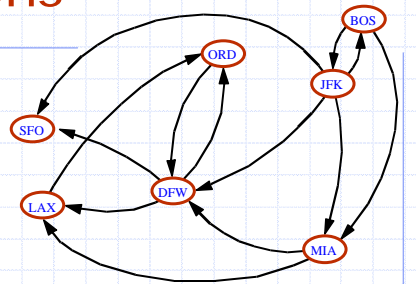
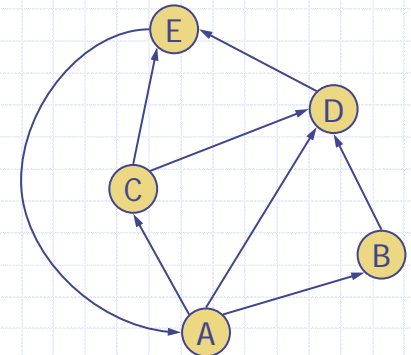


Directed Graphs

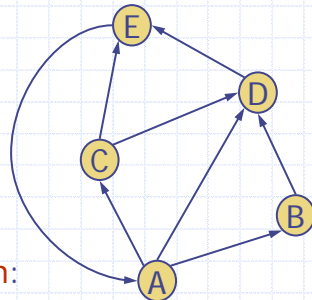


Digraphs

- A **digraph** is a graph whose edges are all directed
 - Short for "directed graph"
- Applications
 - one-way streets
 - flights
 - task scheduling



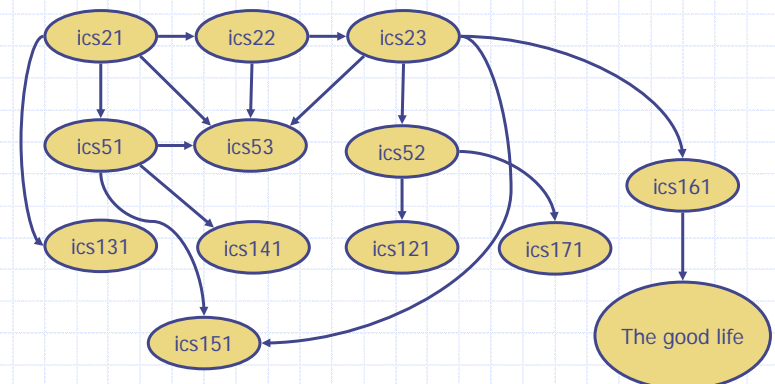
Digraph Properties



- A graph $G=(V,E)$ such that
 - Each edge goes in **one direction**:
 - Edge (a,b) goes from a to b , but not b to a
- If G is simple, $m \leq n \cdot (n - 1)$
- If we keep in-edges and out-edges in separate adjacency lists, we can perform listing of incoming edges and outgoing edges in time proportional to their size

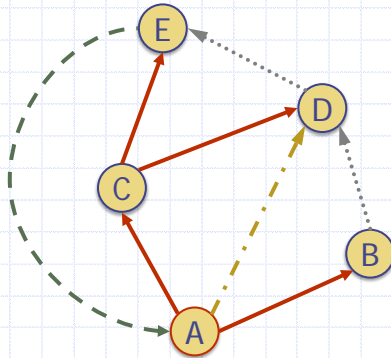
Digraph Application

- **Scheduling**: edge (a,b) means task a must be completed before b can be started



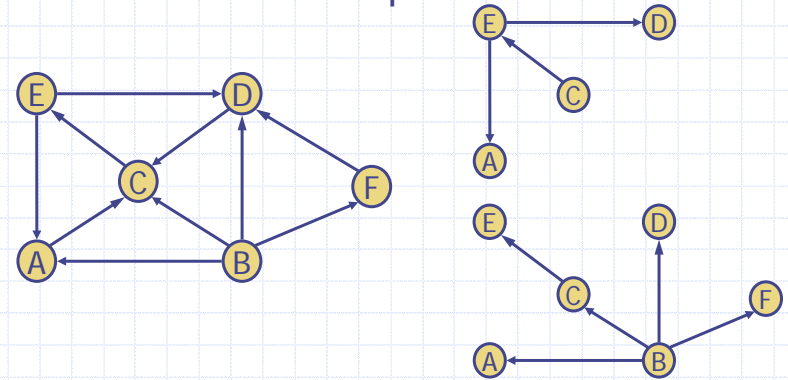
Directed DFS

- We can specialize the traversal algorithms (DFS and BFS) to digraphs by traversing edges only along their direction
- In the directed DFS algorithm, we have four types of edges
 - discovery edges
 - back edges
 - forward edges
 - cross edges
- A directed DFS starting at a vertex s determines the vertices **reachable** from s



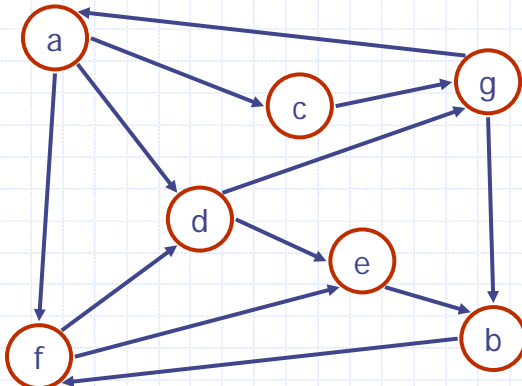
Reachability

- DFS **tree** rooted at v : vertices reachable from v via directed paths



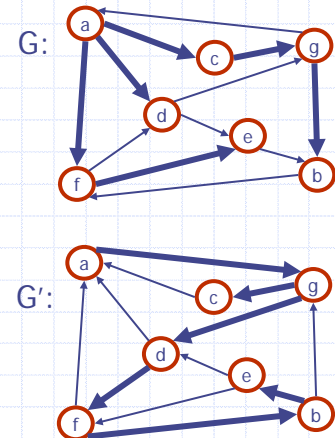
Strong Connectivity

- Each vertex can reach all other vertices



Strong Connectivity Algorithm

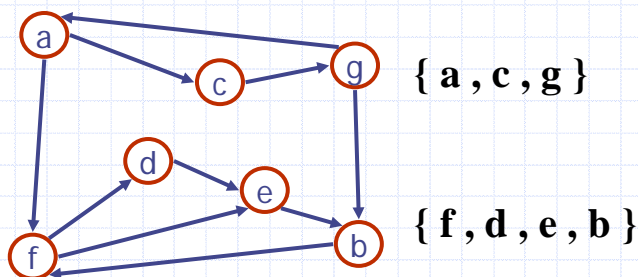
- Pick a vertex v in G
- Perform a DFS from v in G
 - If there's a w not visited, print "no"
- Let G' be G with edges reversed
- Perform a DFS from v in G'
 - If there's a w not visited, print "no"
 - Else, print "yes"
- Running time: $O(n+m)$



Strongly Connected Components

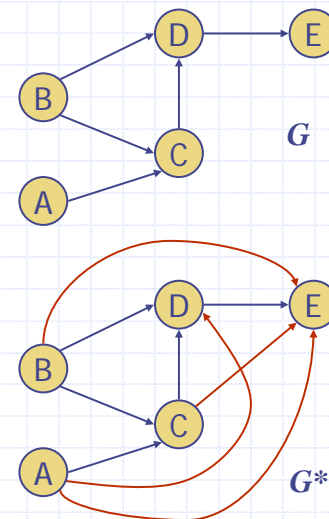


- Maximal subgraphs such that each vertex can reach all other vertices in the subgraph
- Can also be done in $O(n+m)$ time using DFS, but is more complicated (similar to biconnectivity).



Transitive Closure

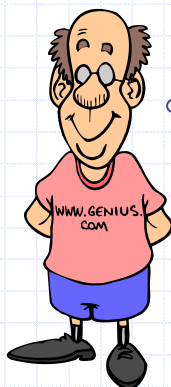
- Given a digraph G , the transitive closure of G is the digraph G^* such that
 - G^* has the same vertices as G
 - if G has a directed path from u to v ($u \neq v$), G^* has a directed edge from u to v
- The transitive closure provides reachability information about a digraph



Computing the Transitive Closure

- We can perform DFS starting at each vertex
 - $O(n(n+m))$

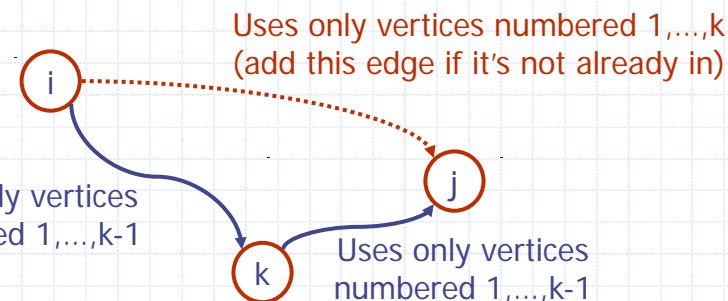
If there's a way to get from A to B and from B to C, then there's a way to get from A to C.



Alternatively ... Use dynamic programming:
The Floyd-Warshall Algorithm

Floyd-Warshall Transitive Closure

- Idea #1: Number the vertices $1, 2, \dots, n$.
- Idea #2: Consider paths that use only vertices numbered $1, 2, \dots, k$, as intermediate vertices:



Floyd-Warshall's Algorithm



- Number vertices v_1, \dots, v_n
- Compute digraphs G_0, \dots, G_n
 - $G_0 = G$
 - G_k has directed edge (v_i, v_j) if G has a directed path from v_i to v_j with intermediate vertices in $\{v_1, \dots, v_k\}$
- We have that $G_n = G^*$
- In phase k , digraph G_k is computed from G_{k-1}
- Running time: $O(n^3)$, assuming areAdjacent is $O(1)$ (e.g., adjacency matrix)

Algorithm *FloydWarshall*(G)

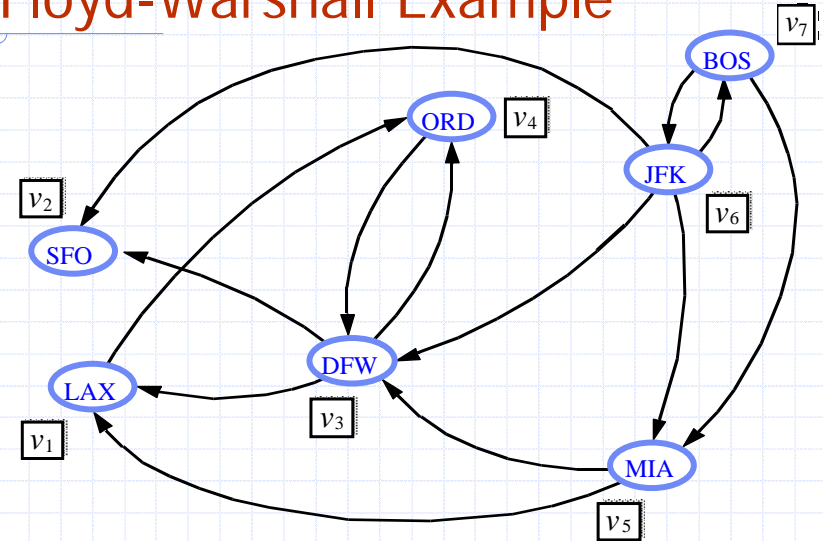
Input digraph G

Output transitive closure G^* of G

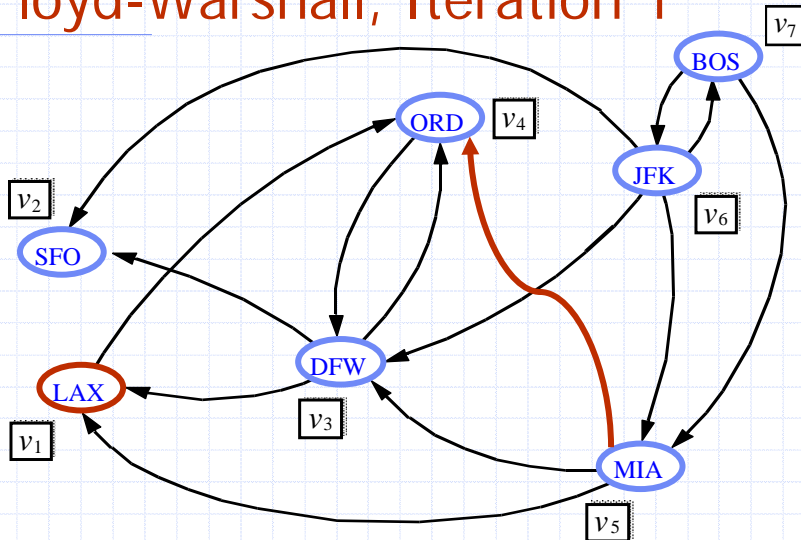
```

i ← 1
for all v ∈ G.vertices()
    denote v as v_i
    i ← i + 1
G_0 ← G
for k ← 1 to n do
    G_k ← G_{k-1}
    for i ← 1 to n (i ≠ k) do
        for j ← 1 to n (j ≠ i, k) do
            if G_{k-1}.areAdjacent(v_i, v_k) ∧
               G_{k-1}.areAdjacent(v_k, v_j)
            if ¬G_k.areAdjacent(v_i, v_j)
                G_k.insertDirectedEdge(v_i, v_j, k)
return G_n
    
```

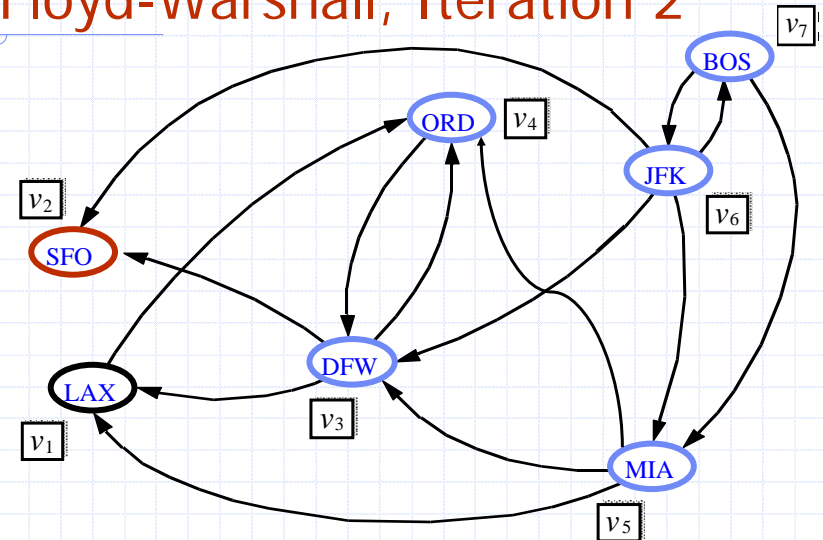
Floyd-Warshall Example



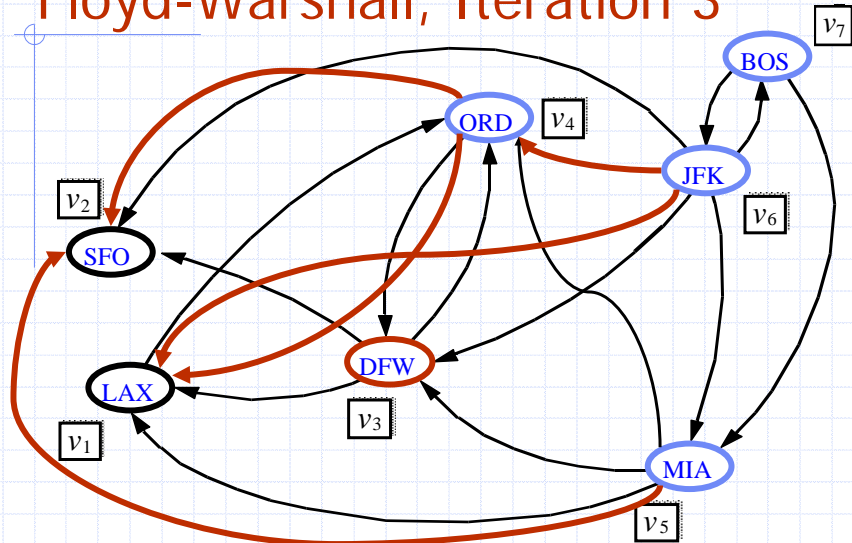
Floyd-Warshall, Iteration 1



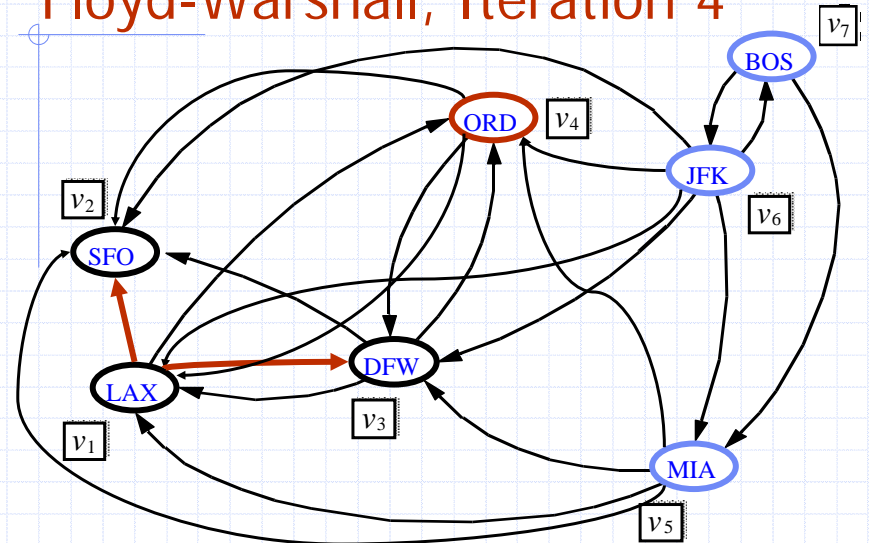
Floyd-Warshall, Iteration 2



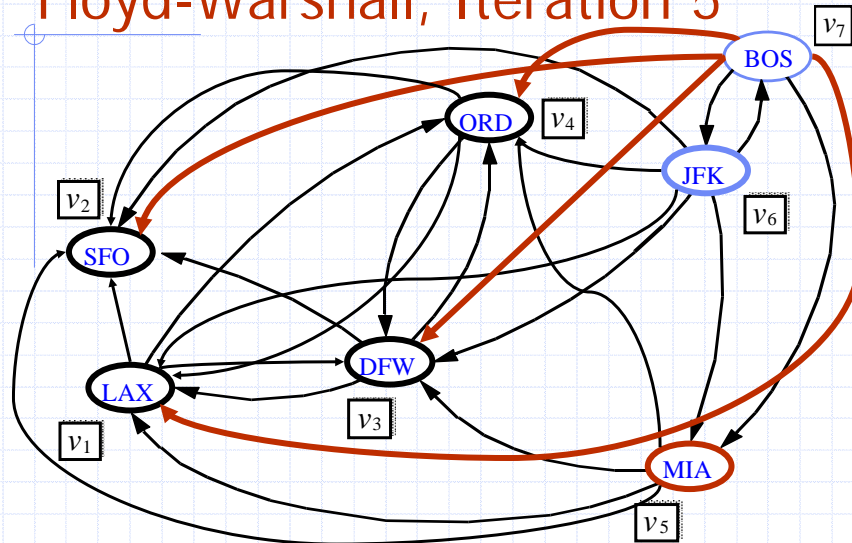
Floyd-Warshall, Iteration 3



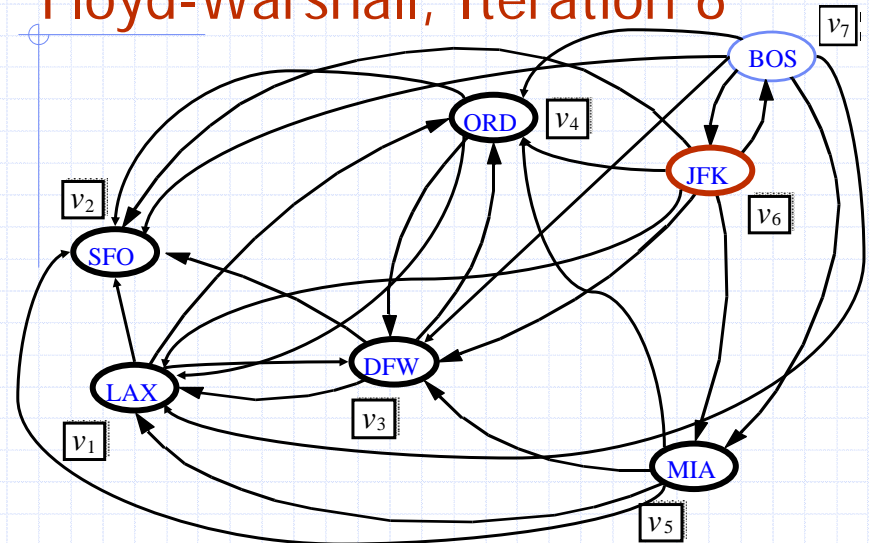
Floyd-Warshall, Iteration 4



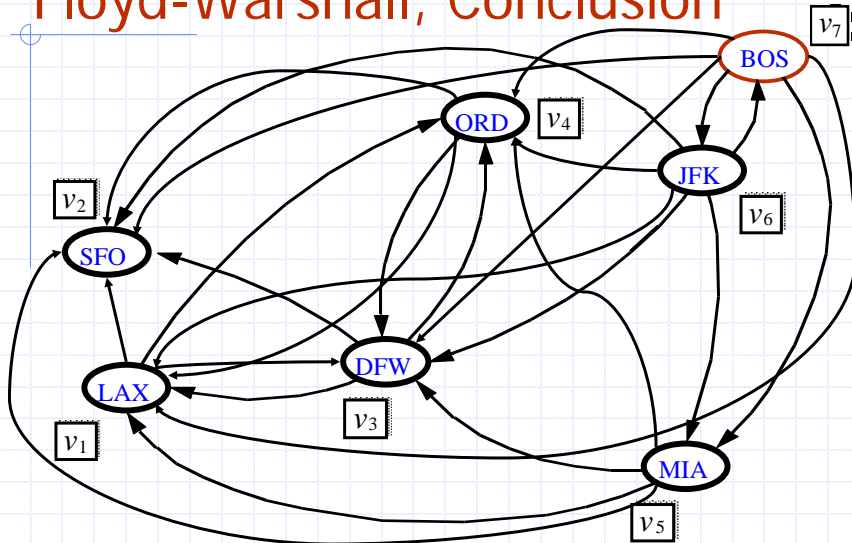
Floyd-Warshall, Iteration 5



Floyd-Warshall, Iteration 6



Floyd-Warshall, Conclusion



DAGs and Topological Ordering

- A directed acyclic graph (DAG) is a digraph that has no directed cycles
- A topological ordering of a digraph is a numbering

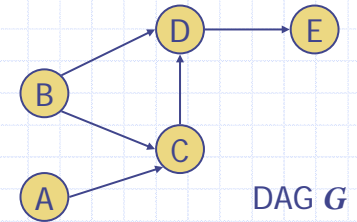
$$v_1, \dots, v_n$$

of the vertices such that for every edge (v_i, v_j) , we have $i < j$

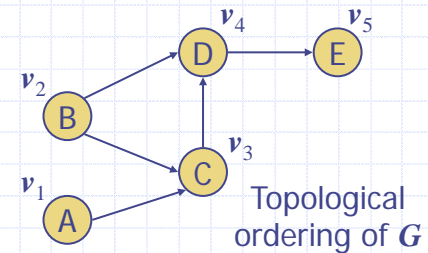
- Example: in a task scheduling digraph, a topological ordering is a task sequence that satisfies the precedence constraints

Theorem

A digraph admits a topological ordering if and only if it is a DAG



DAG G

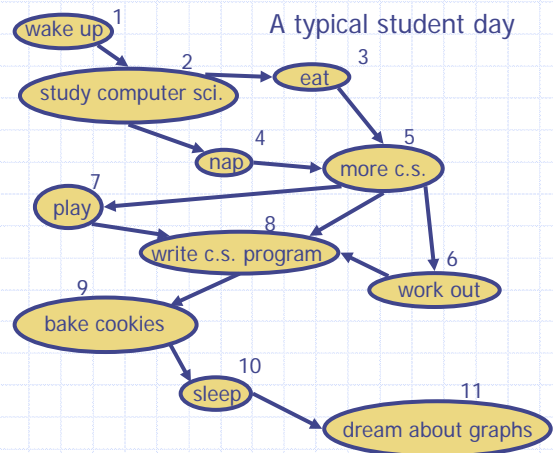


Topological ordering of G

Topological Sorting



- Number vertices, so that (u, v) in E implies $u < v$



Algorithm for Topological Sorting

- Note: This algorithm is different than the one in the book

Algorithm TopologicalSort(G)

$H \leftarrow G$ // Temporary copy of G

$n \leftarrow G.numVertices()$

while H is not empty **do**

Let v be a vertex with no outgoing edges

Label $v \leftarrow n$

$n \leftarrow n - 1$

Remove v from H

- Running time: $O(n + m)$

Implementation with DFS

- Simulate the algorithm by using depth-first search
- $O(n+m)$ time.

Algorithm *topologicalDFS(G)*

Input dag G

Output topological ordering of G

$n \leftarrow G.numVertices()$

for all $u \in G.vertices()$

$u.setLabel(UNEXPLORED)$

for all $v \in G.vertices()$

if $v.getLabel() = UNEXPLORED$

$topologicalDFS(G, v)$

Algorithm *topologicalDFS(G, v)*

Input graph G and a start vertex v of G

Output labeling of the vertices of G in the connected component of v

$v.setLabel(VISITED)$

for all $e \in v.outEdges()$

{ outgoing edges }

$w \leftarrow e.opposite(v)$

if $w.getLabel() = UNEXPLORED$

{ e is a discovery edge }

$topologicalDFS(G, w)$

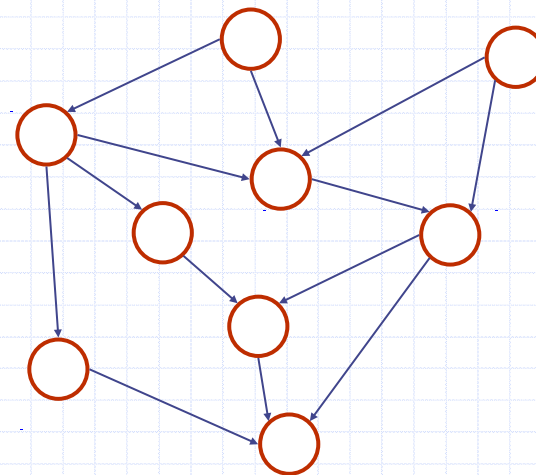
else

{ e is a forward or cross edge }

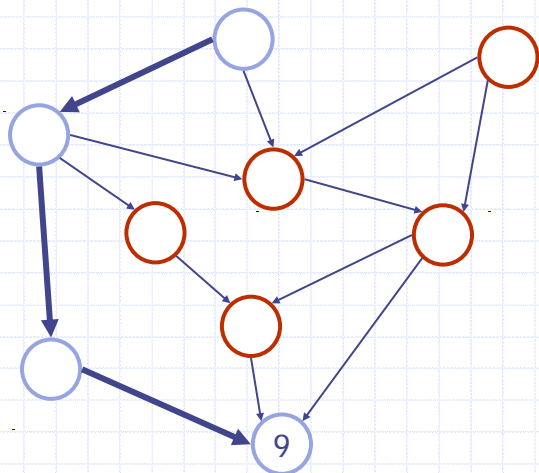
Label v with topological number n

$n \leftarrow n - 1$

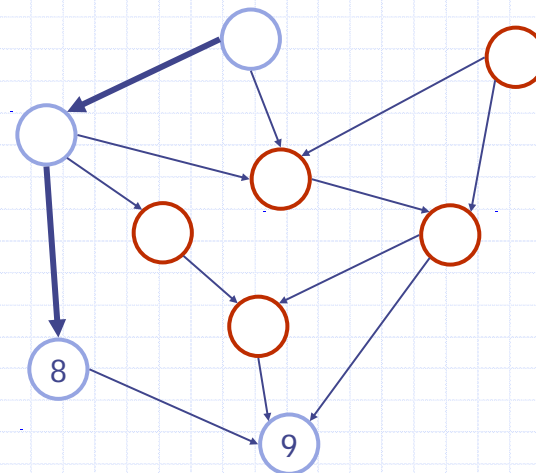
Topological Sorting Example



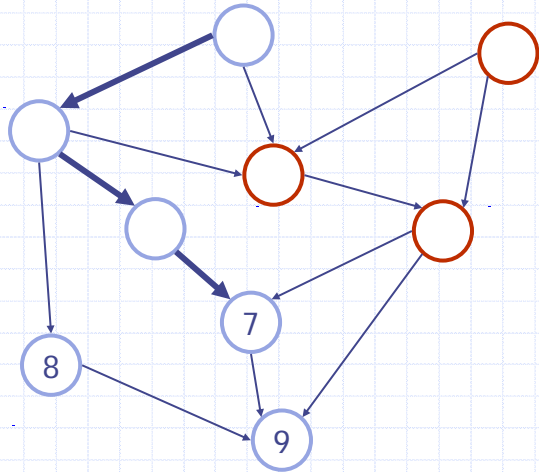
Topological Sorting Example



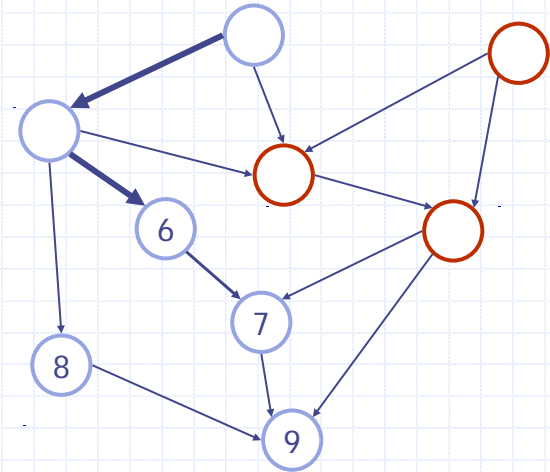
Topological Sorting Example



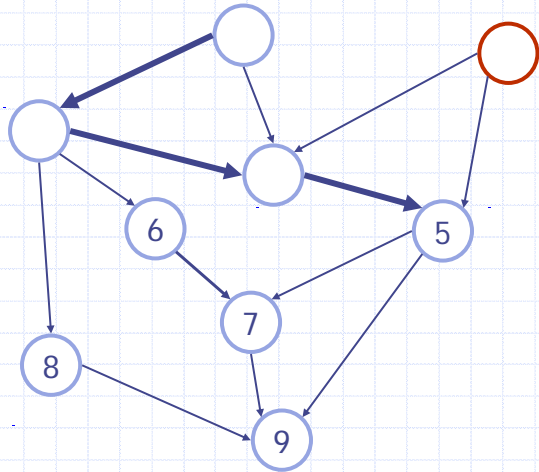
Topological Sorting Example



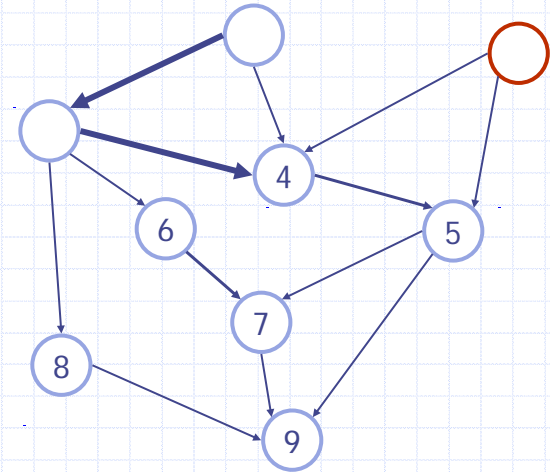
Topological Sorting Example



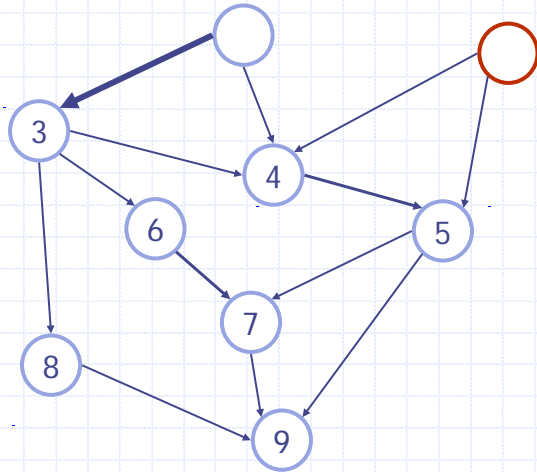
Topological Sorting Example



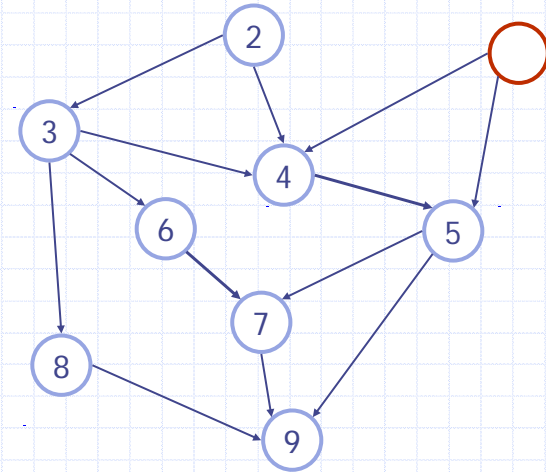
Topological Sorting Example



Topological Sorting Example



Topological Sorting Example



Topological Sorting Example

