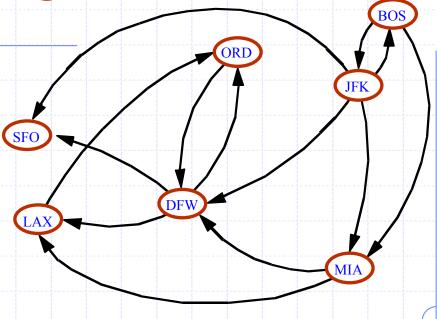
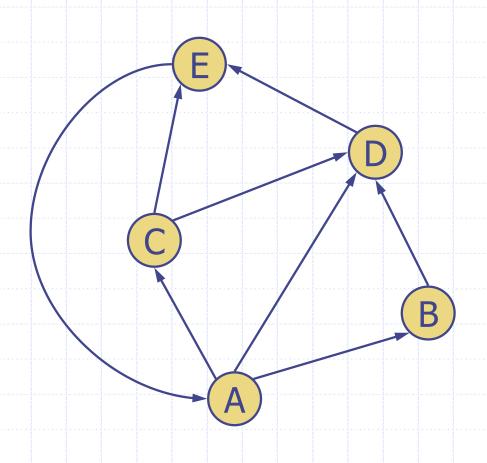
Presentation for use with the textbook Data Structures and Algorithms in Java, 6<sup>th</sup> edition, by M. T. Goodrich, R. Tamassia, and M. H. Goldwasser, Wiley, 2014 With notes from R. Solis-Oba

**Directed Graphs** 



### Digraphs

- A digraph is a graphwhose edges are all directed
  - Short for "directed graph"
- Applications
  - one-way streets
  - flights
  - task scheduling

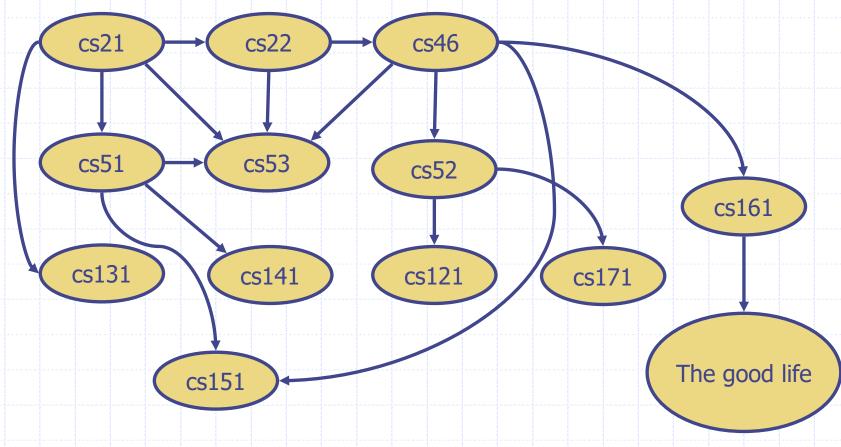


### Digraph Properties

- □ A graph G=(V,E) such that
  - Each edge goes in one direction:
  - Edge (a,b) goes from a to b, but not b to a
- □ If G is simple,  $m \le n \cdot (n-1)$
- If we keep in-edges and out-edges in separate adjacency lists, we can perform listing of incoming edges and outgoing edges in time proportional to their size

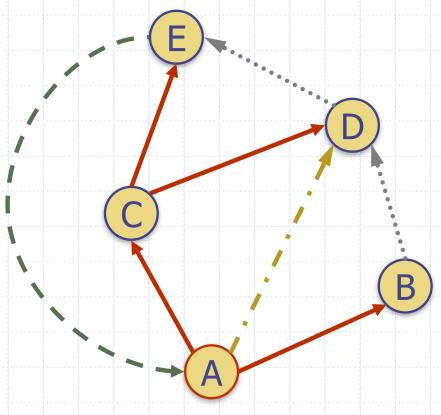
#### Digraph Application

 Scheduling: edge (a,b) means task a must be completed before b can be started



#### Directed DFS

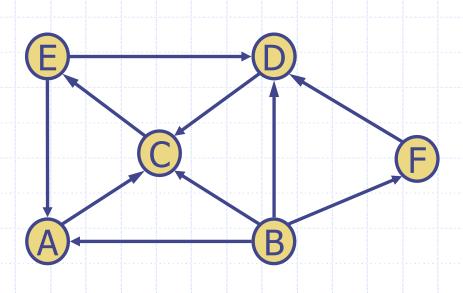
- We can specialize the traversal algorithms (DFS and BFS) to digraphs by traversing edges only along their direction
- A directed DFS starting at a vertex s determines the vertices reachable from s

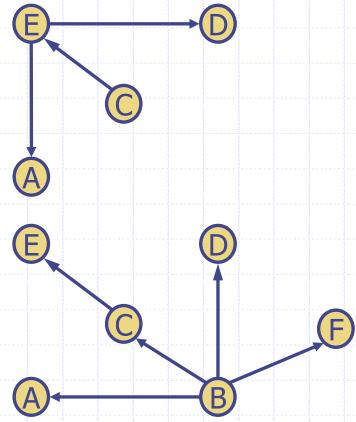


### Reachability

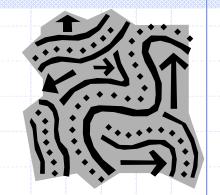


 DFS tree rooted at v: vertices reachable from v via directed paths

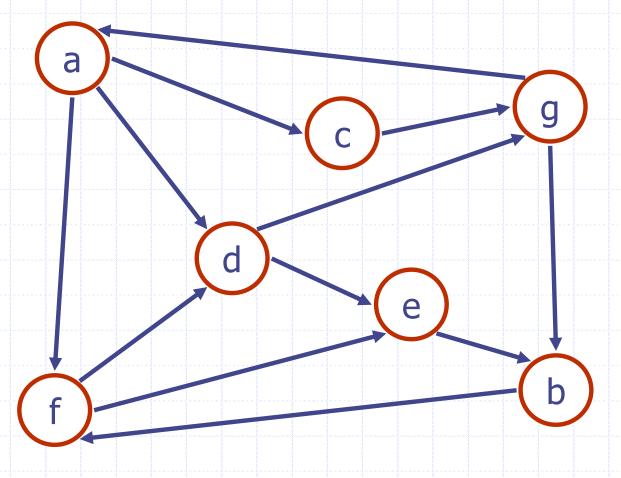




# Strong Connectivity



Each vertex can reach all other vertices



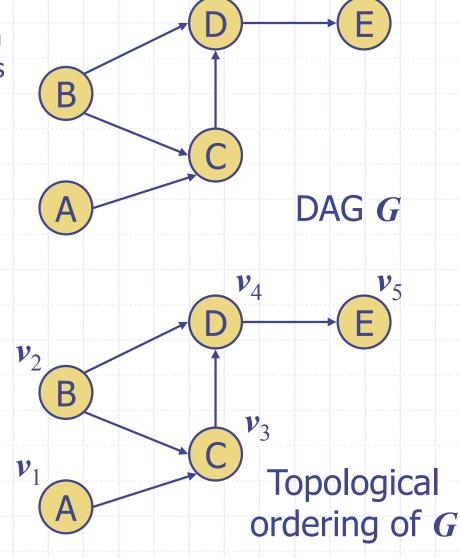
# DAGs and Topological Ordering

- A directed acyclic graph (DAG) is a digraph that has no directed cycles
- A topological ordering of a digraph is a numbering

 $v_1, ..., v_n$ of the vertices such that for every edge  $(v_i, v_i)$ , we have i < j

 Example: in a task scheduling digraph, a topological ordering a task sequence that satisfies the precedence constraints

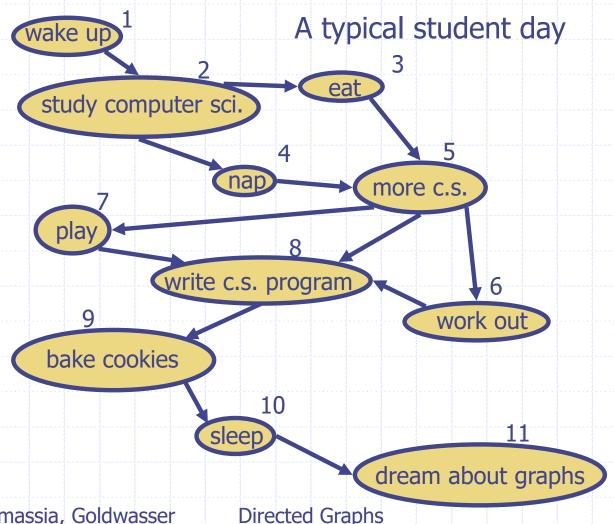
A digraph admits a topological ordering if and only if it is a DAG



### **Topological Sorting**



□ Number vertices, so that (u,v) in E implies u < v</li>



# Algorithm for Topological Sorting

```
Algorithm TopologicalOrdering(G)
In: Directed graph G
Out: Topological ordering for the vertices of G
Q ← empty queue
for each vertex u of G do {
   u.inDegree ← in-degree of u
   if u.inDegree = 0 then Q.enqueue(u)
while Q is not empty do {
   u ← Q.dequeue()
   print (u)
   for each outgoing edge (u,v) incident on u do {
      v.inDegree \leftarrow v.inDegree -1
      if v.inDegree = 0 then Q.enqueue (v)
```

