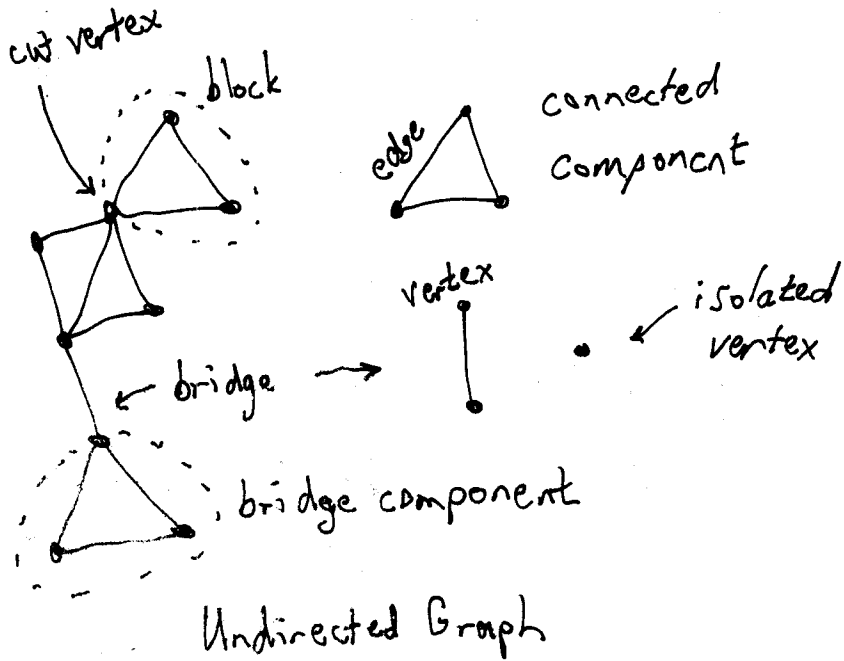


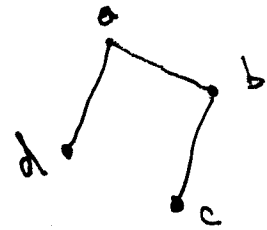
# Graphs, Search, Components



Representations:

	a	b	c	d
Adjacency Matrix	a 0 1 0 1	b 1 0 1 0	c 0 1 0 0	d 1 0 0 0

- Adjacency Lists
- a: b, d
  - b: a, c
  - c: b
  - d: a



## Search

Explore vertices systematically by traversing edges

Mark vertices when visited

Traverse an untraversed edge from a visited vertex  
or else

Start a new search from an unvisited vertex

Breadth-first search: queue of visited vertices

Depth-first search: stack of visited vertices

$dfs(v) : \{ previsit(v); scan(v); postvisit(v) \}$

$scan(v) : \text{for } e \in \text{arcs out}(v) \rightarrow \text{traverse}(e)$

$traverse(e) : \{ \text{advance}(e);$

$\text{if not previsited}(t(e)) \rightarrow dfs(t(e));$

$\text{retreat}(e) \}$

$explore(G) : \text{for } v \in G \rightarrow \text{if not previsited}(v) \rightarrow dfs(v)$

## Properties of Depth-First Search

First edge into each vertex = tree edge

Tree edges define spanning forest; trees rooted at search start vertices

Previsit order = preorder on tree (discovery order)

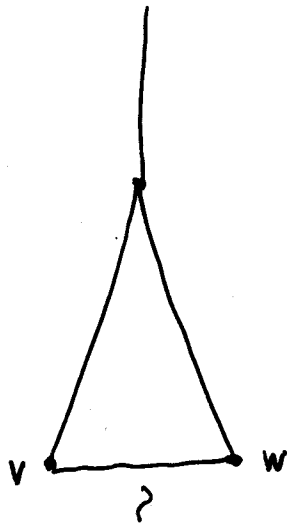
Postvisit order = postorder on tree (finishing order)

$v$  an ancestor of  $w$  iff  $\text{pre}(v) \leq \text{pre}(w)$   
&  $\text{post}(v) \geq \text{post}(w)$

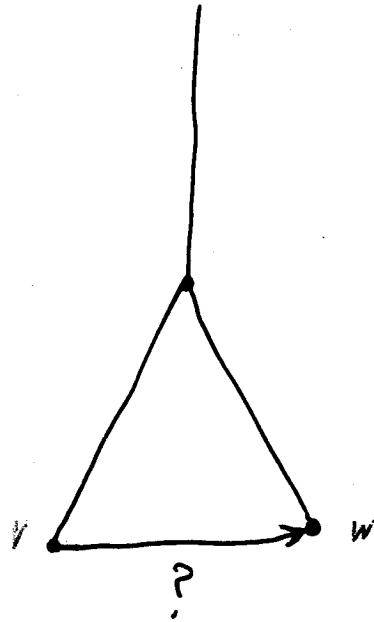
Undirected graph: direct edges along search direction:

each nontree edge leads from a descendant to an ancestor

Digraph:  $(v, w)$  an edge implies  $v$  and  $w$  are related in depth-first spanning forest or  $\text{pre}(v) > \text{pre}(w)$  (&  $\text{post}(v) > \text{post}(w)$ )



would be traversed from v  
before w is reached,  
hence a tree edge

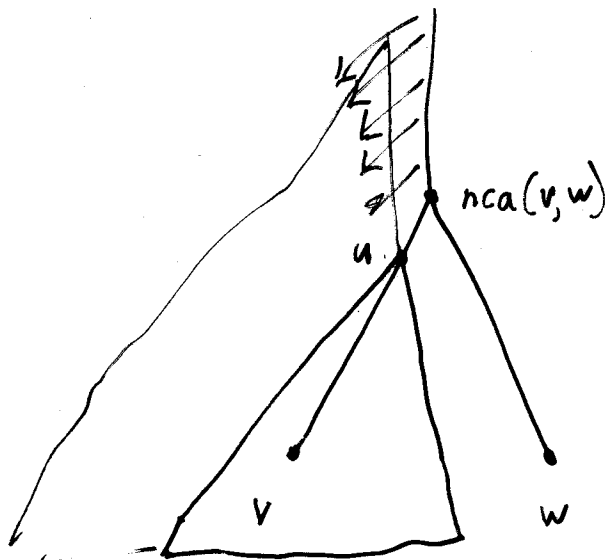


(same argument)

Path lemma:

undigraph: Any path from  $v$  to  $w$  contains a common ancestor of  $v$  and  $w$ .

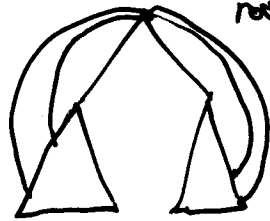
digraph: Any path from  $v$  to  $w$  with  $\text{pre}(v) < \text{pre}(w)$  (or  $\text{post}(v) < \text{post}(w)$ ) contains a common ancestor of  $v$  and  $w$ .



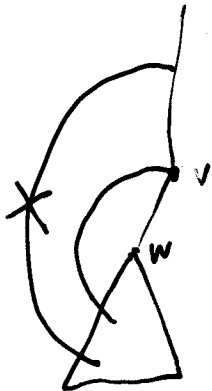
common ancestor = first vertex on the path that is not a descendant of  $u$

(digraph) = first vertex on the path that is  $\geq u$  in postorder

Cut vertex:

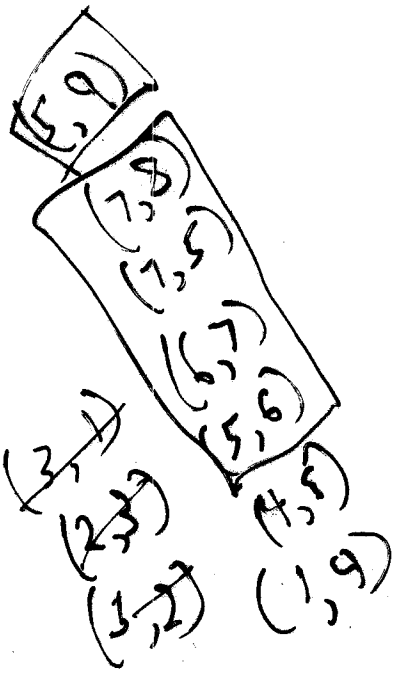
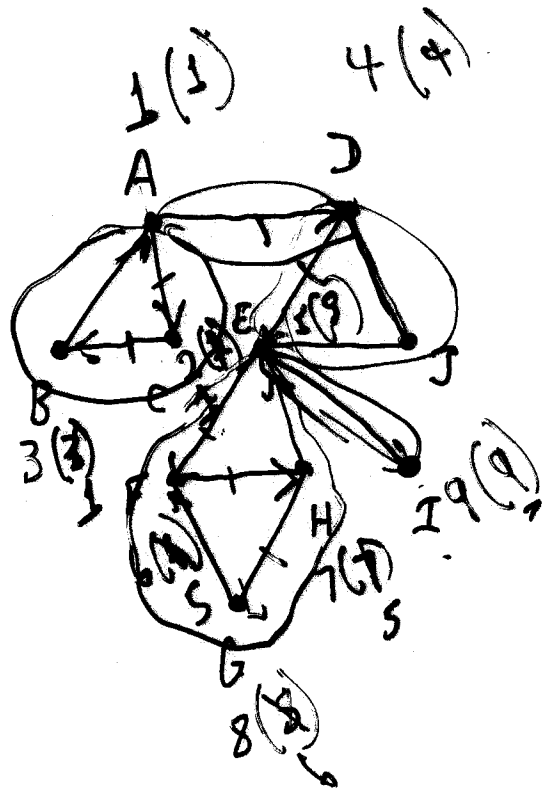


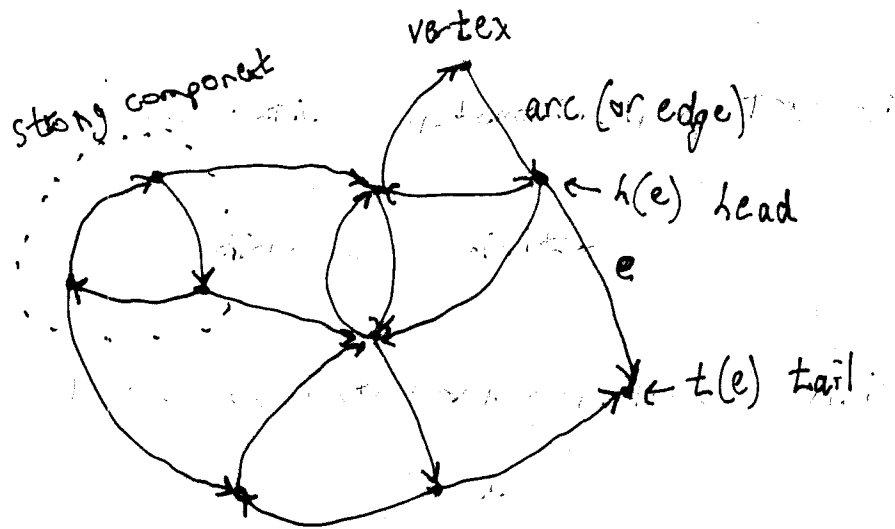
root with  $\geq 2$  children  
(no cross edges)



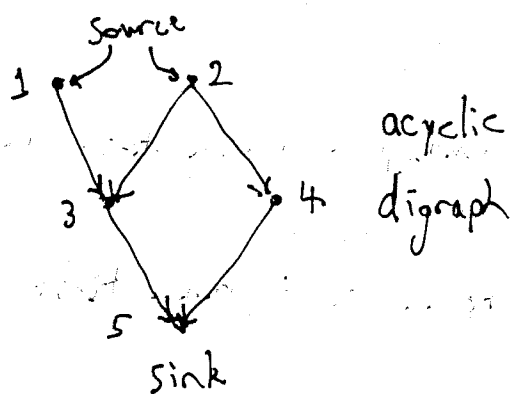
non root with child  $w$  with no edges from a  
descendant of  $w$  to a proper ancestor of  
 $v$  (iff  $low(w) \geq v$ )

ATK





Di (irected) Graph



topological order:  $i \rightarrow j \Rightarrow n(i) < n(j)$

... to ...

... visited ...

... if ...



## Strong Components by DFS (Gabow)

Maintain stack of tentative components

Add each new vertex to stack as a singleton component

When advancing along an edge, if it leads from a component to a lower component on stack, combine all components down to the lower component

When postvisiting the last vertex in a component, output the component

Needs disjoint set union to maintain components:

$$O((m+n)\alpha(n))$$

Components output in reverse topological order

## Linear-Time Version

Maintain stack of vertices not in permanent components in preorder

Observe: tentative components are intervals on this stack

Maintain separate stack of (indices of) bottom vertices in tentative components

vertex number: 0 if not previsited

stack position if positive

- component number if negative