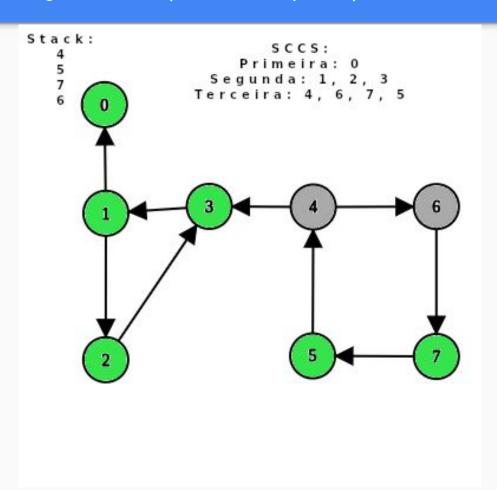


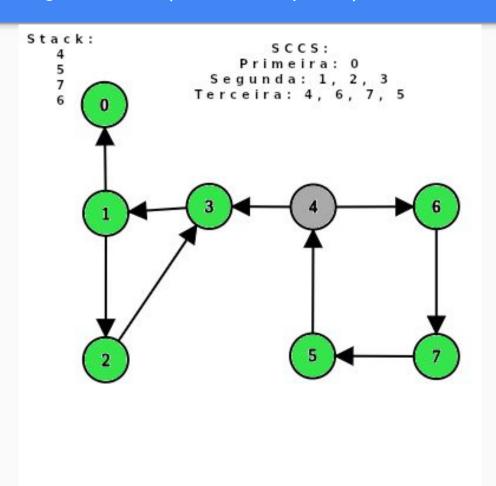


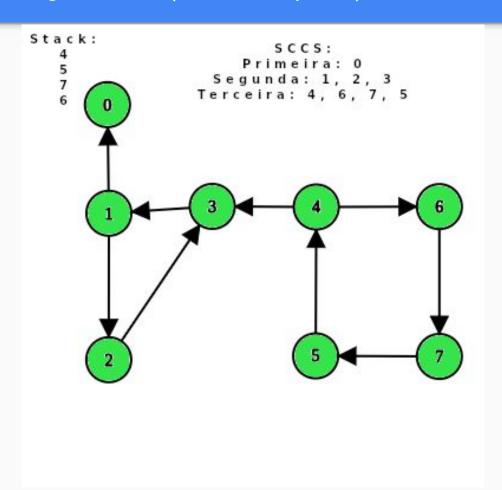


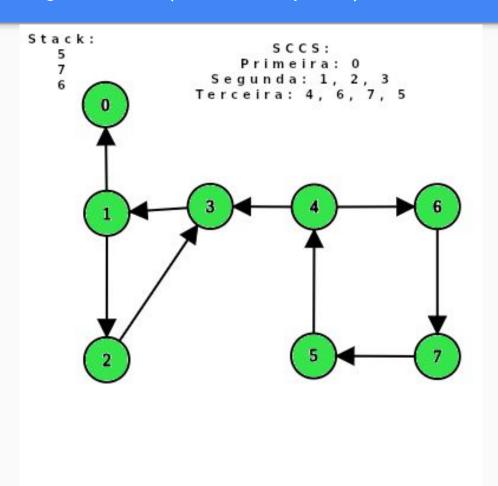


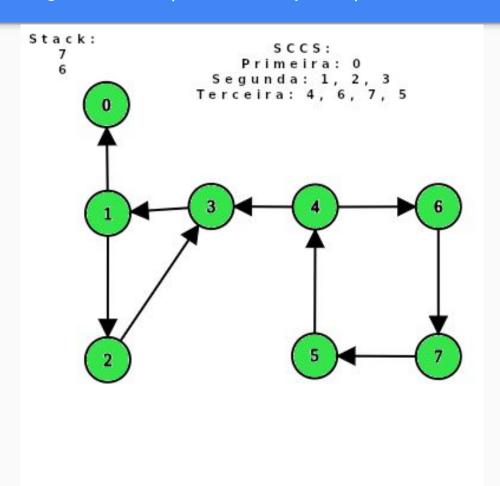


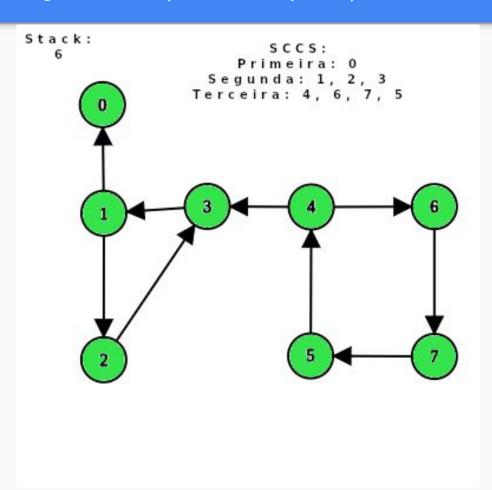


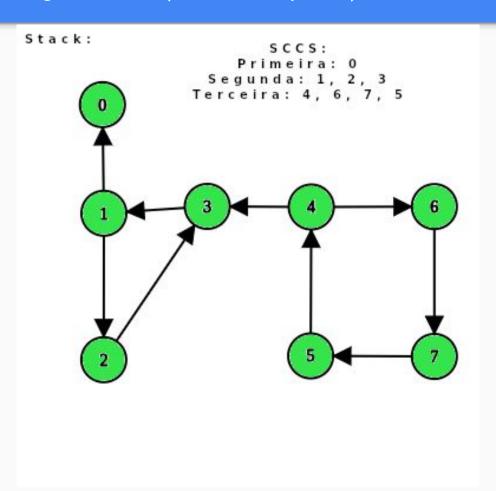












Implementação - Algoritmo de Kosaraju

Implementação Kosaraju

DFS:

```
void dfs(int u, vector<vector<int>> & adj, vector<bool> & visited, vector<int> & visited_stack){
    visited[u] = true;
    for (int v: adj[u]){
        if (!visited[v]){
            dfs(v, adj, visited, visited_stack);
        }
    }
    visited_stack.push_back(u);
}
```

Implementação Kosaraju

Main:

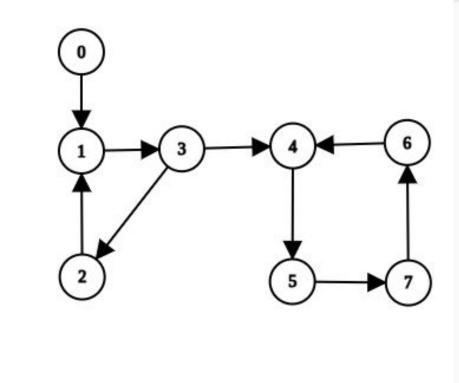
```
vector<vector<int>> adj(MAXN, vector<int>()), adjT(MAXN, vector<int>());
vector<int> visited stack, scc; vector<bool> visited(MAXN, false);
// Leitura de arestas
for (int i = 0; i < n; i++){
    if (!visited[i]) { dfs(i, adj, visited, visited stack) };
visited.assign(n, false);
for (int i = n - 1; i >= 0; i - -){
    int u = visited stack[i];
    if (!visited[u]){
        scc.clear();
        dfs(u, adjT, visited, scc);
        for (int u : scc) { cout << u << endl; }
```

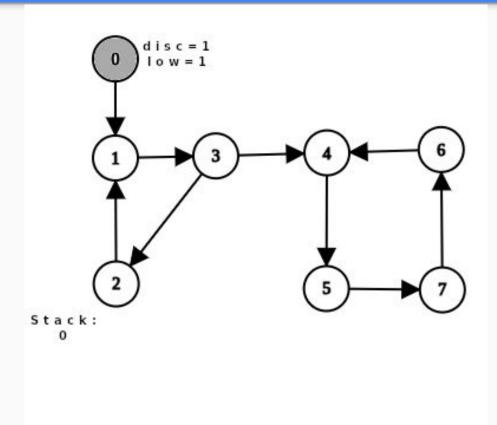
Algoritmo de Tarjan

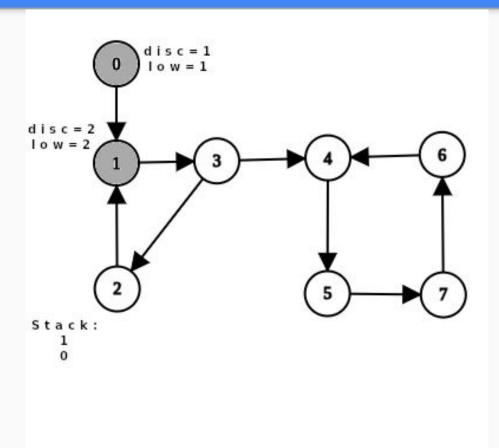
Tarjan

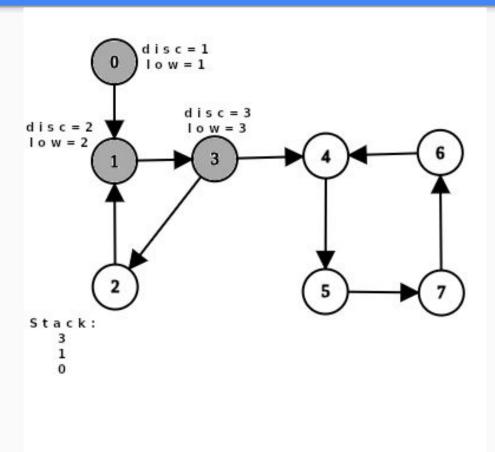
- SCCs formam subtrees em spanning tree da DFS
- Calcular para cada vértice durante a DFS:
 - o discovery(u) Valor da iteração da DFS da primeira visita ao vértice **u**;
 - o low(u) Menor valor de discovery alcançável na spanning subtree da DFS (sem considerar back edges para o vértice pai de u);
- Ao visitar um vértice u pela primeira vez, inicializaremos os valores de discovery(u) e low(u) com o valor da iteração atual, marcaremos o vértice como visitado e vamos inserir u em uma pilha P;
- Após visitar cada vértice v adjacente não visitado, iremos atualizar o valor de low(u) com o menor valor entre low(u) e low(v), se o vértice v estiver marcado como visitado;
- Se após visitar todos os adjacentes de u, low(u)==discovery(u), então u é a raíz de uma subtree e começo de uma SCC
 - Vamos retirar os vértices da pilha P e marcaremos o vértice como não vistado, até encontrarmos o vértice u na pilha. Os vértices vistos fazem parte de uma SCC.

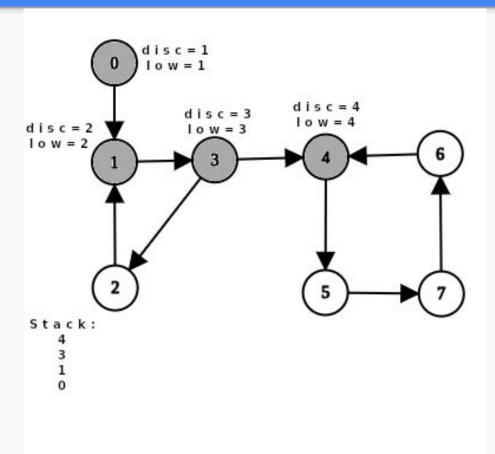
Execução - Algoritmo de Tarjan

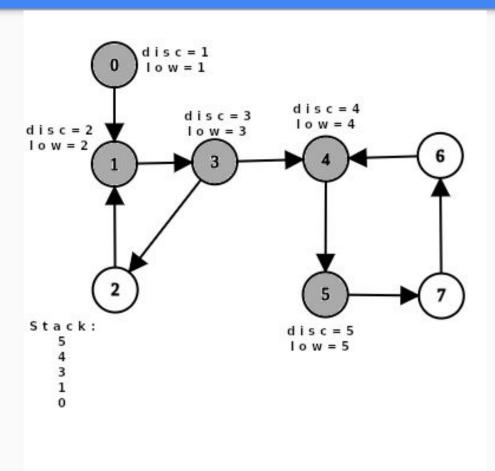


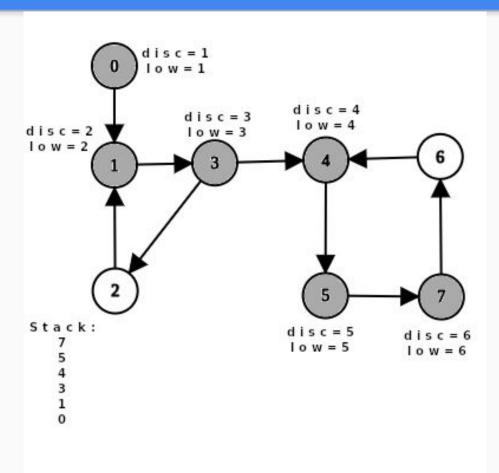


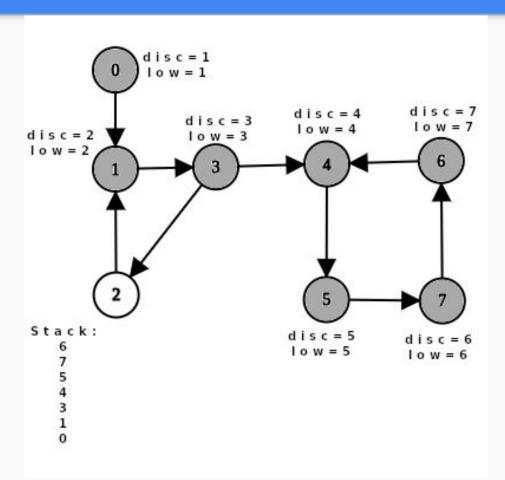


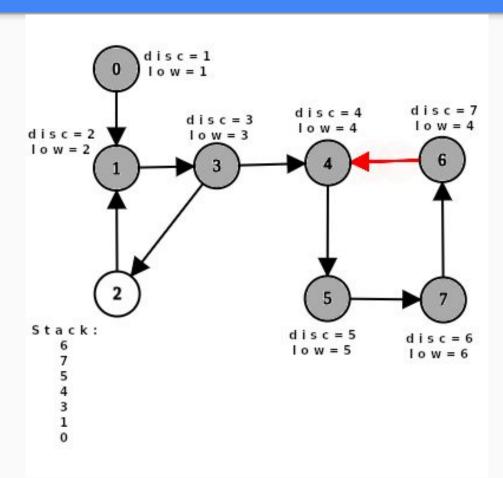


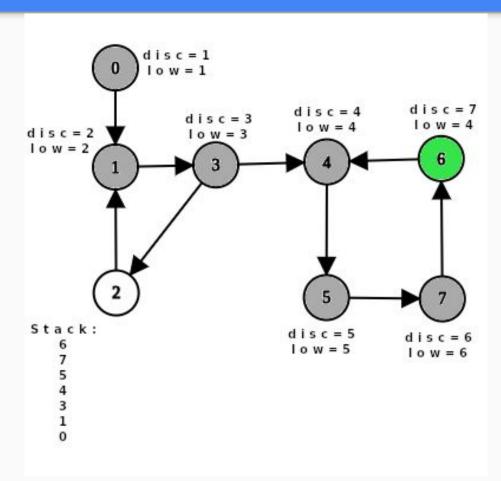


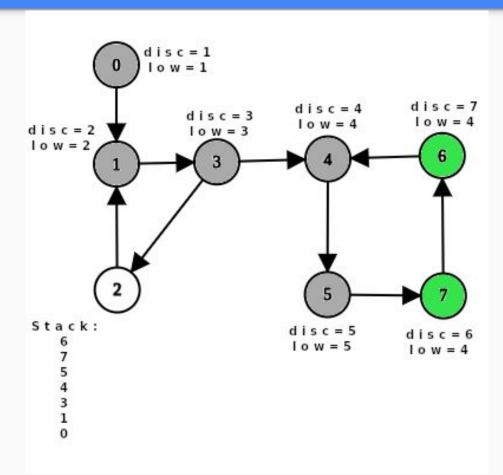


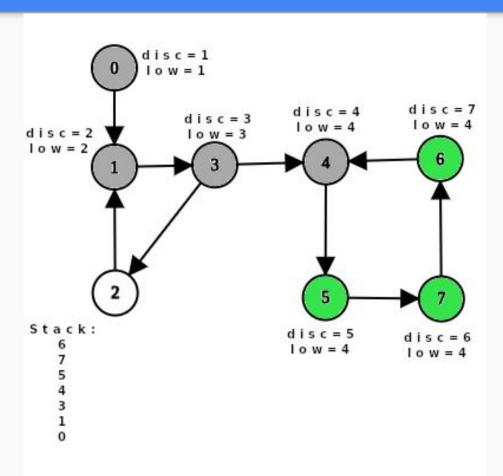


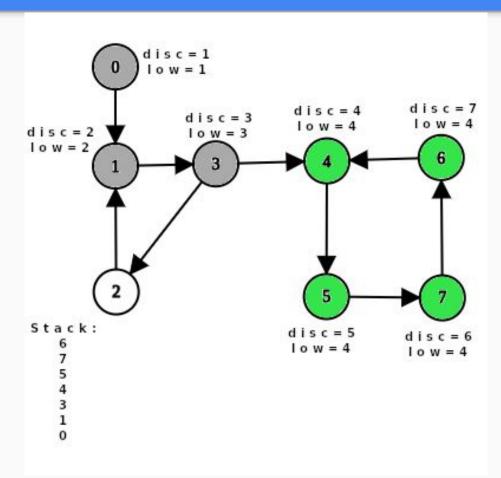


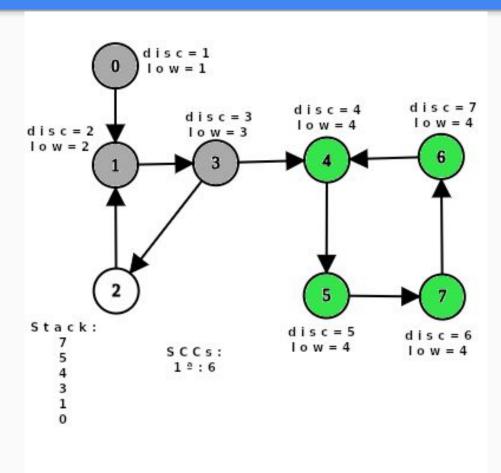


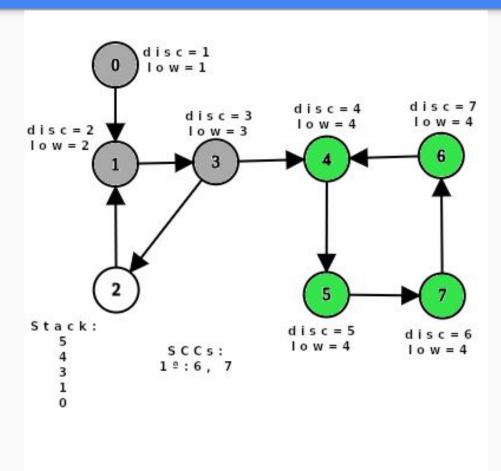


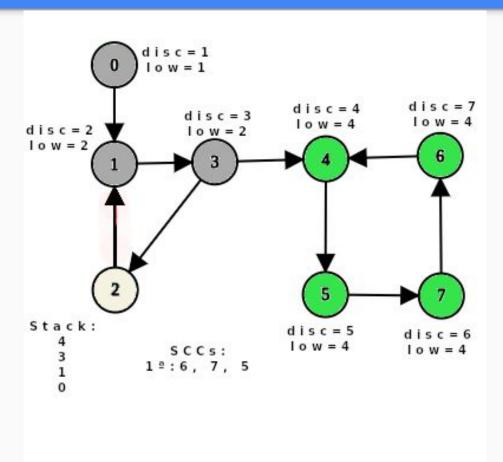


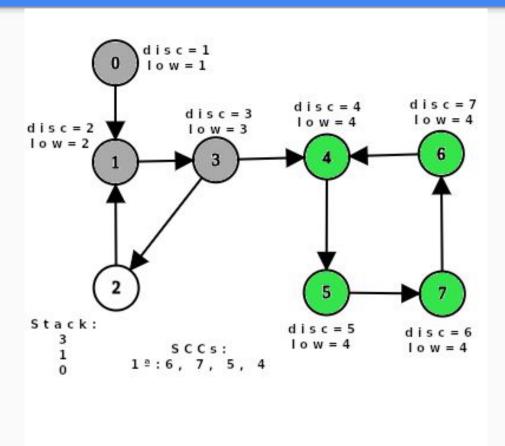


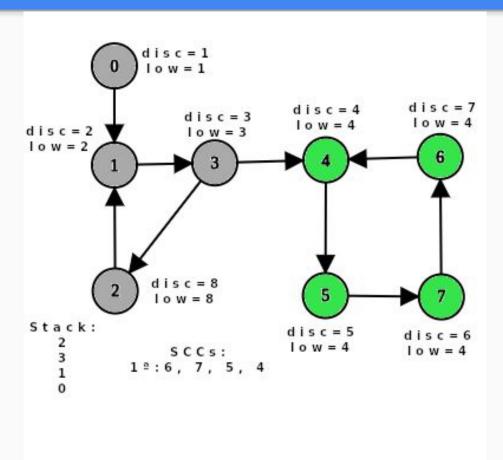


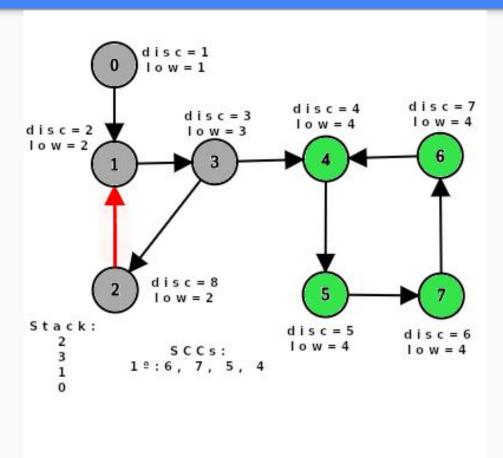


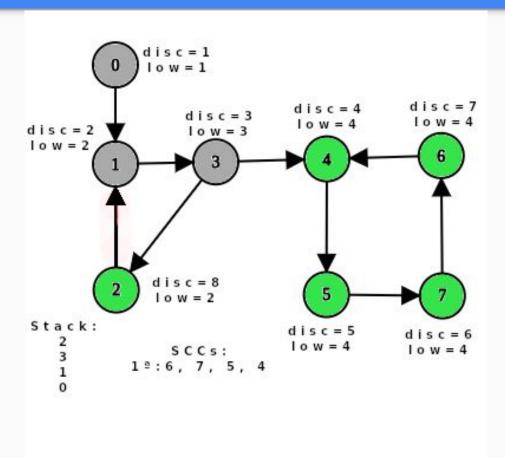


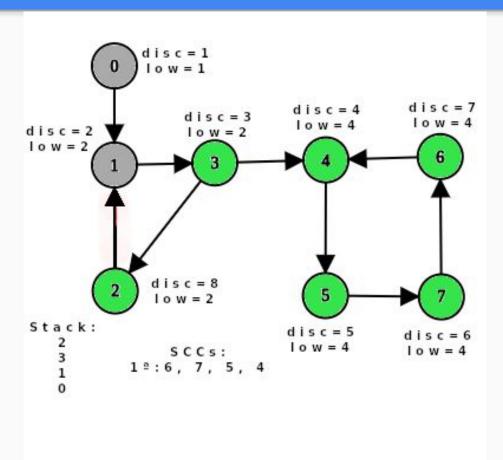


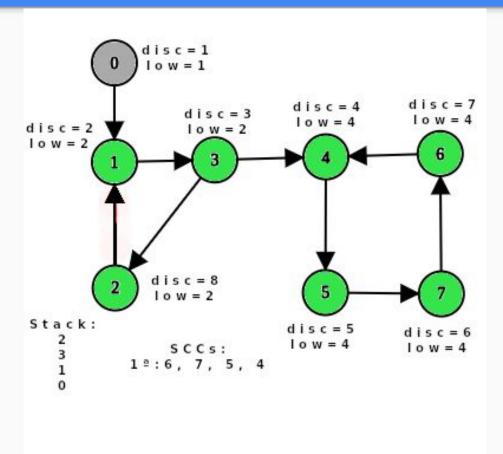


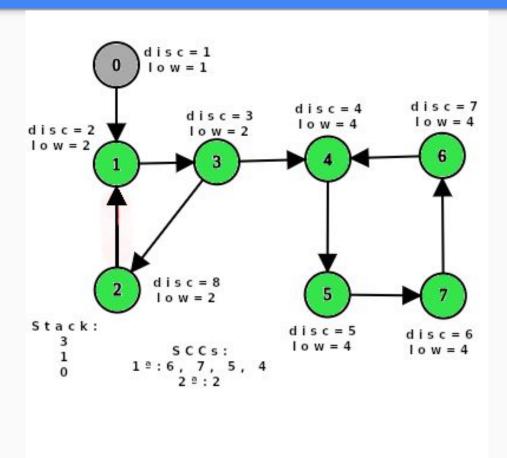


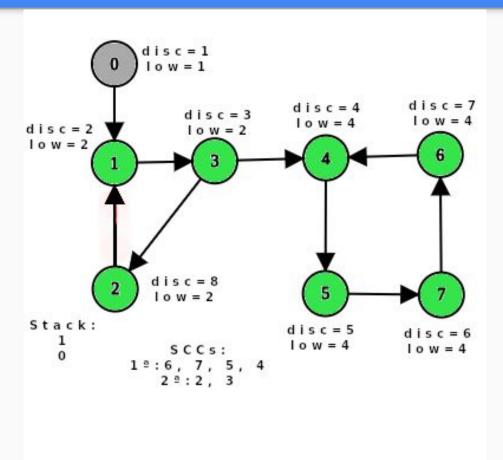


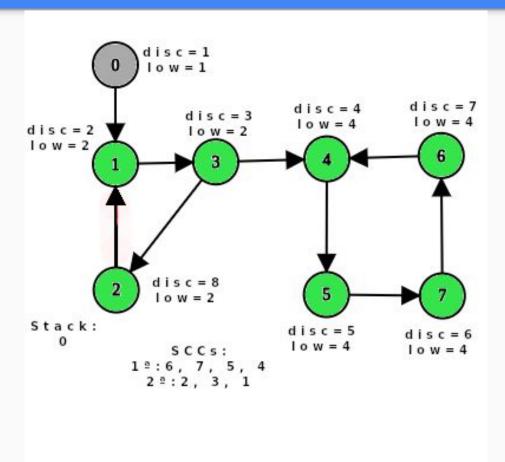


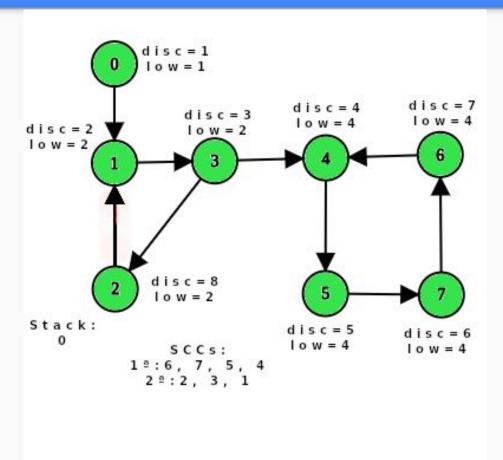


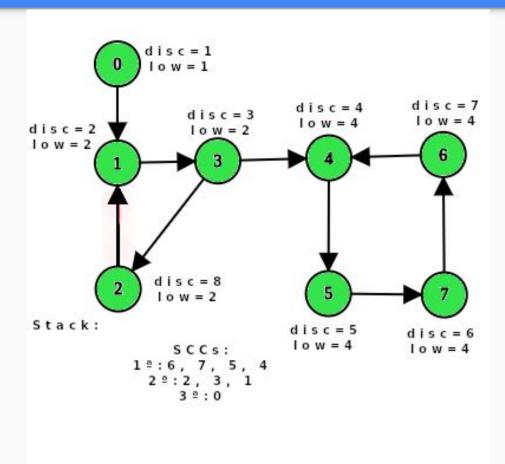












Implementação - Algoritmo de Tarjan

Implementação Tarjan

```
void tarjanSCC(int u, vector<vector<int>> & adj, vector<int> & discovery, vector<int> & low, vector<bool> & visited){
   discovery[u] = low[u] = dfs iteration++;
   visited stack.push back(u);
   visited[u] = true;
   for (int v: adj[u]){
       if (discovery[v] == -1){}
            tarjanSCC(v, adj, discovery, low, visited);
       if (visited[v]){
            low[u] = min(low[u], low[v]);
   if (low[u] == discovery[u]){
       counter sccs++;
       cout << "SCC " << counter sccs << ":" << endl;</pre>
       while(true){
           int v = visited stack.back();
            visited stack.pop back();
            visited[v] = false;
            cout << v << endl;
            if (v == u){
                break;
```

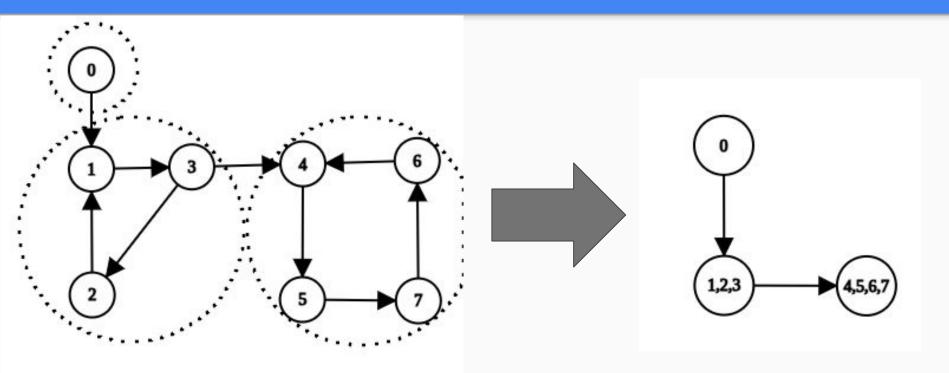
Implementação Tarjan

Main:

```
for (int i = 0; i < n; i++){
    if (discovery[i] == -1){
        tarjanSCC(i, adj, discovery, low, visited);
    }
}</pre>
```

Contração de Vértices

Contração de Vértices



Questões

Questões

- https://www.spoj.com/problems/TFRIENDS/
- 2. https://codeforces.com/problemset/problem/427/C
- 3. https://br.spoj.com/problems/BURACOS/
- 4. https://www.spoj.com/problems/GOODA/
- 5. https://br.spoj.com/problems/CARDAPIO/