

CS217 - Data Structures & Algorithm Analysis (DSAA)

Lecture #13

► Elementary Graph Algorithms

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Reading: Chapter 20

► Aims for this lecture

- To discuss **breadth-first search (BFS)** and breadth-first trees.
- To discuss **depth-first search (DFS)** and depth-first trees.
- To analyse the **runtime** of BFS and DFS.
- To show how DFS can **classify edges** for additional information about the graph.
- To show how to use DFS to
 - Check whether a graph contains cycles
 - Put tasks in the right order (topological sorting)
 - Compute strongly connected components in graphs
- To show the **correctness** of some remarkable algorithms.

► Representations of graphs

- Using terminology for graphs $G = (V, E)$ from Appendix B

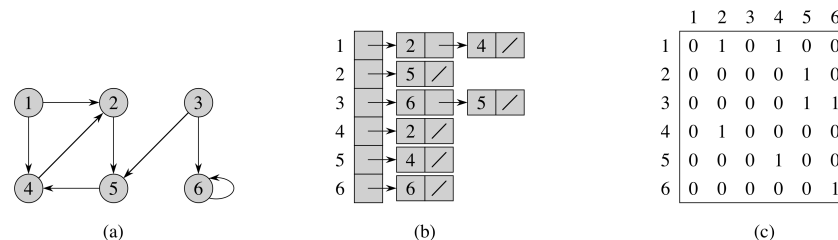
- **Adjacency-list representation:**

- Array Adj of $|V|$ lists, one for each vertex.
- The list Adj[u] contains all vertices v adjacent to u in G , i.e. there is an edge $(u, v) \in E$.
- The sum of all adjacency list lengths equals $|E|$.

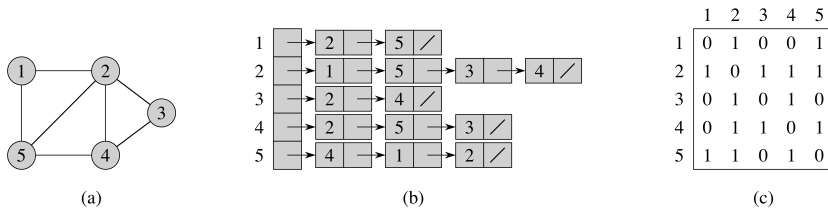
- **Adjacency-matrix representation:**

- Assume that vertices are numbered $1, 2, \dots, n$.
- Adjacency matrix is a $|V| \times |V|$ matrix with entries $a_{ij} = 1$ if $(i, j) \in E$ and $a_{ij} = 0$ otherwise.

► Example for a directed graph



► Example for an undirected graph



- For every undirected edge $\{u, v\}$, v is in u 's adjacency list and u is in v 's adjacency list.
- Note the symmetry in the adjacency matrix along the main diagonal. It's sufficient to store the entries on and above the diagonal.

► Adjacency lists vs. adjacency matrix

- Input sizes are:

- $\Theta(|V| + |E|)$ for adjacency lists as

$$\sum_{u \in V} |\text{Adj}(u)| = \begin{cases} |E| & \text{for directed graphs} \\ 2|E| & \text{for undirected graphs} \end{cases}$$

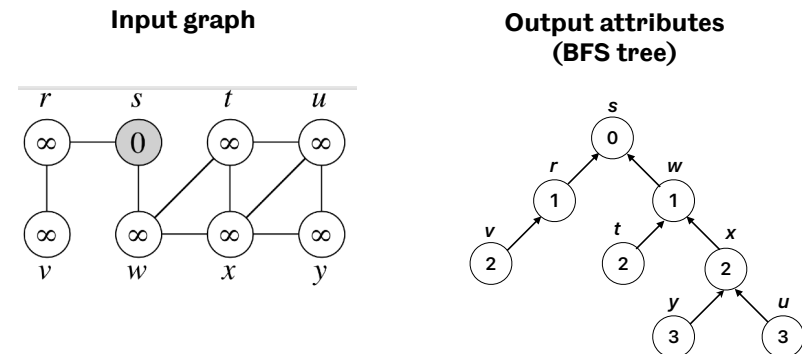
- $\Theta(|V|^2)$ for adjacency matrices

- Adjacency lists are more compact and preferable for **sparse** graphs. A graph is **sparse** if $|E| = o(|V|^2)$ and **dense** if $|E| = \Theta(|V|^2)$.
- Testing whether u and v are adjacent takes time $O(1)$ in an adjacency matrix and can take time $\Omega(|V|)$ with adjacency lists.

► Breadth-first search (BFS)

- One of the simplest algorithms for searching graphs.
- Given a graph $G = (V, E)$ and a distinguished **source** s , BFS computes the distance from s to each reachable vertex.
- It also produces a **breadth-first tree** with root s that contains all reachable vertices: the simple path in the breadth-first tree from s to v corresponds to a **shortest path** from s to v (shortest = smallest number of edges).
- We'll see algorithms for other problems (minimum spanning trees and shortest paths) that use similar ideas.

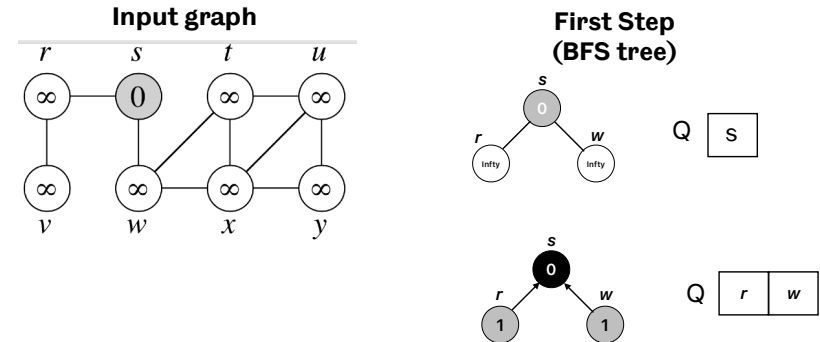
► Breadth-first search: Result



► Breadth-first search: Ideas

- Start from the source and then explore the **frontier** between discovered and undiscovered vertices. BFS explores the whole breadth of this frontier.
- A **queue** is used to store the next vertices to be processed: BFS extracts the vertex at the front of the queue and adds its neighbours to the end of the queue.
- We assign colours to vertices to indicate their status:
 - White:** vertex has not been discovered yet
 - Gray:** vertex has been discovered, but needs to be processed.
 - Black:** vertex has been discovered and processed.
- Vertices have **attributes**: `.color`, `.d` (distance) and `.π` (predecessor/ parent in BF tree). Following `.π` pointers gives shortest path to `s`.

► Breadth-first search: Idea (2)



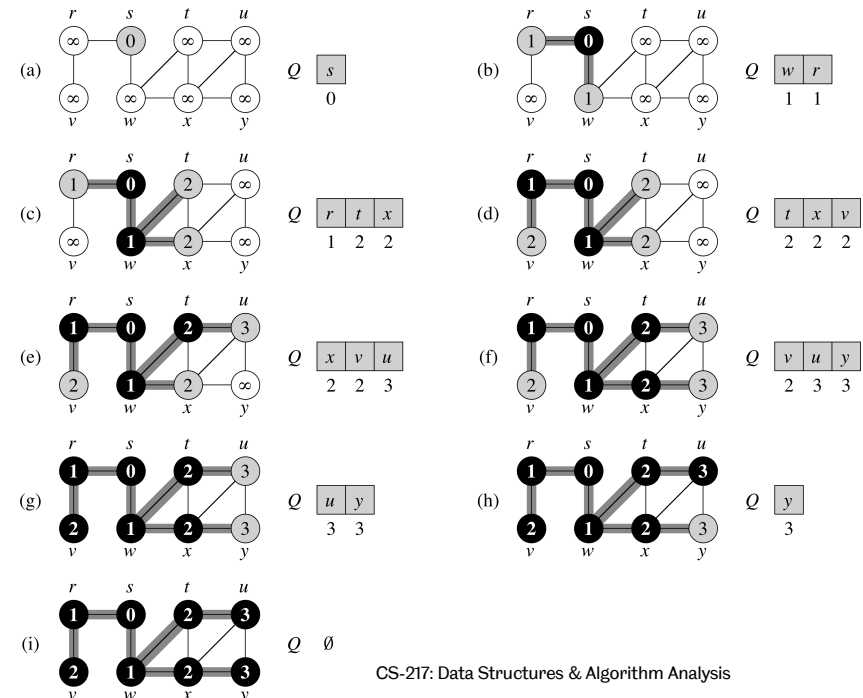
- We dequeue current gray node (`s`)
- Enqueue the adjacent nodes to `s` (`r, w`): set their distance to current distance + 1, set their predecessor to current node (`s`), make them gray (current frontier)
- Set current node colour to black (`s.color = BLACK`)
- Repeat -> Dequeue

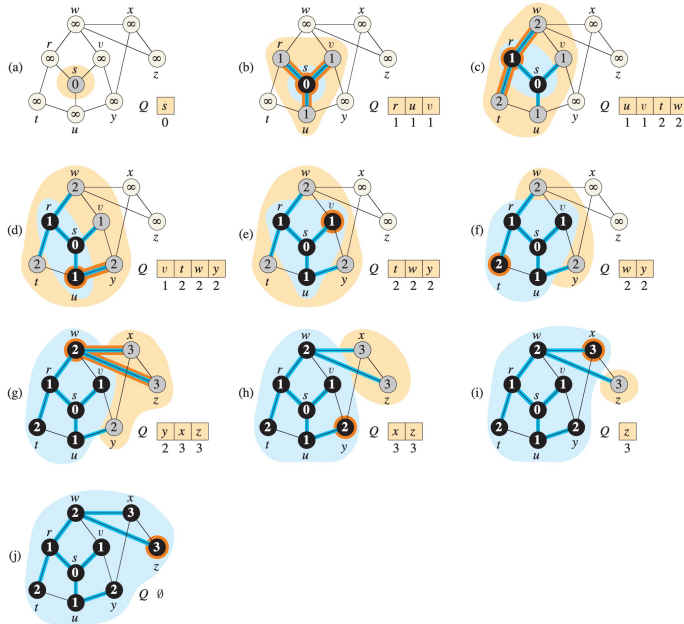
► BFS

- Adj list representation is assumed
- Lines 1-8: Initially all vertices but `s` are white.
- Enqueue `s`
- While loop: extract front vertex `u` and add all its unseen (white) adjacent vertices `v` to the end of the queue.
- `v`'s distance is one larger than `u`'s, `u` becomes `v`'s predecessor.
- Enqueued vertices become gray, dequeued ones are turned black.

```

BFS( $G, s$ )
1: for each vertex  $u \in V \setminus \{s\}$  do
2:    $u.color = WHITE$ 
3:    $u.d = \infty$ 
4:    $u.\pi = NIL$ 
5:  $s.color = GRAY$ 
6:  $s.d = 0$ 
7:  $s.\pi = NIL$ 
8:  $Q = \emptyset$ 
9: ENQUEUE( $Q, s$ )
10: while  $Q \neq \emptyset$  do
11:    $u = DEQUEUE(Q)$ 
12:   for each  $v \in Adj[u]$  do
13:     if  $v.color = WHITE$  then
14:        $v.color = GRAY$ 
15:        $v.d = u.d + 1$ 
16:        $v.\pi = u$ 
17:       ENQUEUE( $Q, v$ )
18:    $u.color = BLACK$ 
    
```





► BFS: Runtime (for scanning whole graph)

- No vertex becomes white.
- Test for whiteness is positive only once, as vertices are made gray immediately.
- Hence each vertex is **enqueued** and **dequeued** at most once. Time $O(V)$ for queue operations.
- Adjacency list of each vertex is scanned at most once, hence total time for scanning all adjacency lists is $O(V+E)$.

BFS(G, s)

```

1: ...
2: while  $Q \neq \emptyset$  do
3:    $u = \text{DEQUEUE}(Q)$ 
4:   for each  $v \in \text{Adj}[u]$  do
5:     if  $v.\text{colour} = \text{WHITE}$  then
6:        $v.\text{colour} = \text{GRAY}$ 
7:        $v.d = u.d + 1$ 
8:        $v.\pi = u$ 
9:        $\text{ENQUEUE}(Q, v)$ 
10:   $u.\text{colour} = \text{BLACK}$ 

```

- Overhead before while loop is $O(V)$, hence total time is **$O(V + E)$, linear in the input size.**

► BFS: Runtime (for scanning whole graph)

BFS(G, s)

```

1: for each vertex  $u \in V \setminus \{s\}$  do
2:    $u.\text{colour} = \text{WHITE}$ 
3:    $u.d = \infty$ 
4:    $u.\pi = \text{NIL}$ 
5:  $s.\text{colour} = \text{GRAY}$ 
6:  $s.d = 0$ 
7:  $s.\pi = \text{NIL}$ 
8:  $Q = \emptyset$ 
9:  $\text{ENQUEUE}(Q, s)$ 
10: while  $Q \neq \emptyset$  do
11:    $u = \text{DEQUEUE}(Q)$ 
12:   for each  $v \in \text{Adj}[u]$  do
13:     if  $v.\text{colour} = \text{WHITE}$  then
14:        $v.\text{colour} = \text{GRAY}$ 
15:        $v.d = u.d + 1$ 
16:        $v.\pi = u$ 
17:        $\text{ENQUEUE}(Q, v)$ 
18:    $u.\text{colour} = \text{BLACK}$ 

```

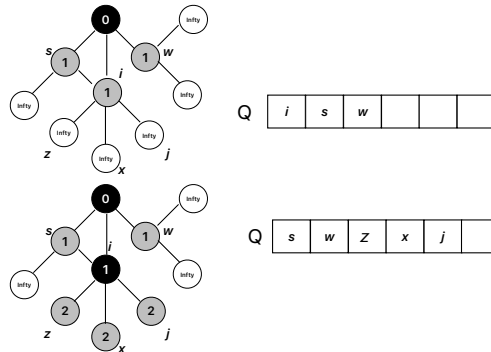
$O(V)$

► BFS: Correctness (1)

- Lemma 20.2** (Helper Lemma)
Let $G(V, E)$ be a graph, and BFS is run on **source** $s \in V$. Let $\delta(s, v)$ be the **shortest path** from s to v for all $v \in V$. Then for each vertex $v \in V$, the value $v.d$ computed by BFS satisfies **$v.d \geq \delta(s, v)$ at all times** including at termination.
- Proof Idea** (formal proof by induction in the book)
- For all vertices v , $v.d = \infty$ until it becomes gray (if ever)
 $[v.d \geq \delta(s, v)] \checkmark$
- When it becomes gray it will equal the length of some path from s to v (or it would have not been reached): at each step on the path we increase the distance counter by 1. Each vertex is assigned a distance only once, so it will never change.
 $[v.d \geq \delta(s, v)] \checkmark$
- If it never becomes gray, then it stays $v.d = \infty$ $[v.d \geq \delta(s, v)] \checkmark$

► BFS: Correctness (2)

- **Corollary 20.4 (of Lemma 20.3)** (Helper Lemma)
Suppose that vertices v_i and v_j are enqueued during the execution of BFS, and that v_i is enqueued before v_j . Then $v_i.d \leq v_j.d$ at the time that v_j is enqueued.
- **Proof Idea** (formal proof by induction in the book)



► BFS: Correctness (3)

- **Theorem 20.5**
Let $G(V, E)$ be a graph, and BFS is run on source $s \in V$. Then BFS discovers every vertex $v \in V$ that is reachable from s , and upon termination $v.d = \delta(s, v)$ for all $v \in V$.
- **Proof (By contradiction)**
- Assume that $\exists v \mid v.d \neq \delta(s, v)$
- Let v be the one that has **minimum** $\delta(s, v)$
- Then:
 - $v.d > \delta(s, v)$ (By Lemma 20.2 $v.d \geq \delta(s, v)$)
 - $v \neq s$ ($s.d = 0$ & $\delta(s, s) = 0$)
 - v is reachable from s (otherwise $\delta(s, v) = \infty$)
 - \Rightarrow **There exists a path** of length at least 1 from s to v

► BFS: Correctness (4)

- **Theorem 20.5**
Let $G(V, E)$ be a graph, and BFS is run on source $s \in V$. Then BFS discovers every vertex $v \in V$ that is reachable from s , and upon termination $v.d = \delta(s, v)$ for all $v \in V$.
- **Proof (By contradiction) (2)**
- Let u be the vertex preceding v on some **shortest path** from s to v (u exists because $v \neq s$)
- Then
 - $\delta(s, v) = \delta(s, u) + 1$
 - $u.d = \delta(s, u)$ (because $\delta(s, u) < \delta(s, v)$ & v has minimum $\delta(s, v)$ amongst nodes where $v.d \neq \delta(s, v)$)
- Thus, $v.d > \delta(s, v) = \delta(s, u) + 1 = u.d + 1$
- Now we can show the contradiction!

► BFS: Correctness (5)

- **Theorem 20.5**
Let $G(V, E)$ be a graph, and BFS is run on source $s \in V$. Then BFS discovers every vertex $v \in V$ that is reachable from s , and upon termination $v.d = \delta(s, v)$ for all $v \in V$.
- **Proof (By contradiction) (3)**
- $v.d > \delta(s, v) = \delta(s, u) + 1 = u.d + 1$
- Consider when vertex u is dequeued. Then v is either
 - White: then $v.d = u.d + 1$ ✗
 - Black: then $v.d \leq u.d$ (Cor. 20.4) ✗
 - Gray: then it was painted gray by some w such that:
 - $w.d \leq u.d$ (Cor 20.4) and $v.d = w.d + 1$. So,
 - $v.d = w.d + 1 \leq u.d + 1$ ✗
- Thus we conclude that $v.d = \delta(s, v)$ for all $v \in V$.

► BFS: Printing shortest path

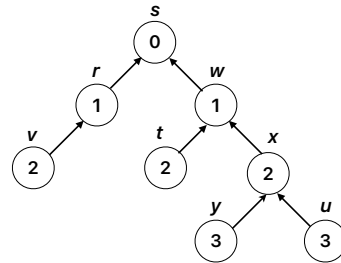
- The following algorithm prints the shortest path between the source and any reachable node $v \in V$

PRINT-PATH(G, s, v)

```

1  if  $v == s$ 
2    print  $s$ 
3  elseif  $v.\pi == \text{NIL}$ 
4    print "no path from"  $s$  "to"  $v$  "exists"
5  else PRINT-PATH( $G, s, v.\pi$ )
6    print  $v$ 

```



- Runtime?

► Summary for Breadth-First Search

- Breadth-first search searches the breadth of the frontier between discovered and undiscovered vertices.
- It creates a **breadth-first tree** that encodes shortest paths for all vertices. Following predecessors/parents in the tree reconstructs a shortest path from a vertex v to s .
- The running time of BFS is **$O(V + E)$** , linear in the input size.

► Depth-first search (DFS)

- Works for undirected and directed graphs.
- Ideas:
 - Go into depth by exploring edges out of the most recently discovered vertex and backtrack when stuck.
 - Continue until all vertices reachable from the start vertex are discovered.
 - If any undiscovered vertices remain, continue with one of them as new source.
- As for BFS, define predecessors $v.\pi$ that represent several **depth-first trees**.
- These trees form a **depth-first forest**.

► DFS: Colours and timestamps

- DFS uses colours white, gray, black as for BFS:
 - White**: vertex has not been discovered yet
 - Gray**: vertex has been discovered, but is not finished yet.
 - Black**: vertex has been finished (finished scan of adjacency list).
- Also uses **timestamps**:
 - $v.d$** is the time v is first **discovered** (and grayed)
 - $v.f$** is the time v is **finished** (and blackened)
 - Global variable time is incremented with each event
 - Hence for all vertices $v.d < v.f$

► DFS: Pseudocode and runtime

DFS(G)

```

1: for each vertex  $u \in V$  do
2:    $u.colour = white$ 
3:    $u.\pi = NIL$ 
4:  $time = 0$ 
5: for each vertex  $u \in V$  do
6:   if  $u.colour == white$  then
7:     DFS-VISIT( $G, u$ )

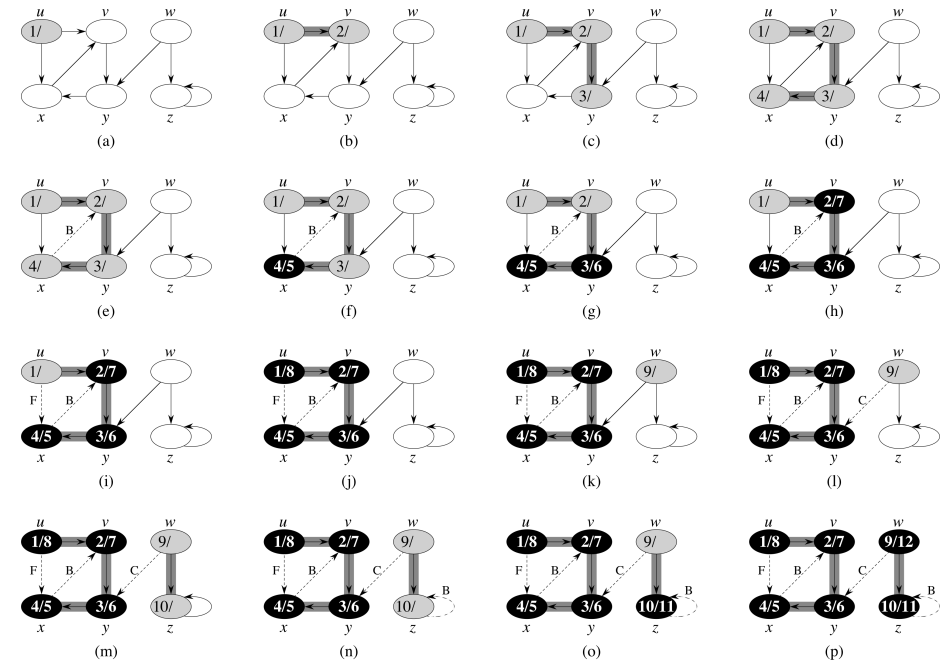
```

DFS-VISIT(G, u)

```

1:  $time = time + 1$ 
2:  $u.d = time$ 
3:  $u.colour = gray$ 
4: for each  $v \in Adj[u]$  do
5:   if  $v.colour == white$  then
6:      $v.\pi = u$ 
7:     DFS-VISIT( $G, v$ )
8:  $u.colour = black$ 
9:  $time = time + 1$ 
10:  $u.f = time$ 

```



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► DFS: Pseudocode and runtime

DFS(G)

```

1: for each vertex  $u \in V$  do
2:    $u.colour = white$ 
3:    $u.\pi = NIL$ 
4:  $time = 0$ 
5: for each vertex  $u \in V$  do
6:   if  $u.colour == white$  then
7:     DFS-VISIT( $G, u$ )

```

DFS-VISIT(G, u)

```

1:  $time = time + 1$ 
2:  $u.d = time$ 
3:  $u.colour = gray$ 
4: for each  $v \in Adj[u]$  do
5:   if  $v.colour == white$  then
6:      $v.\pi = u$ 
7:     DFS-VISIT( $G, v$ )
8:  $u.colour = black$ 
9:  $time = time + 1$ 
10:  $u.f = time$ 

```

Runtime?

- Runtime is $\Theta(|V| + |E|)$:
 - DFS runs in time $\Theta(|V|)$ exclusive of the time for DFS-Visit.
 - DFS-Visit is only called once for each vertex v as v must be white and is grayed immediately. The loop executes $|Adj[u]|$ times.
 - Since $\sum_{v \in V} |Adj[v]| = \Theta(|E|)$, the total cost for loop is $\Theta(|E|)$.