

Basic Graph Algorithms

- Exploring Graphs
- Depth First Search
- DFS Forest - Start and Finish Time
- DAG, Topological Sorting
- Strongly Connected Components
- Breadth First Search
- Bipartite Graphs

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Reachability

Given a graph $G = (V, E)$

A vertex v is **reachable** from u , if there exists a path from u to v

- $R(u)$: the set of vertices reachable from u

$$R(u) : \{v : \exists \text{ a path from } u \text{ to } v\}$$

Fundamental graph exploration problems

- Given s and u , is $u \in R(s)$?
- Given s , find $R(s)$

A more constructive/algorithmic definition of reachability:

v is reachable from s , if v is a neighbor of s or v is reachable from a neighbor of s

$$R(s) = \{s\} \cup \bigcup_{x \in N(s)} R(x)$$

Explore

Input: A graph $G = (V, E)$ and a node $s \in V$

Output: All nodes that are reachable from s , $R(s)$

- $R(s)$ is saved as a bit-vector $visited[1 \dots n]$ ▷ fixed order
- $visited[i] = 1 \Leftrightarrow v_i \in R(s)$
- Populate $visited[\cdot]$ using $R(s) = \{s\} \cup_{x \in N(s)} R(x)$

Algorithm REC-EXPLORE(s)

```
visited[·] ← ZEROS( $n$ )
function EXPLORE( $G, s$ )
    visited[ $s$ ] ← 1
    for  $x \in N(s)$  do
        if visited[ $x$ ] = 0 then
            EXPLORE( $G, x$ )
```

Algorithm ITR-EXPLORE(s)

```
visited ← ZEROS( $n$ )
INSERT(todo,  $s$ )
while todo  $\neq \emptyset$  do
     $u$  ← REMOVE(todo)
    visited[ $u$ ] ← 1
    for  $x \in N(u)$  do
        if visited[ $x$ ] = 0 then
            INSERT(todo,  $x$ )
```

Exploring the whole graph

- EXPLORE is still under-specified to analyze its runtime
- The EXPLORE procedure visits only the portion of graph that is reachable from the given source s
- To examine the rest of the graph, we restart the procedure elsewhere, at some **unvisited** vertex
- What if we start EXPLORE from some already visited vertex?
- Notice that algorithm readily extends to directed graphs

Depth First Search

Input: A graph $G = (V, E)$

Output: 'Explore' the graph G

Algorithm DFS(G)

$visited \leftarrow \text{ZEROS}(n)$

for all $s \in V$ **do**

if $visited[s] = 0$ **then**

 DFS-EXPLORE(s)

Algorithm DFS-EXPLORE(s)

function DFS-EXPLORE(s)

$visited[s] \leftarrow 1$

for $x \in N(s)$ **do**

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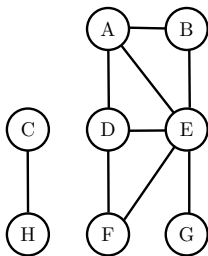
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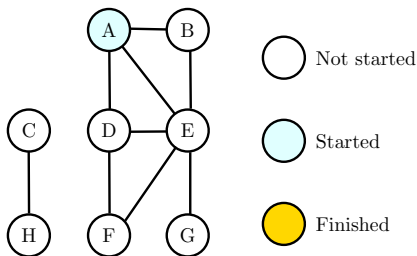
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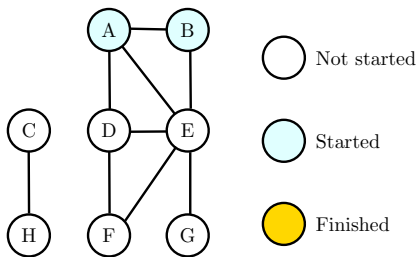
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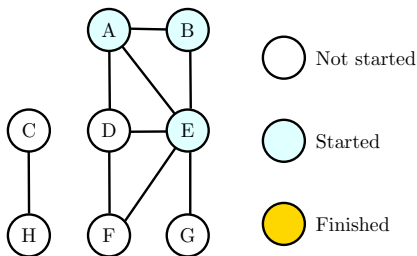
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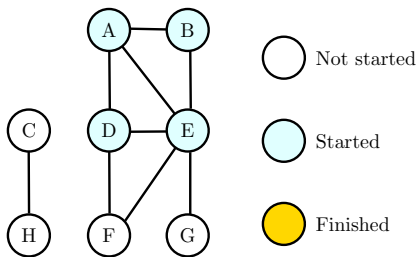
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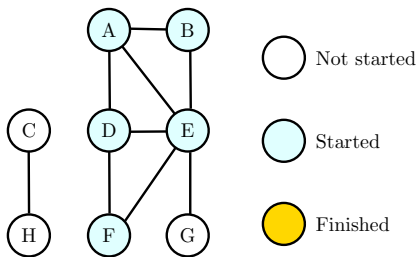
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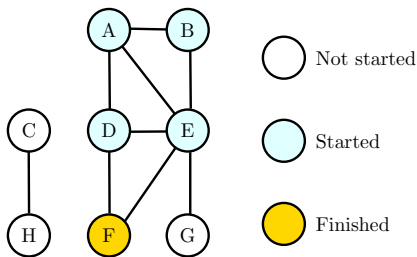
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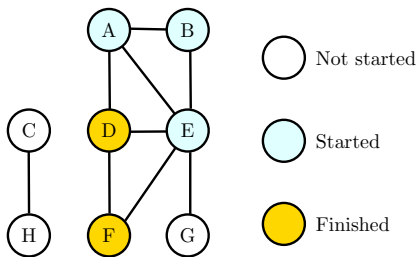
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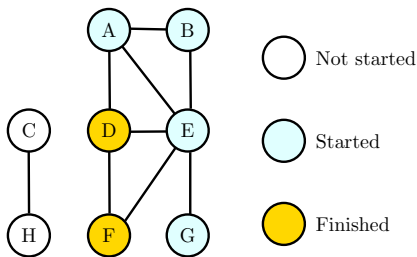
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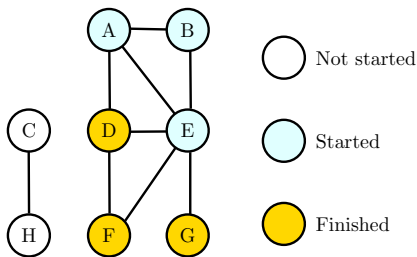
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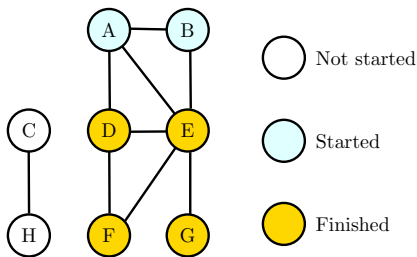
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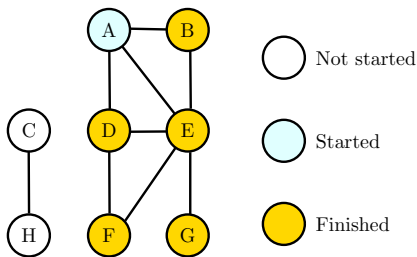
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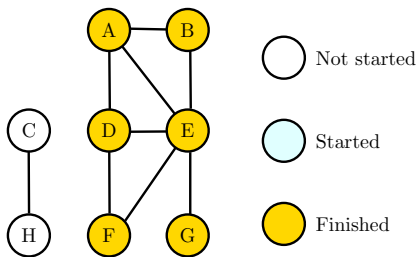
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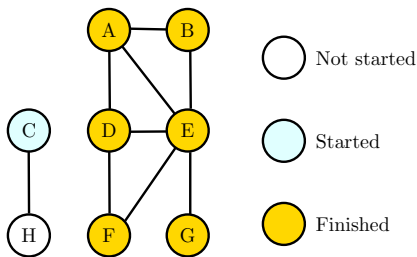
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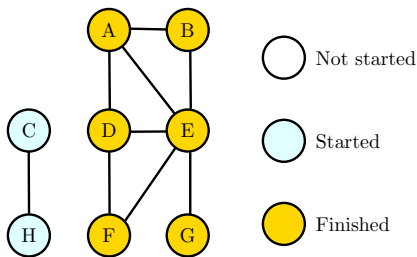
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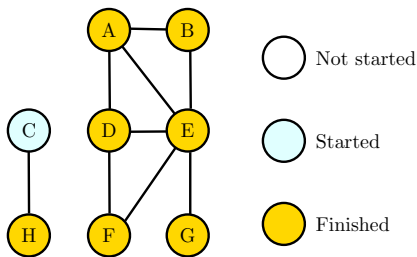
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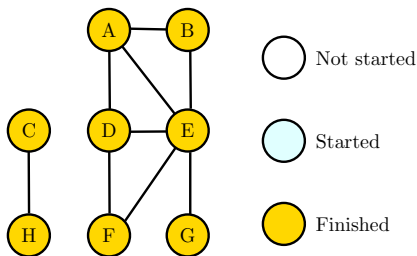
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Depth First Search: Forest

Algorithm DFS(G)

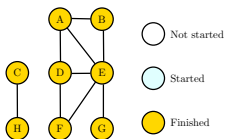
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When call to DFS-EXPLORE(s) is executed, all vertices in $R(s)$ are visited

- When DFS-EXPLORE(u) is finished one 'DFS tree' is formed containing all vertices reachable from u
- The next DFS-EXPLORE(v) called from outer loop forms a new tree



Depth First Search: Runtime

Algorithm DFS(G)

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Algorithm DFS-EXPLORE(s)

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 for $x \in N(s)$ **do**
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 DFS-EXPLORE(x)

- $G = (V, E)$, $|V| = n$, $|E| = m$
- Initialization and visited checking takes $O(n)$ time

Total runtime within all EXPLORE calls is $\sum_{i=1}^n deg(v_i) = 2m$

- Total runtime is $O(n + m)$

DFS: Summary

Algorithm DFS(G)

```
visited ← ZEROS( $n$ )
for all  $s \in V$  do
  if visited[ $s$ ] = 0 then
    DFS-EXPLORE( $s$ )
```

Algorithm DFS-EXPLORE(s)

```
function DFS-EXPLORE( $s$ )
  visited[ $s$ ] ← 1
  for  $x \in N(s)$  do
    if visited[ $x$ ] = 0 then
      DFS-EXPLORE( $x$ )
```

- DFS explores the entire graph
- Explores one neighbor first (in depth), before going to next neighbor
- Works both for undirected and directed graphs
- Runtime of $O(n + m)$ is equal to reading the input graph
- DFS doesn't add any cost (asymptotically) to any graph algorithm, we typically do it as a pre-processing step
- Answers many questions
 - is graph connected, how many components in the graph, find $R(s)$, \dots
- A fundamental algorithm with many applications; we will discuss some