

# GRAPHS - DFS USAGE

Topic : GRAPHS

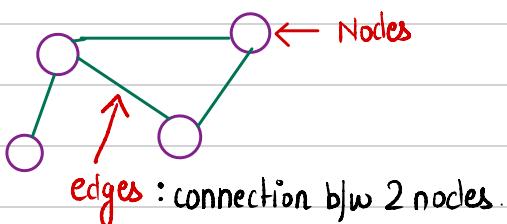
Week 1 → DFS | BFS

Week 2 → Shortest Path

Week 3 → Modelling | Union Find...

Week 4 → Trees

\* For now, let us understand that a graph is made up of nodes & edges.



\* DFS Algorithm

Visit neighbouring nodes and ask them to visit their nearby nodes recursively (Recursive Algorithm)  
When we call DFS on a particular node, it will give information of all the reachable nodes from the given node.

DFS( $x$ )

visited [ $x$ ] = True

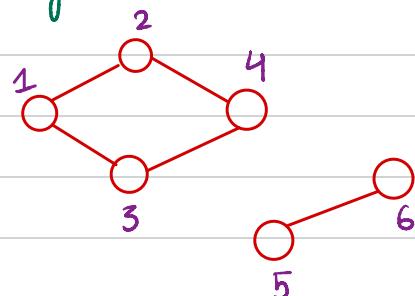
for ( $v$  : neighbours [ $x$ ]) do

if (!visited [ $v$ ])

DFS( $v$ )

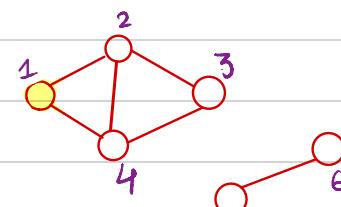
} Call to  $\downarrow$  Mark neighbouring nodes as visited.

Runthrough :



DFS(1) :

Mark 1 as visited



(NL) Neighbours list of 1 : [2, 3]

DFS (2) :

→ Mark 2 as visited.

NL : [1, 3, 4]

↑  
Already  
visited

→ [1, 3] 4  
visit here

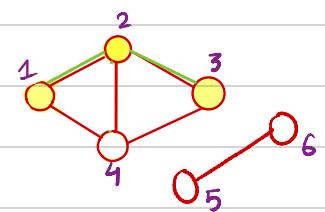
DFS (3) :

→ Mark 3 as visited

→ NL of 3 :

• [2, 4]

↑  
Already  
visited, check next



• [2, 4]  
↑  
visit here

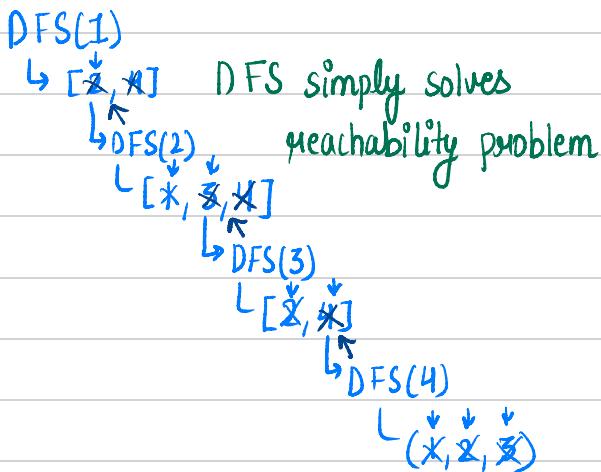
DFS(4) :

→ Mark 4

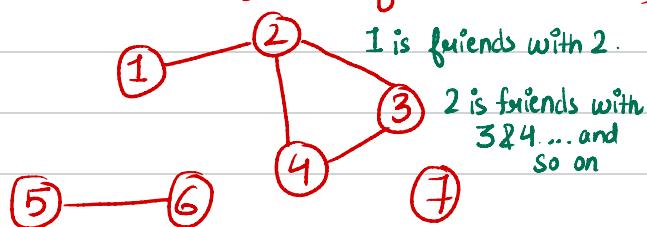
NL : [1, 2, 3]

All are visited

And then you go back up tracing other neighbours of parent call. But in this case it can be seen that all nodes are visited already so when going to parent call to eventually DFS(1), there won't be any other recursive call



Ques 1. In a classroom, there are N students and you are given M relations (who is friends with whom)



If a gossip is given to 'x' th student, find out how many students will it reach?

Ex: If you give gossip to 1 then 2 will know it. 2 will tell its friends 3 & 4. So, for (1) it will reach 4 students.

Idea :

For every node, we will do DFS and count how many nodes got visited.

1. DFS(x)

2. Count # of visited

Input :  $\begin{matrix} \text{N} & \leftarrow 5 \\ \text{M} & \end{matrix}$

Also called vertices/nodes	$\begin{bmatrix} 1 & 2 \\ 2 & 3 \\ 3 & 4 \\ 2 & 4 \\ 5 & 6 \end{bmatrix}$	Edge list M relations given
----------------------------	---	--------------------------------

We convert the given M relation to Adjacency List (what nodes are neighbour of what)

→ vector<vector<int>> g;

Adjacency list :  $\begin{bmatrix} 0 \\ 1 : [2] \\ 2 : [1, 3, 4] \\ 3 : [2, 4] \\ 4 : [3, 2] \\ 5 : [6] \\ 6 : [5] \\ 7 : [] \end{bmatrix}$

Neighbours  
Айчай  
So if we have 1 2  
Then we will just append 2 in 1's list. And 1 in 2's list  
Similarly, 5 6  
Append 5 in 6's list  
and append 6 in 5's list.

empty  
as no relation exist

→ Time & Memory Complexity of Adjacency list.

T.C  $\rightarrow O(N+2M)$

M.C  $\rightarrow O(N+2M)$

```

vector<vector<int>> g;
void solve(){
    int n,m;
    cin>>n>>m;
    g.resize(n+1); // O(N)
    for(int i=0;i<m;i++){
        int x,y;
        O(2M) cin>>x>>y;
        g[x].push_back(y);
        g[y].push_back(x);
    }
}
  
```

← Implementation of  
Adjacency list



```

vector<vector<int>> g;
vector<int> visited;

void dfs(int node){
    visited[node]=1;
    for(auto v:g[node]){
        if(!visited[v]){
            dfs(v);
        }
    }
}

void solve(){ // O(N(N+M))
    int n,m;
    cin>>n>>m;
    g.resize(n+1);
    for(int i=0;i<m;i++){
        int x,y;
        cin>>x>>y;
        g[x].push_back(y);
        g[y].push_back(x);
    }

    for(int i=1;i<=n;i++){ // O(N+M)
        visited.assign(n+1,0); // clear the visited array
        dfs(i); // Fill visited array for node i.
        int cnt=0;
        for(int node=1;node<=n;node++){
            if(visited[node])cnt++;
        }
        cout<<cnt<<endl;
    }
}

```

$O(N+M) \rightarrow$   $O(N+M)$   $\rightarrow$  clear the visited array for node i.  
 $O(N) \rightarrow$   $O(N+M)$   $\rightarrow$  count how many nodes reachable from i

→ Time Complexity :  $O(N(N+M))$

$\|$  DFS fxn :  $O(N+M)$

Mark  $\rightarrow O(1)$

Go through neighbours array

So,

For every node  $\rightarrow O(1 + \# \text{ of neighbours})$

In worst case, a node can reach every

node.  $\sum_{i=1}^N O(1 + \# \text{ of neighbours})$

Breaking the summation ?

$$\sum_{i=1}^N 1 + \sum_{i=1}^N \# \text{ of neighbours}$$

$\Downarrow N$

$\Downarrow 2M$

↳ why?

Why  $2M$ ?

For each pair in  $M$ , when its added to the adjacency list, they contribute 2 times in each other's list.



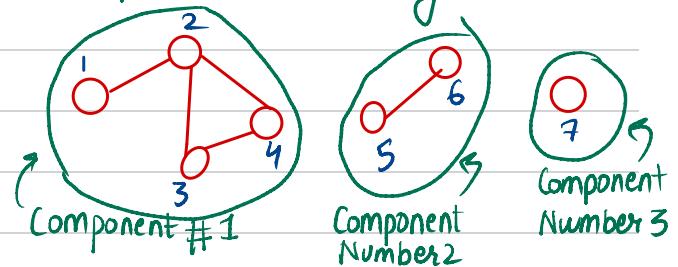
So, every edge increases the total number of neighbours by 2. Hence,  $2 \times M$ .  
 $\Rightarrow O(N+M)$

\* If the given constraints are

$$N, M \leq 10^5$$

Our current solution will give us TLE. Need Optimisation.

\* Component Numbering



Mark the respective nodes according to their component numbers.

`vector<int> comp_no;`

```

vector<int> visited;
vector<int> comp_no;

void dfs(int node, int cc){
    visited[node]=1;
    comp_no[node]=cc;
    for(auto v:g[node]){
        if(!visited[v]){
            dfs(v,cc);
        }
    }
}

```

passing component no.



Inside main, Now the DFS call will be:

```
int cur_comp_no = 0;
for(int i=1; i<=n; i++){
    if(!visited[i]){
        cur_comp_no++;
        dfs(i, cur_comp_no);
    }
}
```

So, For our example, only 3 DFS calls will be made now:

DFS(1, 1)

DFS(5, 2)

DFS(7, 3)

→ In  $\text{DFS}(x) = O(V_{\text{reachable}} + E_{\text{reachable}})$

Here in  $\text{DFS}(x, cc)$ , we are doing 1 DFS call per component.

So,

For Component #1 ( $cc_1$ ) =  $O(V_{cc_1} + E_{cc_1})$

For  $cc_2 = O(V_{cc_2} + E_{cc_2})$

⋮

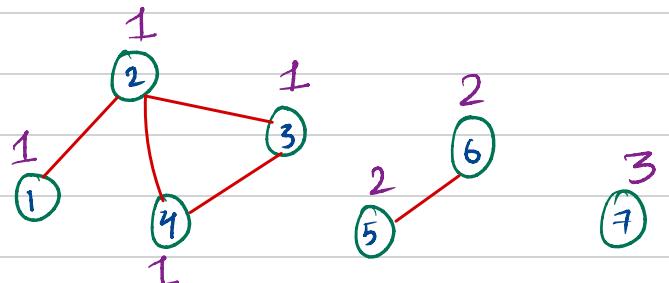
+ For  $cc_X = O(V_{cc_X} + E_{cc_X})$

$\Rightarrow O(N + M)$

Because the sizes of vertices of all the components is the total number of nodes (N) and Number of Edges in each component is disjoint, so if you add them, it will simply be the total number of edges (M)

New T.C  $\Rightarrow O(N + M)$

## \* Applications of DFS



→ So, we have this array:  
Component No. Array :

Component No.	1	1	1	1	2	2	3
Node	1	2	3	4	5	6	7

We can use this to build a frequency array which can help us in finding out how many nodes are in each component  
Component Size Array :

$\Rightarrow$ 

4	2	1
1	2	3

 ← Frequency of nodes  
← Component Number

```
int cur_comp_no = 0;
for(int i=1; i<=n; i++){
    if(!visited[i]){
        cur_comp_no++;
        dfs(i, cur_comp_no);
    }
}

vector<int> comp_size(cur_comp_no+1, 0);
for(int i=1; i<=n; i++){
    comp_size[comp_no[i]]++;
}

for(int i=1; i<=n; i++){
    cout << comp_size[comp_no[i]] << endl;
}
```

Test Case 1
Input
7 5
1 2
2 3
3 4
2 4
5 6
Output
4
4
4
4
2
2
1



\* Component Numbering on top of Graph is a very important Technique. Some other questions one can solve:

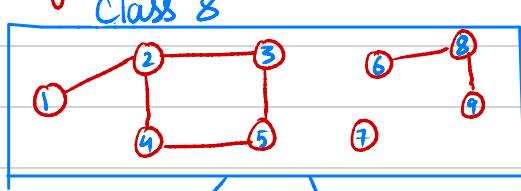
→ Given a gossip to 1, will it reach a node  $x$  (and you are given  $Q$  queries i.e.  $x$  is given  $Q$  times)

Now, with component number array, we can solve each query in  $O(1)$

if ( $\text{comp\_no}[1] == \text{comp\_no}[x]$ )  
then return True  
else return False

Ques 2. Given a classroom with  $N$  students and  $M$  relations. There is too many gossip hence it is decided that this class will now be divided into 2 sections.

Divide students in such a way that there is no gossip ever (Break all friendships)



Class 8A [1, 3, 4, 8]  
Class 8B [2, 5, 6, 7, 9]  
No friendship exists in each class

If the section can be divided, then for every node, Print the section it will go to.

Classical Problem: Bi-Partite

Coloring / Graph checking

Solution:

```
vector<int> section;
```

```
vector<int> visited;
vector<int> section;

bool is_bipartite = 1;

void dfs(int node, int color){
    section[node] = color;

    // DFS Part
    visited[node] = 1;
    for(auto v:g[node]){
        if(!visited[v]){
            dfs(v, (1+2)-color);
        }
        else if(section[v] == section[node]){
            is_bipartite = 0;
        }
    }
}

int n, m;
cin >> n >> m;

g.resize(n+1);
visited.resize(n+1);
section.resize(n+1);

for(int i=0; i<m; i++){
    int x, y;
    cin >> x >> y;
    g[x].push_back(y);
    g[y].push_back(x);
}

for(int i=1; i<=n; i++){
    if(!visited[i]){
        dfs(i, 1);
    }
}

if(is_bipartite){
    cout << "YES\n";
    for(int i=1; i<=n; i++){
        cout << section[i] << " ";
    }
    cout << endl;
} else{
    cout << "NO\n";
}
```

Test Case 1
<b>Input</b>
7 5 1 2 2 3 3 4 2 4 5 6
<b>Output</b>
NO

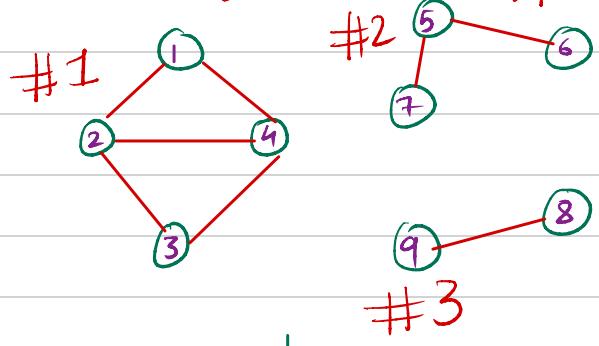


## \* Important and all Possible Applications of DFS

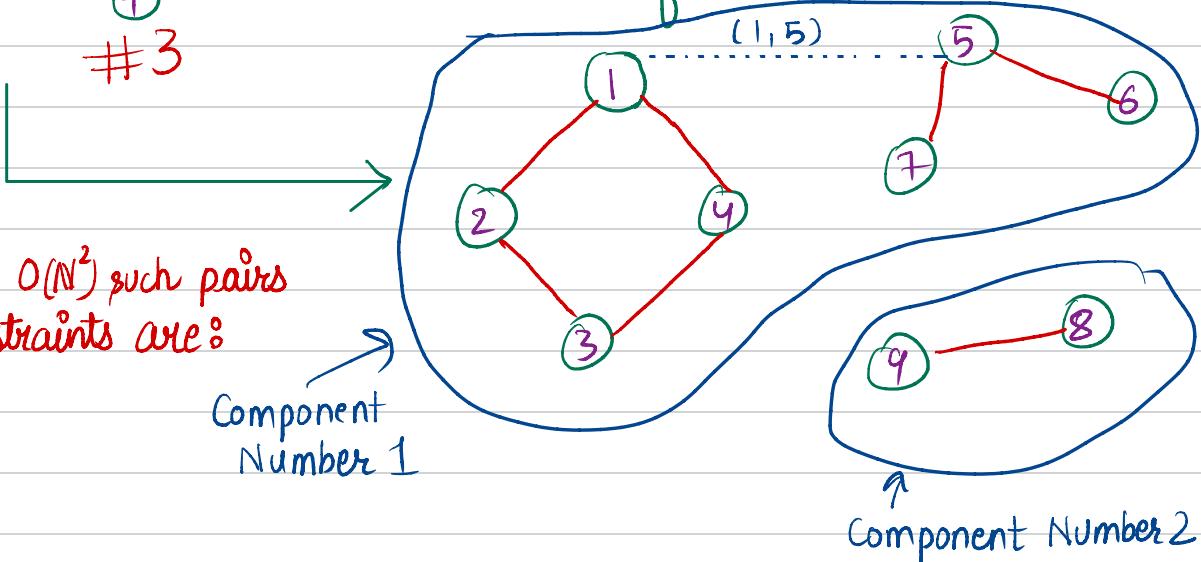
- 1. Reachability
- 2. Component Numbering
- 3. Bi-Partite
- 4. Cycle Finding
- 5. Topological Ordering

### Homework Ques.

Given a graph, how many  $(x, y)$  unordered pairs exist which are not present in the graph now but if added then the number of components will decrease? Count such  $(x, y)$  pairs (Total)



In this example, if you add  $(1, 5) \rightarrow$  connect these nodes  
The number of components will decrease from 3 to 2.



Ideally there can be  $O(N^2)$  such pairs  
but the given constraints are:

$$N, M \leq 10^5$$