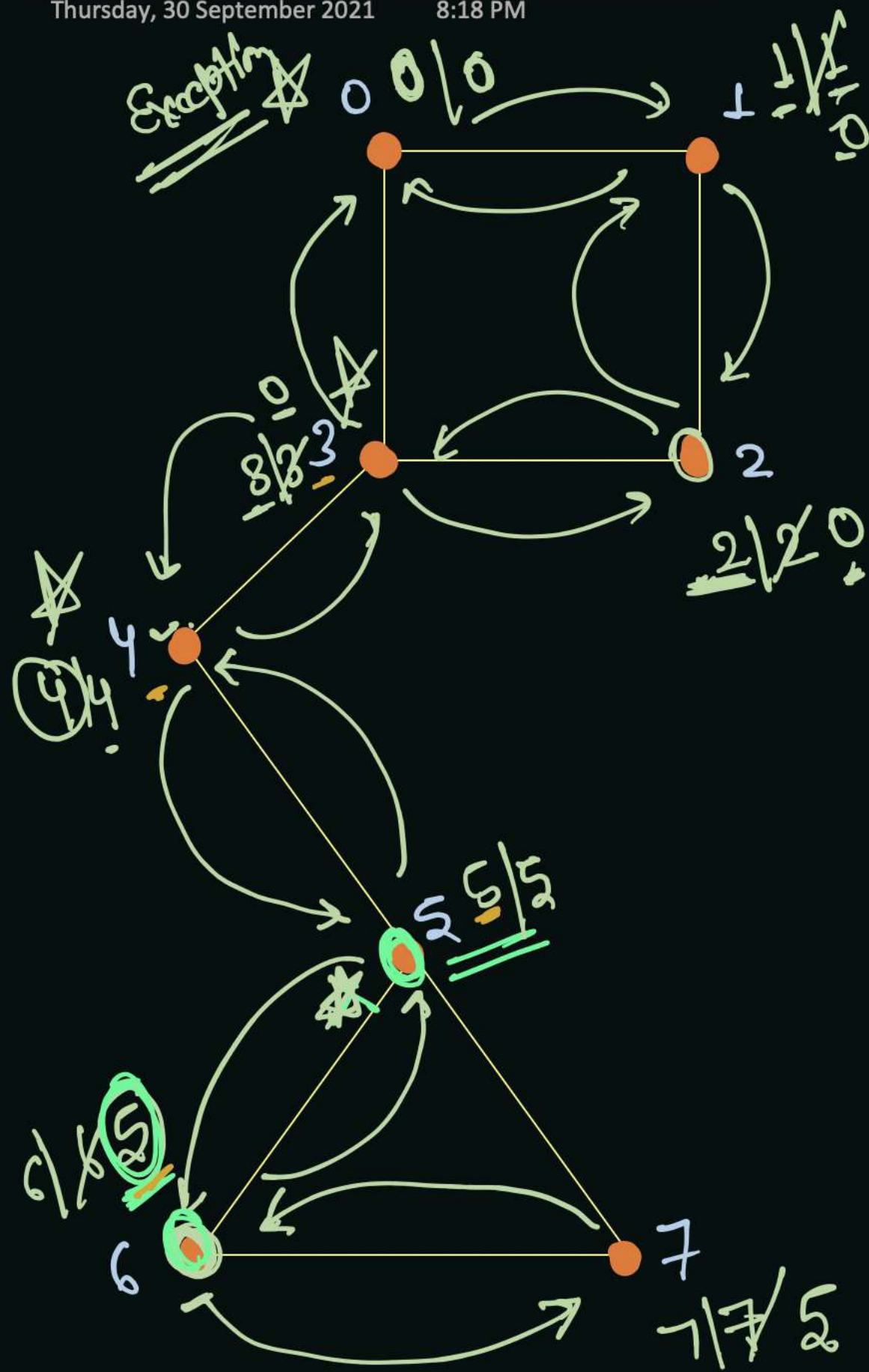


Articulation Point Revision

Thursday, 30 September 2021 8:18 PM



Given \rightarrow connected graph.

\rightarrow No. of articulation points in it?

Articulation point \rightarrow Articulation point is a point with if we remove it, graph will dis connected.

Requirement \rightarrow

time = 0

① Parent array

② Discovery time \rightarrow Time at which vertex is discovered.

③ low time

\rightarrow Time of lowest discovered vertex which is reachable from current point

type of neighbour \rightarrow

① \rightarrow neighbour is parent

② \rightarrow neighbour is visited but not parent

③ \rightarrow neighbour is unvisited

nbr loop

if (parent[src] == nbr) {
 // nothing to do

} else if (vis[nbr] == true) {

low[src] = min(low[src], disc[nbr]);

} else {

\rightarrow articulation point (nbr);

\rightarrow low[src] = min(low[src], low[nbr]);

if (disc[src] <= low[nbr]) {

 artipoint[src] = true;

}

② why not - count++??

there is Exception of

A.p. in starting point /

Root -

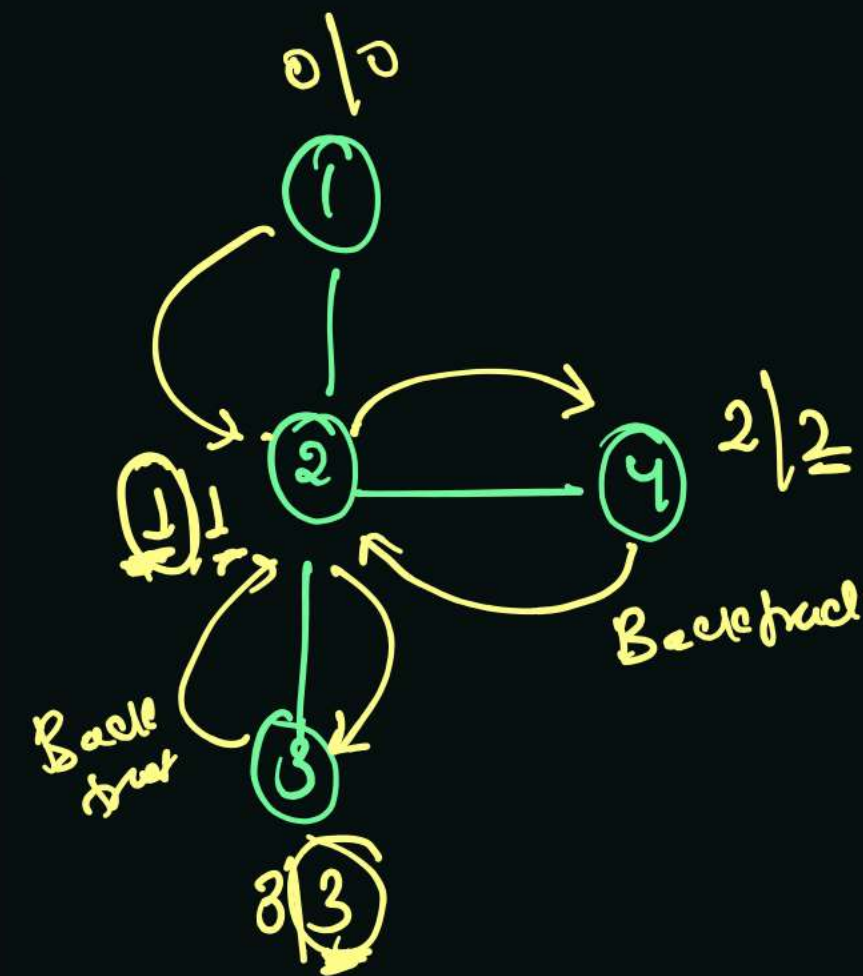
How to merge Root

① why?..?


```

private static void dfsArticulation(ArrayList<ArrayList<Integer>> graph,
int src, boolean[] vis, int[] parent, int[] disc, int[] low, boolean[] arti) {
    ✓ disc[src] = low[src] = time;
    ✓ time++;
    ✓ vis[src] = true;
    ✗ int count = 0; // count for finding original source status about articulation
    for(int nbr : graph.get(src)) {
        ✗ parent nbr can be skipped;
        if(vis[nbr] == true && parent[src] != nbr) {
            ✓ // visited but not parent
            low[src] = Math.min(low[src], disc[nbr]);
        } else if(vis[nbr] == false) {
            ✓ // unvisited neighbour
            parent[nbr] = src;
            ✓ dfsArticulation(graph, nbr, vis, parent, disc, low, arti);
            ✓ low[src] = Math.min(low[src], low[nbr]);
            count++;
            if(parent[src] == -1) {
                // starting source / root / original source
                if(count > 1)
                    ✓ arti[src] = true;
            } else {
                if(disc[src] <= low[nbr]) {
                    arti[src] = true;
                }
            }
        }
    }
}

```



src=1

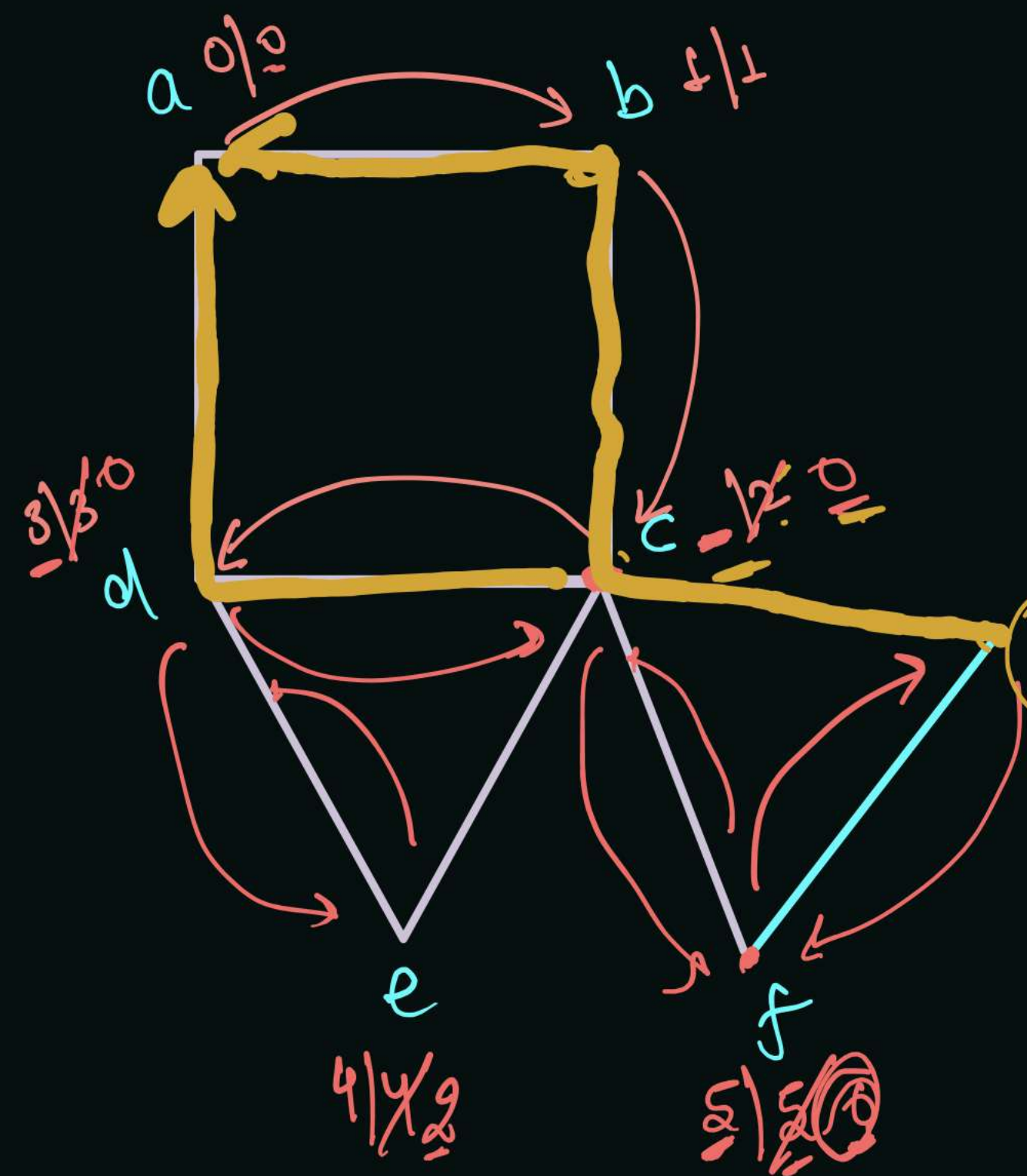
time = 0 1 2 3 4

A.P. count = 0
2

if(disc[src] <= low[nbr])
A.P. count++;

here we are incrementing count more than its actual count, that's why we use boolean array to mark articulation point

Why we min low[src] with dis[nbr] of visited neighbour but low[src] to low[nbr] for unvisited neighbour??



time = 0 1 2 3 4 5 6

lowtime is updated but it required 'c' vertex to reach at 'd'

What are we here try to do is.

visited but not parent
 $\text{low}[\text{src}] = \min(\text{low}[\text{src}], \text{dis}[\text{nbr}])$

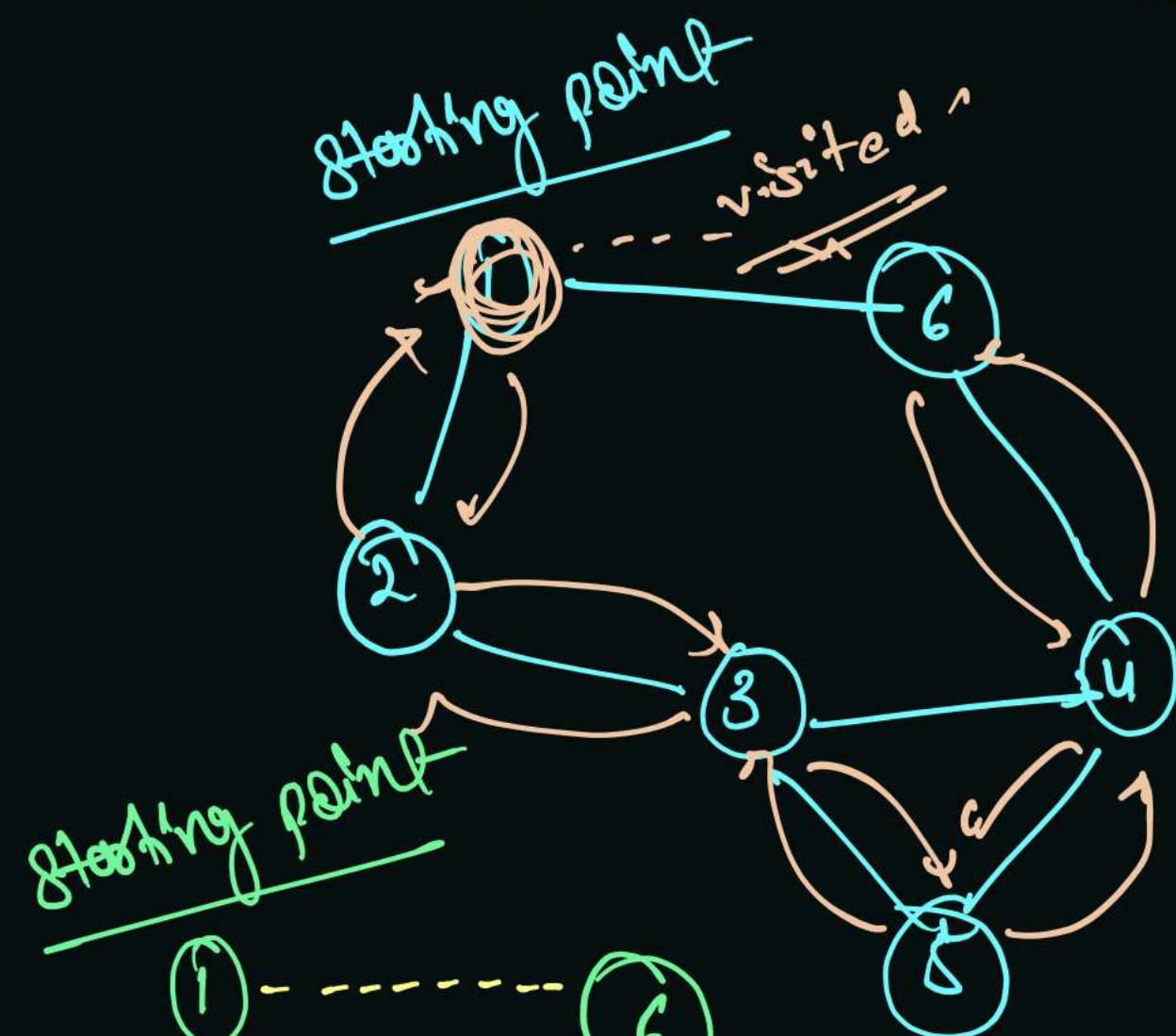
on visited — Remain some distance

$\text{low}[\text{src}] = \min(\text{low}[\text{src}], \text{low}[\text{nbr}])$

if (dis[src] <= low[nbr]) {
 articulation[src] = true;
}

How to Manage Root →

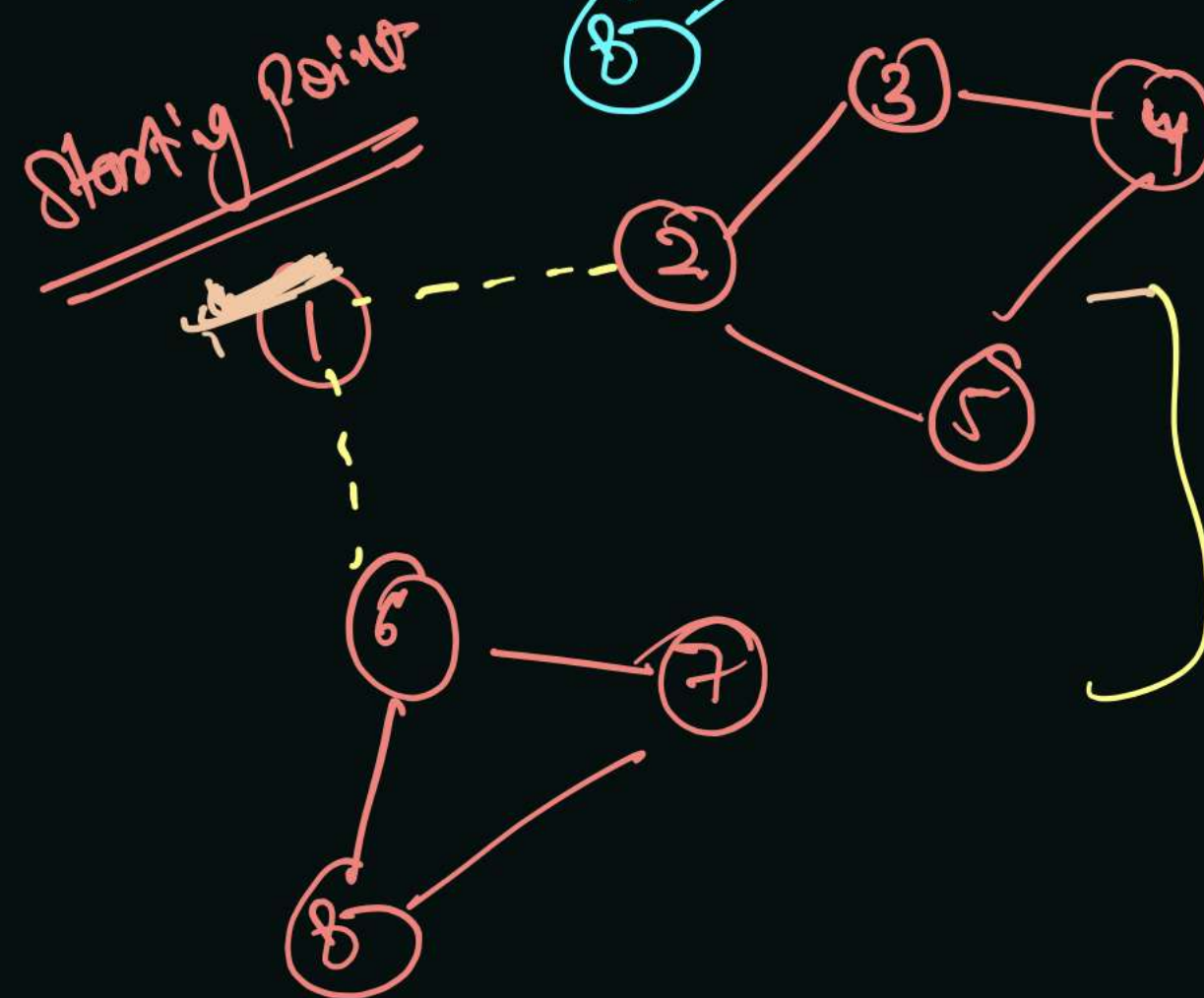
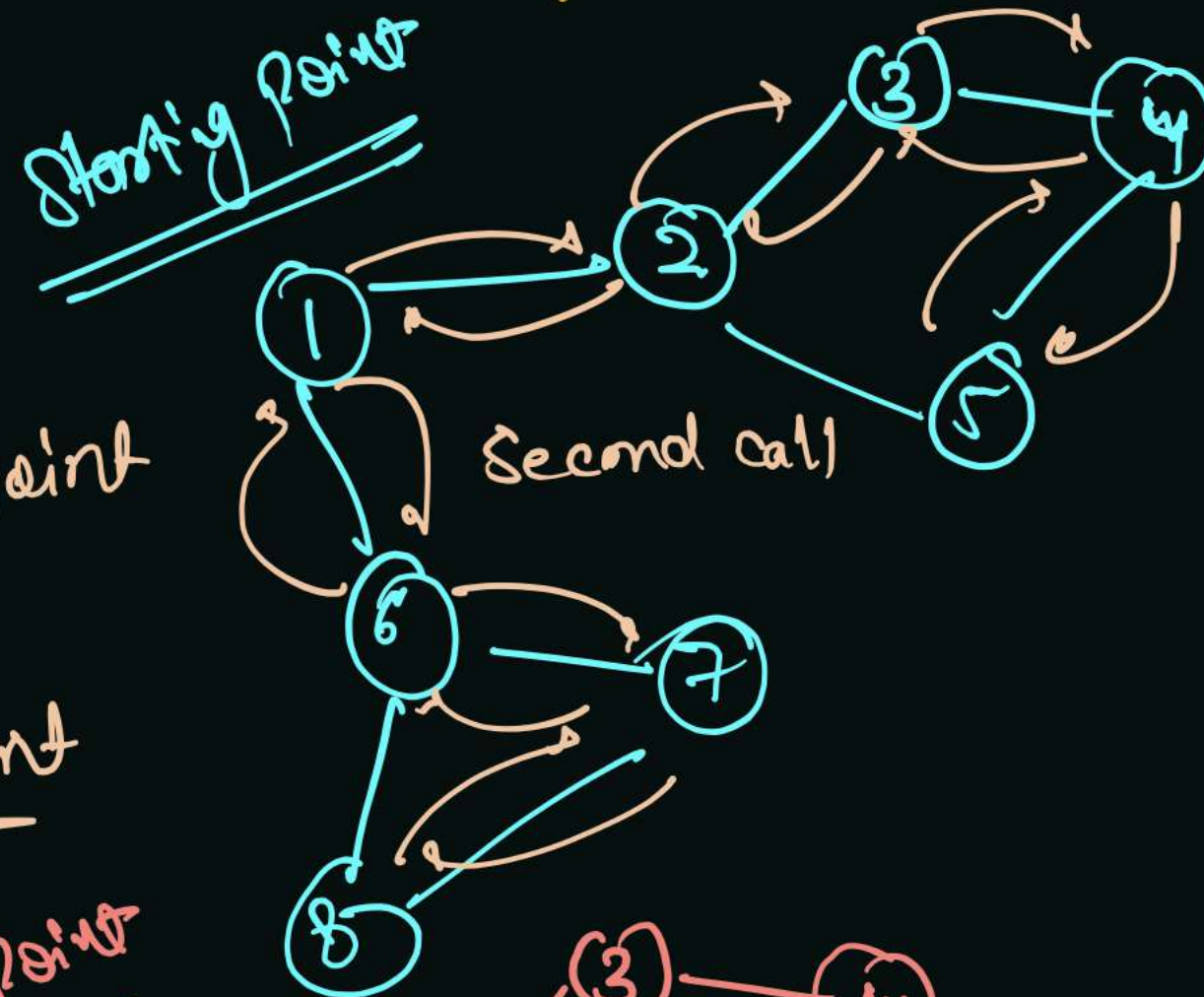
Example - ①



After removing
① graph is
still connected

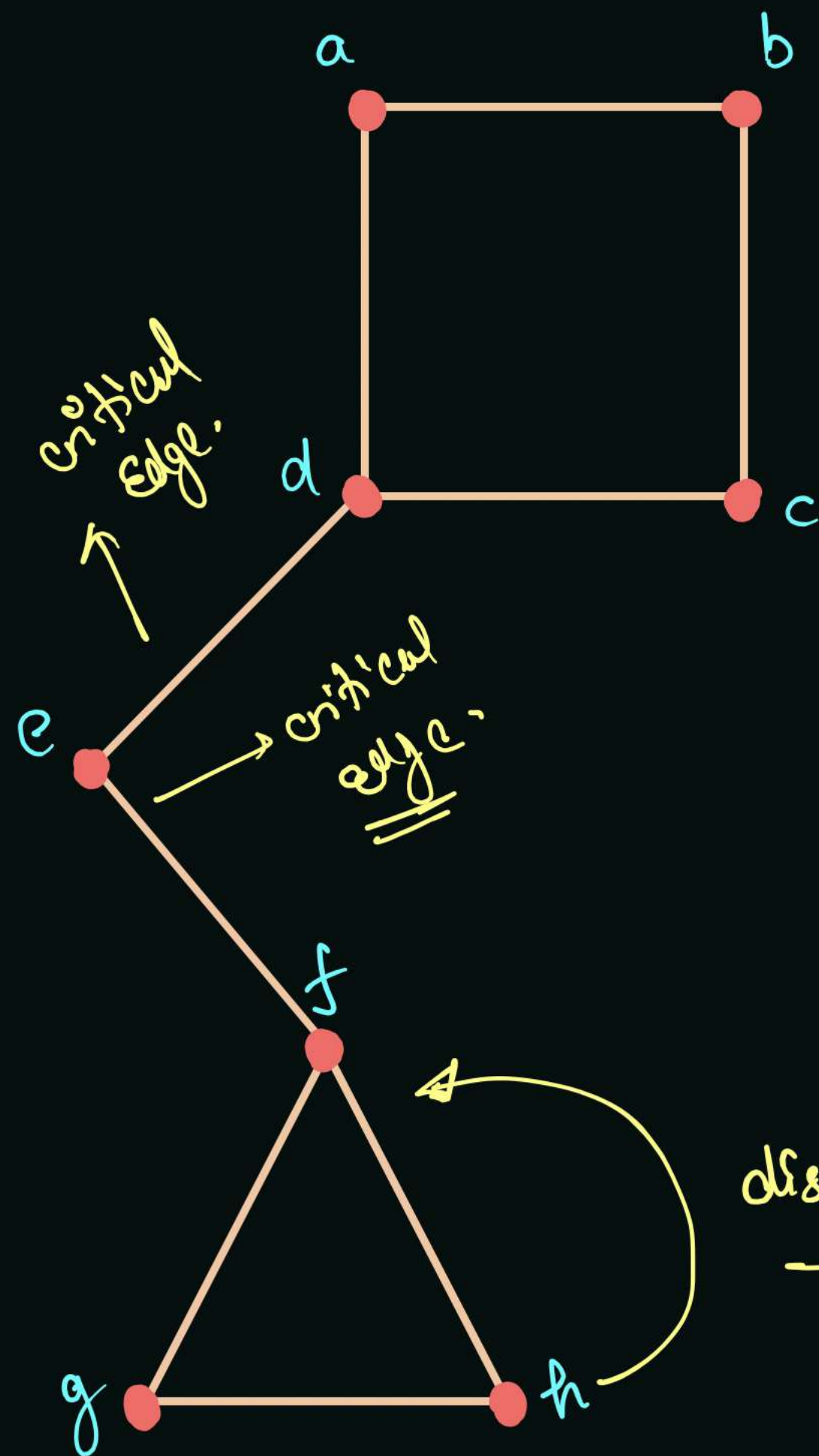
if we are
calling nbr
more than one
time from initial point
then starting point is
articulation point

Example ②



After removing
① graph
will be disconnected.

connected graph, no. of critical connection??
 critical connection \rightarrow If we remove an edge from graph then if graph will convert from connected to disconnected then edge is "critical connection".



if (disc[src] < low[nbr]) {
 [src \rightarrow nbr] \rightarrow Edge \rightarrow critical Edge

}

disc[src] <= low[nbr]
 \rightarrow for Articulation point

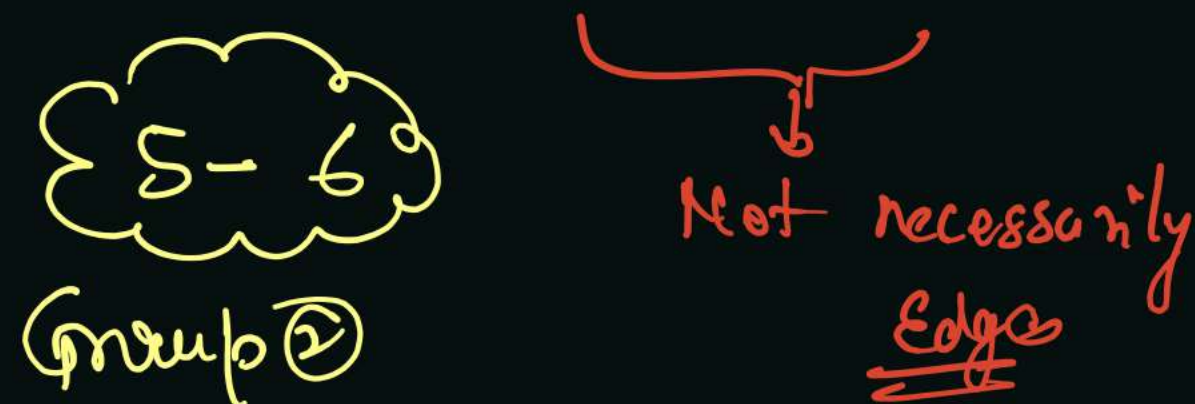
for Articulation
 Bridge/
 Critical
Connection

→ It is a concept (Not exactly belong from graph) but
vastly useful in graph.

key points for DSU → ① Similarity / Grouping

② Transitive similarity.

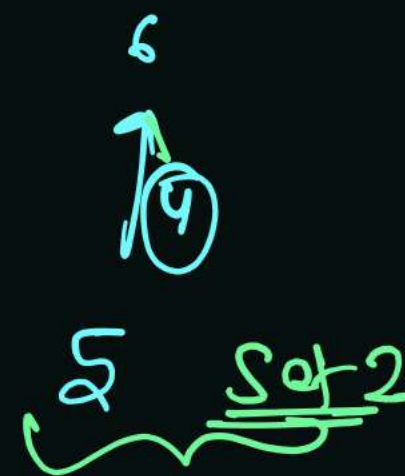
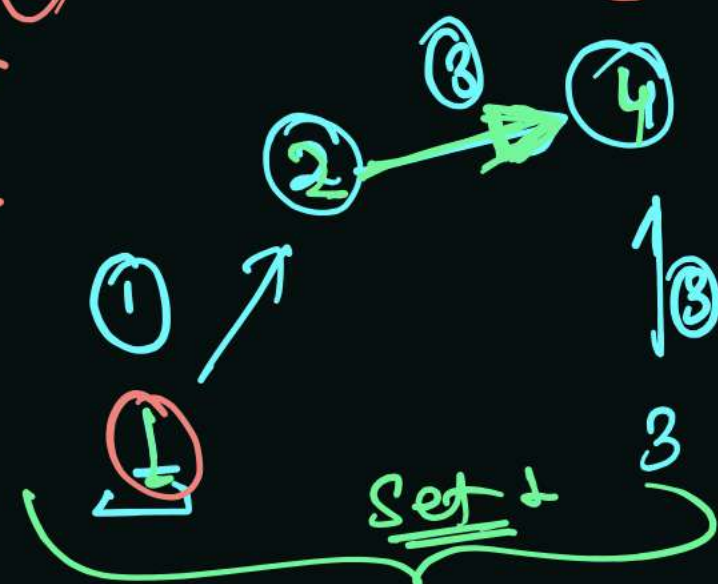
$$\underline{a \rightarrow b}, \underline{b \rightarrow c} \Rightarrow \underline{a \rightarrow c}$$



two important part for DSU are:

① Union, ② find.

b/w set
leaders



Set leader of

values will point to Set leader of val 2

Requirement → Set leader.

Set leader / parent
have no parent

① find set leader

② union of set leader

① 1-2 ✓

② 3-4 ✓

③ ①-④ ✓

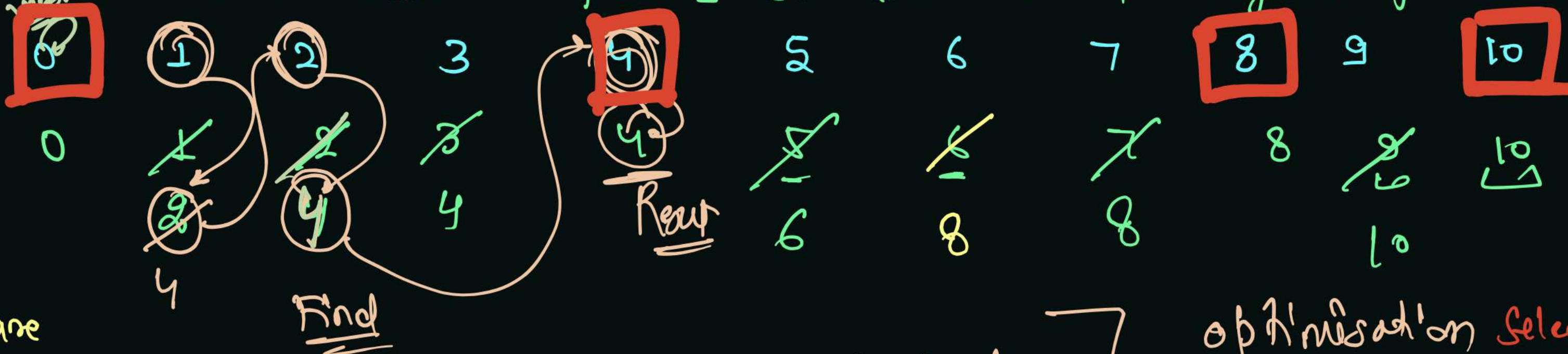
④ 5-6 ✓

logically →

no-g
n=1
0

no parent =

Set leader Rave no parent \Rightarrow set leader is pointing itself.



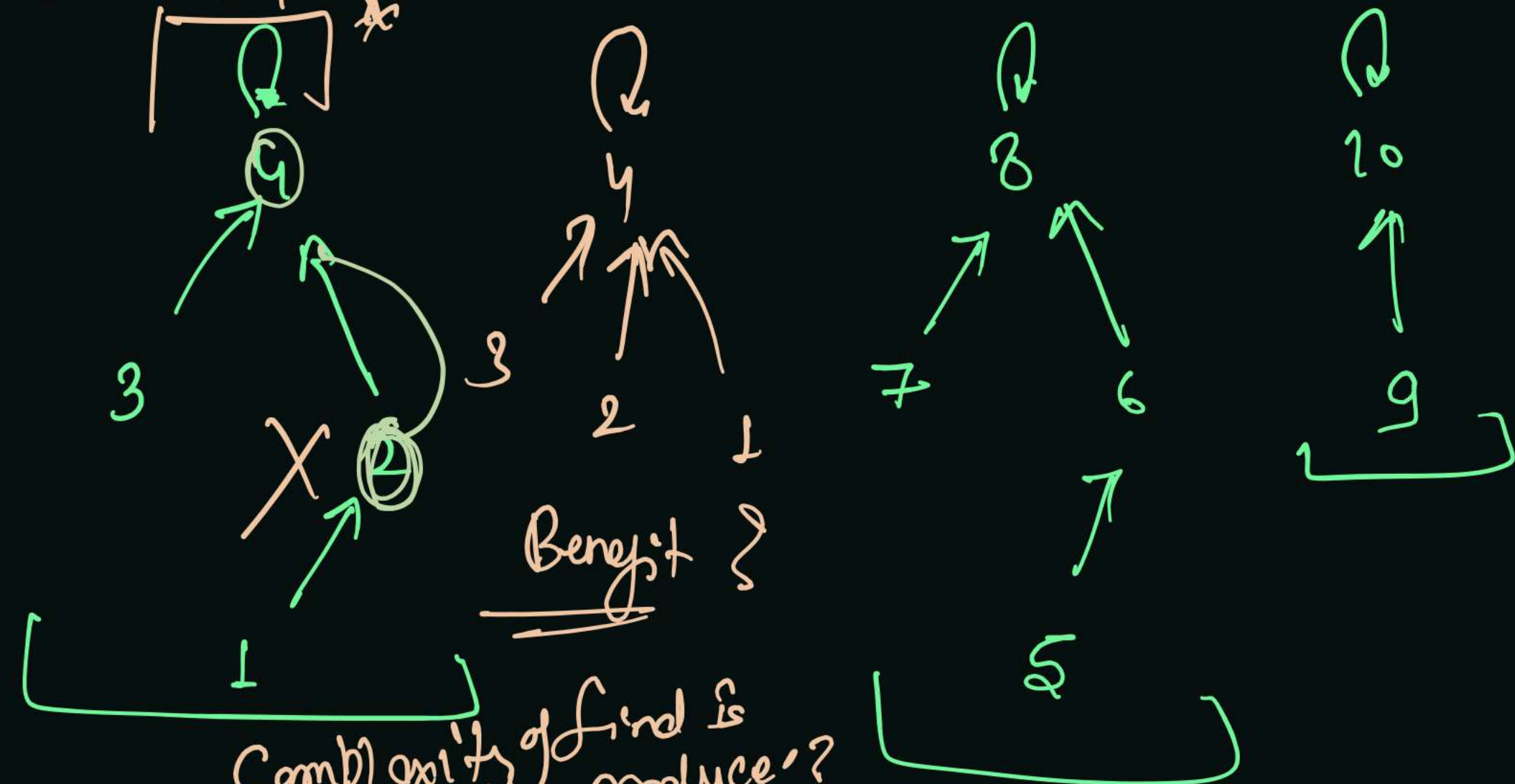
Set leader-
actual view \rightarrow Δ

How to find set leader

optimisation (selection)

when it
w/ 1)
condn' back
in
Cont.

Plot Graph



Complexity of find is reduce?

these are
always not on edges

but virtual view →
pair of

vortex
belongs

from same

group:

query'

set leader of
VL \rightarrow

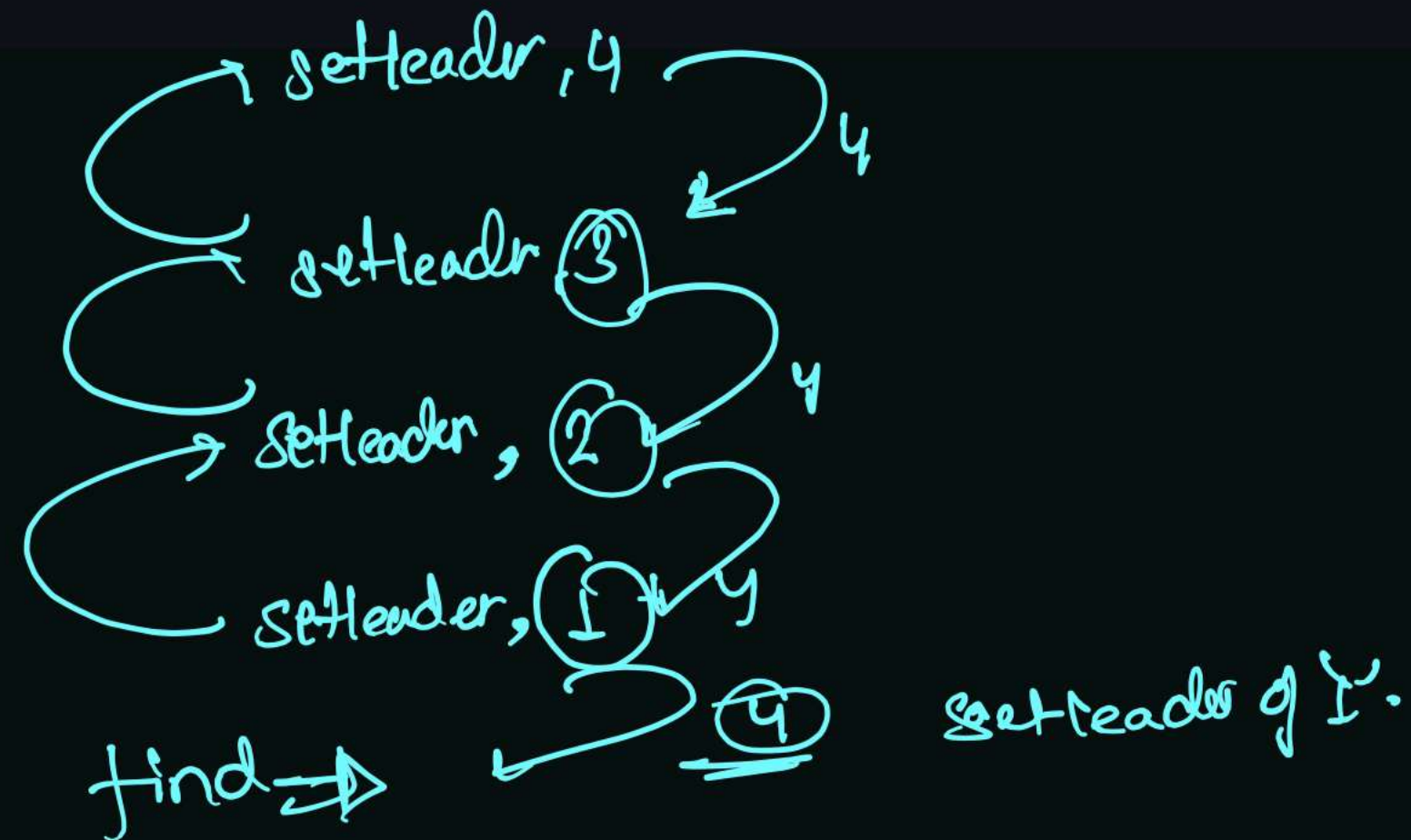
Benzit

find what is set leader of '1'?



```
public static int find(int[] setleaders, int x) {
    if(setleaders[x] == x) {
        return x; Base case
    }

    int temp = find(setleaders, setleaders[x]);
    return temp;
}
```



union

union

```
// n -> no. of vertex
int[] setleaders = new int[n];
for(int i = 0; i < n; i++) {
    setleaders[i] = i;
}

for(int[] pair : pairs) {
    int v1 = pair[0];
    int v2 = pair[1];

    int slofv1 = find(setleaders, v1); // slofv1 -> set leader of val1
    int slofv2 = find(setleaders, v2); // slofv2 -> set leader of val2

    // set leader of val1 point to set leader of val2 -> logically correct by not optimised
    setleaders[slofv1] = slofv2;
}
```

without optimisation

optimisation →

- ① Path compression
- ② Union by Rank

Before optimisation: $O(V)$ → after optimisation: $\log(V)$ individual → Included both → $O(\alpha V)$
 $O(V)$ → $\log(V)$
 logically we are correct, Now we optimising our code single value
 $O(1)$ where $\alpha V \leq 4$
 → Amortised Analysis

Path Compression

Path Compression

rank

set leader →

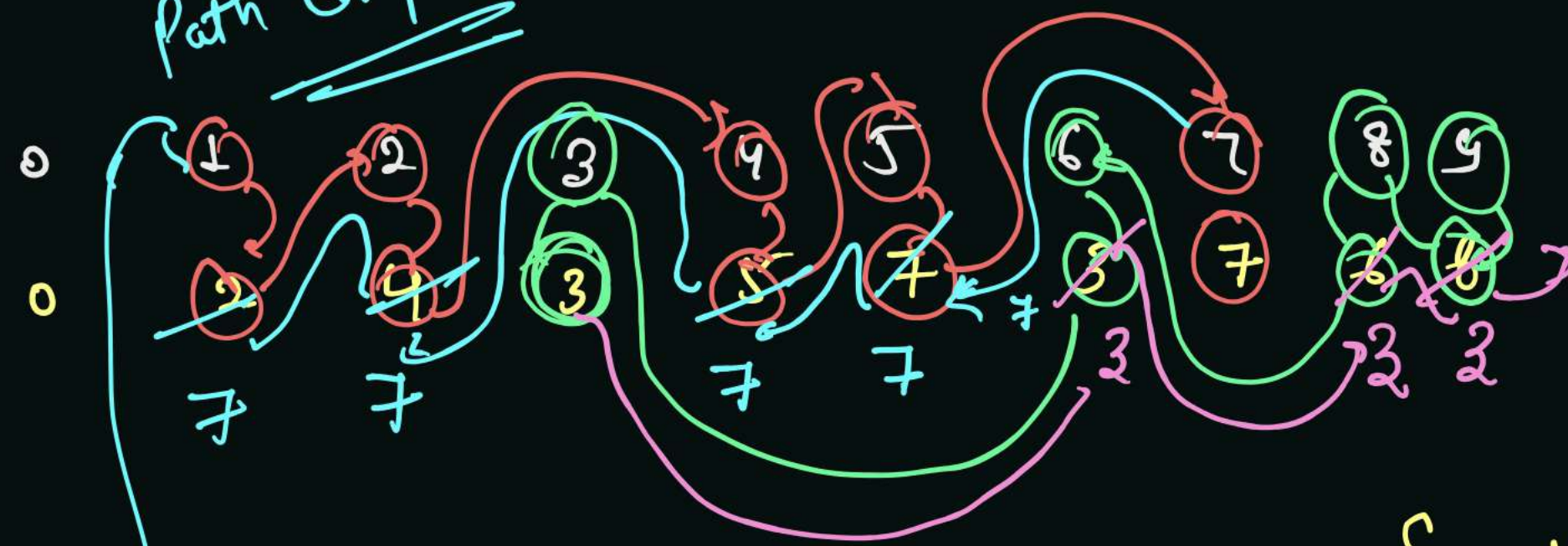
Example - 1

val1 = 1

val2 = 9

set leader of val1 = 7

set leader of val2 =

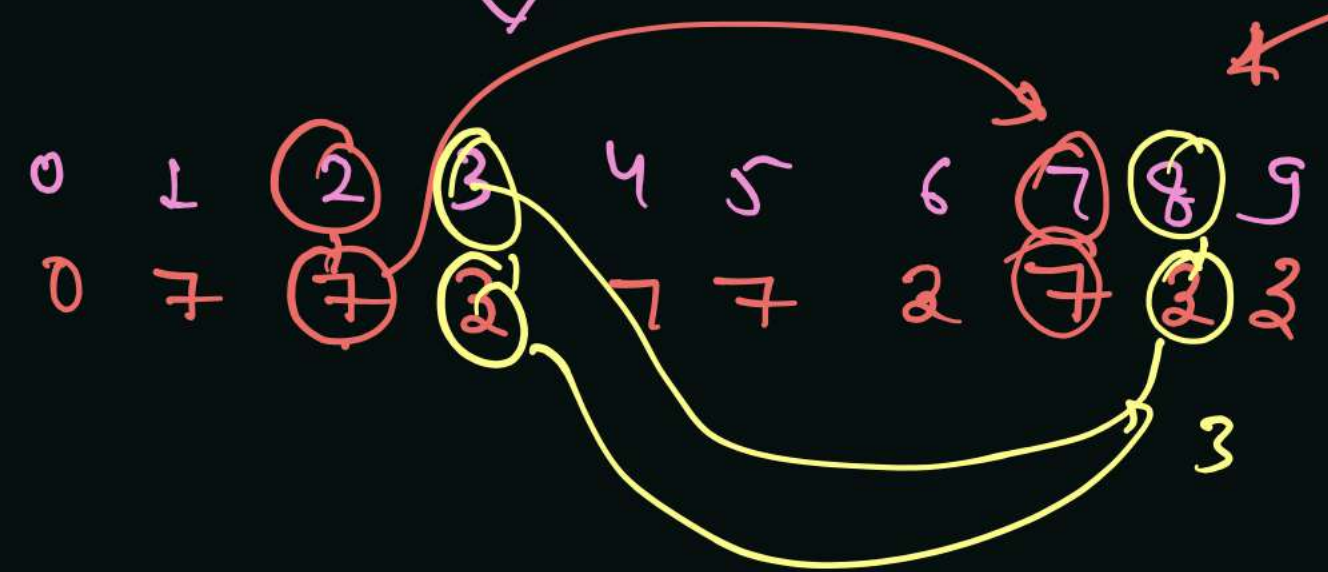


Example - 2

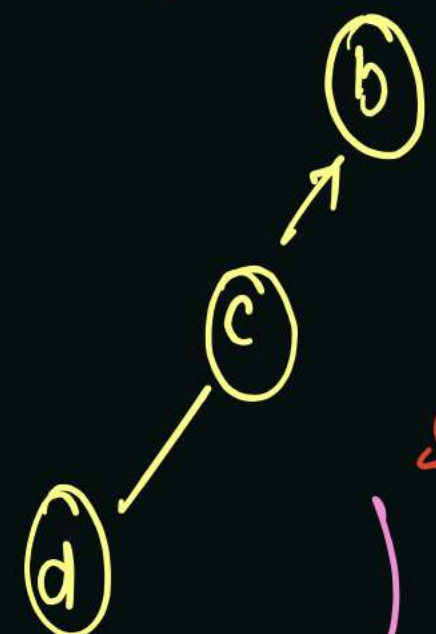
set leader of 2 ⇒ 7

set leader of 8 ⇒ 3

optimisation

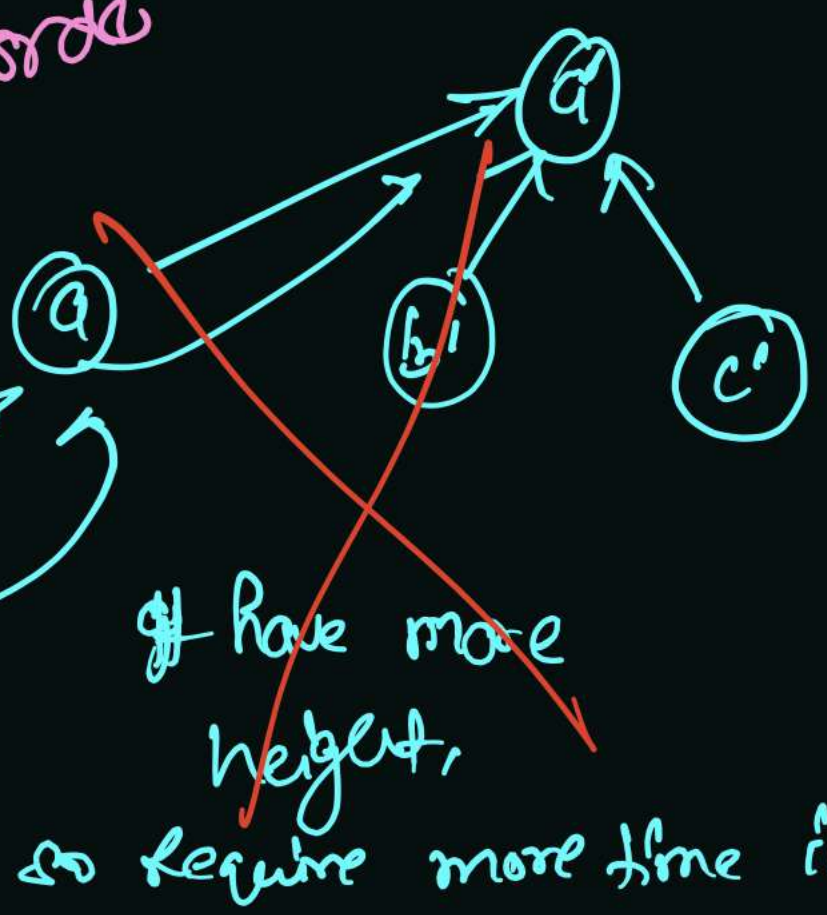


Union by Rank →

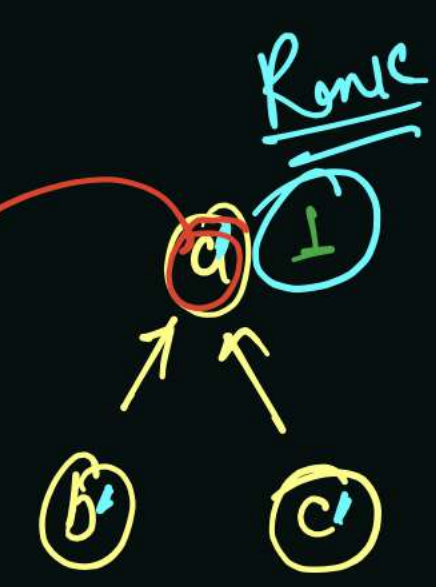


Set leader → a
Set leader → a

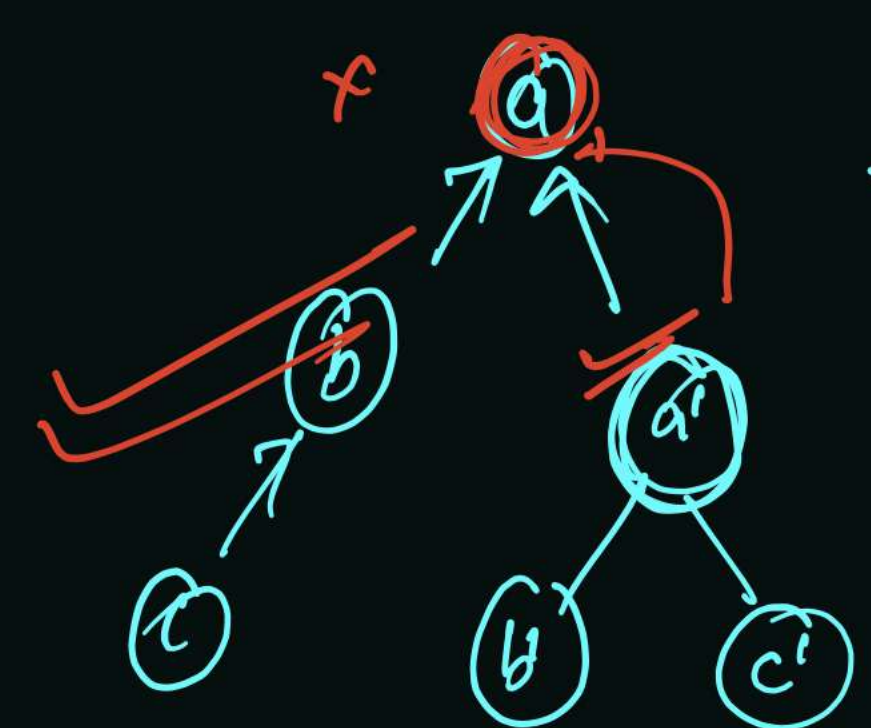
without Rank order



if have more height,
so require more time in 'find'



with Rank order



less height compare for other one

optimised

In union → Merge them according to their Ranks?

height

Min Rank set leader will point to max Rank set leader

