Data Structures and Algorithms

Lab 10 Topological sorting

Agenda

- Recall DFS, BFS
- Topological sorting
- Coding exercise

DFS

Which data structure do we use?

What kind of tasks can it solve?

DFS

Which data structure do we use?

• Stack

What kind of tasks can it solve?

- Path from a to b (lexicographical)
- Topological sorting
- Find a cycle
- Find connected components
- ...

DFS pseudocode

```
Algorithm 1: Recursive DFS
 Data: G: The graph stored in an adjacency list
         root: The starting node
 Result: Prints all nodes inside the graph in the DFS order
 visited \leftarrow \{false\};
 DFS(root);
 Function DFS(u):
     if visited[u] = true then
        return;
    end
    print(u);
     visited[u] \leftarrow true;
     for v \in G[u].neighbors() do
        DFS(v);
     end
 end
```

BFS

Which data structure do we use?

What kind of tasks can it solve?

BFS

Which data structure do we use?

Queue

What kind of tasks can it solve?

- Shortest path from a to b
- Find shortest cycle
- Find connected components
- ...

BFS pseudocode

```
procedure BFS(G,s)
    for each vertex v ∈ V[G] do
         explored[v] \leftarrow false
         d[v] \leftarrow \infty
    end for
    explored[s] \leftarrow true
    d[s] \leftarrow 0
    Q:= a queue data structure, initialized with s
    while Q \neq \phi do
         u \leftarrow remove vertex from the front of Q
         for each v adjacent to u do
              if not explored[v] then
                   explored[v] \leftarrow true
                   d[v] \leftarrow d[u] + 1
                   insert v to the end of Q
              end if
         end for
    end while
end procedure
```

Cycle in graph

How to find a cycle in given graph?

During DFS let's "color" vertices:

- 1. "Unvisited" vertices are white
- 2. "visited" are **gray**

If during DFS we meet gray vertice – means we found a cycle.

Topological sorting

A linear ordering of vertices such that

- for every directed edge $U \rightarrow V$
- vertex *U* comes before *V* in the ordering

We can apply topological sorting Directed Acyclic Graphs(DAG)

Topological sorting: Example

Given a list of tasks:

- Task 1: Find a client
- Task 2: List requirements
- Task 3: Start working on the project
- Task 4: Build a team
- etc.

Suggest a possible order of execution considering that some tasks depend on result of others.

- Task 2 depends on task 1;
- Task 3 depends on task 1, 2 and 4;

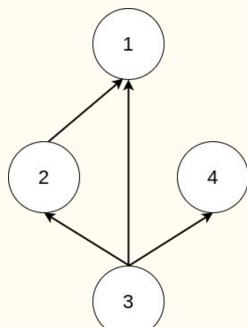
Topological sorting: Example

Given a list of tasks, some tasks depend on result of others.

Suggest a possible order of execution.

- Task 2 depends on task 1;
- Task 3 depends on task 1, 2 and 4;

How many ways to execute all of them?



Topological sorting: Example

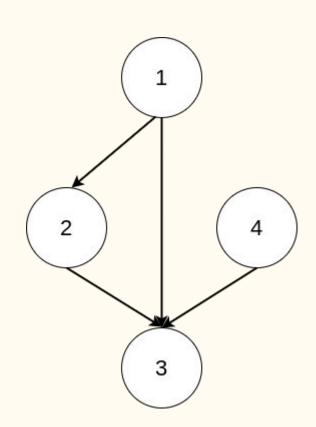
How should we modify the graph?

From:

- Task 2 depends on task 1;
- Task 3 depends on task 1, 2 and 4;

Transpose to:

- Task 1 executes before task 2 and 3
- Task 2 executes before task 3
- Task 4 executes before task 3



Topological sorting

How to order vertices?

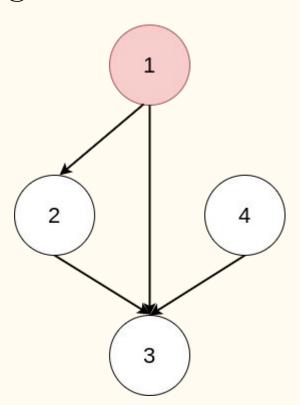
- Record when we leave a node
- The node we leave first has the most dependencies.
 - The vertex with the maximum in-degree
- The node we leave last has the least dependencies.
 - The vertex with the minimum in-degree

Topological sorting: implementation

- In DFS, we print a vertex and then recursively call DFS for its adjacent vertices.
- In topological sorting, we need to print a vertex before its adjacent vertices.
- In DFS, we start from a vertex, we first print it and then recursively call DFS for its adjacent vertices.
- In topological sorting, we use a temporary stack. We don't print the vertex immediately, we first recursively call topological sorting for all its adjacent vertices, then push it to a stack.
- Finally, print contents of the stack.
- Note that a vertex is pushed to stack only when all of its adjacent vertices (and their adjacent vertices and so on) are already in the stack.

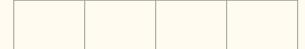
Topological sorting: implementation

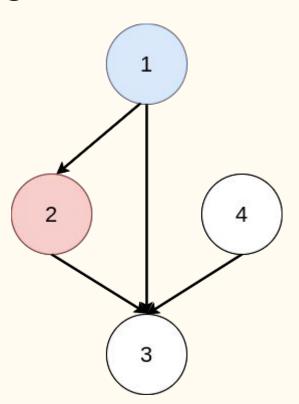
```
Algorithm 3: DFS Algorithm for Topological Sort
 Data: A DAG G
 Result: A topological sort of all vertices in G
 Create an empty vertex list L;
 Create a visited array to indicate whether a vertex has been visited;
 Initialize all elements in visited with false;
 foreach vertex u \in G do
    if visited/u/ is false then
        topologicalSortRecursive(u);
    end
 end
 return L:
 Function topological SortRecursive (u):
    visited/u = true;
    foreach u's neighboring vertex v do
        if visited/v is false then
           topologicalSortRecursive(v);
        end
    end
     Add u to the front of list L;
```



DFS Stack

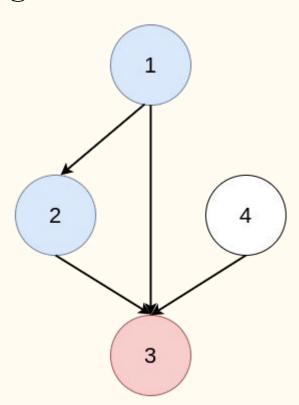
1				
---	--	--	--	--





DFS Stack

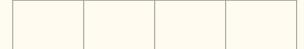


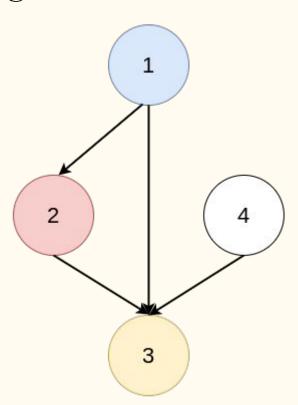


DFS Stack

1	2	3	

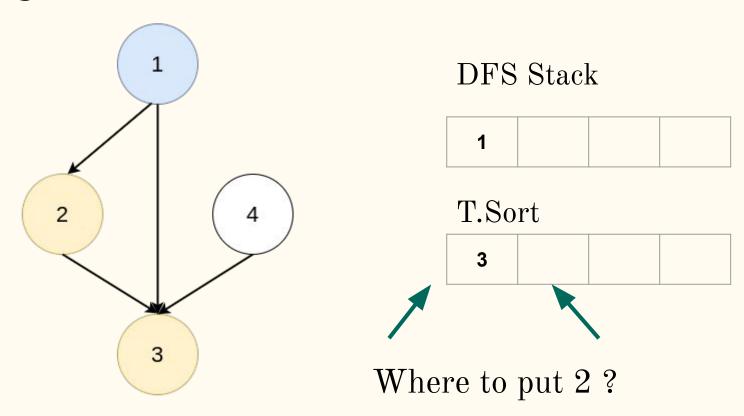
T.Sort

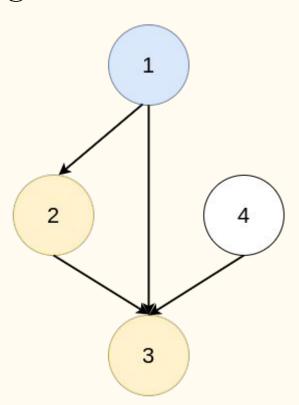




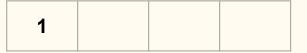
DFS Stack

1	2		
---	---	--	--

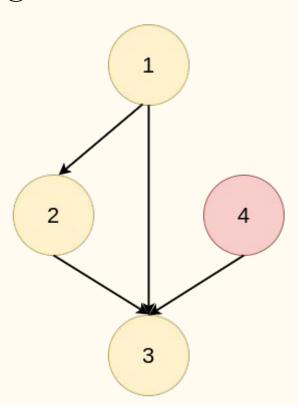




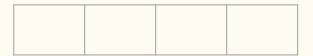
DFS Stack

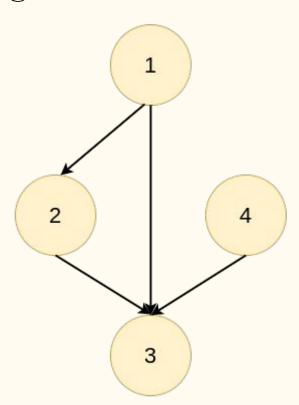


3	2		
---	---	--	--



DFS Stack



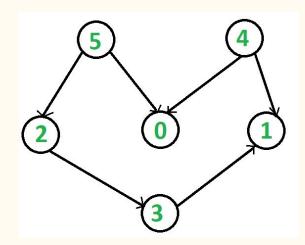


DFS Stack

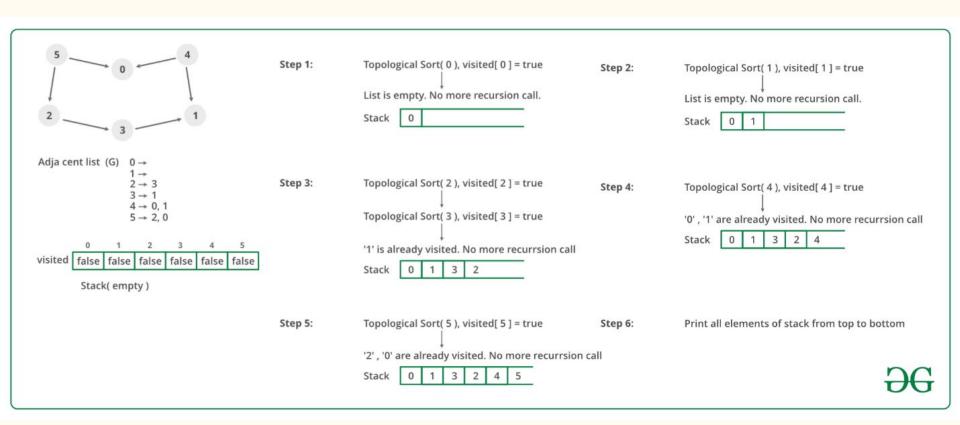


3 2 1 7	3	2	1	4
---------------	---	---	---	---

Another example



- A topological sorting of the following graph is "5 4 2 3 1 0".
- There can be more than one topological sorting for a graph.
- For example, another topological sorting of the following graph is "4 5 2 3 1 0". The first vertex in topological sorting is always a vertex with in-degree as 0 (a vertex with no incoming edges).



Topological Sorting: Implementation

Implement topological sorting

See You next week!