

Linear-Time Graph Algorithms

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 - ▶ If v is not in u 's component, can u be in v 's component?
- Claim: For any two nodes s and t in a graph, their connected components are either equal or disjoint. Read proof in page 86 of your textbook.

Computing All Connected Components

- 1 Pick an arbitrary node s in G .
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 - Connectivity in directed graphs: Read Chapter 3.5 of your textbook.

Bipartite Graphs

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 - ▶ $(X \times X) \cap E = \emptyset$ and $(Y \times Y) \cap E = \emptyset$.
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QUESTION: Is G bipartite?

- Is a triangle bipartite? No.
- Generalisation: No cycle of odd length is bipartite.
- Claim: If a graph is bipartite, then it cannot contain a cycle of odd length.

Algorithm for Testing Bipartiteness

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- Algorithm:
 - 1 Run BFS on G . Maintain an additional array `Colour`.
 - 2 When we add a node v to a layer i , set `Colour[v]` to red if i is even, otherwise to blue.
 - 3 At the end of BFS, scan all the edges to check if there is any edge both of whose endpoints received the same colour.

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 - 3 At the end of BFS, scan all the edges to check if there is any edge both of whose endpoints received the same colour.
- Running time of this algorithm is $O(n + m)$, since we do a constant amount of work per node in addition to the time spent by BFS.

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- Let G be a graph and let $L_0, L_1, L_2, \dots, L_k$ be the layers produced by BFS, starting at node s . Then exactly one of the following statements is true:
 - ① No edge of G joins two nodes in the same layer: then G is bipartite and nodes in even layers can be coloured red and nodes in odd layers can be coloured blue.
 - ② There is an edge of G that joins two nodes in the same layer: then G contains a cycle of odd length and cannot be bipartite.

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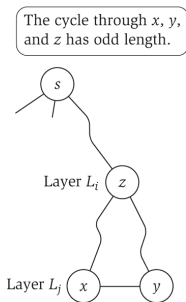


Figure 3.6 If two nodes x and y in the same layer are joined by an edge, then the cycle through x , y , and their lowest common ancestor z has odd length, demonstrating that the graph cannot be bipartite.