

CS61B Lecture #33

Today's Readings: Graph Structures: *DSIJ*, Chapter 12

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Why Graphs?

- For expressing non-hierarchically related items
- Examples:
 - Networks: pipelines, roads, assignment problems
 - Representing processes: flow charts, Markov models
 - Representing partial orderings: PERT charts, makefiles

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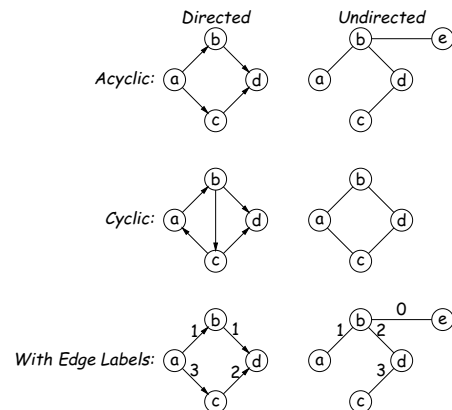
Some Terminology

- A **graph** consists of
 - 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 $V = \{v_0, \dots\}$, 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 leading from a node back to itself (following arrows if directed).
- A graph is **cyclic** if it has a cycle, else **acyclic**. Abbreviation: Directed Acyclic Graph—**DAG**.

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Some Pictures

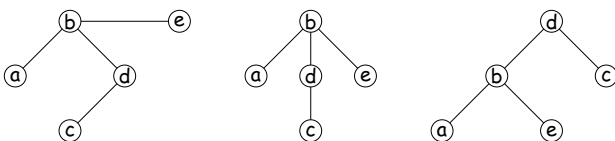


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Trees are Graphs

- A graph is **connected** if there is a (possibly 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.,



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Examples of Use

- Edge = Connecting road, with length.

```
graph LR; Detroit ---|200| Chicago
```
- Edge = Must be completed before; Node label = time to complete.

```
graph LR; Eat["Eat 1 hr"] --> Sleep["Sleep 8 hrs"]
```

- Edge = Begat

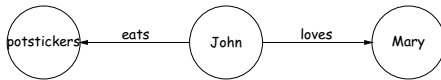
```
graph LR; Martin --> George
```

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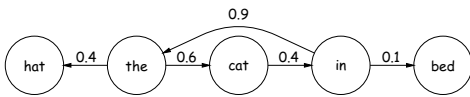
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More Examples

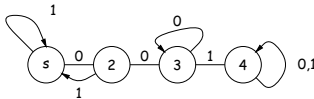
- Edge = some relationship



- 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".)

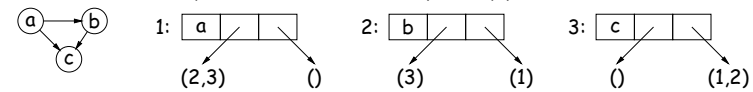


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Representation

- Often useful to number the nodes, and use 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:

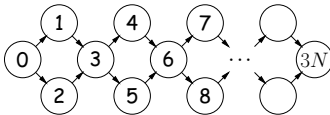
	1	2	3
1	0	1	1
2	0	0	1
3	0	0	0

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Traversing a Graph

- Many algorithms on graphs depend on traversing 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).

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Recursive Depth-First Traversal of a Graph

- Can fix looping and combinatorial problems using the "bread-crumbs" 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;
    }
}
    
```

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Recursive Depth-First Traversal of a Graph (II)

- 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);
    }
}
    
```

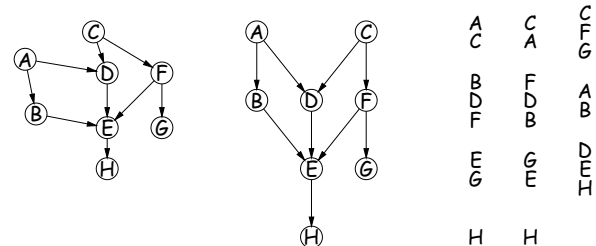
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Topological Sorting

Problem: Given a DAG, find a linear order of nodes consistent with the edges.

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

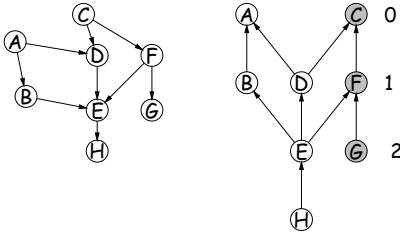


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Sorting and Depth First Search

- **Observation:** Suppose we *reverse the links* 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.

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General Graph Traversal Algorithm

```
COLLECTION_OF_VERTICES fringe;

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.

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Example: Depth-First Traversal

Problem: Visit every node reachable from *v* once, visiting nodes further from start first.

```
Stack<Vertex> fringe;

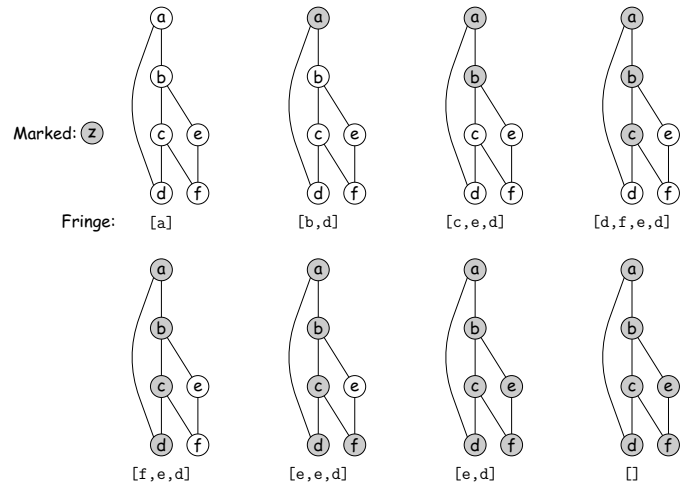
fringe = stack containing {v};
while (!fringe.isEmpty()) {
    Vertex v = fringe.pop();

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

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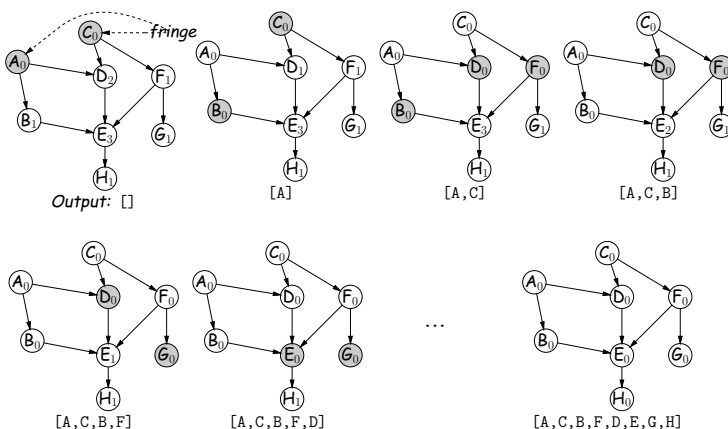
Depth-First Traversal Illustrated



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Topological Sort in Action



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Shortest Paths: Dijkstra's Algorithm

Problem: Given a graph (directed or undirected) 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*.

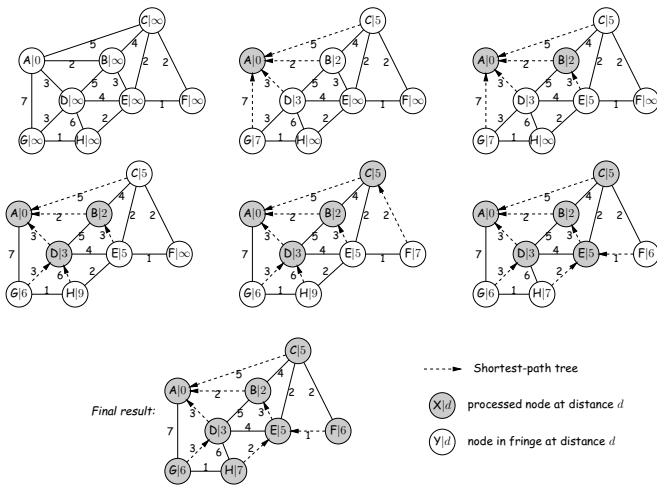
```
PriorityQueue<Vertex> fringe;
For each node v { v.dist() = ∞; v.back() = null; }
s.dist() = 0;
fringe = priority queue ordered by smallest .dist();
add all vertices to fringe;
while (!fringe.isEmpty()) {
    Vertex v = fringe.removeFirst();

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

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Example



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