

# Depth-first search (DFS)

DFS(v):  
mark  $v$   
*PREVISIT(v)*  
for each edge  $vw$   
    if  $w$  is unmarked  
         $parent(w) \leftarrow v$   
        DFS( $w$ )  
*POSTVISIT(v)*

DFSALL(G):  
*PREPROCESS(G)*  
for all vertices  $v$   
    unmark  $v$   
for all vertices  $v$   
    if  $v$  is unmarked  
        DFS( $v$ )

$$O(V + E)$$

DFSALL(G):

$clock \leftarrow 0$

for all vertices  $v$

unmark  $v$

for all vertices  $v$

if  $v$  is unmarked

$clock \leftarrow \text{DFS}(v, clock)$

DFS( $v, clock$ ):

mark  $v$

$clock \leftarrow clock + 1$ ;  $v.pre \leftarrow clock$

for each edge  $v \rightarrow w$

if  $w$  is unmarked

$w.parent \leftarrow v$

$clock \leftarrow \text{DFS}(w, clock)$

$clock \leftarrow clock + 1$ ;  $v.post \leftarrow clock$

return  $clock$

- add a clock to learn about  
visitation order

$v.pre$ : starting time of  $v$

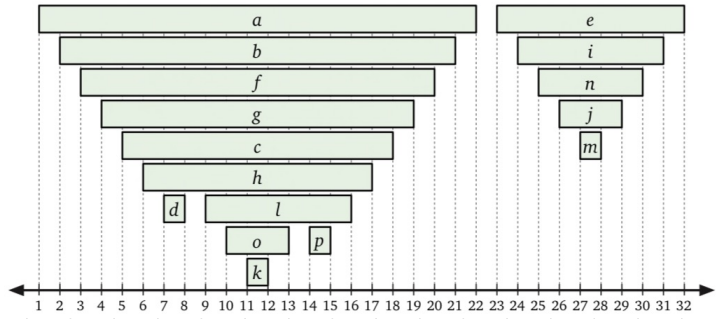
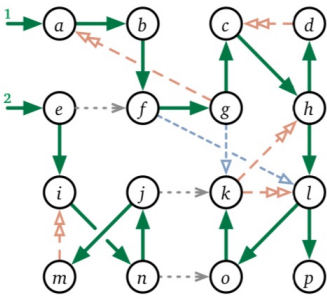
$v.post$ : finishing time of  $v$

$[v.pre, v.post]$

active interval



all  $\nearrow$  are nested or disjoint  
pairs



IF  $DFS(v)$  called while  
 $u$  is active  $\Rightarrow$  there is  
 a  $u, v$ -path.

Sort by  $x.pre$  for a  
preordering

Sort by  $x.post$  for a  
postordering.

We're midway through running DFS on  $G$ . We have a

current clock value,

will compare to final pre & post values.

vertex  $v$  is:

new if  $\text{clock} = v.\text{pre}$

active if  $v.\text{pre} \leq \text{clock} < v.\text{post}$

finished if  $v.\text{post} \leq \text{clock}$

active vertices form a directed path in  $G$

# Partitioning edges:

Consider edge  $u \rightarrow v$  at moment  $\text{DFS}(u)$  begins...

( $\text{clock} = u.\text{pre}$ )

If  $v$  is new,

$u.\text{pre} < v.\text{pre} < v.\text{post} < u.\text{post}$

If  $\text{DFS}(u)$  directly calls

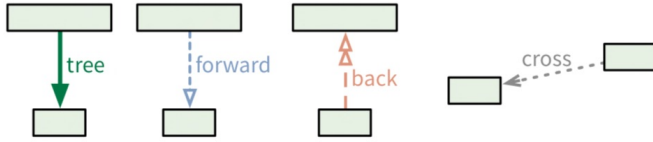
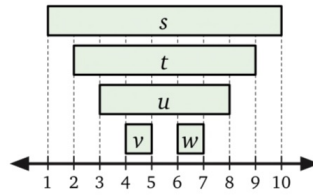
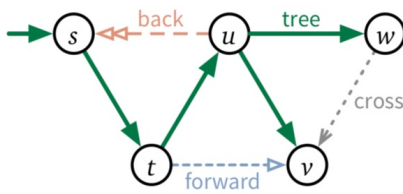
$\text{DFS}(v)$ ,  $u \rightarrow v$  is a tree edge

<sup>o.w.</sup>  $u \rightarrow v$  is a forward edge

If  $v$  is active,  $v$  is on stack

$v.\text{pre} < u.\text{pre} < u.\text{post} < v.\text{post}$

$u \rightarrow v$  is a back edges



If  $v$  is finished,

$$v.post < w.pre$$

$u \rightarrow v$  is a cross edge

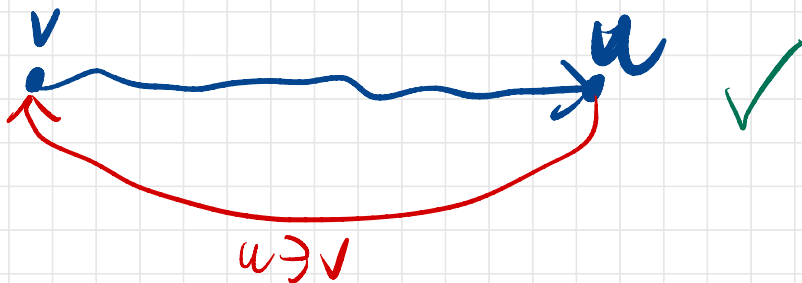
The classification depends on how the DFS runs!!

# Detecting Cycles in Directed Graphs

Lemma: Directed graph  $G$   
has a cycle iff  $\text{DFSAll}(G)$   
yields a back edge.

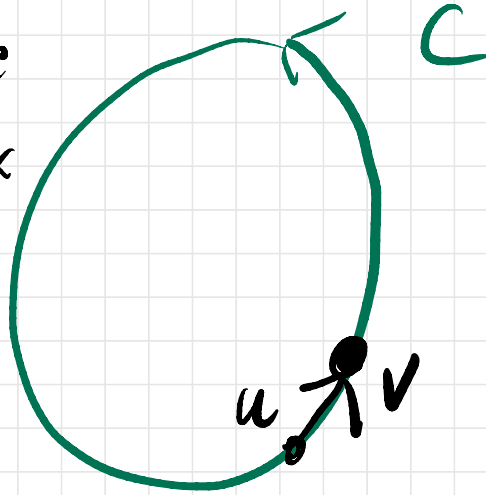
Proof: Suppose  $u \rightarrow v$  is a back  
edge.  $v$  was active when we  
called  $\text{DFS}(u)$ .

$\Rightarrow$  There is a  $v, u$ -path



Suppose there is a cycle  $C$ .

Let  $v$  be  
first vertex  
of  $C$   
marked by  
DFS. All.



$u$ : predecessor of  $v$  on  $C$

~~(1)~~ DFS( $v$ ) eventually calls  
DFS( $u$ )

$\Rightarrow u \rightarrow v$  is a back edge



$u \rightarrow v$  is a back edge iff  
 $u.post < v.post$ .

So compute a postordering.  
Return "cycle!!" iff  $u.post < v.post$   
for any  $u \rightarrow v \in E$ .

$O(V+E)$  time!

# Topological Sort

Given directed  $G = (V, E)$ ,

topological ordering of  $G$ :

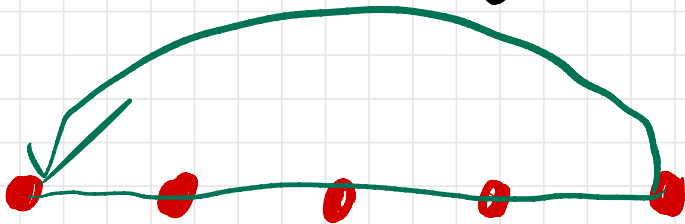
a total ordering of vertices

where  $u < v$  if  $u \Rightarrow v \in E$

- or -

can write all vertex names  
from left to right so all  
edges go left to right.

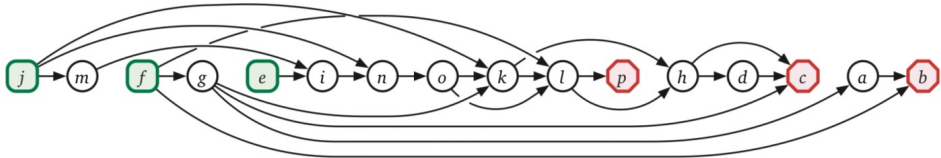
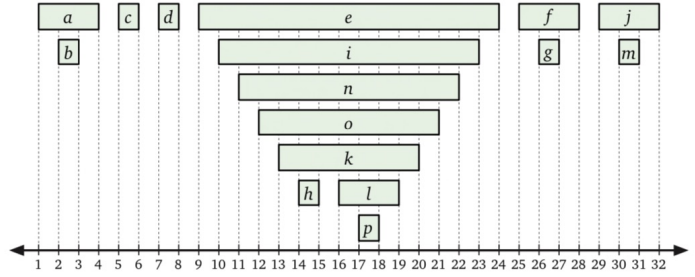
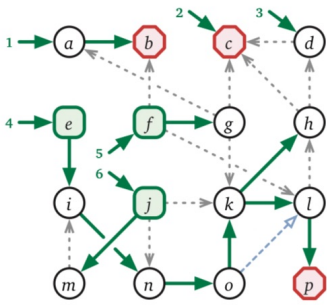
directed cycle  $\Rightarrow$  no  
topological ordering



$0, w, \dots$  no back edges,  $\dots$

$\Rightarrow w.post > v.post$  for  
all  $w \rightarrow v \in E$

$\Rightarrow$  order by decreasing  
 $x.post$  (reverse postorder)  
to get a topological ordering



Just reverse order you finish DFS calls, so

$O(V+E)$  time!

TOPOLOGICALSORT( $G$ ):

for all vertices  $v$

$v.status \leftarrow \text{NEW}$

$clock \leftarrow V$

for all vertices  $v$

if  $v.status = \text{NEW}$

$clock \leftarrow \text{TOPSORTDFS}(v, clock)$

return  $S[1..V]$

TOPSORTDFS( $v, clock$ ):

$v.status \leftarrow \text{ACTIVE}$

for each edge  $v \rightarrow w$

if  $w.status = \text{NEW}$

$clock \leftarrow \text{TOPSORTDFS}(w, clock)$

else if  $w.status = \text{ACTIVE}$

fail gracefully

$v.status \leftarrow \text{FINISHED}$

$S[clock] \leftarrow v$

$clock \leftarrow clock - 1$

return  $clock$

# Dynamic Programming

Given a recurrence,

the dependency graph has

one vertex per subproblem &

an edge  $x \Rightarrow y$  for every

direct call of a subproblem  $y$  from a subproblem  $x$ .

Must be acyclic!

If you use basic memoization,  
you solve problems in  
post order.

Iterative dynamic prog. algs,  
solve the problems in some  
reverse topological order.

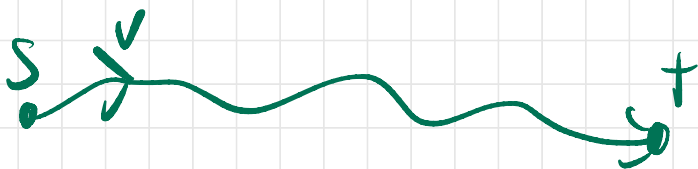
# Longest Path:

Given  $G = (V, E)$  with

2) edge weights  $l: E \rightarrow \mathbb{R}$ ,

3) two vertices  $s$  &  $t$ .

Assume  $G$  is a DAG...



LLP( $v$ ): length longest path

from  $v$  to  $t$ . Want LLP( $s$ ).  
rest of path

$$LLP(v) = \begin{cases} 0 & \text{if } v = t, \\ \max \{ l(v \rightarrow w) + LLP(w) \mid v \rightarrow w \in E \} & \text{otherwise,} \end{cases}$$

-∞ is no  $(v \rightarrow w)$ 's

↑ first edge?



- use min instead  
for shortest paths in a  
DAG!

recurrence is ill-defined if

$G$  has a cycle

The dependency graph is

$G$  itself + therefore a DAG

So compute  $LLP(x)$  in postorder

constant time per edge, so

$O(V + E)$  time!

LONGESTPATH(s, t):

for each node  $v$  in postorder

if  $v = t$

$v.LLP \leftarrow 0$

else

$v.LLP \leftarrow -\infty$

for each edge  $v \rightarrow w$

$v.LLP \leftarrow \max \{v.LLP, \ell(v \rightarrow w) + w.LLP\}$

return  $s.LLP$