Design and Analysis of Algorithms

CSE 5311

Lecture 18 Graph Algorithm

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Graphs

- *Graph* $G = (V, E)$
  - V = set of vertices
  - E = set of edges $\subseteq (V \times V)$
- Types of graphs
  - Undirected: edge $(u, v) = (v, u)$; for all v, $(v, v) \notin E$ (No self loops.)
  - Directed: (u, v) is edge from u to v, denoted as $u \rightarrow v$. Self loops are allowed.
  - Weighted: each edge has an associated weight, given by a weight function $w : E \rightarrow \mathbf{R}$.
  - Dense: $|E| \approx |V|^2$.
  - Sparse: $|E| << |V|^2$.
- $|E| = O(|V|^2)$

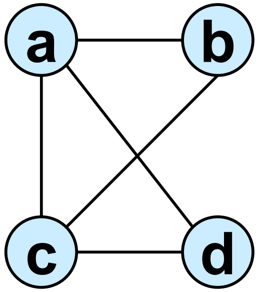
Graphs

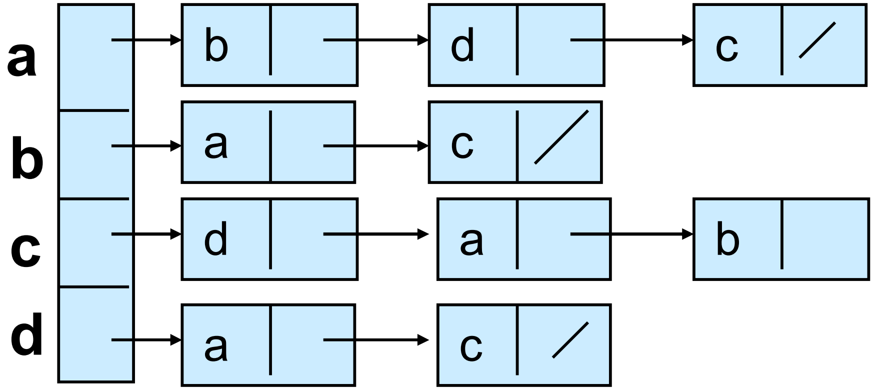
- If $(u, v) \in E$, then vertex v is adjacent to vertex u.
- Adjacency relationship is:
  - Symmetric if G is undirected.
  - Not necessarily so if G is directed.
- If G is connected:
  - There is a path between every pair of vertices.
  - $|E| \geq |V| - 1$.
  - Furthermore, if $|E| = |V| - 1$, then G is a tree.

- Other definitions in Appendix B (B.4 and B.5) as needed.

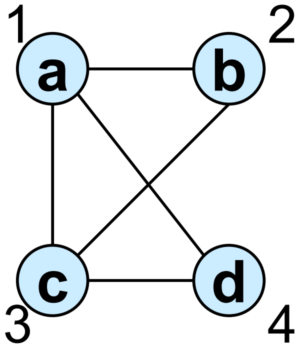
Representation of Graphs

- Two standard ways.
  - Adjacency Lists.





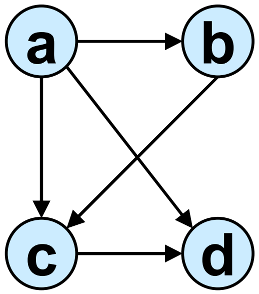
  - Adjacency Matrix.

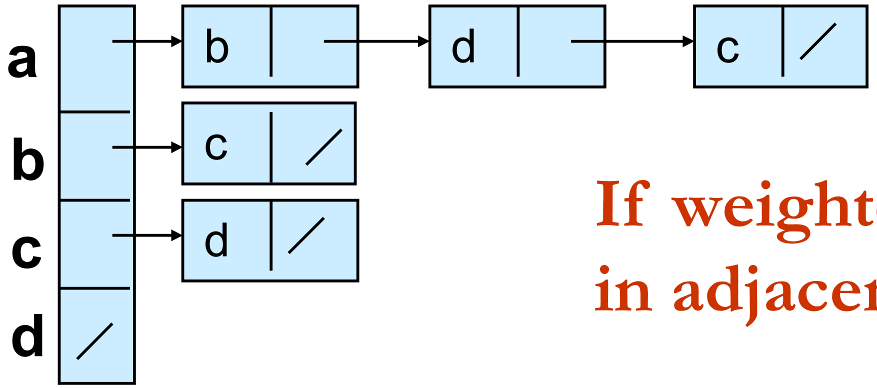


	1	2	3	4
1	0	1	1	1
2	1	0	1	0
3	1	1	0	1
4	1	0	1	0

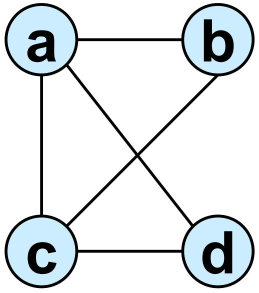
Adjacency Lists

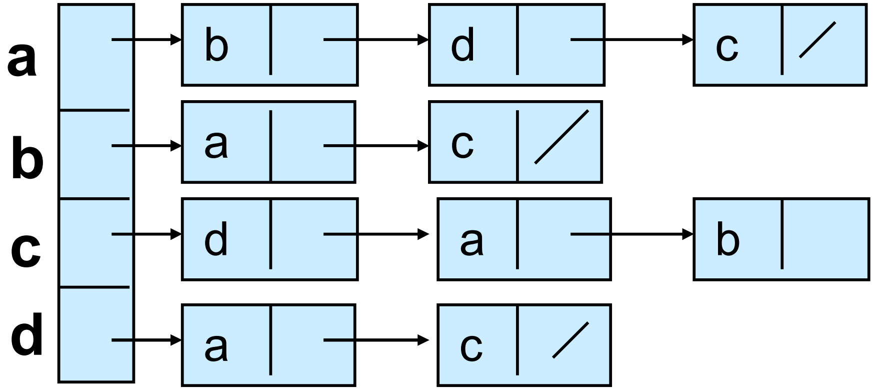
- Consists of an array *Adj* of $|V|$ lists.
- One list per vertex.
- For $u \in V$, $Adj[u]$ consists of all vertices adjacent to u.





If weighted, store weights also in adjacency lists.





Storage Requirement

- For directed graphs:
  - Sum of lengths of all adj. lists is

$$\sum_{v \in V} \text{out-degree}(v) = |E|$$

No. of edges leaving *v*

  - Total storage: $\Theta(|V| + |E|)$
- For undirected graphs:
  - Sum of lengths of all adj. lists is

$$\sum_{v \in V} \text{degree}(v) = 2|E|$$

No. of edges incident on *v*. Edge (*u*,*v*) is incident on vertices *u* and *v*.

  - Total storage: $\Theta(|V| + |E|)$

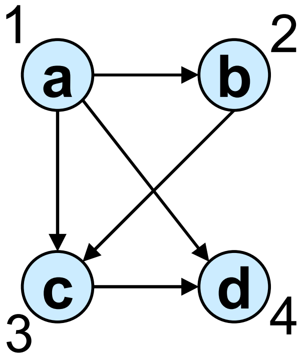
Pros and Cons: adj list

- Pros
  - Space-efficient, when a graph is sparse.
  - Can be modified to support many graph variants.
- Cons
  - Determining if an edge $(u,v) \in G$ is not efficient.
    - Have to search in u's adjacency list. $\Theta(\text{degree}(u))$ time.
    - $\Theta(V)$ in the worst case.

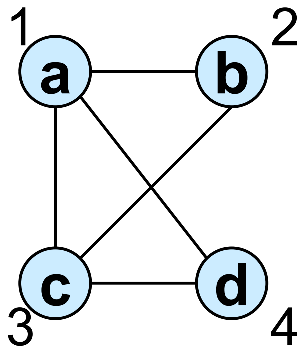
Adjacency Matrix

- $|V| \times |V|$ matrix A.
- Number vertices from 1 to $|V|$ in some arbitrary manner.
- A is then given by:

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



$$\begin{array}{c|cccc} & 1 & 2 & 3 & 4 \\ \hline 1 & 0 & 1 & 1 & 1 \\ 2 & 0 & 0 & 1 & 0 \\ 3 & 0 & 0 & 0 & 1 \\ 4 & 0 & 0 & 0 & 0 \end{array}$$



$$\begin{array}{c|cccc} & 1 & 2 & 3 & 4 \\ \hline 1 & 0 & 1 & 1 & 1 \\ 2 & 1 & 0 & 1 & 0 \\ 3 & 1 & 1 & 0 & 1 \\ 4 & 1 & 0 & 1 & 0 \end{array}$$

$A = A^T$ for undirected graphs.

Space and Time

- **Space:** $\Theta(V^2)$.
  - – Not memory efficient for large graphs.
- **Time:** to list all vertices adjacent to u: $\Theta(V)$.
- **Time:** to determine if $(u, v) \in E$: $\Theta(1)$.
- Can store weights instead of bits for weighted graph.

Graph-searching Algorithms

- Searching a graph:
  - Systematically follow the edges of a graph to visit the vertices of the graph.
- Used to discover the structure of a graph.
- Standard graph-searching algorithms.
  - Breadth-first Search (BFS).
  - Depth-first Search (DFS).

Breadth-first Search

- **Input:** Graph $G = (V, E)$, either directed or undirected, and ***source vertex*** $s \in V$.
- **Output:**
  - $d[v]$ = distance (smallest # of edges, or shortest path) from s to v, for all $v \in V$. $d[v] = \infty$ if v is not reachable from s.
  - $\pi[v] = u$ such that (u, v) is last edge on shortest path $s \rightsquigarrow v$.
    - u is v's predecessor.
  - Builds breadth-first tree with root s that contains all reachable vertices.

Definitions:

Path between vertices u and v: Sequence of vertices $(v_1, v_2, \ldots, v_k)$ such that $u=v_1$ and $v = v_k$, and $(v_i, v_{i+1}) \in E$, for all $1 \leq i \leq k-1$.

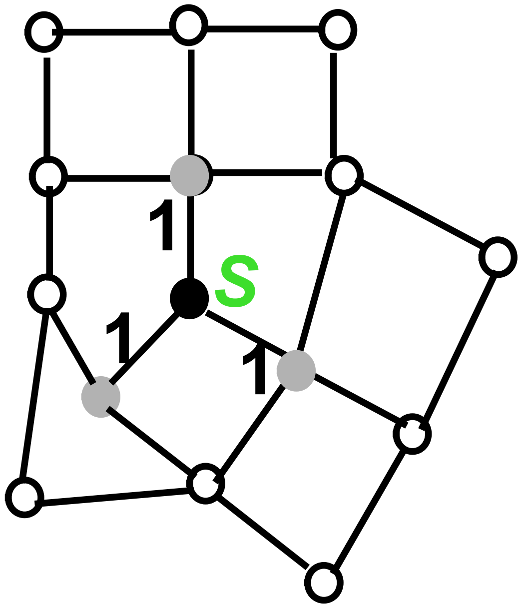
Length of the path: Number of edges in the path.

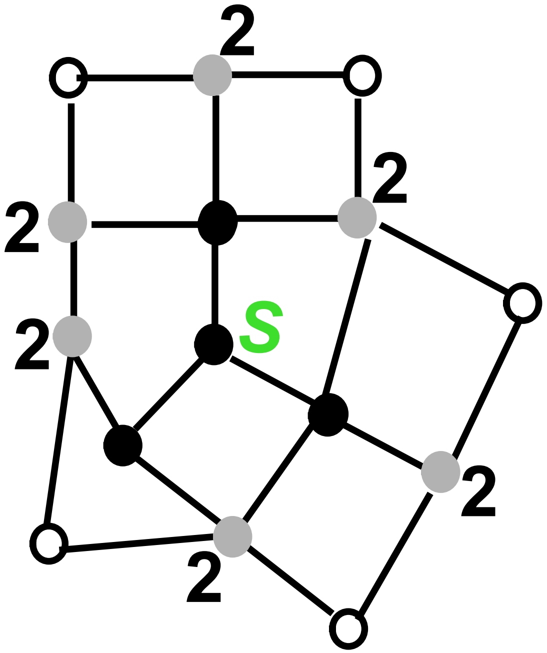
Path is simple if no vertex is repeated.

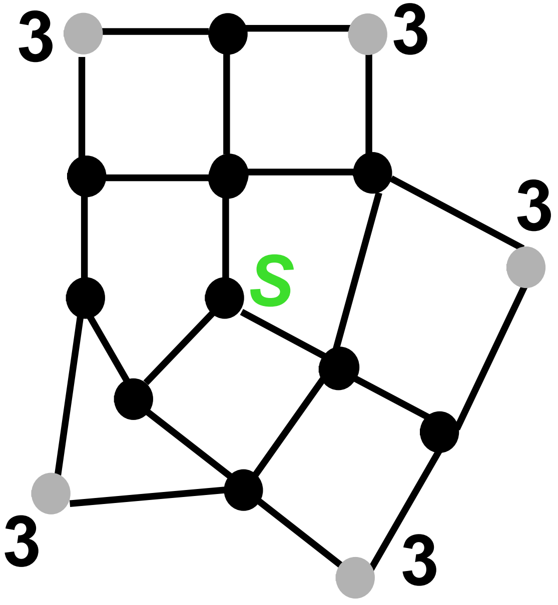
Breadth-first Search

- Expands the frontier between discovered and undiscovered vertices uniformly across the breadth of the frontier.
  - A vertex is "discovered" the first time it is encountered during the search.
  - A vertex is "finished" if all vertices adjacent to it have been discovered.
- Colors the vertices to keep track of progress.
  - **White** – Undiscovered.
  - **Gray** – Discovered but not finished.
  - **Black** – Finished.
    - ➢ Colors are required only to reason about the algorithm. Can be implemented without colors.

BFS for Shortest Paths







● **Finished** ● **Discovered** ○ **Undiscovered**

BFS(G,s)

```
for each vertex u in V[G] – {s}
    do color[u] $\leftarrow$ white
       $d[u] \leftarrow \propto$
       $\pi[u] \leftarrow$ nil
color[s] $\leftarrow$ gray
$d[s] \leftarrow 0$
$\pi[s] \leftarrow$ nil
$Q \leftarrow \Phi$
enqueue(Q,s)
while $Q \neq \Phi$
    do u $\leftarrow$ dequeue(Q)
        for each v in Adj[u]
            do if color[v] = white
                then color[v] $\leftarrow$ gray
                     $d[v] \leftarrow d[u] + 1$
                     $\pi[v] \leftarrow u$
                     enqueue(Q,v)
        color[u] $\leftarrow$ black
```

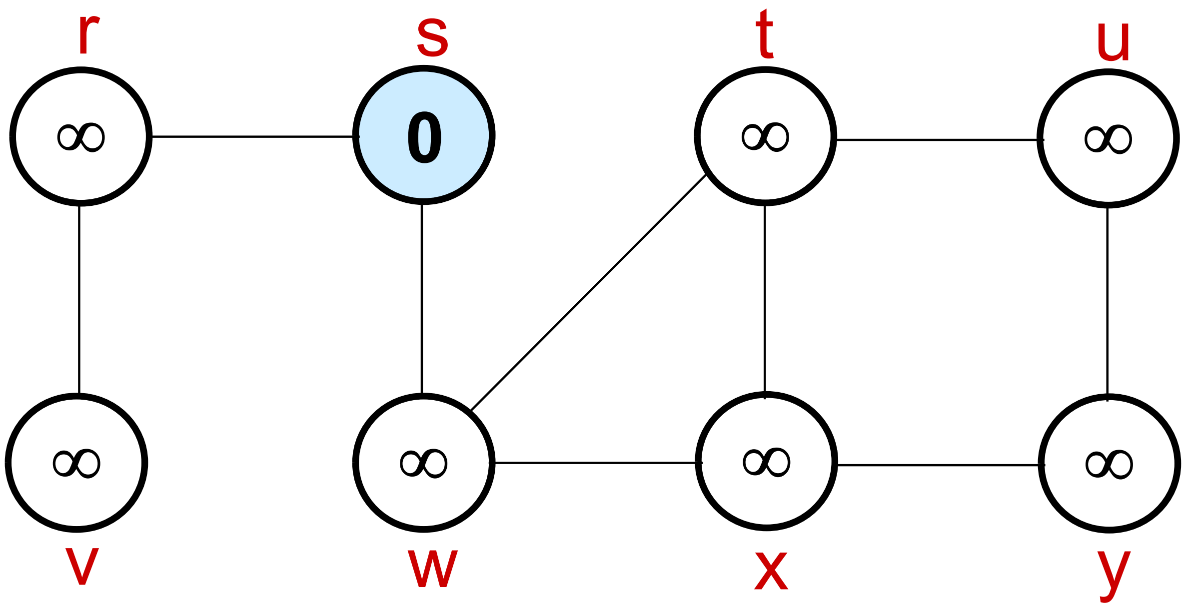
white: undiscovered
gray: discovered
black: finished

Q: a queue of discovered vertices
color[*v*]: color of v
d[*v*]: distance from s to v
$\pi[u]$: predecessor of v

Example: animation.

Example (BFS)

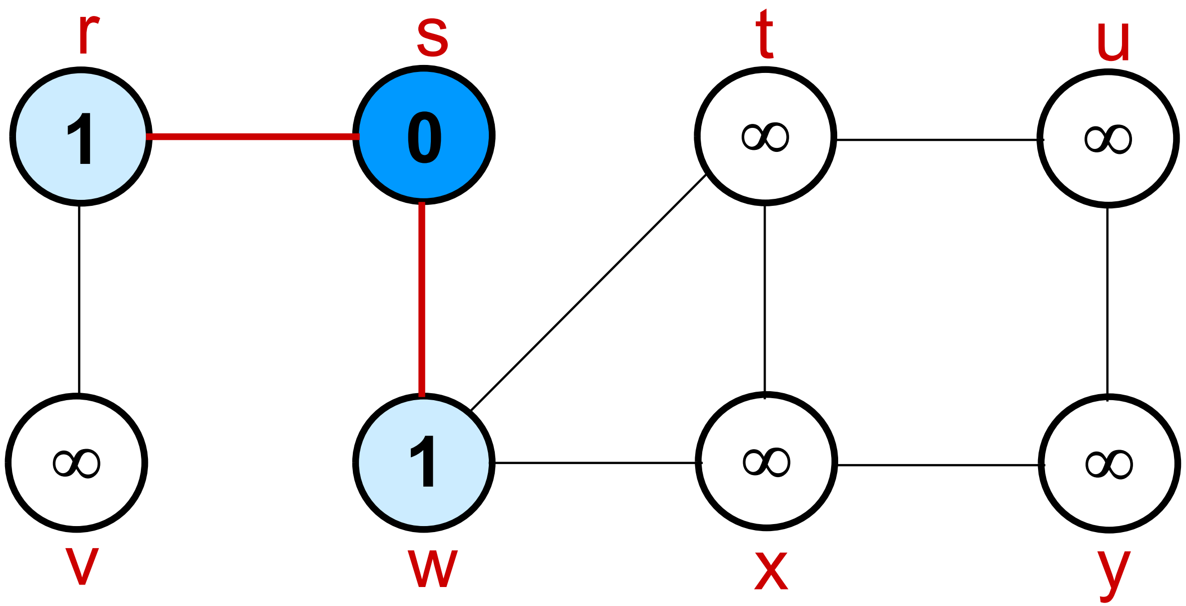
(Courtesy of Prof. Jim Anderson)



Q: s

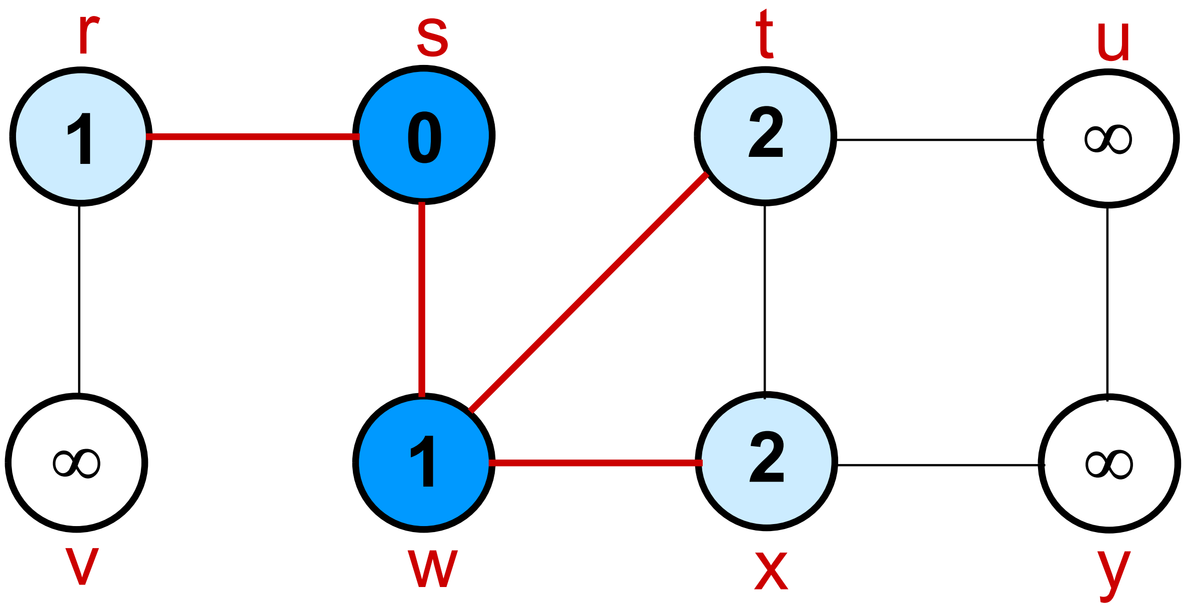
0

Example (BFS)



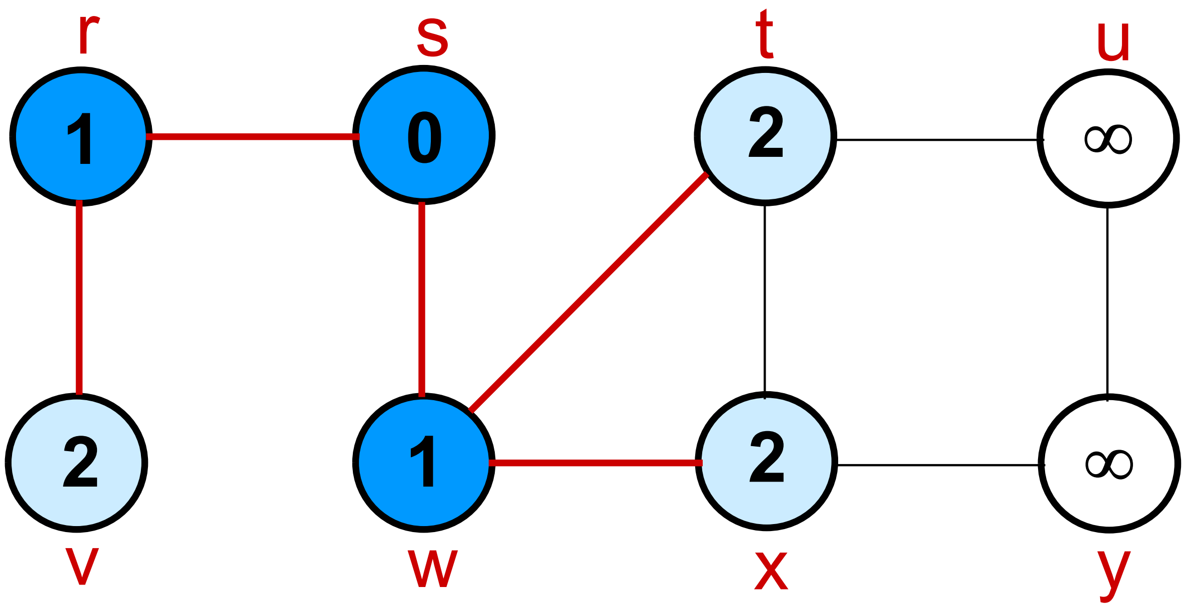
Q: w r
1 1

Example (BFS)



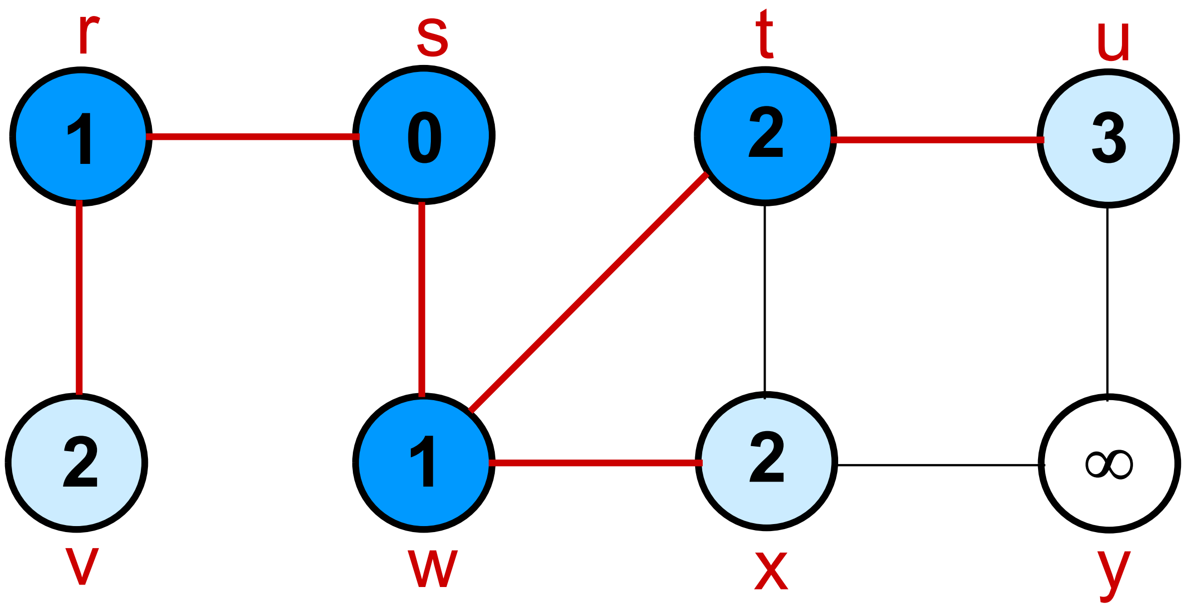
Q: r t x
1 2 2

Example (BFS)



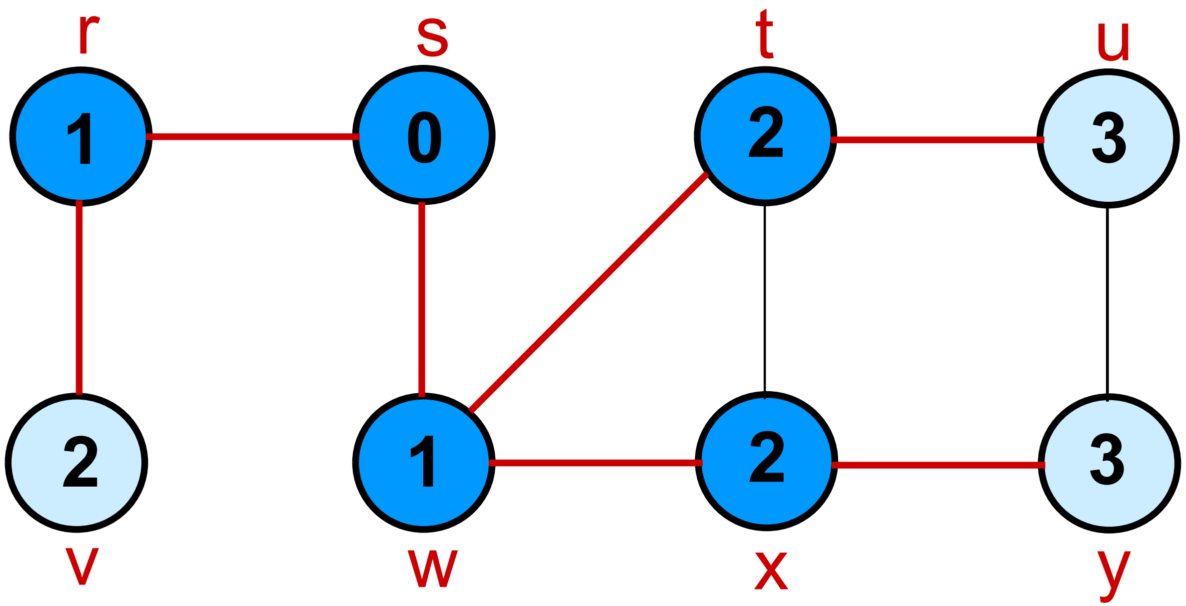
Q: t x v
2 2 2

Example (BFS)



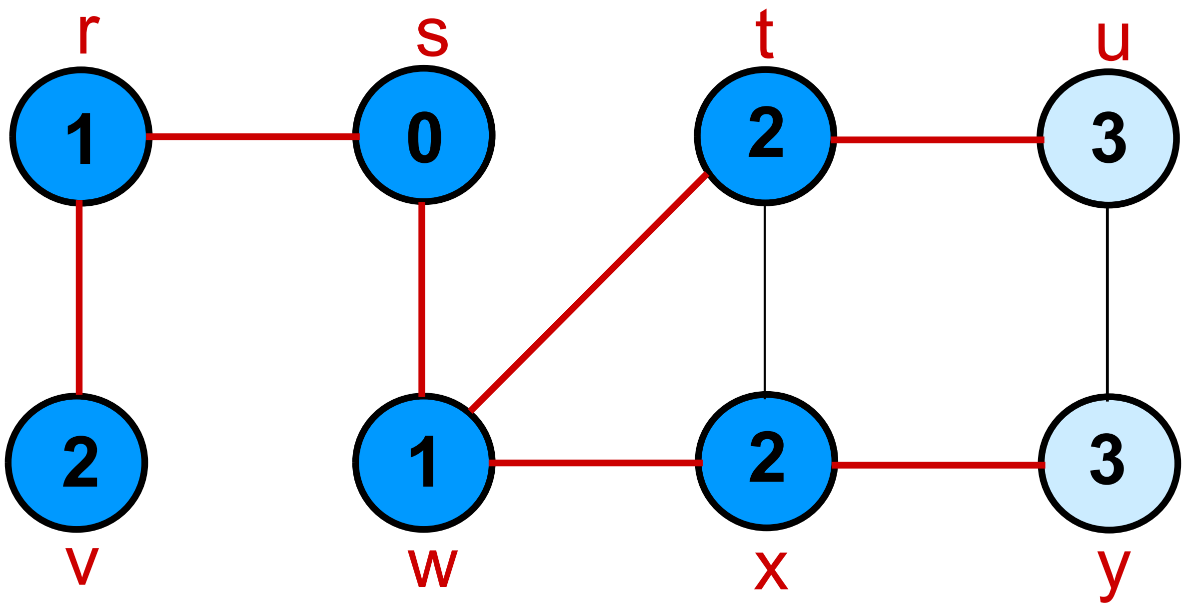
Q: x v u
2 2 3

Example (BFS)



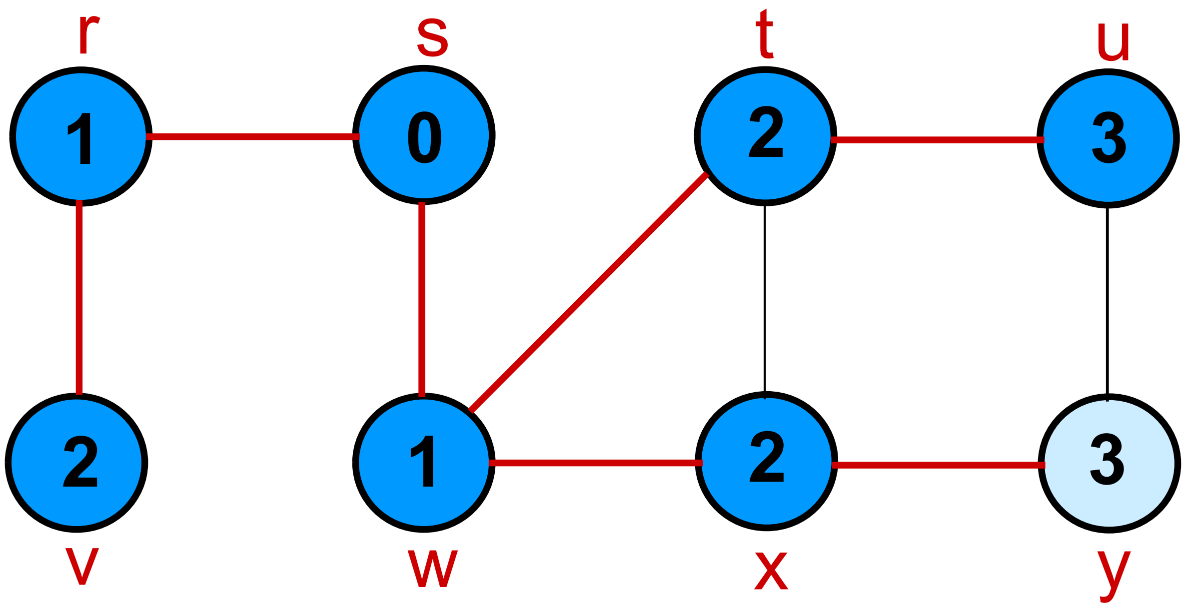
Q: v u y
2 3 3

Example (BFS)



Q:	u	y
	3	3

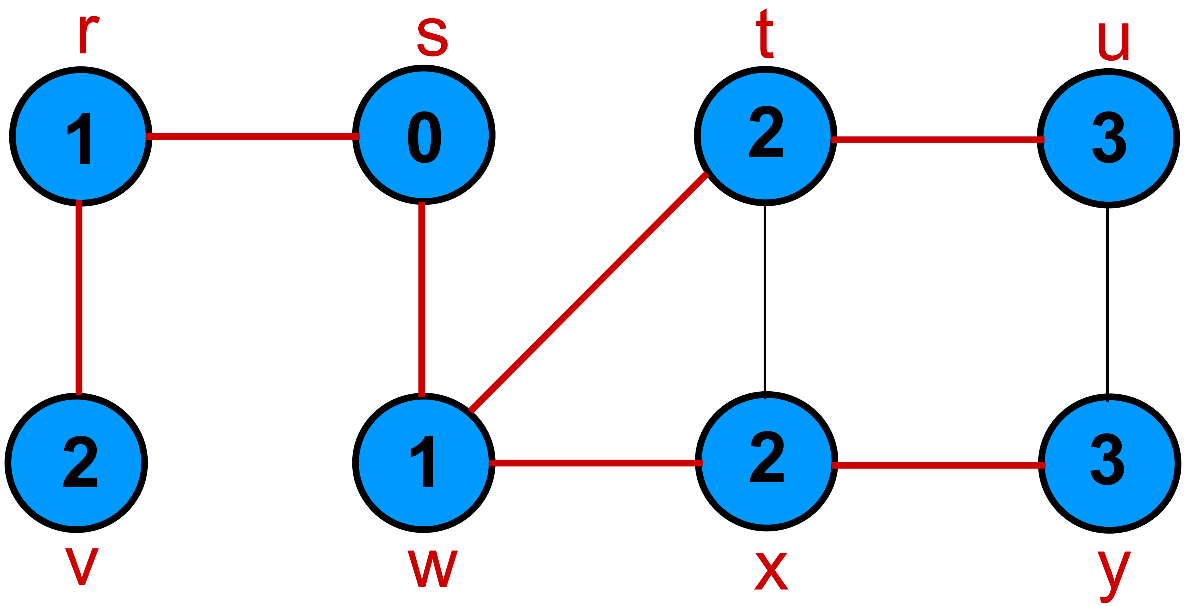
Example (BFS)



Q: y

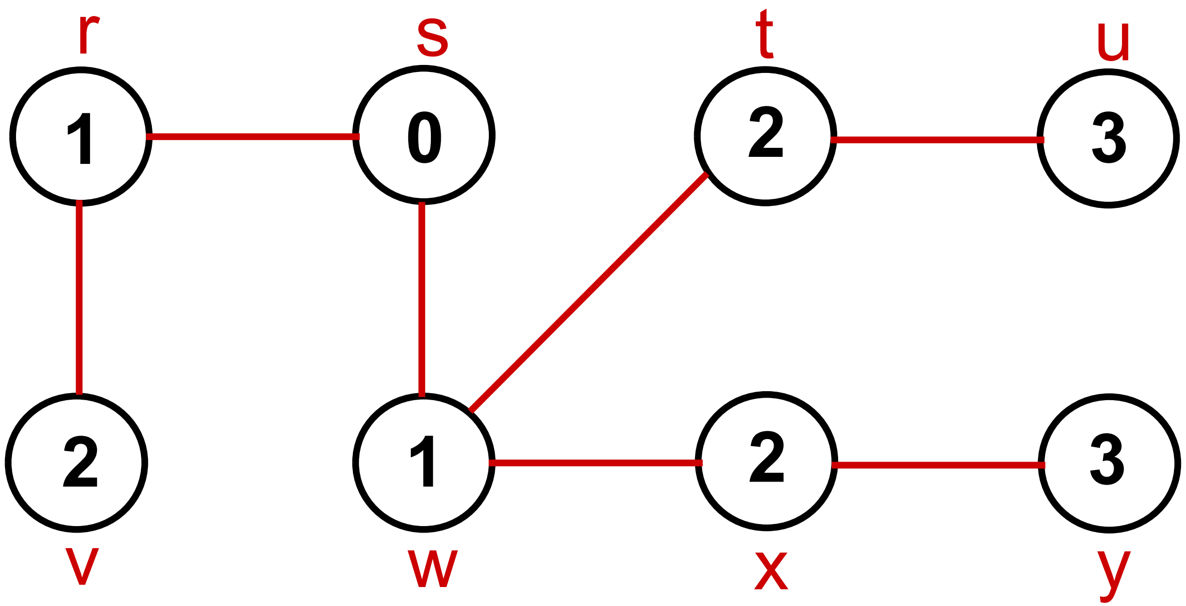
3

Example (BFS)



Q: $\emptyset$

Example (BFS)



BF Tree

Analysis of BFS

- Initialization takes $O(V)$.
- Traversal Loop
  - After initialization, each vertex is enqueued and dequeued at most once, and each operation takes $O(1)$. So, total time for queuing is $O(V)$.
  - The adjacency list of each vertex is scanned at most once. The sum of lengths of all adjacency lists is $\Theta(E)$.
- Summing up over all vertices => total running time of BFS is $O(V+E)$, linear in the size of the adjacency list representation of graph.
- Correctness Proof
  - We omit for BFS and DFS.
  - Will do for later algorithms.

Breadth-first Tree

- For a graph $G = (V, E)$ with source s, the **predecessor subgraph** of G is $G_\pi = (V_\pi, E_\pi)$ where
  - $V_\pi = \{v \in V : \pi[v] \neq \text{NIL}\} \cup \{s\}$
  - $E_\pi = \{(\pi[v], v) \in E : v \in V_\pi - \{s\}\}$
- The predecessor subgraph G_π is a **breadth-first tree** if:
  - V_π consists of the vertices reachable from s and
  - for all $v \in V_\pi$, there is a unique simple path from s to v in G_π that is also a shortest path from s to v in G.
- The edges in E_π are called **tree edges**.
  $|E_\pi| = |V_\pi| - 1$.

Depth-first Search (DFS)

- Explore edges out of the most recently discovered vertex v.
- When all edges of v have been explored, backtrack to explore other edges leaving the vertex from which v was discovered (its *predecessor*).
- "Search as deep as possible first."
- Continue until all vertices reachable from the original source are discovered.
- If any undiscovered vertices remain, then one of them is chosen as a new source and search is repeated from that source.

Depth-first Search

- **Input:** $G = (V, E)$, directed or undirected. No source vertex given!
- **Output:**
  - 2 **timestamps** on each vertex. Integers between 1 and 2|V|.
    - $d[v]$ = ***discovery time*** (v turns from white to gray)
    - $f[v]$ = ***finishing time*** (v turns from gray to black)
  - $\pi[v]$: predecessor of $v = u$, such that v was discovered during the scan of u's adjacency list.
- Uses the same coloring scheme for vertices as BFS.

Pseudo-code

```
DFS(G)
for each vertex $u \in V[G]$
    do $color[u] \leftarrow$ white
        $\pi[u] \leftarrow$ NIL
$time \leftarrow 0$
for each vertex $u \in V[G]$
    do if $color[u]$ = white
        then DFS-Visit($u$)
```

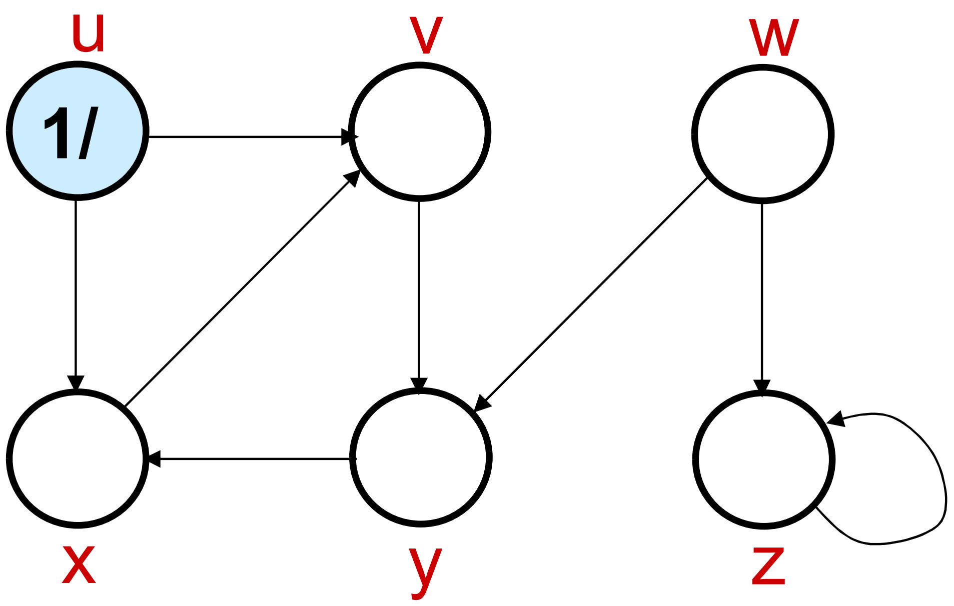
Uses a global timestamp *time*.

```
DFS-Visit(u)
$color[u] \leftarrow$ GRAY   ∇ White vertex $u$ has been discovered
$time \leftarrow time + 1$
$d[u] \leftarrow time$
for each $v \in Adj[u]$
    do if $color[v]$ = WHITE
        then $\pi[v] \leftarrow u$
            DFS-Visit($v$)
$color[u] \leftarrow$ BLACK   ∇ Blacken $u$; it is finished.
$f[u] \leftarrow time \leftarrow time + 1$
```

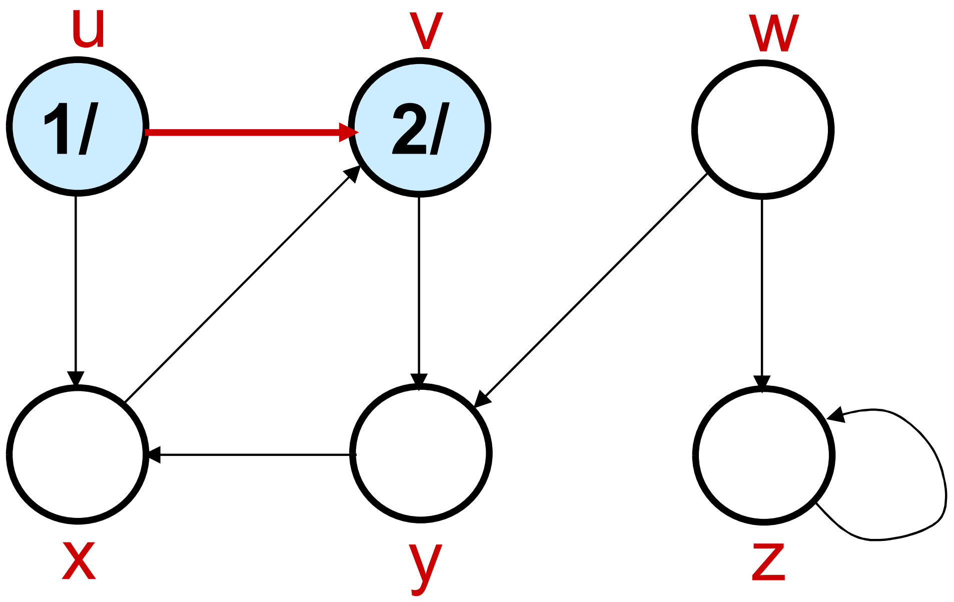
Example: animation.

Example (DFS)

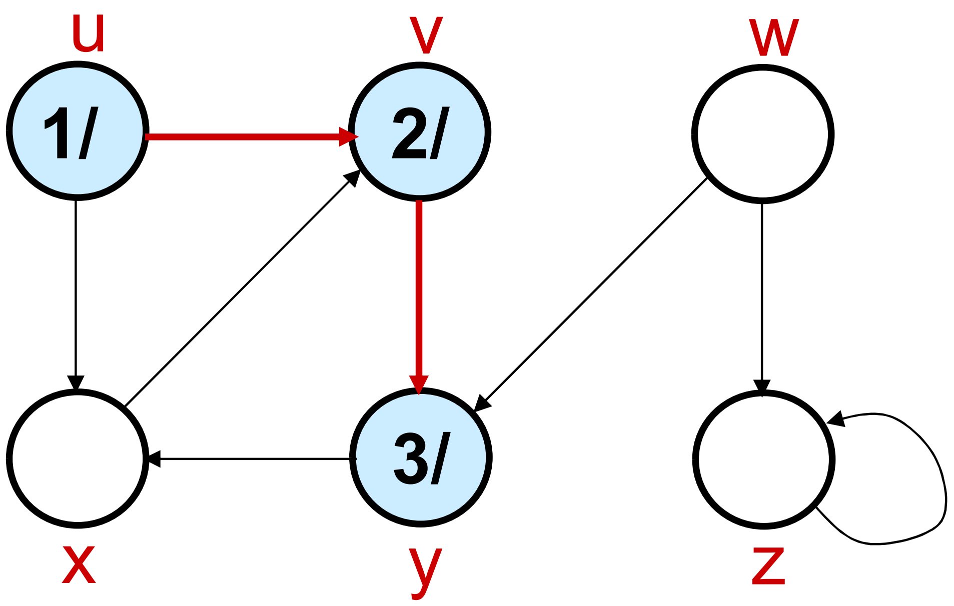
(Courtesy of Prof. Jim Anderson)



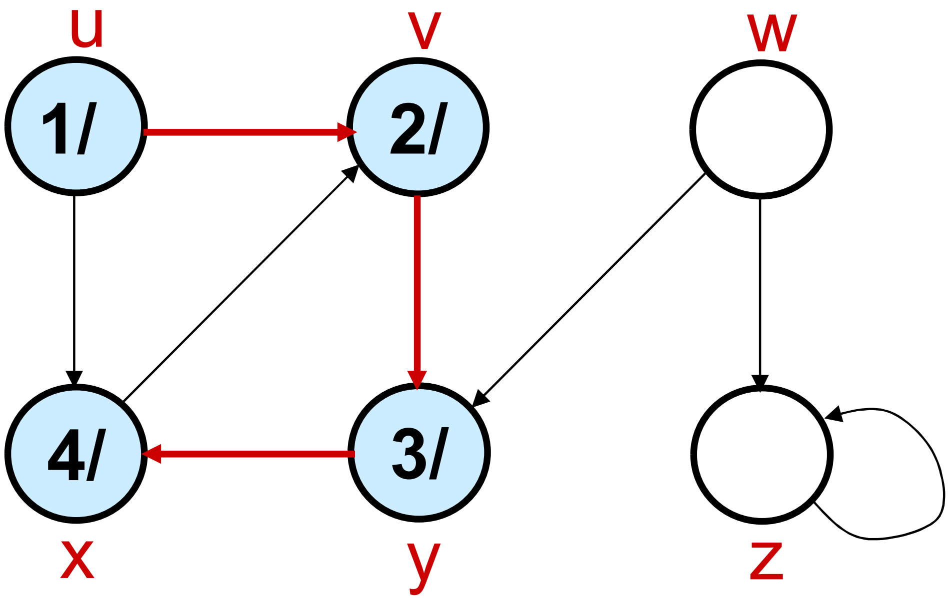
Example (DFS)



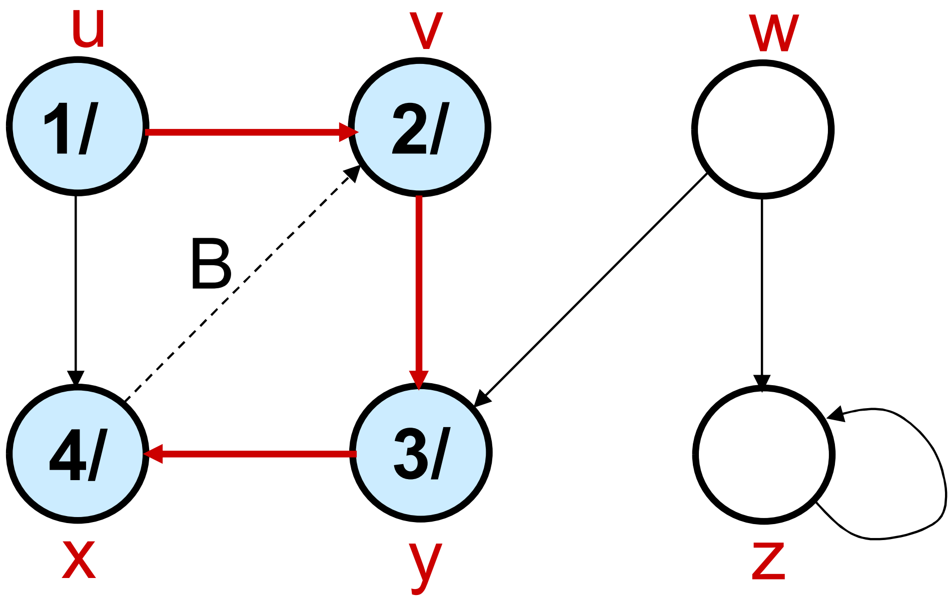
Example (DFS)



Example (DFS)



Example (DFS)



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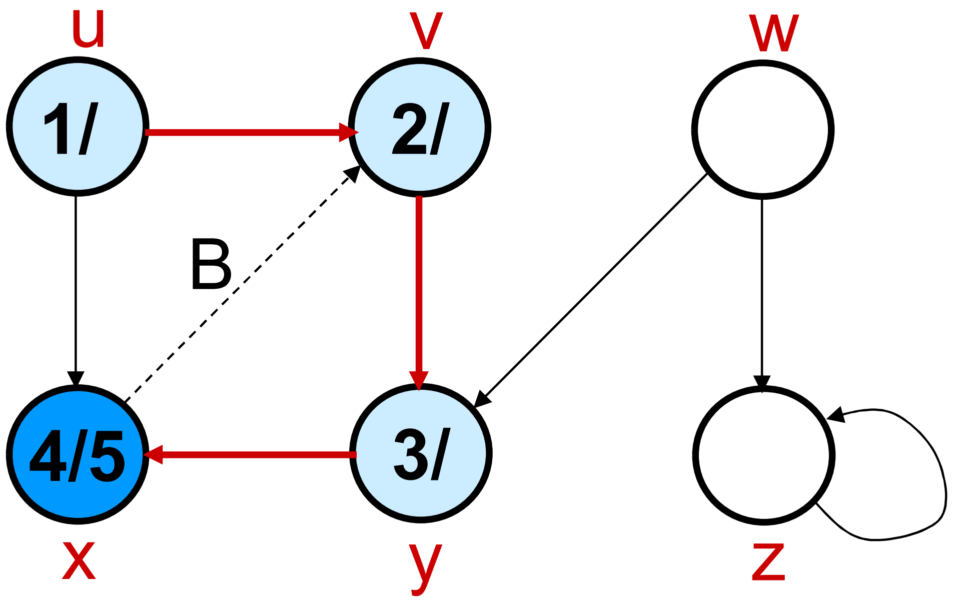
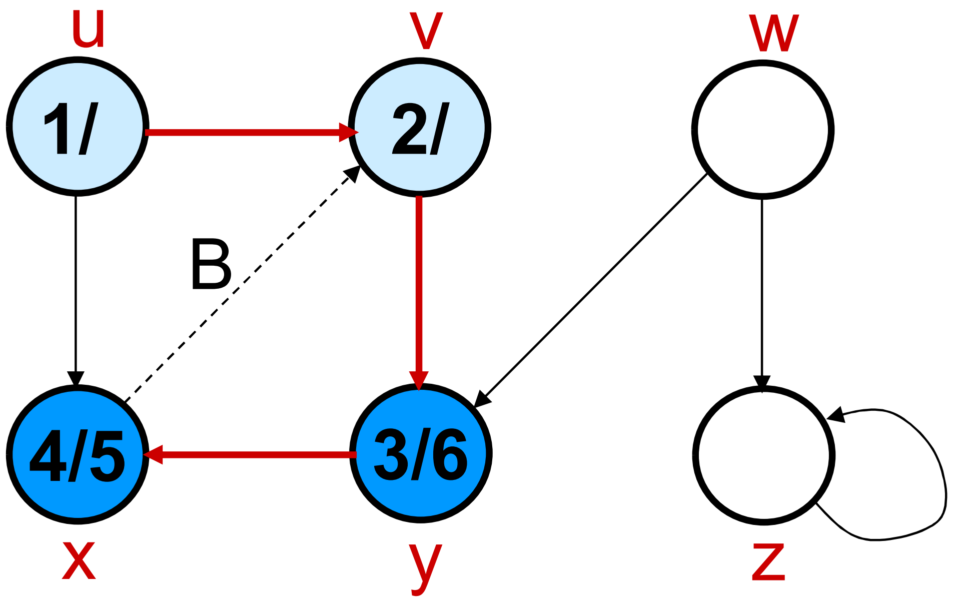
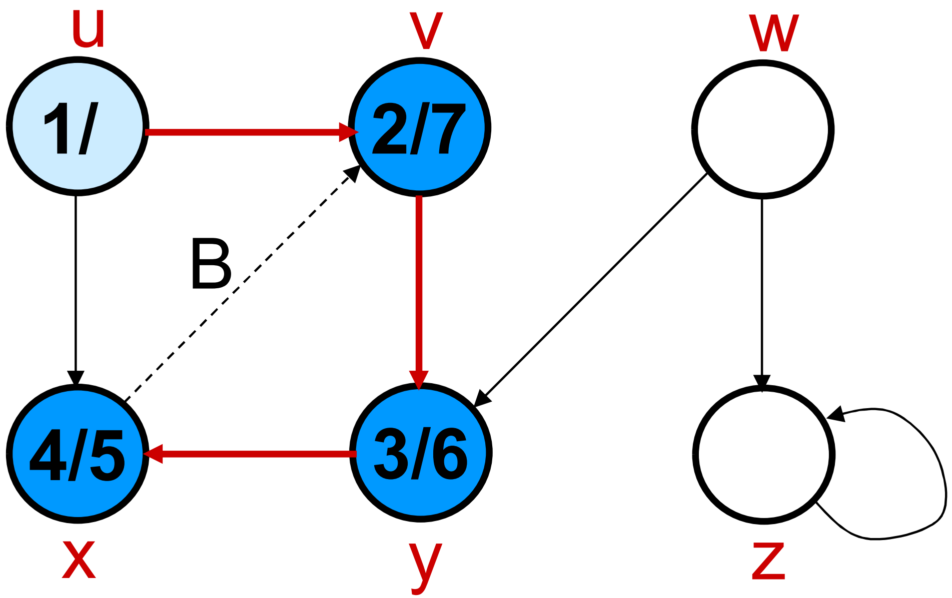


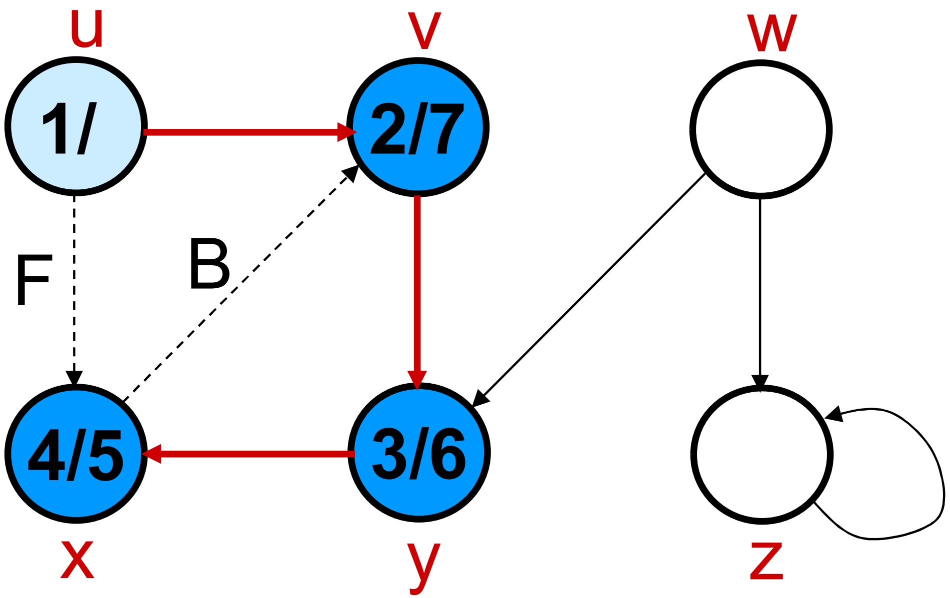
Example (DFS)



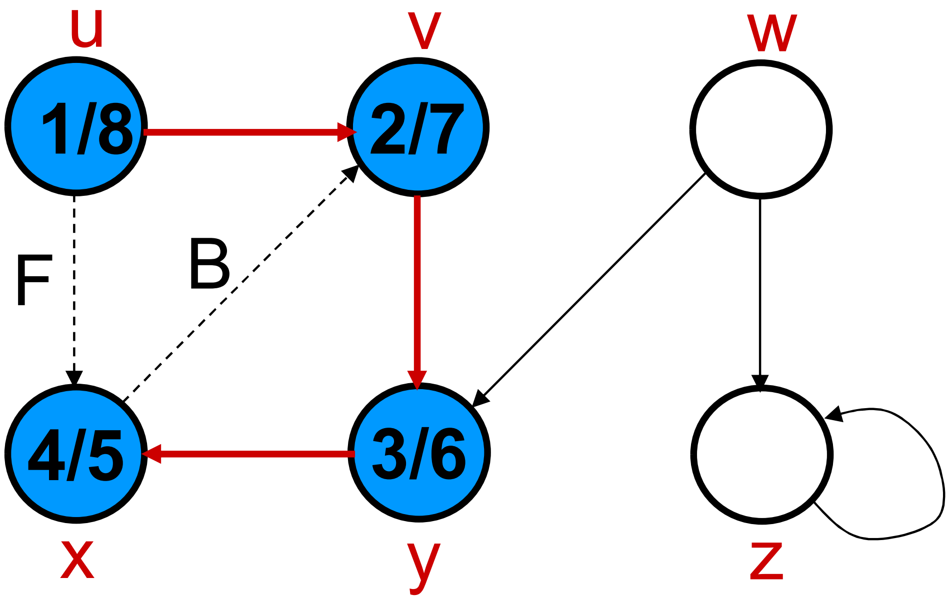
Example (DFS)



Example (DFS)



Example (DFS)



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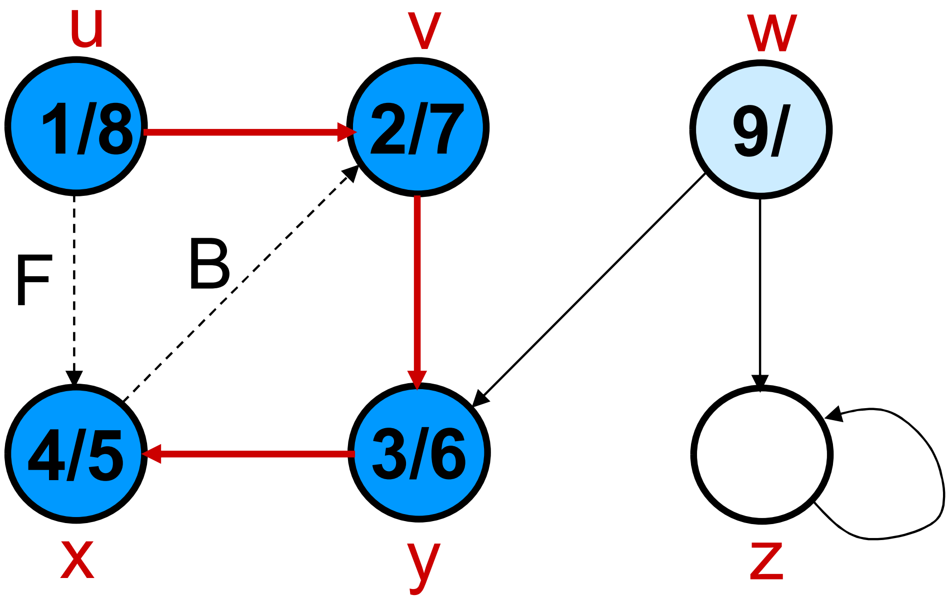
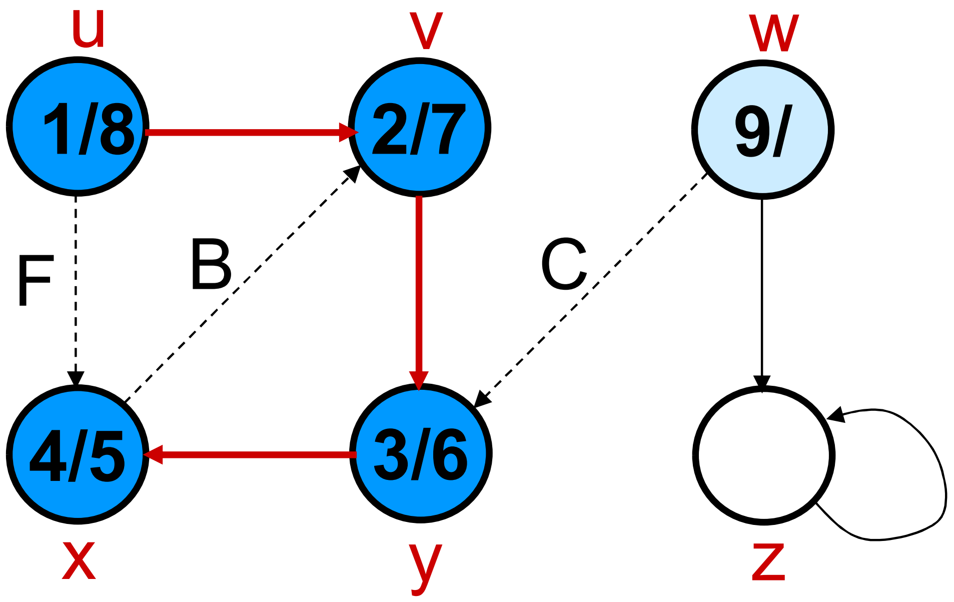
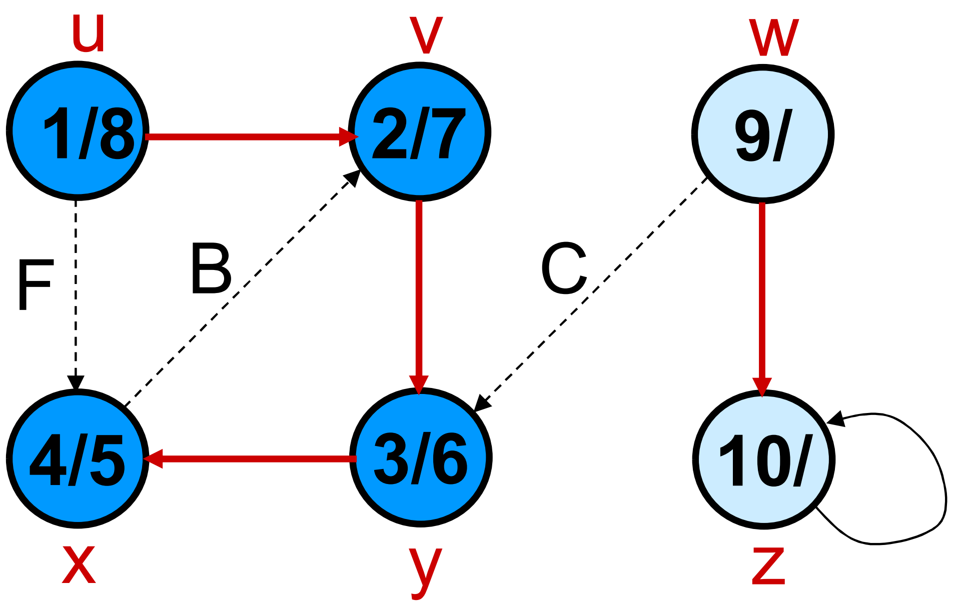


Example (DFS)



Example (DFS)



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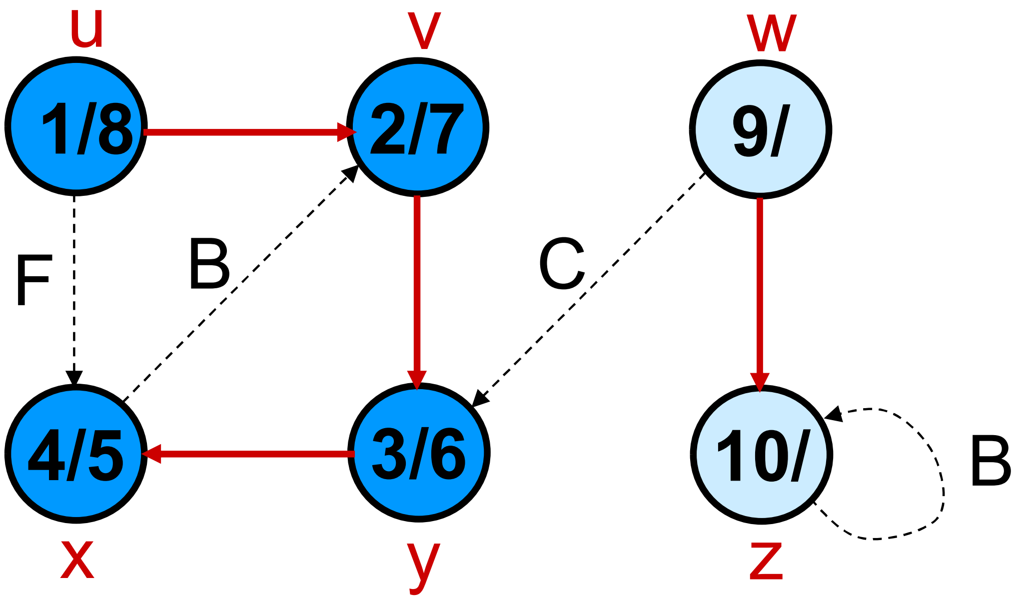
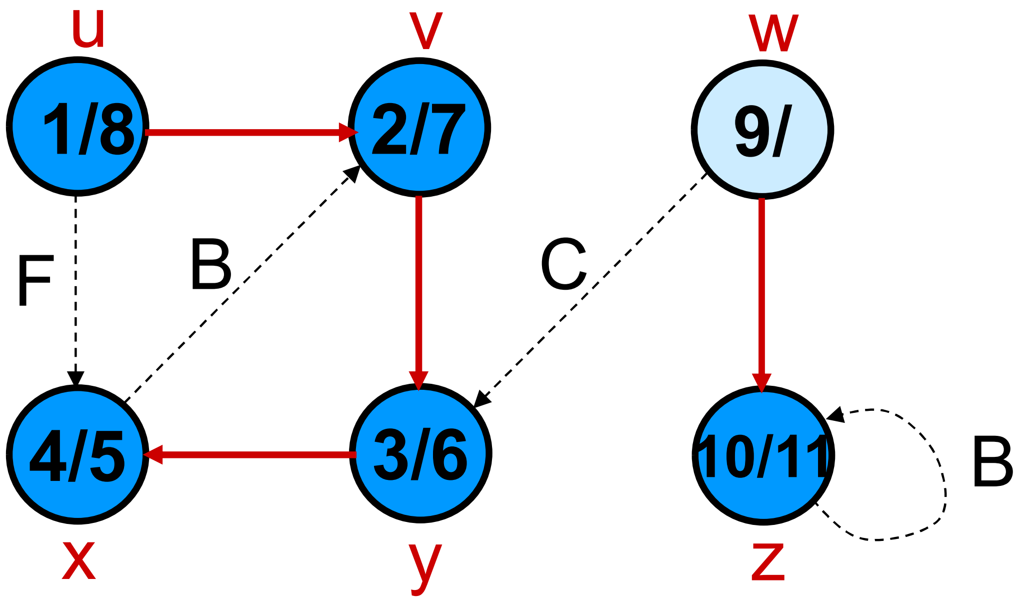
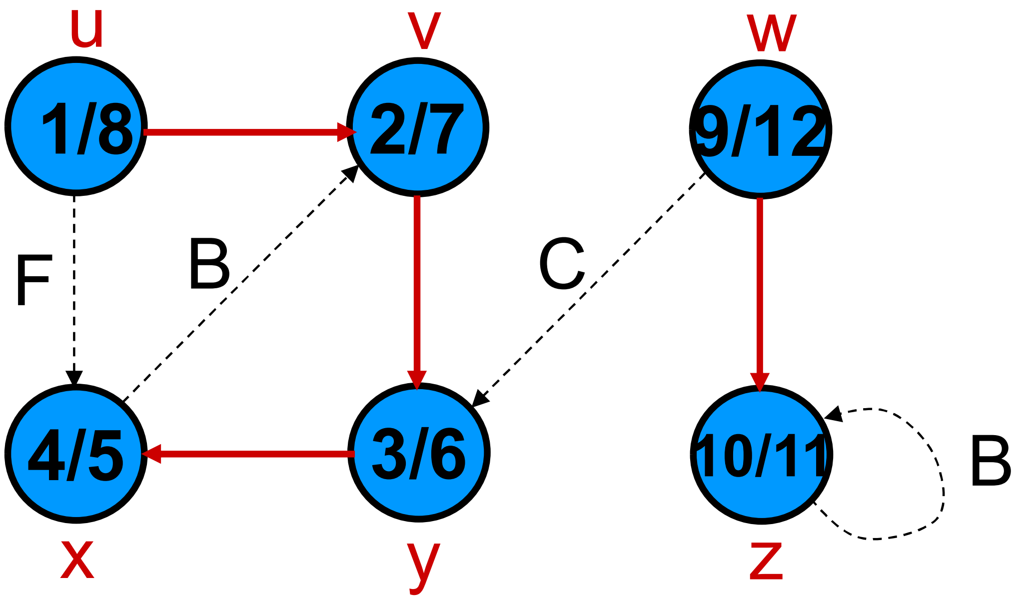


Example (DFS)



Example (DFS)



Analysis of DFS

- Loops on lines 1-2 & 5-7 take $\Theta(V)$ time, excluding time to execute DFS-Visit.

- DFS-Visit is called once for each white vertex $v \in V$ when it's painted gray the first time. Lines 3-6 of DFS-Visit is executed $|\text{Adj}[v]|$ times. The total cost of executing DFS-Visit is $\sum_{v \in V} |\text{Adj}[v]| = \Theta(E)$

- Total running time of DFS is $\Theta(V+E)$.

Parenthesis Theorem

Theorem 22.7

For all u, v, exactly one of the following holds:

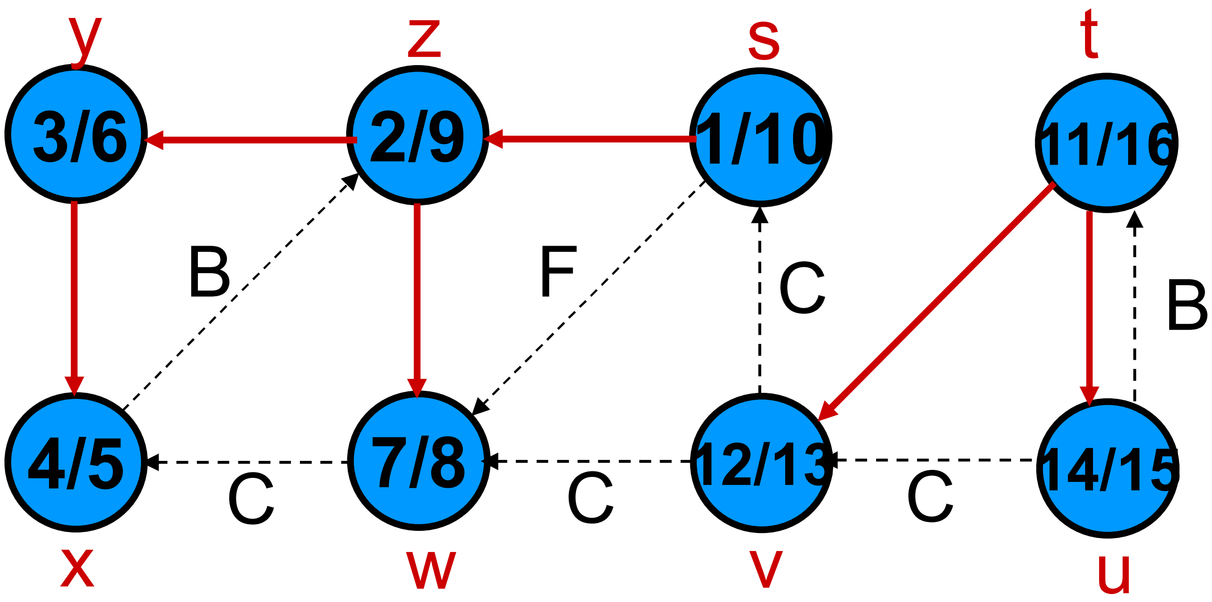
1. $d[u] < f[u] < d[v] < f[v]$ or $d[v] < f[v] < d[u] < f[u]$ and neither u nor v is a descendant of the other.
2. $d[u] < d[v] < f[v] < f[u]$ and v is a descendant of u.
3. $d[v] < d[u] < f[u] < f[v]$ and u is a descendant of v.

- So $d[u] < d[v] < f[u] < f[v]$ *cannot* happen.
- Like parentheses:
  - OK: ( ) [ ] ([ ]) [( )]
  - Not OK: ([ )] [( ])

Corollary

v is a proper descendant of u if and only if $d[u] < d[v] < f[v] < f[u]$.

Example (Parenthesis Theorem)



(s (z (y (x x) y) (w w) z) s) (t (v v) (u u) t)

Depth-First Trees

- Predecessor subgraph defined slightly different from that of BFS.
- The predecessor subgraph of DFS is $G_\pi = (V, E_\pi)$ where $E_\pi = \{(\pi[v], v) : v \in V \text{ and } \pi[v] \neq \text{NIL}\}$.
  - How does it differ from that of BFS?
  - The predecessor subgraph G_π forms a *depth-first forest* composed of several *depth-first trees*. The edges in E_π are called *tree edges*.

Definition:

Forest: An acyclic graph G that may be disconnected.

White-path Theorem

Theorem 22.9

v is a descendant of u if and only if at time $d[u]$, there is a path $u \rightsquigarrow v$ consisting of only white vertices. (Except for u, which was *just* colored gray.)

Classification of Edges

- **Tree edge:** in the depth-first forest. Found by exploring (u, v).
- **Back edge:** (u, v), where u is a descendant of v (in the depth-first tree).
- **Forward edge:** (u, v), where v is a descendant of u, but not a tree edge.
- **Cross edge:** any other edge. Can go between vertices in same depth-first tree or in different depth-first trees.

Theorem:

In DFS of an undirected graph, we get only tree and back edges. No forward or cross edges.

Identification of Edges

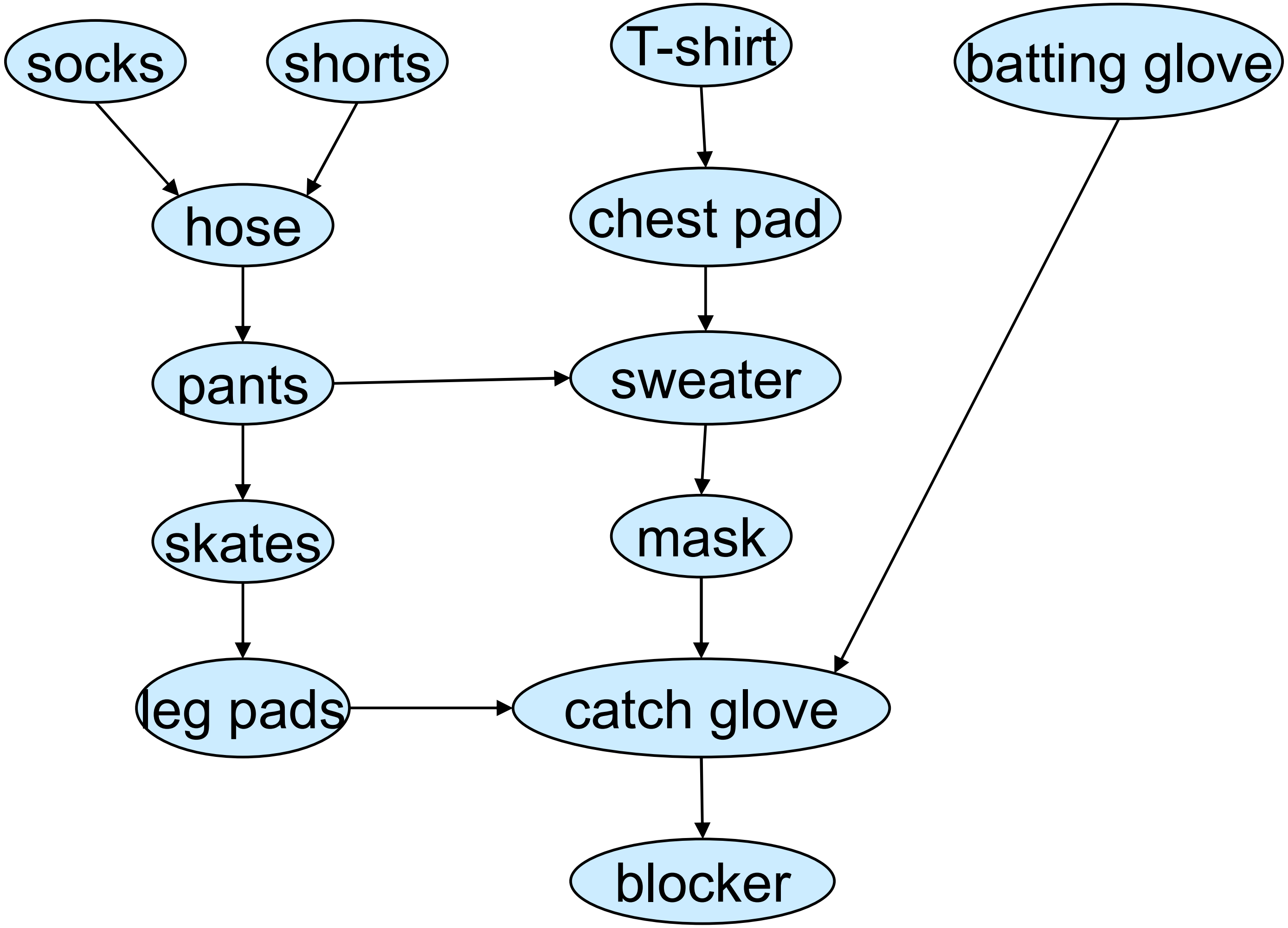
- Edge type for edge (*u*, *v*) can be identified when it is first explored by DFS.
- Identification is based on the **color of *v***.
  - White – tree edge.
  - Gray – back edge.
  - Black – forward or cross edge.

Directed Acyclic Graph

- DAG – Directed graph with no cycles.
- Good for modeling processes and structures that have a **partial order:**
  - $a > b$ and $b > c \Rightarrow a > c$.
  - But may have a and b such that neither $a > b$ nor $b > a$.
- Can always make a **total order** (either $a > b$ or $b > a$ for all $a \neq b$) from a partial order.

Example

DAG of dependencies for putting on goalie equipment.



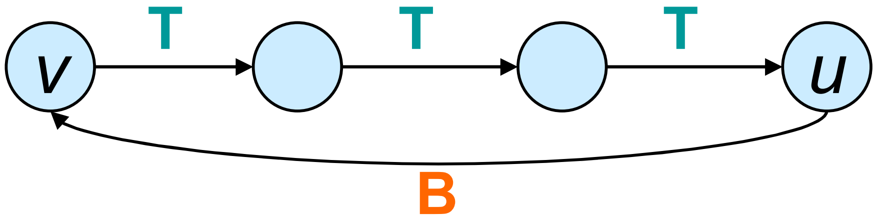
Characterizing a DAG

Lemma 22.11

A directed graph G is acyclic iff a DFS of G yields no back edges.

Proof:

- ⇒: Show that back edge ⇒ cycle.
  - Suppose there is a back edge (u, v). Then v is ancestor of u in depth-first forest.
  - Therefore, there is a path $v \rightsquigarrow u$, so $v \rightsquigarrow u \rightsquigarrow v$ is a cycle.



Characterizing a DAG

Lemma 22.11

A directed graph *G* is acyclic iff a DFS of G yields no back edges.

Proof (Contd.):

- ⇐ : Show that a cycle implies a back edge.
  - *c* : cycle in *G*, *v* : first vertex discovered in *c*, (*u*, *v*) : preceding edge in *c*.
  - At time *d*[*v*], vertices of *c* form a white path $v \rightsquigarrow u$. Why?
  - By white-path theorem, *u* is a descendent of *v* in depth-first forest.
  - Therefore, *(u, v)* is a back edge.