CSE 332: Data Abstractions
Lecture 15: Topological Sort / Graph Traversals

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Today

- Graphs
  - Representations
  - Topological Sort
  - Graph Traversals
Topological Sort

Problem: Given a DAG $G = (V, E)$, output all the vertices in order such that if no vertex appears before any other vertex that has an edge to it.

Example input:

Example output:

142, 126, 143, 311, 331, 332, 312, 341, 351, 333, 440, 352

Disclaimer: Do not use for official advising purposes! (Implies that CSE 332 is a pre-req for CSE 312 – not true)
Valid Topological Sorts:
Questions and comments

• Why do we perform topological sorts only on DAGs?

• Is there always a unique answer?

• What DAGs have exactly 1 answer?

• Terminology: A DAG represents a partial order and a topological sort produces a total order that is consistent with it
Topological Sort Uses

- Figuring out how to finish your degree
- Computing the order in which to recompute cells in a spreadsheet
- Determining the order to compile files using a Makefile
- In general, taking a dependency graph and coming up with an order of execution
A First Algorithm for Topological Sort

1. Label (“mark”) each vertex with its in-degree
   - Think “write in a field in the vertex”
   - Could also do this via a data structure (e.g., array) on the side

2. While there are vertices not yet output:
   a) Choose a vertex $v$ with labeled with in-degree of 0
   b) Output $v$ and conceptually remove it from the graph
   c) For each vertex $u$ adjacent to $v$ (i.e. $u$ such that $(v,u)$ in $E$),
      decrement the in-degree of $u$
Example

Output:

Node: 126 142 143 311 312 331 332 333 341 351 352 440

Removed?

In-degree: 0 0 2 1 2 1 1 2 1 1 1 1
Example

Output: 126

Node:  126 142 143 311 312 331 332 333 341 351 352 440
Removed?  x
In-degree:  0 0 2 1 2 1 1 2 1 1 1 1 1 1 1
Example

Node: 126 142 143 311 312 331 332 333 341 351 352 440
 Removed? x x
 In-degree: 0 0 2 1 2 1 1 2 1 1 1 1
                 1
                 0

Output: 126 142

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Example

Node: 126 142 143 311 312 331 332 333 341 351 352 440

Removed? x x x

In-degree: 0 0 2 1 2 1 1 2 1 1 1 1

Output: 126
        142
        143
Example

Node: 126 142 143 311 312 331 332 333 341 351 352 440
Removed? x x x x
In-degree: 0 0 2 1 2 1 1 2 1 1 1 1
           1 0 1 0 0 0 0 0 0 0 0 0

Output: 126
         142
         143
         311
         ...
Example

Output: 126
         142
         143
         311
         331

Node:   126 142 143 311 312 331 332 333 341 351 352 440
Removed? x  x  x  x  x  x
In-degree: 0  0  2  1  2  1  1  2  1  1  1  1
           1  0  1  0  0  0  0  0  0  0  0

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Example

Node: 126 142 143 311 312 331 332 333 341 351 352 440
Removed?: x  x  x  x  x  x  x  x
In-degree: 0  0  2  1  2  1  1  2  1  1  1  1

Output: 126
         142
         143
         311
         331
         332

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Example

Node: 126 142 143 311 312 331 332 333 341 351 352 440
Removed? x x x x x x x x x
In-degree: 0 0 2 1 2 1 1 2 1 1 1 1
           1 0 1 0 0 1 0 0 0 0 0
           0 0
Example

Node: 126 142 143 311 312 331 332 333 341 351 352 440
Removed?: x x x x x x x x x x
In-degree: 0 0 2 1 2 1 1 2 1 1 1 1

Output: 126 142 143 311 331 332 333 341 351 352 440
Example

Node: 126 142 143 311 312 331 332 333 341 351 352 440
Removed?: x x x x x x x x x x x
In-degree: 0 0 2 1 2 1 1 2 1 1 1 1

Output: 126
        142
        143
        311
        331
        332
        312
        341
        351
        352
        440
Example

Node: 126 142 143 311 312 331 332 333 341 351 352 440
Removed?: x x x x x x x x x x x x x
In-degree: 0 0 2 1 2 1 1 2 1 1 1 1

Output: 126
142
143
311
331
332
312
341
351
352
440
A couple of things to note

- Needed a vertex with in-degree of 0 to start
  - No cycles
- Ties between vertices with in-degrees of 0 can be broken arbitrarily
  - Potentially many different correct orders
Topological Sort: Running time?

```java
labelEachVertexWithItsInDegree();
for (ctr=0; ctr < numVertices; ctr++) {
    v = findNewVertexOfDegreeZero();
    put v next in output
    for each w adjacent to v
        w.indegree--;
}
```
Doing better

The trick is to avoid searching for a zero-degree node every time!

– Keep the “pending” zero-degree nodes in a list, stack, queue, box, table, or something
– Order we process them affects output but not correctness or efficiency provided add/remove are both $O(1)$

Using a queue:

1. Label each vertex with its in-degree, enqueue 0-degree nodes
2. While queue is not empty
   a) $v =$ dequeue()
   b) Output $v$ and remove it from the graph
   c) For each vertex $u$ adjacent to $v$ (i.e. $u$ such that $(v,u)$ in $E$), decrement the in-degree of $u$, if new degree is 0, enqueue it
Topological Sort (optimized): Running time?

```java
labelAllAndEnqueueZeros();
for (ctr=0; ctr < numVertices; ctr++) {
    v = dequeue();
    put v next in output
    for each w adjacent to v {
        w.indegree--;
        if (w.indegree == 0)
            enqueue(v);
    }
}
```
Graph Traversals

Next problem: For an arbitrary graph and a starting node $v$, find all nodes reachable (i.e., there exists a path) from $v$
   - Possibly “do something” for each node (an iterator!)
     - E.g. Print to output, set some field, etc.

Related:
   - Is an undirected graph connected?
   - Is a directed graph weakly / strongly connected?
     - For strongly, need a cycle back to starting node

Basic idea:
   - Keep following nodes
   - But “mark” nodes after visiting them, so the traversal terminates and processes each reachable node exactly once
traverseGraph(Node start) {
    Set pending = emptySet();
    pending.add(start)
    mark start as visited
    while(pending is not empty) {
        next = pending.remove()
        for each node u adjacent to next
            if(u is not marked) {
                mark u
                pending.add(u)
            }
    }
}
Running time and options

• Assuming add and remove are $O(1)$, entire traversal is $O(|E|)$
  • Use an adjacency list representation

• The order we traverse depends entirely on how add and remove work/are implemented
  – Depth-first graph search (DFS): a stack
  – Breadth-first graph search (BFS): a queue

• DFS and BFS are “big ideas” in computer science
  – Depth: recursively explore one part before going back to the other parts not yet explored
  – Breadth: Explore areas closer to the start node first
Recursive DFS, Example : trees

A tree is a graph and DFS and BFS are particularly easy to “see”

```java
DFS(Node start) {
    mark and “process” (e.g. print) start
    for each node u adjacent to start
        if u is not marked
            DFS(u)
}
```

Order processed: A, B, D, E, C, F, G, H

- Exactly what we called a “pre-order traversal” for trees
- The marking is not needed here, but we need it to support arbitrary graphs, we need a way to process each node exactly once
DFS with a stack, Example: trees

DFS2(Node start) {
    initialize stack s to hold start
    mark start as visited
    while(s is not empty) {
        next = s.pop() // and “process”
        for each node u adjacent to next
            if(u is not marked)
                mark u and push onto s
    }
}

Order processed:
• A different but perfectly fine traversal
**BFS with a queue, Example: trees**

```
BFS(Node start) {
    initialize queue q to hold start
    mark start as visited
    while(q is not empty) {
        next = q.dequeue() // and "process"
        for each node u adjacent to next
            if(u is not marked)
                mark u and enqueue onto q
    }
}
```

Order processed:
- A “level-order” traversal
DFS/BFS Comparison

Breadth-first search:
• Always finds shortest paths, i.e., “optimal solutions
  – Better for “what is the shortest path from \(x\) to \(y\)”
• Queue may hold \(O(|V|)\) nodes (e.g. at the bottom level of binary tree of height \(h\), \(2^h\) nodes in queue)

Depth-first search:
• Can use less space in finding a path
  – If longest path in the graph is \(p\) and highest out-degree is \(d\) then DFS stack never has more than \(d*p\) elements

A third approach: Iterative deepening (IDDFS):
  – Try DFS but don’t allow recursion more than \(k\) levels deep.
  – If that fails, increment \(k\) and start the entire search over
• Like BFS, finds shortest paths. Like DFS, less space.
Saving the path

• Our graph traversals can answer the “reachability question”:
  – “*Is there* a path from node x to node y?”

• Q: But what if we want to **output the actual path**?
  – Like getting driving directions rather than just knowing it’s possible to get there!

• A: Like this:
  – Instead of just “marking” a node, store the **previous node** along the path (when processing u causes us to add v to the search, set v.
    path field to be u)
  – When you reach the goal, follow path fields backwards to where you started (and then reverse the answer)
  – If just wanted path *length*, could put the integer distance at each node instead
Example using BFS

What is a path from Seattle to Austin

- Remember marked nodes are not re-enqueued
- Note shortest paths may not be unique
Example using BFS

What is a path from Seattle to Austin
  – Remember marked nodes are not re-enqueued
  – Note shortest paths may not be unique