Topological Sort

CSE 373

Data Structures

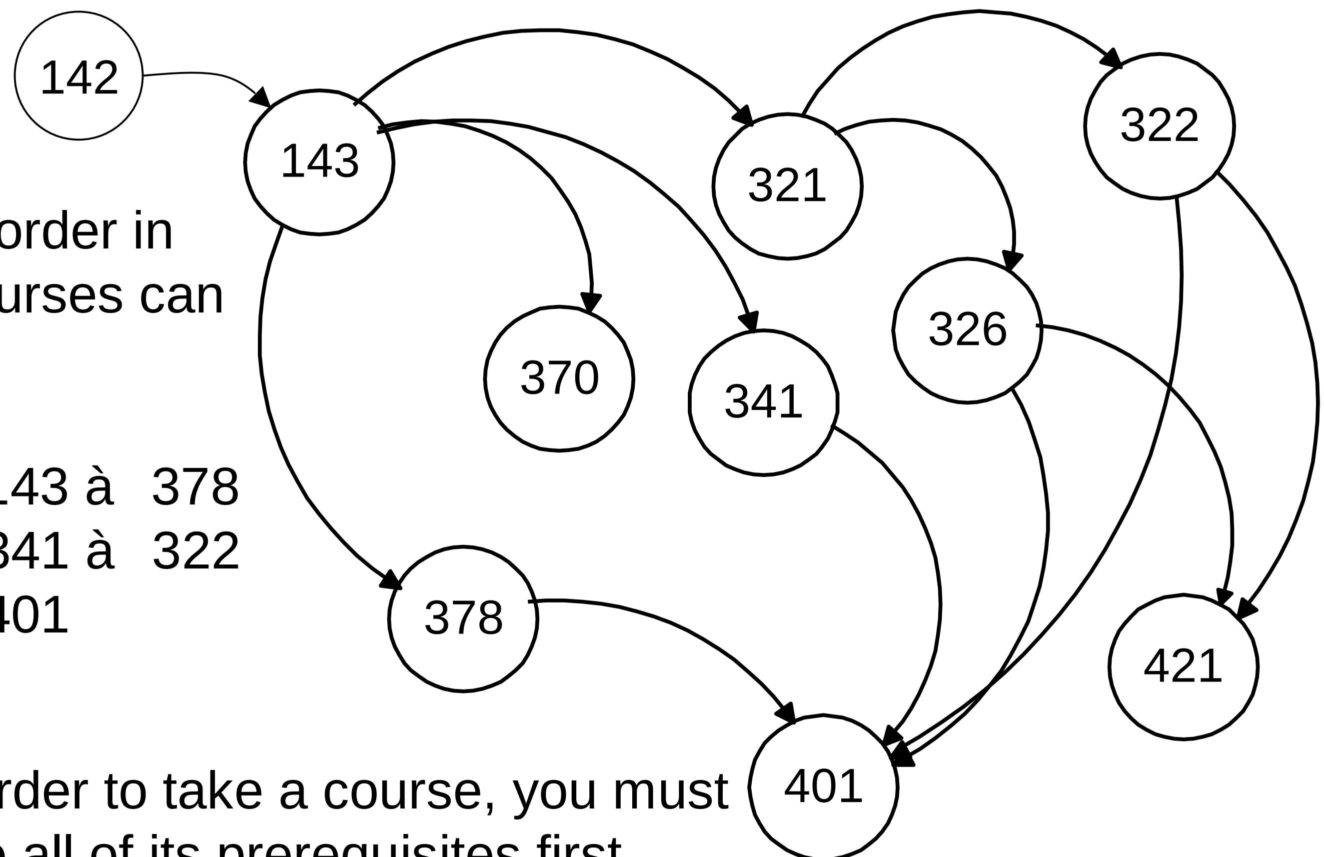
Lecture 19

Readings and References

- Reading
  - › Section 9.2

Some slides based on: CSE 326 by S. Wolfman, 2000

Topological Sort



Problem: Find an order in which all these courses can be taken.

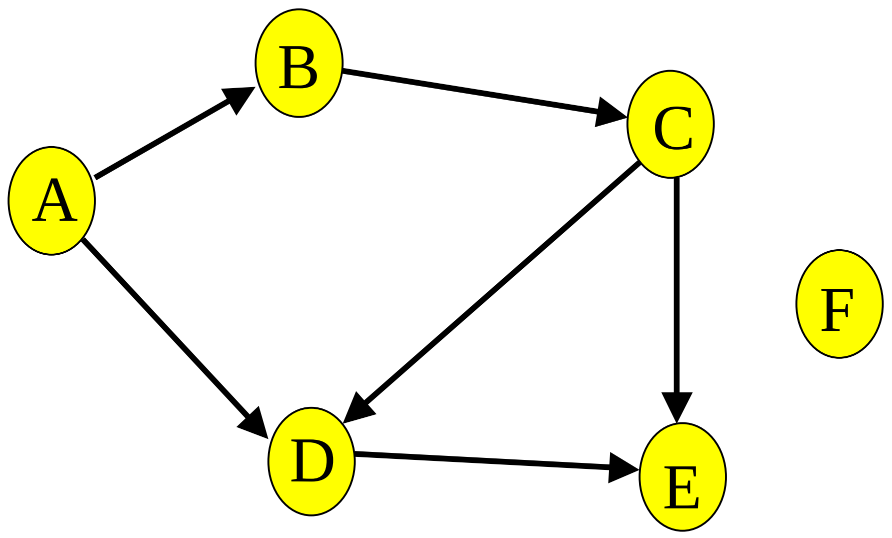
Example: 142 à 143 à 378 à 370 à 321 à 341 à 322 à 326 à 421 à 401

In order to take a course, you must take all of its prerequisites first

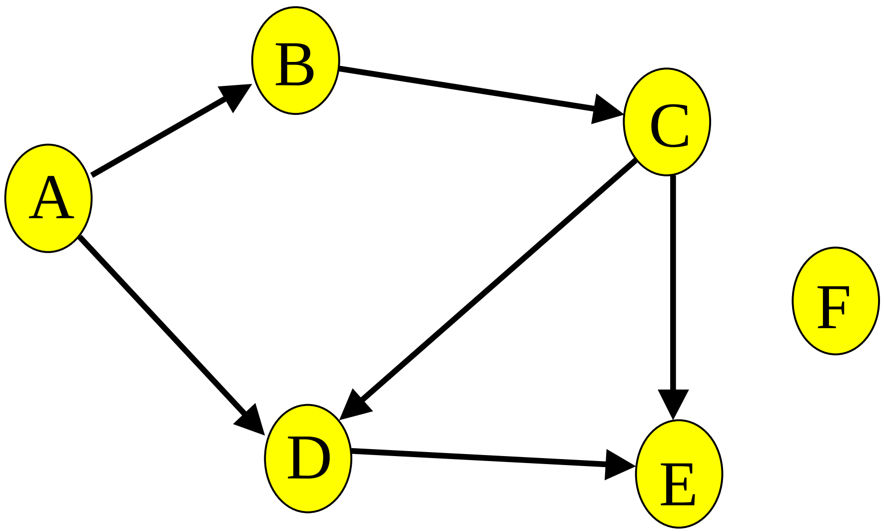
Topological Sort

Given a digraph $G = (V, E)$, find a linear ordering of its vertices such that:

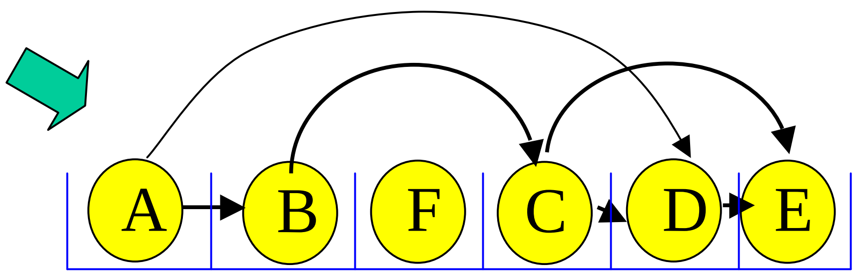
for any edge (v, w) in E, v precedes w in the ordering



Topo sort - good example

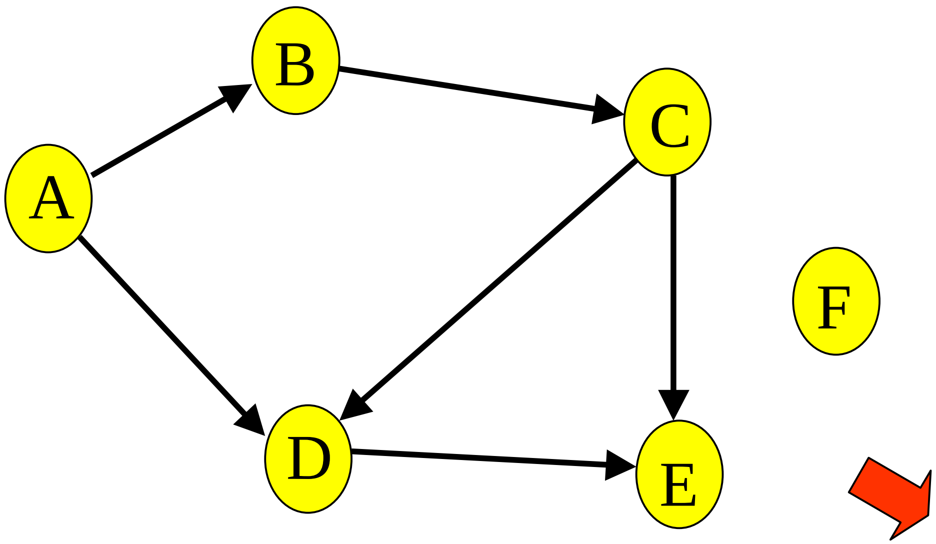


Any linear ordering in which all the arrows go to the right is a valid solution

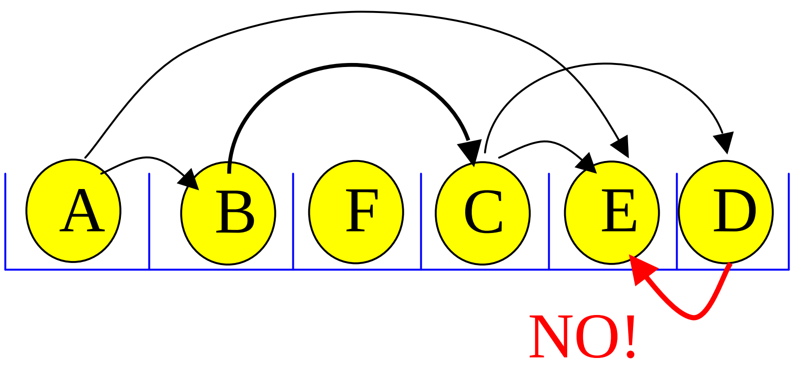


Note that F can go anywhere in this list because it is not connected.

Topo sort - bad example

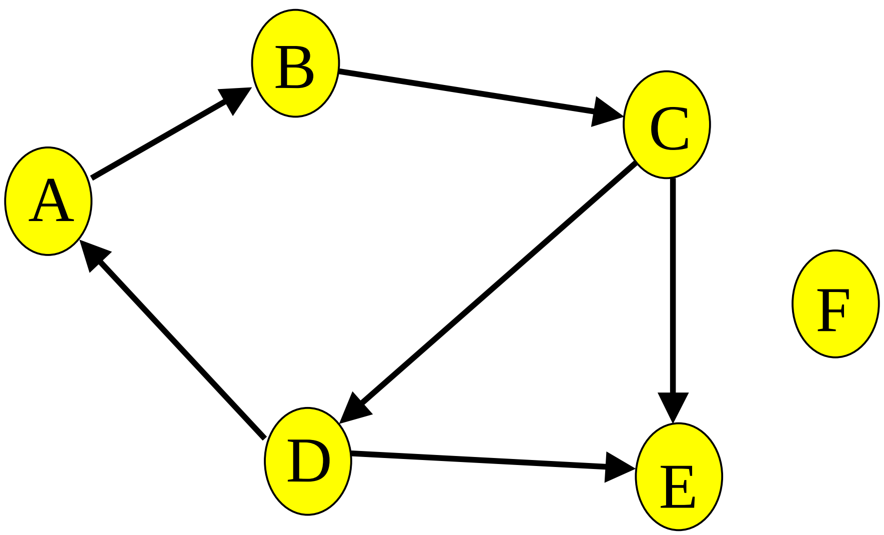


Any linear ordering in which an arrow goes to the left is not a valid solution



Not all can be Sorted

- A directed graph with a cycle cannot be topologically sorted.



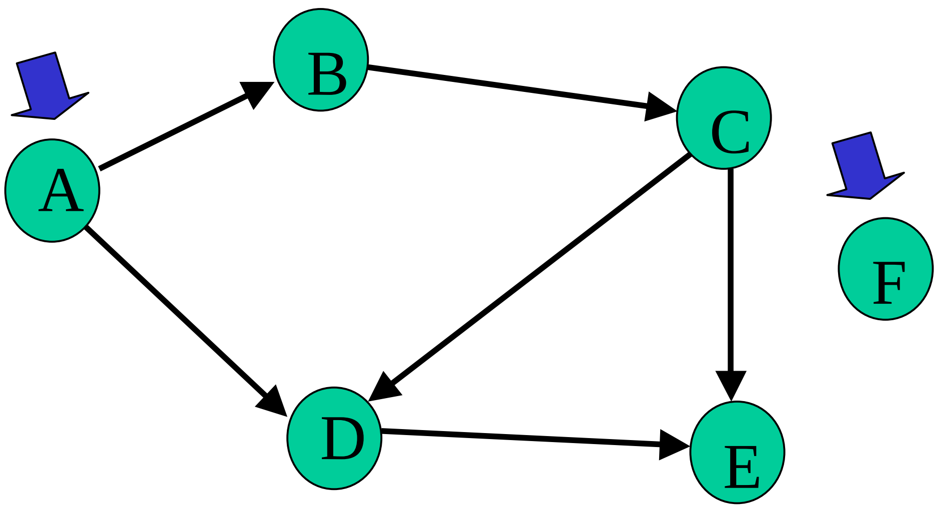
Cycles

- Given a digraph G = (V,E), a cycle is a sequence of vertices $v_1, v_2, \ldots, v_k$ such that
  - › $k < 1$
  - › $v_1 = v_k$
  - › (v_i, v_{i+1}) in E for $1 \leq i < k$.
- G is acyclic if it has no cycles.

Topo sort algorithm - 1

Step 1: Identify vertices that have no incoming edges

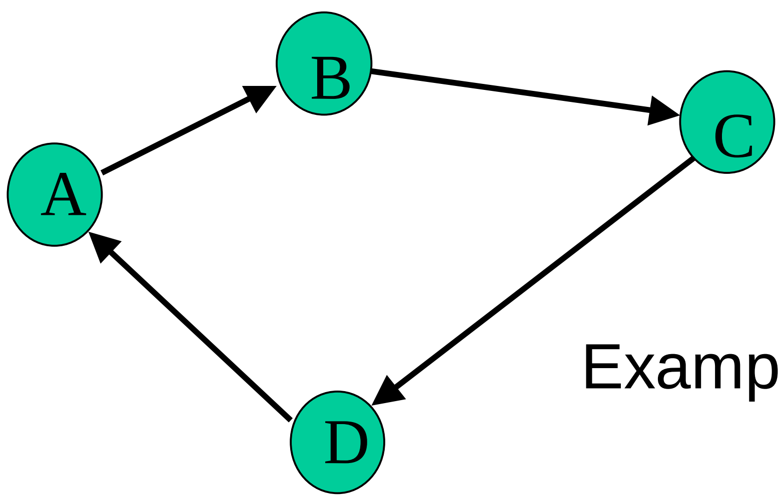
- The "in-degree" of these vertices is zero



Topo sort algorithm - 1a

Step 1: Identify vertices that have no incoming edges

- If *no such vertices*, graph has only cycle(s) (cyclic graph)
- Topological sort not possible – Halt.

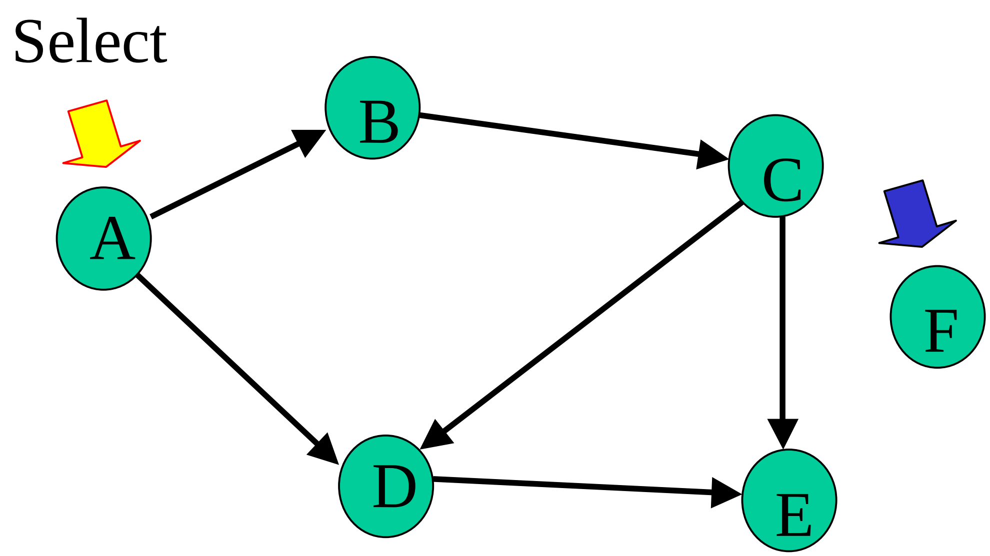


Example of a cyclic graph

Topo sort algorithm - 1b

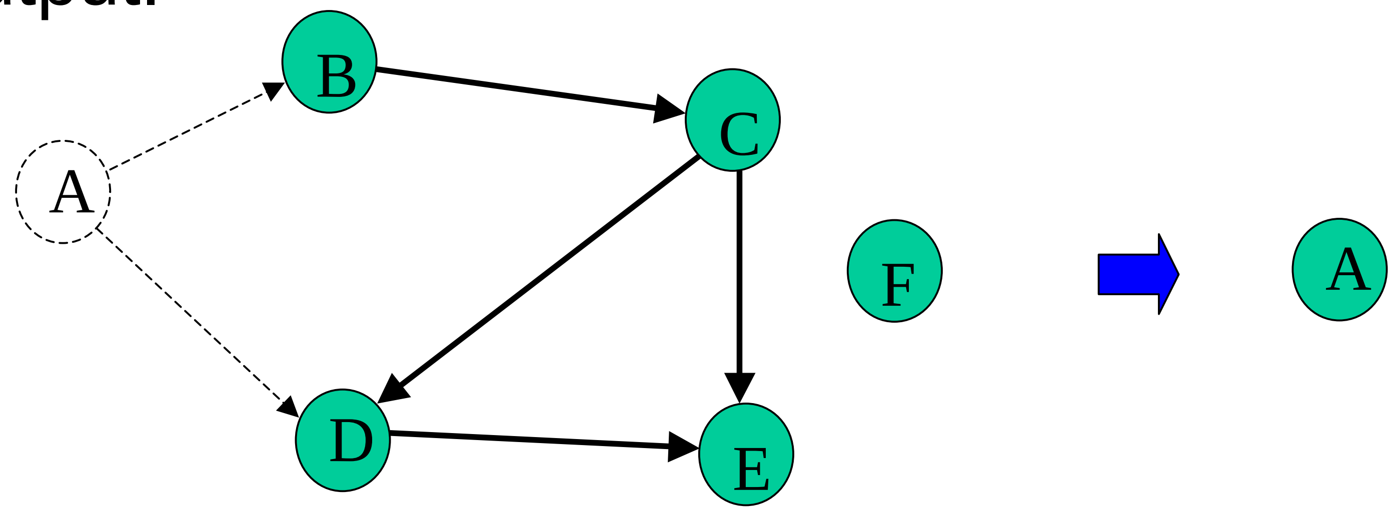
Step 1: Identify vertices that have no incoming edges

- Select one such vertex



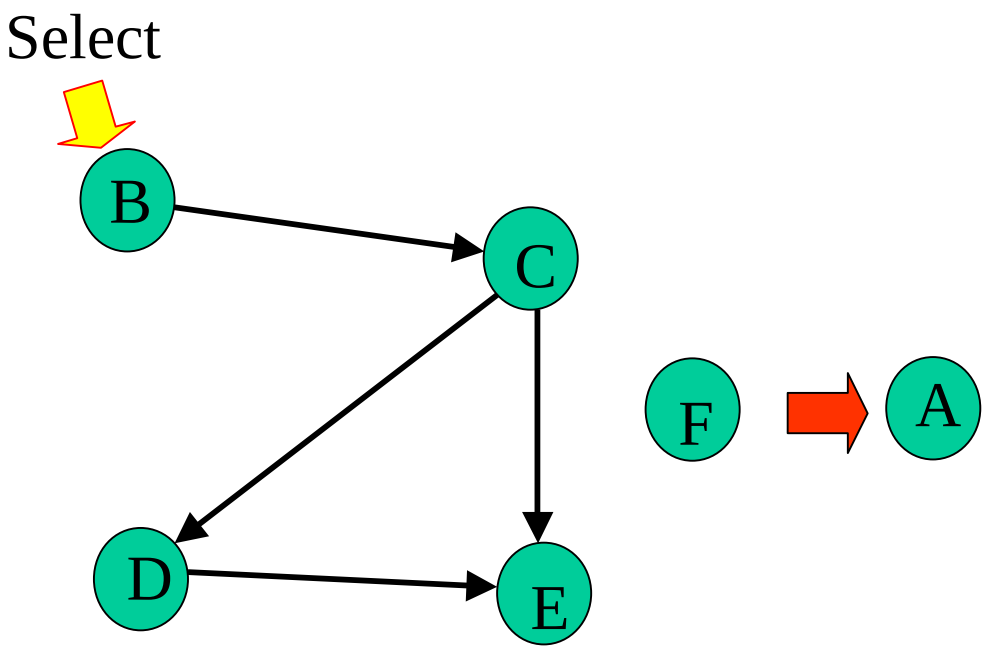
Topo sort algorithm - 2

Step 2: Delete this vertex of in-degree 0 and all its outgoing edges from the graph. Place it in the output.



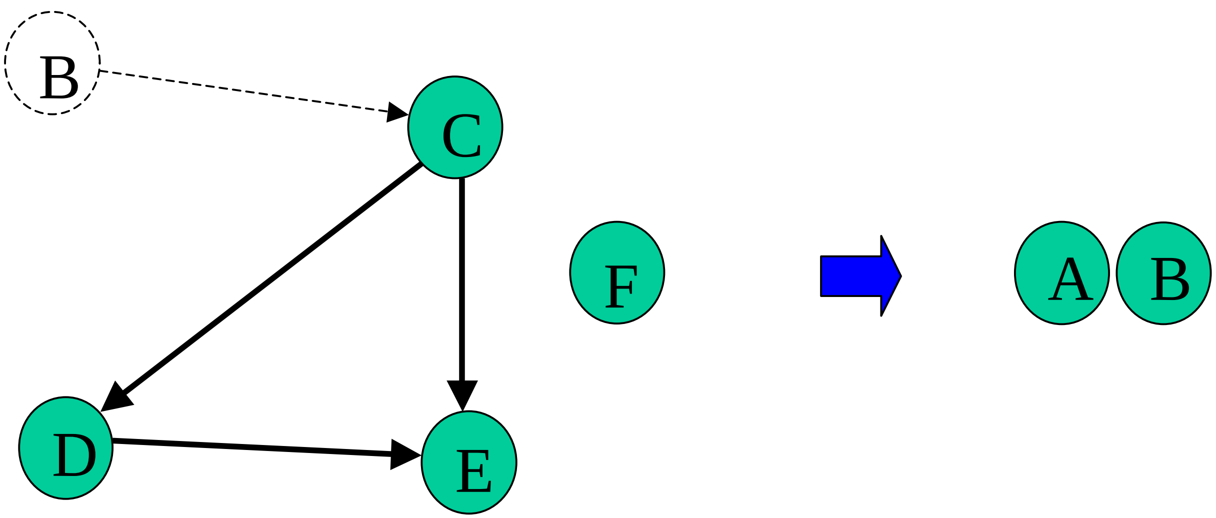
Continue until done

Repeat Step 1 and Step 2 until graph is empty



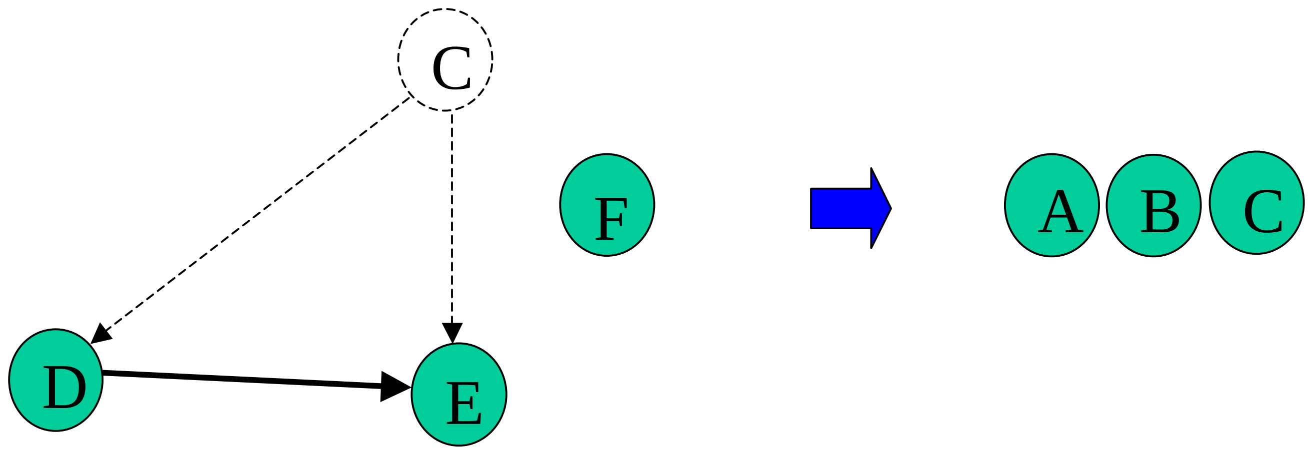
B

Select B. Copy to sorted list. Delete B and its edges.



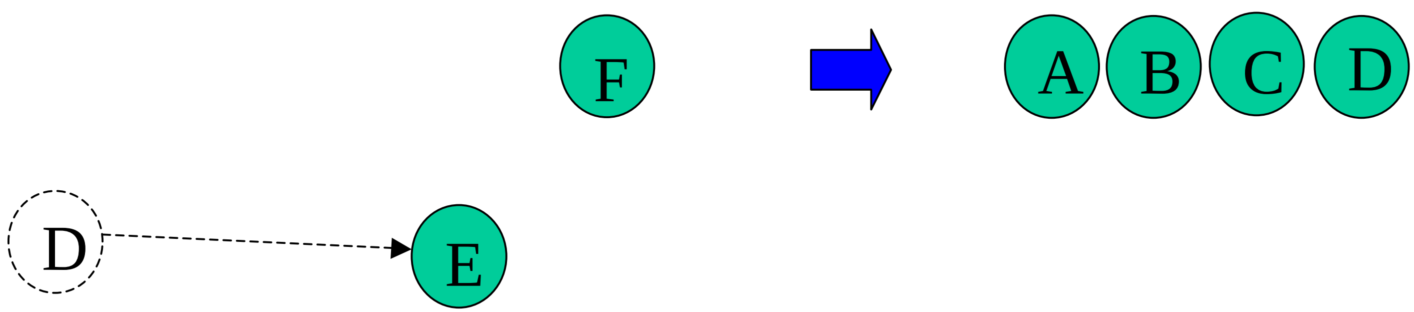
C

Select C. Copy to sorted list. Delete C and its edges.



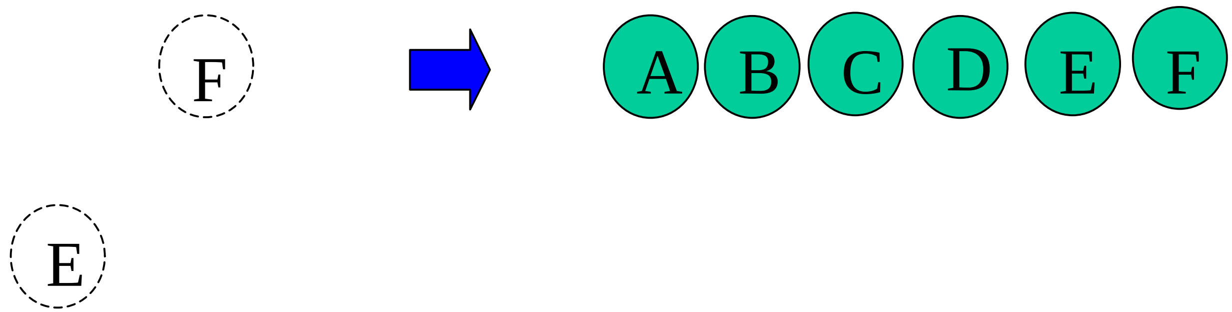
D

Select D. Copy to sorted list. Delete D and its edges.

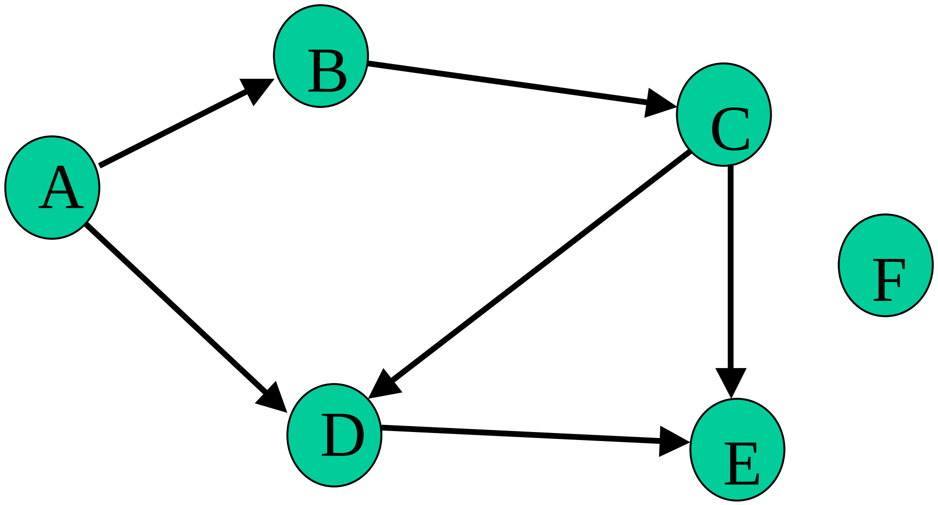


E, F

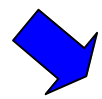
Select E. Copy to sorted list. Delete E and its edges.
Select F. Copy to sorted list. Delete F and its edges.

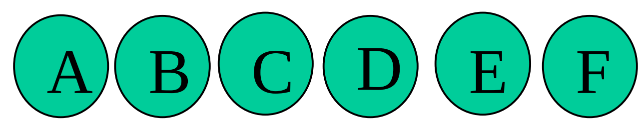


Done

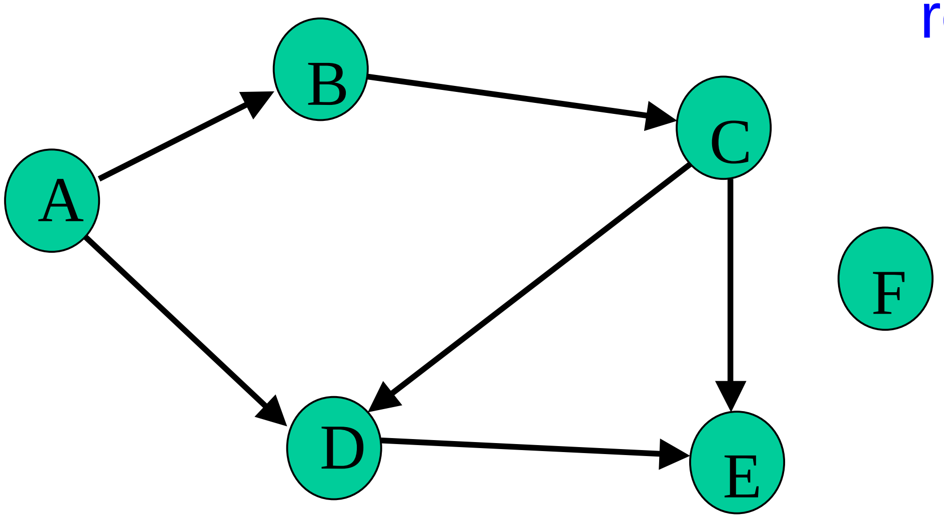


Remove from algorithm and serve.

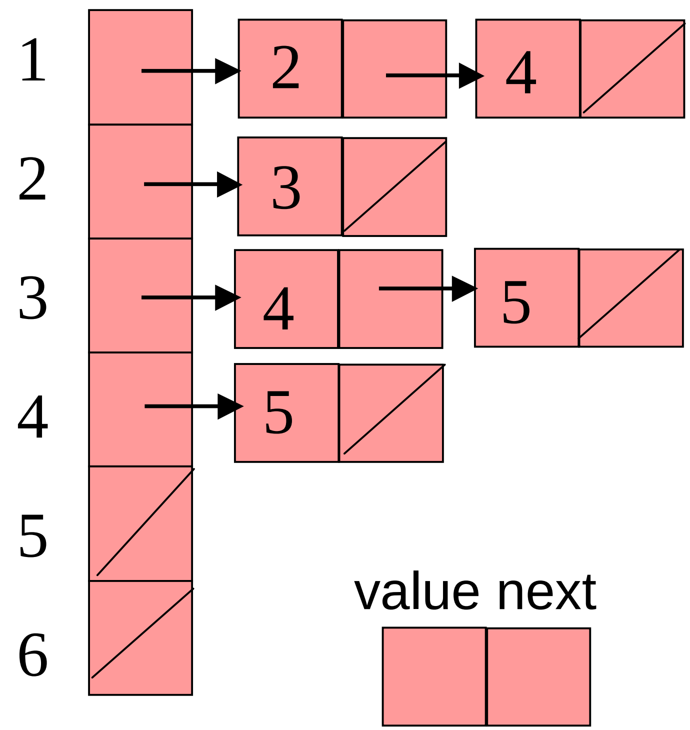




Implementation



Assume adjacency list representation

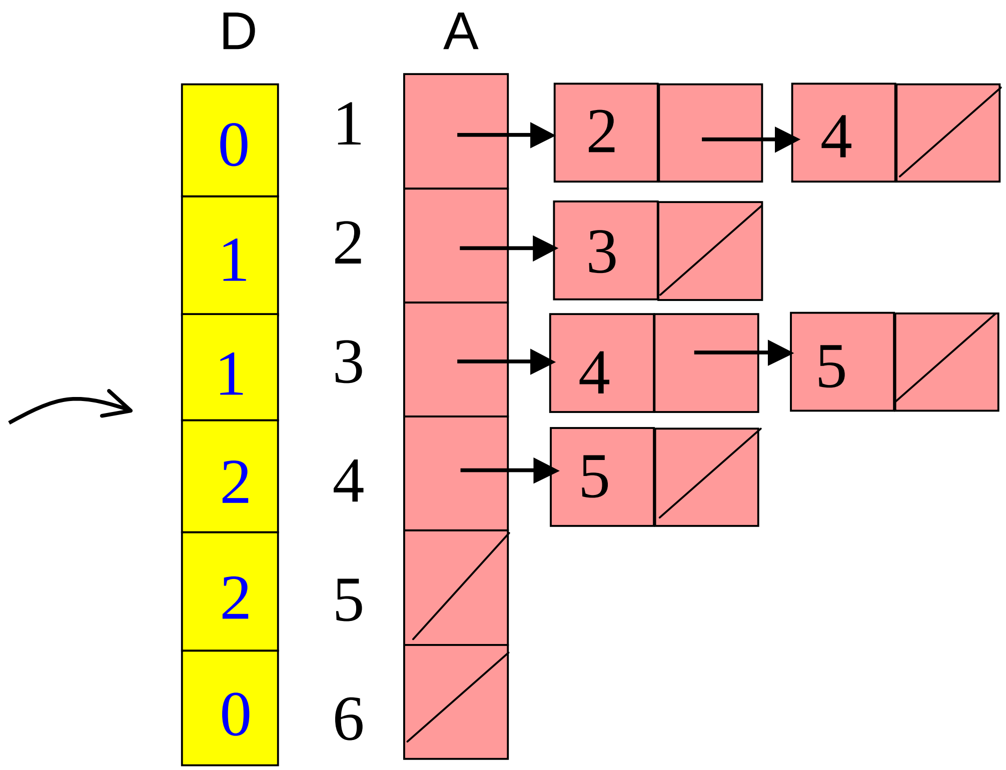


Translation array

1	2	3	4	5	6
A	B	C	D	E	F

Calculate In-degrees

In-Degree array

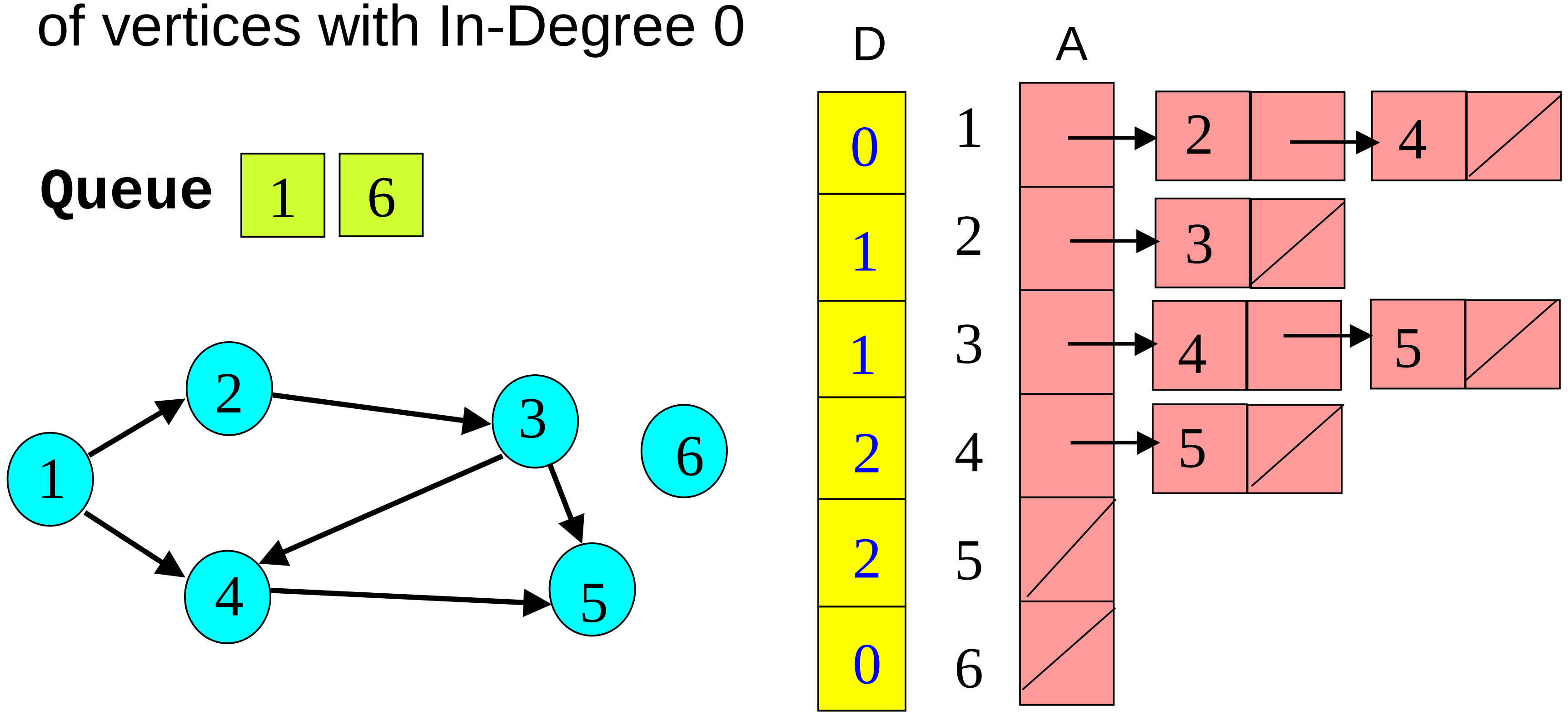


Calculate In-degrees

```
for i = 1 to n do D[i] := 0; endfor
for i = 1 to n do
  x := A[i];
  while x ≠ null do
    D[x.value] := D[x.value] + 1;
    x := x.next;
  endwhile
endfor
```

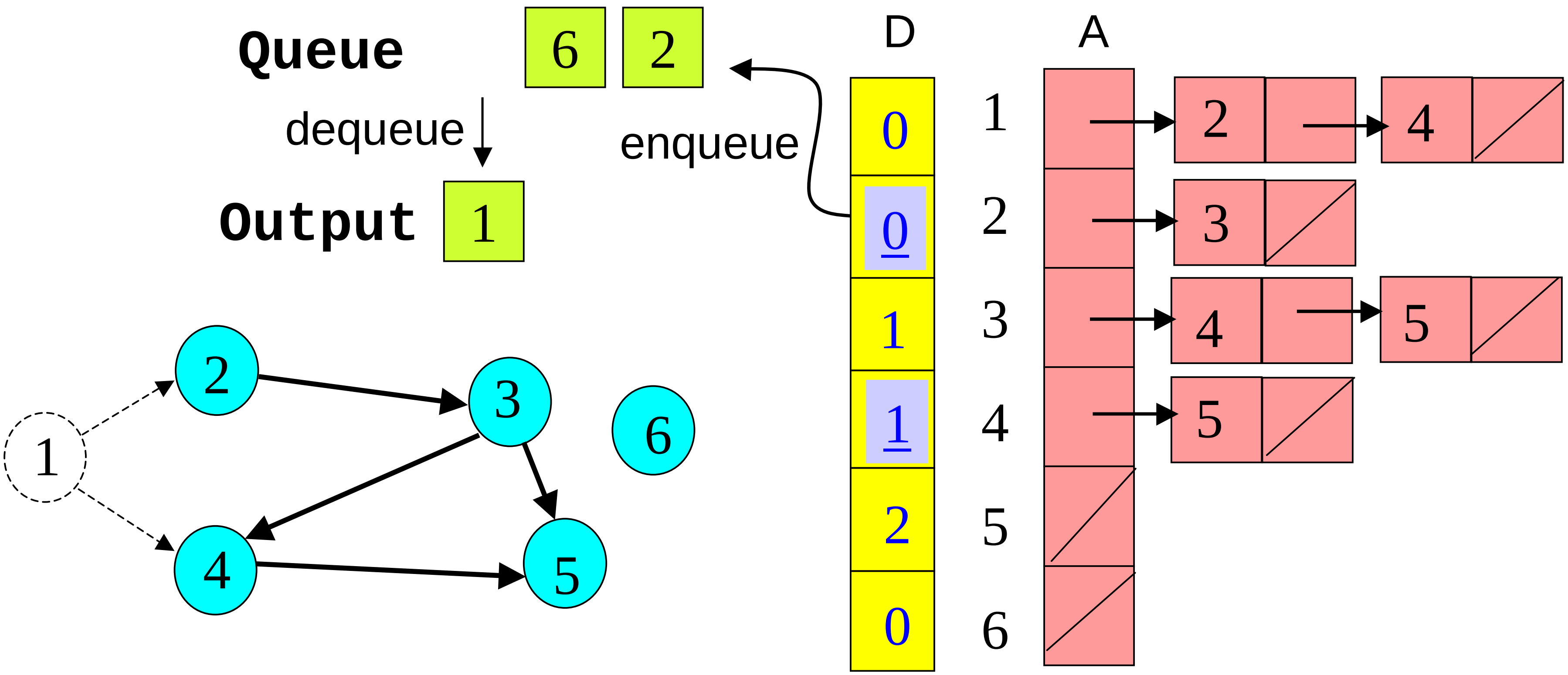
Maintaining Degree 0 Vertices

Key idea: Initialize and maintain a *queue (or stack)* of vertices with In-Degree 0



Topo Sort using a Queue

After each vertex is output, when updating In-Degree array, *enqueue any vertex whose In-Degree becomes zero*



Topological Sort Algorithm

1. Store each vertex's In-Degree in an array D
2. Initialize queue with all "in-degree=0" vertices
3. While there are vertices remaining in the queue:
   (a) Dequeue and output a vertex
   (b) Reduce In-Degree of all vertices adjacent to it by 1
   (c) Enqueue any of these vertices whose In-Degree became zero
4. If all vertices are output then success, otherwise there is a cycle.

Some Detail

```
Main Loop
while notEmpty(Q) do
  x := Dequeue(Q)
  Output(x)
  y := A[x];
  while y ≠ null do
    D[y.value] := D[y.value] – 1;
    if D[y.value] = 0 then Enqueue(Q,y.value);
    y := y.next;
  endwhile
endwhile
```

Topological Sort Analysis

- Initialize In-Degree array: O(|V| + |E|)
- Initialize Queue with In-Degree 0 vertices: O(|V|)
- Dequeue and output vertex:
  - › |V| vertices, each takes only O(1) to dequeue and output: O(|V|)
- Reduce In-Degree of all vertices adjacent to a vertex and Enqueue any In-Degree 0 vertices:
  - › O(|E|)
- For input graph G=(V,E) run time = O(|V| + |E|)
  - › Linear time!