

Directed graph algorithms

Data Structures and Algorithms for Computational Linguistics III
(ISCL-BA-07)

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Seminar für Sprachwissenschaft

Winter Semester 2020/21

Directed graphs

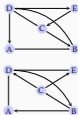
- Directed graphs are graphs with directed edges
- Some operations are more meaningful or challenging in directed graphs
- We will cover some of these operations, and some interesting sub-types of directed graphs
 - Transitive closure
 - Directed acyclic graphs
 - Topological ordering

Some terminology

- For any pair of nodes u and v in a directed graph
 - A directed graph is **strongly connected** if there is a directed path between u to v and v to u
 - A directed graph is **semi-connected** if there is a directed path between u to v or v to u
 - A directed graph is **weakly connected** if the undirected graph obtained by replacing all edges with undirected edges result in a connected graph

Checking strong connectivity

- Naive attempt: traverse the graph independently from each node (strongly connected if all traversals visit all nodes)
 - Time complexity: $O(n(n+m))$
- A better one:
 - traverse the graph from an arbitrary node
 - reverse all edges, traverse again
 - intuition: if there is a reverse path from D to A , then D is reachable from A
- Time complexity: $O(n+m)$
- Note: we do not need to copy the graph, we only need to do 'reverse edge' queries



Transitive closure

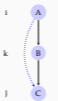
- We know that graph traversals answer reachability questions from two nodes efficiently
- Pre-computing all nodes reachable from every other node is beneficial in some applications
- The **transitive closure** of a graph is another graph where
 - The set of nodes are the same as the original graph
 - There is an edge between two nodes u and v if v is reachable from u
- For an undirected graph, transitive closure can be computed by computing the connected components

Computing transitive closure on directed graphs

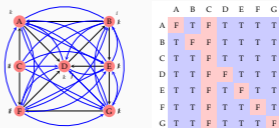
- A straightforward algorithm:
 - run n graph traversals, from each node in the graph
 - add an edge between the start node to any node discovered by the traversal
 - time complexity is $O(n(n+m))$
- Floyd-Warshall algorithm is another well-known algorithm that runs more efficiently in some settings

Floyd-Warshall algorithm for finding transitive closure

- Remember that transitive closure of a graph is another graph
- Floyd-Warshall algorithm is an iterative algorithm that computes the transitive closure in n iterations
- The algorithm starts with setting transitive closure to the original graph
- For $k = 1, \dots, n$
 - Add a directed edge (v_i, v_j) to transitive closure if it already contains both (v_i, v_k) and (v_k, v_j)
- It is efficient if graph is implemented with an adjacency matrix and it is not sparse



Floyd-Warshall demonstration



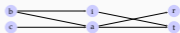
Floyd-Warshall algorithm adjacency matrix implementation

```
T = [row[] for row in G]
for k in range(n):
    for i in range(n):
        for j in range(n):
            if i == k: continue
            if j == i or j == k: continue
            T[i][j] = T[i][j] or \
                T[i][k] and T[k][j]
```

- Time complexity is $O(n^3)$
- Compare with repeated traversal: $O(n(n+m))$
 - Note that in a dense graph m is $O(n^2)$
- A version of this algorithm is also used for finding shortest paths in weighted graphs (later in the course)

Directed acyclic graphs

- Directed acyclic graphs (DAGs) are directed graphs without cycles
- DAGs have many practical applications (mainly, dependency graphs)
 - Prerequisites between courses in a study program
 - Class inheritance in an object-oriented program
 - Scheduling constraints over tasks in a project
 - Dependency parser output (generally trees, but can also be more general DAGs)
 - A dependency parser output
 - A compact representation of a list of words:



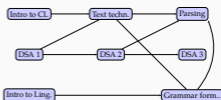
Directed acyclic graphs

Prereq 3	DEPARTMENT	COURSE	DESCRIPTION	PREREQS
	COMPUTER SCIENCE	COSC 452	INTERMEDIATE COMPILER DESIGN WITH A FOCUS ON DEPENDENCY RESOLUTION.	COSC 452

<https://www.stud.uni-tuebingen.de/>

DAG example

a (hypothetical) course prerequisite graph



Topological order

- A *topological ordering* of a directed graph is a sequence of nodes such that for every directed edge (u, v) u is listed before v
- A topological ordering lists 'prerequisites' of a node before listing the node itself
- There may be multiple topological orderings
- In the course prerequisite example, a topological ordering lists any acceptable order that the courses can be taken

Topological order example

course prerequisites – two alternative topological orders



Topological sort

algorithm

```

topo, ready = [], []
incount = {}
for u in nodes:
    incount[u] = u.outdegree()
if incount[u] == 0:
    ready.append(u)
while len(ready) > 0:
    u = ready.pop()
    topo.append(u)
    for v in u.neighbors():
        incount[v] -= 1
        if incount[v] == 0:
            ready.append(v)
    
```

- Keep record of number of incoming edges
- A node is ready to be placed in the sorted list if there no unprocessed incoming edges
- Running time is $O(n + m)$
- If the topological ordering does not contain all the edges, the graph includes a cycle

Topological sort

demonstration



Summary

- Some operations on directed graphs are more challenging,
 - We covered
 - Finding strongly connected components
 - Finding the transitive closure of a digraph
 - DAGs and topological ordering
- Reading on graphs: Goodrich, Tamassia, and Goldwasser (2013, chapter 14)
- Next:
 - More on graphs: shortest paths, minimum spanning trees

Acknowledgments, credits, references

- Goodrich, Michael T., Roberto Tamassia, and Michael H. Goldwasser (2013). *Data Structures and Algorithms in Python*. John Wiley & Sons, Incorporated. isbn: 9781118476734.