

# Elementary Graph Algorithms with Applications

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# Outline...

- 1 Representations of Graphs
- 2 Depth First Search
- 3 Topological Sort
- 4 Strongly Connected Components
- 5 Single Source DAG Shortest Path Problem and Application



# Adjacency-list and Adjacency-matrix Representation

## Adjacency list

The adjacency-list representation of a graph  $G = (V, E)$  consists of an array  $\text{Adj}$  of  $|V|$  lists, one for each vertex in  $V$ . For each  $u \in V$ , the adjacency list  $\text{Adj}[u]$  contains all the vertices  $v$  such that there is an edge  $(u, v) \in E$ .

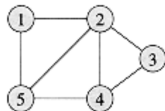
## Adjacency-matrix

The adjacency-matrix representation of a graph  $G = (V, E)$ , we assume that the vertices are numbered  $1, 2, \dots, |V|$  in some arbitrary manner. Then the adjacency-matrix representation of a graph  $G$  consists of a  $|V| \times |V|$  matrix  $A = (a_{ij})$  such that

$$(a_{ij}) = \begin{cases} 1 & \text{if } (i, j) \in E \\ 0 & \text{otherwise.} \end{cases}$$

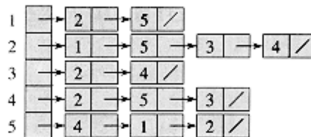


# Representation of Undirected Graph



(a)

Graph



(b)

Adjacency list

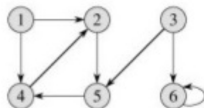
	1	2	3	4	5
1	0	1	0	0	1
2	1	0	1	1	1
3	0	1	0	1	0
4	0	1	1	0	1
5	1	1	0	1	0

(c)

Adjacency matrix

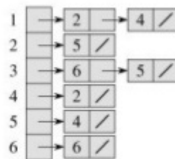


# Representation of Directed Graph



(a)

graph



(b)

Adjacency list

	1	2	3	4	5	6
1	0	1	0	1	0	0
2	0	0	0	0	1	0
3	0	0	0	0	1	1
4	0	1	0	0	0	0
5	0	0	0	1	0	0
6	0	0	0	0	0	1

(c)

Adjacency matrix



## Depth First Search

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DFS( $G$ )

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```

1  for each vertex  $u \in G.V$ 
2       $u.color = \text{WHITE}$ 
3       $u.\pi = \text{NIL}$ 
4   $time = 0$ 
5  for each vertex  $u \in G.V$ 
6      if  $u.color == \text{WHITE}$ 
7          DFS-VISIT( $G, u$ )

```

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DFS-VISIT( $G, u$ )

---

```

1   $time = time + 1$            // white vertex  $u$  has just been discovered
2   $u.d = time$ 
3   $u.color = \text{GRAY}$ 
4  for each  $v \in G.Adj[u]$      // explore edge  $(u, v)$ 
5      if  $v.color == \text{WHITE}$ 
6           $v.\pi = u$ 
7          DFS-VISIT( $G, v$ )
8   $u.color = \text{BLACK}$          // blacken  $u$ ; it is finished
9   $time = time + 1$ 
10  $u.f = time$ 

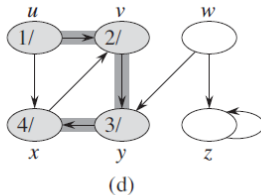
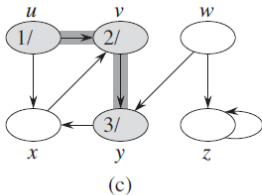
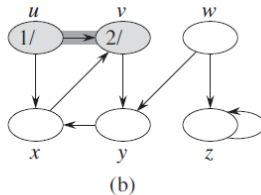
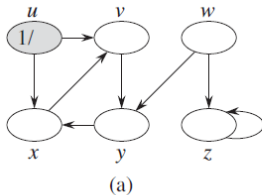
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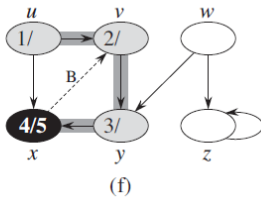
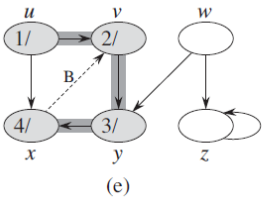
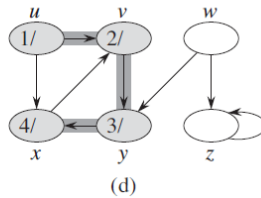
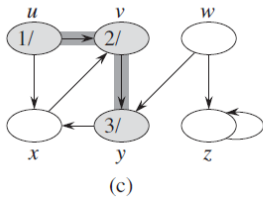
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Run time complexity is  $\theta(V + E)$

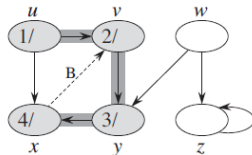


## DFS Example

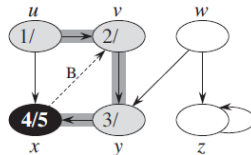




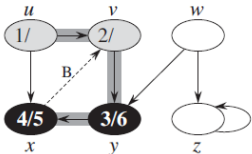




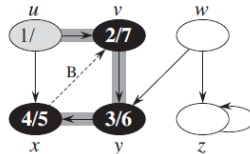
(e)



(f)

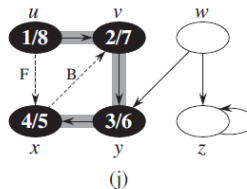
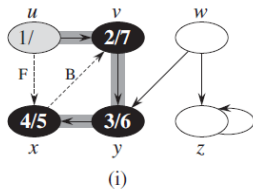
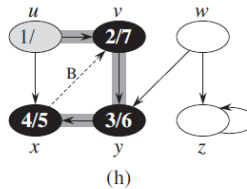
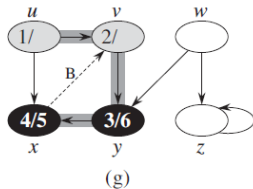


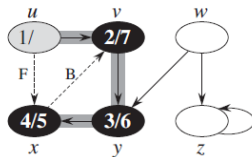
(g)



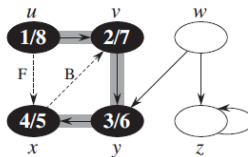
(h)



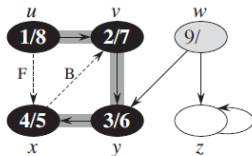




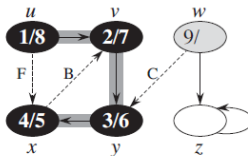
(i)



(i)

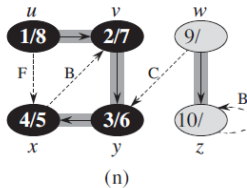
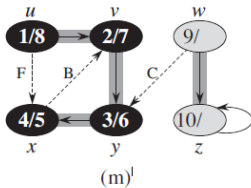
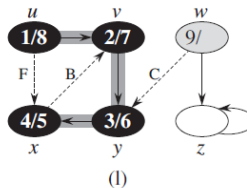
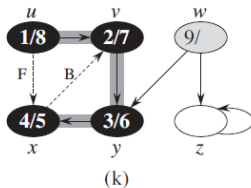


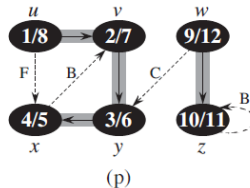
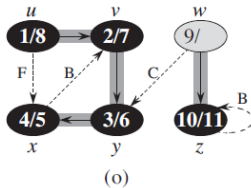
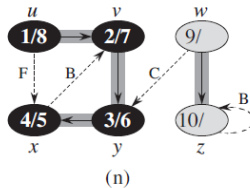
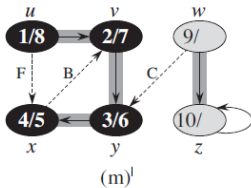
(k)



(l)







# Properties of Depth First Search

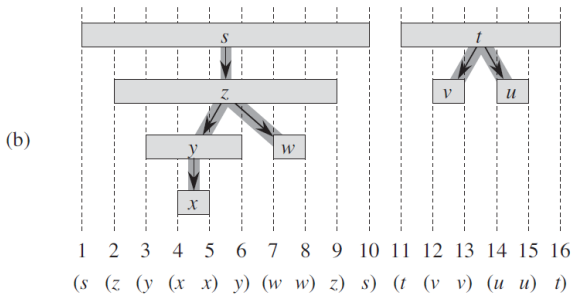
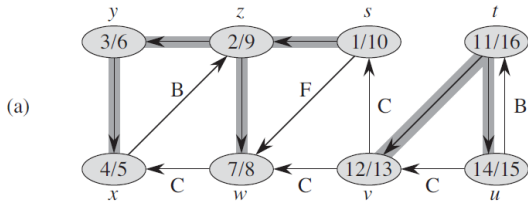
Depth-first search yields valuable information about the structure of a graph.

- DFS can be used to classify the edges of input graph  $G = (V, E)$ . This edge classification can be used to glean important information about a graph. For Example:- Directed graph is acyclic iff DFS search yields no back edges.

Types of edges are Tree, Back, Forward and Cross

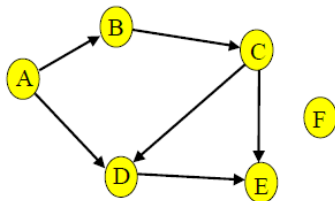
- If we represent the discovery of vertex  $u$  with a left parenthesis " $(u$ " and represent its finishing by a right parenthesis " $u)$ ", then the history of discoveries and finishings makes a well-formed expression in the sense that the parentheses are properly nested. i.e.,





## Topological Sort

**Topological sorting problem:** given digraph  $G = (V, E)$ ,  
find a linear ordering of vertices such that:  
for all edges  $(v, w)$  in  $E$ ,  $v$  precedes  $w$  in the ordering





# Topological Sort Algorithm

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## TOPOLOGICAL-SORT( $G$ )

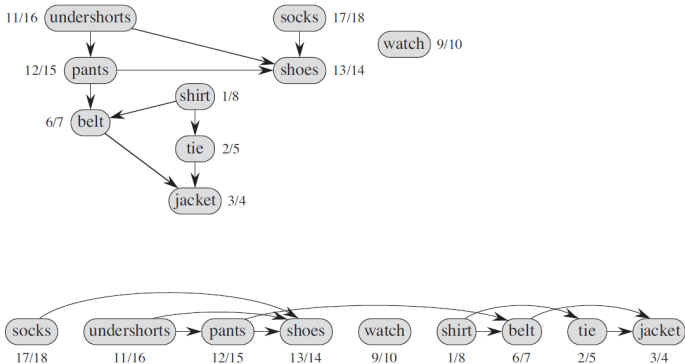
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- 1  $\triangleright$  call DFS( $G$ ) to compute finishing times  $v.f$  for each vertex  $v$
  - 2 as each vertex is finished, insert it onto the front of a linked list
  - 3 **return** the linked list of vertices
- 

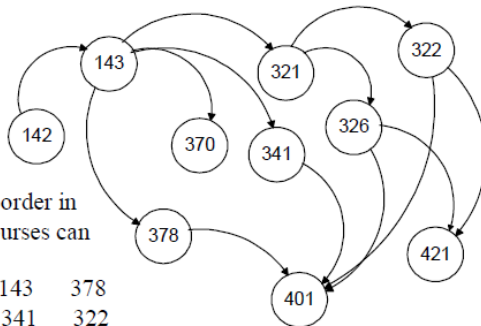
Time complexity is  $\theta(V + E)$



## Example 1:



## Example 2:



Problem: Find an order in which all these courses can be taken.

Example: 142    143    378  
           370    321    341    322  
           326    421    401



# How we Define ?

## Strongly Connected Component

strongly connected component of a directed graph  $G = (V, E)$  is a maximal set of vertices  $C \subseteq V$  such that for every pair of vertices  $u$  and  $v$  in  $C$ , we have both  $u \rightarrow v$  and  $v \rightarrow u$ ; that is, vertices  $u$  and  $v$  are reachable from each other.



## Observations.

- 1: Graph and Transpose of a graph have exactly the same strongly connected components. i.e.,  $u$  and  $v$  are reachable from each other in  $G$ , iff they are reachable from each other in  $G^T$ .
- 2: The finishing time of each source in DFS forest is always greater than their descendant.



# Strongly Connected Components

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**BFS( $G, s$ )**

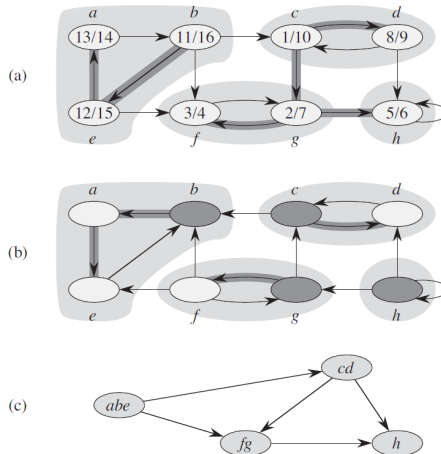
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- 1 call DFS( $G$ ) to compute finishing times  $u.f$  for each vertex  $u$
  - 2 compute  $G^T$
  - 3 call DFS( $G^T$ ) but in the main loop of DFS, consider the vertices in order of decreasing  $u.f$  (as computed in line 1)
  - 4 output the vertices of each tree in the depth-first forest formed in line 3 as a separate strongly connected component
- 

Time complexity is  $\theta(V + E)$

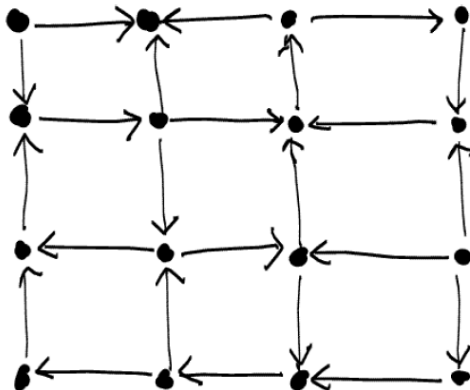


# Graph for Strongly Connected Components (Example 1)



## Example 2 (Tutorial)

Circle all of the strongly connected components of following directed graph.





## Single Source DAG Shortest Path

By relaxing the edges of a weighted dag (directed acyclic graph)  $G = (V, E)$  according to a topological sort of its vertices, we can compute shortest paths from a single source in  $\theta(V + E)$  time.

The algorithm for this is:

DAG-SHORTEST-PATHS( $G, w, s$ )

- 1 topologically sort the vertices of  $G$
- 2 INITIALIZE-SINGLE-SOURCE( $G, s$ )
- 3 **for** each vertex  $u$ , taken in topologically sorted order
- 4     **for** each vertex  $v \in G.Adj[u]$
- 5         RELAX( $u, v, w$ )



### INITIALIZE-SINGLE-SOURCE( $G, s$ )

1 **for** each vertex  $v \in G.V$

2      $v.d = \infty$

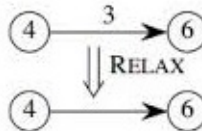
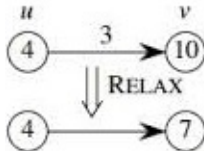
3      $v.\pi = \text{NIL}$

4    $s.d = 0$

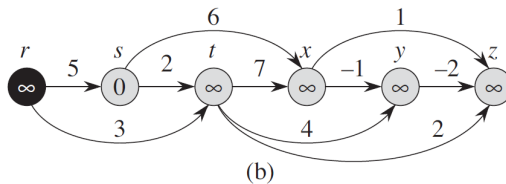
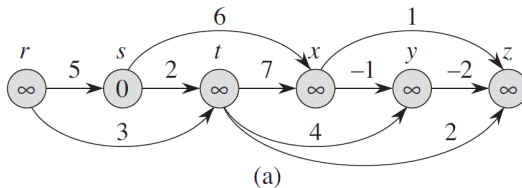


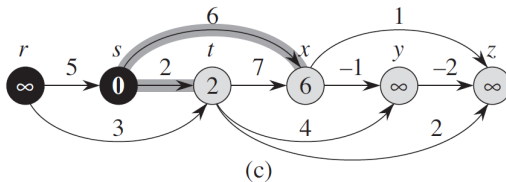
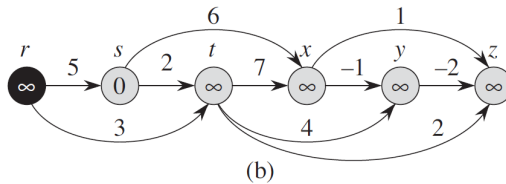
$\text{RELAX}(u, v, w)$

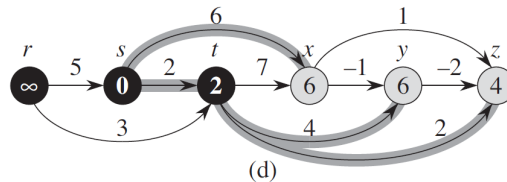
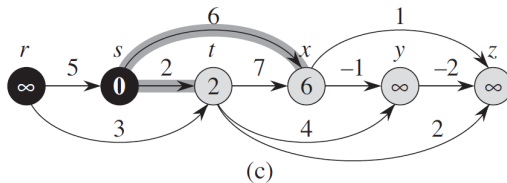
- 1    **if**  $v.d > u.d + w(u, v)$
- 2         $v.d = u.d + w(u, v)$
- 3         $v.\pi = u$

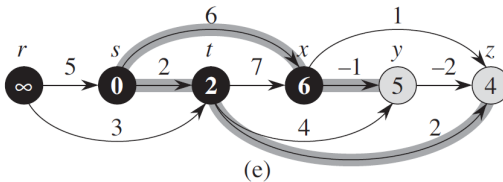
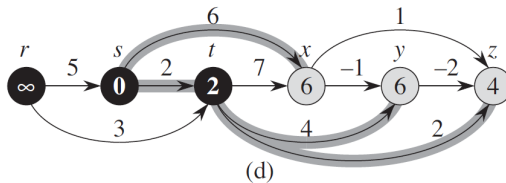


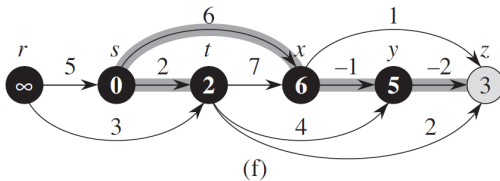
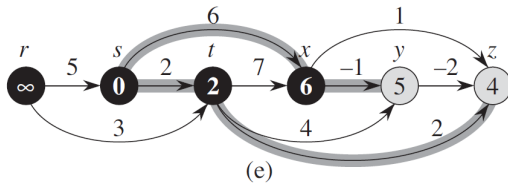
Consider The Graph where 's' is the source



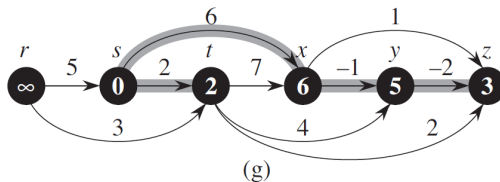
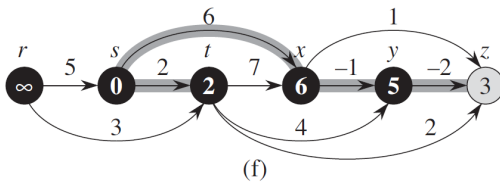












# Application (Critical path in PERT chart analysis)

**Critical Path:** It is the longest path through the DAG corresponding to the longest time perform an ordered sequence of jobs.

It can be found either by:

- negating the edge weight and running DAG shortest path algorithm.
- Running DAG shortest path with the modification that replace  $\infty$  to  $-\infty$  in line two of the initialize single source algorithm and  $>$  by  $<$  in relax procedure.



# Thank you

