

# 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

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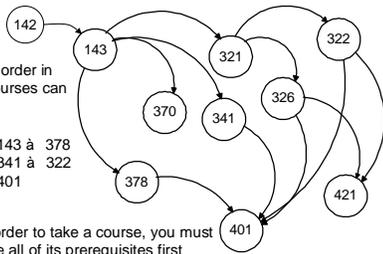
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# Topological Sort

**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



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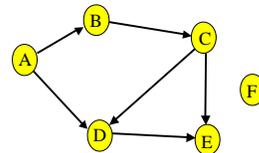
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# Topological Sort

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

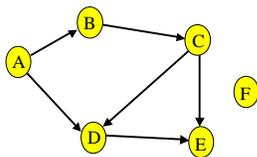


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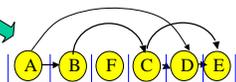
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# Topo sort - good example



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



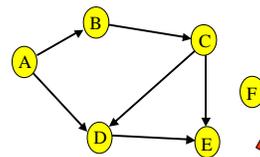
Note that F can go anywhere in this list because it is not connected.

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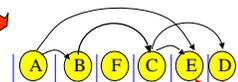
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# Topo sort - bad example



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



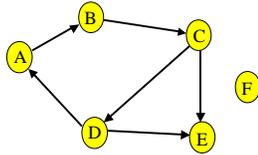
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## Not all can be Sorted

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



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## Cycles

- Given a digraph  $G = (V, E)$ , a cycle is a sequence of vertices  $v_1, v_2, \dots, v_k$  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.

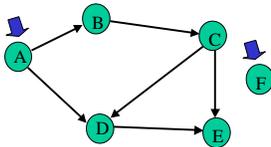
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## Topo sort algorithm - 1

- Step 1:** Identify vertices that have no incoming edges
- The "in-degree" of these vertices is zero



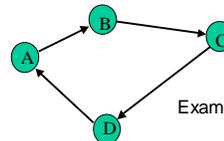
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## Topo sort algorithm - 1a

- 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

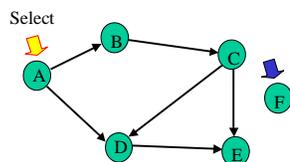
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## Topo sort algorithm - 1b

- Step 1:** Identify vertices that have no incoming edges
- Select one such vertex



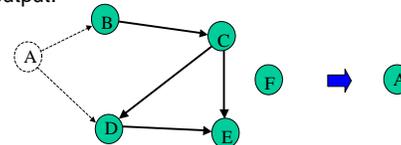
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## Topo sort algorithm - 2

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



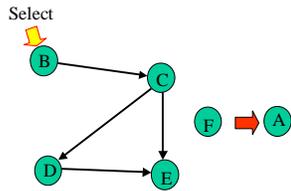
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## Continue until done

Repeat [Step 1](#) and [Step 2](#) until graph is empty



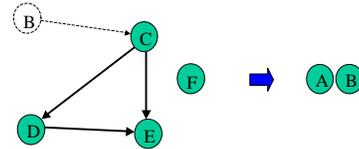
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## B

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



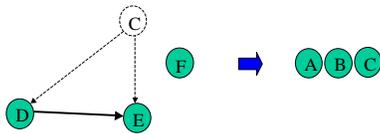
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## C

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



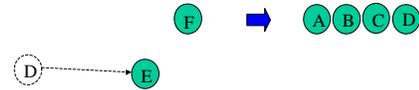
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## D

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



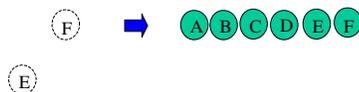
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## E, F

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

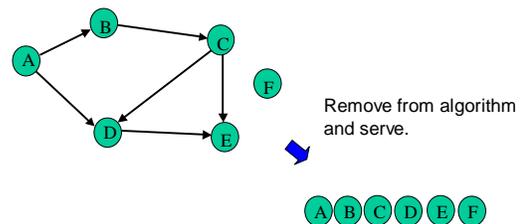


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## Done

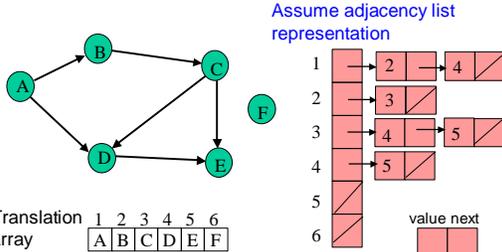


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## Implementation

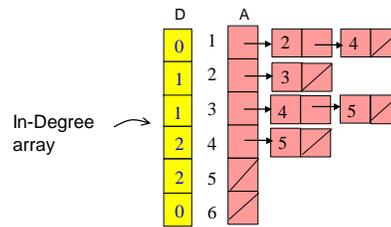


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## Calculate In-degrees



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## 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
    
```

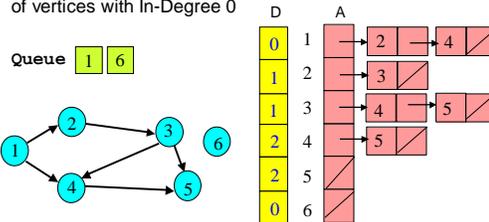
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## Maintaining Degree 0 Vertices

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



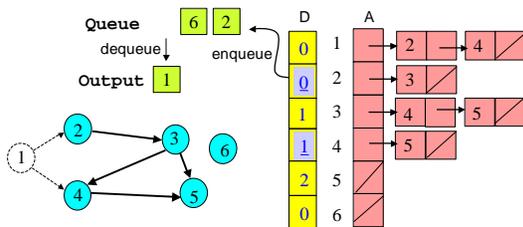
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## Topo Sort using a Queue

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



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## 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.

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## Some Detail

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```
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
```

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## Topological Sort Analysis

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- 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!

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