

CSE 101

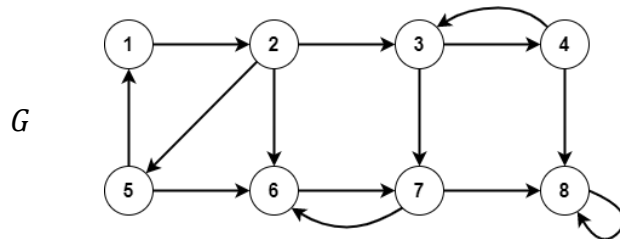
Introduction to Data Structures and Algorithms

Programming Assignment 3

In this assignment you will build a Graph module in C that implements the Depth First Search (DFS) algorithm. You will use your Graph module to find the strongly connected components of a digraph. Read the handout on graph algorithms, and sections 22.3-22.5 of the text. Also see the pseudo-code posted on the class webpage at Examples/Pseudo-Code/GraphAlgorithms.

A digraph $G = (V, E)$ is said to be *strongly connected* iff for every pair of vertices $u, v \in V$, vertex u is reachable from v , and vertex v is reachable from u . Most directed graphs are not strongly connected. In general, we say a subset $X \subseteq V$ is *strongly connected* iff every vertex in X is reachable from every other vertex in X . A strongly connected subset that is maximal with respect to this property is called a *strongly connected component* of G . In other words, $X \subseteq V$ is a strongly connected component of G , if and only if (i) X is strongly connected, and (ii) the addition of one more vertex to X would create a subset that is not strongly connected.

Example



We can see that this digraph contains 4 strongly connected components: $C_1 = \{1, 2, 5\}$, $C_2 = \{3, 4\}$, $C_3 = \{6, 7\}$, and $C_4 = \{8\}$.

To find the strong components of a digraph G call $\text{DFS}(G)$. As vertices are finished, place them onto a stack. When DFS is complete the stack will store the vertices ordered by decreasing finish times. Next, compute the transpose G^T of G . (The digraph G^T is obtained by reversing directions on all edges of G .) Finally run $\text{DFS}(G^T)$, but in the main loop (lines 5-7) of DFS, process vertices in order of decreasing finish times from the first call to DFS. This is accomplished by popping vertices off the stack. When the whole process is complete, the trees in the resulting DFS forest span the strong components of G . Note the strongly connected components of G are identical to the strong components of G^T . See the algorithm Strongly-Connected-Components in section 22.5 (p.617) of the text.

Your graph module will again use the adjacency list representation. It will, among other things, provide the capability of running DFS, and computing the transpose of a directed graph. DFS requires that vertices possess attributes for color (white, black, grey), discover time, finish time, and parent. Below is a catalog of required functions and prototypes, constituting the majority of Graph.h.

```
// Constructors-Destructors
Graph newGraph(int n);
void freeGraph(Graph* pG);

// Access functions
int getOrder(Graph G);
int getSize(Graph G);
int getParent(Graph G, int u); /* Pre: 1<=u<=n=getOrder(G) */
```

```

int getDiscover(Graph G, int u);    /* Pre: 1<=u<=n=getOrder(G) */
int getFinish(Graph G, int u);     /* Pre: 1<=u<=n=getOrder(G) */
// Manipulation procedures
void addArc(Graph G, int u, int v); /* Pre: 1<=u<=n, 1<=v<=n */
void addEdge(Graph G, int u, int v); /* Pre: 1<=u<=n, 1<=v<=n */
void DFS(Graph G, List S);         /* Pre: length(S)==getOrder(G) */

// Other Functions
Graph transpose(Graph G);
Graph copyGraph(Graph G);
void printGraph(FILE* out, Graph G);

```

Function `newGraph()` will return a reference to a new graph object containing n vertices and no edges. `freeGraph()` frees all heap memory associated with a graph and sets its `Graph` argument to `NULL`. Function `getOrder()` returns the number of vertices in G , while functions `getParent()`, `getDiscover()`, and `getFinish()` return the appropriate field values for the given vertex. Note that the parent of a vertex may be `NIL`. The discover and finish times of vertices will be undefined before `DFS` is called. You must `#define` constant macros for `NIL` and `UNDEF` representing those values and place the definitions in the `Graph.h`. The descriptions of functions `addEdge()` and `addArc()` are exactly as they were in `pa2`. Note that, as in `pa2`, it is required that adjacency lists are always processed in increasing order by vertex label. It is the responsibility of functions `addEdge()` and `addArc()` to maintain adjacency lists in sorted order.

Function `DFS()` will perform the depth first search algorithm on G . The `List` argument S has two purposes in this function. First it defines the order in which vertices are to be processed in the main loop (5-7) of `DFS`. Second, when `DFS` is complete, it will store the vertices by decreasing finish times (hence S is considered to be a stack). Thus S can be classified as both an input and output parameter to function `DFS()`. You should utilize the `List` module from `pa1` to implement S and the adjacency lists representing G . `DFS()` has two preconditions: (i) `length(S) == n`, and (ii) S contains some permutation of the integers $\{1, 2, \dots, n\}$ where $n = \text{getOrder}(G)$. You are required to check the first precondition but not the second.

Recall `DFS()` calls the recursive algorithm `Visit()` (referred to as `DFS-Visit()` in the text), and uses a variable called `time` that is static over all recursive calls to `Visit()`. Observe that this function is not mentioned in the above catalog (`Graph.h`) and therefore is to be considered a private helper function in `Graph.c`. There are at least three possible approaches to implementing `Visit()`. You can define `Visit()` as a top-level function in `Graph.c` and let `time` be a global variable whose scope is the entire file. This option has the drawback that other functions in `Graph.c` have access to `time` and would be able to alter its value. For this reason, global variables are generally considered to be a poor programming practice. The second approach is to let `time` be a local variable in `DFS()`, then pass the address of `time` to `Visit()`, making it an input-output variable to `Visit()`. This is perhaps the simplest option, and is recommended. The third approach is to again let `time` be a local variable in `DFS()`, then nest the definition of `Visit()` *within* the definition of `DFS()`. Since `time` is local to `DFS()`, its scope includes the defining block for `Visit()` and is therefore static throughout all recursive calls to `Visit()`. This may be tricky if you're not used to nesting function definitions since there are issues of scope to deal with. If you pick this option, first experiment with a few examples to make sure you know how it works. Note that although nesting function definitions is not a feature of standard C, and is not supported by many compilers, it is supported by the GNU gcc compiler (see <https://gcc.gnu.org/onlinedocs/gcc/Nested-Functions.html>.) If you plan to develop your project on a platform other than the UCSC Unix timeshare, this approach might not be possible. There's actually a fourth option for implementing `time` that may be the easiest of all. Just give `Visit()` its own local copy of `time`, then let it take the current value of `time` as input, and return the new value of `time` when it's done. No global variable, no passing by reference and no nested function definitions. These design decisions are left to you, and are the type of thing that should be stated in your `README` file.

Function `transpose()` returns a reference to a new graph object representing the transpose of G , and `copyGraph()` returns a reference to a new graph that is a copy of G . Both `transpose()` and `copyGraph()` may be considered constructors since they create new graph objects. Function `printGraph()` prints the adjacency list representation of G to the file pointed to by `out`. Obviously, there is much in common between the Graph module in this project and the one in pa2. If you wish, you may simply add functionality necessary for this project to the previous one, although it is not required that you do so. You should make note of choices such as this in your README file.

The client of your Graph module will be called `FindComponents`. It will take two command line arguments giving the names of the input and output files respectively:

```
$ FindComponents infile outfile
```

`FindComponents.c` will do the following:

- Read the input file.
- Assemble a graph object G using `newGraph()` and `addArc()`.
- Print the adjacency list representation of G to the output file.
- Run DFS on G and G^T , processing the vertices in the second call by decreasing finish times from the first call.
- Determine the strong components of G .
- Print the strong components of G to the output file in topologically sorted order.

After the second call to `DFS()`, the List parameter S can be used to determine the strong components of G , and to determine a topological sort of those components. You should trace the algorithm Strongly-Connected-Components (p.617) on several small examples, keeping track of the List S to see how this can be done. Input and output file formats are illustrated in the following example, which corresponds to the directed graph on the first page of this handout:

Input:	Output:
8	Adjacency list representation of G:
1 2	1: 2
2 3	2: 3 5 6
2 5	3: 4 7
2 6	4: 3 8
3 4	5: 1 6
3 7	6: 7
4 3	7: 6 8
4 8	8: 8
5 1	
5 6	G contains 4 strongly connected components:
6 7	Component 1: 1 5 2
7 6	Component 2: 3 4
7 8	Component 3: 7 6
8 8	Component 4: 8
0 0	

Observe that the input file format is very similar to that of pa2. The first line gives the number of vertices in the graph, subsequent lines specify directed edges, and input is terminated by the ‘dummy’ line 0 0. You are required to submit the following eight files:

README
Makefile
List.h
List.c
Graph.h
Graph.c
GraphTest.c
FindComponents.c

As usual README contains a catalog of submitted files and any special notes to the grader. Makefile should be capable of making the executables GraphTest and FindComponents and should contain a clean utility that removes all binary files. Graph.c and Graph.h are the implementation and interface files respectively for your Graph module. GraphTest.c will contain your own tests of your Graph module. FindComponents.c implements the top-level client and main program for this project. To get full credit, your project must implement all required files and functions, compile without errors or warnings, produce correct output on our unit tests, and produce no memory leaks under valgrind. By now everyone knows that points are deducted both for neglecting to include required files, for misspelling any filenames and for submitting additional unwanted files but let me say it anyway: do not submit binary files of any kind.

Note that FindComponents.c needs to pass a List to the function DFS(), so FindComponents.c is also a client of the List module. In fact, any client of Graph is also a client of List just by the presence of the List parameter to DFS(). Therefore Graph.h should itself #include the file List.h. (See the handout entitled *C Header File Guidelines* for more on this topic.)

A Makefile for this project will be posted on the course webpage which you may alter as you see fit. As usual start Early and ask questions if anything is not completely clear.