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## Elementary Graph Algorithms

### Chapter 22

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### Graph Representation

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- Given a graph  $G = (V, E)$
- The graph may be directed or undirected
- There are two common ways to represent for algorithms:
  - Adjacency lists.
  - Adjacency matrix.

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### Running Times

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- We will be talking about the running time of graph algorithms in terms of both Vertices  $|V|$  and Edges  $|E|$
- We can remove the cardinality when in asymptotic notation
  - Example:  $O(V + E)$

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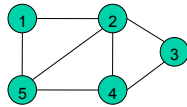
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### Adjacency Lists

- Array Adj of  $|V|$  lists, one per vertex
- Vertex  $u$ 's list has all vertices  $v$  such that  $(u, v) \in E$
- Example:



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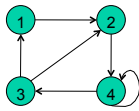
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### Example



- Space:
- Time to list all vertices adjacent to  $u$ :
- Time to determine if  $(u, v)$  is an edge:

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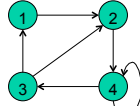
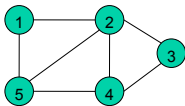
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### Adjacency Matrix

- $|V| \times |V|$  matrix  $A = (a_{ij})$

$$a_{ij} = \begin{cases} 1 & \text{if } (i, j) \in E \\ 0 & \text{otherwise} \end{cases}$$



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Adjacency Matrix

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- Space:
- Time to list all vertices adjacent to  $u$ :
- Time to determine if  $(u,v)$  is an edge:
  
- What about weighted graphs?

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Breadth-First Search

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- Input: Graph  $G = (V, E)$ , either directed or undirected, and source vertex  $s$  is in  $V$ .
- Output:
  - $d[v]$  = distance (smallest # of edges) from  $s$  to  $v$ , for all  $v$  in  $V$ .
  - $\pi[v]$  =  $u$  such that  $(u,v)$  is last edge on shortest path  $s \rightarrow v$
- $u$  is  $v$ 's predecessor
- Set of edges  $\{(\pi[v],v) : v \neq s\}$  forms a tree

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Breadth-First Search

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- Idea: Send a wave out from  $s$ .
  - First hits all vertices 1 edge from  $s$ .
  - From there, hits all vertices 2 edges from  $s$ .
  - Etc.
- Use FIFO queue  $Q$  to maintain wavefront.
  - $v$  is in  $Q$  if and only if wave has hit  $v$  but has not come out of  $v$  yet

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BFS( $G, s$ )

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Example

```
graph TD; s((s)) --> a((a)); s((s)) --> c((c)); s((s)) --> f((f)); a((a)) --> b((b)); a((a)) --> e((e)); b((b)) --> e((e)); c((c)) --> e((e)); c((c)) --> g((g)); e((e)) --> g((g)); e((e)) --> h((h)); g((g)) --> f((f)); g((g)) --> h((h)); g((g)) --> i((i)); h((h)) --> g((g)); i((i)) --> h((h));
```

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Breadth-First Search

- Will breadth-first search reach all vertices?
- Time =  $O(\quad)$

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### Depth-First Search

- Input:  $G = (V, E)$ , directed or undirected. No source vertex given.
- Output: 2 timestamps on each vertex:
  - $d[v]$  = discovery time
  - $f[v]$  = finishing time
  - $\pi[v] = u$  such that  $(u,v)$  is last edge on shortest path  $s \rightarrow v$

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### DFS(G)

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DFS(G)
for each u in G.V
    u.color = WHITE
time = 0
for each u in G.V
    if u.color == WHITE
        DFS-VISIT(G, u)

DFS-VISIT(G, u)
time = time + 1
u.d = time
u.color = GRAY           // discover u
for each v in G.Adj[u]   // explore (u, v)
    if v.color == WHITE
        DFS-VISIT(v)
u.color = BLACK
time = time + 1
u.f = time               // finish u
    
```

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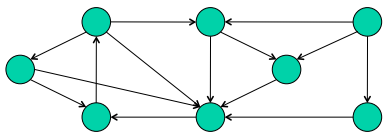
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### Example




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### Depth-First Search

- Running Time =

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### Classification of Edges

- Tree edge:
- Back edge:
- Forward edge:
- Cross edge:

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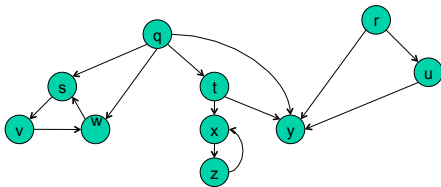
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### Your Turn

- Solve exercise 22.3-2 on page 547



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