

# Depth-first search (DFS)

DFS( $v$ ):

mark  $v$

**$PREVISIT(v)$**

for each edge  $vw$

if  $w$  is unmarked

$parent(w) \leftarrow v$

DFS( $w$ )

**$POSTVISIT(v)$**

DFSALL( $G$ ):

**$PREPROCESS(G)$**

for all vertices  $v$

unmark  $v$

for all vertices  $v$

if  $v$  is unmarked

DFS( $v$ )

$O(V + E)$

DFSALL( $G$ ):

$\text{clock} \leftarrow 0$

for all vertices  $v$

    unmark  $v$

for all vertices  $v$

    if  $v$  is unmarked

$\text{clock} \leftarrow \text{DFS}(v, \text{clock})$

DFS( $v, \text{clock}$ ):

mark  $v$

$\text{clock} \leftarrow \text{clock} + 1; v.\text{pre} \leftarrow \text{clock}$

for each edge  $v \rightarrow w$

    if  $w$  is unmarked

$w.\text{parent} \leftarrow v$

$\text{clock} \leftarrow \text{DFS}(w, \text{clock})$

$\text{clock} \leftarrow \text{clock} + 1; v.\text{post} \leftarrow \text{clock}$

return  $\text{clock}$

- add a clock to learn about  
visitation order

$v.\text{pre}$ : starting time of  $v$

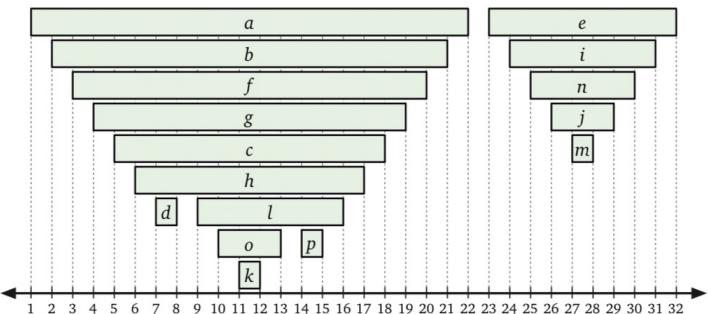
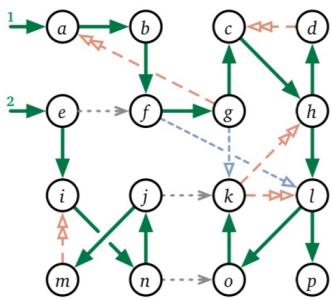
$v.\text{post}$ : finishing time of  $v$

$[v.\text{pre}, v.\text{post}]$

active interval



all  $\nearrow$  are nested or disjoint  
pairs



If  $\text{DFS}(v)$  called while  
 $u$  is active  $\Rightarrow$  there is  
a  $u, v$ -path.

Sort by  $x.\text{pre}$  for a  
preordering

Sort by x.post for a  
post ordering.

We're midway through running  
DFS all. We have a  
current clock value.

Will compare to final pre &  
post values.

vertex v is:

new if  $\text{clock} \leq v.\text{pre}$

active if  $v.\text{pre} \leq \text{clock} \leq v.\text{post}$

finished if  $v.\text{post} \leq \text{clock}$

active vertices form a directed  
path in G

# Partitioning edges:

Consider edge  $u \rightarrow v$  at moment  $\text{DFS}(u)$  begins...  
(clock =  $u.\text{pre}$ )

If  $v$  is new,

$$u.\text{pre} < v.\text{pre} < v.\text{post} < u.\text{post}$$

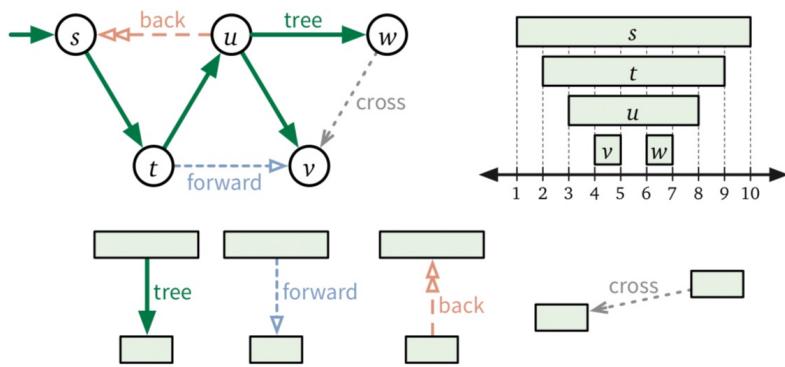
If  $\text{DFS}(u)$  directly calls  $\text{DFS}(v)$ ,  $u \rightarrow v$  is a tree edge

O.W.  $u \rightarrow v$  is a forward edge

If  $v$  is active,  $v$  is on stack

$$v.\text{pre} < u.\text{pre} = u.\text{post} < v.\text{post}$$

$u \rightarrow v$  is a back edges



If  $v$  is finished,

$v.\text{post} < w.\text{pre}$

$u \rightarrow v$  is a cross edge

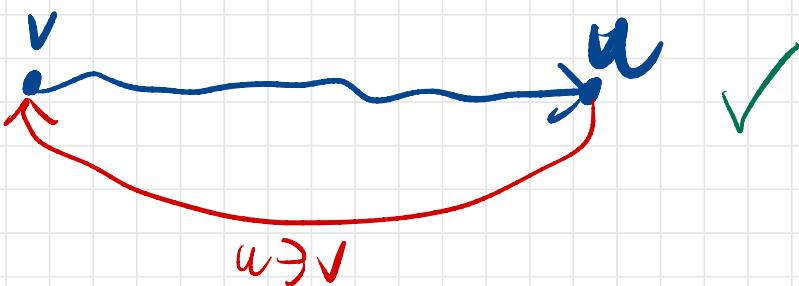
The classification depends  
on how the DFS runs!!

# Detecting Cycles in Directed Graphs

Lemma: Directed graph  $G$  has a cycle iff  $\text{DFSAll}(G)$  yields a back edge.

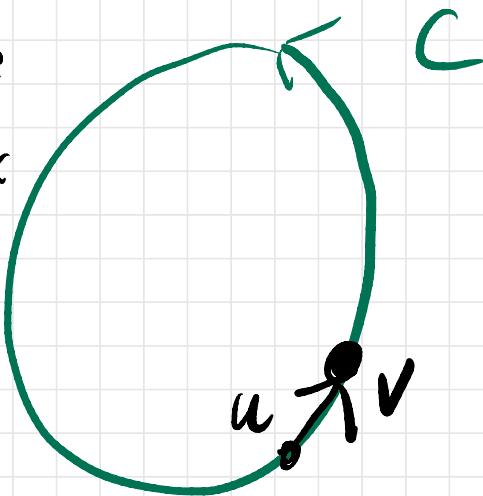
Proof: Suppose  $u \rightarrow v$  is a back edge.  $v$  was active when we called  $\text{DFS}(u)$ .

$\Rightarrow$  There is a  $v, u$ -path



Suppose there is a cycle  $C$ .

Let  $v$  be  
first vertex  
of  $C$   
marked by  
DFSAll.



$u$ : predecessor of  $v$  on  $C$

④  $\text{DFS}(v)$  eventually calls  
 $\text{DFS}(u)$

$\Rightarrow u \rightarrow v$  is a back edge

$u \rightarrow v$  is a back edge iff  
 $u.\text{post} < v.\text{post}$ .

So compute a postordering.  
Return "cycle!" if  $u.\text{post} < v.\text{post}$  for any  $u \rightarrow v \in E$ .

$\mathcal{O}(V+E)$  time!

# Topological Sort

Given directed  $G = (V, E)$ ,

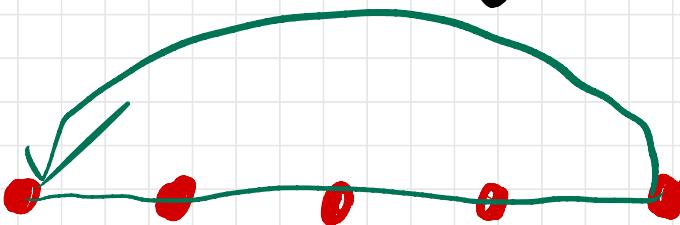
topological ordering of  $G$ :  
a total ordering of vertices

where  $u < v$  if  $u \rightarrow v \in E$

- or -

can write all vertex names  
from left to right so all  
edges go left to right.

directed cycle  $\Rightarrow$  no topological ordering

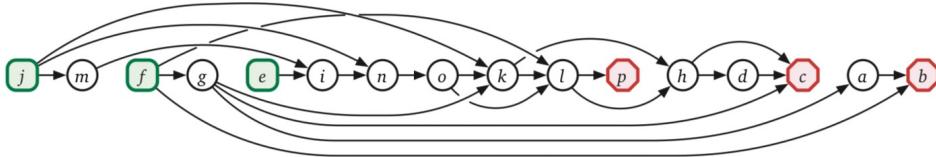
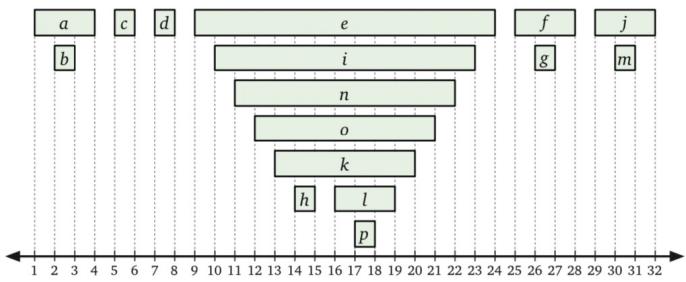
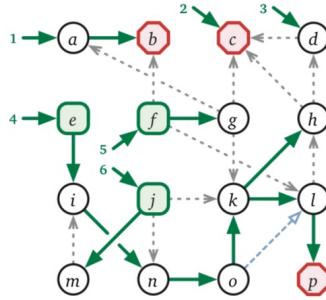


0. w, ... no back edges, ...

$\Rightarrow$   $w.\text{post} \geq v.\text{post}$  for

all  $u \rightarrow v \in E$

$\Rightarrow$  order by decreasing  $x.\text{post}$  (reverse postorder)  
to get a topological ordering



Just reverse order you  
finish DFS calls, so

$O(V+E)$  time!

TOPLOGICALSORT( $G$ ):

```

for all vertices  $v$ 
     $v.status \leftarrow NEW$ 
 $clock \leftarrow V$ 
for all vertices  $v$ 
    if  $v.status = NEW$ 
         $clock \leftarrow \text{TopSortDFS}(v, clock)$ 
return  $S[1..V]$ 
```

TOPSORTDFS( $v, clock$ ):

```

 $v.status \leftarrow ACTIVE$ 
for each edge  $v \rightarrow w$ 
    if  $w.status = NEW$ 
         $clock \leftarrow \text{TopSortDFS}(w, clock)$ 
    else if  $w.status = ACTIVE$ 
        fail gracefully
     $v.status \leftarrow FINISHED$ 
 $S[clock] \leftarrow v$ 
 $clock \leftarrow clock - 1$ 
return  $clock$ 
```

# Dynamic Programming

Given a recurrence,  
the dependency graph has

one vertex per subproblem &  
an edge  $x \rightarrow y$  for every  
direct call of a subproblem  
 $y$  from a subproblem  $x$ .

Must be acyclic!

If you use basic memoization  
you solve problems in  
post order.

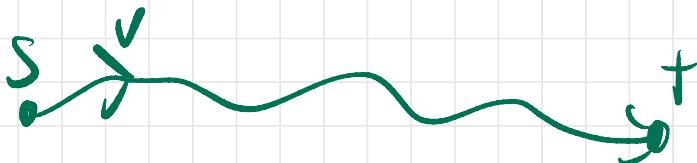
Iterative dynamic prog. algs,  
solve the problems in some  
reverse topological order.

# Longest Path:

Given  $G = (V, E)$  with

- 1) edge weights  $\ell: E \rightarrow \mathbb{R}$ ,
- 2) two vertices  $s + t$ .

Assume  $G$  is a DAG...



$LLP(v)$ : length longest path  
from  $v \rightarrow t$ . Want  $LLP(s)$ .

$$LLP(v) = \begin{cases} 0 & \text{if } v = t, \\ \max \{ \ell(v \rightarrow w) + LLP(w) \mid v \rightarrow w \in E \} & \text{otherwise,} \end{cases}$$

$-\infty$  is  $(v \rightarrow w)$ 's first edge?

↑

- use min instead  
for shortest paths in a  
DAG!

recurrence is ill-defined if

$G$  has a cycle

The dependency graph is

$G$  itself + therefore a DAG

So compute  $LLP(x)$  in postorder

Constant time per edge, so

$O(V+E)$  time!

LONGESTPATH( $s, t$ ):

for each node  $v$  in postorder

if  $v = t$

$v.LLP \leftarrow 0$

else

$v.LLP \leftarrow -\infty$

for each edge  $v \rightarrow w$

$v.LLP \leftarrow \max \{v.LLP, \ell(v \rightarrow w) + w.LLP\}$

return  $s.LLP$