

Algorithms & Models of Computation

CS/ECE 374, Fall 2020

15.2

Connectivity

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Given a graph $G = (V, E)$:

- 1 **path**: sequence of distinct vertices v_1, v_2, \dots, v_k such that $v_i v_{i+1} \in E$ for $1 \leq i \leq k - 1$. The length of the path is $k - 1$ (the number of edges in the path) and the path is from v_1 to v_k . **Note**: a single vertex u is a path of length 0.
- 2 **cycle**: sequence of distinct vertices v_1, v_2, \dots, v_k such that $\{v_i, v_{i+1}\} \in E$ for $1 \leq i \leq k - 1$ and $\{v_1, v_k\} \in E$. Single vertex not a cycle according to this definition.
Caveat: Some times people use the term cycle to also allow vertices to be repeated; we will use the term **tour**.
- 3 A vertex u is **connected** to v if there is a path from u to v .
- 4 The **connected component** of u , $\text{con}(u)$, is the set of all vertices connected to u .
Is $u \in \text{con}(u)$?

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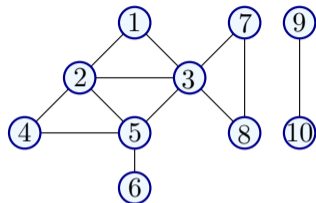
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Connectivity contd

Define a relation C on $V \times V$ as uCv if u is connected to v

- 1 In undirected graphs, connectivity is a reflexive, symmetric, and transitive relation. Connected components are the equivalence classes.
- 2 Graph is **connected** if there is only one connected component.



Connectivity Problems

Algorithmic Problems

- 1 Given graph G and nodes u and v , is u connected to v ?
- 2 Given G and node u , find all nodes that are connected to u .
- 3 Find all connected components of G .

Can be accomplished in $O(m + n)$ time using **BFS** or **DFS**.

BFS and **DFS** are refinements of a basic search procedure which is good to understand on its own.

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THE END

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(for now)