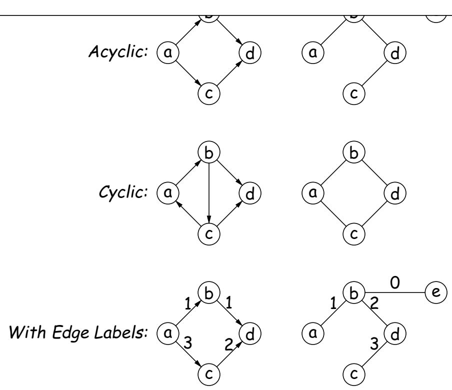
ter 12

- Examples:
  - Networks: pipelines, roads, assignment problems
  - Representing processes: flow charts, Markov models
  - Representing partial orderings: PERT charts, makefiles

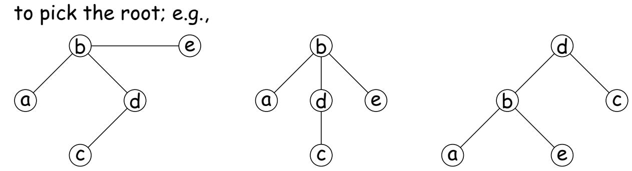
  - A set of *nodes* (aka *vertices*)
  - A set of *edges:* pairs of nodes.
  - Nodes with an edge between are *adjacent*.
  - Depending on problem, nodes or edges may have *labels* (or *weights*)
- Typically call node set $V = \{v_0, \ldots\}$, and edge set E.
- If the edges have an order (first, second), they are *directed edges,* and we have a *directed graph (digraph),* otherwise an *undirected graph*.
- Edges are *incident* to their nodes.
- Directed edges *exit* one node and *enter* the next.
- A *cycle* is a path without repeated edges

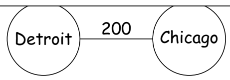
Abbreviation: Directed Acyclic Graph—*DAG*.



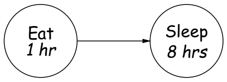
directed) path between every pair of nodes.

- That is, if one node of the pair is *reachable* from the other.
- A DAG is a (rooted) tree iff connected, and every node but the root has exactly one parent.
- A connected, acyclic, undirected graph is also called a *free tree.* Free: we're free to pick the root; e.g.,

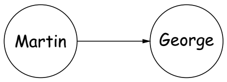


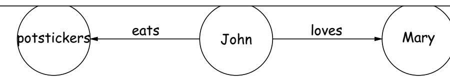


- Edge = Must be completed before; Node label = time to complete.

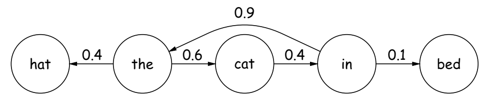


- Edge = Begat

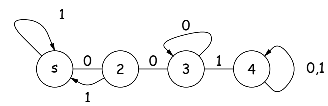




- Edge = next state might be (with probability)

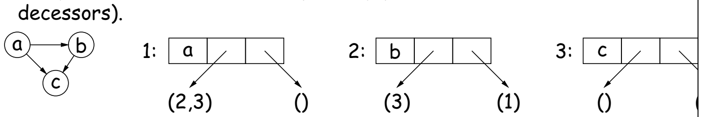


- Edge = next state in state machine, label is triggering input. (Start at s. Being in state 4 means “there is a substring ‘001’ somewhere in the input”.)



the numbers in edges.

- *Edge list representation:* each node contains some kind of list (e.g., linked list or array) of its successors (and possibly predecessors).



- *Edge sets:* Collection of all edges. For graph above:

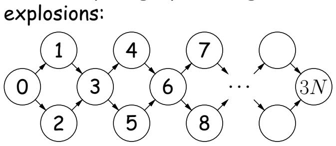
$$\{(1,2),(1,3),(2,3)\}$$

- *Adjacency matrix:* Represent connection with matrix entry:

$$\begin{array}{c} 2 \\ 3 \end{array} \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix}$$

ing all or some nodes.

- Can't quite use recursion because of cycles.
- Even in acyclic graphs, can get combinatorial explosions:



Treat 0 as the root and do recursive traversal down the two edges out of each node: $\Theta(2^N)$ operations!

- So typically try to visit each node constant # of times (e.g., once).

- Can fix looping and combinatorial problems using the “bread-crumb” method used in earlier lectures for a maze.
- That is, *mark* nodes as we traverse them and don't traverse previously marked nodes.
- Makes sense to talk about *preorder* and *postorder*, as for trees.

```
void
preorderTraverse(Graph
G, Node v)
{
   if (v is unmarked) {
     mark(v);
     visit v;
     for (Edge(v, w) ∈
G)
       traverse(G, w);
   }
}
```

```
void postorderTraverse(Graph
G, Node v)
{
   if (v is unmarked) {
     mark(v);
     for (Edge(v, w) ∈ G)
       traverse(G, w);
     visit v;
   }
}
```

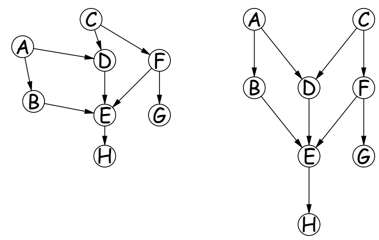
- We are often interested in traversing *all* nodes of a graph, not just those reachable from one node.
- So we can repeat the procedure as long as there are unmarked nodes.

```
void preorderTraverse(Graph G) {
   for (v ∈ nodes of G) {
      preorderTraverse(G, v);
   }
}

void postorderTraverse(Graph G) {
   for (v ∈ nodes of G) {
      postorderTraverse(G, v);
   }
}
```


nodes consistent with the edges.

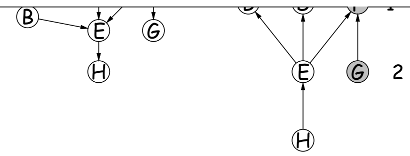
- That is, order the nodes $v_0, v_1, \ldots$ such that v_k is never reachable from $v_{k'}$ if $k' > k$.
- Gmake does this. Also PERT charts.



A	C	C
C	A	F
		G
B	F	
D	D	A
F	B	B
E	G	D
G	E	E
		H
H	H	

on our graph.

- If we do a recursive DFS on the reverse graph, starting from node H, for example, we will find all nodes that must come *before* H.
- When the search reaches a node in the reversed graph and there are no successors, we know that it is safe to put that node first.
- In general, a *postorder* traversal of the reversed graph visits nodes only after all predecessors have been visited.



Numbers show post-order traversal order starting from G: everything that must come before G.


```
fringe = INITIAL_COLLECTION;
while (!fringe.isEmpty()) {
  Vertex v = fringe.REMOVE_HIGHEST_PRIORITY_ITEM();

  if (!MARKED(v)) {
    MARK(v);
    VISIT(v);
    For each edge(v,w) {
      if (NEEDS_PROCESSING(w))
        Add w to fringe;
    }
  }
}
```

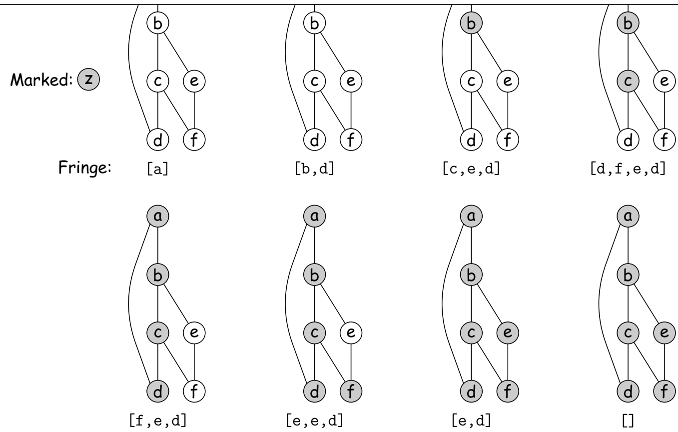
Replace *COLLECTION_OF_VERTICES*, *INITIAL_COLLECTION*, etc. with various types, expressions, or methods to different graph algorithms.

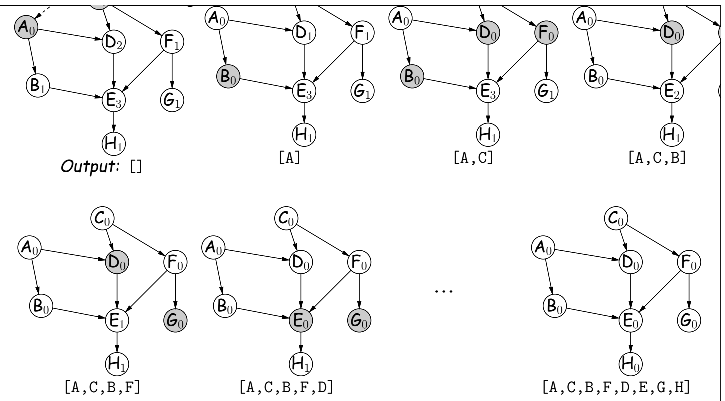
once, visiting nodes further from start first.

```
Stack<Vertex> fringe;

fringe = stack containing {v};
while (!fringe.isEmpty()) {
  Vertex v = fringe.pop();

  if (!marked(v)) {
    mark(v);
    VISIT(v);
    For each edge(v,w) {
      if (!marked(w))
        fringe.push(w);
    }
  }
}
```





with non-negative edge weights, compute shortest paths from given source node, s, to all nodes.

- "Shortest" = sum of weights along path is smallest.
- For each node, keep estimated distance from s, ...
- ...and of preceding node in shortest path from s.

```
  PriorityQueue<Vertex> fringe;
  For each node v { v.dist() = ∞; v.back() = null;
}
  s.dist() = 0;
  fringe = priority queue ordered by smallest .dist();
  add all vertices to fringe;
  while (!fringe.isEmpty()) {
    Vertex v = fringe.removeFirst();

    For each edge(v,w) {
      if (v.dist() + weight(v,w) < w.dist())
```