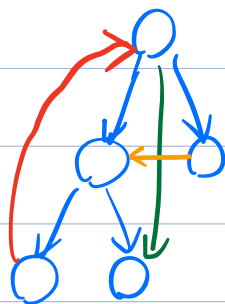


Recap :

Edge Classification

- Tree Edge: Visit new vertex via edge (i.e. vertex was white)
- Forward Edge: node \rightarrow descendant in tree
- Backward Edge: node \rightarrow ancestor in tree
- Cross Edge: between two non-ancestor related vertices



\rightarrow : tree edges

\rightarrow : forward edge

\rightarrow : backward edge

\rightarrow : cross edge

How do we detect type of edge (u, v) ?

- Tree Edge: v was white when we explored this edge
- Forward Edge: --- green ---
- Backward Edge: --- yellow ---
- Cross Edge: --- green ---

Cross Edge vs. Forward Edge?

Add discovery time ($disc$) and finish time ($finish$).

- Forward Edge: v was green & $disc(v) > disc(u)$

- Cross Edge: v was green & $disc(v) < disc(u)$
(and also $finish(v) < disc(u)$)

Undirected Graphs:

Thm: In DFS of an undirected graph G , every edge is either a tree edge or a backward edge, i.e. when we first explore $\{u, v\} \in E$ from u , v cannot be green.

Corollary: An undirected graph is acyclic iff there are no backward edges.

1. Edge Classification (cont'd)

Directed Graphs:

Thm (White-Path Theorem): v is a descendent of u in the DFS forest iff at time $\text{disc}(u)$, there exists a path from u to v with only white vertices.

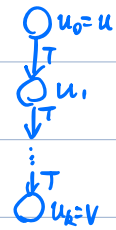
Proof Sketch:

" \Rightarrow ": Let $u_0 = u, u_1, u_2, \dots, u_k = v$ be a path in the DFS forest (all edges (u_i, u_{i+1}) are tree edges). Then

u_1 is discovered from u_0 , u_2 from u_1 , etc. Therefore,

$$\text{disc}(u_k) > \text{disc}(u_{k-1}) > \dots > \text{disc}(u_1) > \text{disc}(u_0)$$

So at time $\text{disc}(u_0) = \text{disc}(u)$, u_1, u_2, \dots, u_k are all white.



" \Leftarrow ": At time $\text{disc}(u_0) = \text{disc}(u)$, u_1, \dots, u_k are all white.

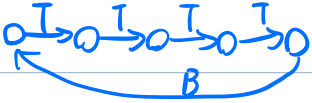
We have $\text{disc}(u_k) > \text{disc}(u_{k-1}) > \dots > \text{disc}(u_1) > \text{disc}(u_0)$

$$\text{finish}(u_k) < \text{finish}(u_{k-1}) < \dots < \text{finish}(u_1) < \text{finish}(u_0)$$

Therefore, $u_k = v$ is discovered during the visit from $u_0 = u$, and there must be a path from u to v in the DFS forest. #

Corollary: A directed graph is acyclic iff DFS finds no backward edges.

Proof: We prove a directed graph is cyclic iff DFS finds a backward edge.

" \Leftarrow ":  Any backward edge immediately gives a cycle.

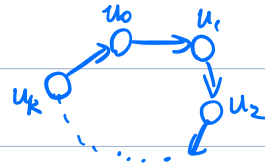
" \Rightarrow ": Assume there is a cycle.

Let u_0 be the first vertex discovered

in the cycle. So at $\text{disc}(u_0)$, u_1, u_2, \dots, u_k are

all white. By white-path thm, u_k is descendant of u_0 .

Then the edge (u_k, u_0) is a backward edge.



#

Cycle detection? Run DFS and look for a backward edge!

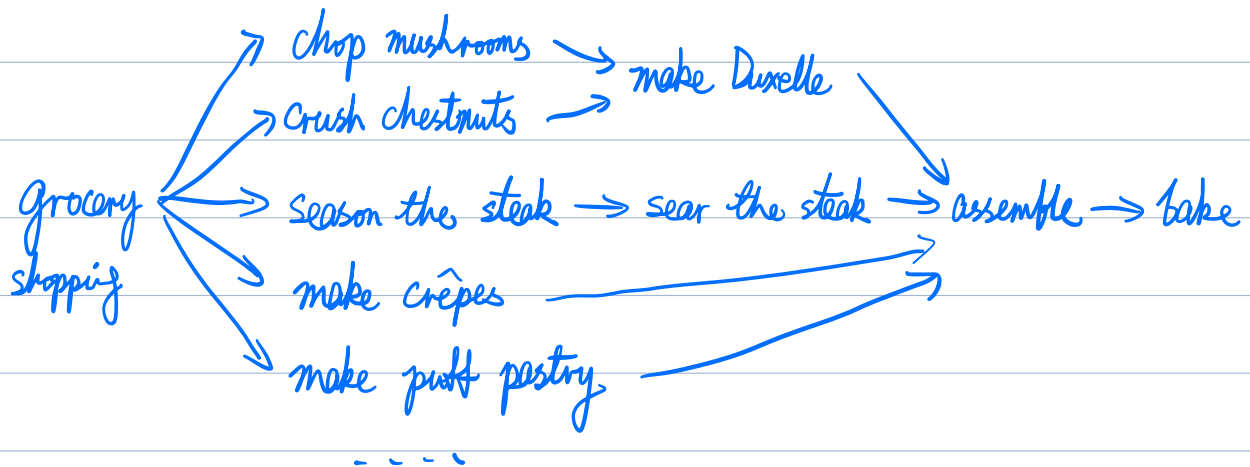
2. Topological Sort

Imagine scheduling a list of tasks, and some tasks must be completed before others.

We can represent such dependencies as a graph!

The name comes from the graph being a "topology".

e.g. to cook Beef Wellington



Problematic if we have a cycle... So we have a DAG.

Algorithm:

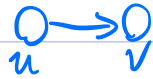
Input: DAG $G=(V,E)$

1. Run DFS(G)
2. Output vertices in descending order of finish time

Runtime: $\Theta(|V|+|E|)$. Don't need sorting for step 2. We just add vertices to the front of a linked list when they finish.

Correctness: The alg. above outputs a topological Sort, i.e. a node is output only after all its parents/dependencies are output.

Proof: We show that for all $(u,v) \in E$, $\text{finish}(u) > \text{finish}(v)$.



Note when we explore (u,v) , v cannot be yellow (no backward edges in a DAG). So v can only be white / green.

- If green, $\text{finish}(v)$ already set, but we're still exploring u , so $\text{finish}(u) > \text{finish}(v)$.
- If white, we will recursively visit v . When recursively call returns, we set $\text{finish}(v)$, but not $\text{finish}(u)$. So $\text{finish}(u) > \text{finish}(v)$.

#

If you see DAG, think topological sort!

Alternative way to do topo. sort:

A source in a DAG is a vertex w/o incoming edges.

Each DAG must have a source! (why?)

Algorithm:

While there are still vertices left:

Output arbitrary source s ,

and remove s and edges out of s from the graph

Correctness: \checkmark . When we output a vertex v , it is a source, meaning all its parents have been output & removed.

Runtime: Maintain in-degree for each vertex, and a list of sources. $\Theta(|V| + |E|)$