Lecture 14, Nov 13 2014

White-Path Lemma

- In (directed or undirected) graph G, node v is descendant of u
 iff at d(u) (time when u was discovered) there is a path from u to v
 using only currently white nodes (the "white path").
- Note that we are not claiming that DFS will follow this white path, only that its existence in the input graph guarantees that, by the end of the algorithm execution, v will become a descendant of u.

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Proof of White-Path Lemma

 Assume v is descendant of u and thus there exists a u->v path using tree edges.
 Let ww' be an edge on this u->v path in the tree.

If w' was not white at d(u), then ww' will not be tree edge. Thus, all nodes on the u->v path are white when u is discovered.

Assume that at d(u) there is a white path from u to v.
 For contradiction, assume v is not a descendant of u.

Let ww' be the first edge on this path where w is descendant of u but w' is not.

- \rightarrow We have f(u) > f(w) > d(w) > d(u).
- » But we have to discover w' after starting u and before finishing w: d(u) < d(w') < f(w) < f(u)</p>
- » By parenthesis theorem, w'is also a descendant of u, contradiction.

Simple Lemma

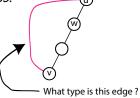
• Lemma: if G undirected, then only tree and back edges. Proof: Consider uv edge, WLOG d(u) < d(v).

Thus v must be discovered and finished before finishing u, since uv exists.

If uv discovered from u, before v,

it is tree edge

if v was discovered before uv, uv becomes a back edge.



HW: Why does the proof break down in the directed case?

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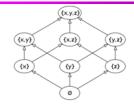
Discovering Cycles

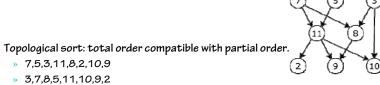
- Claim: G acyclic iff DFS yields no back edges.
- Proof:
 - » Trivial to observe that back edge implies a cycle.
 - $\hspace{0.1cm} imes\hspace{0.1cm}$ Assume there exists a cycle:
 - $-\ \$ Let v be the node with smallest d on the cycle and let uv be edge of the cycle.
 - $-\ \ \mbox{At}\,d(v)$ all nodes on the cycle, including u, are white.
 - $-\,$ All these nodes, including u, become descendants of v.
 - Why?
 - White-path lemma!
 - Thus, when u is scanned, we will discover uv edge and mark it as "back edge".



Partial Order

- Example: subsets ordered by inclusion
 - » Note implicit relationships, e.g. $x \in \{x,y,z\}$ but there is no edge between them.
- Acyclic directed graph, vertices ordered by reachability





 Numerous applications, mostly in scheduling: instructions, compilations in makefile, etc.

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Topological Sort

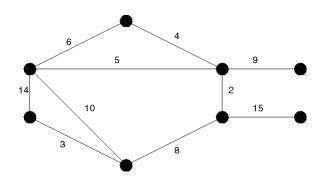
- Directed acyclic graph G.
- Algorithm:
 - » Call DFS to compute finishing times f[v] for each vertex v.
 - » As each v is finished, insert it onto the front of linked list
 - » Return the linked list.
- Claim: the output list is a legal topological sort.
 - » Sufficient to prove that, for every u and v s.t. (uv) is an edge, we have f[v] < f[u]. (Why ??)
 - » Consider edge (uv) explored by DFS. Observe that when (uv) is explored, v cannot be gray!
 - » (reason: back edge implies cycle)
 - » If v white, it becomes descendant of u, and thus f[v] < f[u].
 - » If v black, it finished before u started, so again f[v] < f[u].

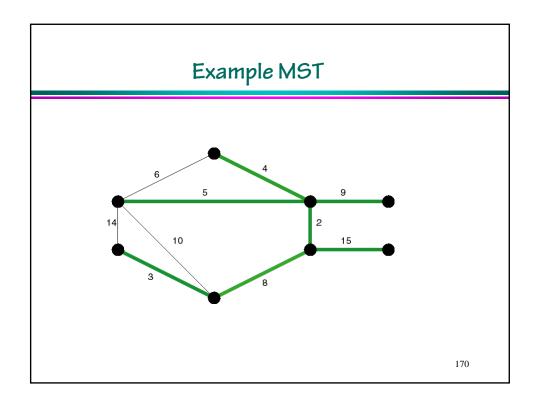
Min-Cost Spanning Tree

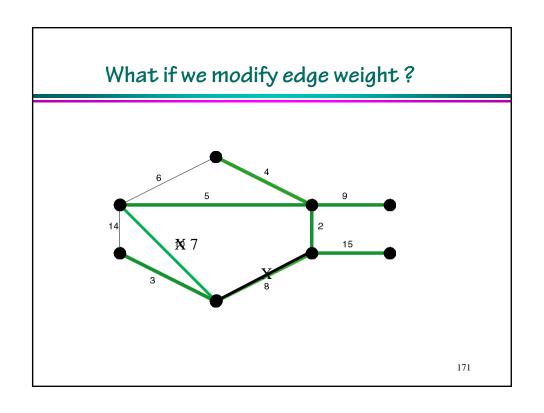
- Applications:
 - » Cable TV,
 - » Circuit layout,
 - » Basic task for many optimization algs (eg. flow).
- Formally:
 - » Undirected graph G=(V,E).
 - » Weights $w: E \rightarrow R$
 - » Goal: find spanning tree of minimum weight. (spanning = connects all nodes in G) (tree weight = sum of weights of tree edges)
- For simplicity, we will assume single connected component. Straightforward extension to multiple components.

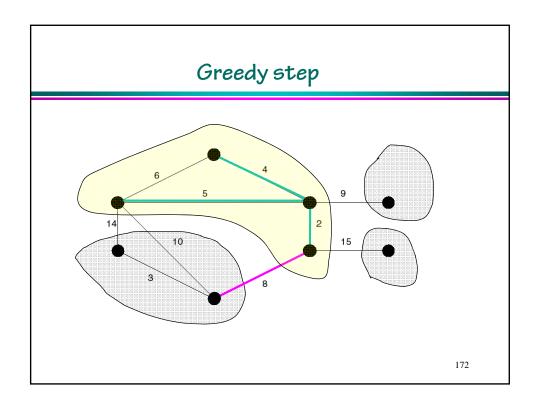
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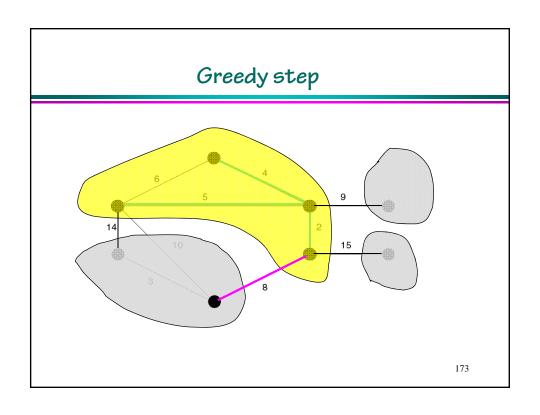
Example graph











Optimum Substructure

• Assume T is MST of G, $A \subset T$ subtree of T let uv be min-weight edge connecting A to (T-A)Graph induced by edges in T but not in A $\Rightarrow \exists MST \ T's.t. \ (A \cup uv) \subseteq T' \ (loose notation)$ Proof: "Cut-and-Paste" approach" » u'v' connects A to (T-A)2 in T » Replace u'v' by uv, » Claim resulting T is optimum MST Questions: » Why no more edges parallel to u'v' in T?? connected component T cannot have cycles edge in T of [T-A] with node v. » Why u'v' exists at all ?? walk in T until you hit [T-A]₂

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No edges in T between [T-A]₁ and [T-A]₂