

CS483-09 Elementary Graph Algorithms

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Room 443 ST II

Office hours: **Tue. & Thur. 1:30pm - 2:30pm** or by appointments

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`http://www.cs.gmu.edu/~lifei/teaching/cs483_fall07/`

Based on “Introduction to Algorithms” by T. Cormen, C. Leiserson, R. Rivest, and C. Stein and
“Algorithms” by S. Dasgupta, C. Papadimitriou, and U. Vazirani.

Outline

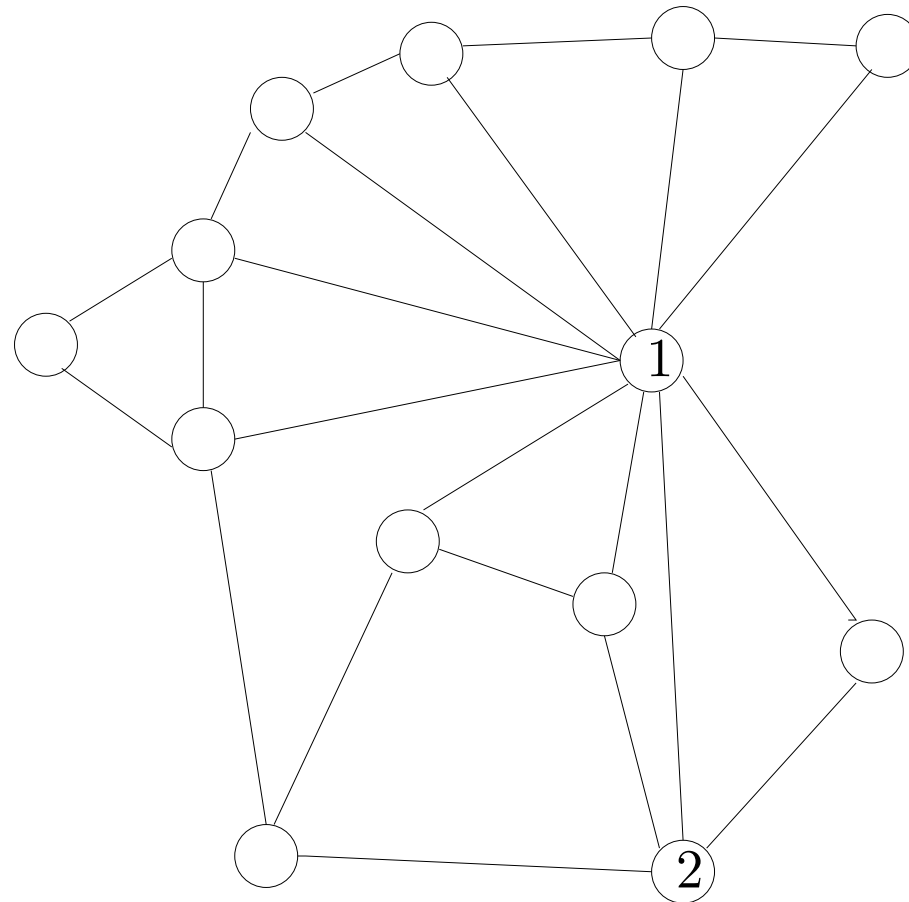
- Representation of Graphs
- Breath-first Search
- Depth-first Search
- Topological Sort

Why Graphs?



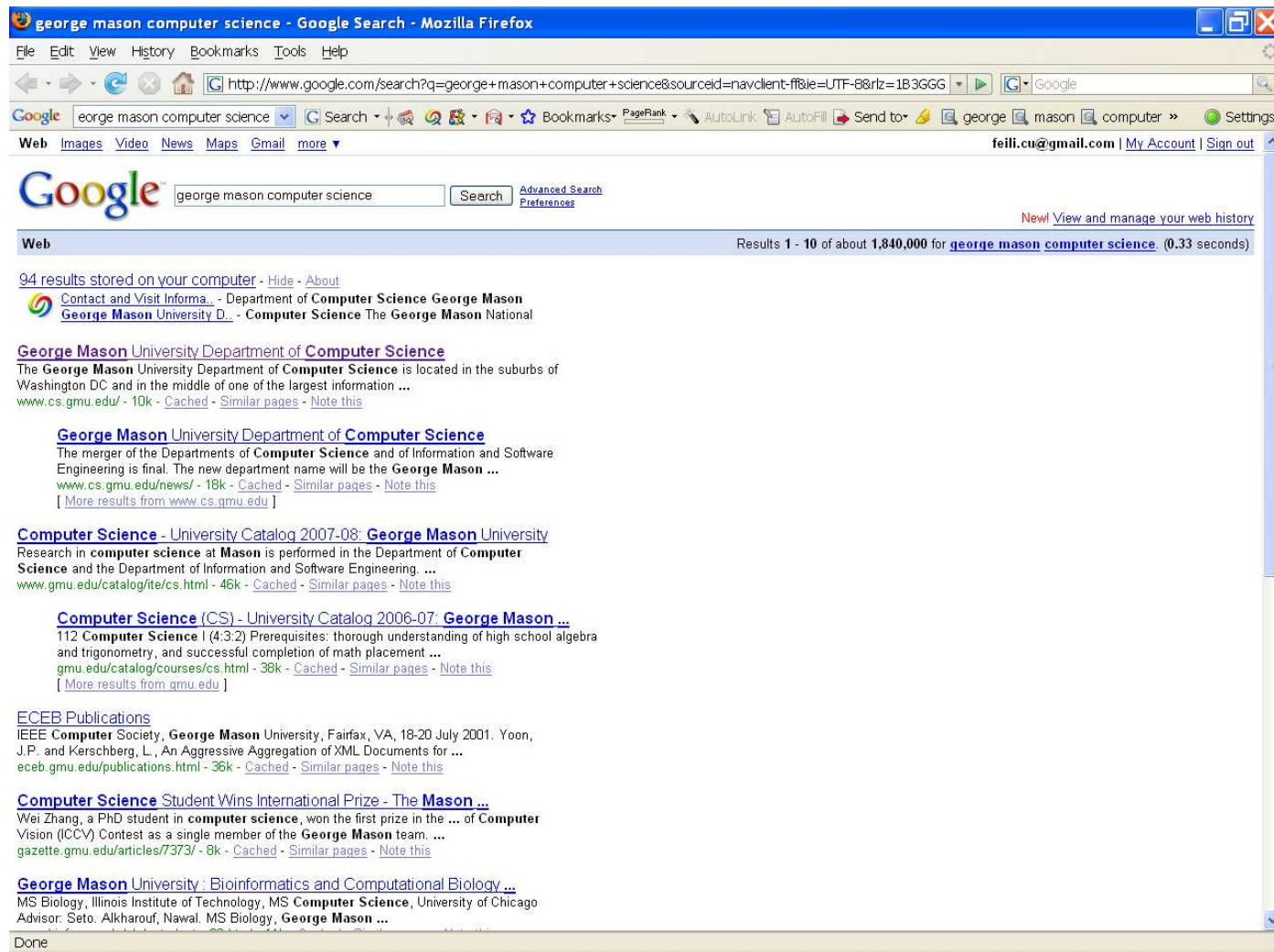
http://www.transitionsabroad.com/images/maps/south_america_map.gif

Why Graphs?



1 Brazil
2 Argentina

Why Graphs?



Why Graphs?

<http://adcentered.typepad.com> is: **PR** 5



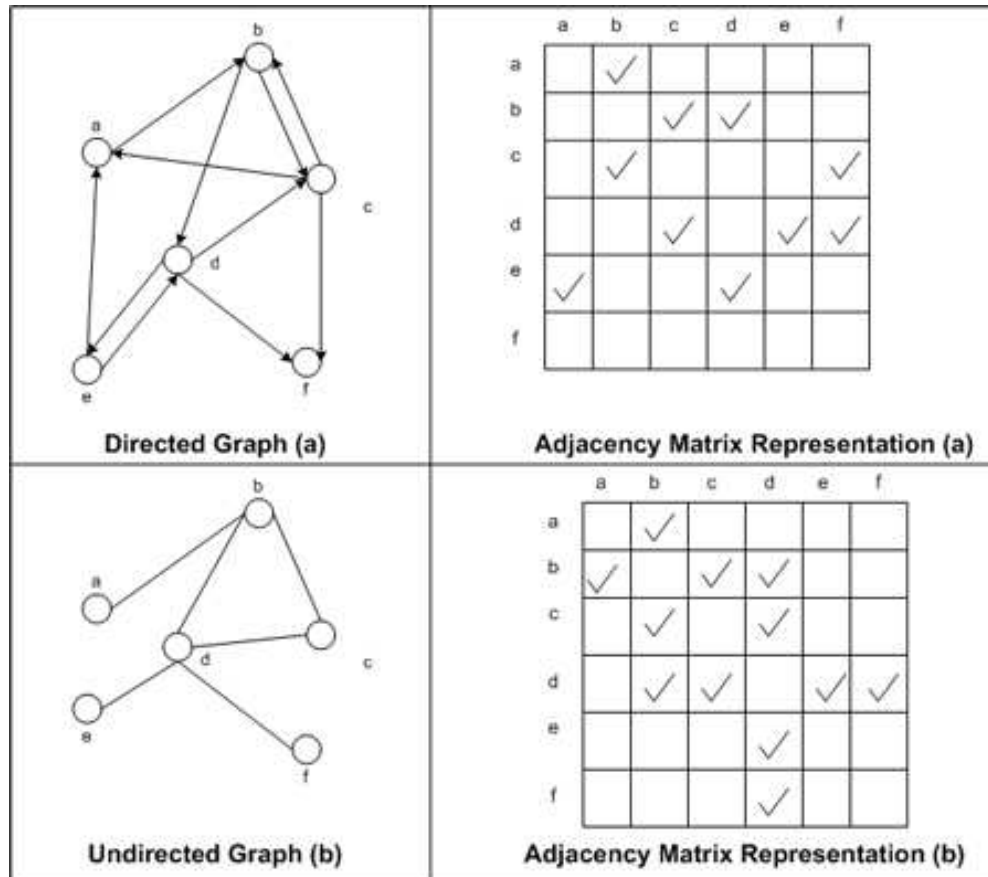
<http://adcentered.typepad.com/photos>

Graphs

- A graph $G = (V, E)$ is specified by a set of vertices (nodes) V and edges E between selected pairs of vertices.
- Edges are symmetric — *undirected graph*
- Directions over edges — *directed graph*
- Examples: political maps, exam conflicts, World Wide Web, etc.

Graph Representation

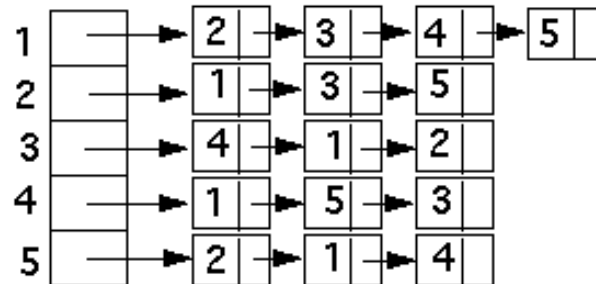
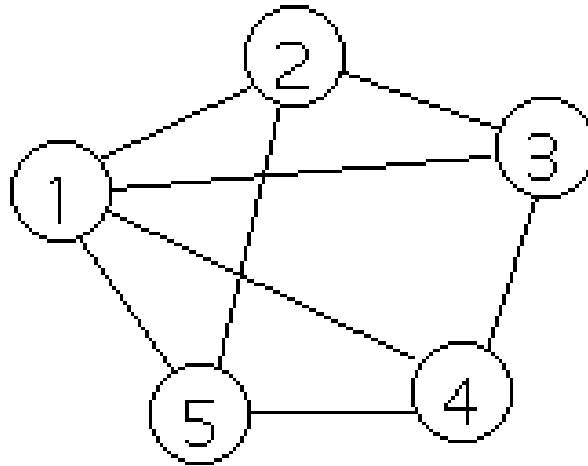
➤ Adjacency-matrix



<http://msdn2.microsoft.com/en-us/library/>

Graph Representation

➤ Adjacency-list



Graph Traversal is Important

Exploring a graph is rather like navigating a maze.

Which parts of the graph are reachable from a given vertex?



<http://www.sheffordtown.co.uk/maze/index.html>

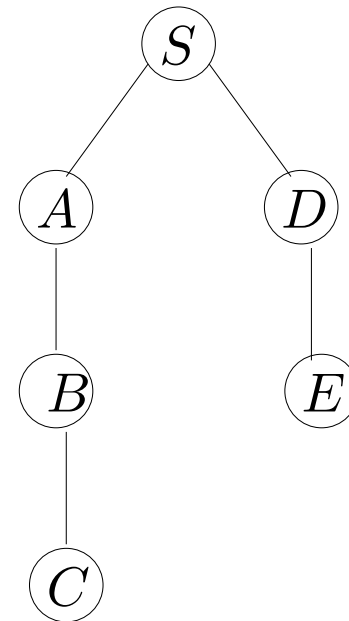
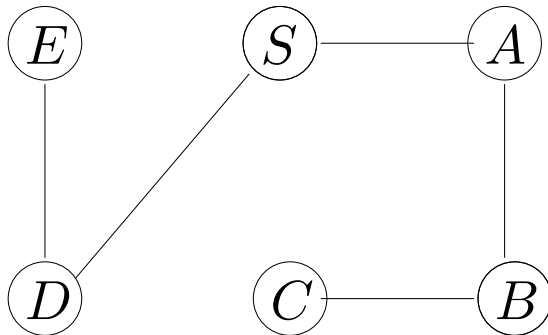
Outline

- Representation of Graphs
- **Breadth-first Search**
- Depth-first Search
- Topological Sort

Breath-first Search (BFS)

BFS

1. **Identifies** all the **vertices** of a graph that can be **reached** from a designated starting point, and
2. **Finds** explicit **paths** via a **depth-first search tree**.



Breath-first Search (BFS)

Input: Graph $G = (V, E)$, directed or undirected; vertex $s \in V$

Output: For all vertices u reachable from s , $d(u)$ is set to the distance from s to u

Intuition: Proceed layer by layer

Algorithm 0.1: BFS(G, s)

for $\forall u \in V$

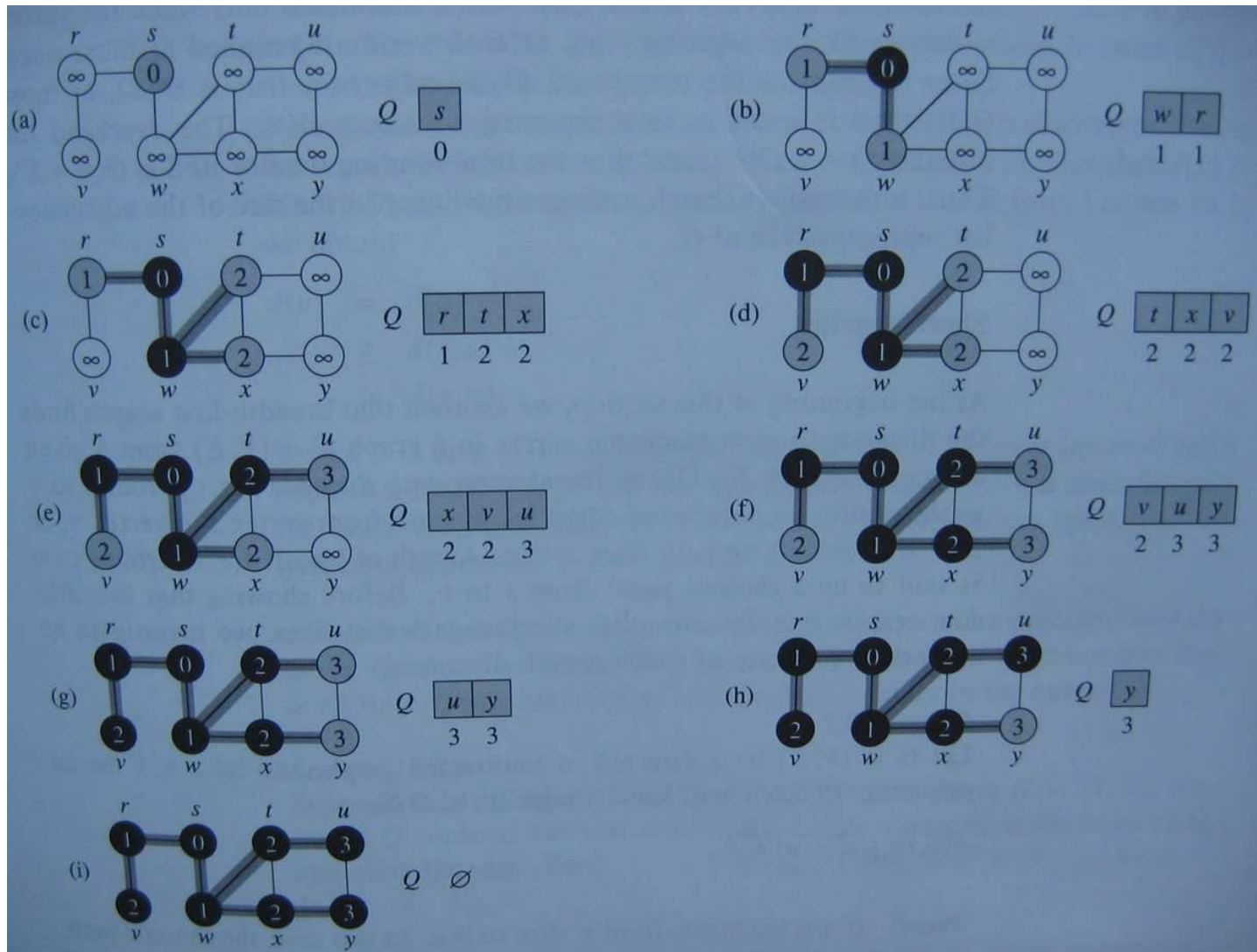
$d(u) = \infty$

$d(s) = 0$

$Q = [s]$

while $Q \neq \emptyset$

$\left\{ \begin{array}{l} u = \text{Pop}(Q) \\ \text{for } (u, v) \in E \\ \quad \left\{ \begin{array}{l} \text{if } d(v) = \infty \\ \quad \text{then } \left\{ \begin{array}{l} \text{Push}(Q, v) \\ d(v) = d(u) + 1 \end{array} \right. \end{array} \right. \end{array} \right.$



Breath-first Search (BFS)

- The **correctness proof**: Use an induction method
- The overall **running time** of *BFS* is $O(|V| + |E|)$.
 - Each vertex is put on the queue exactly once, when it is first encountered, so there are $2 \cdot |V|$ **queue operations**.
 - Over the course of execution, this loop **looks at each edge** once (in directed graphs) or twice (in undirected graphs), and therefore takes $O(|E|)$ time.

Outline

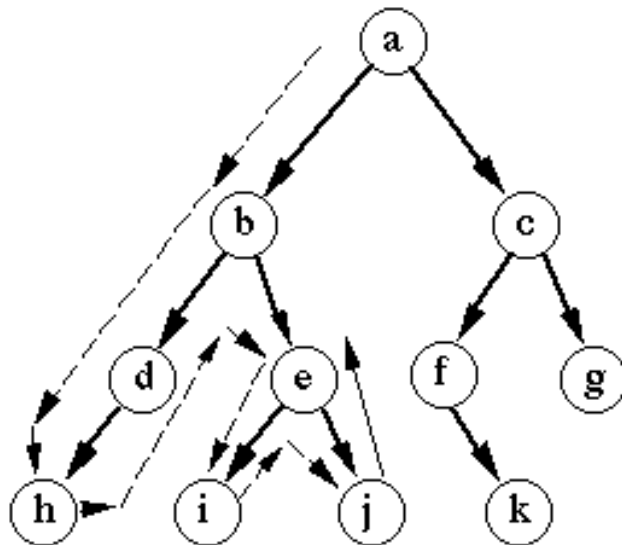
- Representation of Graphs
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Depth-first Search

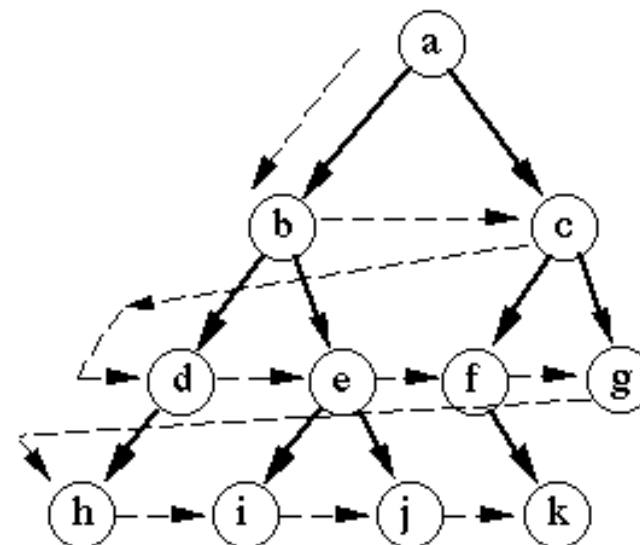
Input: Graph $G = (V, E)$, directed or undirected; vertex $s \in V$

Output: All vertices u reachable from s in timestamps of visiting

Intuition: Explore each vertex as much as you can



Depth-first search



Breadth-first search

<http://www.cse.unsw.edu.au/billw/Justsearch1.gif>

Depth-first Search (DFS)

$\pi[u]$: the parent of a node u .

$time[u]$: timestamp when u is first discovered.

Algorithm 0.2: DFS($G(V, E)$)

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)

Algorithm 0.3: DFS-VISIT(u)

color[u] \leftarrow GRAY

//White vertex u has just been discovered.

$d[u]$ \leftarrow time \leftarrow time + 1

for each $v \in \text{Adj}[u]$

//Explore edge (u, v) .

{
 do if color[v] = WHITE

 then $\pi(u) \leftarrow u$
 DFS-VISIT(v)
}

color[u] \leftarrow BLACK

//Blacken u ; it is finished.

$d[u]$ \leftarrow time \leftarrow time + 1

