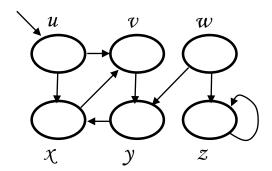
CSE 301 Combinatorial Optimization

DFS (Revisited) & Topological Sort

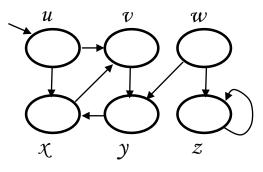
DFS(V, E)

- 1. for each $u \in V$
- 2. do color[u] \leftarrow WHITE
- 3. $prev[u] \leftarrow NIL$
- 4. time $\leftarrow 0$
- 5. for each $u \in V$
- 6. do if color[u] = WHITE
- 7. then DFS-VISIT(u)
- Every time DFS-VISIT(u) is called, u becomes the root of a new tree in the depth-first forest

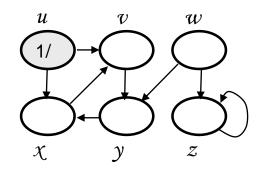


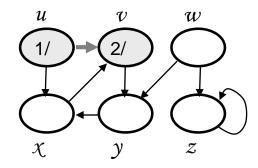
DFS-VISIT(u)

- 1. $color[u] \leftarrow GRAY$
- 2. time \leftarrow time+1
- 3. $d[u] \leftarrow time$
- 4. for each $v \in Adj[u]$
- 5. do if color[v] = WHITE
- 6. then $prev[v] \leftarrow u$
- 7. DFS-VISIT(v)
- 8. $color[u] \leftarrow BLACK$
- 9. time \leftarrow time + 1
- 10. $f[u] \leftarrow time$

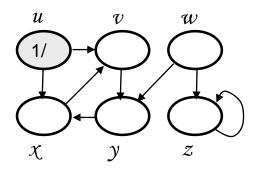


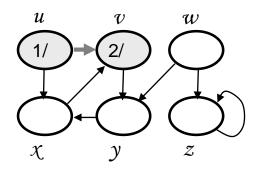
time = 1

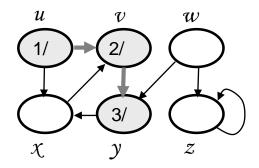


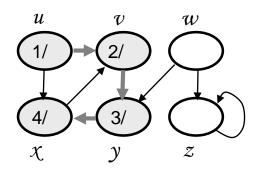


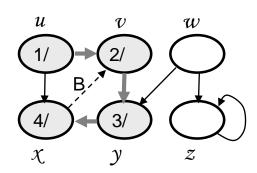
Example

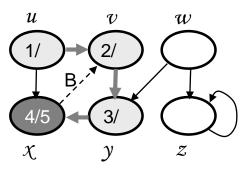


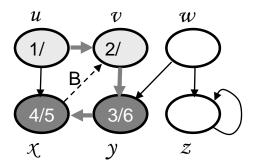


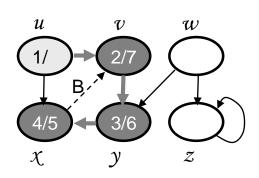


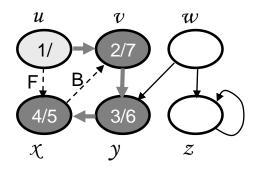




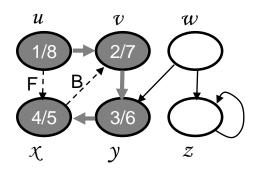


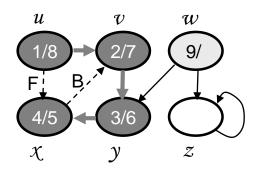


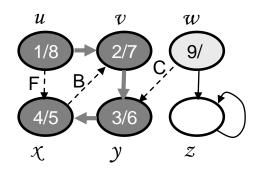


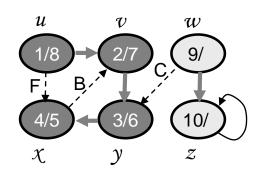


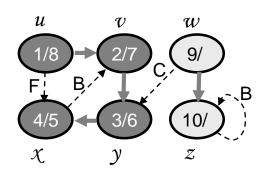
Example (cont.)

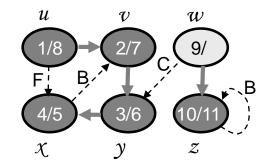


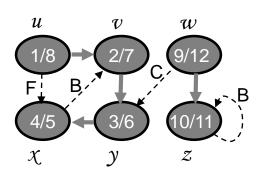










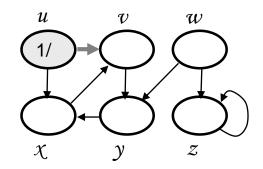


The results of DFS may depend on:

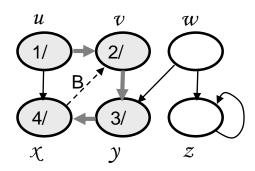
- The order in which nodes are explored in procedure DFS
- The order in which the neighbors of a vertex are visited in DFS-VISIT

Edge Classification

- Tree edge (reaches a WHITE vertex):
 - (u, v) is a tree edge if v was first discovered by exploring edge (u, v)

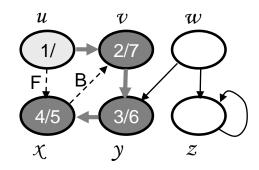


- Back edge (reaches a GRAY vertex):
 - (u, v), connecting a vertex u to an ancestor v in a depth first tree
 - Self loops (in directed graphs) are also back edges

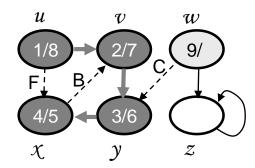


Edge Classification

- Forward edge (reaches a BLACK vertex & d[u] < d[v]):
 - Non-tree edges (u, v) that connect a vertex
 u to a descendant v in a depth first tree



- Cross edge (reaches a BLACK vertex
 & d[u] > d[v]):
 - Can go between vertices in same depth-first tree (as long as there is no ancestor / descendant relation) or between different depth-first trees



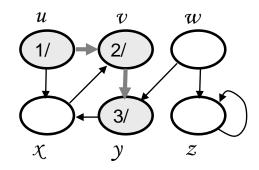
Analysis of DFS(V, E)

```
1. for each u \in V
         do color[u] ← WHITE
            \pi[\mathbf{u}] \leftarrow \mathsf{NIL}
4. time \leftarrow 0
5. for each u \in V
                                             \Theta(V) – exclusive
         do if color[u] = WHITE
                                             of time for
                                              DFS-VISIT
                then DFS-VISIT(u)
```

Analysis of DFS-VISIT(u)

```
1. color[u] \leftarrow GRAY
                                      DFS-VISIT is called exactly
                                      once for each vertex
2. time \leftarrow time+1
3. d[u] \leftarrow time
4. for each v \in Adj[u]
          do if color[v] = WHITE
5.
                                                Each loop takes
                 then \pi[v] \leftarrow u
6.
                                                |Adj[v]|
                         DFS-VISIT(v)
7.
8. color[u] \leftarrow BLACK
9. time \leftarrow time + 1 Total: \Sigma_{v \in V} |Adj[v]| + \Theta(V) = \Theta(V + E)
10. f[u] \leftarrow time
                                            \Theta(\mathsf{E})
```

Properties of DFS



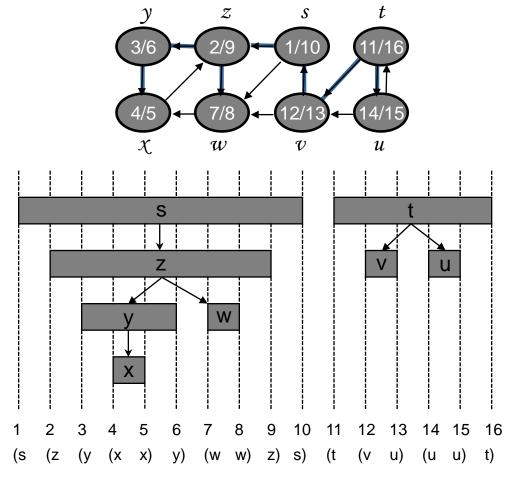
Vertex v is a descendant of vertex u
in the depth first forest

v is
discovered during the time in which
u is gray

Parenthesis Theorem

In any DFS of a graph G, for all u, v, exactly one of the following holds:

- [d[u], f[u]] and [d[v], f[v]] are disjoint, and neither of u and v is a descendant of the other
- [d[v], f[v]] is entirely within [d[u], f[u]] and v is a descendant of u
- [d[u], f[u]] is entirely within
 [d[v], f[v]] and u is a
 descendant of v



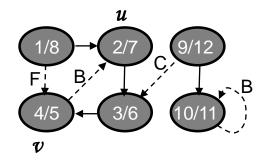
Well-formed expression: parenthesis are properly nested

Other Properties of DFS

Corollary

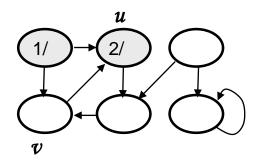
Vertex v is a proper descendant of u

$$\Leftrightarrow$$
 d[u] < d[v] < f[v] < f[u]



Theorem (White-path Theorem)

In a depth-first forest of a graph G, vertex v is a descendant of u if and only if at time d[u], there is a path u \Rightarrow v consisting of only white vertices.



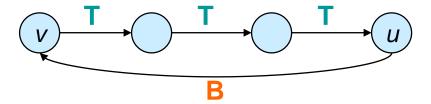
Directed Acyclic Graph

- DAG Directed graph with no cycles.
- Good for modeling processes and structures that have a partial order:
 - -a > b and $b > c \Rightarrow a > c$.
 - But may have a and b such that neither a > b nor b >
 a.
- Can always make a total order (either a > b or b > a for all a ≠ b) from a partial order.

Characterizing a DAG

Lemma 22.11

A directed graph *G* is acyclic iff a DFS of G yields no back edges.



Topological Sort

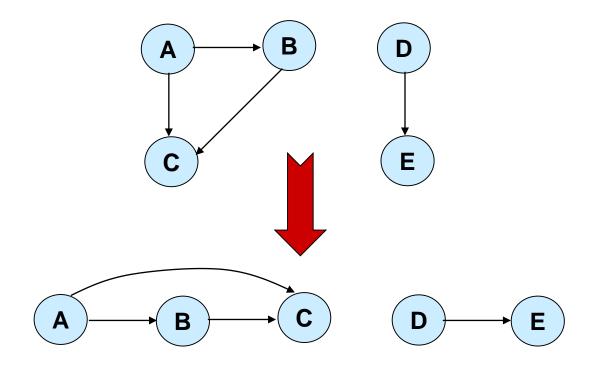
Topological sort of a directed acyclic graph G = (V, E): a linear order of vertices such that if there exists an edge (u, v), then u appears before v in the ordering.

- Directed acyclic graphs (DAGs)
 - Used to represent precedence of events or processes that have a partial order

Topological sort helps us establish a total order

Topological Sort

Want to "sort" a directed acyclic graph (DAG).



Think of original DAG as a partial order.

Want a total order that extends this partial order.

Topological Sort - Application

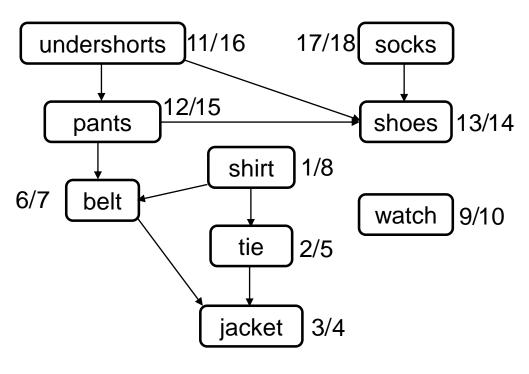
Application 1

- in scheduling a sequence of jobs.
- The jobs are represented by vertices,
- there is an edge from x to y if job x must be completed before job y can be done
 - (for example, washing machine must finish before we put the clothes to dry). Then, a topological sort gives an order in which to perform the jobs

Application 2

 In open credit system, how to take courses (in order) such that, pre-requisite of courses will not create any problem

Topological Sort (Fig – Cormen)



TOPOLOGICAL-SORT(V, E)

- Call DFS(V, E) to compute finishing times f[v] for each vertex v
- When each vertex is finished, insert it onto the front of a linked list
- 3. Return the linked list of vertices

socks undershorts pants shoes watch shirt belt tie jacket

Running time: $\Theta(V + E)$

Readings

- Cormen Chapter 22
- Exercise:
 - 22.4-2 : Number of paths (important)
 - 22.4-3 : cycle (important and we have already solved it)
 - 22.4-5 : Topological sort using degree