Graph search

Goal of a graph search

=> Find everything findable from a given start vertex. => Don't explore any thing twice.

BFS vs DFS's difference

B => How to choose the frontier vertex is different.

B => Using queue (FIFO) and get shortest path.

P ⇒ Using stack (LIFO) and explore aggresively.

Compute

B =) Compute connected components of an undirected graph.

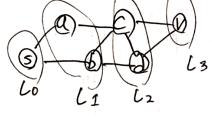
D => Compute connected components of an directed graph.

=> Either is O(m+n) complexity.

of edges # of nodes

BFS

- Explore nodes in layers". - Rux Can compute shortest path.



Application.

Scheck undirected connectibity.

Application: Connected components via BFS To compute all components - all nodes unexplored [all nodes labled from 1~n] - For i = 1 to n-If i not xot explored
-B+ S(G, i)1st Loop: i=1, explore from 100 2nd loop: 2=2, explore 3,4. 3rd loop: I=3, \Rightarrow dlready explored skip! 4th [00p= 2=41 => skip 5th loop= 2-5; => \$ip 6th loop: 1=6', explore (6) (8) (10)

=> Very aseful to find connection between two nodes.

- explore aggresively deeper. Only back track when (Immidiate neighber) necessary.

- Can get a topological ordering of a directed acyclic label of nodes bounted from starting node in vight order.

Significantly back track when necessary. $(s \rightarrow v \rightarrow v \rightarrow t \rightarrow t \rightarrow t)$ South order.

X. Note: Every directed acydic graph has a sink vertex. (Otherwise it will have -Let v be a sink vertex of G. directed circle) -set f(v) = n- Set f(v) = n - Recurse of G-{v} sow (No outbound one edge) 1. Set of as sink vertex of G 2. Set t label = 4

3. Detete & from G

4. Now v and w become the sink vertecises.

5. Either vor w can be next sink pertise vertex and choose W.

6. Set w label = 3

7. Pelete w from G.

6. Now v is only sink vertex.

9. Set v label = 2

10. Pelete V from G

11. Now s is only sink vertex 12. Set s label = 1

=> Can van in linear time But DFS is more vercité -Outer for loop.

DFS loop (graph G)

- Mark all nodes unexplored - Global ver. "Current-label"=n (Count down for each labeling) - To keep frack of ordering)

-for each vertex v EG:

-if v not yet explored by previous DFS calls.

- PFS (G, v)

DFS (graph G, start node V)

-mark v explored.

-for every edge (S,V):

-if v not yet explored

-DFS (GIV)

- Set f.cs) = current_lahel

- current-label -= 1

eg. 1. Currenlabel = 4

2. Select first vertex as V. Po DFS.

3. Only distanation from V is t.

4. Set f(t) = 4

5. Decrement the current-label to 3.

6. Set f(v) = 3

7. Decrement current-label to 2.

8. 12 loop skip t.

\$9.3rd loop. Select's for DF9.
10. Sango to vand w, but v is explored.
11, Set f(w)= z

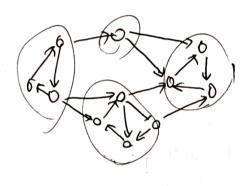
Strongly connected Components (58 CSCCs)

(5)

Meaning: SCCs of a directed graph G has following property.

=> path u v and path v u exists in G

Arbertvary source and dist.

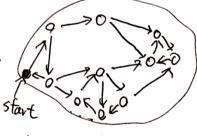


- Each component in circle is strongly connected because it is a directed circle.
- But, as a total graph, it is not a SSCs because it's not possible to start from right most region to left most region

DFS is useful method to defect the SCCs



However



It might discovers enthe graph it it start from a wrong node.

Need some trick to detect the right size

Kasaraju's Two-pass Algorithm

Theorem: Can compute the SCCs in O(m+n) time.

Steps: O Let Grev = G with the all edges direction reversed.

2 Run DFS-loop on Grev
Goal: Compute the "magical order"

3) Run DFS-loop on G

Goal: Discover the SCCs

one-by-one.

DFS-Loop

global variable t=0 [for "finishing]

the of nodes processed. Ist pass [# of nodes processed so far]

global variable S=Nall [For label]
[corrent source vertex] ["Leader node"]
in 2nd pass]

Nodes labelled from 1 to n.

For i=n down to 1: if i not yet explored

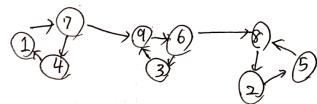
S:= 2 DFS (6, 2)

DFS (graph G, node i) -mark i as explored (for rest - Set leader (i) := node 05 -for each arc (i,j) EG: -if i not explored.

- DFS(G,j)

- t++ -set firet Finishing

e-g. [1st DFS-loop on Grev]



								9			
Nodes	1	2	3	4	5	6	ク	8	9		_
Finishing # time	7	3	1	8	2,	5	q	4	6		

1. Stort from Q)

2,60 to 6

3,60 to 3 (or 5)

4. Dead end f (8) = 1

5, Backtrack to 6

6, Go to 8

n. Go to 2

8, Go to B

9. Dead ond f(0)= 2

(0, Backtrack to 3, f(3) = 3 10, Backtrack to 6, f(6) = 4

12, Back track to (1), f(10) = 5 13, Buck track to (1), f(10) = 6 14. Skin (10) and Majuro DES from (10)

all 4 parts (Giant, In, Out, tube.) Within CORE, very well connected.

e.g. Cznd DFS-loop J

- Changed all node names to the finish time from 1st-DFS. - Bring back the directions of graph back.

1. Start from @, S := @ start DFS

2. Goto

3, Go to O, deadend

4. Mark 000 as SCCs. with @ as leader node,

5. Skip D, & due to the fact those already discovered.

6. Stort DFS from 6, S = 6

7. Goto a

8. Go to 6 deadend.

a. Mark OGO as sccs with 6 as leader node:

10, S Eip (B)

11, Start () DFS, S = (

12,606 3

13. 50 to 3) deadend.

14. Mark 234 as SCCs, with 4 as leader node.

=> Works to find SCC generally.

Application

Apply SCC search on the web graph. (2000's research) Strope giant eġ. Core of Corporate website the web" New mebsite

Roperiterative DFS 1 (00p) = Stack (1) test=(2) ex(12) ed(10)

(00p) = Stack (1) test=(1) ex(12,11) ed(10)

(00p) = Stack (1) test=(1) ex(12,11,10) ed(11,12)

(00p) = St(10) test=(1) ex(12,11,10) ed(4,5,89)

(00p) = St(10) fest=(1) ex(12,11,10,1,9) ed(4,5,89)

(00p) = St(10) fest=(1) ex(12,11,10,1,9) ed(10,11) = 1000

(00p) = St(10) fest=(1) ex(12,11,10,1,9,8) ed(13,11)

(00p) = St(10) fest=(1) ex(12,11,10,1,9,8,6] ed(3,11)

(00p) = St(10) fest=(1) ex(12,11,10,1,9,8,6] ed(3,11) 1 M 100p8: St [90 3 @) test= (2,11,10,7,4,8.6) ed (2,4) (00p9= St (95)39 test=@Qex(12.11.10,7,9.86) ed [2) (00p10=5+ (9000) test 2 ex[12,11,10,798,6,5,42) ed (1) (bop 11 = St (4520) test (ex(12,110,19,86542~1) ed [] BTD) 2 = Deparents

explored 2 = True 2FT = 3

BT(2) 0 4 = 2 parents

explored 9 = True 4 FT = 4

BT(4) 5 = 4 powerts TAL. explored (5) = True (5) FT=5

BTO (6) = Flace

explored (6) = Flace 100p 13; 35KD 00 p 14 = 18 [G] fost 3 ex [all] od BT(3) 6 = 18. parents explore 60 = True 6 p = 7 = 9 BT(6) 8) = 6 prents 6 p = 8 9 p = 10 9 prents 6 p = 10 9 p TIP.