

Advanced Graph Algorithms

(Based on [Manber 1989])

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Strongly Connected Components

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Strongly Connected Components

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- 🌐 A *strongly connected component* (SCC) is a maximal subset of the vertices such that its induced subgraph is strongly connected (namely, there is no other subset that contains it and induces a strongly connected graph).

Strongly Connected Components (cont.)

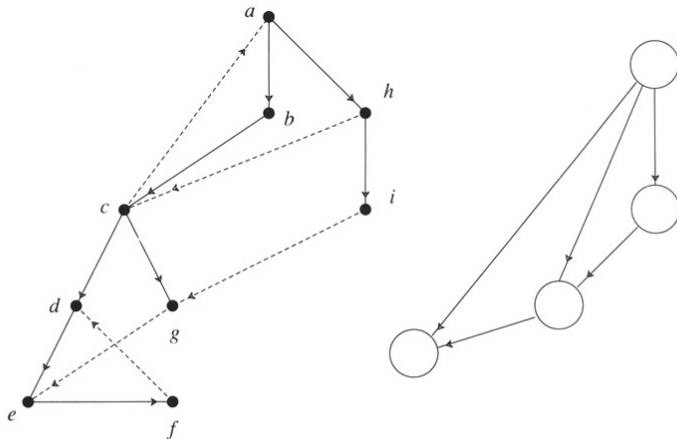


Figure 7.30 A directed graph and its strongly connected component graph.

Source: [Manber 1989].

Lemma (7.11)

Two distinct vertices belong to the same SCC if and only if there is a circuit containing both of them.

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Two distinct vertices belong to the same SCC if and only if there is a circuit containing both of them.

Lemma (7.12)

Each vertex belongs to exactly one SCC.

Strongly Connected Components (cont.)

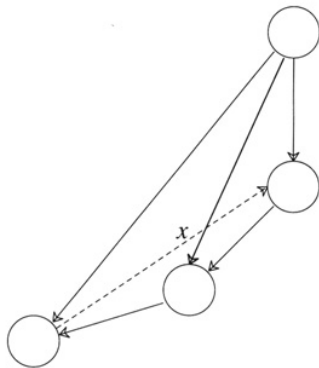


Figure 7.31 Adding an edge connecting two different strongly connected components.

Source: [Manber 1989].

Strongly Connected Components (cont.)

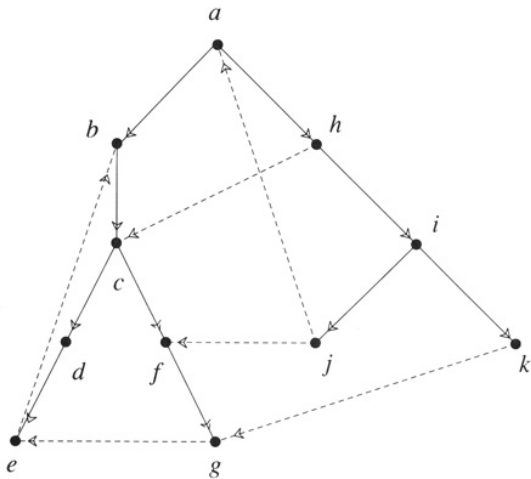


Figure 7.32 The effect of cross edges.

Source: [Manber 1989].

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Strongly Connected Components (cont.)

Algorithm `Strongly_Connected_Components(G, n)`;

begin

for every vertex v of G **do**

$v.DFS_Number := 0$;

$v.component := 0$;

$Current_Component := 0$; $DFS_N := n$;

while $v.DFS_Number = 0$ for some v **do**

$SCC(v)$

end

procedure $SCC(v)$;

begin

$v.DFS_Number := DFS_N$;

$DFS_N := DFS_N - 1$;

 insert v into *Stack*;

$v.high := v.DFS_Number$;

Strongly Connected Components (cont.)

```
for all edges  $(v, w)$  do  
  if  $w.DFS\_Number = 0$  then  
     $SCC(w)$ ;  
     $v.high := \max(v.high, w.high)$   
  else if  $w.DFS\_Number > v.DFS\_Number$   
    and  $w.component = 0$  then  
     $v.high := \max(v.high, w.DFS\_Number)$   
if  $v.high = v.DFS\_Number$  then  
   $Current\_Component := Current\_Component + 1$ ;  
  repeat  
    remove  $x$  from the top of  $Stack$ ;  
     $x.component := Current\_Component$   
  until  $x = v$   
end
```

Strongly Connected Components (cont.)

```
for all edges  $(v, w)$  do  
  if  $w.DFS\_Number = 0$  then  
     $SCC(w)$ ;  
     $v.high := \max(v.high, w.high)$   
  else if  $w.DFS\_Number > v.DFS\_Number$   
    and  $w.component = 0$  then  
     $v.high := \max(v.high, w.DFS\_Number)$   
if  $v.high = v.DFS\_Number$  then  
   $Current\_Component := Current\_Component + 1$ ;  
  repeat  
    remove  $x$  from the top of  $Stack$ ;  
     $x.component := Current\_Component$   
  until  $x = v$   
end
```

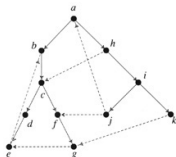
Time complexity:

Strongly Connected Components (cont.)

```
for all edges  $(v, w)$  do  
  if  $w.DFS\_Number = 0$  then  
     $SCC(w)$ ;  
     $v.high := \max(v.high, w.high)$   
  else if  $w.DFS\_Number > v.DFS\_Number$   
    and  $w.component = 0$  then  
     $v.high := \max(v.high, w.DFS\_Number)$   
if  $v.high = v.DFS\_Number$  then  
   $Current\_Component := Current\_Component + 1$ ;  
  repeat  
    remove  $x$  from the top of  $Stack$ ;  
     $x.component := Current\_Component$   
  until  $x = v$   
end
```

Time complexity: $O(|E| + |V|)$.

Strongly Connected Components (cont.)



	a	b	c	d	e	f	g	h	i	j	k
11	10	9	8	7	6	5	4	3	2	1	
a	11	-	-	-	-	-	-	-	-	-	-
b	11	10	-	-	-	-	-	-	-	-	-
c	11	10	9	-	-	-	-	-	-	-	-
d	11	10	9	8	-	-	-	-	-	-	-
e	11	10	9	8	10	-	-	-	-	-	-
d	11	10	9	10	10	-	-	-	-	-	-
c	11	10	10	10	10	-	-	-	-	-	-
f	11	10	10	10	10	6	-	-	-	-	-
g	11	10	10	10	10	6	7	-	-	-	-
f	11	10	10	10	10	7	7	-	-	-	-
c	11	10	10	10	10	7	7	-	-	-	-
b	11	10	10	10	10	7	7	-	-	-	-
a	11	10	10	10	10	7	7	-	-	-	-
h	11	10	10	10	10	7	7	4	-	-	-
i	11	10	10	10	10	7	7	4	3	-	-
j	11	10	10	10	10	7	7	4	3	11	-
i	11	10	10	10	10	7	7	4	11	11	-
l	11	10	10	10	10	7	7	4	11	11	1
i	11	10	10	10	10	7	7	4	11	11	1
h	11	10	10	10	10	7	7	11	11	11	1
a	11	10	10	10	10	7	7	11	11	11	1

Figure 7.34 An example of computing *High* values and strongly connected components.

Source: [Manber 1989].

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Odd-Length Cycles

Problem

Given a directed graph $G = (V, E)$, determine whether it contains a (directed) cycle of odd length.


Odd-Length Cycles

Problem

Given a directed graph $G = (V, E)$, determine whether it contains a (directed) cycle of odd length.

- 🌐 A cycle must reside completely within a strongly connected component (SCC), so we exam each SCC separately.
- 🌐 Mark the nodes of an SCC with “even” or “odd” using DFS.
- 🌐 If we have to mark a node that is already marked in the opposite, then we have found an odd-length cycle.

Biconnected Components

-  An undirected graph is *biconnected* if there are at least two vertex-disjoint paths from every vertex to every other vertex.

Biconnected Components

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Biconnected Components

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- 🌐 A graph is *not* biconnected if and only if there is a vertex whose removal disconnects the graph. Such a vertex is called an *articulation point*.
- 🌐 A *biconnected component* (BCC) is a *maximal* subset of the edges such that its induced subgraph is biconnected (namely, there is no other subset that contains it and induces a biconnected graph).

Biconnected Components (cont.)

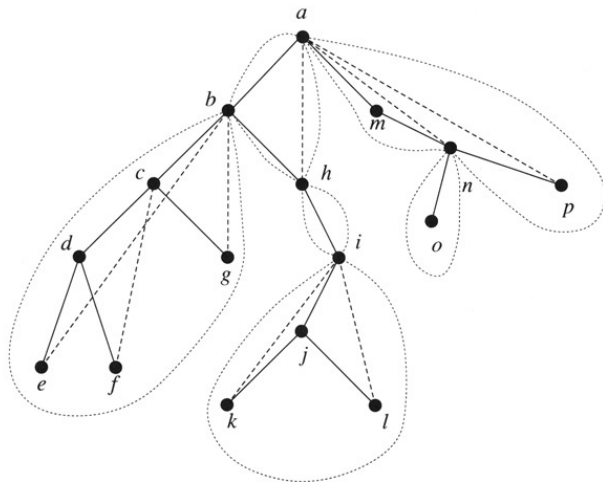


Figure 7.25 The structure of a nonbiconnected graph.

Source: [Manber 1989].

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Lemma (7.9)

Two distinct edges e and f belong to the same BCC if and only if there is a cycle containing both of them.

Biconnected Components (cont.)

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Two distinct edges e and f belong to the same BCC if and only if there is a cycle containing both of them.

Lemma (7.10)

Each edge belongs to exactly one BCC.

Biconnected Components (cont.)

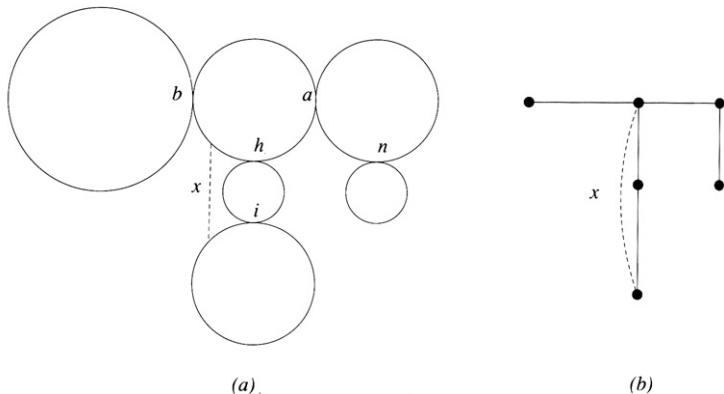


Figure 7.26 An edge that connects two different biconnected components. (a) The components corresponding to the graph of Fig. 7.25 with the articulation points indicated. (b) The biconnected component tree.

Source: [Manber 1989].

Biconnected Components (cont.)

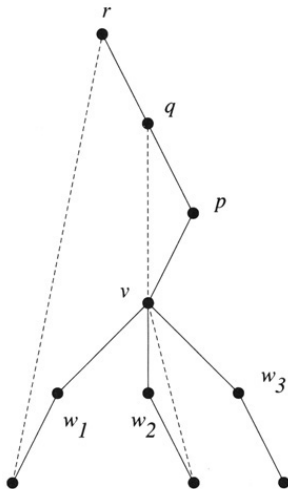


Figure 7.27 Computing the *High* values.

Source: [Manber 1989].

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Biconnected Components (cont.)

Algorithm Biconnected_Components(G, v, n);

begin

for every vertex w **do** $w.DFS_Number := 0$;

$DFS_N := n$;

$BC(v)$

end

procedure BC(v);

begin

$v.DFS_Number := DFS_N$;

$DFS_N := DFS_N - 1$;

 insert v into $Stack$;

$v.high := v.DFS_Number$;

Biconnected Components (cont.)

```
for all edges  $(v, w)$  do  
    insert  $(v, w)$  into Stack;  
    if  $w$  is not the parent of  $v$  then  
        if  $w.DFS\_Number = 0$  then  
             $BC(w)$ ;  
            if  $w.high \leq v.DFS\_Number$  then  
                remove all edges and vertices  
                from Stack until  $v$  is reached;  
                insert  $v$  back into Stack;  
                 $v.high := \max(v.high, w.high)$   
        else  
             $v.high := \max(v.high, w.DFS\_Number)$   
end
```

Biconnected Components (cont.)

procedure **BC**(v);

begin

$v.DFS_Number := DFS_N$;

$DFS_N := DFS_N - 1$;

$v.high := v.DFS_Number$;

for all edges (v, w) **do**

if w is not the parent of v **then**

insert (v, w) into *Stack*;

if $w.DFS_Number = 0$ **then**

$BC(w)$;

if $w.high \leq v.DFS_Number$ **then**

remove all edges from *Stack*

until (v, w) is reached;

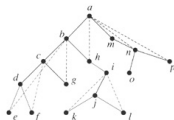
$v.high := \max(v.high, w.high)$

else

$v.high := \max(v.high, w.DFS_Number)$

end

Biconnected Components (cont.)



	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
a	16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
b	16	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
c	16	15	14	-	-	-	-	-	-	-	-	-	-	-	-	-	-
d	16	15	14	13	-	-	-	-	-	-	-	-	-	-	-	-	-
e	16	15	14	13	15	-	-	-	-	-	-	-	-	-	-	-	-
d	16	15	14	15	15	-	-	-	-	-	-	-	-	-	-	-	-
f	16	15	14	15	15	14	-	-	-	-	-	-	-	-	-	-	-
d	16	15	14	15	15	14	-	-	-	-	-	-	-	-	-	-	-
c	16	15	15	15	15	14	-	-	-	-	-	-	-	-	-	-	-
g	16	15	15	15	15	14	15	-	-	-	-	-	-	-	-	-	-
c	16	15	15	15	15	14	15	-	-	-	-	-	-	-	-	-	-
b	16	15	15	15	14	13	15	-	-	-	-	-	-	-	-	-	-
h	16	15	15	15	15	14	15	16	-	-	-	-	-	-	-	-	-
i	16	15	15	15	15	14	15	16	8	-	-	-	-	-	-	-	-
j	16	15	15	15	15	14	15	16	8	7	-	-	-	-	-	-	-
k	16	15	15	15	15	14	15	16	8	7	8	-	-	-	-	-	-
j	16	15	15	15	15	14	15	16	8	8	8	-	-	-	-	-	-
l	16	15	15	15	15	14	15	16	8	8	8	8	-	-	-	-	-
j	16	15	15	15	15	14	15	16	8	8	8	8	-	-	-	-	-
i	16	15	15	15	15	14	15	16	8	8	8	8	-	-	-	-	-
h	16	15	15	15	15	14	15	16	8	8	8	8	-	-	-	-	-
b	16	16	15	15	15	14	15	16	8	8	8	8	-	-	-	-	-
a	16	16	15	15	15	14	15	16	8	8	8	8	-	-	-	-	-
m	16	16	15	15	15	14	15	16	8	8	8	8	4	-	-	-	-
n	16	16	15	15	15	14	15	16	8	8	8	8	4	16	-	-	-
o	16	16	15	15	15	14	15	16	8	8	8	8	4	16	2	-	-
n	16	16	15	15	15	14	15	16	8	8	8	8	4	16	2	-	-
p	16	16	15	15	15	14	15	16	8	8	8	8	4	16	2	16	-
n	16	16	15	15	15	14	15	16	8	8	8	8	4	16	2	16	-
m	16	16	15	15	15	14	15	16	8	8	8	8	4	16	2	16	-
a	16	16	15	15	15	14	15	16	8	8	8	8	4	16	2	16	-

Figure 7.29 An example of computing *High* values and biconnected components.

Source: [Manber 1989].

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Even-Length Cycles

Problem

Given a connected undirected graph $G = (V, E)$, determine whether it contains a cycle of even length.

Even-Length Cycles

Problem

Given a connected undirected graph $G = (V, E)$, determine whether it contains a cycle of even length.

Theorem

Every biconnected graph that has more than one edge and is not merely an odd-length cycle contains an even-length cycle.

Even-Length Cycles (cont.)

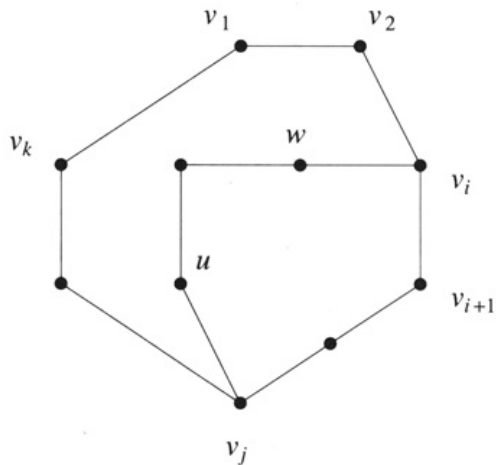


Figure 7.35 Finding an even-length cycle.

Source: [Manber 1989].

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Network Flows

- Consider a directed graph, or network, $G = (V, E)$ with two distinguished vertices: s (the **source**) with indegree 0 and t (the **sink**) with outdegree 0.
- Each edge e in E has an associated positive weight $c(e)$, called the *capacity* of e .

Network Flows (cont.)

🌐 A **flow** is a function f on E that satisfies the following two conditions:

1. $0 \leq f(e) \leq c(e)$.

2. $\sum_u f(u, v) = \sum_w f(v, w)$, for all $v \in V - \{s, t\}$.

🌐 The **network flow problem** is to maximize the flow f for a given network G .

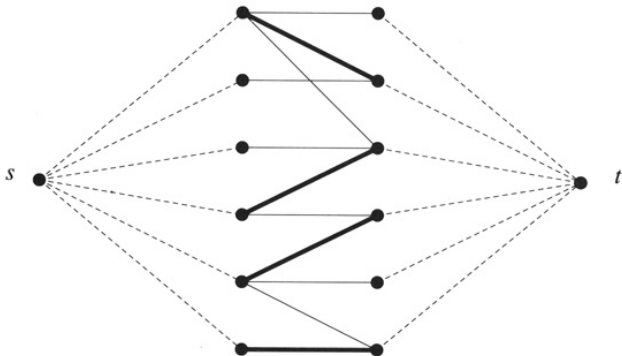




Figure 7.39 Reducing bipartite matching to network flow (the directions of all the edges are from left to right).

Source: [Manber 1989].

Augmenting Paths

-  An **augmenting path** w.r.t. a given flow f (of a network G) is a directed path from s to t consisting of edges from G , but not necessarily in the same direction; each of these edges (v, u) satisfies exactly one of:
1. (v, u) is in the same direction as it is in G , and $f(v, u) < c(v, u)$. (*forward edge*)
 2. (v, u) is in the opposite direction in G (namely, $(u, v) \in E$), and $f(u, v) > 0$. (*backward edge*)
-  If there exists an augmenting path w.r.t. a flow f (f admits an augmenting path), then f is not maximum.

Augmenting Paths (cont.)

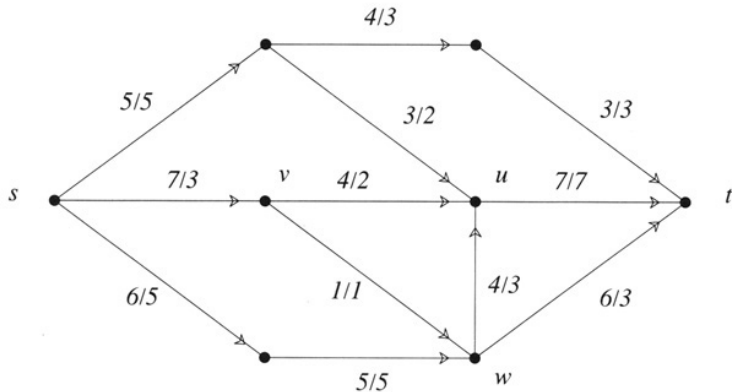


Figure 7.40 An example of a network with a (nonmaximum) flow.

Augmenting Paths (cont.)

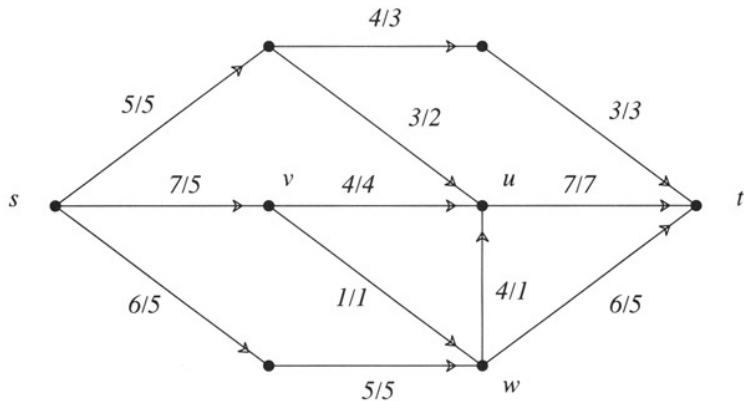


Figure 7.41 The result of augmenting the flow of Fig. 7.40.

Properties of Network Flows

Theorem (Augmenting-Path)

A flow f is maximum if and only if it admits no augmenting path.

A *cut* is a set of edges that separate s from t , or more precisely a set of the form $\{(v, w) \in E \mid v \in A \text{ and } w \in B\}$, where $B = V - A$ such that $s \in A$ and $t \in B$.

Theorem (Max-Flow Min-Cut)



The value of a maximum flow in a network is equal to the minimum capacity of a cut.

Properties of Network Flows (cont.)

Theorem (Integral-Flow)

If the capacities of all edges in the network are integers, then there is a maximum flow whose value is an integer.

Residual Graphs

-  The **residual graph** with respect to a network $G = (V, E)$ and a flow f is the network $R = (V, F)$, where F consists of all forward and backward edges and their capacities are given as follows:
1. $c_R(v, w) = c(v, w) - f(v, w)$ if (v, w) is a forward edge and
 2. $c_R(v, w) = f(w, v)$ if (v, w) is a backward edge.
-  An augmenting path is thus a regular directed path from s to t in the residual graph.

Residual Graphs (cont.)

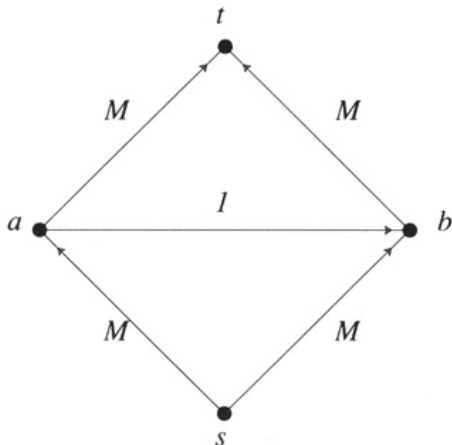


Figure 7.42 A bad example of network flow.

Source: [Manber 1989].