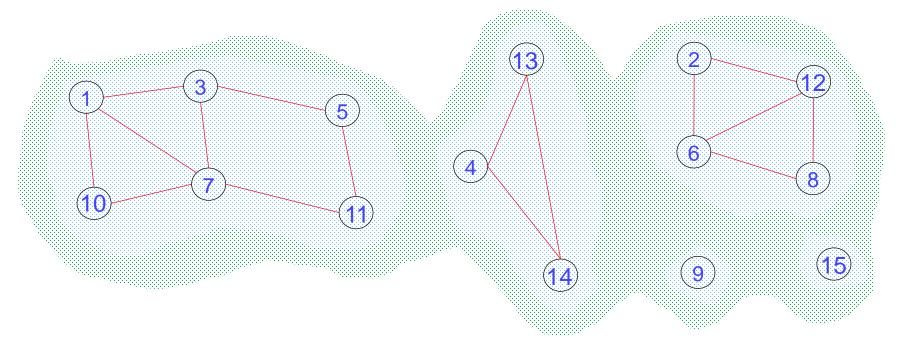
#### Data Structures and Algorithms - II, Even 2020-21



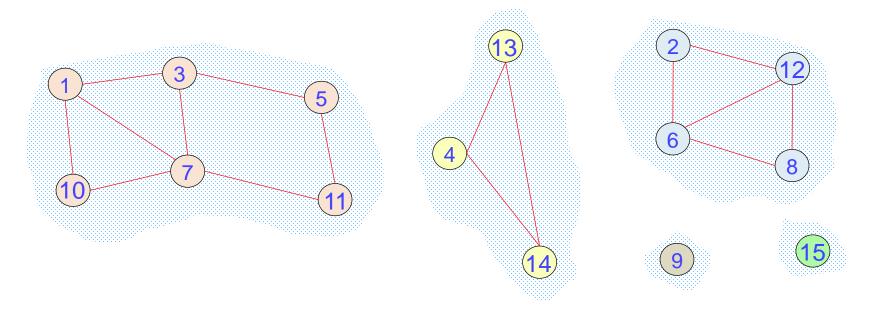
#### **Applications of Breadth-First Search**

How many connected components does this graph G = (V, E) have?



To find one procedure which will label the vertices in terms of their components

How many connected components does this graph G = (V, E) have?

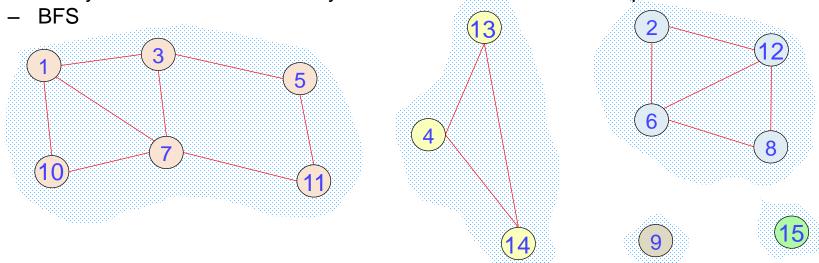


To find one procedure which will label the vertices in terms of their components

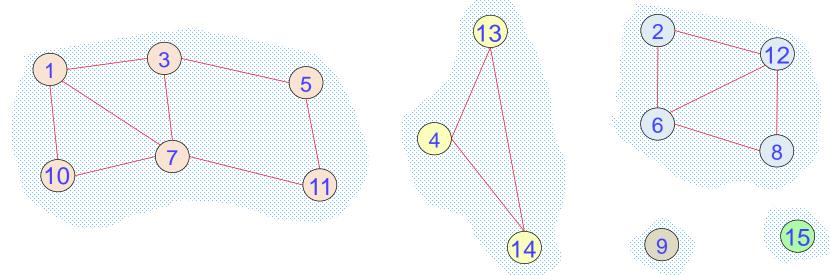
Let us have an array, ComponentNumber =

1	3	1	2	1	3	1	3	4	1	1	3	2	2	5

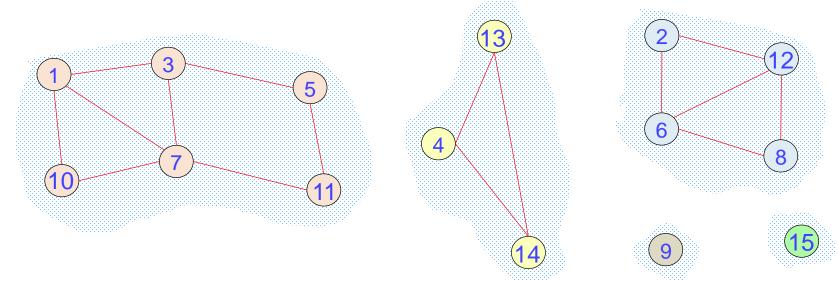
- Given any two vertices, in constant time can we determine if they are in the same connected component?
  - If they have the same label then they are in the same connected component
  - If they have different labels they are in different connected components



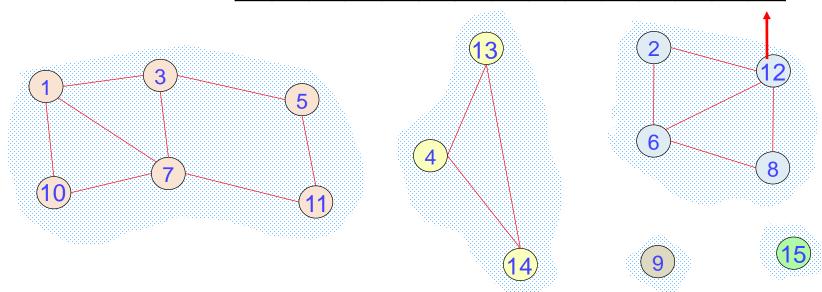
- Take a random a starting vertex and do a BFS from there
- All the vertices in the same component would get visited
- ComponentNumber = 1 0 1 0 1 0 1 0 0 1 1 0 0 0 0
- While visiting these vertices, ve will assign them a ComponentNumber = 1
- Now pick any vertex with ComponentNumber = 0



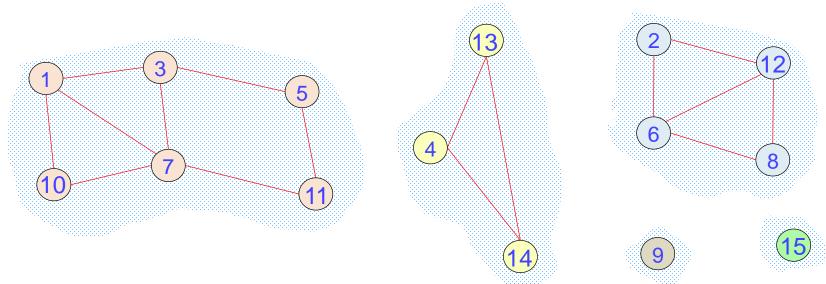
- After second BFS, all the vertices in the second component will be assigned the ComponentNumber = 2
- ComponentNumber = 1 2 1 0 1 2 1 2 0 1 1 2 0 0 0
- Repeat this process
- How many times the ComponentNumber[] array will be processed?



- After third BFS
- ComponentNumber = 1 2 1 3 1 2 1 2 0 1 1 2 3 3 0
- After fourth BFS
- ComponentNumber = 1 2 1 3 1 2 1 2 4 1 1 2 3 3 0



- After fifth BFS
- ComponentNumber = 1 2 1 3 1 2 1 2 4 1 1 2 3 3 5
- Total running time: O(V + E) [not a connected component, can be O(max(V, E))]

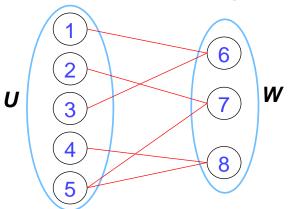


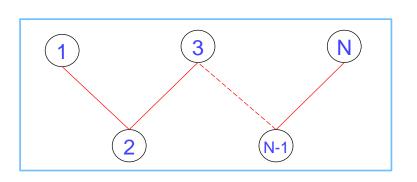
• G = (V, E) is a **bipartite graph** if there exist a partition of V into two disjoint and independent sets U and W partitions such that every edge has one end point in U and the other in W, where

$$U \cup W = V$$

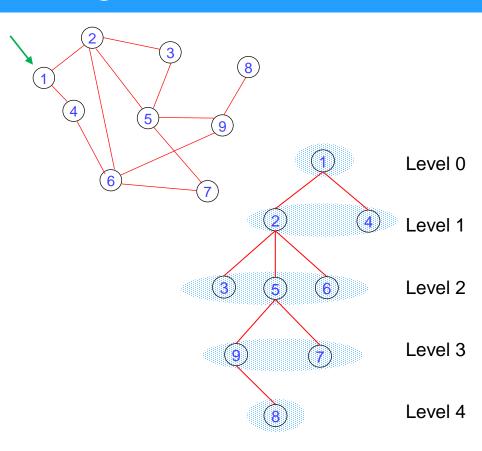
$$U \cap W = \Phi$$

Equivalently, a bipartite graph is a graph that does not contain any odd-length cycles

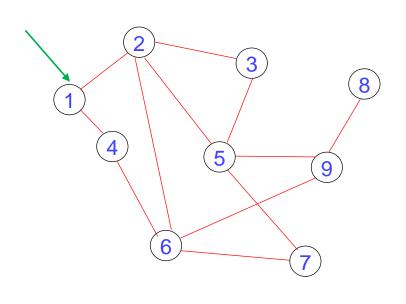


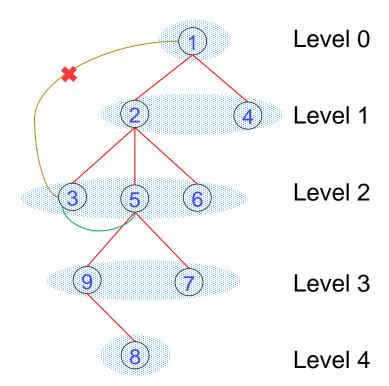


- Given a graph G = (V, E), how will you check if it is a bipartite graph?
  - Let's assume G is connected.
  - Otherwise we have to check it for each connected component
    - If each connected component is bipartite, then the graph is bipartite
    - If some one connected components is non-bipartite then the graph is not bipartite
  - Start a BFS from any vertex
  - Recall that BFS divide the graph up into layers into levels in BFS tree

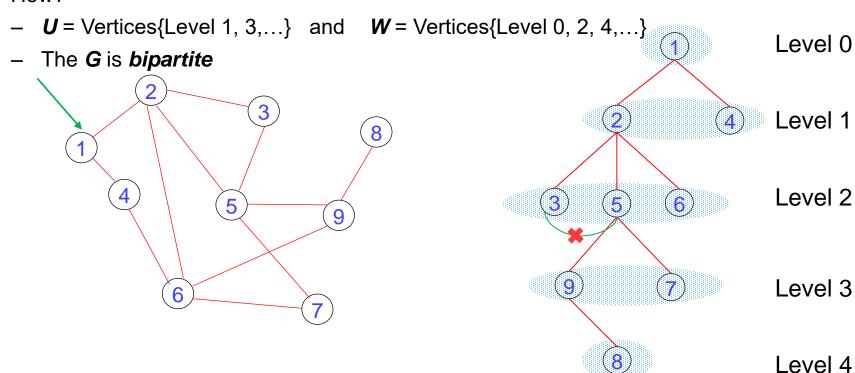


- The BFS tree will organize the vertices in the levels such that all edges connects between adjacent levels or within a level
- There would be no edges in G which jump levels

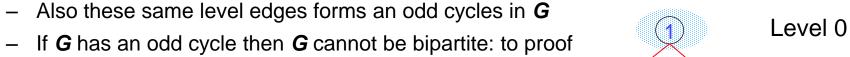


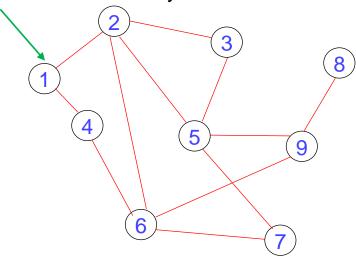


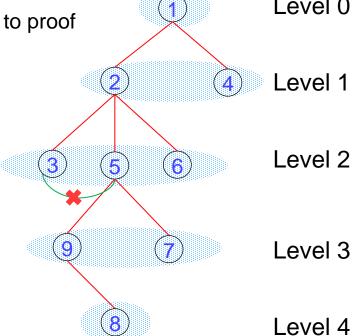
- If all edges connects between adjacent levels, is the graph bipartite?
- How?



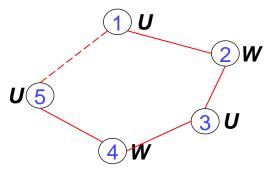
- If an edge connects within the same level, is the graph bipartite?
  - The G is not bipartite







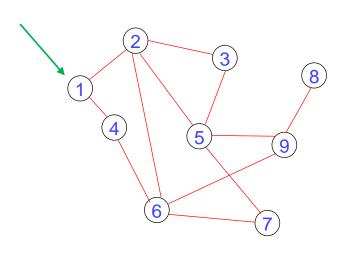
Proof: To prove by contradiction

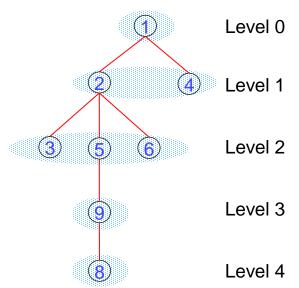


- If all the cycles in a graph **G** are even in length, then, does that mean that the graph is **bipartite**?
  - If G has an odd cycle then G cannot be bipartite
  - There would be no edges in G which jump levels
  - We can marks alternate level vertices in the similar group U and W
- Time complexity: Same as BFS!

## Application: Shortest Path using BFS

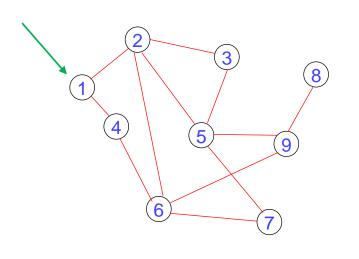
- Argument: In BFS, starting from vertex v, the level number of vertex u is the length of the shortest path from v to u
  - The shortest path is just the path which has the least number of edges from v to u
  - First, to show that there is a path of length as the level number assigned by the BFS tree
    - Traverse though the predecessors upto the root

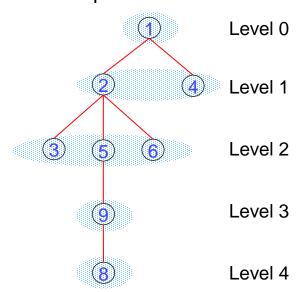




#### Application: Shortest Path using BFS

- Can there be a path of length one less than the level number assigned by the BFS tree or less
  - Then we will have to jump a level in the tree which violates the fact that this is a BFS
  - This is a partition it gives by the BFS
  - In BFS tree, level number = the length of the shortest path

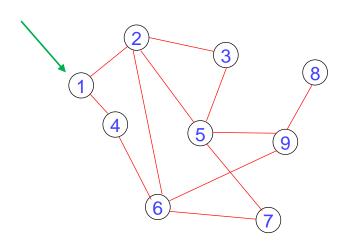


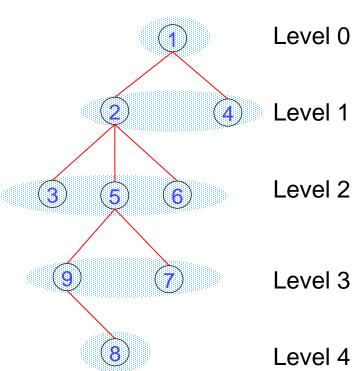


- Diameter(G) = Maximum distance between two vertices in G
- Distance between two vertices equals length of shortest path (not between the longest or any

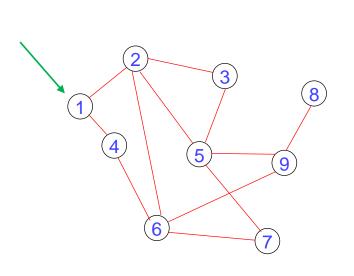
path)

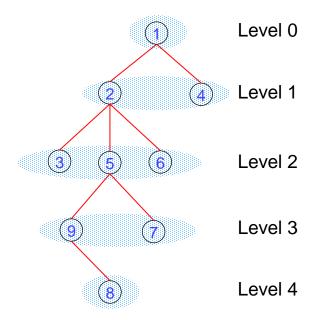
- What is the diameter of a graph G?
  - Start a BFS from any vertex



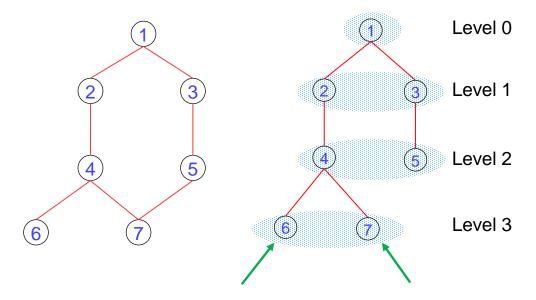


- Start a BFS from any vertex
- Diameter(G) ≤ 2 × the maximum level number for any BFS
- Diameter(G) ≥ the maximum level number for any BFS
- Then what? Do we need to do BFS from all other vertices taking each of them as root?

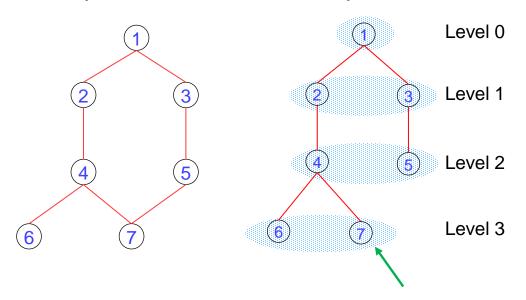


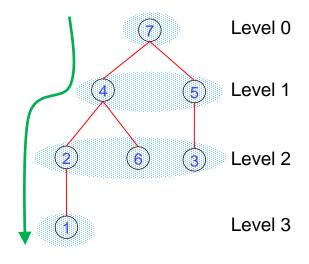


Why the 2-BFS solution will only work for the trees, not for a cyclic graph?

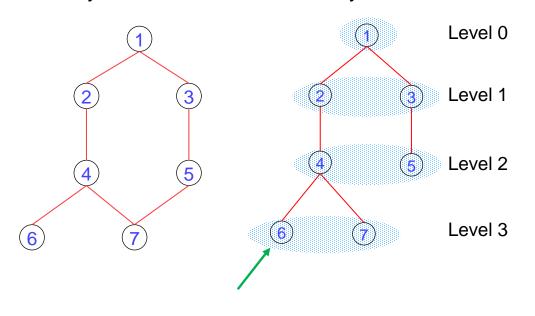


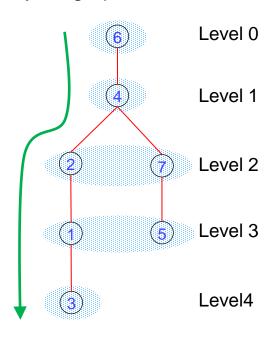
Why the 2-BFS solution will only work for the trees, not for a cyclic graph?



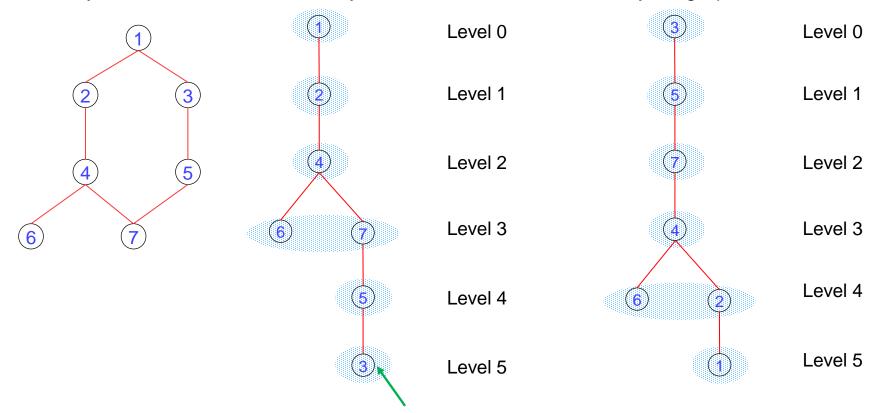


Why the 2-BFS solution will only work for the trees, not for a cyclic graph?





Why the 2-DFS solution will only work for the trees, not for a cyclic graph?



#### **Details of Depth-First Search**

#### Thank you for your attention...

Any question?

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