



CSE 332: Data Structures & Parallelism

Lecture 20: Topological Sort / Graph Traversals

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Winter 2019

Today

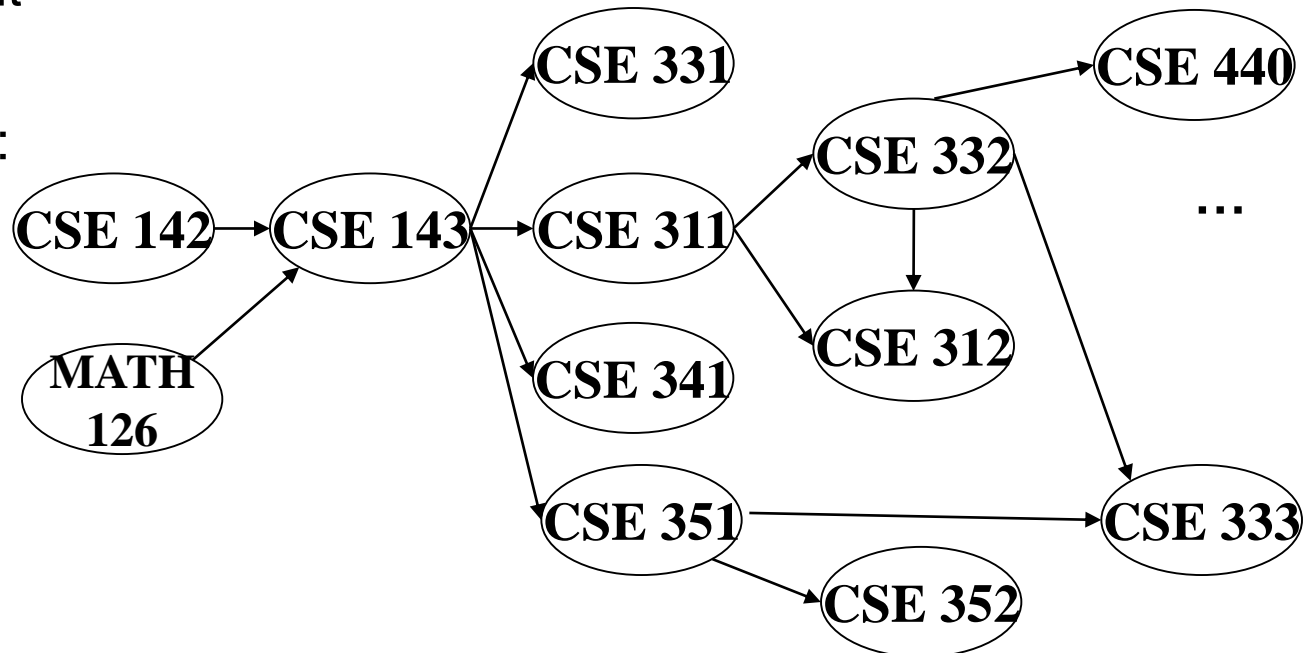
- Graphs
 - Topological Sort
 - Graph Traversals

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

Topological Sort

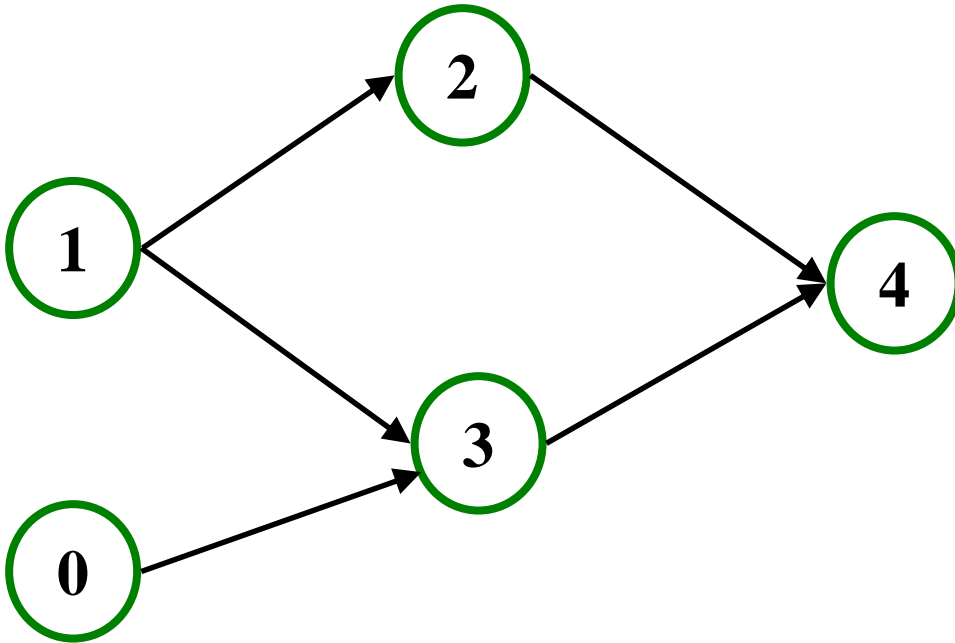
Problem: Given a DAG $G = (V, E)$, output all the vertices in order such that if no vertex appears before any other vertex that has an edge to it

Example input:



Example output:

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



**Valid Topological
Sorts:**

Questions and comments

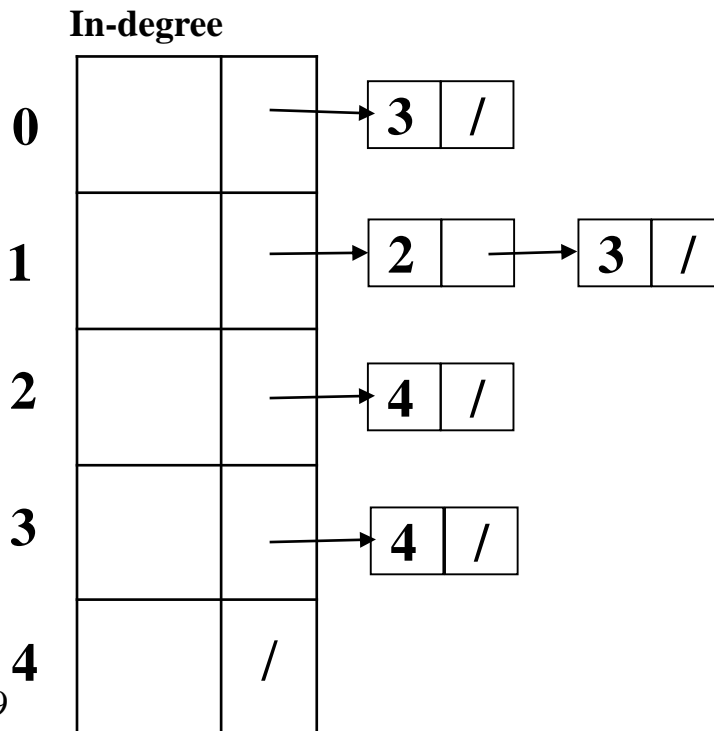
- Why do we perform topological sorts only on DAGs?
- Is there always a unique answer?
- What DAGs have exactly 1 answer?
- Terminology: A DAG represents a **partial order** and a topological sort produces a **total order** that is consistent with it

Topological Sort Uses

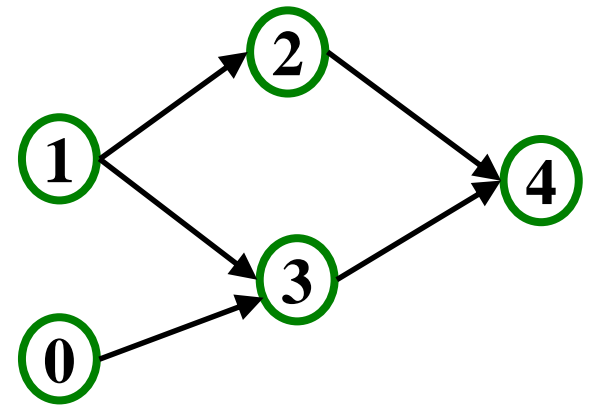
- Figuring out how to finish your degree
- Computing the order in which to recompute cells in a spreadsheet
- Determining the order to compile files using a Makefile
- In general, taking a dependency graph and coming up with an order of execution

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 w adjacent to v (i.e. w such that (v,w) in \mathbf{E}),
decrement the in-degree of w

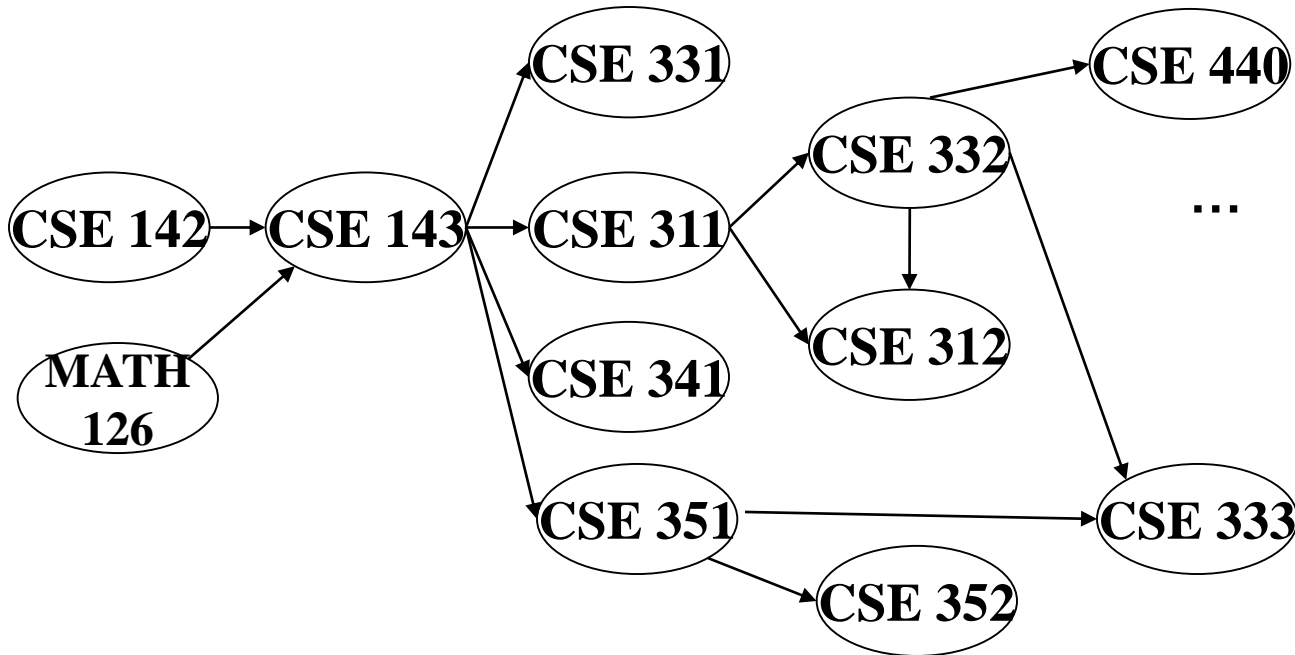


decrement the in-degree of w



Example

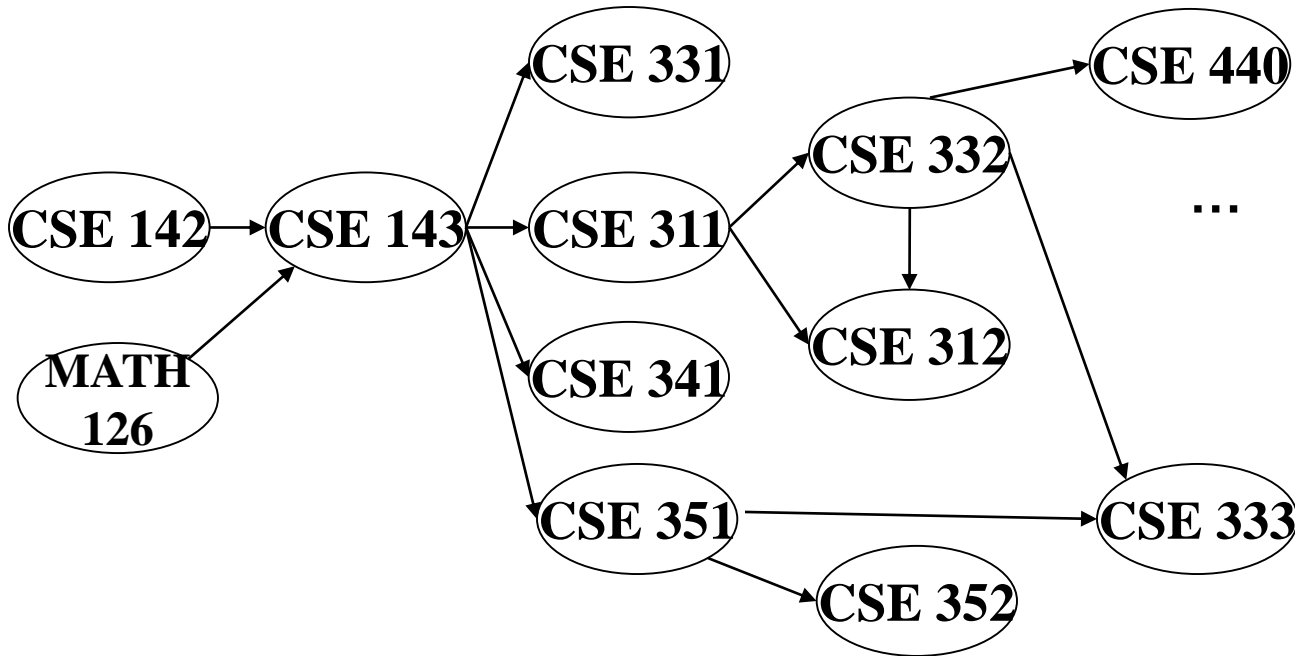
Output:



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

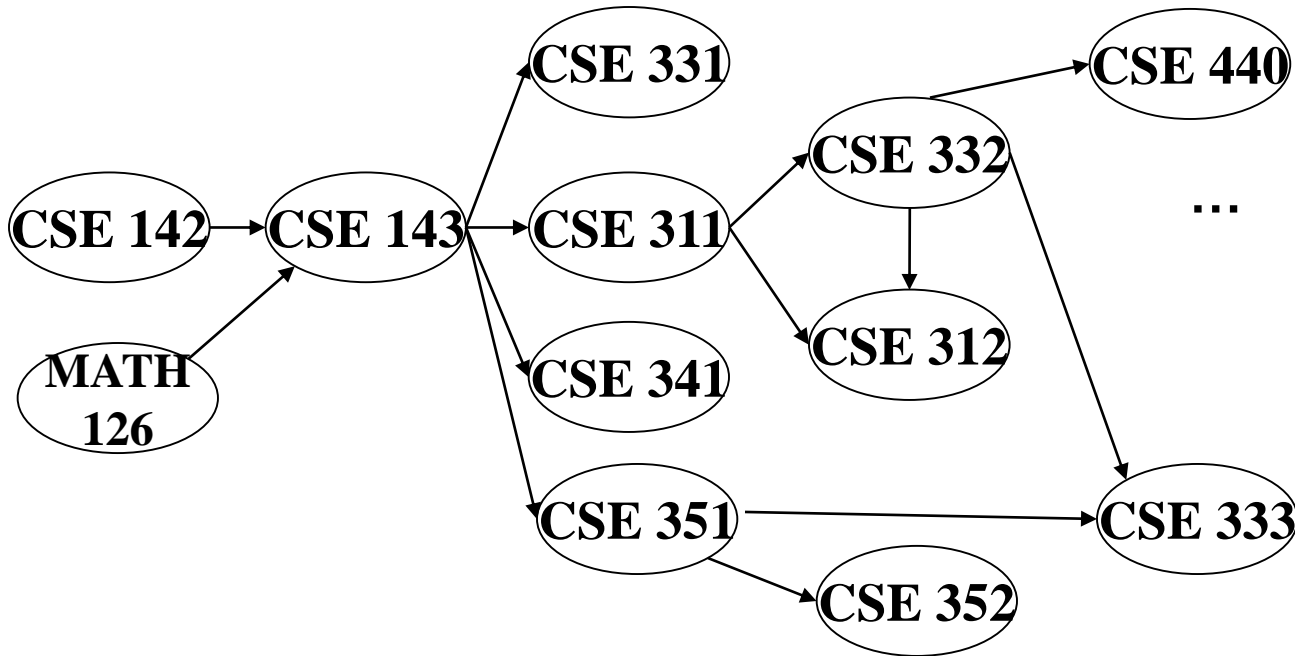
Output: 126



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									

Example

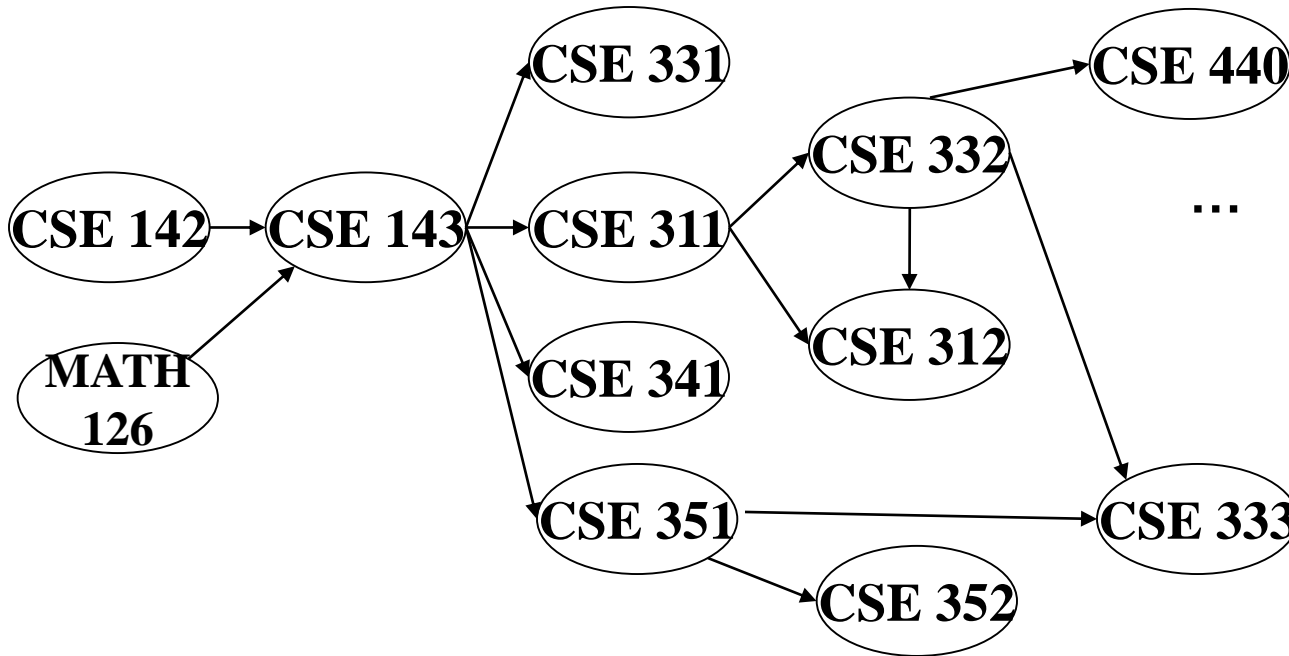
Output: 126
142



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									

Example

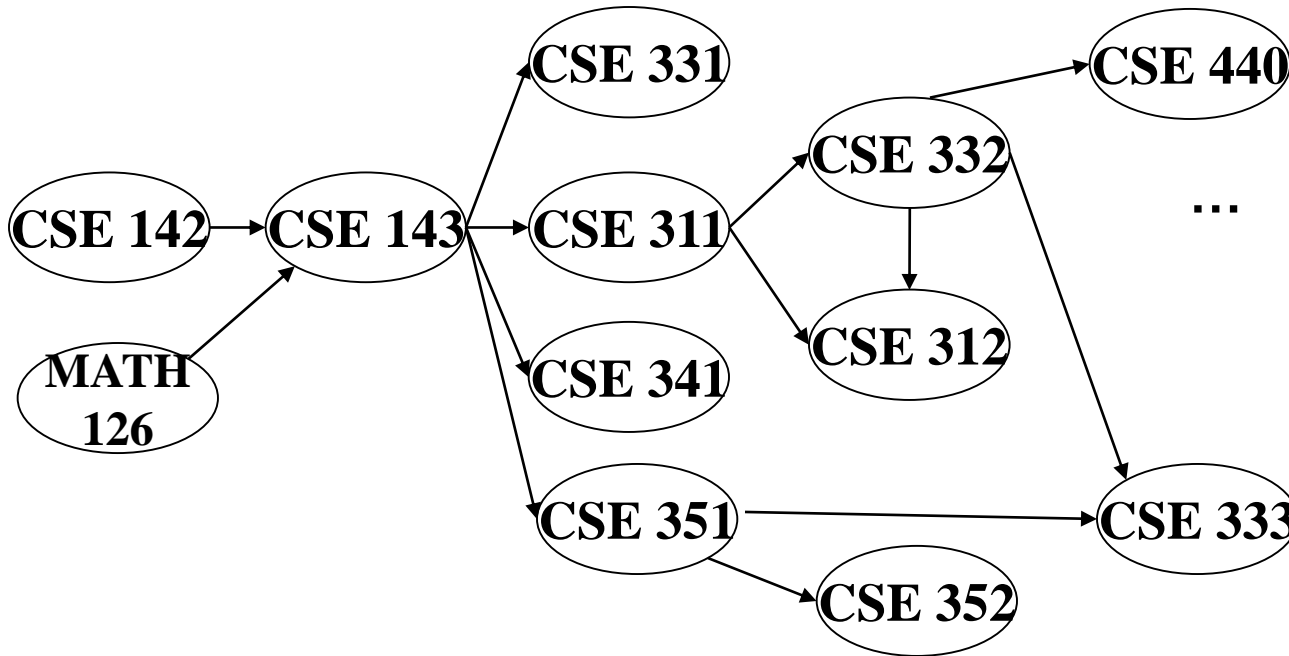
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			1	0		0			0	0		
			0									

Example

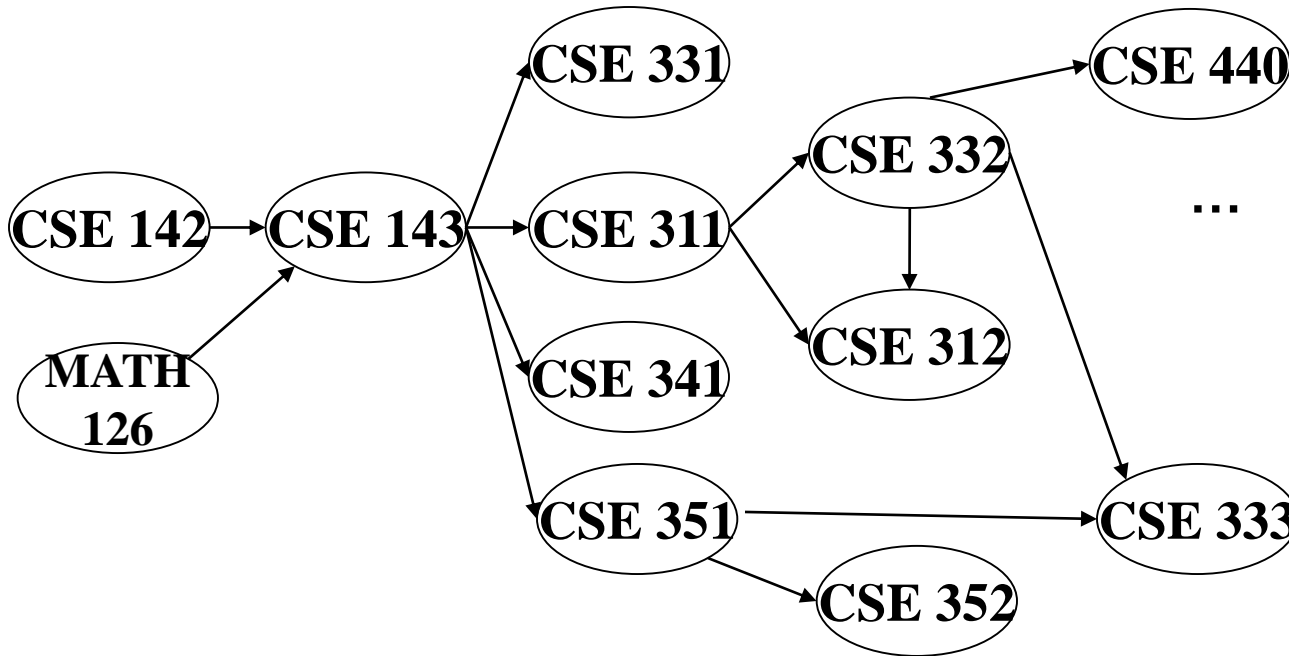
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			1	0	1	0	0		0	0		
			0									

Example

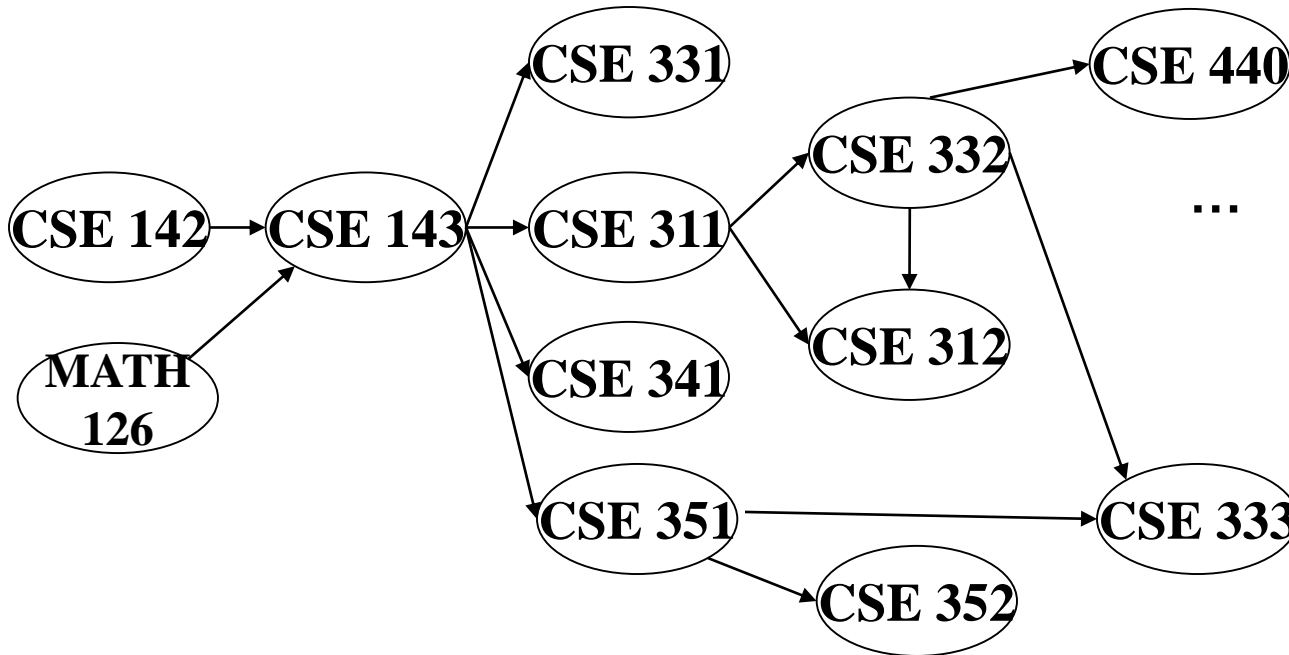
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Node:	126	142	143	311	312	331	332	333	341	351	352	440
Removed?	x	x	x	x		x						
In-degree:	0	0	2	1	2	1	1	2	1	1	1	1
			1	0	1	0	0		0	0		
			0									

Example

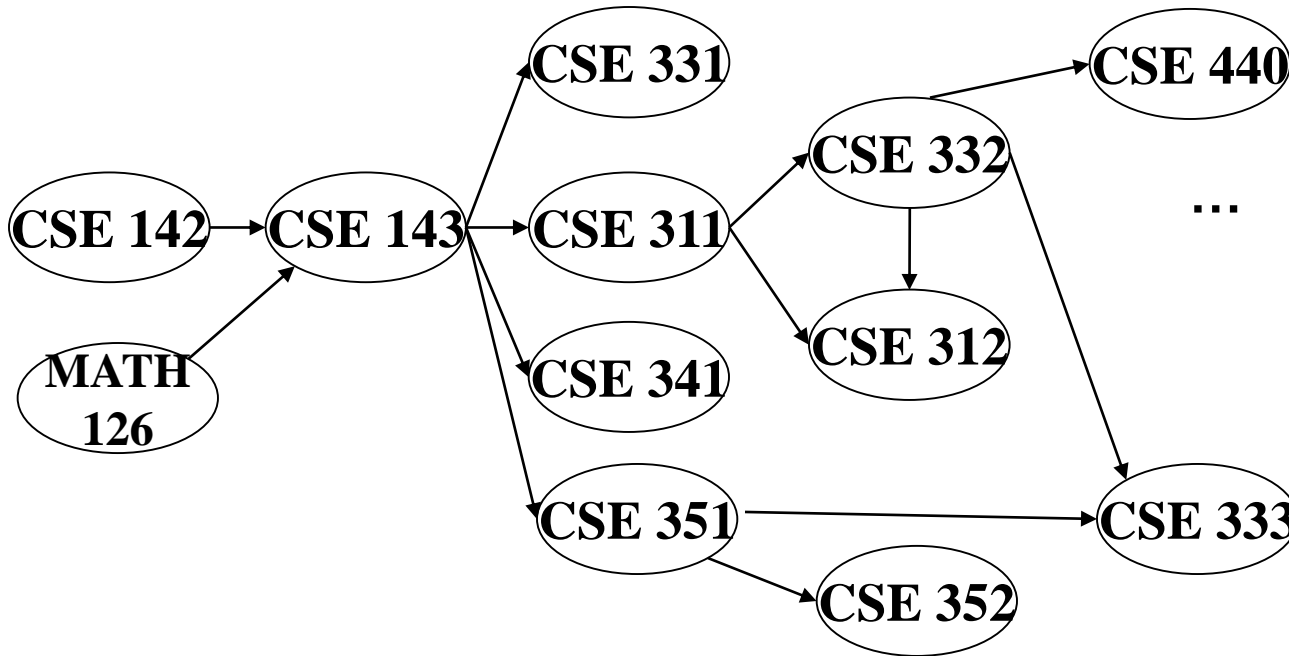
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Node:	126	142	143	311	312	331	332	333	341	351	352	440
Removed?	x	x	x	x		x	x					
In-degree:	0	0	2	1	2	1	1	2	1	1	1	1
			1	0	1	0	0	1	0	0		0
			0		0							

Example

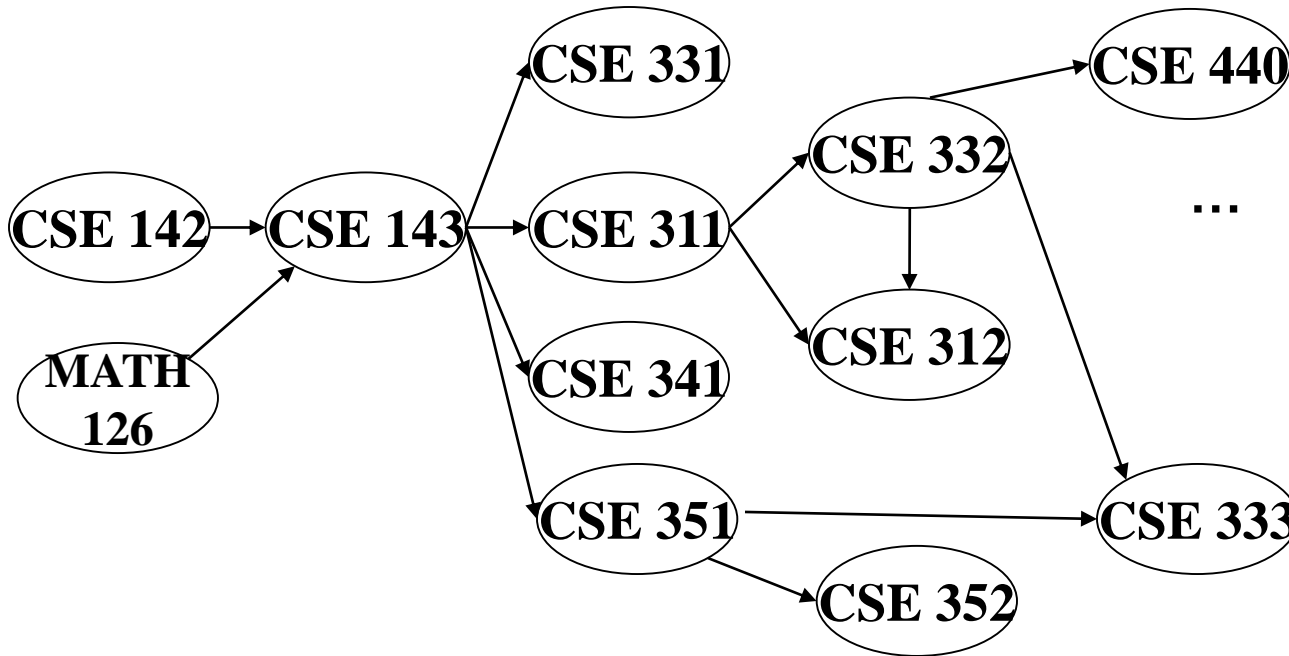
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Node:	126	142	143	311	312	331	332	333	341	351	352	440
Removed?	x	x	x	x	x	x	x					
In-degree:	0	0	2	1	2	1	1	2	1	1	1	1
			1	0	1	0	0	1	0	0		0
			0		0							

Example

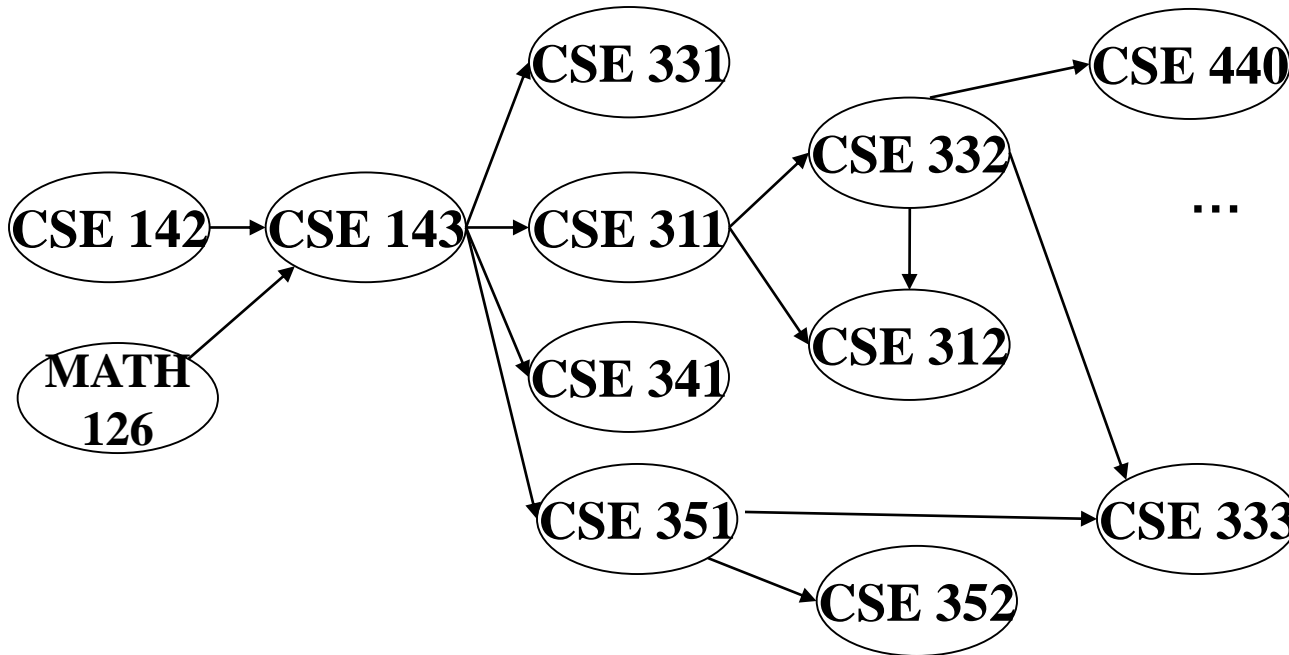
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Node:	126	142	143	311	312	331	332	333	341	351	352	440
Removed?	x	x	x	x	x	x	x		x			
In-degree:	0	0	2	1	2	1	1	2	1	1	1	1
			1	0	1	0	0	1	0	0		0
			0		0							

Example

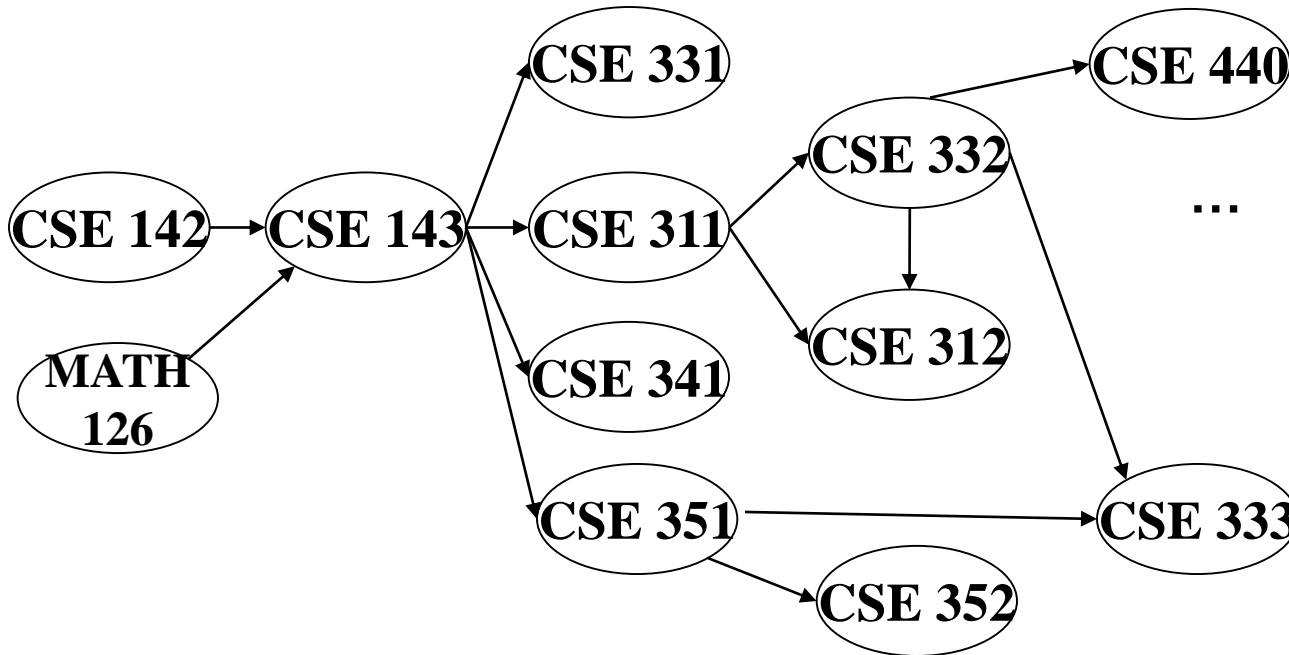
Output: 126
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Node:	126	142	143	311	312	331	332	333	341	351	352	440
Removed?	x	x	x	x	x	x	x		x	x		
In-degree:	0	0	2	1	2	1	1	2	1	1	1	1
			1	0	1	0	0	1	0	0	0	0
			0		0			0				

Example

Output: 126
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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
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				

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?

```
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) $\mathbf{v} = \text{dequeue}()$
 - b) Output \mathbf{v} and remove it from the graph
 - c) For each vertex \mathbf{w} adjacent to \mathbf{v} (i.e. \mathbf{w} such that (\mathbf{v}, \mathbf{w}) in \mathbf{E}), decrement the in-degree of \mathbf{w} , if new degree is 0, enqueue it

Topological Sort(optimized): Running time?

```
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(w);  
    }  
}
```

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 Questions:

- 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

Graph Traversal: Abstract Idea

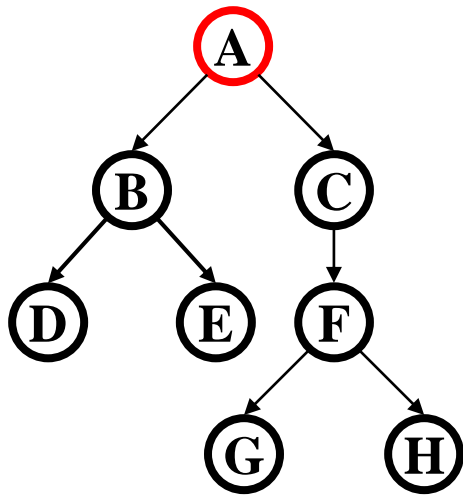
```
traverseGraph(Node start) {
    Set pending = emptySet();
    pending.add(start)
    mark start as visited
    while(pending is not empty) {
        next = pending.remove()
        for each node u adjacent to next
            if(u is not marked) {
                mark u
                pending.add(u)
            }
    }
}
```


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”

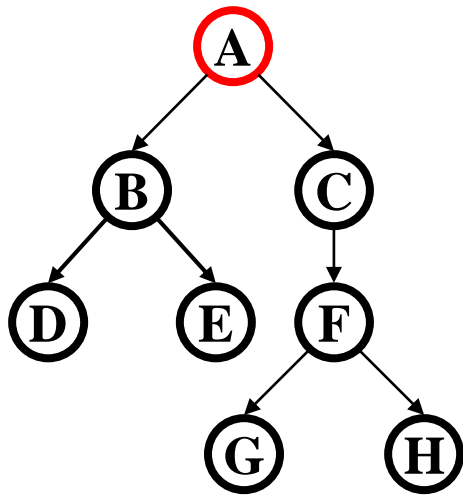


```
DFS(Node start) {  
    mark and “process” (e.g. print) start  
    for each node u adjacent to start  
        if u is not marked  
            DFS(u)  
}
```

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

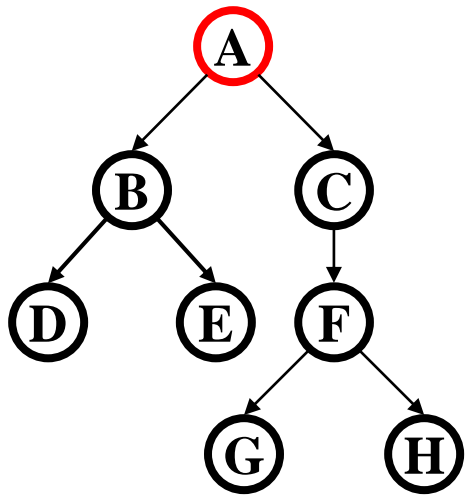


```
DFS2(Node start) {  
    initialize stack s to hold start  
    mark start as visited  
    while(s is not empty) {  
        next = s.pop() // and "process"  
        for each node u adjacent to next  
            if(u is not marked)  
                mark u and push onto s  
    }  
}
```

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 \mathbf{x} to \mathbf{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 \mathbf{p} and highest out-degree is \mathbf{d} then DFS stack never has more than $\mathbf{d} \cdot \mathbf{p}$ elements

A third approach: *Iterative deepening (IDDFS)*:

- Try DFS but don’t allow recursion more than \mathbf{k} levels deep.
- If that fails, increment \mathbf{k} and start the entire search over
- Like BFS, finds shortest paths. Like DFS, less space.

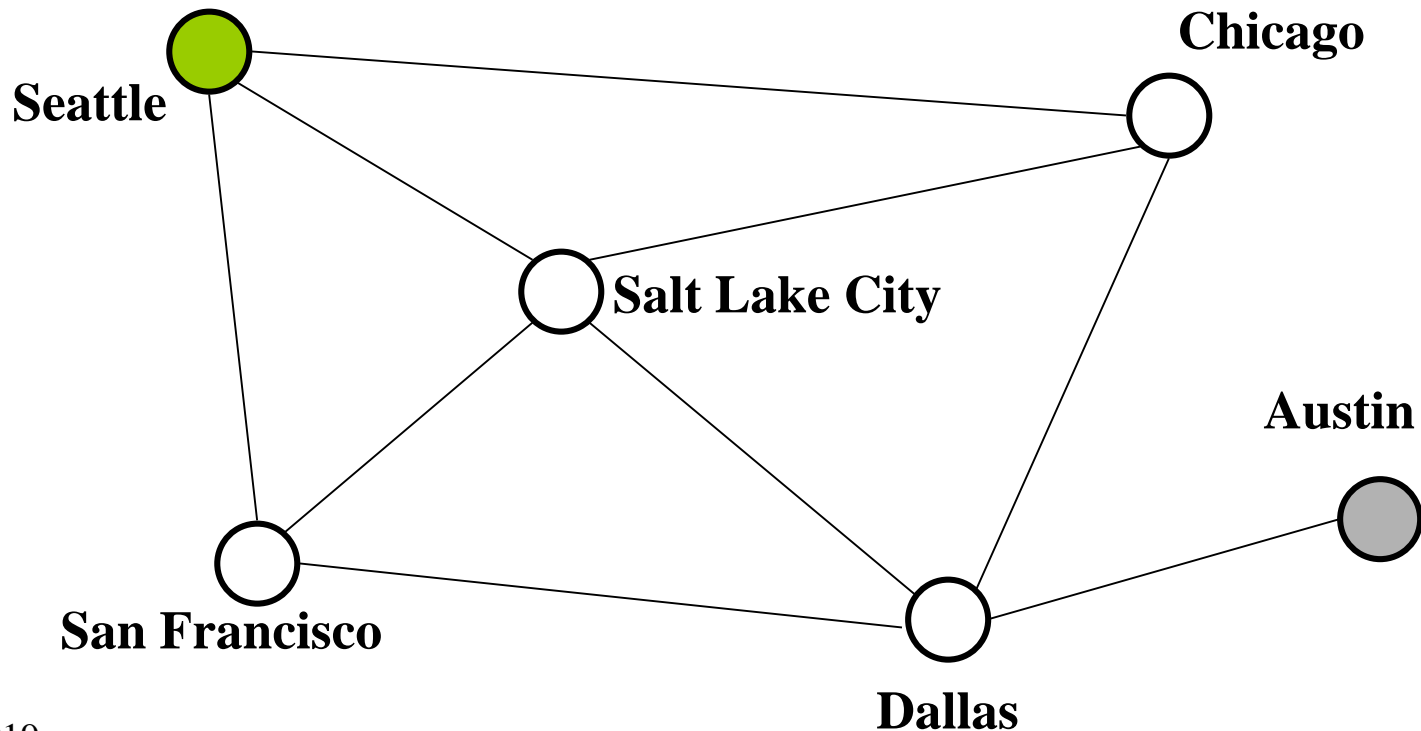
Saving the path

- 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
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