#### CS 312: Algorithms

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Last Compiled: September 26, 2018

### Today

- ▶ Bipartite testing
- ▶ Directed graphs

## **Graph Traversal**

- ▶ BFS/DFS:  $\Theta(m+n)$  (linear time) graph primitives for:
  - $\blacktriangleright \ \, \mathsf{Path} \,\, \mathsf{from} \,\, s \,\, \mathsf{to} \,\, t?$
  - ► Connected components
  - ► Subroutine in other algorithms
- ▶ Can be modified to solve related problems
  - $\,\blacktriangleright\,$  Sometimes properties of BFS/DFS trees are useful
- ► Example: Bipartite Testing

## Bipartite Graphs

**Definition** Graph G=(V,E) is bipartite if V can be partitioned into sets X,Y such that every edge has one end in X and one in Y.

Can color nodes  $\operatorname{red}$  and  $\operatorname{blue}$  s.t. no edges between nodes of same color.

#### Examples (board work)

- ▶ Bipartite: student-college graph in stable matching
- ► Bipartite: client-server connections
- ▶ Not bipartite: "odd cycle" (cycle with odd # of nodes)
- ▶ Not bipartite: any graph containing odd cycle

 ${f Claim}$  (easy): If G contains an odd cycle, it is not bipartite.

## Bipartite Testing

**Question** Given G = (V, E), is G bipartite?

Algorithm? BFS? Idea: run BFS from any node  $\boldsymbol{s}$ 

- $ightharpoonup L_0 = \operatorname{red}$
- $ightharpoonup L_1 = \mathsf{blue}$
- $ightharpoonup L_2 = \operatorname{red}$
- ► Even layers red, odd layers blue

What could go wrong? Edge between two nodes at same layer.

## Algorithm

Run BFS from any node  $\boldsymbol{s}$ 

if there is an edge between two nodes in same layer then Output "not bipartite"

else

 $X={\sf even\ layers}$ 

 $Y = \mathsf{odd} \mathsf{\ layers}$ 

end if

Correctness? Recall: all edges between same or adjacent layers.

- 1. No edges between nodes in same layer  $\Rightarrow$  correct labeling,  ${\cal G}$  bipartite.
- 2. Edge between two nodes in the same layer  $\Rightarrow G$  has an odd cycle, not bipartite. Proof on board.

## Proof

- Let T be BFS tree of G and suppose (x, y) is an edge between two nodes in the layer j
- Let  $z \in L_i$  be the least common ancestor of x and y
  - ▶ Let  $P_{zx} = \text{path from } z \text{ to } x \text{ in } T$

  - Let  $P_{yz} = \text{path from } z \text{ to } y \text{ in } T$ The path that follows  $P_{zx}$  then edge (x,y) then  $P_{yz}$  is a cycle of length 2(j-i)+1, which is odd
- ▶ Therefore *G* is not bipartite.

## **Directed Graphs**

$$G = (V, E)$$

- ▶  $(u,v) \in E$  is a *directed* edge
- ightharpoonup u points to v

#### **Examples**

► Facebook: undirected

► Twitter: directed

► Web: directed

Road network: directed

# Directed Graph Traversal

Reachability. Find all nodes reachable from some node s.

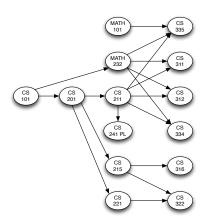
s-t shortest path. What is the length of the shortest directed path from s to t?

Algorithm? BFS naturally extends to directed graphs. Add v to  $L_{i+1}$  if there is a *directed* edge from  $L_i$  and v is not already discovered.

## Directed Acyclic Graphs

**Definition** A directed acyclic graph (DAG) is a directed graph with no cycles.

Models dependencies, e.g. course prerequisites.



## **Topological Sorting**

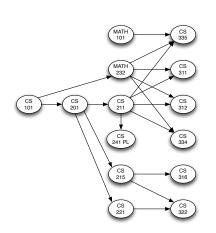
**Definition** A topological ordering of a directed graph is an ordering of the nodes such that all edges go "forward" in the ordering. Example on board.

- ▶ Label nodes  $v_1, v_2, \ldots, v_n$  such that
- ▶ For all edges  $(v_i, v_j)$  we have i < j
- A way to order the classes so all prerequisites are satisfied

## Topological Sorting

## Exercise

- 1. Find a topological ordering.
- 2. Devise an algorithm to find a topological ordering. (Hint: it is not a modification of BFS or DFS.)



## **Topological Sorting**

**Problem** Given DAG G, compute a topological ordering for G.

topo-sort(G)

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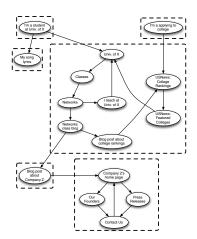
Running time? O(m+n) — details omitted

# Topological Sorting Analysis

- ightharpoonup This algorithm is "obviously correct" if we can always find a node v with no incoming edges.
- ▶ Claim: G is a DAG  $\Rightarrow G$  has a node with no incoming edges. Proof sketch on board.

**Theorem**: G is a DAG if and only if G has a topological ordering.

## Directed Graph Connectivity

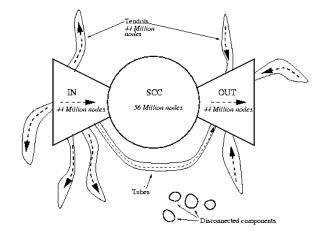


Strongly connected graph. Directed path between any two nodes.

Strongly connected component (SCC). Maximal subset of nodes with directed path between any two.

SCCs can be found in O(m+n) time. (Tarjan, 1972)

# Bow-Tie Structure of Web



## **Graphs Summary**

- ► Graph Traversal
  - $\,\blacktriangleright\,$  BFS/DFS, Connected Components, Bipartite Testing
  - ► Traversal Implementation and Analysis
- ► Directed Graphs
  - ► Directed Acyclic Graphs
  - ► Topological ordering
  - ► Strong Connectivity