

带边标记的DFS算法

算法实现和正确性

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Nov. 4th, 2020

边标记

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Tree Edges

Back Edges

Forward Edges

Cross Edges

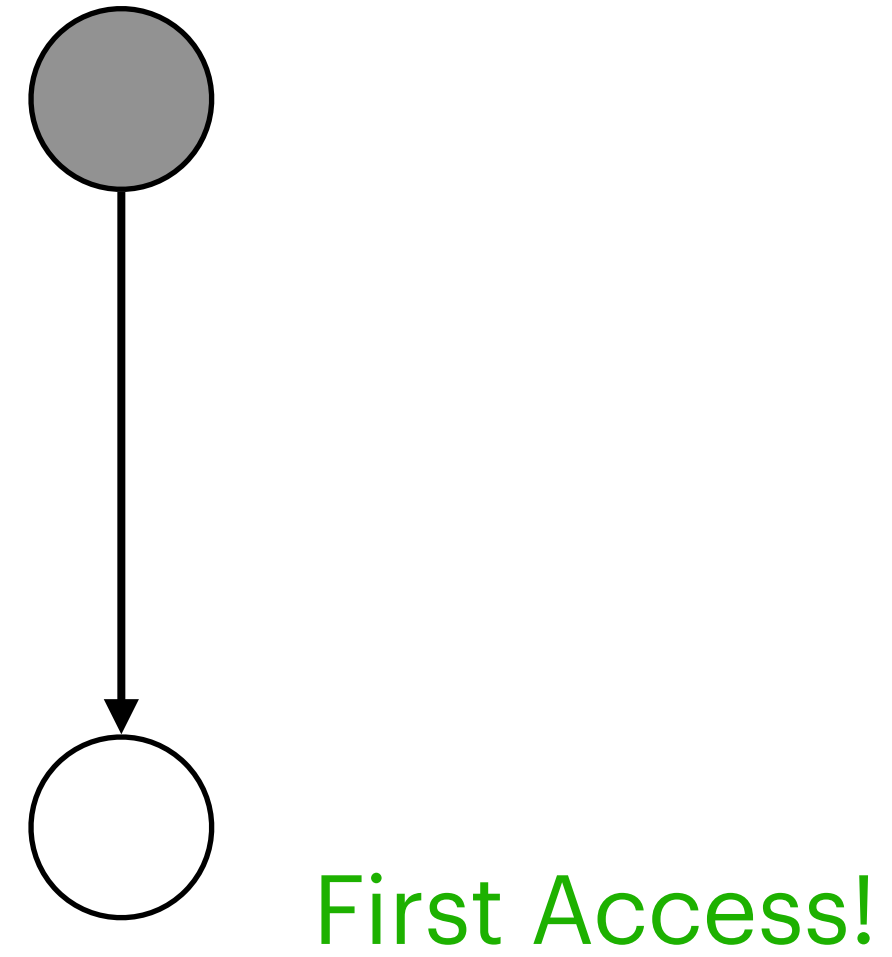
边标记

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边标记

Tree Edges



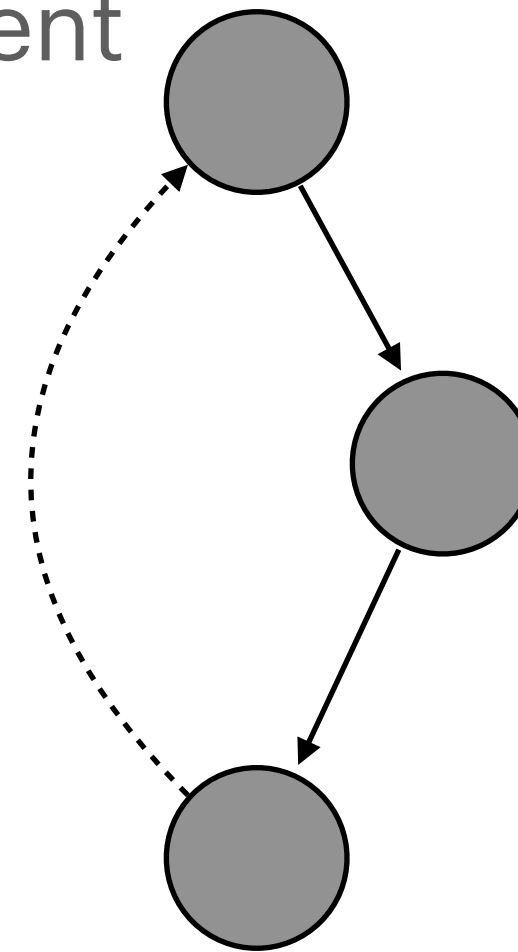
First Access!

Back Edges

Forward Edges

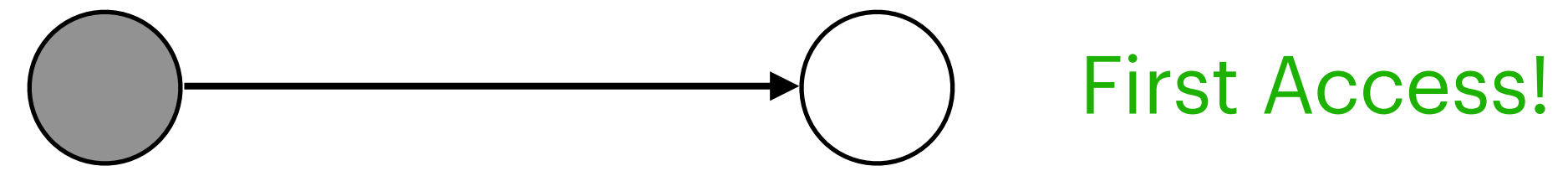
Cross Edges

A Gray Parent

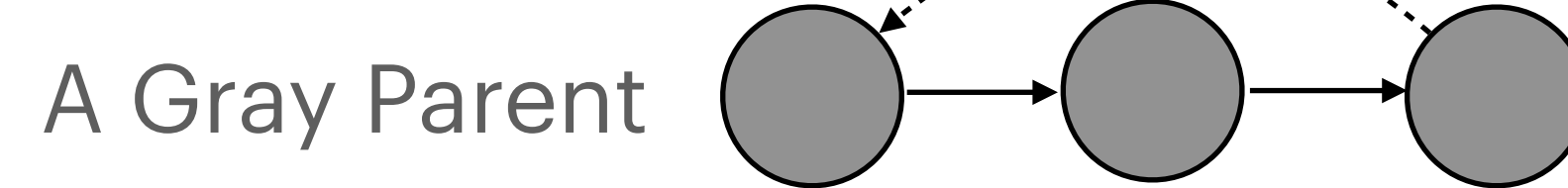


边标记

Tree Edges

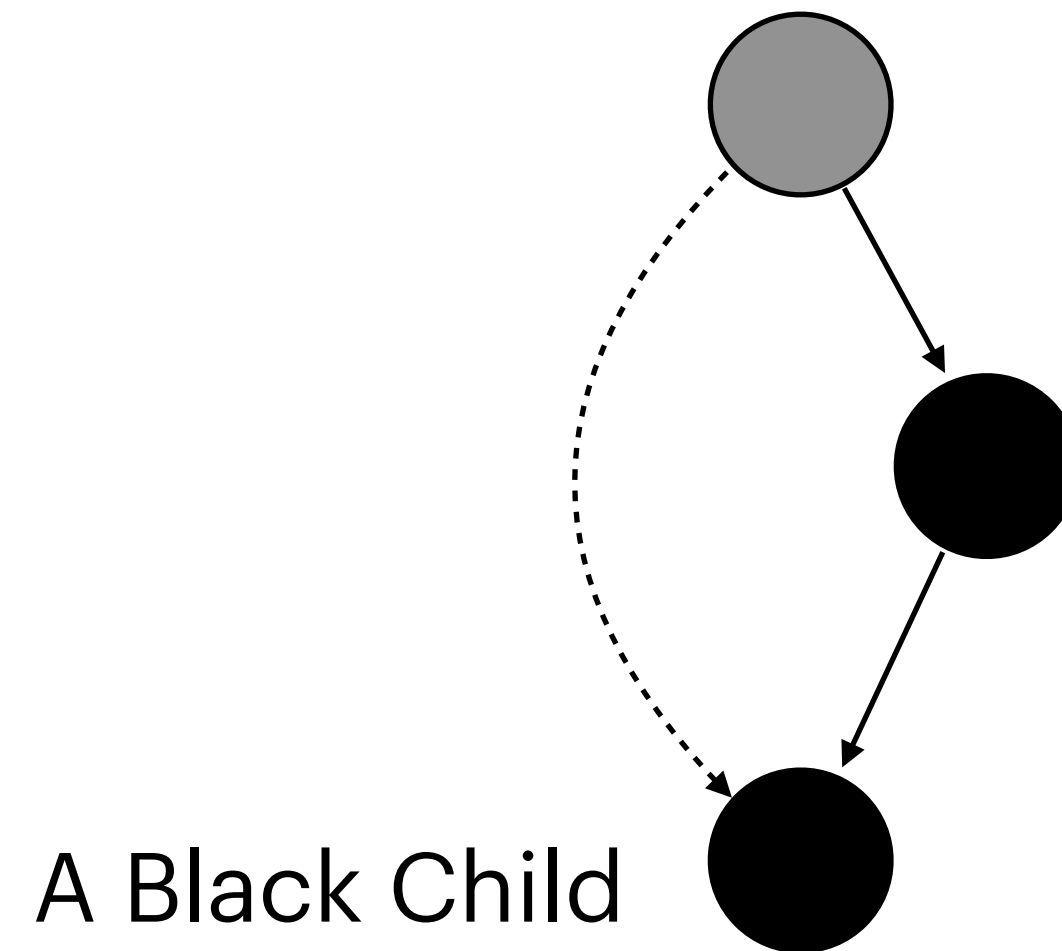


Back Edges



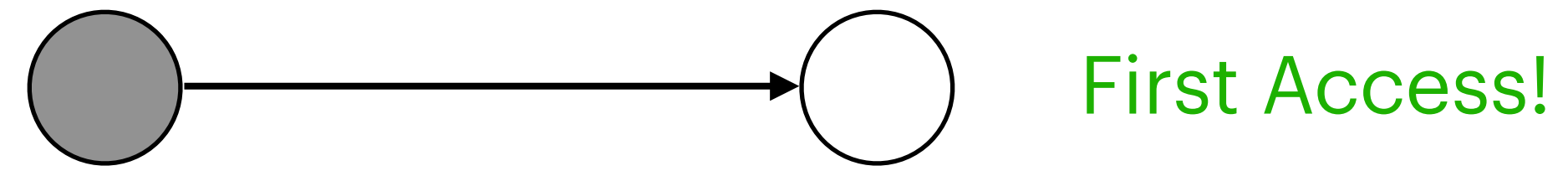
Forward Edges

Cross Edges

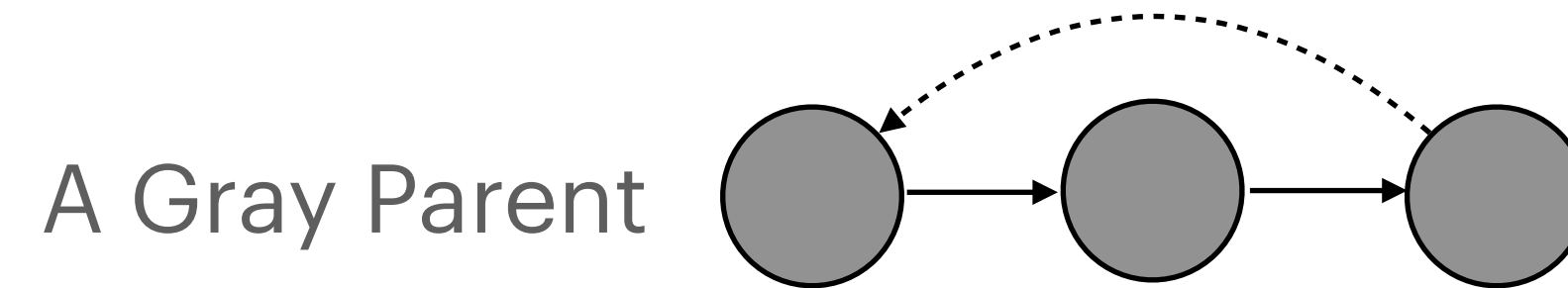


边标记

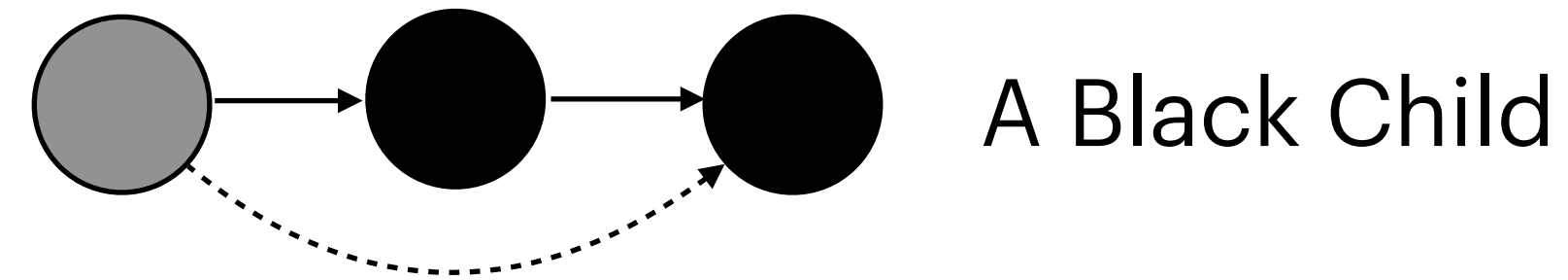
Tree Edges



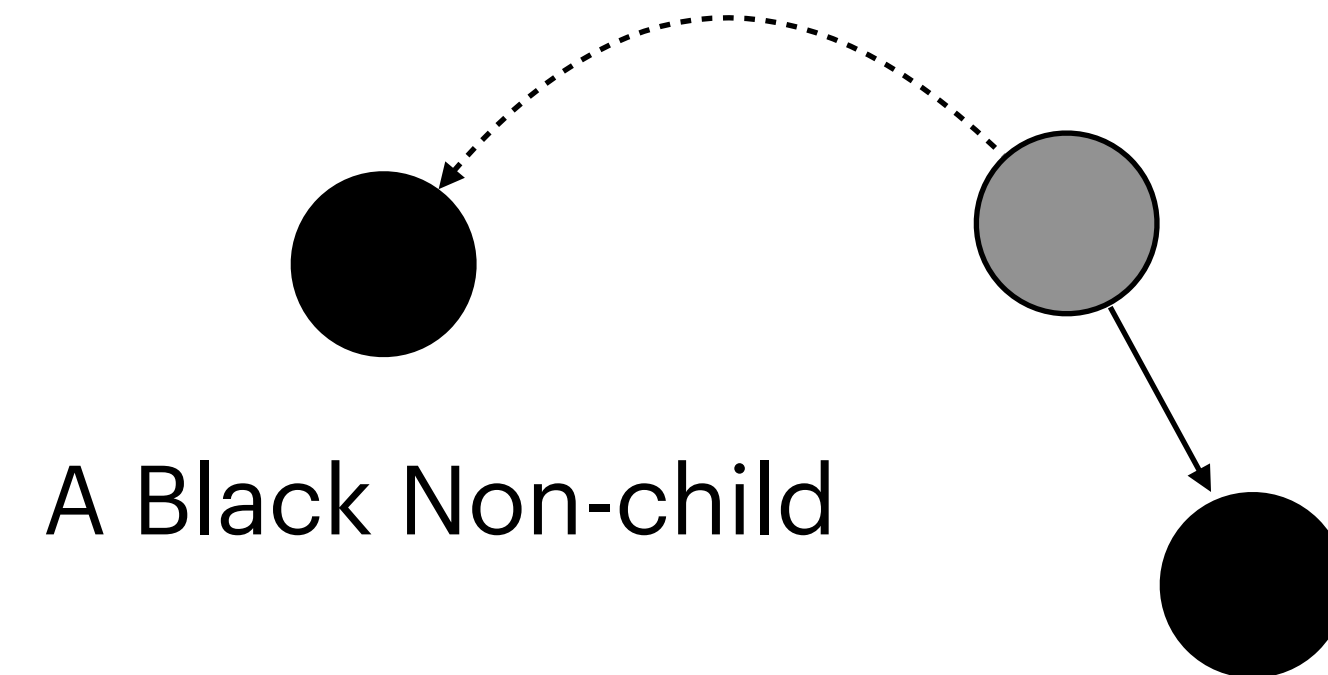
Back Edges



Forward Edges

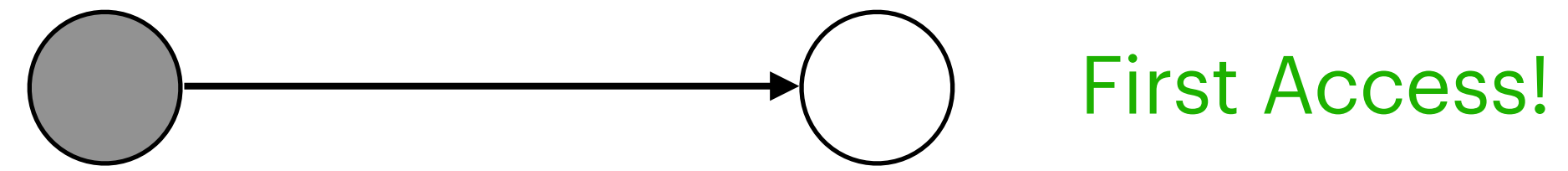


Cross Edges

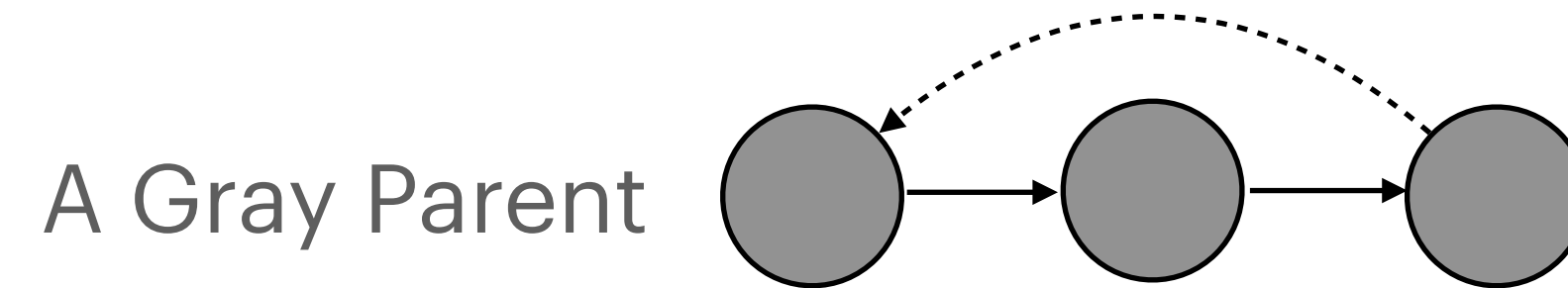


边标记

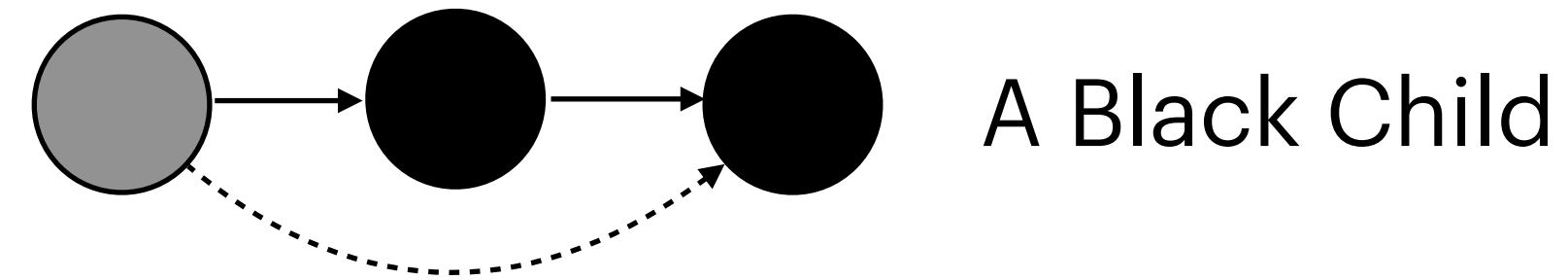
Tree Edges



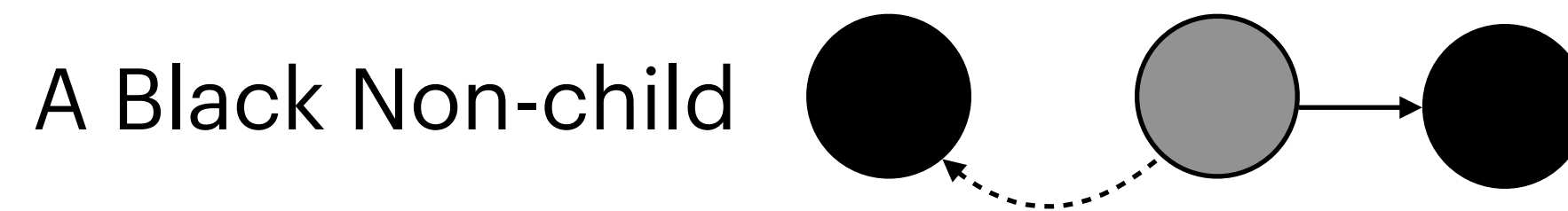
Back Edges



Forward Edges

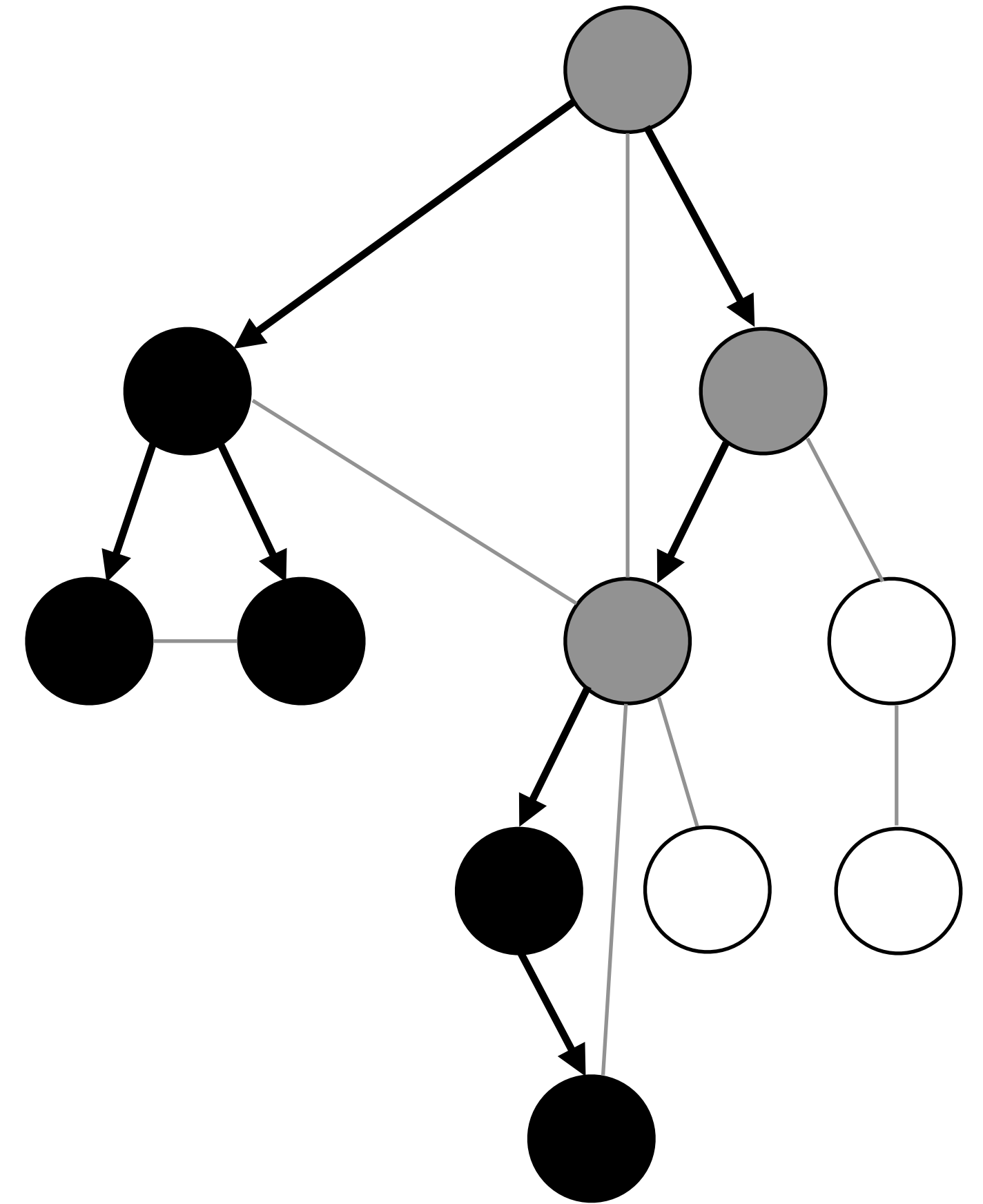


Cross Edges

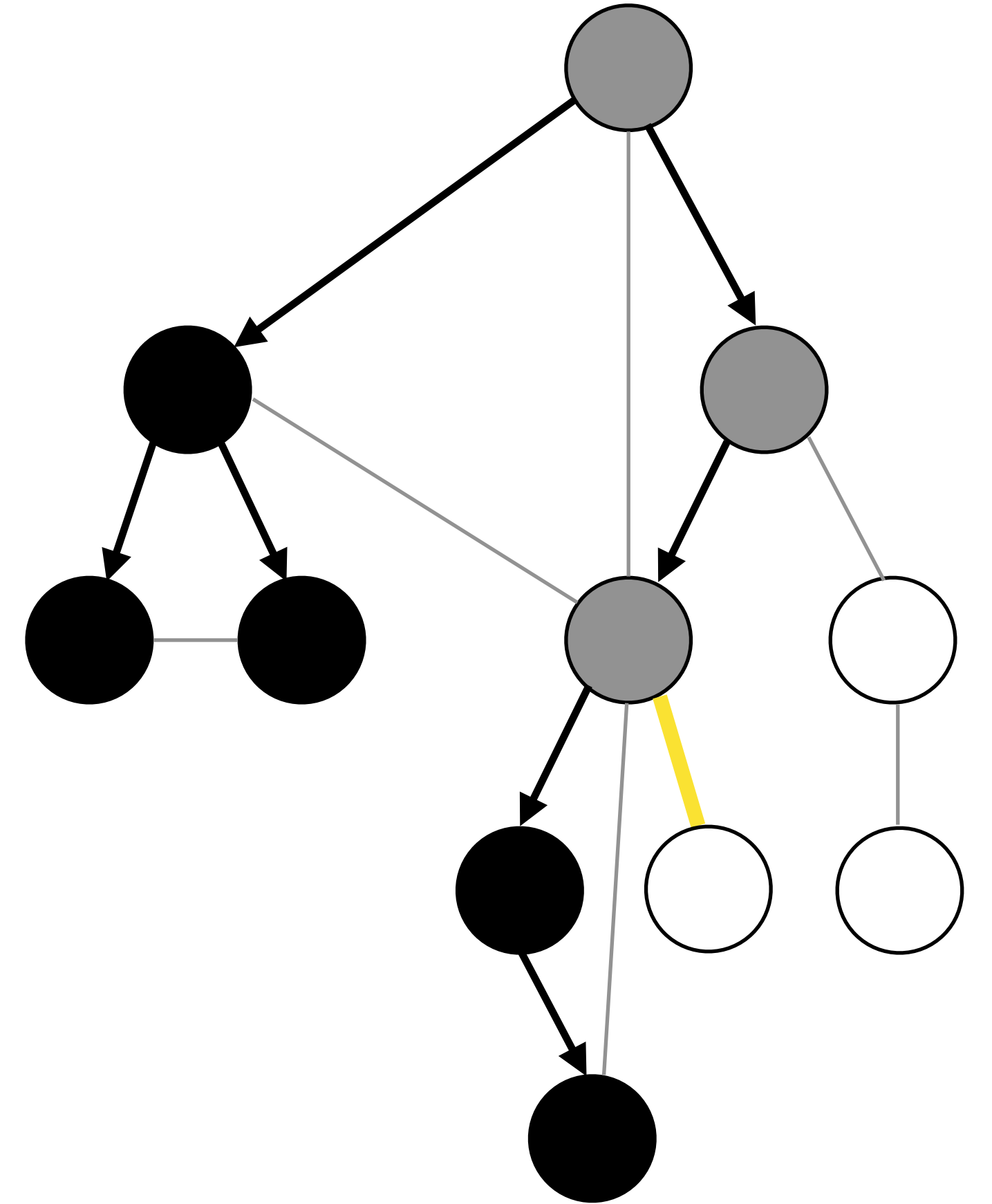



```
procedure DFS-Visit(G, u)
  u.color = GRAY
  for each vertex v adjacent to u
    if v.color == WHITE
      DFS-Visit(G, v)
  u.color = BLACK
```

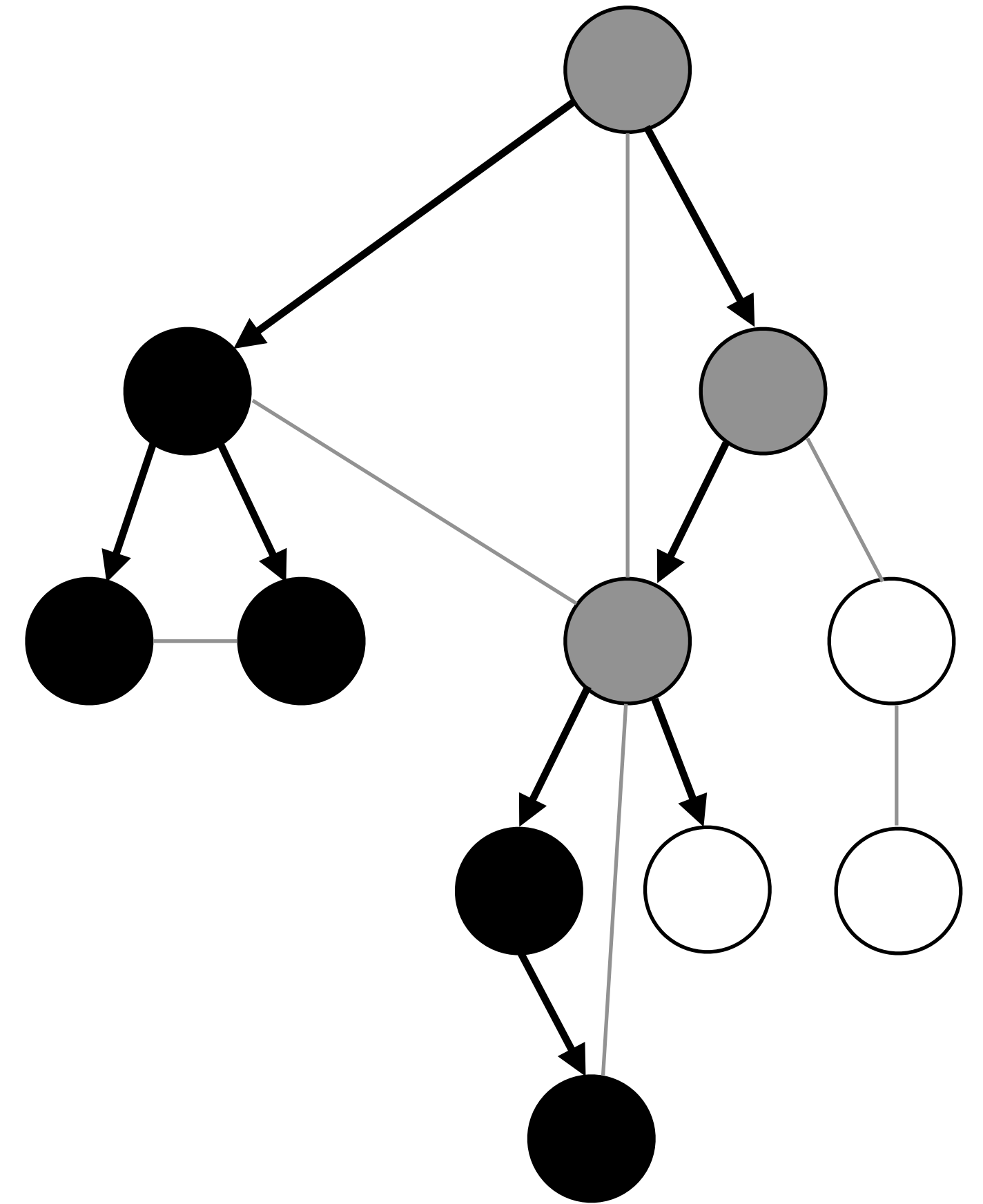
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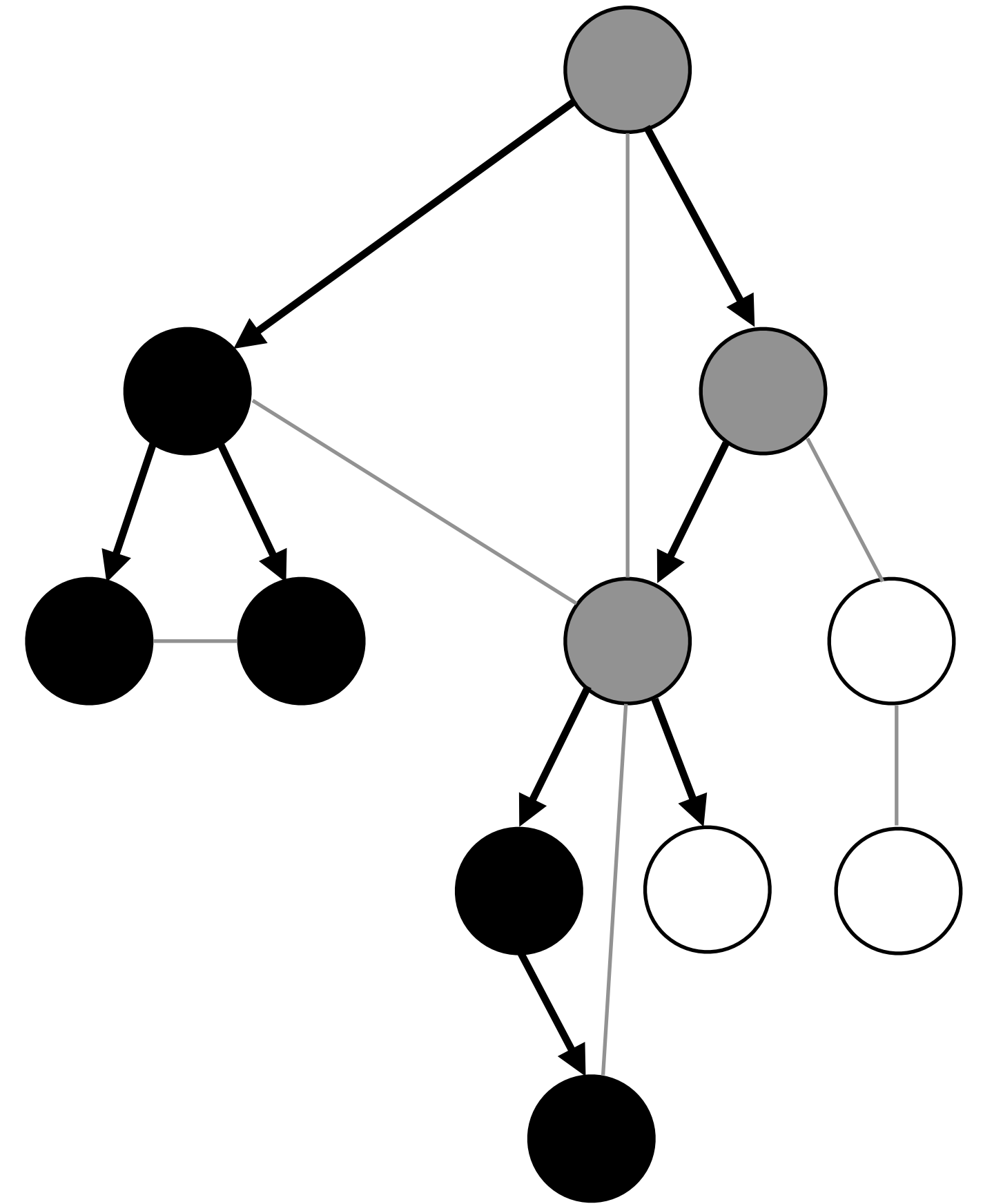
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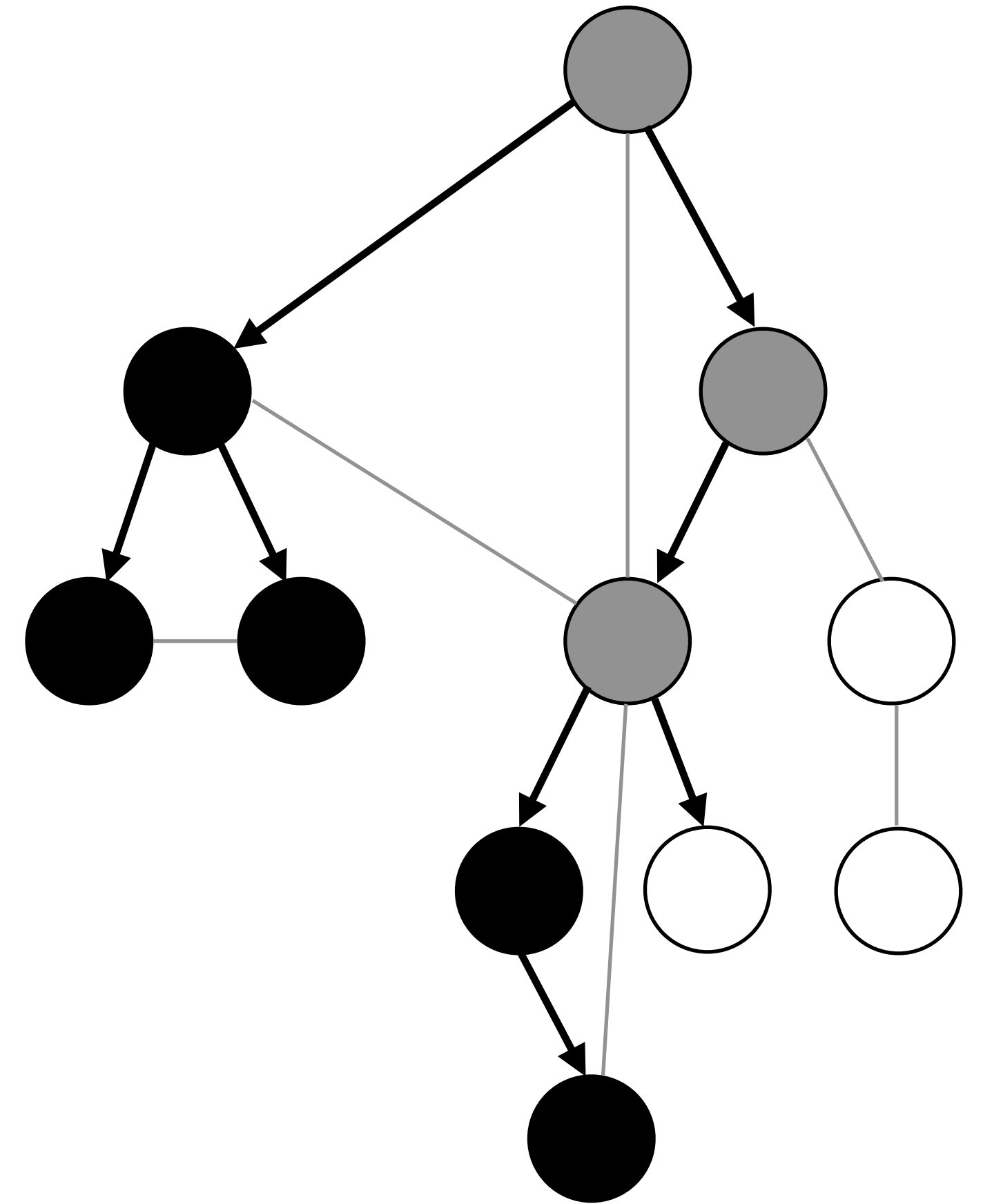
```
procedure DFS-Visit(G, u)
  u.color = GRAY
  for each vertex v adjacent to u
    if v.color == WHITE
      Mark (u, v) as tree edge
      DFS-Visit(G, v)
  u.color = BLACK
```



```
if v.color == WHITE
  Mark (u, v) as tree edge
  DFS-Visit(G, v)
```



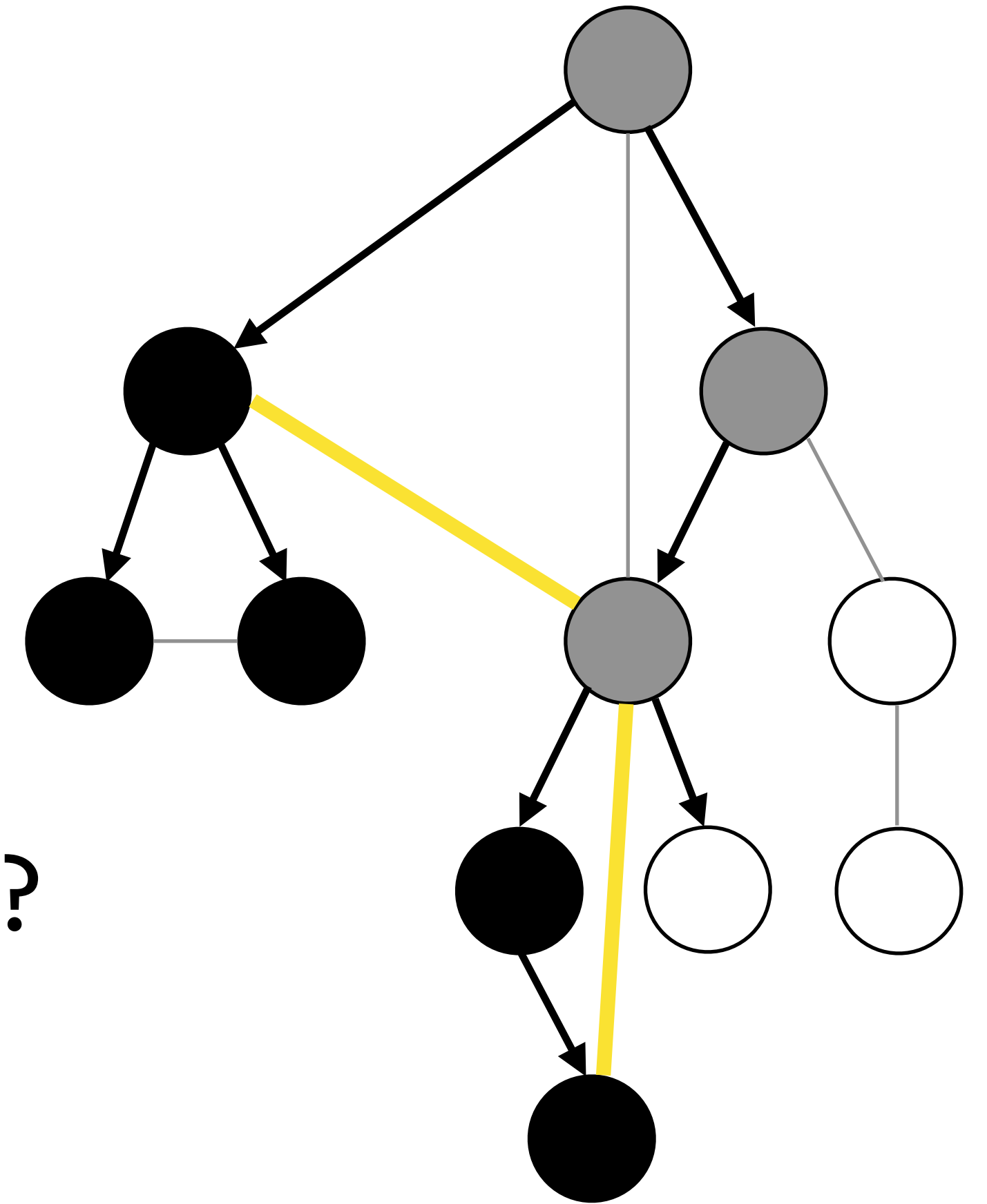
```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
else if v.color == GRAY
    Mark (u, v) as back edge
```



```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
```

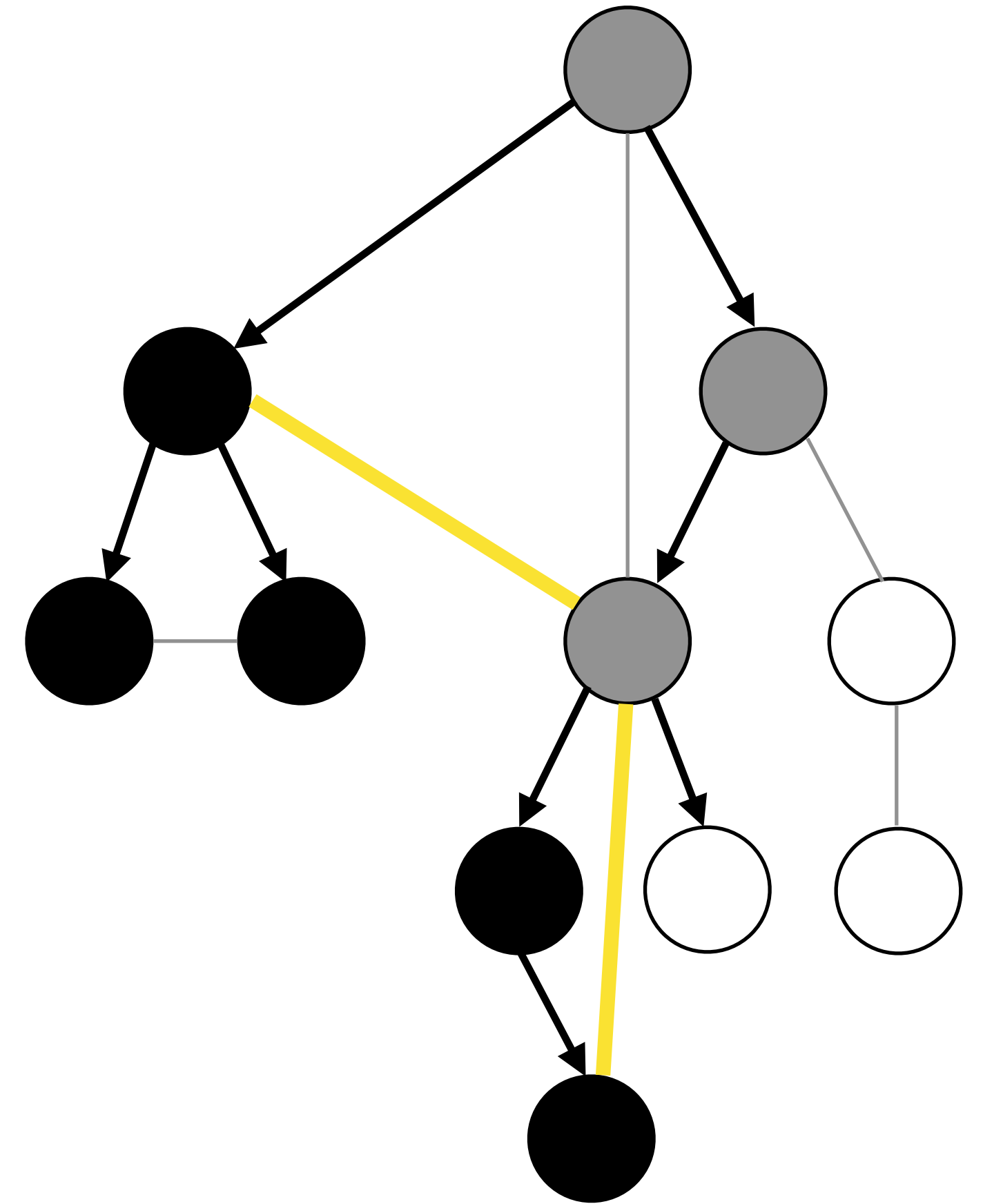
```
else if v.color == GRAY
    Mark (u, v) as back edge
```

```
else if v.color == BLACK
    Mark (u, v) as forward/cross edge?
```

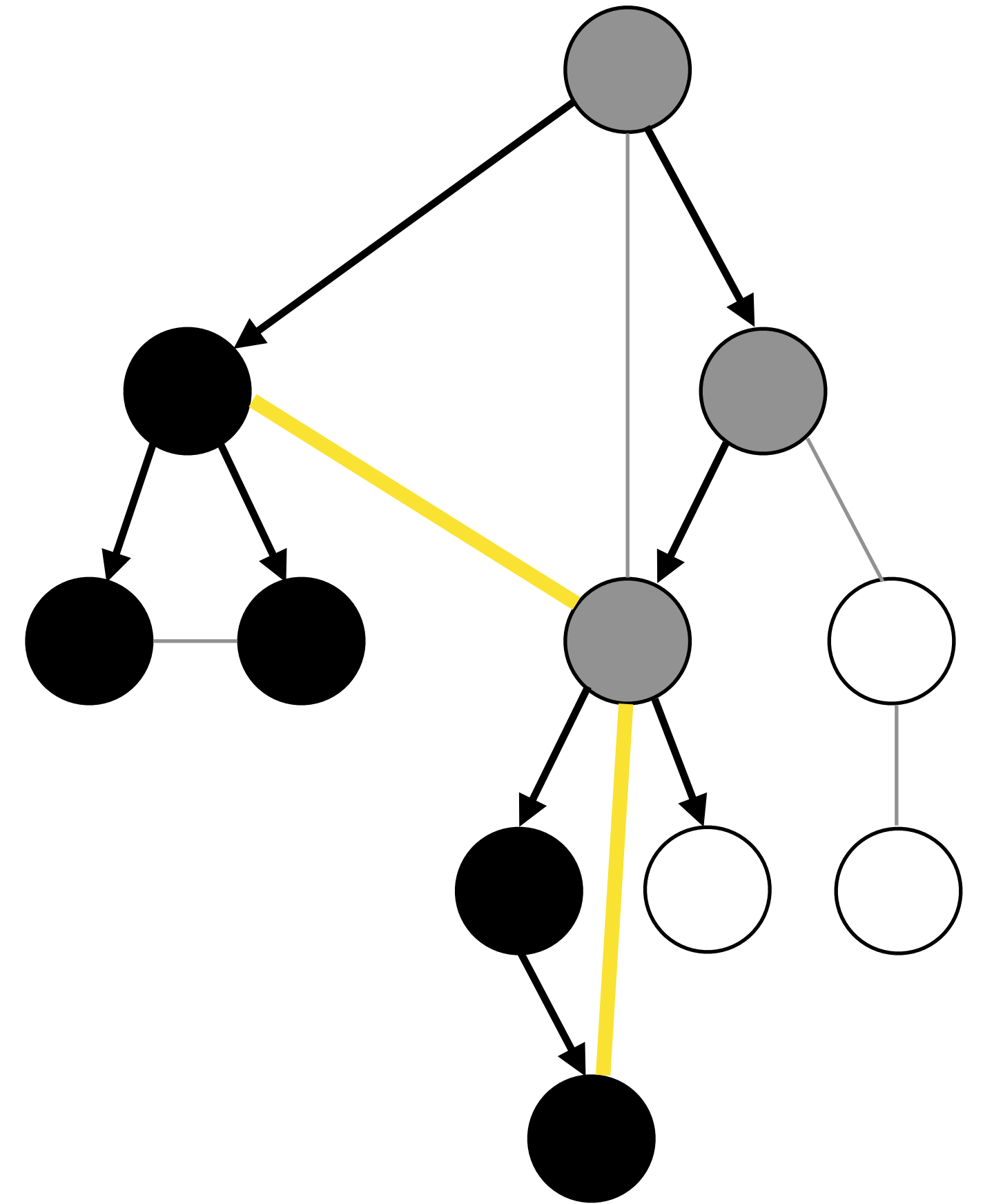


else if `v.color == BLACK`

Mark `(u, v)` as forward/cross edge?




```
else if v.color == BLACK
    if v.f <= u.d
        Mark (u, v) as forward edge
    else
        Mark (u, v) as cross edge
```



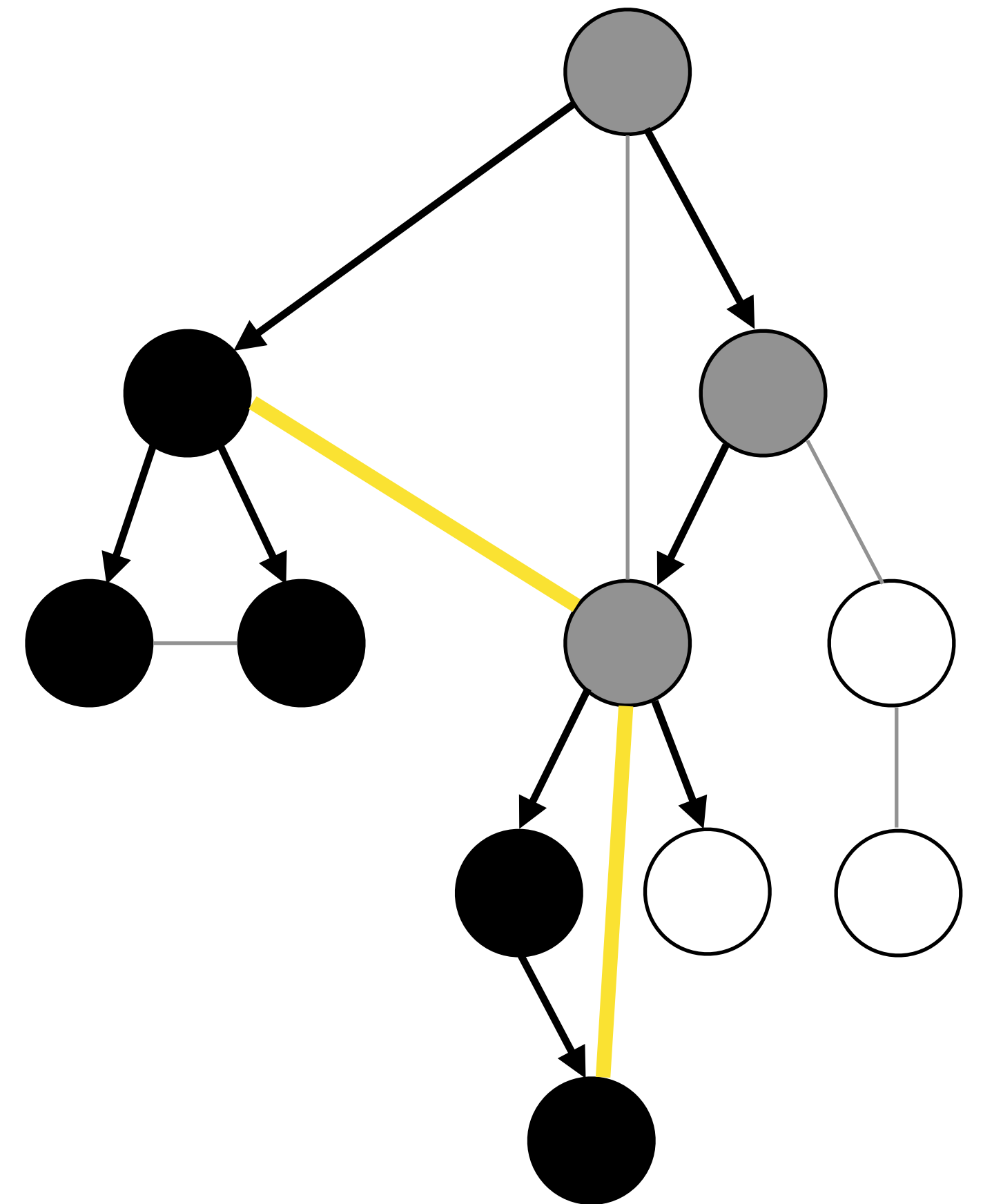
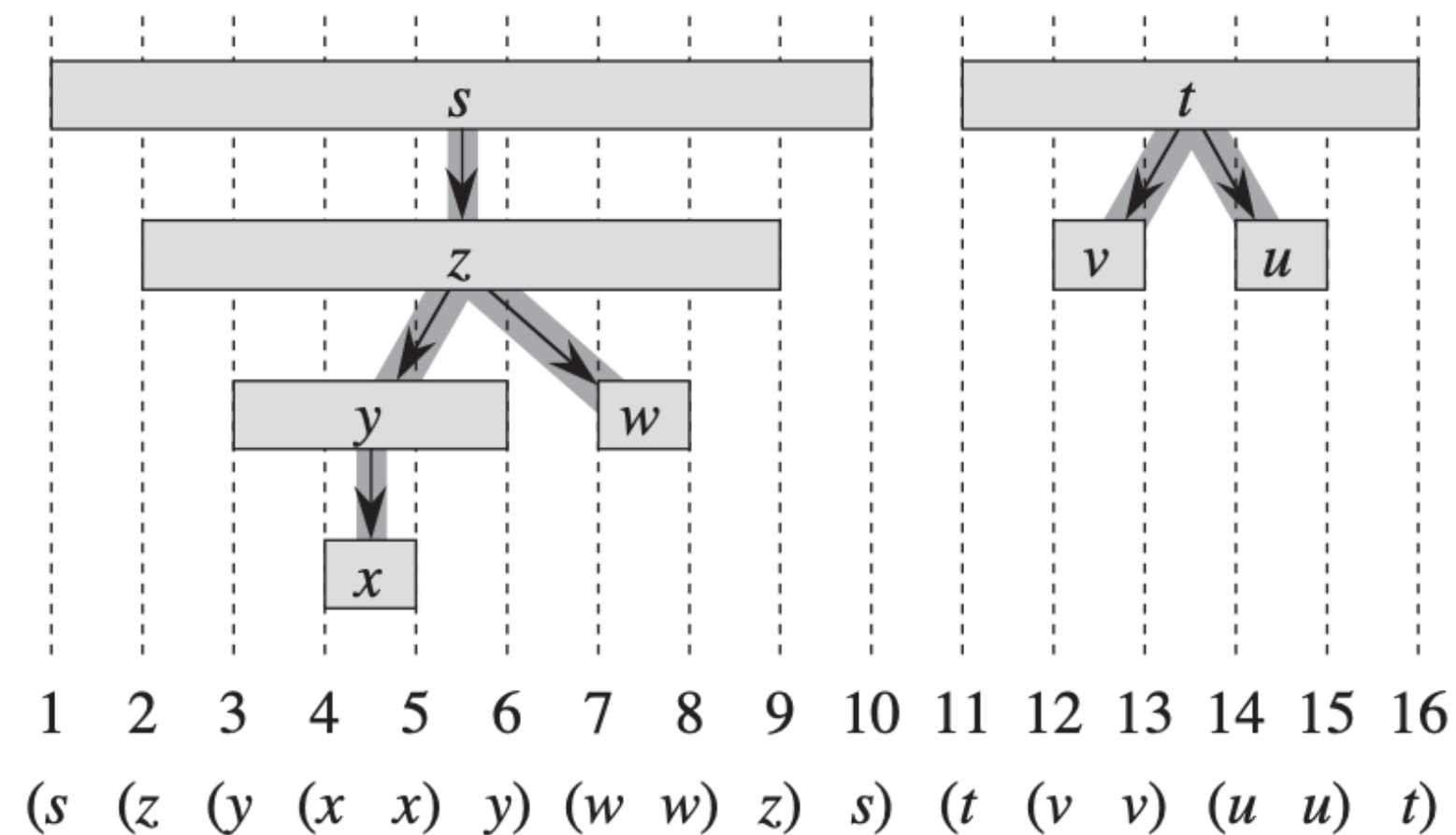
else if $v.color == BLACK$

if $v.f \leq u.d$

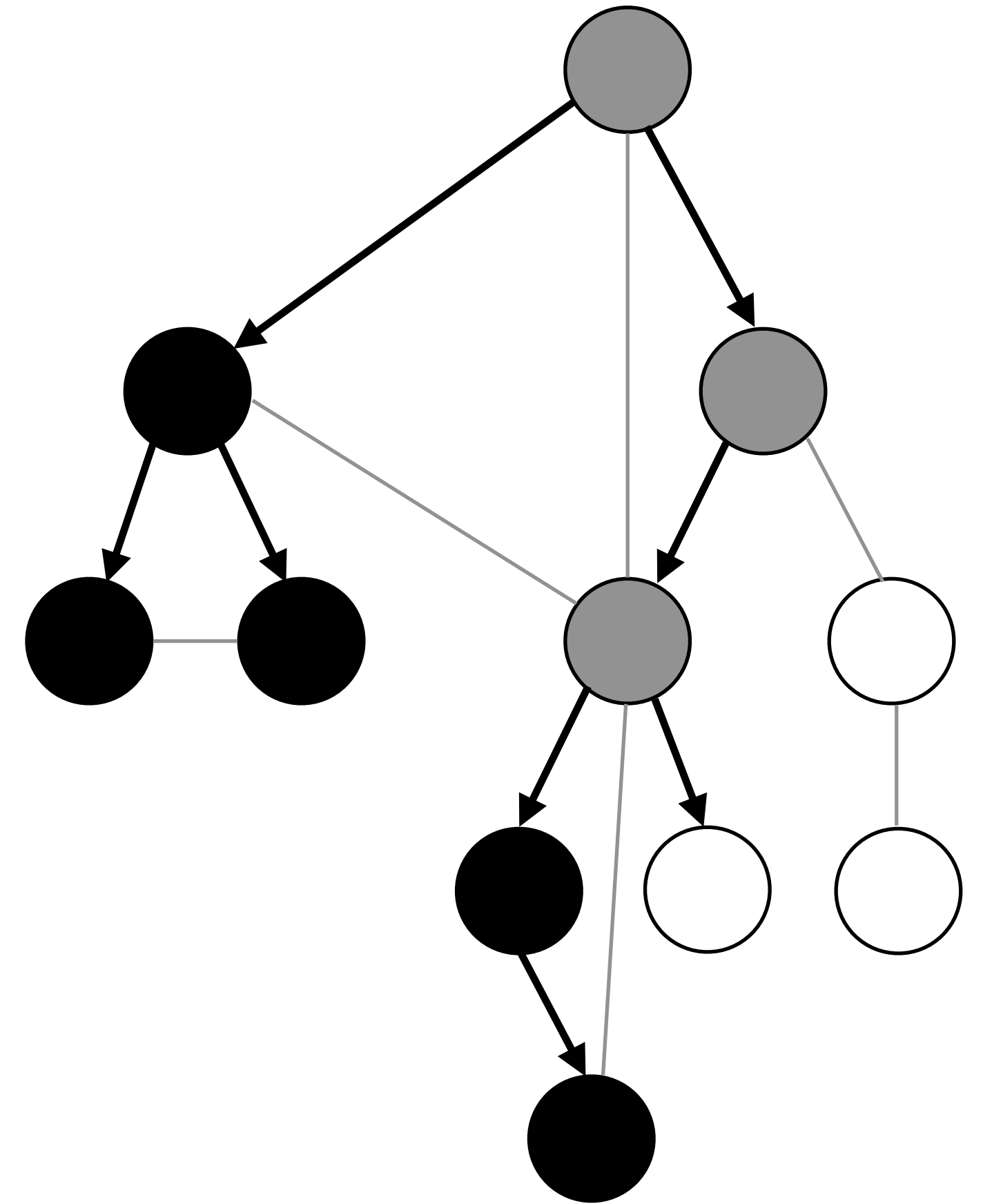
Mark (u, v) as forward edge

else

Mark (u, v) as cross edge



```
else if v.color == BLACK
  if v.f <= u.d
    Mark (u, v) as forward edge
  else
    Mark (u, v) as cross edge
```



```
if v.color == WHITE
```

```
    Mark (u, v) as tree edge
```

```
    DFS-Visit(G, v)
```

```
else if v.color == GRAY
```

```
    Mark (u, v) as back edge
```

```
else if v.color == BLACK
```

```
    if v.f <= u.d then Mark (u, v) as forward edge
```

```
    else Mark (u, v) as cross edge
```

```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
else if v.color == GRAY
    Mark (u, v) as back edge
else if v.color == BLACK
    if v.f <= u.d then Mark (u, v) as forward edge
    else Mark (u, v) as cross edge
```

正确性证明

```
if v.color == WHITE
```

```
    Mark (u, v) as tree edge
```

```
    DFS-Visit(G, v)
```

```
else if v.color == GRAY
```

```
    Mark (u, v) as back edge
```

```
else if v.color == BLACK
```

```
    if v.f <= u.d then Mark (u, v) as forward edge
```

```
    else Mark (u, v) as cross edge
```

是否所有边都被标记?

```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
```

树边 (Tree Edge)

```
else if v.color == GRAY
    Mark (u, v) as back edge
```

标记的树边是否都为树边?

```
else if v.color == BLACK
    Mark (u, v) as forward edge
    Mark (u, v) as cross edge
```

所有树边是否都被标记?

```
if v.f <= u.d then Mark (u, v) as forward edge
else Mark (u, v) as cross edge
```

1. **Tree edges** are edges in the depth-first forest G_π . Edge (u, v) is a tree edge if v was first discovered by exploring edge (u, v) .

```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
else if v.color == GRAY
    Mark (u, v) as back edge
else if v.color == BLACK
    if v.f <= u.d then Mark (u, v) as forward edge
    else Mark (u, v) as cross edge
```

1. **Tree edges** are edges in the depth-first forest G_π . Edge (u, v) is a tree edge if v was first discovered by exploring edge (u, v) .


```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
```

```
else if v.color == GRAY
    Mark (u, v) as back edge
```

后向边 (Back Edge) ?

```
else if v.color == BLACK
    if v.f <= u.d then Mark (u, v) as forward edge
    else Mark (u, v) as cross edge
```

2. **Back edges** are those edges (u, v) connecting a vertex u to an ancestor v in a depth-first tree. We consider self-loops, which may occur in directed graphs, to be back edges.

```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
else if v.color == GRAY
    Mark (u, v) as back edge
else if v.color == BLACK
    if v.f <= u.d then Mark (u, v) as forward edge
    else Mark (u, v) as cross edge
```

2. **Back edges** are those edges (u, v) connecting a vertex u to an ancestor v in a depth-first tree. We consider self-loops, which may occur in directed graphs, to be back edges.

```

if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
else if v.color == GRAY
    Mark (u, 前向边 (Forward Edge) ?) as back edge
else if v.color == BLACK
    if v.f <= u.d then Mark (u, v) as forward edge
    else Mark (u, v) as cross edge

```

3. **Forward edges** are those nontree edges (u, v) connecting a vertex u to a descendant v in a depth-first tree.

```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
else if v.color == GRAY
    Mark (u, v) as back edge
else if v.color == BLACK
    if v.f <= u.d then Mark (u, v) as forward edge
    else Mark (u, v) as cross edge
```

3. **Forward edges** are those nontree edges (u, v) connecting a vertex u to a descendant v in a depth-first tree.

```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
else if v.color == GRAY
    Mark (u, v) as back edge
else if v.color == BLACK
    if v.f <= u.d then Mark (u, v) as forward edge
    else Mark (u, v) as cross edge
```

4. **Cross edges** are all other edges. They can go between vertices in the same depth-first tree, as long as one vertex is not an ancestor of the other, or they can go between vertices in different depth-first trees.

无向图

无向图

Theorem 22.10

In a depth-first search of an undirected graph G , every edge of G is either a tree edge or a back edge.

Proof Let (u, v) be an arbitrary edge of G , and suppose without loss of generality that $u.d < v.d$. Then the search must discover and finish v before it finishes u (while u is gray), since v is on u 's adjacency list. If the first time that the search explores edge (u, v) , it is in the direction from u to v , then v is undiscovered (white) until that time, for otherwise the search would have explored this edge already in the direction from v to u . Thus, (u, v) becomes a tree edge. If the search explores (u, v) first in the direction from v to u , then (u, v) is a back edge, since u is still gray at the time the edge is first explored. ■

```
if v.color == WHITE
```

```
    Mark (u, v) as tree edge
```

```
    DFS-Visit(G, v)
```

```
else if v.color == GRAY
```

```
    Mark (u, v) as back edge
```

```
else if v.color == BLACK
```

```
    if v.f <= u.d then Mark (u, v) as forward edge
```

```
    else Mark (u, v) as cross edge
```



```
if v.color == WHITE
    Mark (u, v) as tree edge
    DFS-Visit(G, v)
else
    Mark (u, v) as back edge
```

感谢聆听

Thanks for
your
listening!

Enjoy the rest of the week!

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