CSE 373

Graphs 4: Topological Sort

reading: Weiss Ch. 9

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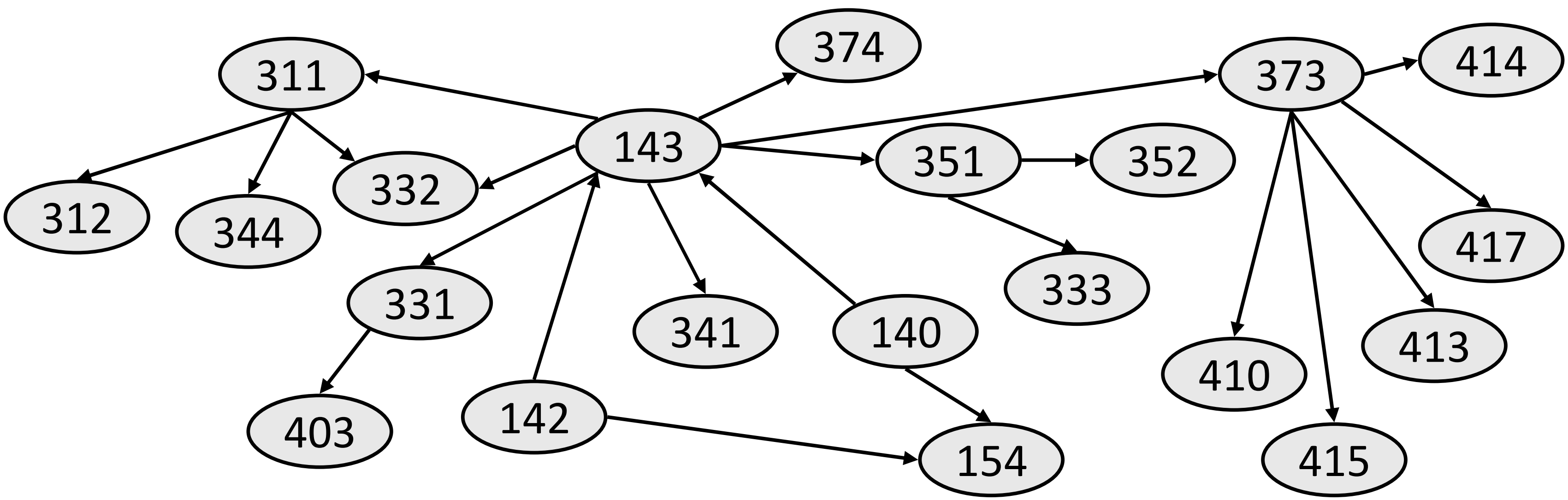
http://www.cs.washington.edu/373/

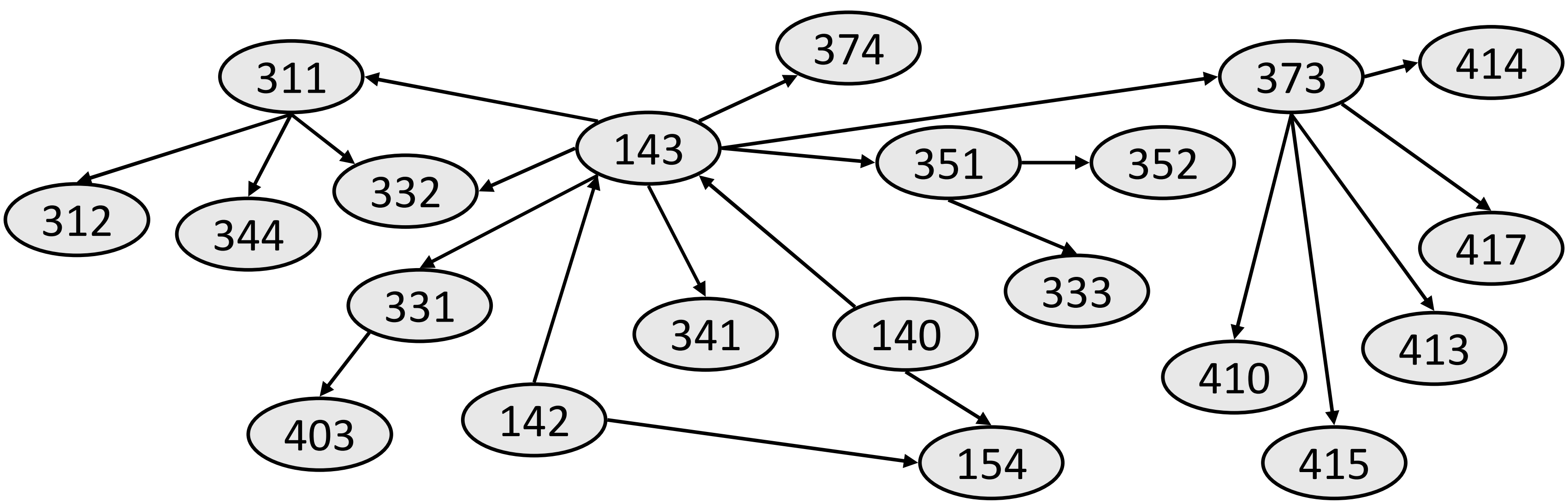
Ordering a graph

- Suppose we have a directed acyclic graph (DAG) of courses, and we want to find an order in which the courses can be taken.
  - Must take all prereqs before you can take a given course. Example:
    - [142, 143, 140, 154, 341, 374, 331, 403, 311, 332, 344, 312, 351, 333, 352, 373, 414, 410, 417, 413, 415]
    - There might be more than one allowable ordering.
  - How can we find a valid ordering of the vertices?



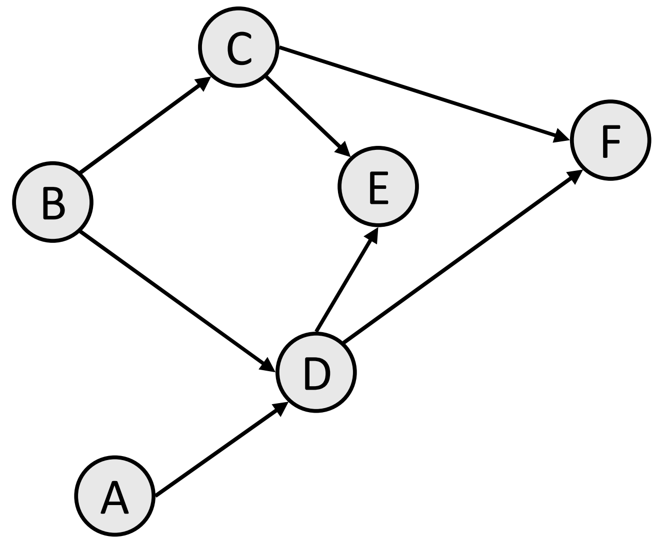
Topological Sort

- **topological sort:** Given a digraph $G = (V, E)$, a total ordering of G's vertices such that for every edge (v, w) in E, vertex v precedes w in the ordering. Examples:
  - determining the order to recalculate updated cells in a spreadsheet
  - finding an order to recompile files that have dependencies
    - (any problem of finding an order to perform tasks with dependencies)



Topo sort example

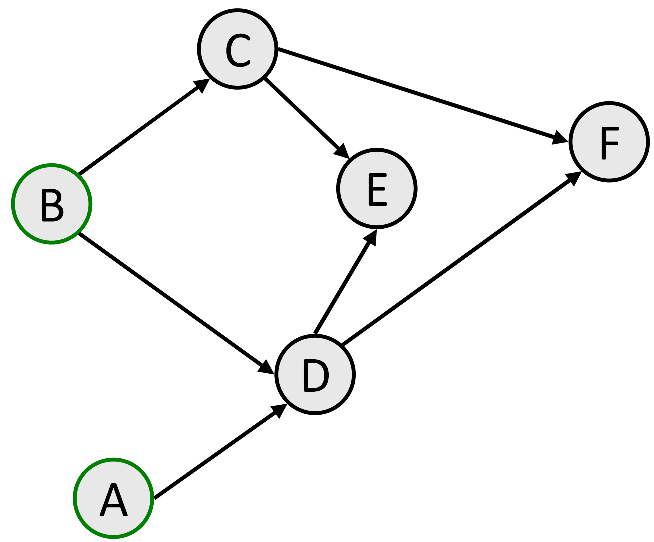
- How many valid topological sort orderings can you find for the vertices in the graph below?
  - [A, B, C, D, E, F], [A, B, C, D, F, E],
  - [A, B, D, C, E, F], [A, B, D, C, F, E],
  - [B, A, C, D, E, F], [B, A, C, D, F, E],
  - [B, A, D, C, E, F], [B, A, D, C, F, E],
  - [B, C, A, D, E, F], [B, C, A, D, F, E],
  - ...



  - What if there were a new vertex G unconnected to the others?

Topo sort: Algorithm 1

- function topologicalSort():
  - *ordering* := { }.
  - Repeat until graph is empty:
    - Find a vertex *v* with in-degree of 0 (no incoming edges).
      - (If there is no such vertex, the graph cannot be sorted; stop.)
    - Delete *v* and all of its outgoing edges from the graph.
    - *ordering* += *v* .



Topo sort example

- function topologicalSort():
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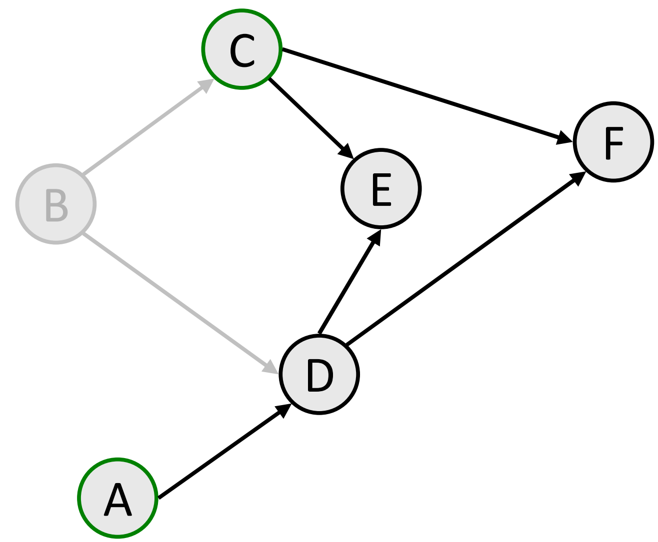
    - Find a vertex *v* with in-degree of 0 (no incoming edges).
      - (If there is no such vertex, the graph cannot be sorted; stop.)
    - Delete *v* and all of its outgoing edges from the graph.
    - *ordering* += *v* .
  - *ordering* = { B }



Topo sort example

- function topologicalSort():
  - *ordering* := { }.
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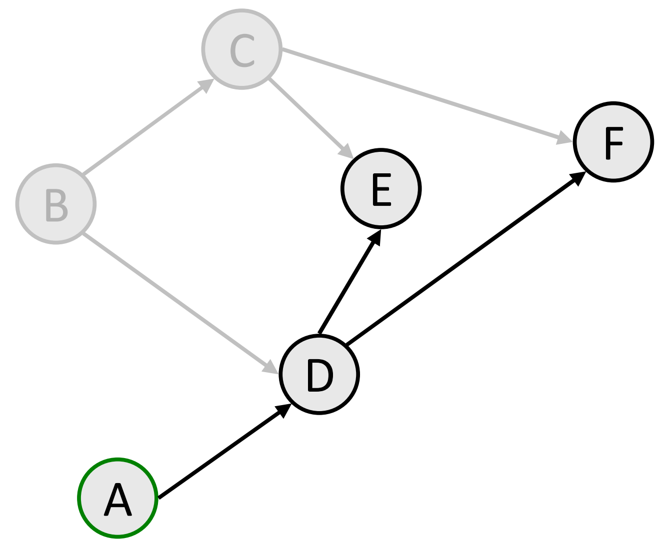
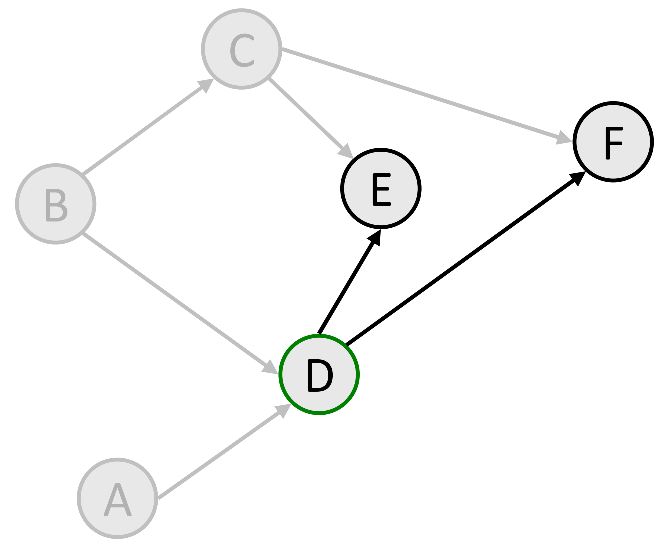
    - Find a vertex *v* with in-degree of 0 (no incoming edges).
      - (If there is no such vertex, the graph cannot be sorted; stop.)
    - Delete *v* and all of its outgoing edges from the graph.
    - *ordering* += *v* .
  - *ordering* = { B, C }



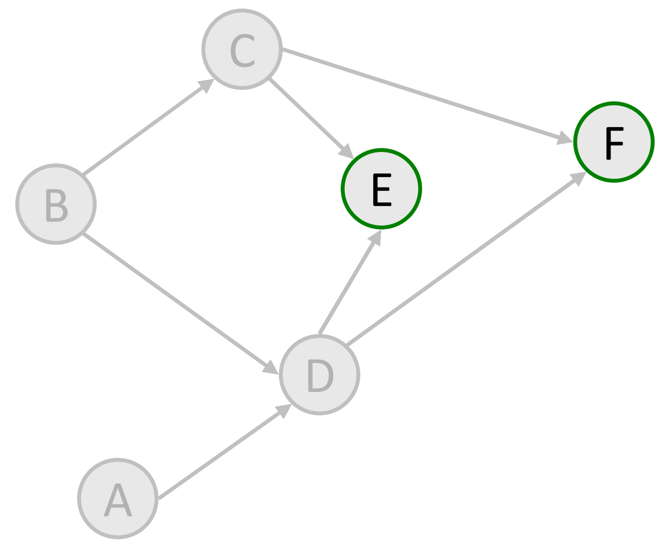
Topo sort example

- function topologicalSort():
  - *ordering* := { }.
  - Repeat until graph is empty:
    - Find a vertex *v* with in-degree of 0 (no incoming edges).
      - (If there is no such vertex, the graph cannot be sorted; stop.)
    - Delete *v* and all of its outgoing edges from the graph.
    - *ordering* += *v* .
  - *ordering* = { B, C, A }



Topo sort example

- function topologicalSort():
  - *ordering* := { }.
  - Repeat until graph is empty:
    - Find a vertex *v* with in-degree of 0 (no incoming edges).
      - (If there is no such vertex, the graph cannot be sorted; stop.)
    - Delete *v* and all of its outgoing edges from the graph.
    - *ordering* += *v* .
  - *ordering* = { B, C, A, D }



Topo sort example

- function topologicalSort():
  - *ordering* := { }.
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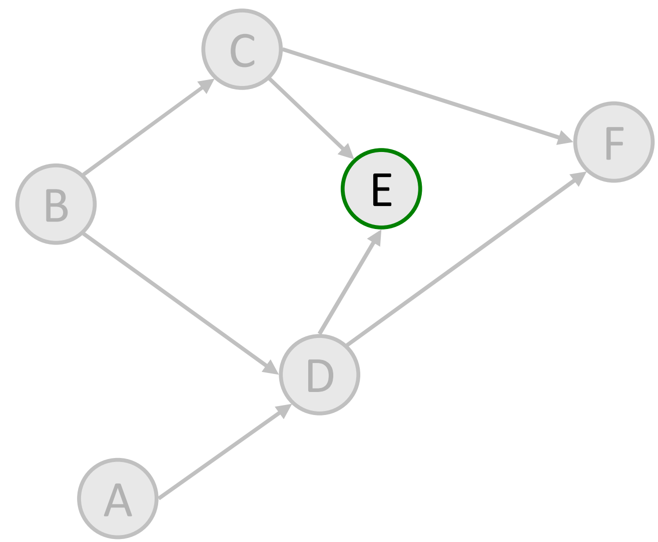
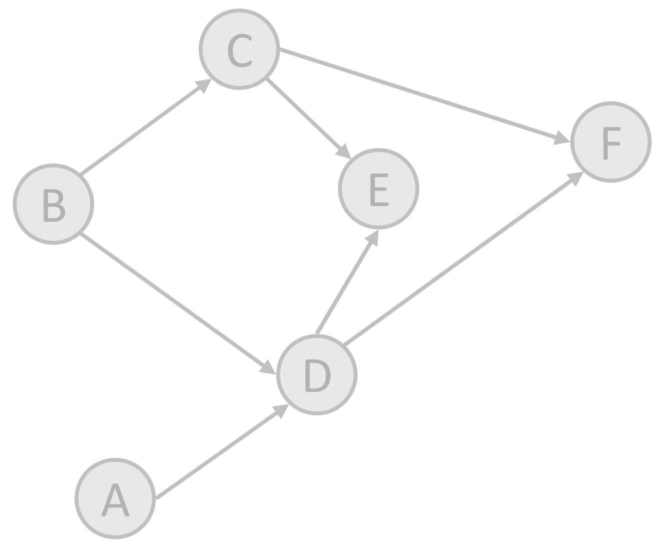
    - Find a vertex *v* with in-degree of 0 (no incoming edges).
      - (If there is no such vertex, the graph cannot be sorted; stop.)
    - Delete *v* and all of its outgoing edges from the graph.
    - *ordering* += *v* .
  - *ordering* = { B, C, A, D, F }



Topo sort example

- function topologicalSort():
  - *ordering* := { }.
  - Repeat until graph is empty:
    - Find a vertex *v* with in-degree of 0 (no incoming edges).
      - (If there is no such vertex, the graph cannot be sorted; stop.)
    - Delete *v* and all of its outgoing edges from the graph.
    - *ordering* += *v* .
  - *ordering* = { B, C, A, D, F, E }

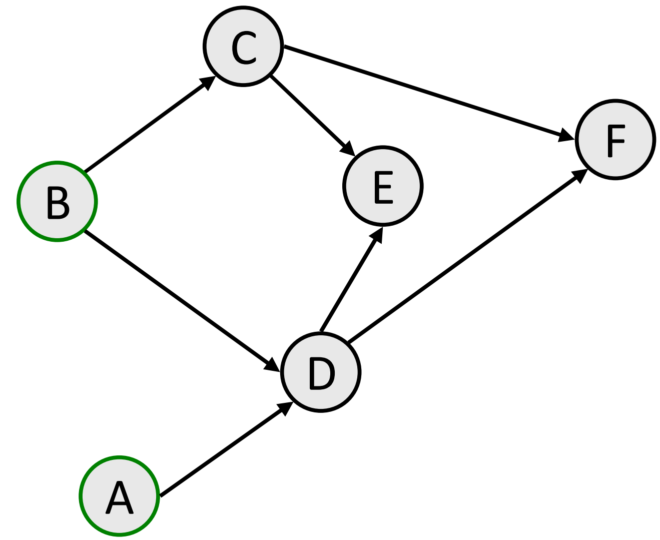


Revised algorithm

- We don't want to literally delete vertices and edges from the graph while trying to topological sort it; so let's revise the algorithm:
  - *map* := {each vertex $\rightarrow$ its in-degree}.
  - *queue* := {all vertices with in-degree = 0}.
  - *ordering* := { }.
  - Repeat until queue is empty:
    - Dequeue the first vertex *v* from the queue.
    - *ordering* += *v*.
    - Decrease the in-degree of all *v*'s neighbors by 1 in the *map*.
    - *queue* += {any neighbors whose in-degree is now 0}.
  - If all vertices are processed, success.
    Otherwise, there is a cycle.

Topo sort example 2

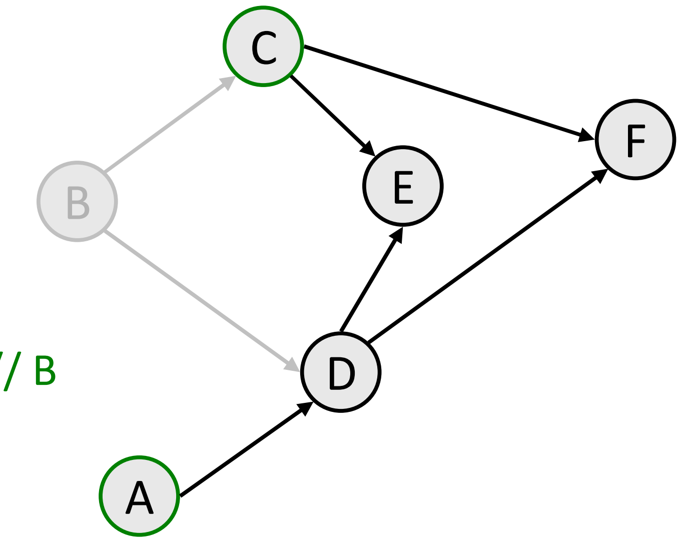
- function topologicalSort():
  - *map* := {each vertex → its in-degree}.
  - *queue* := {all vertices with in-degree = 0}.
  - *ordering* := { }.
  - Repeat until queue is empty:
    - Dequeue the first vertex *v* from the queue.
    - *ordering* += *v*.
    - Decrease the in-degree of all *v*'s neighbors by 1 in the *map*.
    - *queue* += {any neighbors whose in-degree is now 0}.



  - map := { A=0, B=0, C=1, D=2, E=2, F=2 }
  - queue := { B, A }
  - ordering := { }

Topo sort example 2

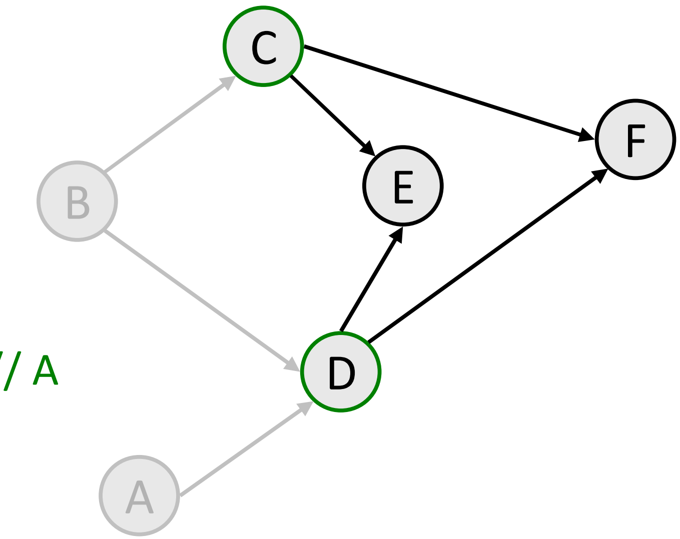
- function topologicalSort():
  - *map* := {each vertex → its in-degree}.
  - *queue* := {all vertices with in-degree = 0}.
  - *ordering* := { }.
  - Repeat until queue is empty:
    - Dequeue the first vertex *v* from the queue. // B
    - *ordering* += *v*.
    - Decrease the in-degree of all *v*'s // C, D
      neighbors by 1 in the *map*.
    - *queue* += {any neighbors whose in-degree is now 0}.



- map := { A=0, B=0, **C=0**, **D=1**, E=2, F=2 }
- queue := { A, **C** }
- ordering := { **B** }

Topo sort example 2

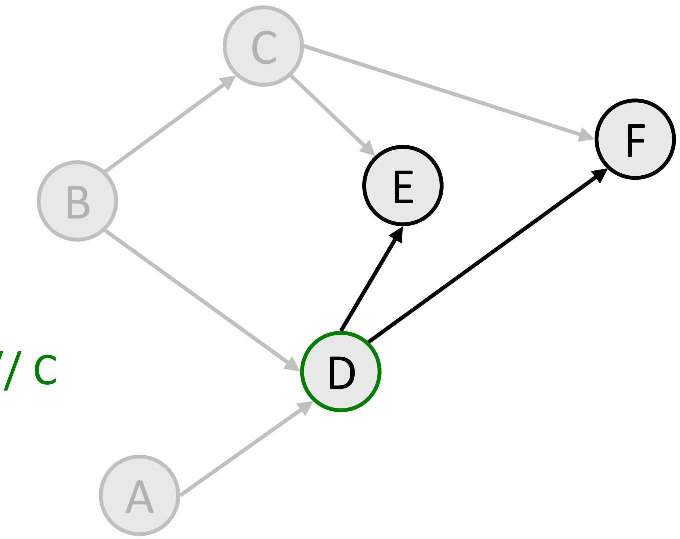
- function topologicalSort():
  - *map* := {each vertex → its in-degree}.
  - *queue* := {all vertices with in-degree = 0}.
  - *ordering* := { }.
  - Repeat until queue is empty:
    - Dequeue the first vertex *v* from the queue. // A
    - *ordering* += *v*.
    - Decrease the in-degree of all *v*'s // D
      neighbors by 1 in the *map*.
    - *queue* += {any neighbors whose in-degree is now 0}.



- map := { A=0, B=0, C=0, **D=0**, E=2, F=2 }
- queue := { C, **D** }
- ordering := { B, **A** }

Topo sort example 2

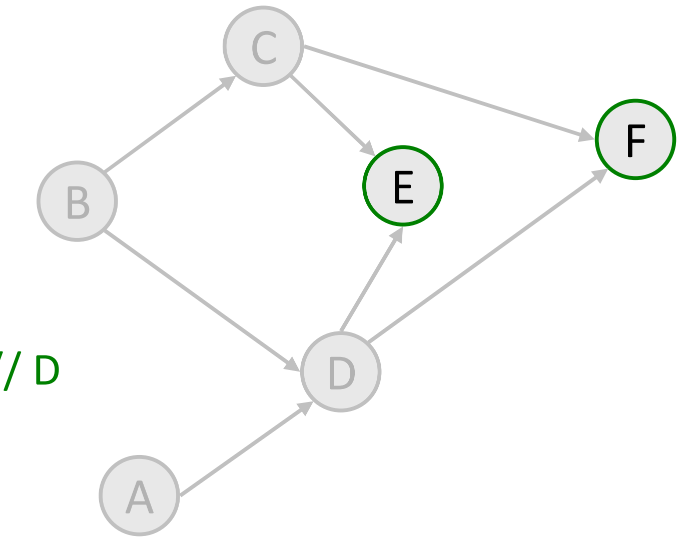
- function topologicalSort():
  - *map* := {each vertex → its in-degree}.
  - *queue* := {all vertices with in-degree = 0}.
  - *ordering* := { }.
  - Repeat until queue is empty:
    - Dequeue the first vertex *v* from the queue. // C
    - *ordering* += *v*.
    - Decrease the in-degree of all *v*'s // E, F
      neighbors by 1 in the *map*.
    - *queue* += {any neighbors whose in-degree is now 0}.



  - map := { A=0, B=0, C=0, D=0, E=**1**, F=**1** }
  - queue := { D }
  - ordering := { B, A, **C** }

Topo sort example 2

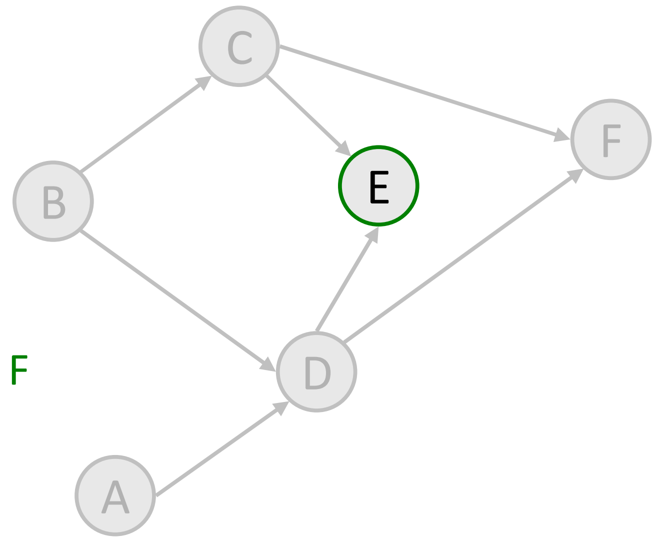
- function topologicalSort():
  - *map* := {each vertex → its in-degree}.
  - *queue* := {all vertices with in-degree = 0}.
  - *ordering* := { }.
  - Repeat until queue is empty:
    - Dequeue the first vertex *v* from the queue. // D
    - *ordering* += *v*.
    - Decrease the in-degree of all *v*'s // F, E
      neighbors by 1 in the *map*.
    - *queue* += {any neighbors whose in-degree is now 0}.



- map := { A=0, B=0, C=0, D=0, E=**0**, F=**0** }
- queue := { **F**, **E** }
- ordering := { B, A, C, **D** }

Topo sort example 2

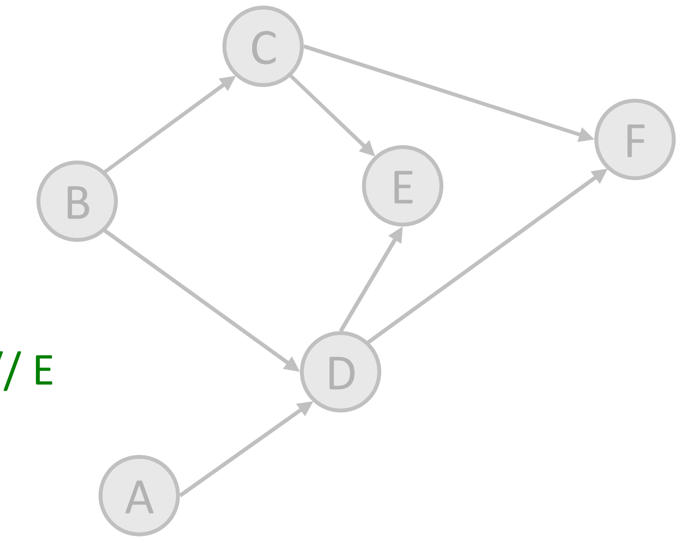
- function topologicalSort():
  - *map* := {each vertex → its in-degree}.
  - *queue* := {all vertices with in-degree = 0}.
  - *ordering* := { }.
  - Repeat until queue is empty:
    - Dequeue the first vertex *v* from the queue. // F
    - *ordering* += *v*.
    - Decrease the in-degree of all *v*'s // none
      neighbors by 1 in the *map*.
    - *queue* += {any neighbors whose in-degree is now 0}.



- map := { A=0, B=0, C=0, D=0, E=0, F=0 }
- queue := { E }
- ordering := { B, A, C, D, **F** }

Topo sort example 2

- function topologicalSort():
  - *map* := {each vertex → its in-degree}.
  - *queue* := {all vertices with in-degree = 0}.
  - *ordering* := { }.
  - Repeat until queue is empty:
    - Dequeue the first vertex *v* from the queue. // E
    - *ordering* += *v*.
    - Decrease the in-degree of all *v*'s // none
      neighbors by 1 in the *map*.
    - *queue* += {any neighbors whose in-degree is now 0}.



- map := { A=0, B=0, C=0, D=0, E=0, F=0 }
- queue := { }
- ordering := { B, A, C, D, F, **E** }

Topo sort runtime

- What is the runtime of our topological sort algorithm?
  - (with an "adjacency map" graph internal representation)

  - function topologicalSort():
    - *map* := {each vertex → its in-degree}. // O(V)
    - *queue* := {all vertices with in-degree = 0}.
    - *ordering* := { }.
    - Repeat until queue is empty: // O(V)
      - Dequeue the first vertex *v* from the queue. // O(*1*)
      - *ordering* += *v*. // O(*1*)
      - Decrease the in-degree of all *v*'s neighbors by 1 in the *map*. // O(E) for all passes
      - *queue* += {any neighbors whose in-degree is now 0}.

  - Overall: **O(V + E)** ; essentially O(V) time on a sparse graph (fast!)