



Design and Analysis of Algorithms (II)

Strongly Connected Components

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Depth-First Search in Graphs

```
EXPLORE ( $G, v$ )  
input :  $G = (V, E)$  is a graph;  $v \in V$   
output:  $visited(u)$  to true for all nodes  $u$  reachable from  $v$   
  
 $visited(v) = true$ ;  
PREVISIT ( $v$ );  
for each edge  $(v, u) \in E$  do  
  | if not  $visited(u)$  then EXPLORE ( $G, u$ );  
end  
POSTVISIT ( $v$ );
```

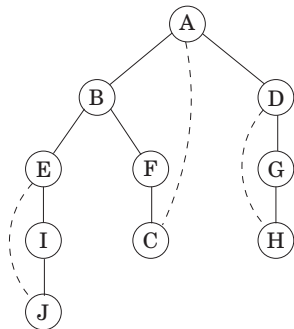
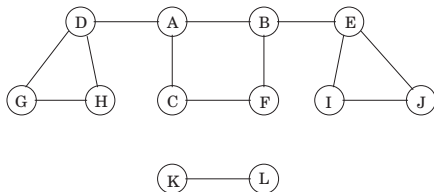
Types of Edges in Undirected Graphs

Those edges in G that are traversed by **EXPLORE** are **tree edges**.

Types of Edges in Undirected Graphs

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The rest are **back edges**.



```
DFS ( $G$ )  
for all  $v \in V$  do  
  |  $visited(v) = false$ ;  
end  
for all  $v \in V$  do  
  | if not  $visited(v)$  then Explore ( $G, v$ );  
end
```

Previsit and Postvisit Orderings

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```

```
pre[v] = clock;  
clock ++;
```

```
POSTVISIT (v)
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```
post[v] = clock;  
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```

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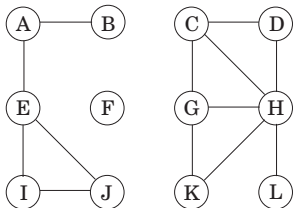
```
 $post[v] = clock;$   
 $clock ++;$ 
```

Lemma

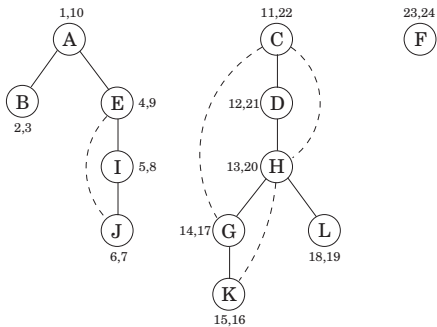
For any nodes u and v , the two intervals $[pre(u), post(u)]$ and $[pre(v), post(v)]$ are either disjoint or one is contained within the other.

Previsit and Postvisit Orderings

(a)



(b)



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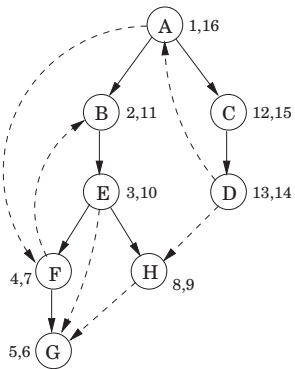
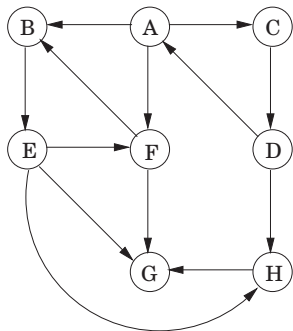
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- **Tree edges** are actually part of the DFS forest.
- **Forward edges** lead from a node to a nonchild descendant in the DFS tree.
- **Back edges** lead to an ancestor in the DFS tree.
- **Cross edges** lead to neither descendant nor ancestor.

Directed Graphs



Types of Edges

pre/post ordering for (u, v)	Edge type
$[u \quad [v \quad]v \quad]u$	Tree/forward
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Q: Is that all?

Definition

A **cycle** in a directed graph is a circular path

$$v_0 \rightarrow v_1 \rightarrow v_2 \rightarrow \dots v_k \rightarrow v_0$$

Directed Acyclic Graphs (DAG)

Definition

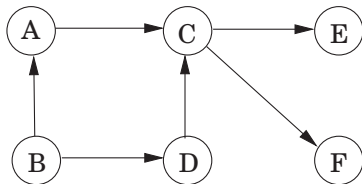
A **cycle** in a directed graph is a circular path

$$v_0 \rightarrow v_1 \rightarrow v_2 \rightarrow \dots v_k \rightarrow v_0$$

Lemma

*A directed graph has a cycle if and only if its depth-first search reveals a **back edge**.*

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The only edges (u, v) in a graph for which $post(u) < post(v)$ are **back edges**, and we have seen that a DAG cannot have **back edges**.

Directed Acyclic Graphs (DAG)

Lemma

*In a DAG, every edge leads to a vertex with a lower **post** number.*

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The vertex with the smallest post number comes last in this **linearization**, and it must be a **sink** - no outgoing edges.

Symmetrically, the one with the highest post is a **source**, a node with no incoming edges.

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The guaranteed existence of a source suggests an alternative approach to **linearization**:

- 1 Find a source, output it, and delete it from the graph.
- 2 Repeat until the graph is empty.

Strongly Connected Components

Defining Connectivity for Directed Graphs

Definition

Two nodes u and v of a directed graph are connected if there is a path from u to v and a path from v to u .

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This relation partitions V into disjoint sets that we call **strongly connected components (SCC)**.

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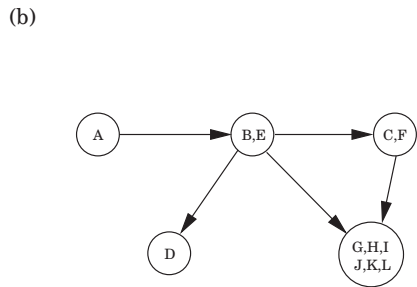
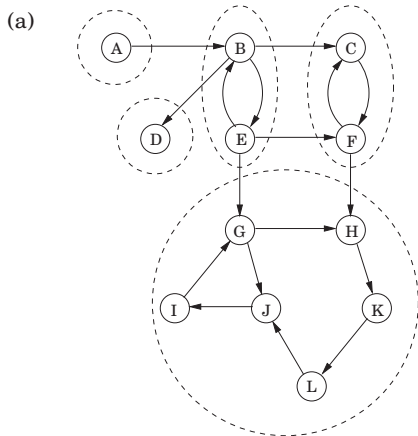
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This relation partitions V into disjoint sets that we call **strongly connected components (SCC)**.

Lemma

*Every directed graph is a DAG of its **SCC**.*

Strongly Connected Components



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- 1 How do we find a node that we know for sure lies in a **sink SCC**?

Lemma

If the **EXPLORE** subroutine at node u , then it will terminate precisely when all nodes reachable from u have been visited.

If we call explore on a node that lies somewhere in a **sink SCC**, then we will retrieve exactly that component.

We have two problems:

- 1 How do we find a node that we know for sure lies in a **sink SCC**?
- 2 How do we **continue** once this first component has been discovered?

Lemma

*The node that receives the highest **post** number in a depth-first search must lie in a **source SCC**.*

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The node that receives the highest *post* number in a depth-first search must lie in a *source SCC*.

Lemma

If C and C' are *SCC*, and there is an edge from a node in C to a node in C' , then the highest *post* number in C is bigger than the highest *post* number in C' .

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The node that receives the highest *post* number in a depth-first search must lie in a *source SCC*.

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If C and C' are *SCC*, and there is an edge from a node in C to a node in C' , then the highest *post* number in C is bigger than the highest *post* number in C' .

Hence the SCCs can be *linearized* by arranging them in decreasing order of their highest *post* numbers.

Solving Problem A

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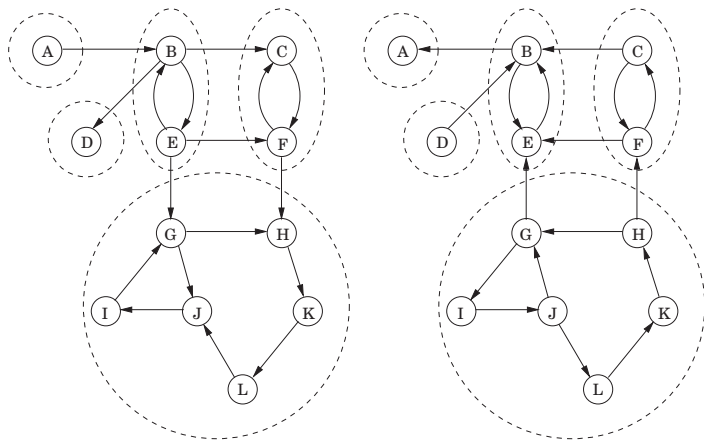
Consider the **reverse graph** G^R , the same as G but with all edges reversed.

G^R has exactly the same **SCCs** as G .

If we do a depth-first search of G^R , the node with the highest post number will come from a **source SCC** in G^R .

It is a **sink SCC** in G .

Strongly Connected Components



Solving Problem B

Once we have found the first SCC and deleted it from the graph, the node with the highest post number among those remaining will belong to a sink SCC of whatever remains of G .

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Therefore we can keep using the post numbering from our initial depth-first search on G^R to successively output the second strongly connected component, the third SCC, and so on.

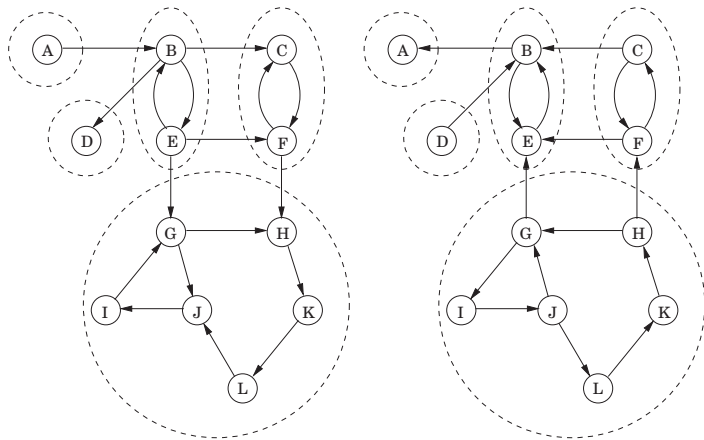
The Linear-Time Algorithm

- 1 Run **depth-first search** on G^R .

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- 1 Run **depth-first search** on G^R .
- 2 Run the **EXPLORE** algorithm on G , and during the **depth-first search**, process the vertices in decreasing order of their post numbers from step 1.

Strongly Connected Components



Think About

How the SCC algorithm works when the graph is very, very huge?

Think About

How about edges instead of paths?

EXERCISES

Exercises 1

Suppose a CS curriculum consists of n courses, all of them mandatory. The prerequisite graph G has a node for each course, and an edge from course v to course w if and only if v is a prerequisite for w . Find an algorithm that works directly with this graph representation, and computes the minimum number of semesters necessary to complete the curriculum (assume that a student can take any number of courses in one semester). The running time of your algorithm should be linear.

Exercises 2

Give an efficient algorithm which takes as input a directed graph $G = (V, E)$, and determines whether or not there is a vertex $s \in V$ from which all other vertices are reachable.

Referred Materials

Content of this lecture comes from section 3.2, 3.3 and 3.4 in [DPV07].