Advanced Graph Algorithms

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Biconnected Components

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

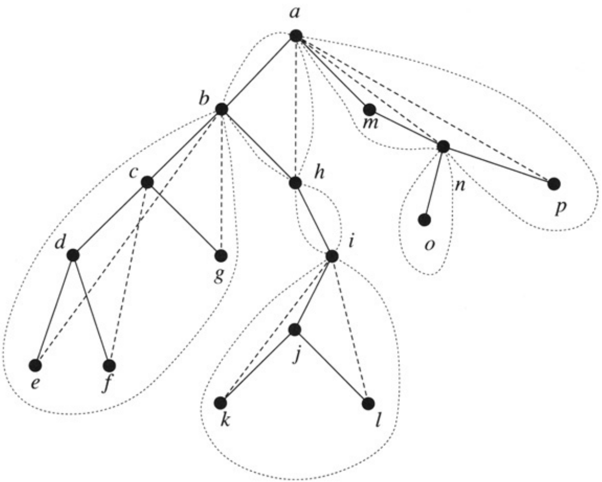


Figure 7.25 The structure of a nonbiconnected graph.

Source: Manber 1989

Biconnected Components (cont.)

Lemma (7.9)

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

Lemma (7.10)

Each edge belongs to exactly one biconnected component.

Biconnected Components (cont.)

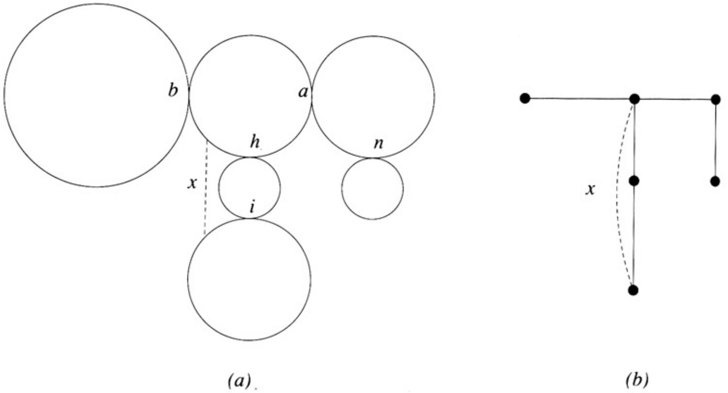


Figure 7.26 An edge that connects two different biconnected components. (a) The components corresponding to the graph of Fig. 7.25 with the articulation points indicated. (b) The biconnected component tree.

Source: Manber 1989

Biconnected Components (cont.)

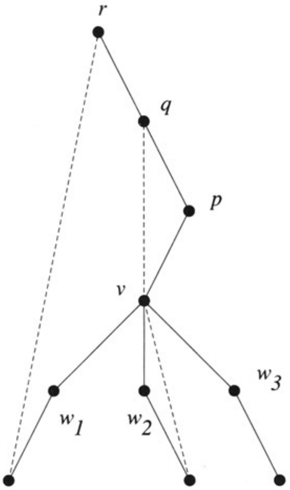


Figure 7.27 Computing the *High* values.

Source: Manber 1989

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*;
  $v.high := v.DFS\_Number$;

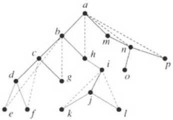
Biconnected Components (cont.)

```
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 ≤ 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 ≤ 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	16	16	2	16
(a)	16	16	15	15	15	14	15	16	8	8	8	8	16	16	2	16

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

Source: Manber 1989

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.)

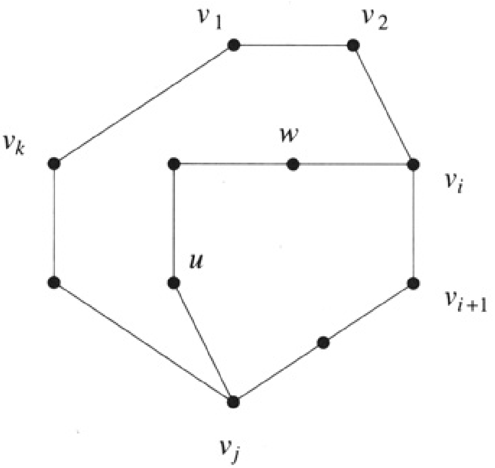


Figure 7.35 Finding an even-length cycle.

Source: Manber 1989

Strongly Connected Components

- A directed graph is *strongly connected* if there is a directed path from every vertex to every other vertex.
- A *strongly connected component* 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.)

Lemma (7.11)

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

Lemma (7.12)

Each vertex belongs to exactly one strongly connected component.

Strongly Connected Components (cont.)

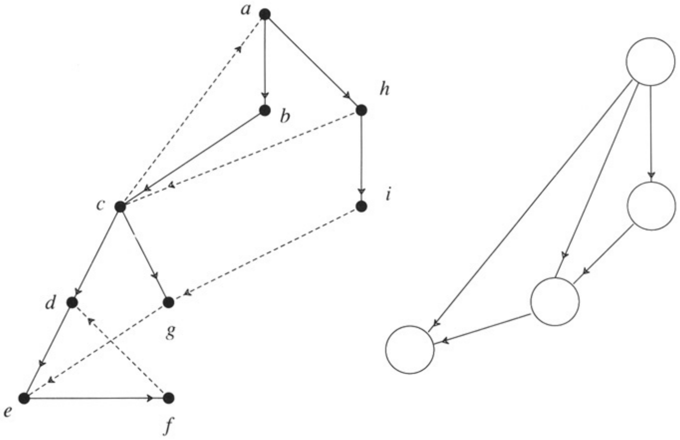


Figure 7.30 A directed graph and its strongly connected component graph.

Source: Manber 1989

Strongly Connected Components (cont.)

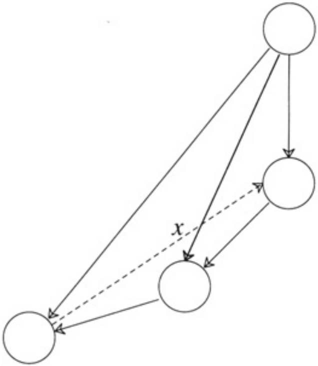


Figure 7.31 Adding an edge connecting two different strongly connected components.

Source: Manber 1989

Strongly Connected Components (cont.)

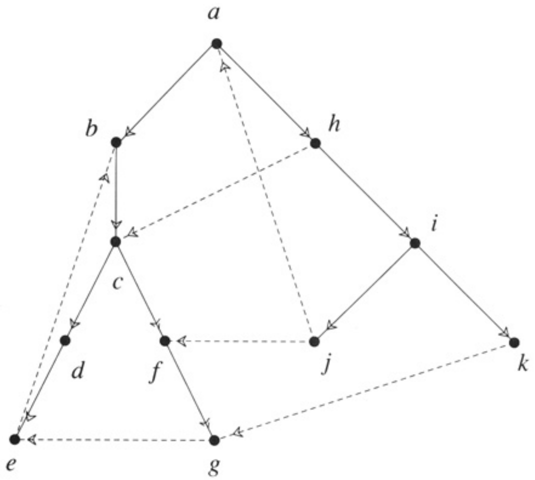


Figure 7.32 The effect of cross edges.

Source: Manber 1989

Strongly Connected Components (cont.)

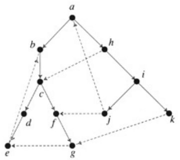
Algorithm Strongly_Connected_Components(G, n);
begin
  for every vertex v of G **do**
    $v.DFS\_Number := 0$;
    $v.component := 0$;
  $Current\_Component := 0$; $DFS\_N := n$;
  while $v.DFS\_Number = 0$ for some v **do**
    $SCC(v)$
end

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.)



	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	-
(k)	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

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.

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.

Network Flows (cont.)

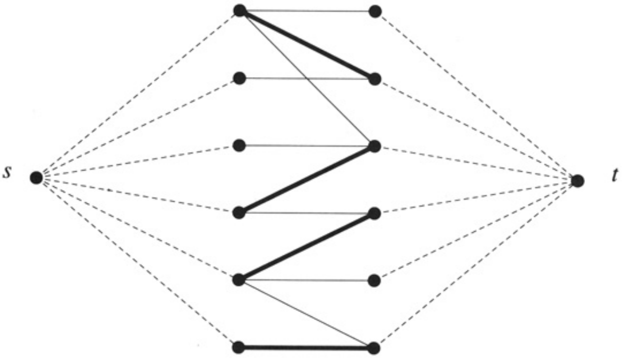


Figure 7.39 Reducing bipartite matching to network flow (the directions of all the edges are from left to right).

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 diretion; 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.)

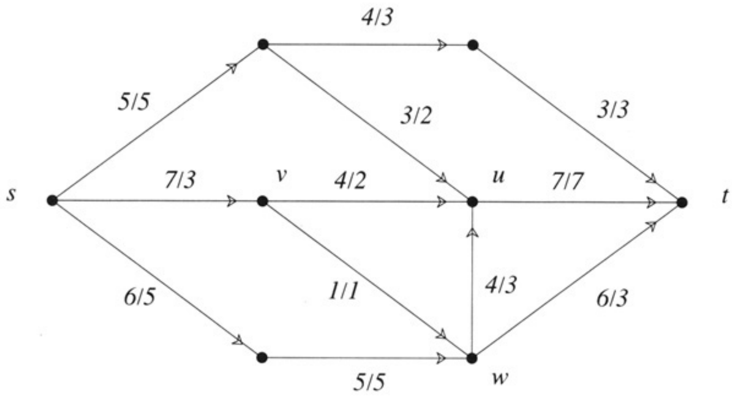


Figure 7.40 An example of a network with a (nonmaximum) flow.

Source: Manber 1989

Augmenting Paths (cont.)

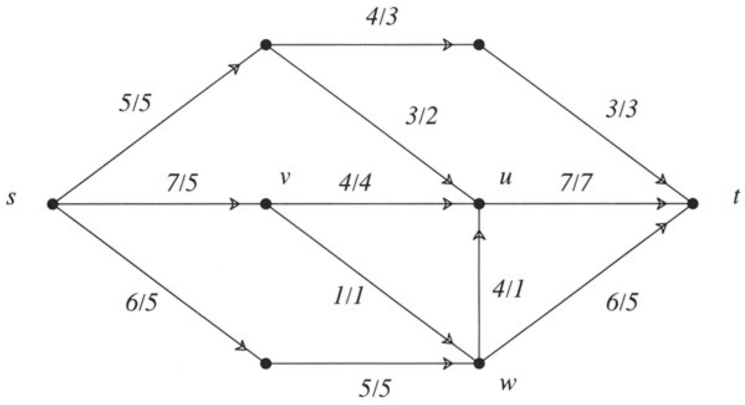


Figure 7.41 The result of augmenting the flow of Fig. 7.40.

Source: Manber 1989

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.)

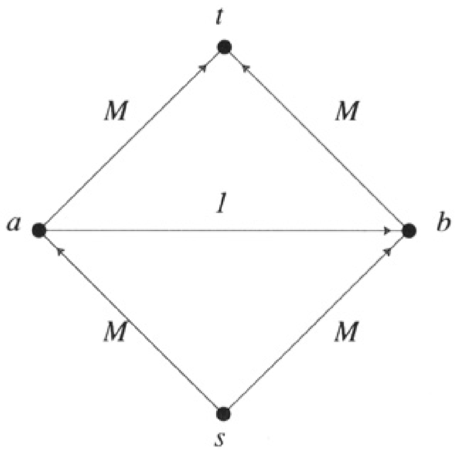


Figure 7.42 A bad example of network flow.

Source: Manber 1989