CS61B Lecture #36

Administrative:

- Last week's homework due tonight at midnight.
- New problems (on sorting) added to this week's homework Tuesday night. It's due at the usual time.
- Slight update added to the rules in the on-line Project 3 handout. The game stops as soon as all squares become one player's color; it's not necessary to keep moving spots around after that.

Today's Readings: Graph Structures: *DSIJ*, Chapter 12

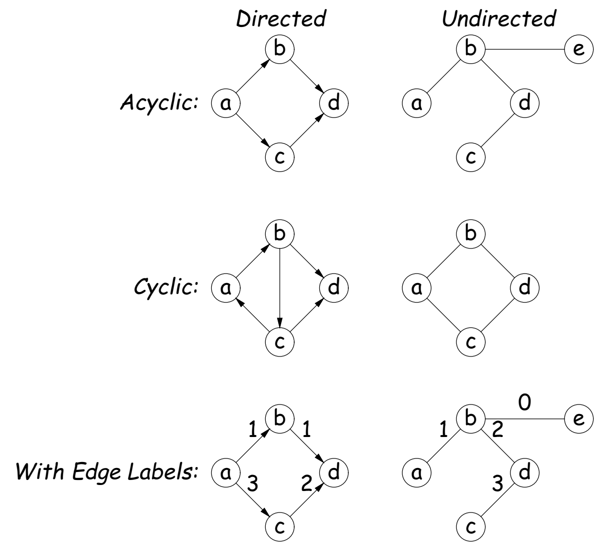
Why Graphs?

- For expressing non-hierarchically related items
- Examples:
  - Networks: pipelines, roads, assignment problems
  - Representing processes: flow charts, Markov models
  - Representing partial orderings: PERT charts, makefiles

Some Terminology

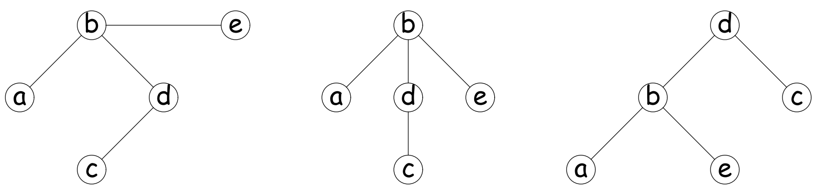
- A *graph* consists of
  - A set of *nodes* (aka *vertices*)
  - A set of *edges:* pairs of nodes.
  - Nodes with an edge between are *adjacent*.
  - Depending on problem, nodes or edges may have *labels* (or *weights*)
- Typically call node set $V = \{v_0, \ldots\}$, and edge set E.
- If the edges have an order (first, second), they are *directed edges,* and we have a *directed graph (digraph),* otherwise an *undirected graph*.
- Edges are *incident* to their nodes.
- Directed edges *exit* one node and *enter* the next.
- A *cycle* is a path without repeated edges leading from a node back to itself (following arrows if directed).
- A graph is *cyclic* if it has a cycle, else *acyclic*. Abbreviation: Directed Acyclic Graph—*DAG*.

Some Pictures



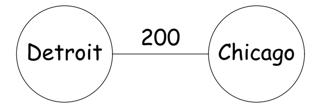
Trees are Graphs

- A graph is *connected* if there is a (possibly directed) path between every pair of nodes.
- That is, if one node of the pair is *reachable* from the other.
- A DAG is a (rooted) tree iff connected, and every node but the root has exactly one parent.
- A connected, acyclic, undirected graph is also called a *free tree*. Free: we're free to pick the root; e.g.,

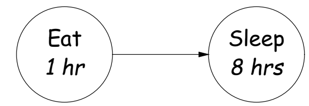


Examples of Use

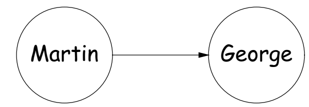
- Edge = Connecting road, with length.



- Edge = Must be completed before; Node label = time to complete.

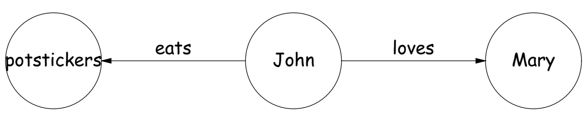


- Edge = Begat

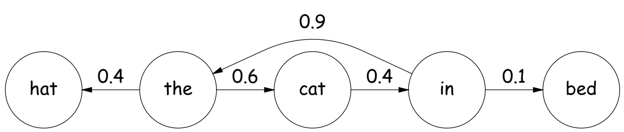


More Examples

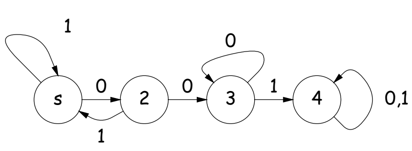
- Edge = some relationship



- Edge = next state might be (with probability)

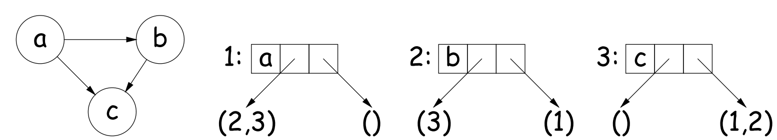


- Edge = next state in state machine, label is triggering input. (Start at s. Being in state 4 means "there is a substring '001' somewhere in the input".)



Representation

- Often useful to number the nodes, and use the numbers in edges.
- *Edge list representation:* each node contains some kind of list (e.g., linked list or array) of its successors (and possibly predecessors).



- *Edge sets:* Collection of all edges. For graph above:

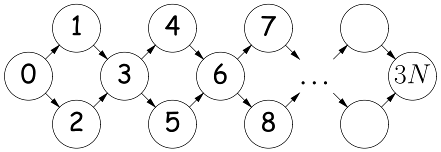
$$\{(1,2),(1,3),(2,3)\}$$

- *Adjacency matrix:* Represent connection with matrix entry:

$$\begin{array}{c c} & \begin{array}{ccc} 1 & 2 & 3 \end{array} \\ \begin{array}{c} 1 \\ 2 \\ 3 \end{array} & \begin{bmatrix} 0 & 1 & 1 \\ 0 & 0 & 1 \\ 0 & 0 & 0 \end{bmatrix} \end{array}$$

Traversing a Graph

- Many algorithms on graphs depend on traversing all or some nodes.
- Can't quite use recursion because of cycles.
- Even in acyclic graphs, can get combinatorial explosions:



Treat 0 as the root and do recursive traversal down the two edges out of each node: $\Theta(2^N)$ operations!

- So typically try to visit each node constant # of times (e.g., once).

General Graph Traversal Algorithm

```
COLLECTION_OF_VERTICES fringe;

fringe = INITIAL_COLLECTION;
while (! fringe.isEmpty()) {
  Vertex v = fringe.REMOVE_HIGHEST_PRIORITY_ITEM();

  if (! MARKED(v)) {
    MARK(v);
    VISIT(v);
    For each edge (v,w) {
      if (NEEDS_PROCESSING(w))
        Add w to fringe;
    }
  }
}
```

Replace *COLLECITON_OF_VERTICES*, *INITIAL_COLLECTION*, etc. with various types, expressions, or methods to different graph algorithms.

Example: Depth-First Traversal

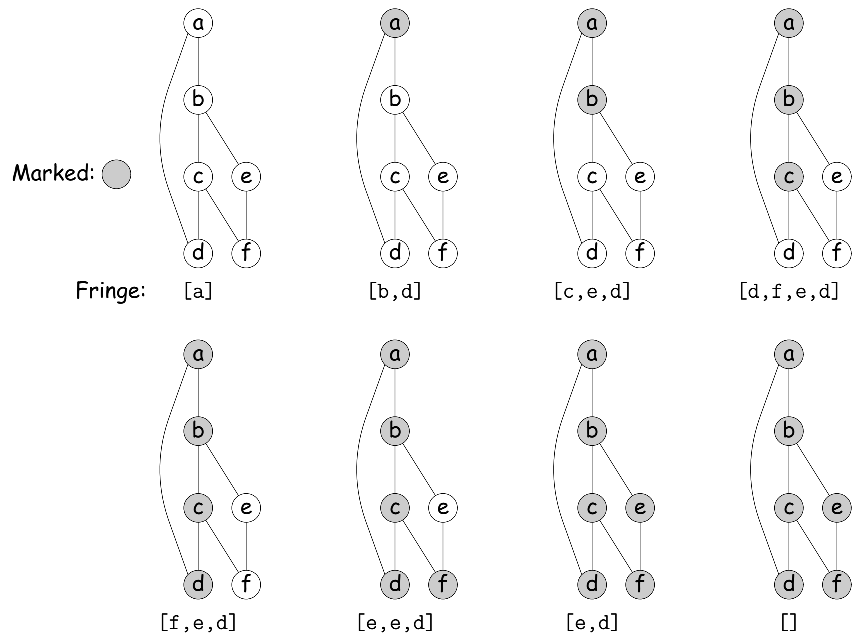
Problem: Visit every node reachable from v once, visiting nodes further from start first.

```
Stack<Vertex> fringe;

fringe = stack containing {v};
while (! fringe.isEmpty()) {
  Vertex v = fringe.pop ();

  if (! marked(v)) {
    mark(v);
    VISIT(v);
    For each edge (v,w) {
      if (! marked (w))
        fringe.push (w);
    }
  }
}
```

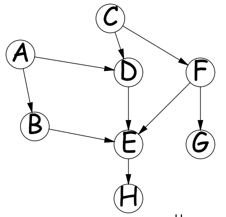

Depth-First Traversal Illustrated



Topological Sorting

Problem: Given a DAG, find a linear order of nodes consistent with the edges.

- That is, order the nodes $v_0,\ v_1,\ \ldots$ such that v_k is never reachable from $v_{k'}$ if $k' > k$.
- Gmake does this. Also PERT charts.

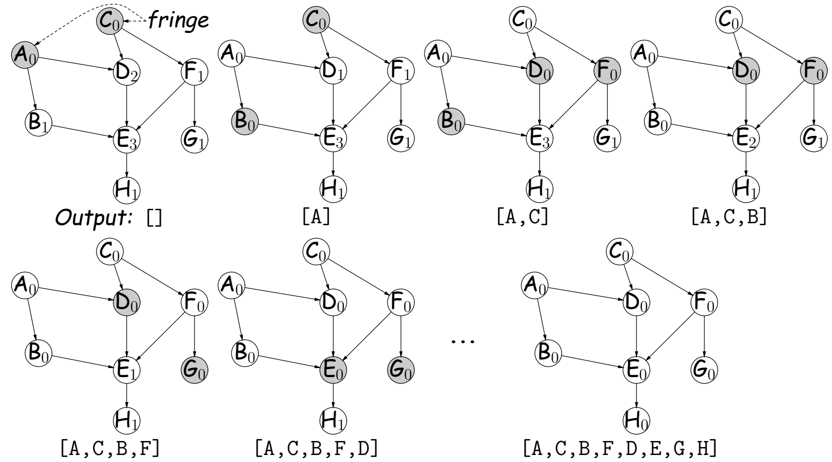


⇓

[A,B,C,F,D,G,E,H], or
[A,C,B,D,F,E,G,H], or
[A,B,C,F,D,E,H,G], or
⋮

```
Set<Vertex> fringe;
fringe = set of all nodes with no predecessors;
while (! fringe.isEmpty()) {
  Vertex v = fringe.removeOne ();
  add v to end of result list;
  For each edge (v,w) {
    decrease predecessor count of w;
    if (predecessor count of w == 0)
      fringe.add (w);
  }
}
```


Topological Sort in Action



Shortest Paths: Dijkstra's Algorithm

Problem: Given a graph (directed or undirected) with non-negative edge weights, compute shortest paths from given source node, s, to all nodes.

- "Shortest" = sum of weights along path is smallest.
- For each node, keep estimated distance from s, ...
- ...and of preceding node in shortest path from s.

```
PriorityQueue<Vertex> fringe;
For each node v { v.dist() = ∞; v.back() = null; }
s.dist() = 0;
fringe = priority queue ordered by smallest .dist();
add all vertices to fringe;
while (! fringe.isEmpty()) {
  Vertex v = fringe.removeFirst ();

  For each edge (v,w) {
    if (v.dist() + weight(v,w) < w.dist())
      { w.dist() = v.dist() + weight(v,w); w.back() = v; }
  }
}
```


Example