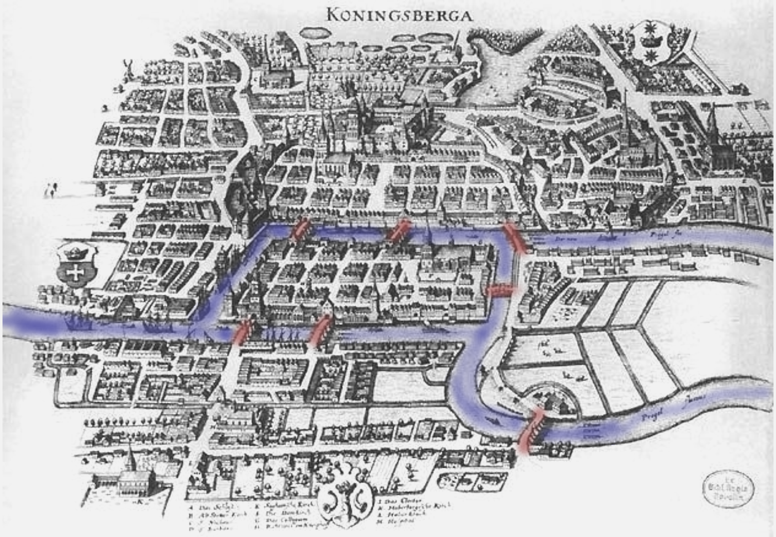
23. Graphs

Notation, Representation, Graph Traversal (DFS, BFS), Topological Sorting , Reflexive transitive closure, Connected components [Ottman/Widmayer, Kap. 9.1 - 9.4,Cormen et al, Kap. 22]

Königsberg 1736



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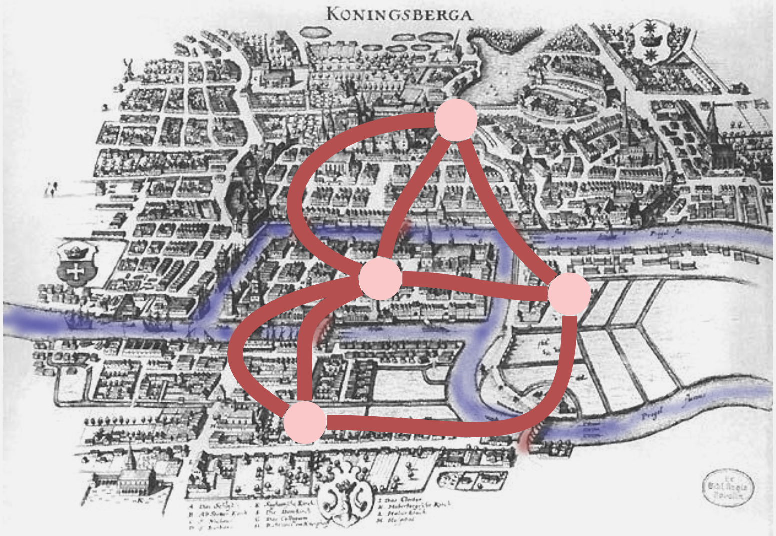

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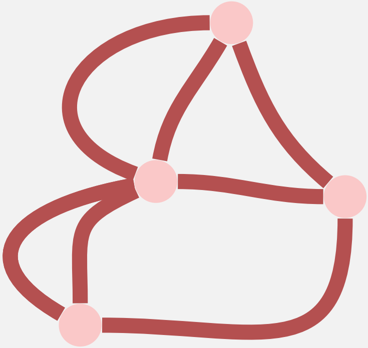
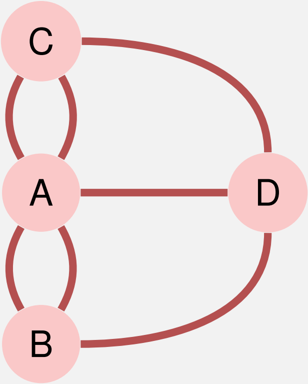
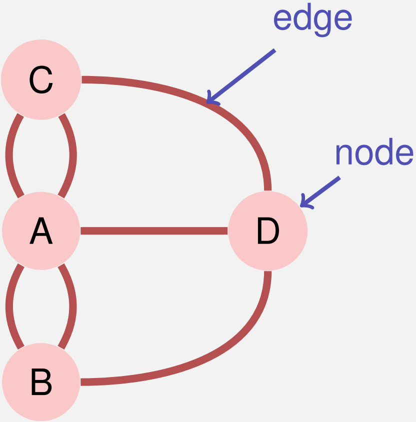


[Multi]Graph

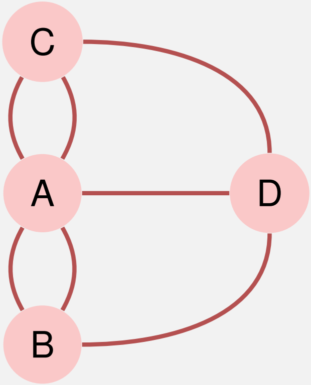


[Multi]Graph



Cycles

- Is there a cycle through the town (the graph) that uses each bridge (each edge) exactly once?



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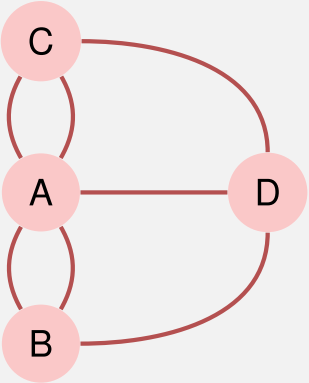

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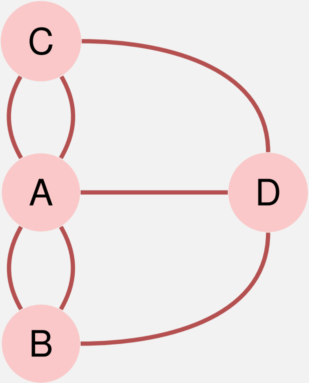

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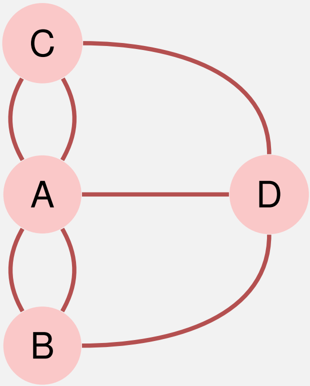
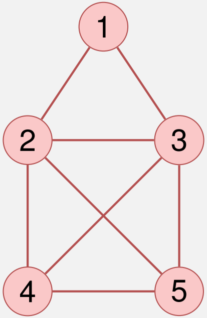
- Eulerian path ⇔ each node provides an even number of edges (each node is of an *even degree*).

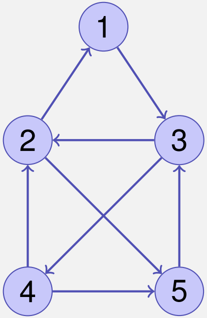
‘⇒” is straightforward, “⇐” ist a bit more difficult but still elementary.



Notation



undirected



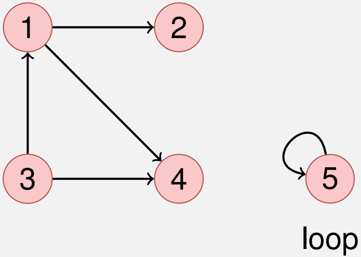
directed

$$\begin{aligned} V =& \{1, 2, 3, 4, 5\} \\ E =& \{\{1, 2\}, \{1, 3\}, \{2, 3\}, \{2, 4\}, \\ & \{2, 5\}, \{3, 4\}, \{3, 5\}, \{4, 5\}\} \end{aligned}$$

$$\begin{aligned} V =& \{1, 2, 3, 4, 5\} \\ E =& \{(1, 3), (2, 1), (2, 5), (3, 2), \\ & (3, 4), (4, 2), (4, 5), (5, 3)\} \end{aligned}$$

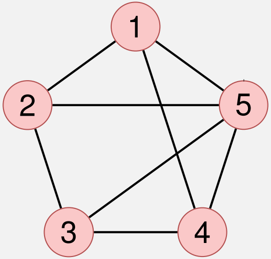
Notation

A *directed graph* consists of a set $V = \{v_1, \ldots, v_n\}$ of nodes (*Vertices) and a set* $E \subseteq V \times V$ *of* Edges. The same edges may not be contained more than once.



Notation

An *undirected graph* consists of a set $V = \{v_1, \ldots, v_n\}$ of nodes a and a set $E \subseteq \{\{u, v\} | u, v \in V\}$ of edges. Edges may bot be contained more than once.[45]

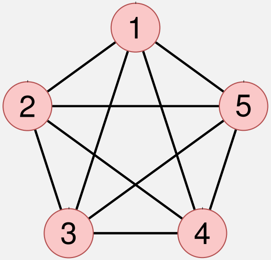


undirected graph

[45] As opposed to the introductory example – it is then called multi-graph.

Notation

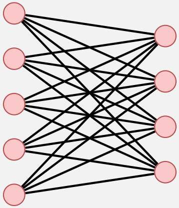
An undirected graph $G = (V, E)$ without loops where E comprises all edges between pairwise different nodes is called *complete*.



a complete undirected graph

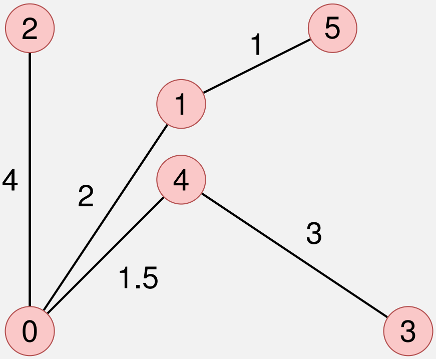
Notation

A graph where V can be partitioned into disjoint sets U and W such that each $e \in E$ provides a node in U and a node in $W$is called *bipartite*.



Notation

A *weighted graph* $G = (V, E, c)$ is a graph $G = (V, E)$ with an *edge weight function* $c : E \to \mathbb{R}$. $c(e)$ is called *weight* of the edge e.



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For directed graphs $G = (V, E)$

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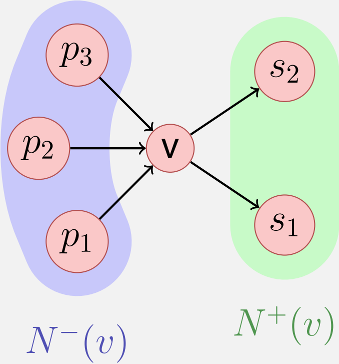
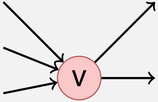
- *Predecessors* of $v \in V$: $N^-(v) := \{u \in V | (u, v) \in E\}$.
  Successors: $N^+(v) := \{u \in V | (v, u) \in E\}$



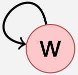
Notation

For directed graphs $G = (V, E)$

- *In-Degree*: $\deg^-(v) = |N^-(v)|$,
  Out-Degree: $\deg^+(v) = |N^+(v)|$



$\deg^-(v) = 3, \deg^+(v) = 2$



$\deg^-(w) = 1, \deg^+(w) = 1$

Notation

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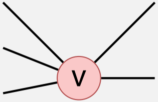
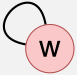
- $w \in V$ is called *adjacent* to $v \in V$, if $\{v, w\} \in E$
- *Neighbourhood* of $v \in V$: $N(v) = \{w \in V | \{v, w\} \in E\}$
- *Degree* of v: $\deg(v) = |N(v)|$ with a special case for the loops: increase the degree by 2.



$\deg(v) = 5$



$\deg(w) = 2$

Relationship between node degrees and number of edges

For each graph $G = (V, E)$ it holds

1. $\sum_{v \in V} \deg^-(v) = \sum_{v \in V} \deg^+(v) = |E|$, for G directed
2. $\sum_{v \in V} \deg(v) = 2|E|$, for G undirected.

Paths

- *Path*: a sequence of nodes $\langle v_1, \ldots, v_{k+1} \rangle$ such that for each $i \in \{1 \ldots k\}$ there is an edge from v_i to v_{i+1} .

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- *Simple path*: path without repeating vertices

Connectedness

- An undirected graph is called *connected*, if for eacheach pair $v, w \in V$ there is a connecting path.
- A directed graph is called *strongly connected*, if for each pair $v, w \in V$ there is a connecting path.
- A directed graph is called *weakly connected*, if the corresponding undirected graph is connected.

Simple Observations

- generally: $0 \leq |E| \in \mathcal{O}(|V|^2)$
- connected graph: $|E| \in \Omega(|V|)$
- complete graph: $|E| = \frac{|V|\cdot(|V|-1)}{2}$ (undirected)
- Maximally $|E| = |V|^2$ (directed),$|E| = \frac{|V|\cdot(|V|+1)}{2}$ (undirected)

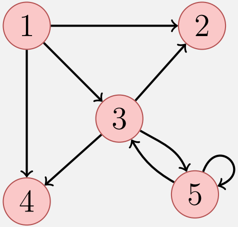
Cycles

- *Cycle*: path $\langle v_1, \ldots, v_{k+1} \rangle$ with $v_1 = v_{k+1}$
- *Simple cycle*: Cycle with pairwise different $v_1, \ldots, v_k$, that does not use an edge more than once.
- *Acyclic*: graph without any cycles.

Conclusion: undirected graphs cannot contain cycles with length 2 (loops have length 1)

Representation using a Matrix

Graph $G = (V, E)$ with nodes $v_1 \ldots, v_n$ stored as *adjacency matrix* $A_G = (a_{ij})_{1 \leq i,j \leq n}$ with entries from $\{0, 1\}$. $a_{ij} = 1$ if and only if edge from v_i to v_j.

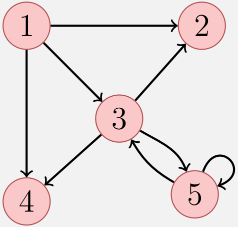


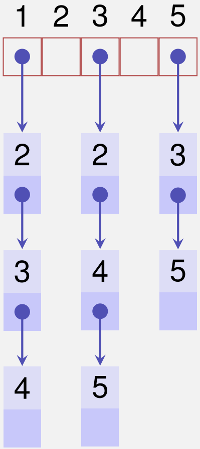
$$\begin{pmatrix} 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 \end{pmatrix}$$

Memory consumption $\Theta(|V|^2)$. A_G is symmetric, if G undirected.

Representation with a List

Many graphs $G = (V, E)$ with nodes $v_1, \ldots, v_n$ provide much less than n^2 edges. Representation with *adjacency list*: Array $A[1], \ldots, A[n]$, A_i comprises a linked list of nodes in $N^+(v_i)$.





Memory Consumption $\Theta(|V| + |E|)$.

Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$		
find $v \in V$ without neighbour/successor		
$(u,v) \in E$?		
Insert edge		
Delete edge		

Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$	$\Theta(n)$	
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Runtimes of simple Operations

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Find neighbours/successors of $v \in V$	$\Theta(n)$	$\Theta(\deg^+ v)$
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$(u, v) \in E$?	$\Theta(1)$	
Insert edge		
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Insert edge	$\Theta(1)$	
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Insert edge	$\Theta(1)$	$\Theta(1)$
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Insert edge	$\Theta(1)$	$\Theta(1)$
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Insert edge	$\Theta(1)$	$\Theta(1)$
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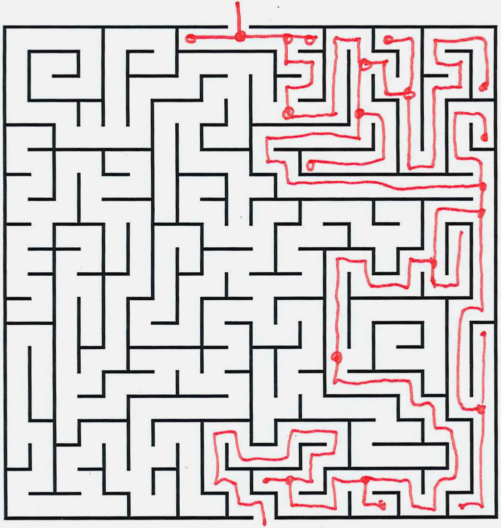
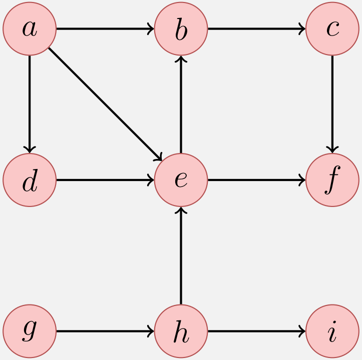
Depth First Search

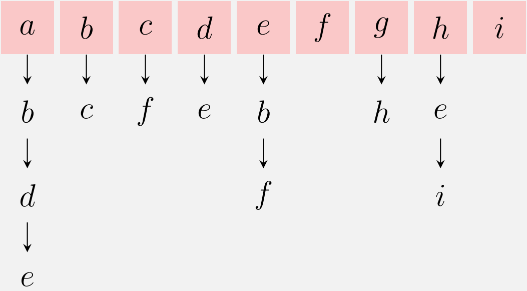


Graph Traversal: Depth First Search

Follow the path into its depth until nothing is left to visit.



Adjazenzliste



$a \rightarrow b \rightarrow d \rightarrow e$

$b \rightarrow c$

$c \rightarrow f$

$d \rightarrow e$

$e \rightarrow b \rightarrow f$

f

$g \rightarrow h$

$h \rightarrow e \rightarrow i$

i

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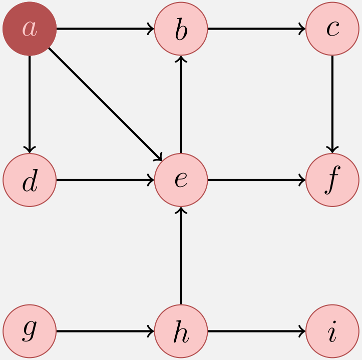

Adjazenzliste

a	b	c	d	e	f	g	h	i
↓	↓	↓	↓	↓		↓	↓	
b	c	f	e	b		h	e	
↓				↓			↓	
d				f			i	
↓								
e								

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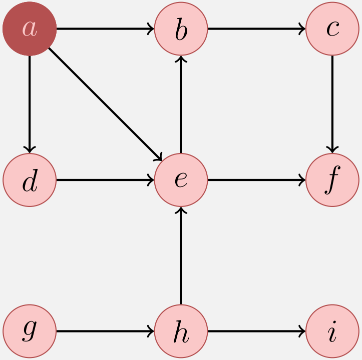

Adjazenzliste

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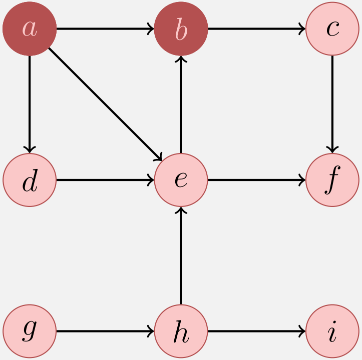
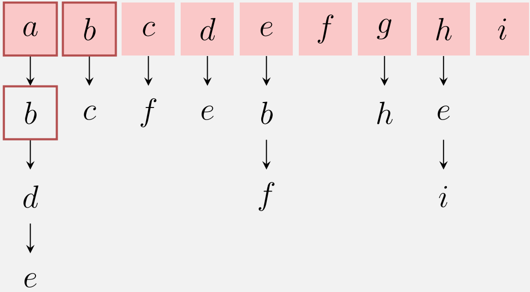


Adjazenzliste



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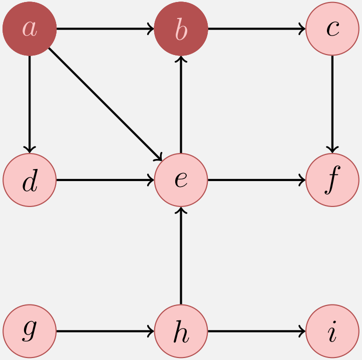
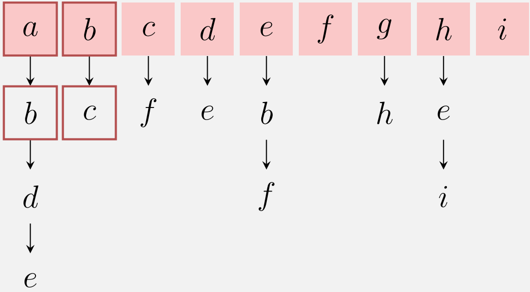


Adjazenzliste



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d				f			i	
e								

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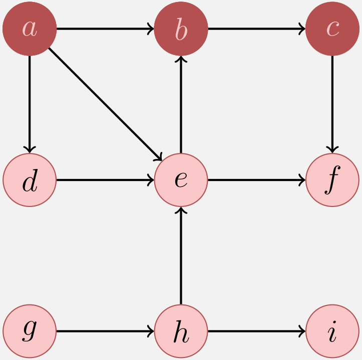

Adjazenzliste

a	b	c	d	e	f	g	h	i
b	c	f	e	b		h	e	
d				f			i	
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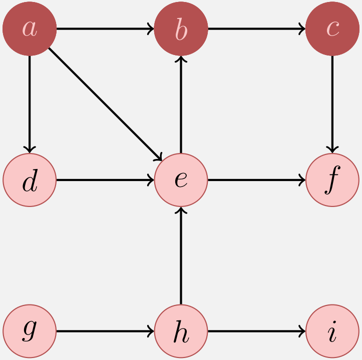

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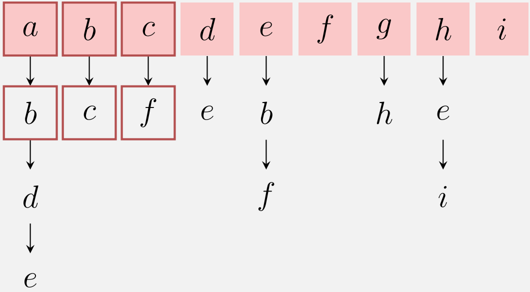

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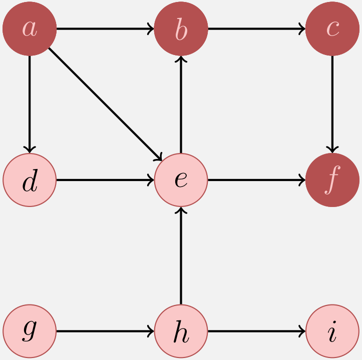
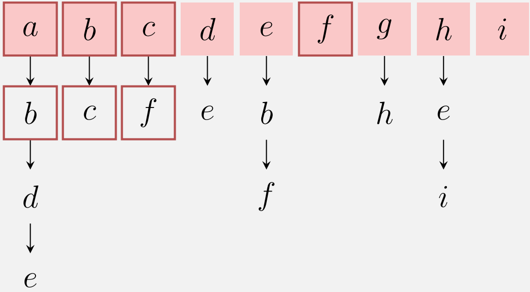


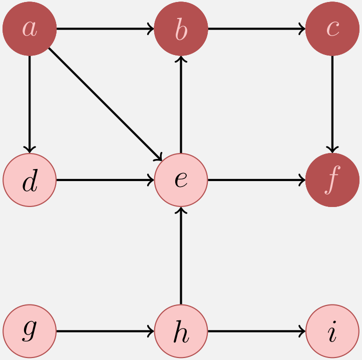
Adjazenzliste



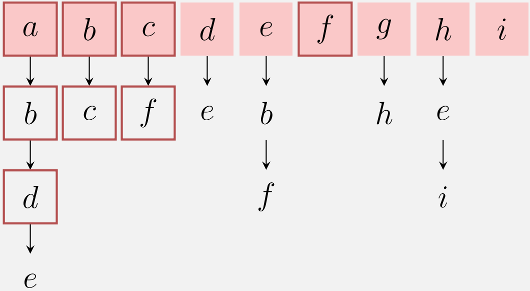
a	b	c	d	e	f	g	h	i
b	c	f	e	b		h	e	
d				f			i	
e								

Graph Traversal: Depth First Search

Follow the path into its depth until nothing is left to visit.



Adjazenzliste



$a \rightarrow b \rightarrow d \rightarrow e$

$b \rightarrow c$

$c \rightarrow f$

$d \rightarrow e$

$e \rightarrow b \rightarrow f$

f

$g \rightarrow h$

$h \rightarrow e \rightarrow i$

i

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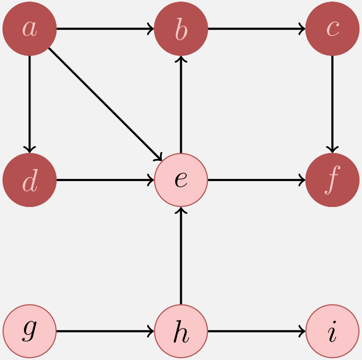

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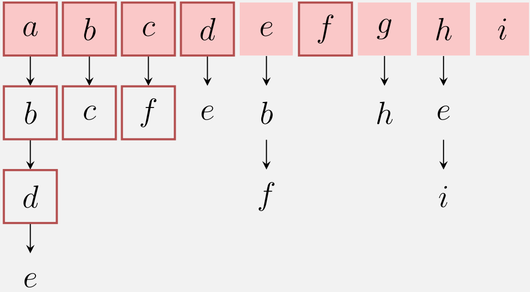

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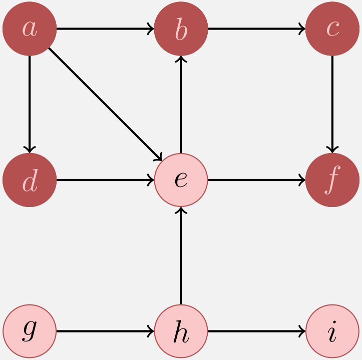

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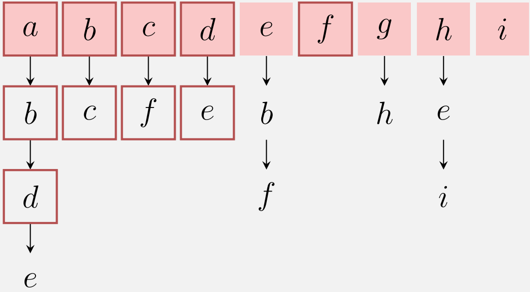

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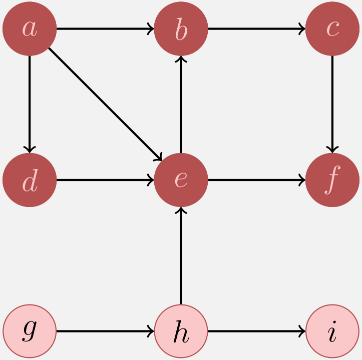

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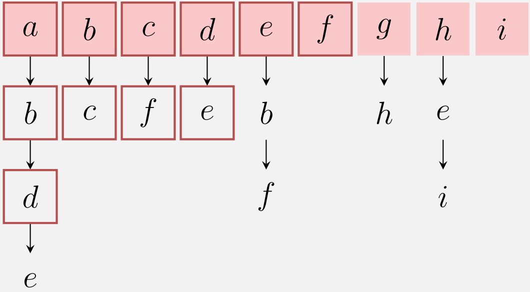

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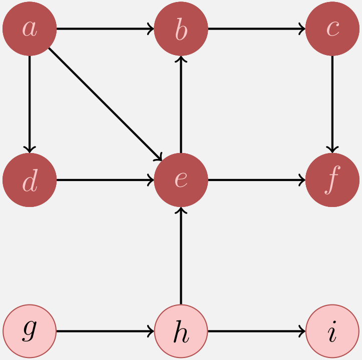

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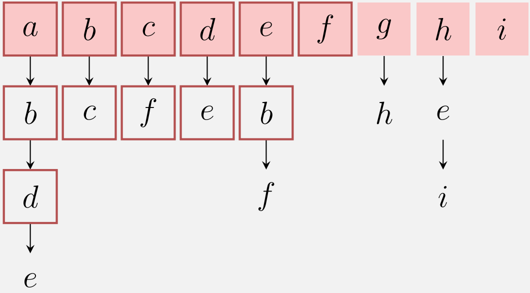

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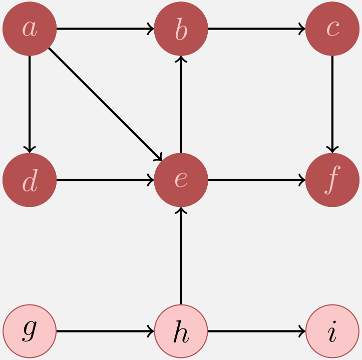

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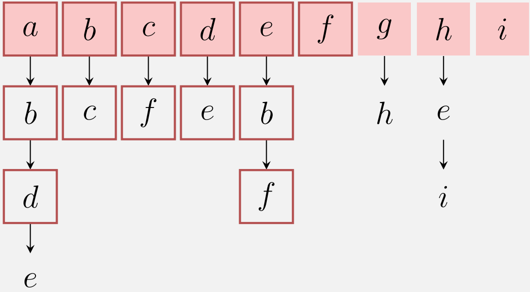

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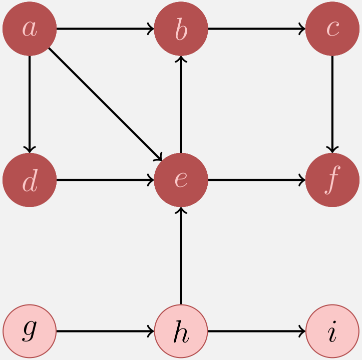

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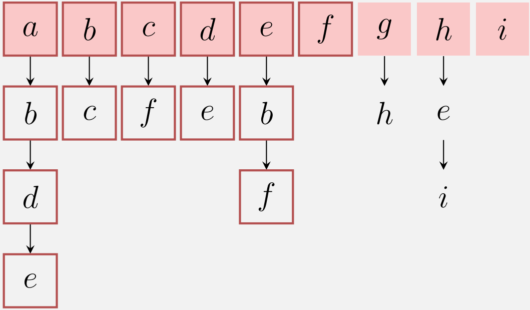

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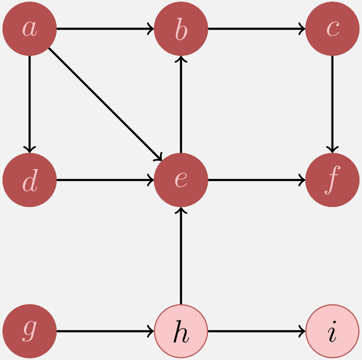

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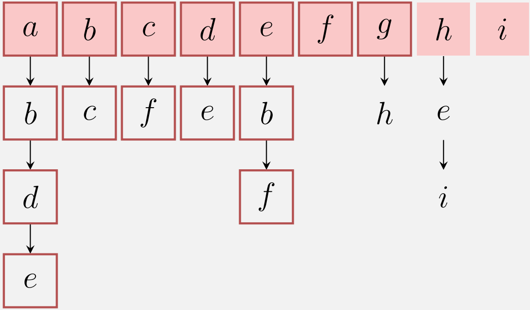
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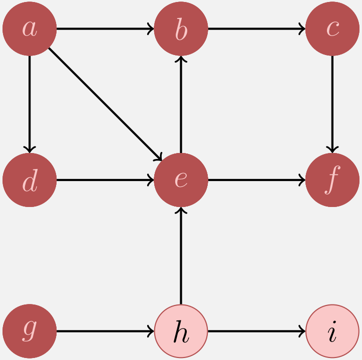

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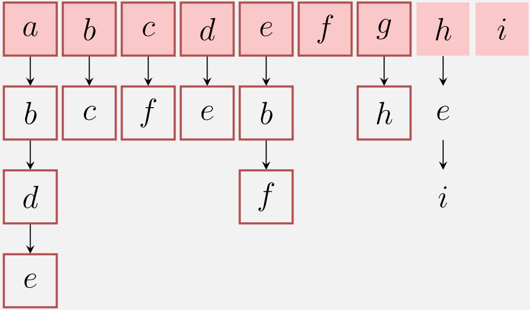

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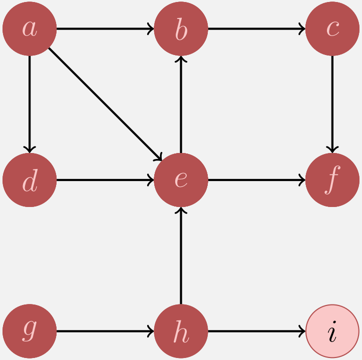

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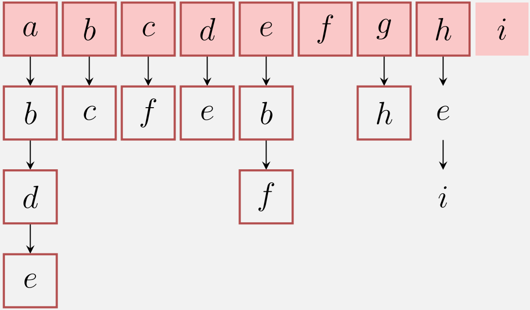

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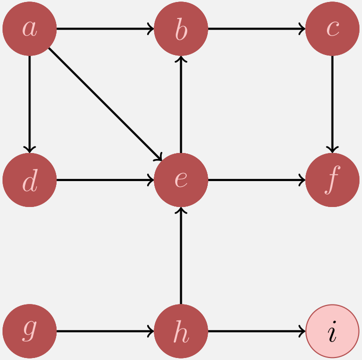

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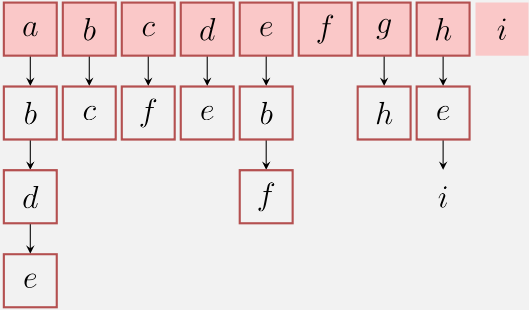

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$g \rightarrow h$

$h \rightarrow e \rightarrow i$

i

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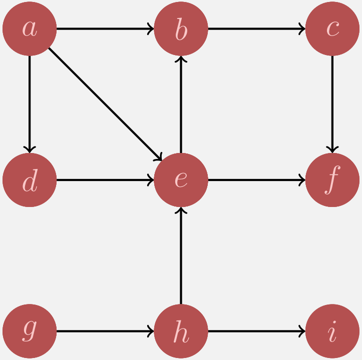
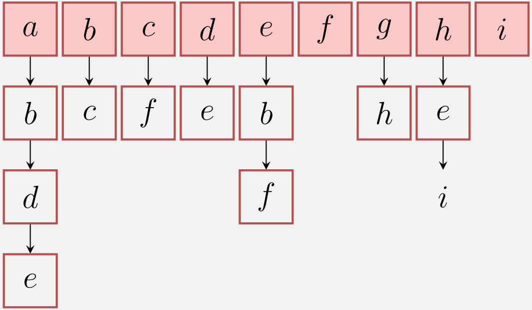


Order $a, b, c, f, d, e, g, h, i$

Adjazenzliste



$a \to b \to d \to e$

$b \to c$

$c \to f$

$d \to e$

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$g \to h$

$h \to e \to i$

i

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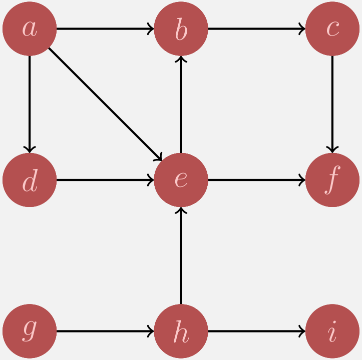

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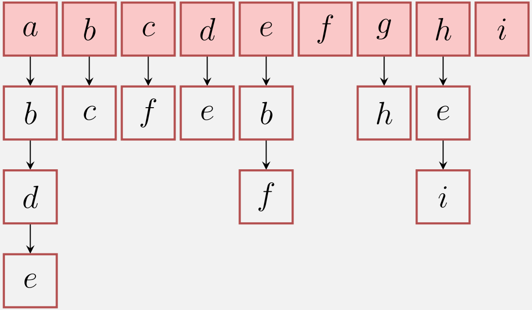

$a \rightarrow b \rightarrow d \rightarrow e$

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$c \rightarrow f$

$d \rightarrow e$

$e \rightarrow b \rightarrow f$

f

$g \rightarrow h$

$h \rightarrow e \rightarrow i$

i

Colors

Conceptual coloring of nodes

- **white:** node has not been discovered yet.
- **grey:** node has been discovered and is marked for traversal / being processed.
- **black:** node was discovered and entirely processed.

Algorithm Depth First visit DFS-Visit(G, v)

```
Input: graph $G = (V, E)$, Knoten $v$.

$v.color \leftarrow$ grey
foreach $w \in N^+(v)$ do
    if $w.color =$ white then
        DFS-Visit($G, w$)
$v.color \leftarrow$ black
```

Depth First Search starting from node v. Running time (without recursion): $\Theta(\deg^+ v)$

Algorithm Depth First visit DFS-Visit(G)

```
Input: graph $G = (V, E)$
foreach $v \in V$ do
    $v.color \leftarrow$ white
foreach $v \in V$ do
    if $v.color =$ white then
        DFS-Visit(G,v)
```

Depth First Search for all nodes of a graph. Running time: $\Theta(|V| + \sum_{v \in V} (\deg^{+}(v) + 1)) = \Theta(|V| + |E|)$.

Iterative DFS-Visit(G, v)

Input: graph $G = (V, E)$, $v \in V$ with $v.color =$ white

```
Stack $S \leftarrow \emptyset$
$v.color \leftarrow$ grey; $S$.push$(v)$                    // invariant: grey nodes always on stack
while $S \neq \emptyset$ do
    $w \leftarrow$ nextWhiteSuccessor$(v)$                   // code: next slide
    if $w \neq$ null then
        $w.color \leftarrow$ grey; $S$.push$(w)$
        $v \leftarrow w$                                     // work on $w$. parent remains on the stack
    else
        $v.color \leftarrow$ black                           // no grey successors, $v$ becomes black
        if $S \neq \emptyset$ then
            $v \leftarrow S$.pop()                           // visit/revisit next node
            if $v.color =$ grey then  $S$.push$(v)$
```

Memory Consumption Stack $\Theta(|V|)$

nextWhiteSuccessor(v)

Input: node $v \in V$
Output: Successor node u of v with $u.color =$ white, null otherwise

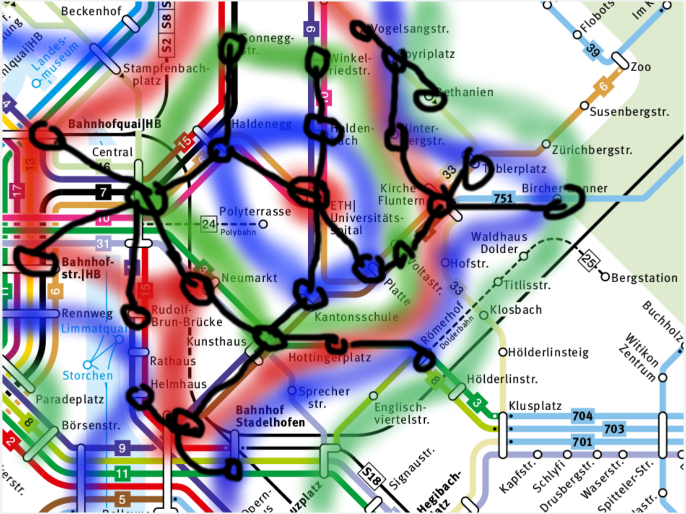
```
foreach $u \in N^+(v)$ do
    if $u.color =$ white then
        return $u$
return null
```

Interpretation of the Colors

When traversing the graph, a tree (or Forest) is built. When nodes are discovered there are three cases

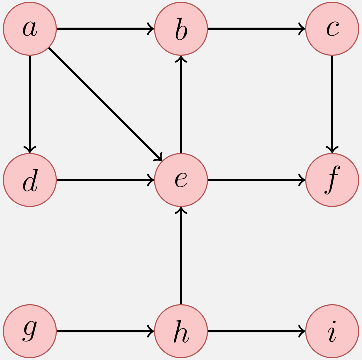
- White node: new tree edge
- Grey node: Zyklus (“back-egde”)
- Black node: forward- / cross edge

Breadth First Search

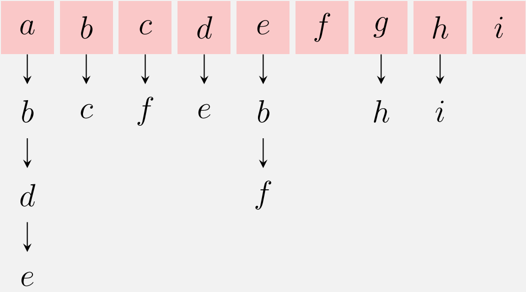


Graph Traversal: Breadth First Search

Follow the path in breadth and only then descend into depth.



Adjazenzliste



a	b	c	d	e	f	g	h	i
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e								

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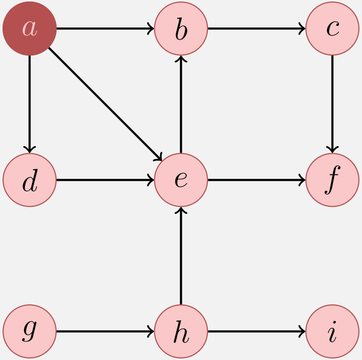

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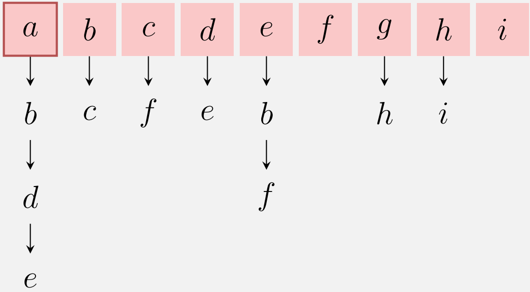

a → b → d → e

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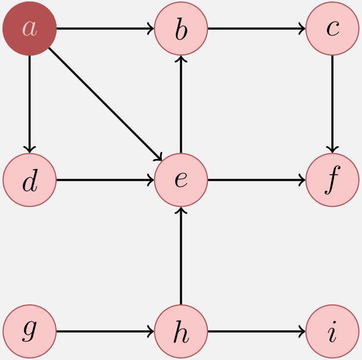

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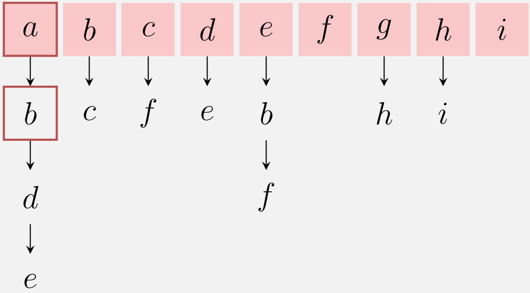

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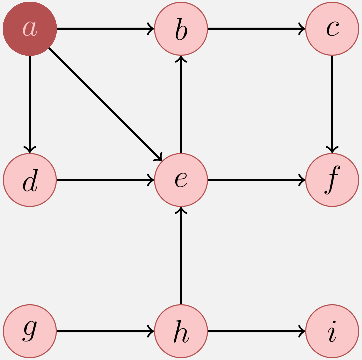

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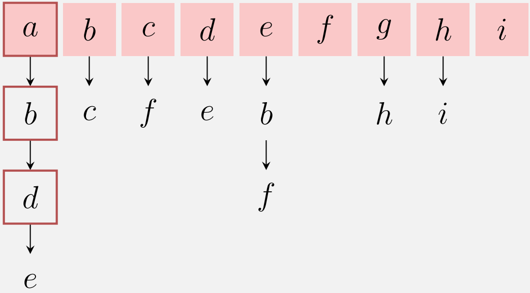

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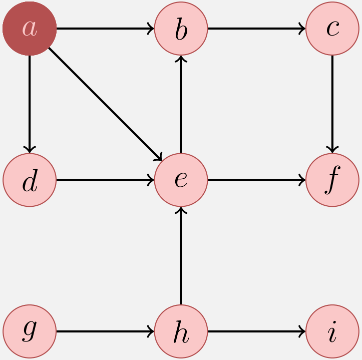

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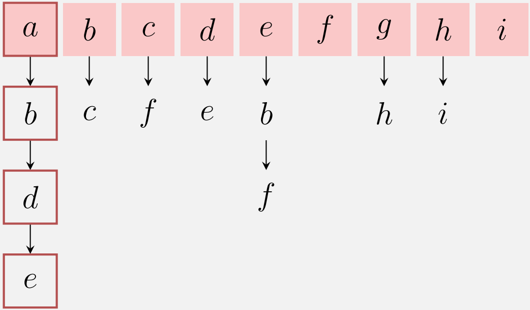

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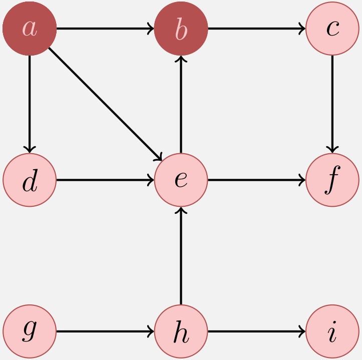

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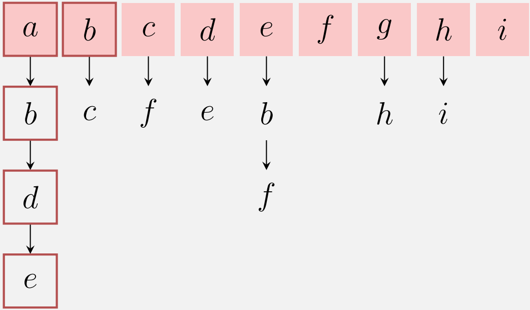

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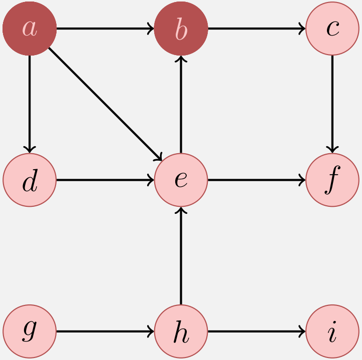

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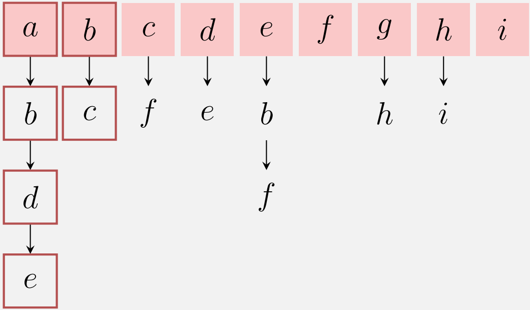

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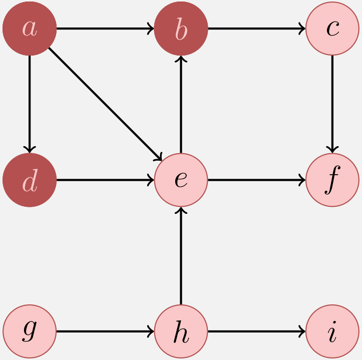

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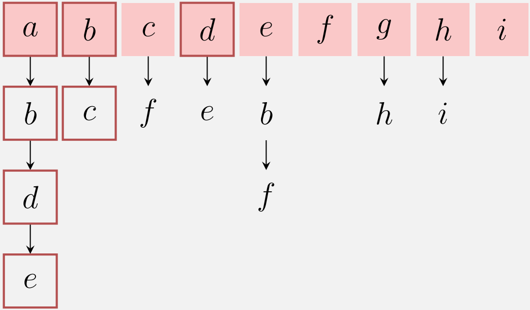

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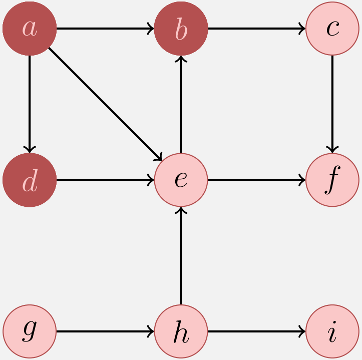

Adjazenzliste

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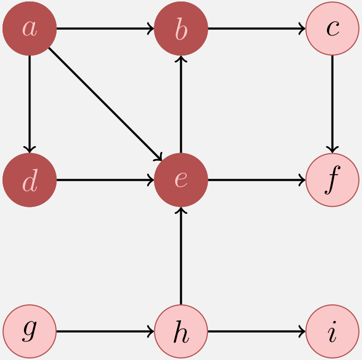

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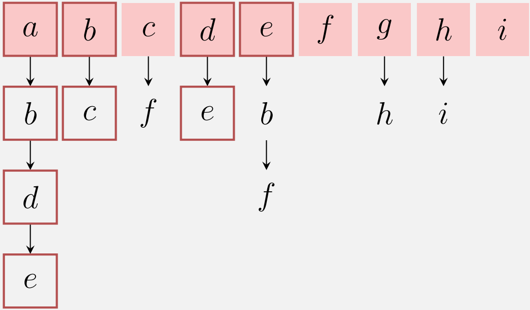

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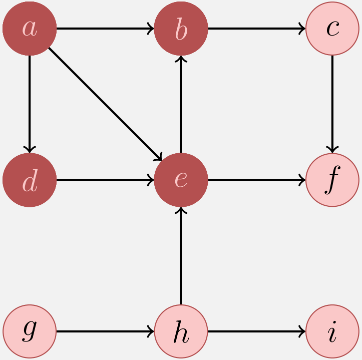

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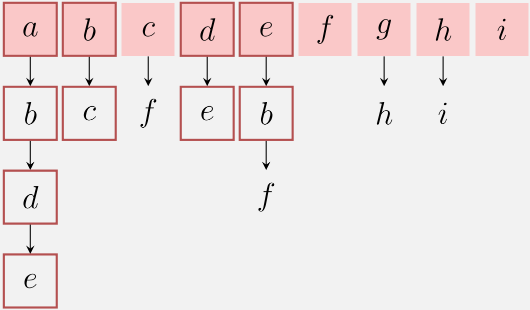

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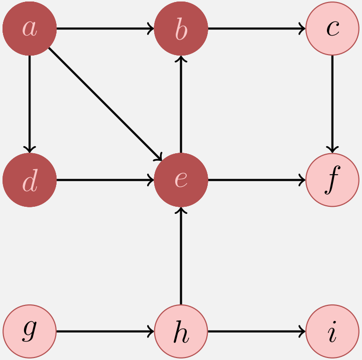
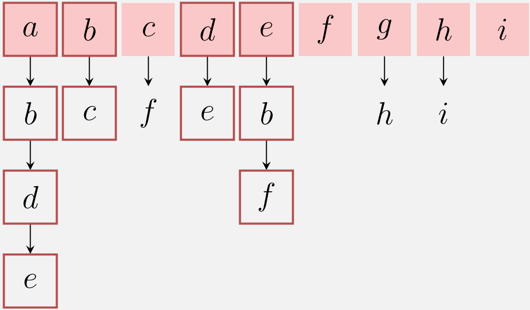
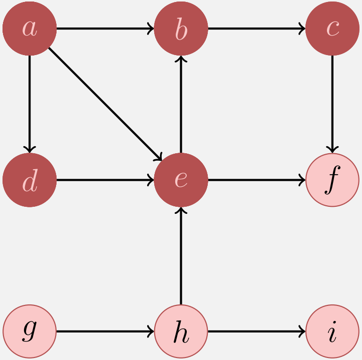


Adjazenzliste



Graph Traversal: Breadth First Search

Follow the path in breadth and only then descend into depth.



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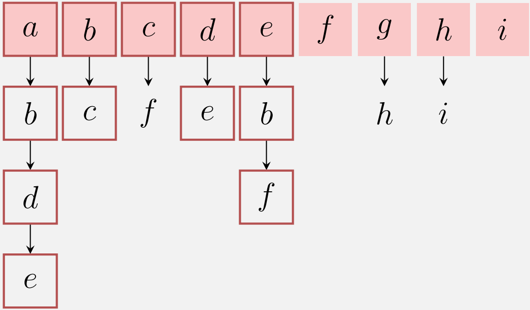

a → b → d → e

b → c

c → f

d → e

e → b → f

f

g → h

h → i

i

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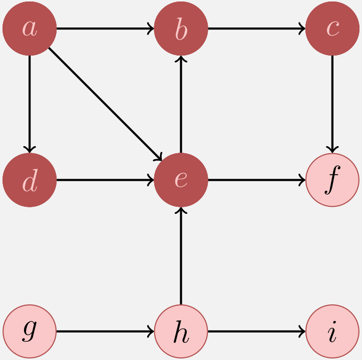

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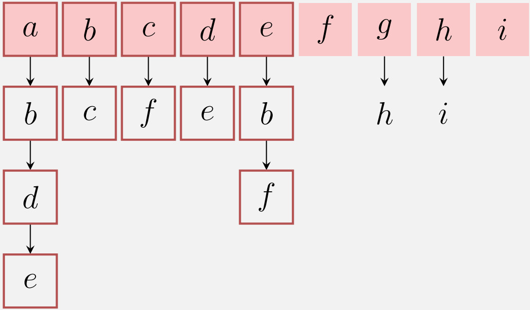

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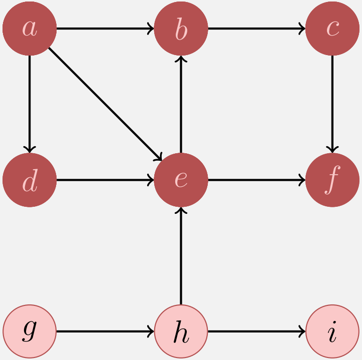

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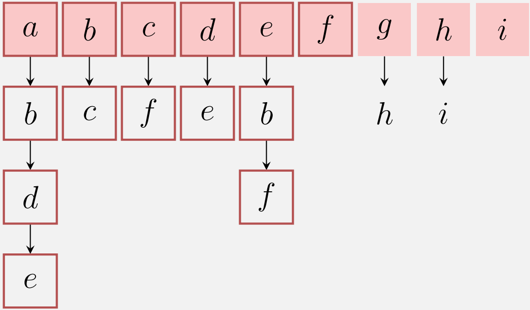

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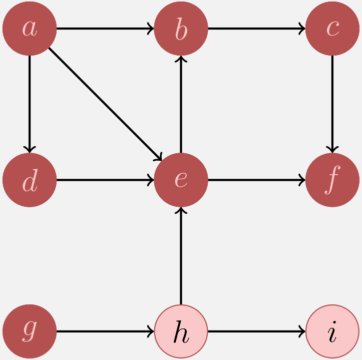

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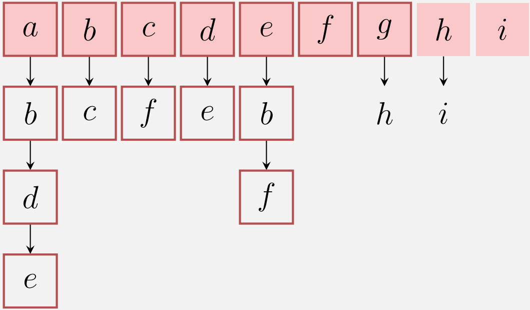

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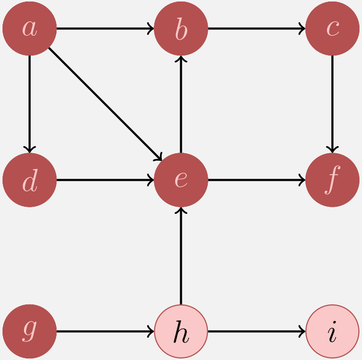

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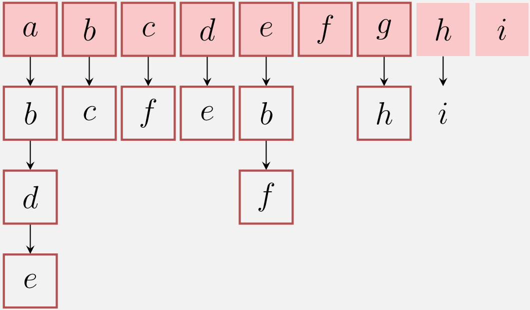

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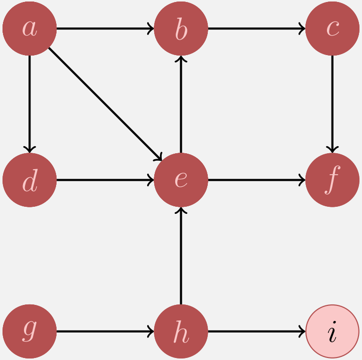

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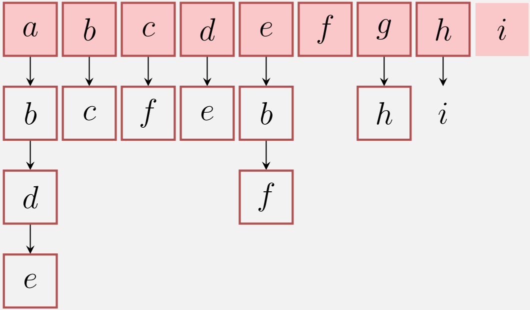

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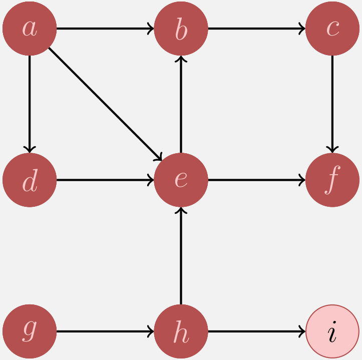

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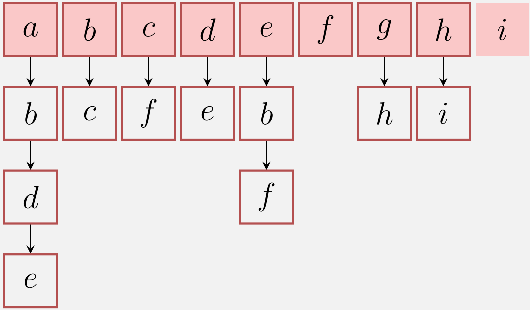

$a \rightarrow b \rightarrow d \rightarrow e$

$b \rightarrow c$

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$h \rightarrow i$

i

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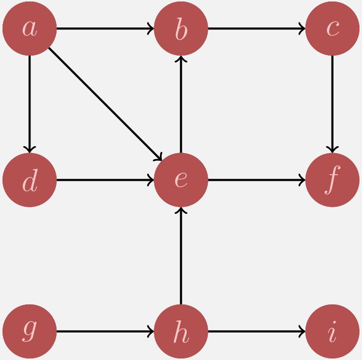


Order $a, b, d, e, c, f, g, h, i$

Adjazenzliste

a	b	c	d	e	f	g	h	i
b	c	f	e	b		h	i	
d				f				
e								

(Iterative) BFS-Visit(G, v)

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

```
Queue $Q \leftarrow \emptyset$
$v.color \leftarrow$ grey
enqueue($Q, v$)
while $Q \neq \emptyset$ do
    $w \leftarrow$ dequeue($Q$)
    foreach $c \in N^+(w)$ do
        if $c.color =$ white then
            $c.color \leftarrow$ grey
            enqueue($Q, c$)
    $w.color \leftarrow$ black
```

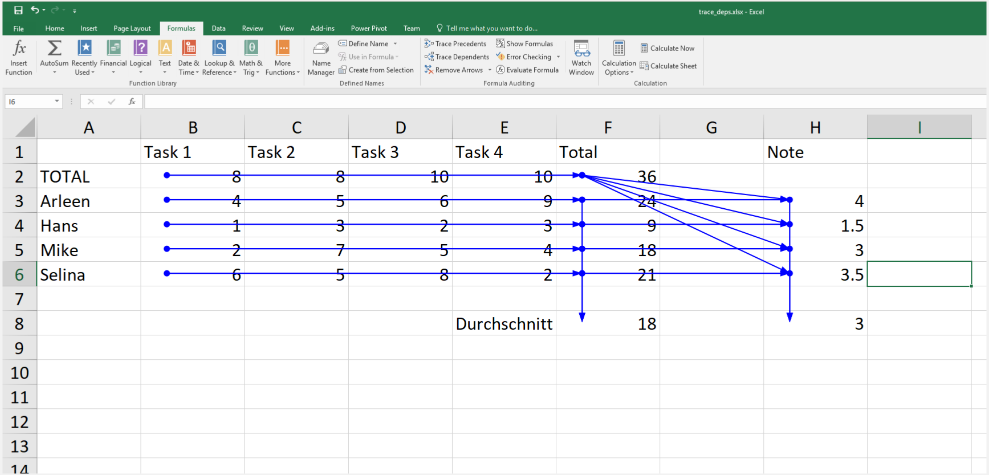
Algorithm requires extra space of $\mathcal{O}(|V|)$.

Main program BFS-Visit(G)

```
Input: graph $G = (V, E)$
foreach $v \in V$ do
    $v.color \leftarrow$ white
foreach $v \in V$ do
    if $v.color =$ white then
        BFS-Visit(G,v)
```

Breadth First Search for all nodes of a graph. Running time: $\Theta(|V| + |E|)$.

Topological Sorting



	A	B	C	D	E	F	G	H	I
1		Task 1	Task 2	Task 3	Task 4	Total		Note	
2	TOTAL	8	8	10	10	36			
3	Arleen	4	5	6	9	24		4	
4	Hans	1	3	2	3	9		1.5	
5	Mike	2	7	5	4	18		3	
6	Selina	6	5	8	2	21		3.5	
7									
8					Durchschnitt	18		3	
9									
10									
11									
12									
13									
14									

Evaluation Order?

Topological Sorting

Topological Sorting of an acyclic directed graph $G = (V, E)$:

Bijective mapping

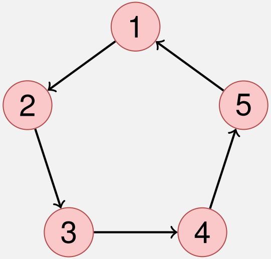
$$\mathrm{ord} : V \rightarrow \{1, \ldots, |V|\}$$

such that

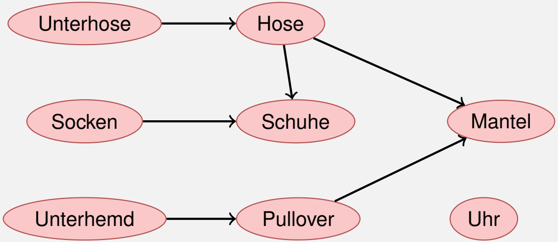
$$\mathrm{ord}(v) < \mathrm{ord}(w) \ \forall \ (v, w) \in E.$$

Identify i with Element $v_i := \mathrm{ord}^1(i)$. Topological sorting $\widehat{=}$ $\langle v_1, \ldots, v_{|V|} \rangle$.

(Counter-)Examples



Cyclic graph: cannot be sorted topologically.



A possible toplogical sorting of the graph:
Unterhemd,Pullover,Unterhose,Uhr,Hose,Mantel,Socken,Schuhe

Observation

Theorem

A directed graph $G = (V, E)$ *permits a topological sorting if and only if it is acyclic.*

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Theorem

A directed graph $G = (V, E)$ permits a topological sorting if and only if it is acyclic.

Proof "$\Rightarrow$": If G contains a cycle it cannot permit a topological sorting, because in a cycle $\langle v_{i_1}, \dots, v_{i_m} \rangle$ it would hold that $v_{i_1} < \dots < v_{i_m} < v_{i_1}$.

Inductive Proof Opposite Direction

- Base case ($n = 1$): Graph with a single node without loop can be sorted topologically, set$\mathrm{ord}(v_1) = 1$.

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2. Graph without node v_q and without its edges can be topologically sorted by the hypothesis. Now use this sorting and set $\mathrm{ord}(v_i) \leftarrow \mathrm{ord}(v_i) + 1$ for all $i \neq q$ and set $\mathrm{ord}(v_q) \leftarrow 1$.

Preliminary Sketch of an Algorithm

Graph $G = (V, E)$. $d \leftarrow 1$

1. Traverse backwards starting from any node until a node v_q with in-degree 0 is found.

Worst case runtime:

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Worst case runtime: $\Theta(|V|^2)$.

Improvement

Idea?

Improvement

Idea?

Compute the in-degree of all nodes in advance and traverse the nodes with in-degree 0 while correcting the in-degrees of following nodes.

Algorithm Topological-Sort(G)

Input: graph $G = (V, E)$.
Output: Topological sorting ord

```
Stack $S \leftarrow \emptyset$
foreach $v \in V$ do $A[v] \leftarrow 0$
foreach $(v, w) \in E$ do $A[w] \leftarrow A[w] + 1$ // Compute in-degrees
foreach $v \in V$ with $A[v] = 0$ do push$(S, v)$ // Memorize nodes with in-degree 0
$i \leftarrow 1$
while $S \neq \emptyset$ do
    $v \leftarrow$ pop$(S)$; $\mathrm{ord}[v] \leftarrow i$; $i \leftarrow i + 1$ // Choose node with in-degree 0
    foreach $(v, w) \in E$ do // Decrease in-degree of successors
        $A[w] \leftarrow A[w] - 1$
        if $A[w] = 0$ then push$(S, w)$
if $i = |V| + 1$ then return $\mathrm{ord}$ else return “Cycle Detected”
```

Algorithm Correctness

Theorem

Let $G = (V, E)$ *be a directed acyclic graph. Algorithm TopologicalSort(*G*) computes a topological sorting* ord *for* G *with runtime* $\Theta(|V| + |E|)$.

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Theorem

Let $G = (V, E)$ be a directed acyclic graph. Algorithm TopologicalSort(G) computes a topological sorting ord for G with runtime $\Theta(|V| + |E|)$.

Proof: follows from previous theorem:

1. Decreasing the in-degree corresponds with node removal.
2. In the algorithm it holds for each node v with $A[v] = 0$ that either the node has in-degree 0 or that previously all predecessors have been assigned a value $\mathrm{ord}[u] \leftarrow i$ and thus $\mathrm{ord}[v] > \mathrm{ord}[u]$ for all predecessors u of v. Nodes are put to the stack only once.
3. Runtime: inspection of the algorithm (with some arguments like with graph traversal)

Algorithm Correctness

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Let $G = (V, E)$ be a directed graph containing a cycle. Algorithm TopologicalSort(G) terminates within $\Theta(|V| + |E|)$ steps and detects a cycle.

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Let $G = (V, E)$ be a directed graph containing a cycle. Algorithm TopologicalSort(G) terminates within $\Theta(|V| + |E|)$ steps and detects a cycle.

Proof: let $\langle v_{i_1}, \dots, v_{i_k} \rangle$ be a cycle in G. In each step of the algorithm remains $A[v_{i_j}] \geq 1$ for all $j = 1, \dots, k$. Thus k nodes are never pushed on the stack und therefore at the end it holds that $i \leq V + 1 - k$.

The runtime of the second part of the algorithm can become shorter. But the computation of the in-degree costs already $\Theta(|V| + |E|)$.

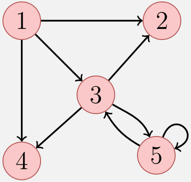
Alternative: Algorithm DFS-Topsort(G, v)

```
Input: graph $G = (V, E)$, node $v$, node list $L$.
if $v.color$ = grey then
    stop (Cycle)
if $v.color$ = black then
    return
$v.color \leftarrow$ grey
foreach $w \in N^+(v)$ do
    DFS-Topsort($G, w$)
$v.color \leftarrow$ black
Add $v$ to head of $L$
```

Call this algorithm for each node that has not yet been visited.

Asymptotic Running Time $\Theta(|V| + |E|)$.

Adjacency Matrix Product



$$B := A_G^2 = \begin{pmatrix} 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 \end{pmatrix}^2 = \begin{pmatrix} 0 & 1 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 2 \end{pmatrix}$$

Interpretation

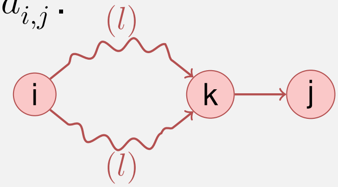
Theorem

Let $G = (V, E)$ *be a graph and* $k \in \mathbb{N}$*. Then the element* $a_{i,j}^{(k)}$ *of the matrix* $(a_{i,j}^{(k)})_{1 \leq i,j \leq n} = (A_G)^k$ *provides the number of paths with length* k *from* v_i *to* v_j *.*

Proof

By Induction.

Base case: straightforward for $k = 1$. $a_{i,j} = a_{i,j}^{(1)}$.
Hypothesis: claim is true for all $k \leq l$
Step ($l \to l+1$):



$$a_{i,j}^{(l+1)} = \sum_{k=1}^{n} a_{i,k}^{(l)} \cdot a_{k,j}$$

$a_{k,j} = 1$ iff egde k to j, 0 otherwise. Sum counts the number paths of length l from node v_i to all nodes v_k that provide a direct direction to node v_j, i.e. all paths with length $l + 1$.

Example: Shortest Path

Question: is there a path from i to j? How long is the shortest path?

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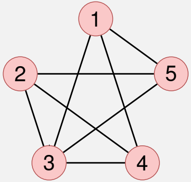
Answer: exponentiate A_G until for some $k < n$ it holds that $a_{i,j}^{(k)} > 0$. k provides the path length of the shortest path. If $a_{i,j}^{(k)} = 0$ for all $1 \leq k < n$, then there is no path from i to j.

Example: Number triangles

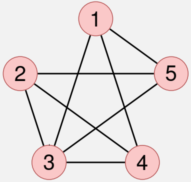
Question: How many triangular path does an undirected graph contain?



Example: Number triangles

Question: How many triangular path does an undirected graph contain?

Answer: Remove all cycles (diagonal entries). Compute A_G^3. $a_{ii}^{(3)}$ determines the number of paths of length 3 that contain i.

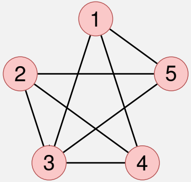


$$\begin{pmatrix} 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 \end{pmatrix}^3 = \begin{pmatrix} 4 & 4 & 8 & 8 & 8 \\ 4 & 4 & 8 & 8 & 8 \\ 8 & 8 & 8 & 8 & 8 \\ 8 & 8 & 8 & 4 & 4 \\ 8 & 8 & 8 & 4 & 4 \end{pmatrix}$$

Example: Number triangles

Question: How many triangular path does an undirected graph contain?

Answer: Remove all cycles (diagonal entries). Compute A_G^3. $a_{ii}^{(3)}$ determines the number of paths of length 3 that contain i. There are 6 different permutations of a triangular path. Thus for the number of triangles: $\sum_{i=1}^{n} a_{ii}^{(3)}/6$.



$$\begin{pmatrix} 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 1 & 1 & 1 \\ 1 & 1 & 0 & 1 & 1 \\ 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 \end{pmatrix}^3 = \begin{pmatrix} 4 & 4 & 8 & 8 & 8 \\ 4 & 4 & 8 & 8 & 8 \\ 8 & 8 & 8 & 8 & 8 \\ 8 & 8 & 8 & 4 & 4 \\ 8 & 8 & 8 & 4 & 4 \end{pmatrix}$$

$\Rightarrow 24/6 = 4$ Dreiecke.

Relation

Given a finite set V

(Binary) **Relation** R on V: Subset of the cartesian product $V \times V = \{(a, b) | a \in V, b \in V\}$

Relation $R \subseteq V \times V$ is called

- *reflexive*, if $(v, v) \in R$ for all $v \in V$
- *symmetric*, if $(v, w) \in R \Rightarrow (w, v) \in R$
- *transitive*, if $(v, x) \in R$, $(x, w) \in R \Rightarrow (v, w) \in R$

The (Reflexive) Transitive Closure R^* of R is the smallest extension $R \subseteq R^* \subseteq V \times V$ such that R^* is reflexive and transitive.

Graphs and Relations

Graph $G = (V, E)$
adjacencies $A_G \mathrel{\widehat{=}}$ Relation $E \subseteq V \times V$ over V

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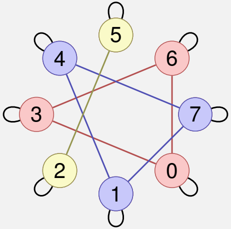
Graph $G = (V, E)$
adjacencies $A_G \mathrel{\widehat{=}}$ Relation $E \subseteq V \times V$ over V

- *reflexive* $\Leftrightarrow a_{i,i} = 1$ for all $i = 1, \ldots, n$. (loops)
- *symmetric* $\Leftrightarrow a_{i,j} = a_{j,i}$ for all $i, j = 1, \ldots, n$ (undirected)
- *transitive* $\Leftrightarrow$ $(u, v) \in E$, $(v, w) \in E \Rightarrow (u, w) \in E$. (reachability)

Example: Equivalence Relation

Equivalence relation $\Leftrightarrow$ symmetric, transitive, reflexive relation $\Leftrightarrow$ collection of complete, undirected graphs where each element has a loop.

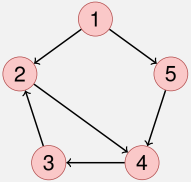
Example: Equivalence classes of the numbers $\{0, ..., 7\}$ modulo 3



Reflexive Transitive Closure

Reflexive transitive closure of G $\Leftrightarrow$ *Reachability relation* E^*:
$(v, w) \in E^*$ iff $\exists$ path from node v to w.

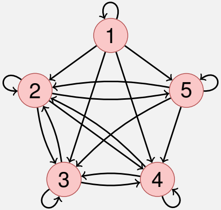
$$\begin{bmatrix} 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$



$G = (V, E)$

$$\Rightarrow$$

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$



$G^* = (V, E^*)$

Computation of the Reflexive Transitive Closure

Goal: computation of $B = (b_{ij})_{1 \leq i,j \leq n}$ with $b_{ij} = 1 \Leftrightarrow (v_i, v_j) \in E^*$

Observation: $a_{ij} = 1$ already implies $(v_i, v_j) \in E^*$.

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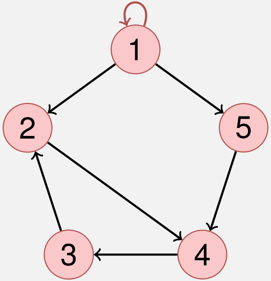
First idea:

- Start with $B \leftarrow A$ and set $b_{ii} = 1$ for each i (Reflexivity.).
- Iterate over i, j, k and set $b_{ij} = 1$, if $b_{ik} = 1$ and $b_{kj} = 1$. Then all paths with lenght 1 and 2 taken into account.
- Repeated iteration $\Rightarrow$ all paths with length $1 \ldots 4$ taken into account.
- $\lceil \log_2 n \rceil$ iterations required. $\Rightarrow$ running time $n^3 \lceil \log_2 n \rceil$

Improvement: Algorithm of Warshall (1962)

Inductive procedure: all paths known over nodes from $\{v_i : i < k\}$.
Add node v_k.



$$\begin{bmatrix} 1 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

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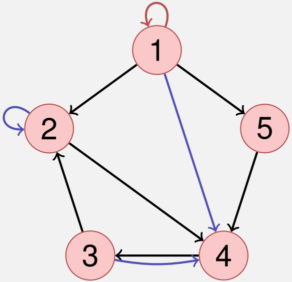

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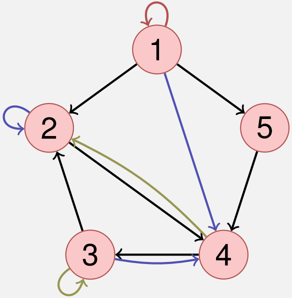

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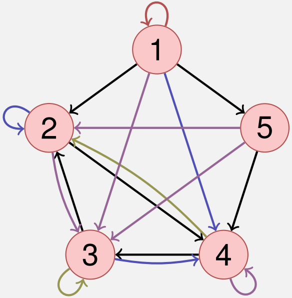

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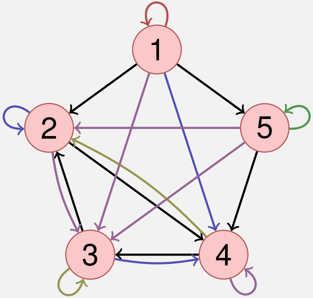

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Algorithm TransitiveClosure(A_G)

Input: Adjacency matrix $A_G = (a_{ij})_{i,j=1\dots n}$
Output: Reflexive transitive closure $B = (b_{ij})_{i,j=1\dots n}$ of G

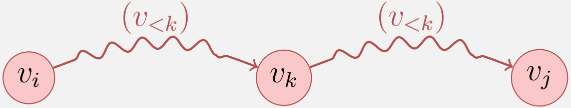
```
$B \leftarrow A_G$
for $k \leftarrow 1$ to $n$ do
    $a_{kk} \leftarrow 1$                                              // Reflexivity
    for $i \leftarrow 1$ to $n$ do
        for $j \leftarrow 1$ to $n$ do
            $b_{ij} \leftarrow \max\{b_{ij}, b_{ik} \cdot b_{kj}\}$    // All paths via $v_k$
return $B$
```

Runtime $\Theta(n^3)$.

Correctness of the Algorithm (Induction)

Invariant (k): all paths via nodes with maximal index $< k$ considered.

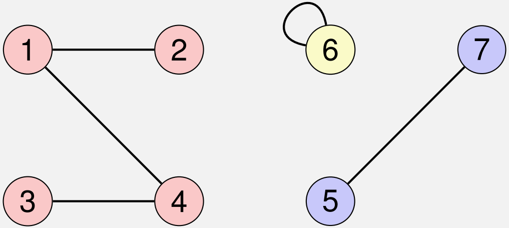
- **Base case ($k = 1$)**: All directed paths (all edges) in A_G considered.
- **Hypothesis**: invariant (k) fulfilled.
- **Step** ($k \to k+1$): For each path from v_i to v_j via nodes with maximal index k: by the hypothesis $b_{ik} = 1$ and $b_{kj} = 1$. Therefore in the k-th iteration: $b_{ij} \leftarrow 1$.



Connected Components

Connected components of an undirected graph G: equivalence classes of the reflexive, transitive closure of G. Connected component = subgraph $G' = (V', E')$, $E' = \{\{v,w\} \in E | v, w \in V'\}$ with

$$\{\{v,w\} \in E | v \in V' \vee w \in V'\} = E = \{\{v,w\} \in E | v \in V' \wedge w \in V'\}$$



Graph with connected components $\{1,2,3,4\}$, $\{5,7\}$, $\{6\}$.

Computation of the Connected Components

- Computation of a partitioning of V into pairwise disjoint subsets $V_1, \ldots, V_k$
- such that each V_i contains the nodes of a connected component.
- Algorithm: depth-first search or breadth-first search. Upon each new start of DFSSearch(G, v) or BFSSearch(G, v) a new empty connected component is created and all nodes being traversed are added.