

## Course Logistics

- Graph algorithms: Chapter 22
- Homework 4 out this weekend, due next Friday

## 1 Graph Representation

Consider a graph  $G = (V, E)$  with a fixed node ordering  $V = \{1, 2, \dots, n\}$ .

**Adjacency Matrix** The **adjacency matrix**  $\mathbf{A}$  of  $G$  is defined so that

**Adjacency List** The **adjacency list**  $\text{Adj}$  of  $G$  is

## Graph Activity

Consider the following graph:

- Write down the adjacency matrix
- Write down the adjacency list
- Write down the degree of each node
- Write down the neighborhood of node 3
- Find the number of connected components

**Question 1.** Assume that  $G = (V, E)$  is a graph in which each node has at least one edge touching it. Let  $n = |V|$  and  $m = |E|$ . How much space is needed to store the graph?

**A**  $O(n)$

**B**  $O(m)$

**C**  $O(n^2)$

**D**  $O(mn)$

## 2 Breadth First Search

**Shortest Path Problem:** Given a graph  $G = (V, E)$  and source node  $s \in V$ , find the shortest path from  $s$  to every other  $v \in V$ .

We will do this using the *breadth first search* algorithm.

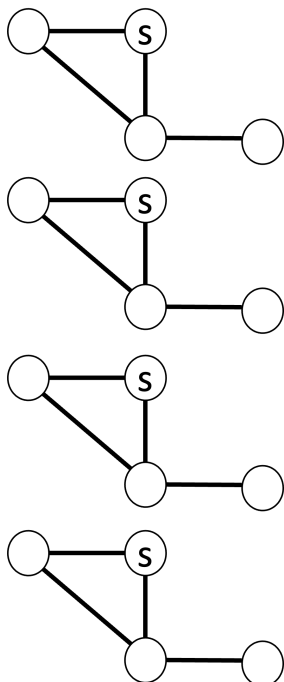
Attribute	Explanation	Initialization
$u.status$	tells us whether a node is	
$u.dist$		
$u.parent$		

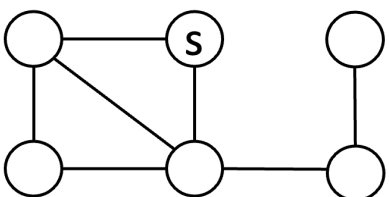
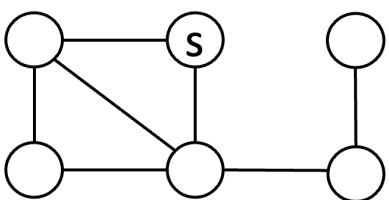
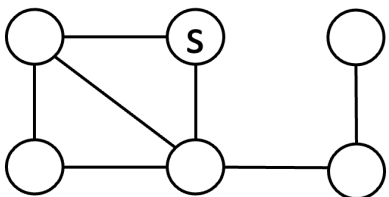
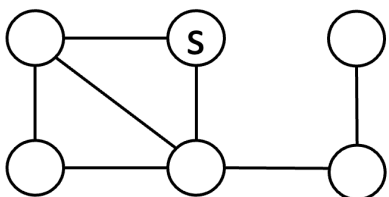
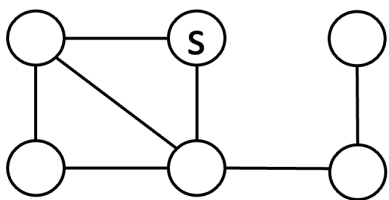
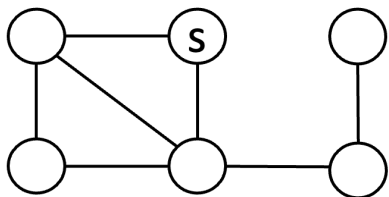
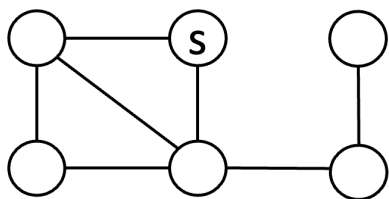
We will also make use of

### Basic Idea

- Mark  $s$  as
- Iteratively *explore* discovered nodes
- Continuously update

### Example





## 2.1 Shortest Paths and Breadth First Trees

**Definition 1.** Given a graph  $G = (V, E)$ , source node  $s$ , and a *parent* attribute for each node, a \_\_\_\_\_ is a subgraph  $\hat{G} = (\hat{V}, \hat{E})$  where

It is furthermore a \_\_\_\_\_ if it contains a unique simple path

from  $s$  to  $v$  that is \_\_\_\_\_

### Benefits of the BFS algorithm

- If  $G$  is undirected, it finds the \_\_\_\_\_
- It tells us the \_\_\_\_\_
- It provides a \_\_\_\_\_

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```

BFS( $G, s$ )
  for  $v \in V$  do
     $v.parent = NIL$ 
     $v.dist = \infty$ 
     $v.status = U$ 
  end for
   $s.dist = 0$ 
   $s.status = D$ 
  Initialize  $Q$ 
  Enqueue( $s$ )
  while  $|Q| > 0$  do
     $u = Dequeue(Q)$ 
     $N(u) = Adj[u]$ 
    for  $v$  in  $N(u)$  do
      if  $v.status == U$  then
         $v.status = D$ 
         $v.parent = u$ 
         $v.dist = u.dist + 1$ 
        Enqueue( $v$ )
      end if
    end for
     $u.status = E$ 
  end while

```

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## 2.2 Code and Runtime Analysis

- We assume  $G$  is undirected and stored as an adjacency list.
- Initializing attributes takes \_\_\_\_\_
- Each node  $u$  only enters  $Q$  once, and entering/leaving  $Q$  takes \_\_\_\_\_
- When we *explore*  $u$ , we discover up to \_\_\_\_\_

Using aggregate analysis, what is the overall runtime of this method?

### 3 Depth First Search: Background and Motivating problems

Recall that a *breadth-first* search explores nodes that are  $k$  steps away from node  $s$  before exploring any nodes that are  $k + 1$  steps away.

A *depth-first search* instead explores the *most recently discovered vertex* before backtracking and exploring other previously discovered nodes.

Roughly speaking, this is accomplished by \_\_\_\_\_.

Depth first search is used in several applications for analyzing directed graphs. We will take a closer look at these applications before exploring how to solve them using DFS.

#### Directed graph reminders

### 3.1 Reachability and Connected Components

**Reachability.** Given a graph  $G = (V, E)$  and node set  $S \subseteq V$ , node  $v \in S$  is *reachable* from node  $u \in S$  if \_\_\_\_\_.

**Connected components.** For an undirected graph  $G = (V, E)$  a connected component is a maximal subgraph in which every node in is \_\_\_\_\_.

**Weakly Connected components** If  $G = (V, E)$  is directed, a *weakly connected component* is \_\_\_\_\_.

**Strongly Connected components** If  $G = (V, E)$  is directed, a *strongly connected component* is subgraph  $S \subseteq V$  in which there is \_\_\_\_\_.



**Question 2.** *How many weakly connected components and strongly connected components are there in the following graph, respectively?*

**A** 1 and 3

**B** 1 and 2

**C** 0 and 1

**D** 2 and 3

### 3.2 Directed Acyclic Graphs

A *cycle* in a directed graph is a directed path \_\_\_\_\_.

A *Directed acyclic* graph is a directed graph that \_\_\_\_\_.

#### Examples

### 3.3 Topological Sorting

A topological ordering of a directed acyclic graph  $G = (V, E)$  is an ordering of nodes so that:

## 4 Depth First Search Algorithm

Unlike in a BFS, a depth-first search (DFS):

- Explores the *most recently discovered vertex* before backtracking and exploring other previously discovered vertices
- All nodes in the graph are explored (rather than just a DFS for a single node  $s$ )
- We keep track of a global *time*, and each node is associated with two timestamps for when it is *discovered* and *explored*.

Each node  $u \in V$  is associated with the following attributes

Attribute	Explanation	Initialization
$u.status$	tells us whether a node has been <i>undiscovered</i> , <i>discovered</i> , and <i>explored</i>	
$u.D$	timestamp when $u$ is first discovered	
$u.F$	timestamp when $u$ is finished being explored	
$u.parent$	predecessor/“discoverer” of $u$	

DFS( $G$ )

```

for  $v \in V$  do
   $v.parent = NIL$ 
   $v.status = U$ 
end for
time = 0
for  $u \in V$  do
  if  $u.status == U$  then
    DFS-VISIT( $G, u$ )
  end if
end for

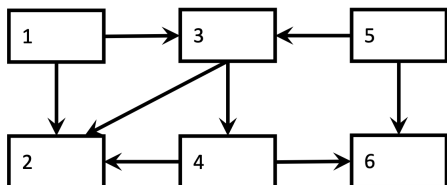
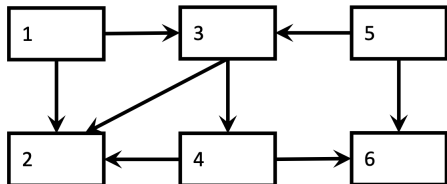
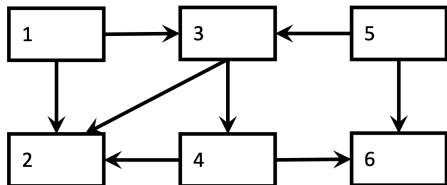
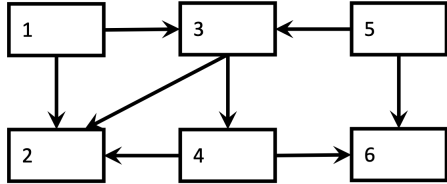
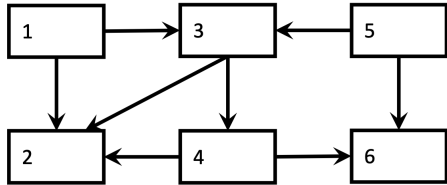
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DFS-VISIT( $G, u$ )

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time = time + 1
 $u.D = \text{time}$ 
 $u.status = D$ 
for  $v \in \text{Adj}[u]$  do
  if  $v.status == U$  then
     $v.parent = u$ 
    DFS-VISIT( $G, v$ )
  end if
end for
 $u.status = E$ 
time = time + 1
 $u.F = \text{time}$ 

```



## 4.1 Runtime Analysis

**Question 3.** *What is the runtime of a depth first search, assuming that we store the graph in an adjacency list, and assuming that  $|E| = \Omega(|V|)$ ?*

- A**  $O(|V|)$
- B**  $O(|E|)$
- C**  $O(|V| \times |E|)$
- D**  $O(|V|^2)$
- E**  $O(|E|^2)$

## 4.2 Properties of DFS

**Theorem 4.1.** *In any depth-first search of a graph  $G = (V, E)$ , for any pair of vertices  $u$  and  $v$ , exactly one of the following conditions holds:*

- $[u.D, u.F]$  and  $[v.D, v.F]$  are disjoint; \_\_\_\_\_
- $[v.D, v.F]$  contains  $[u.D, u.F]$  and \_\_\_\_\_
- $[u.D, u.F]$  contains  $[v.D, v.F]$  and \_\_\_\_\_

### 4.3 Classification of Edges

Given a graph  $G = (V, E)$  performing a DFS on  $G$  produces a graph  $\hat{G} = (V, \hat{E})$  where

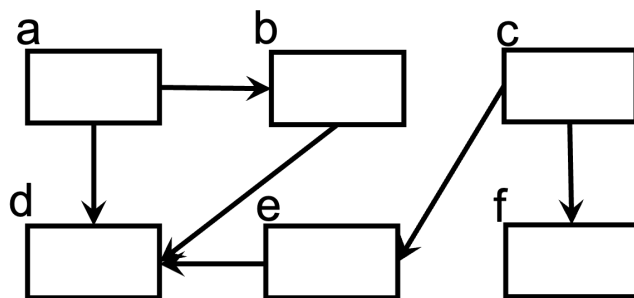
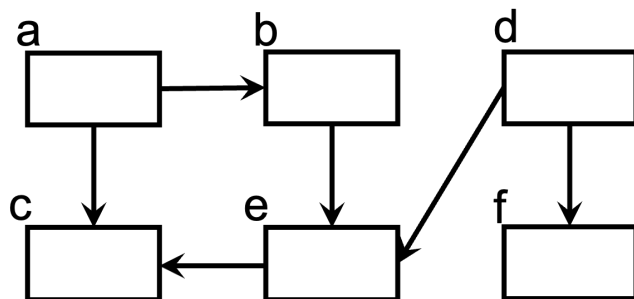
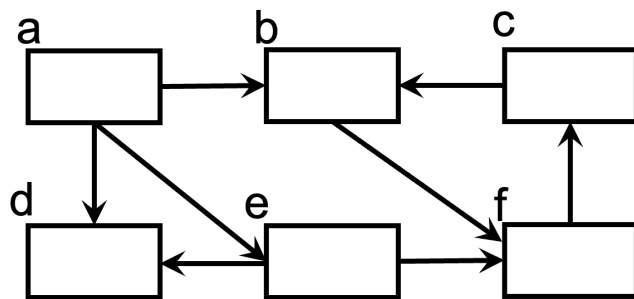
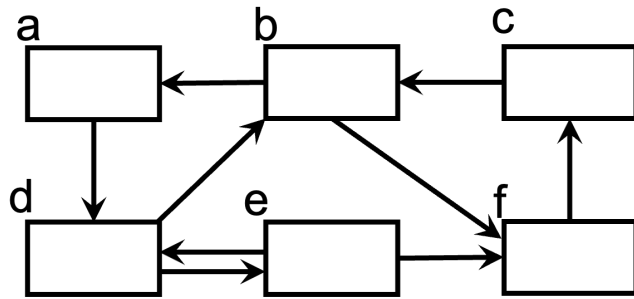
$$\hat{E} = \{(u.\text{parent}, u) : v \in V \text{ and } v.\text{parent} \neq \text{NIL}\}$$

This is called a *depth-first* forest of  $G$ .

Given any edge  $(u, v) \in E$ , we can classify it based on the status of node  $v$  when we are performing the DFS:

Edge	Explanation	How to tell when exploring $(u, v)$ ?
<b>Tree edge</b>	edge in $\hat{E}$	
<b>Back edge</b>	connects $u$ to ancestor $v$	
<b>Forward edge</b>	connects vertex $u$ to descendant $v$	<i>and <math>u.D &lt; v.D</math></i>
<b>Cross edge</b>	either (a) connects two different trees or (b) crosses between siblings/cousins in same tree	<i>and <math>u.D &gt; v.D</math></i>

## 5 Practice





**Question 4.** *How many of the above graphs were directed acyclic graphs?*

- A** 1
- B** 2
- C** 3
- D** 4
- E** none of them