

CSC 162

DATA STRUCTURES

Traversing graphs

Depth-First Search

like a post-order traversal of a tree

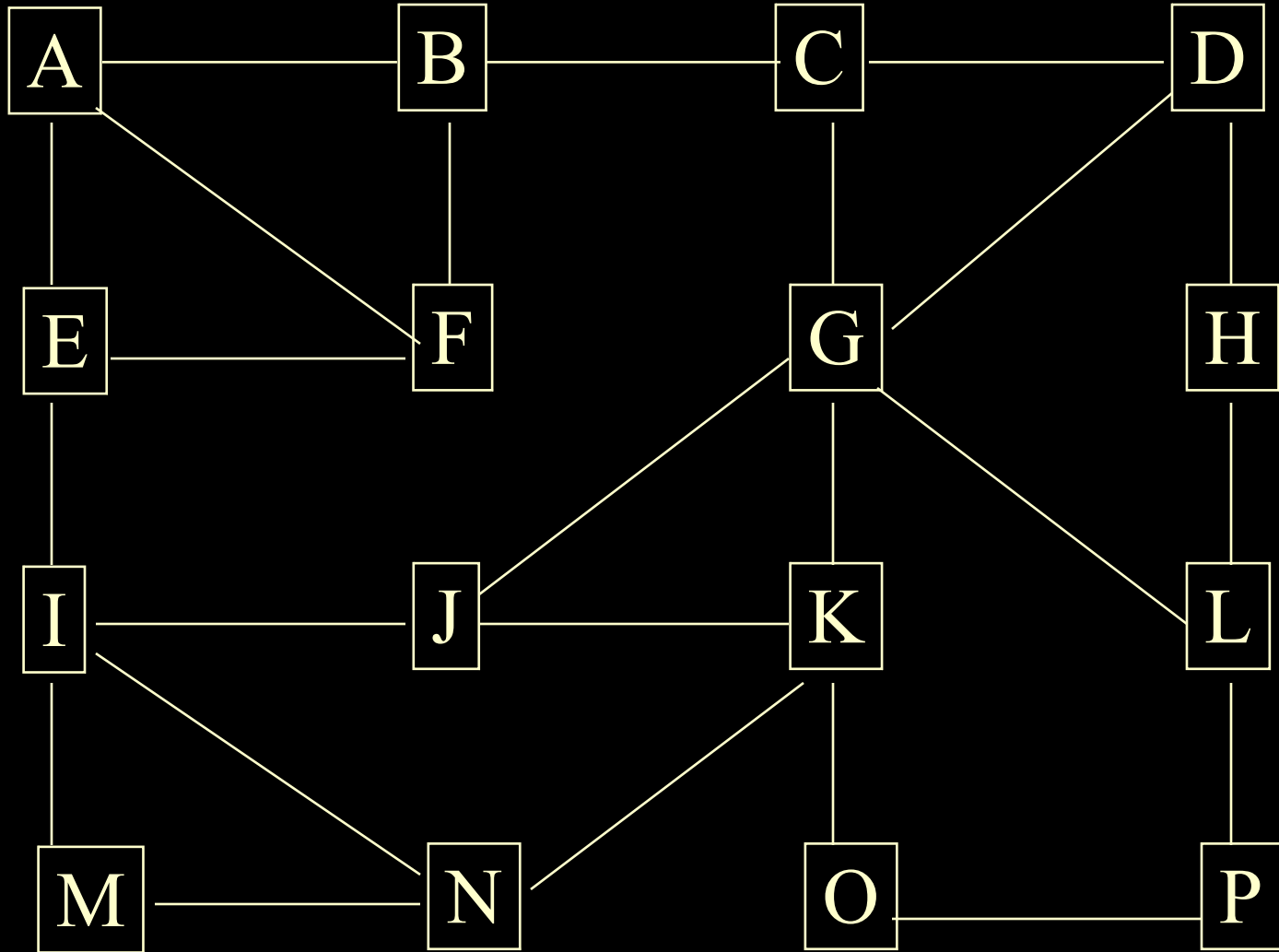
Breadth-First Search

Less like tree traversal

Exploring a Maze

A depth-first search (DFS) in an undirected graph G is like wandering in a maze with a string and a can of paint – you can prevent yourself from getting lost.

Example



DFS

1. Start at vertex s

Tie the end of the string to s and mark “visited” on s

Make s the current vertex u

2. Travel along an arbitrary edge (u,v)

unrolling string

3. If $\text{edge}(u,v)$ leads to an already visited vertex v

then return to u

else mark v as “visited”, set v as current u , repeat @ step 2

4. When all edges lead to visited vertices, backtrack to previous vertex (roll up string) and repeat @ step 2

5. When we backtrack to s and explore all its edges we are done

DFS Pseudocode (labels edges)

DFS(Vertex v)

for each edge incident on v do:

if edge e is unexplored then

let w be the other endpoint of e

if vertex w is unexplored then

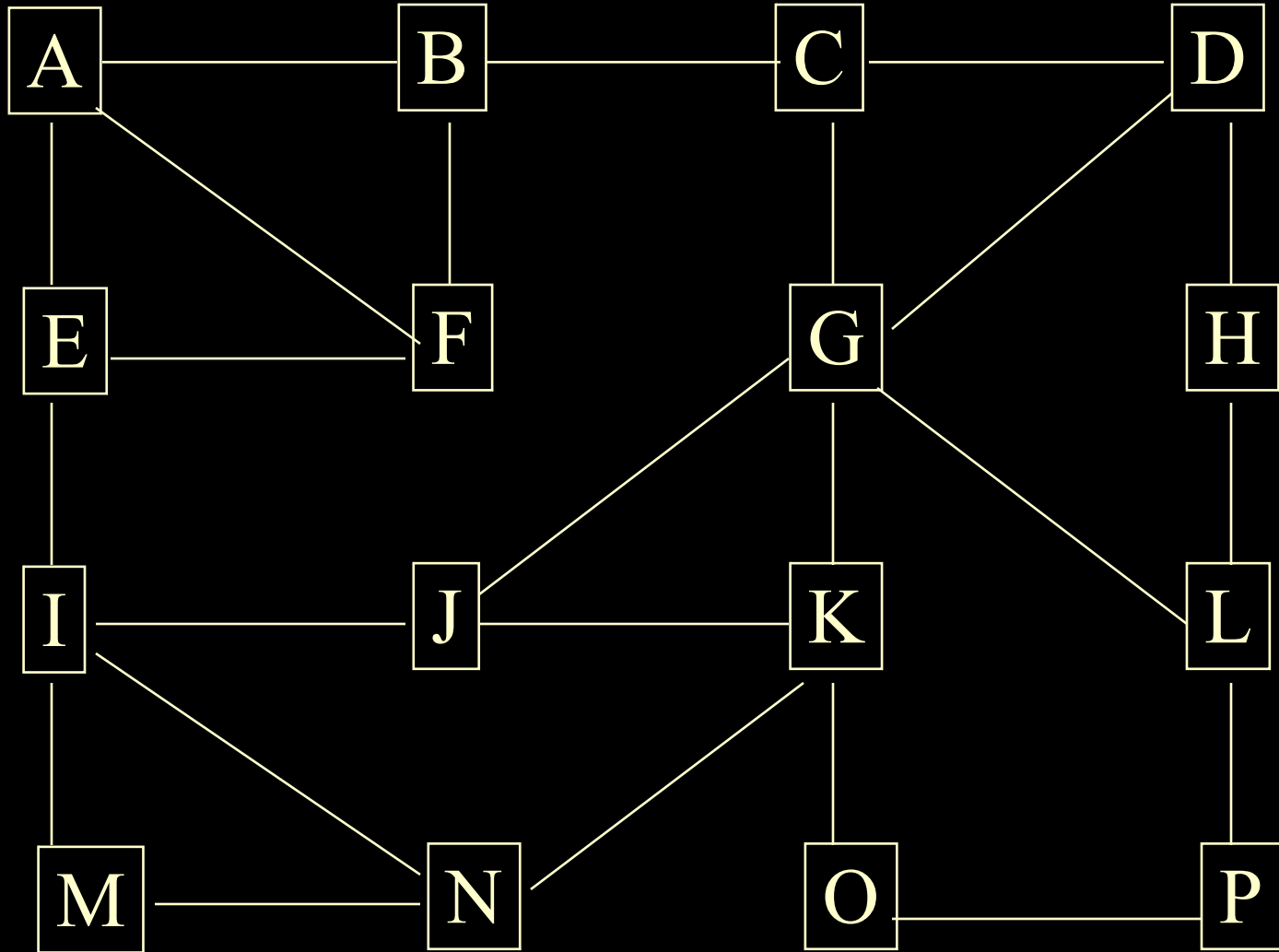
label e as a discovery edge

recursively call DFS(w)

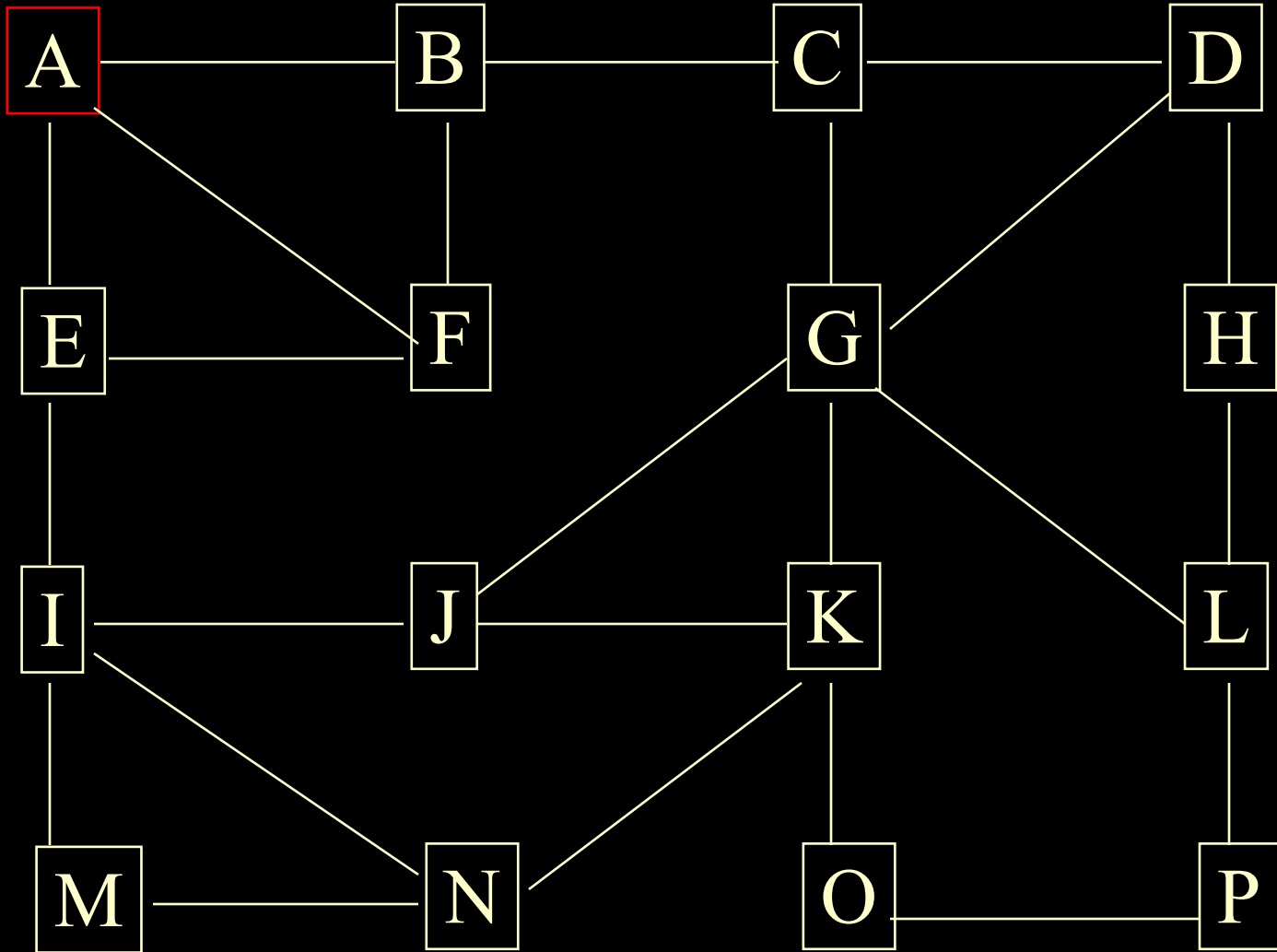
else

label e as a backedge

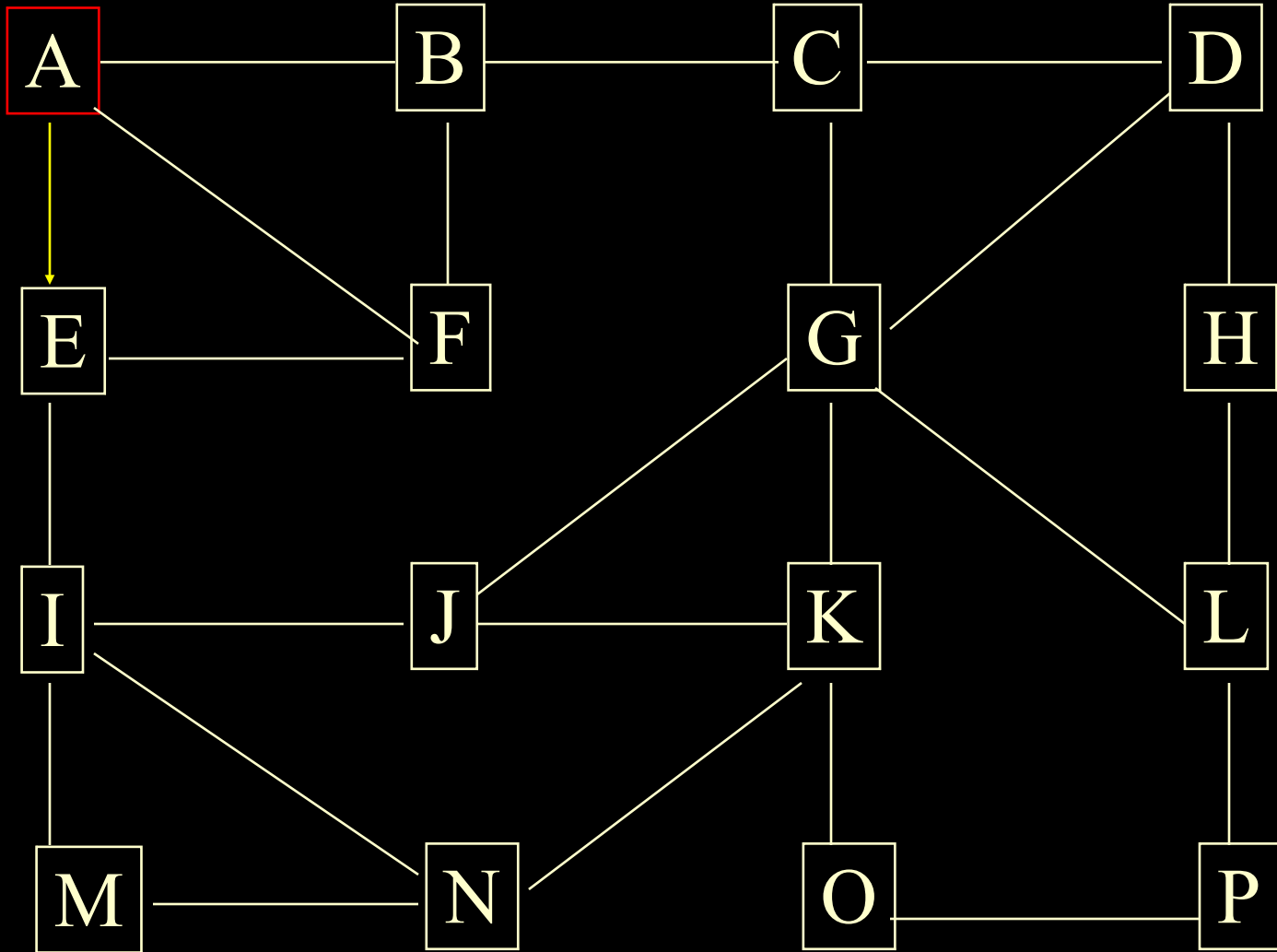
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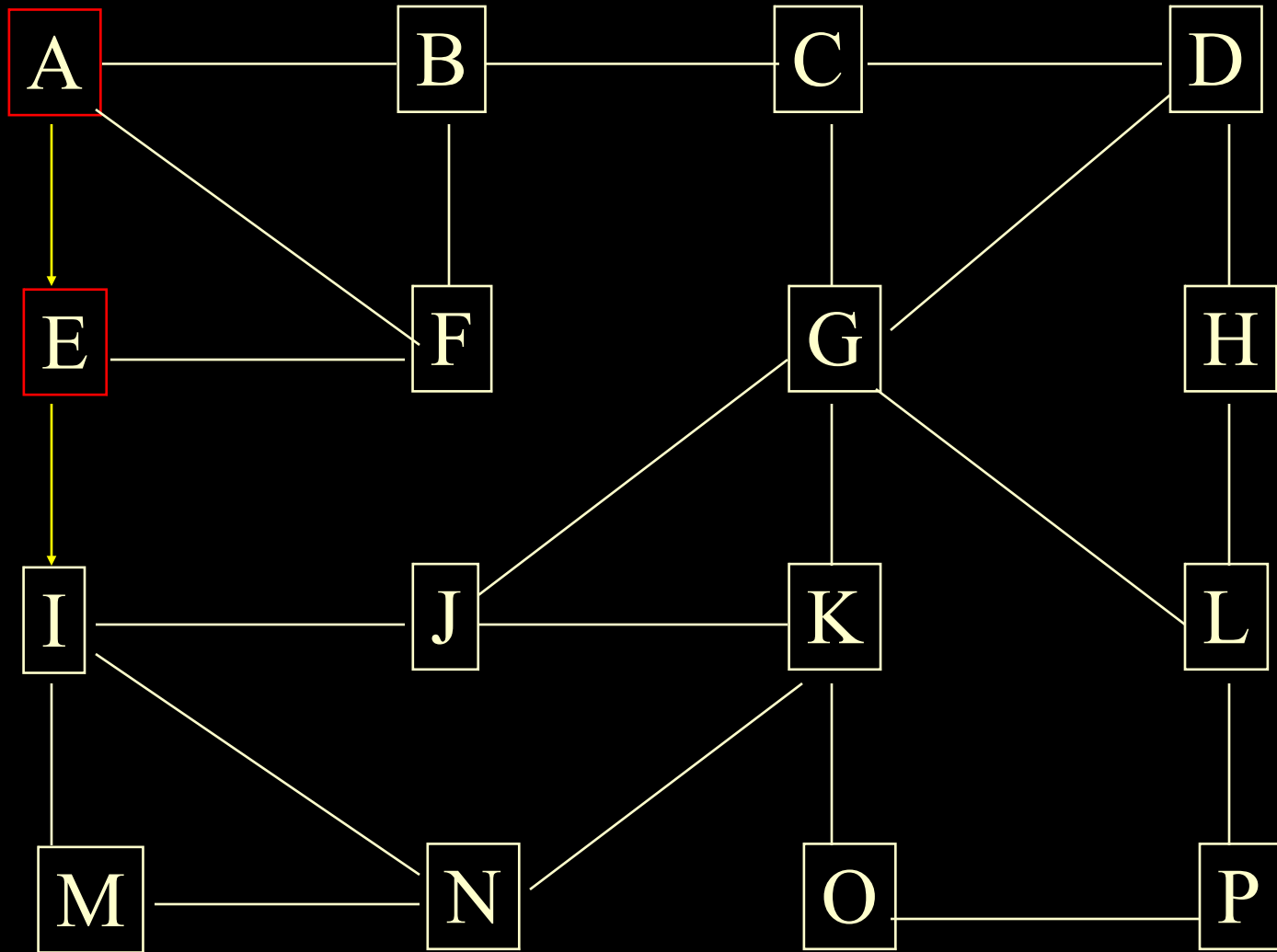
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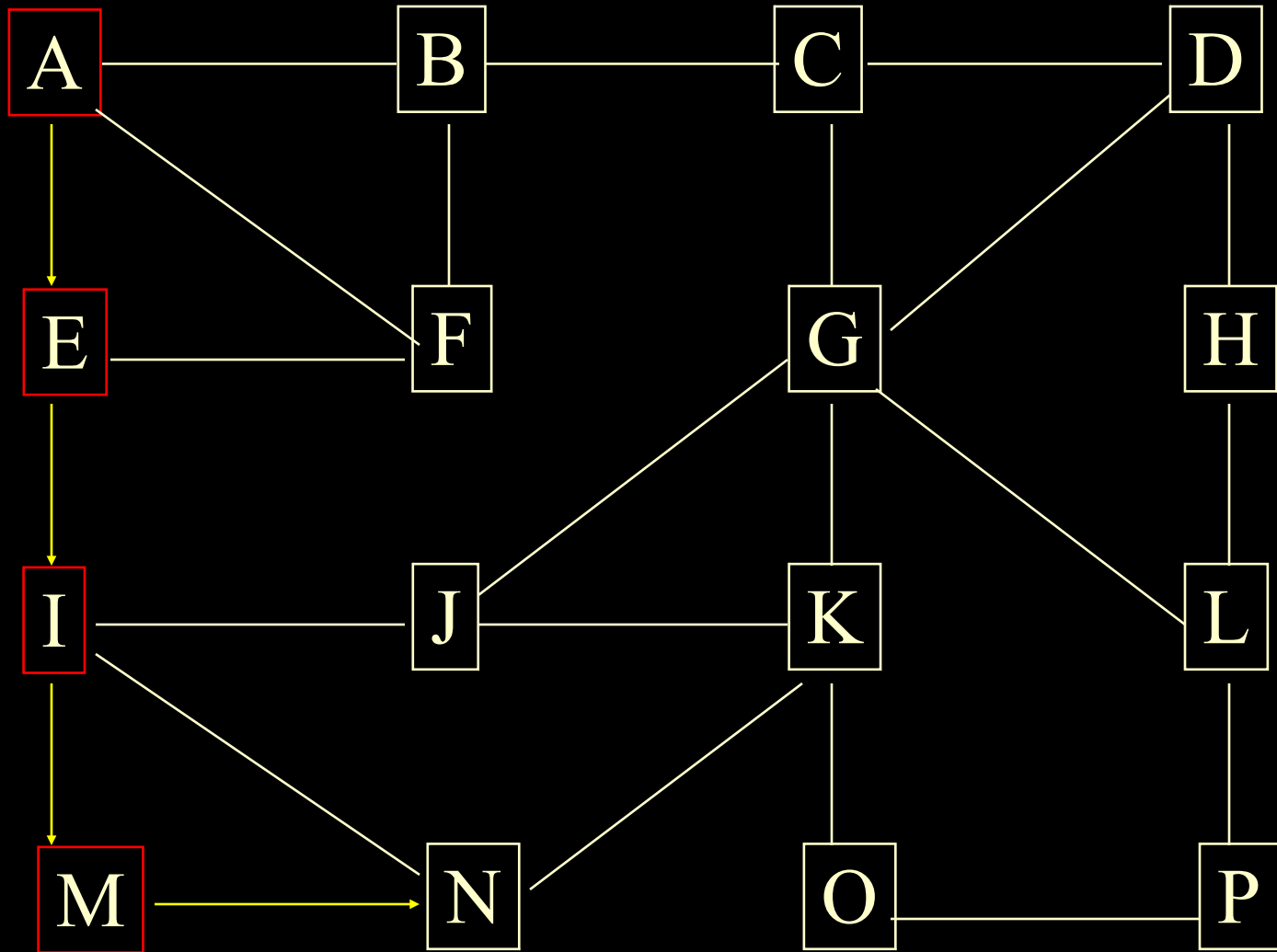
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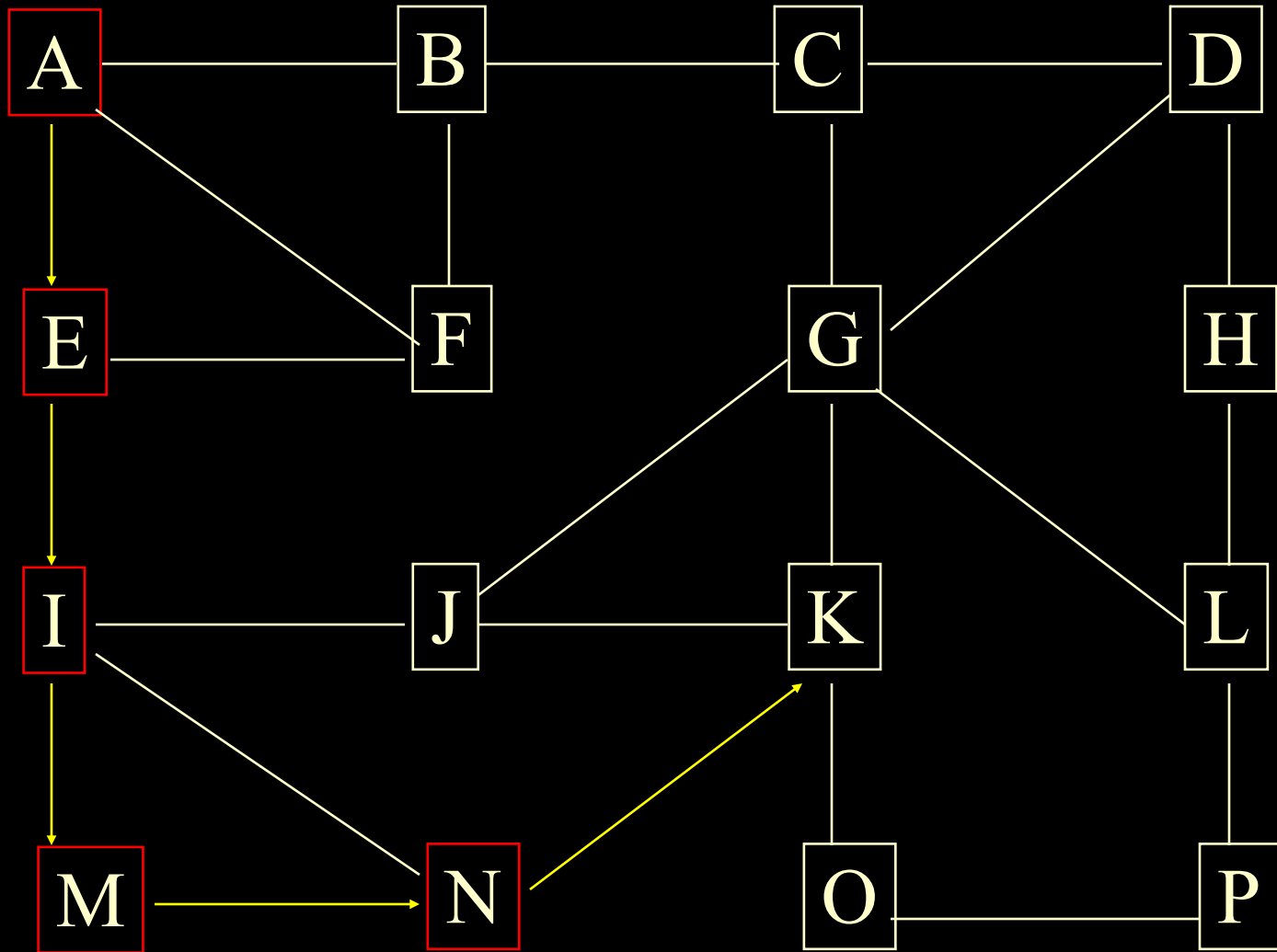
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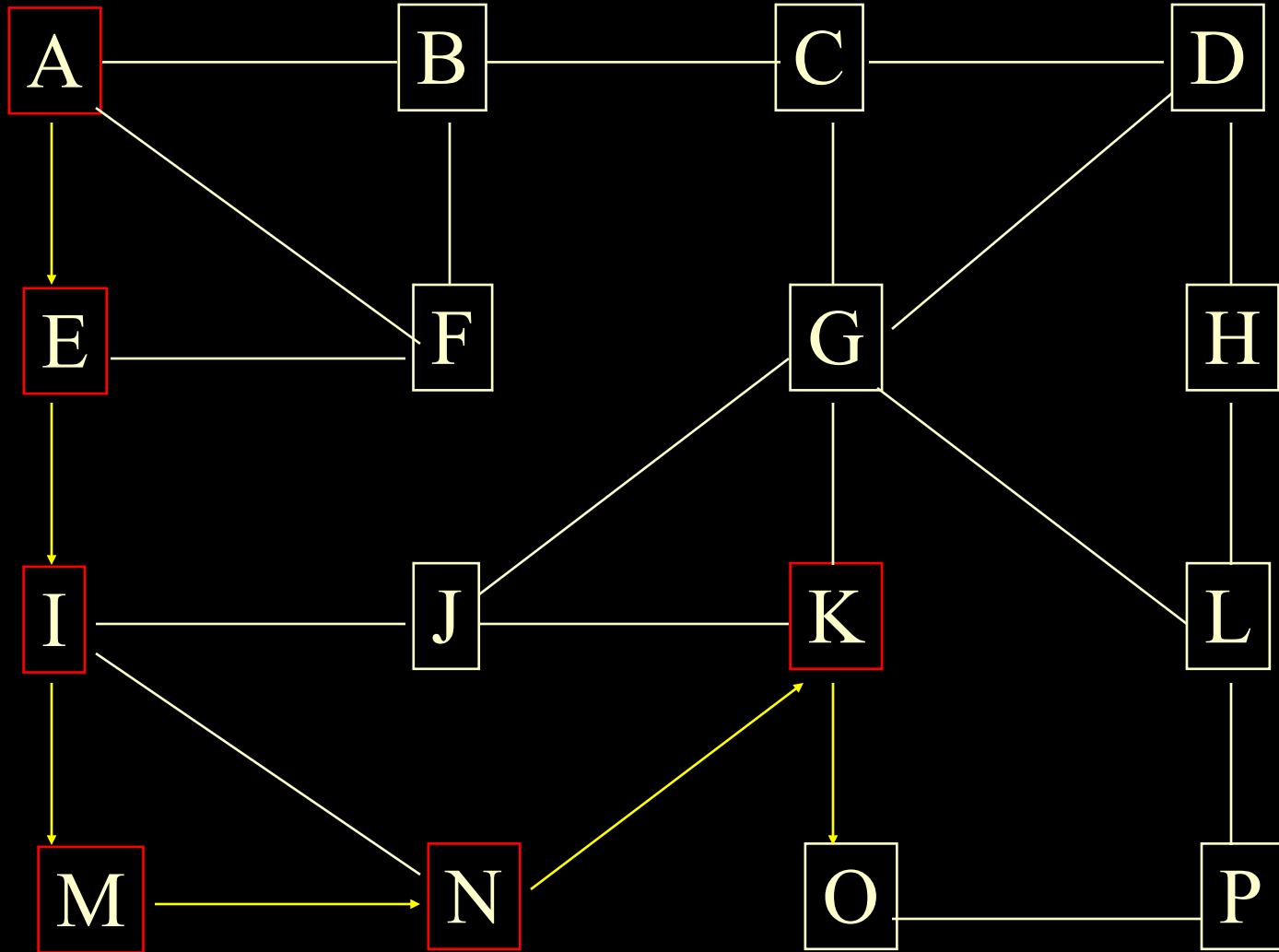
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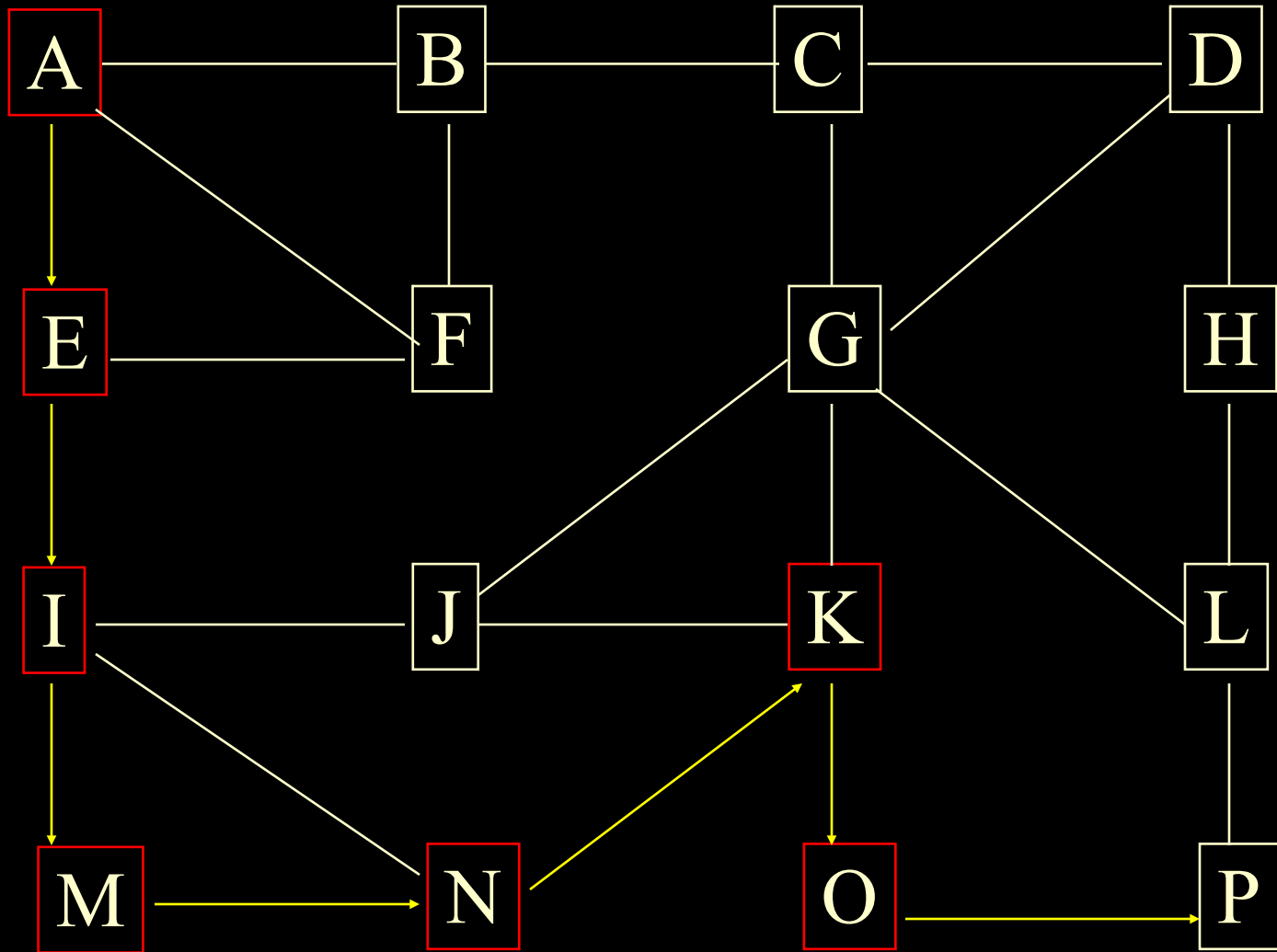
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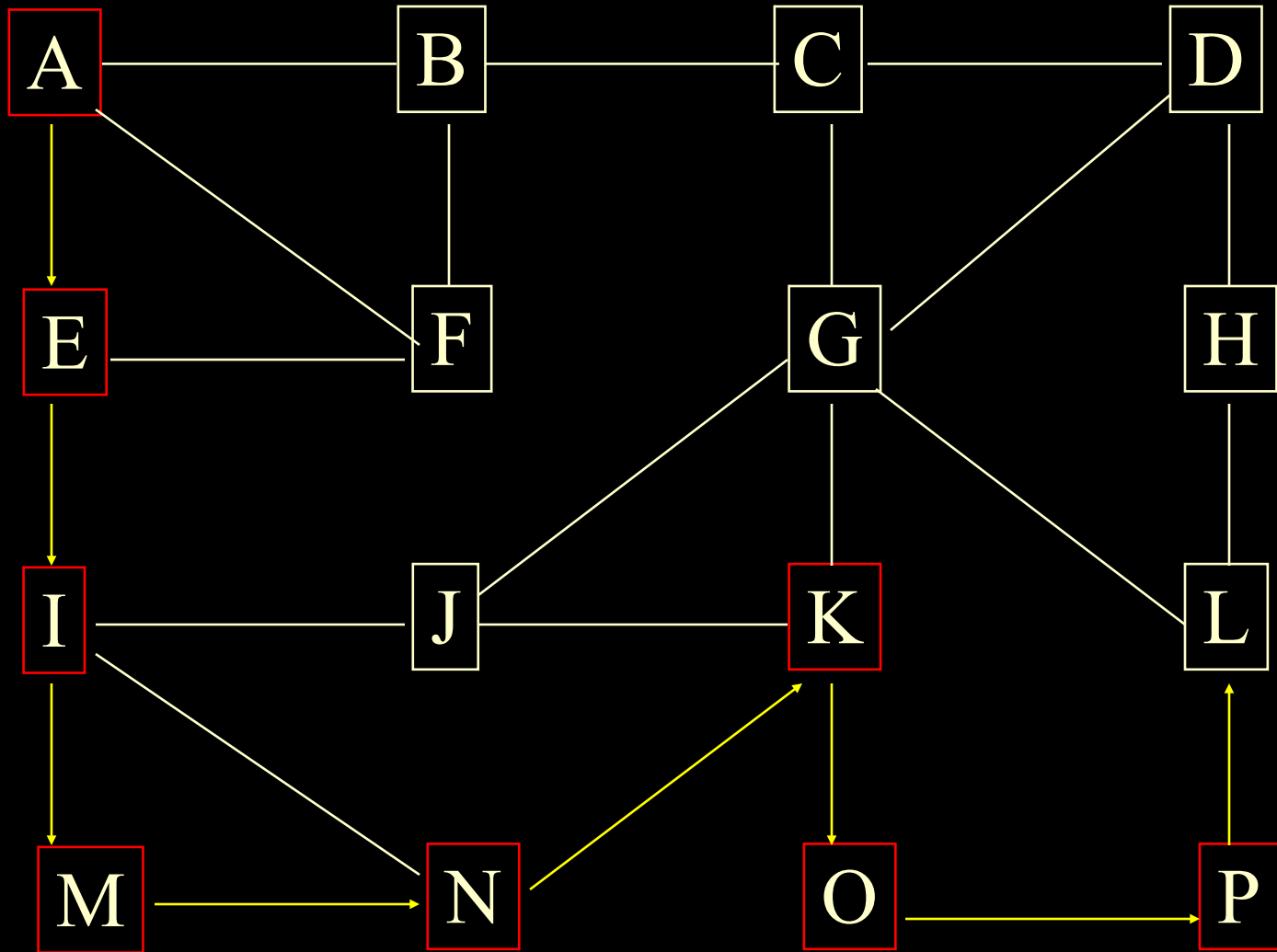
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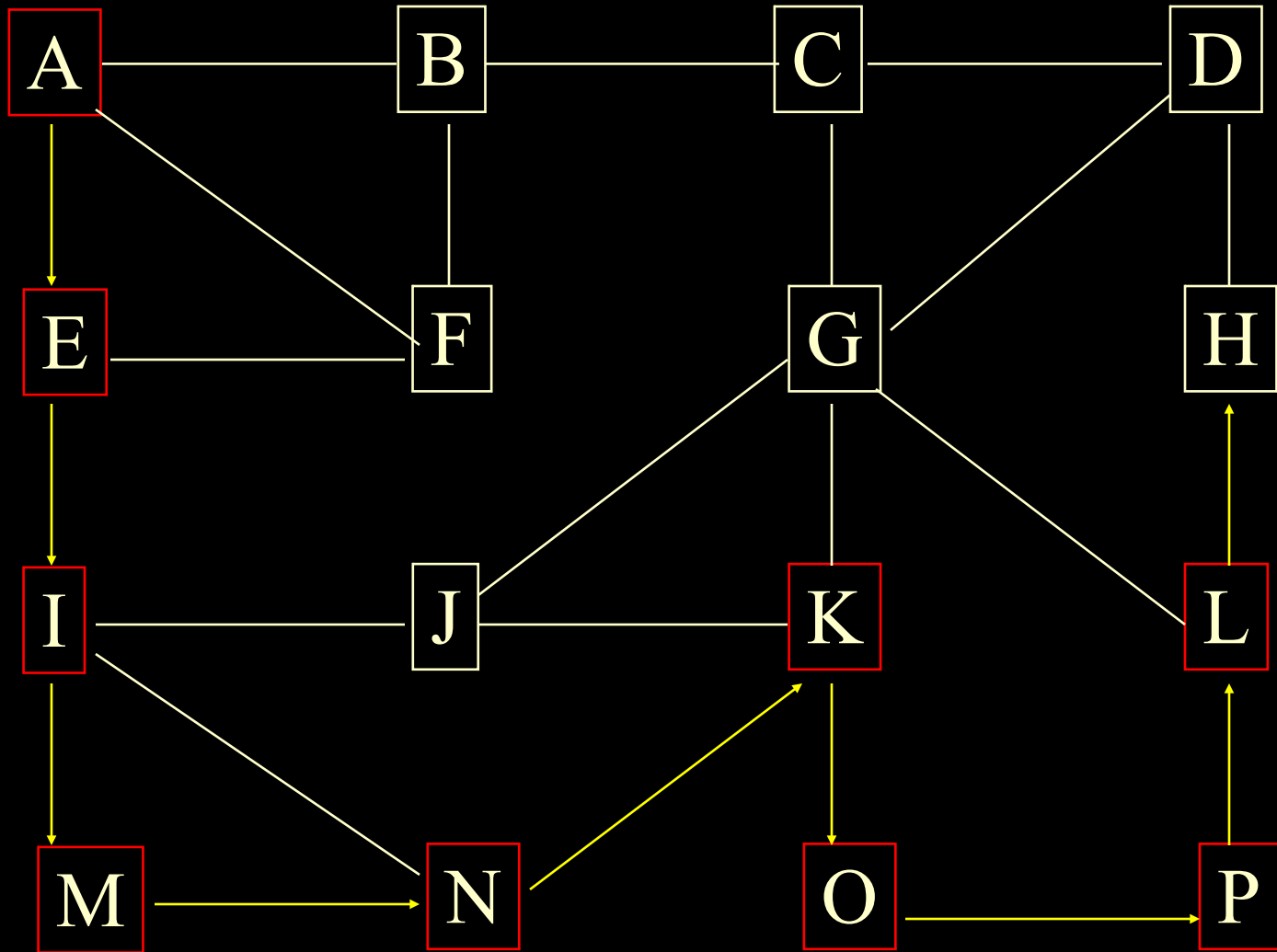
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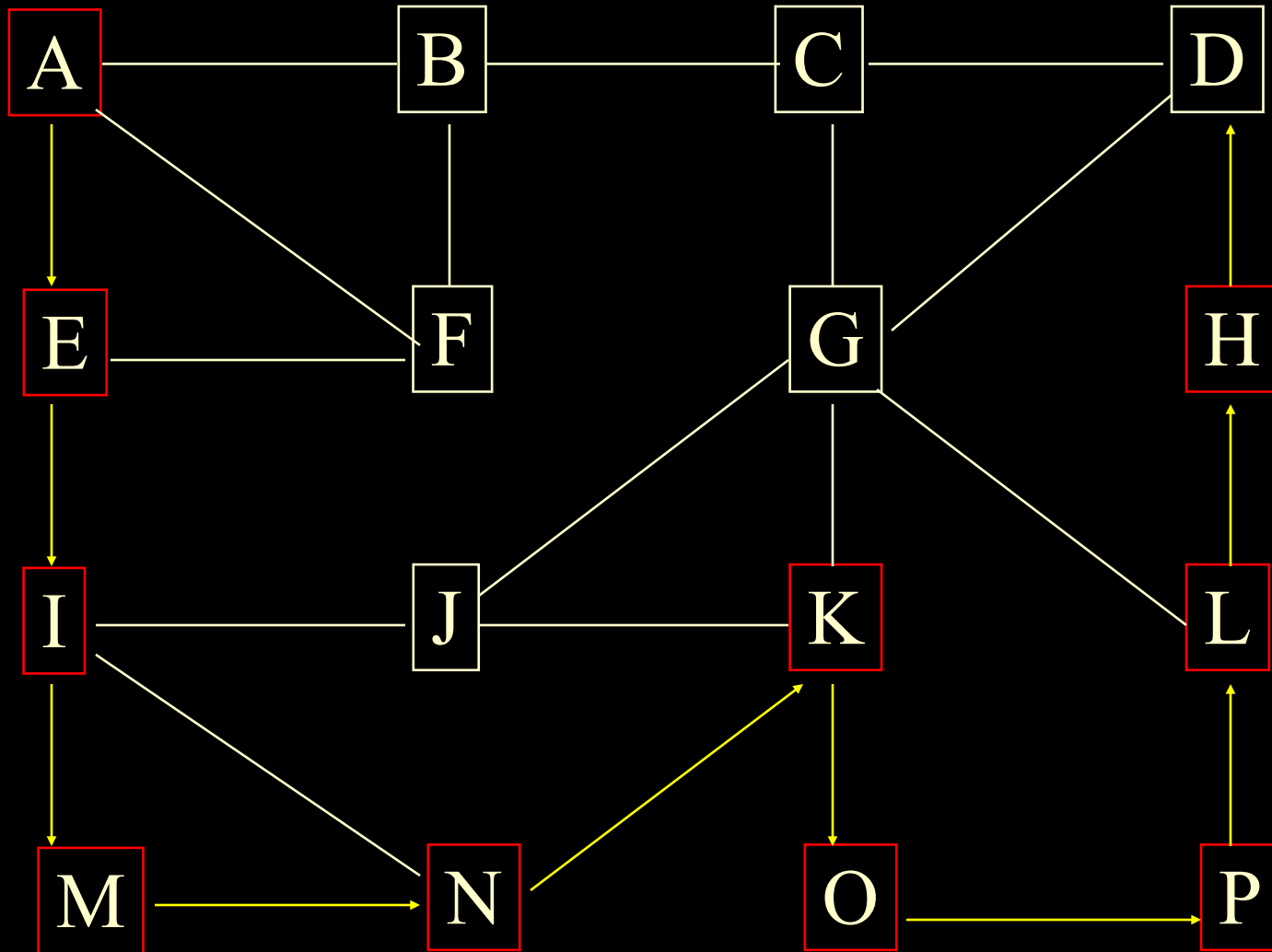
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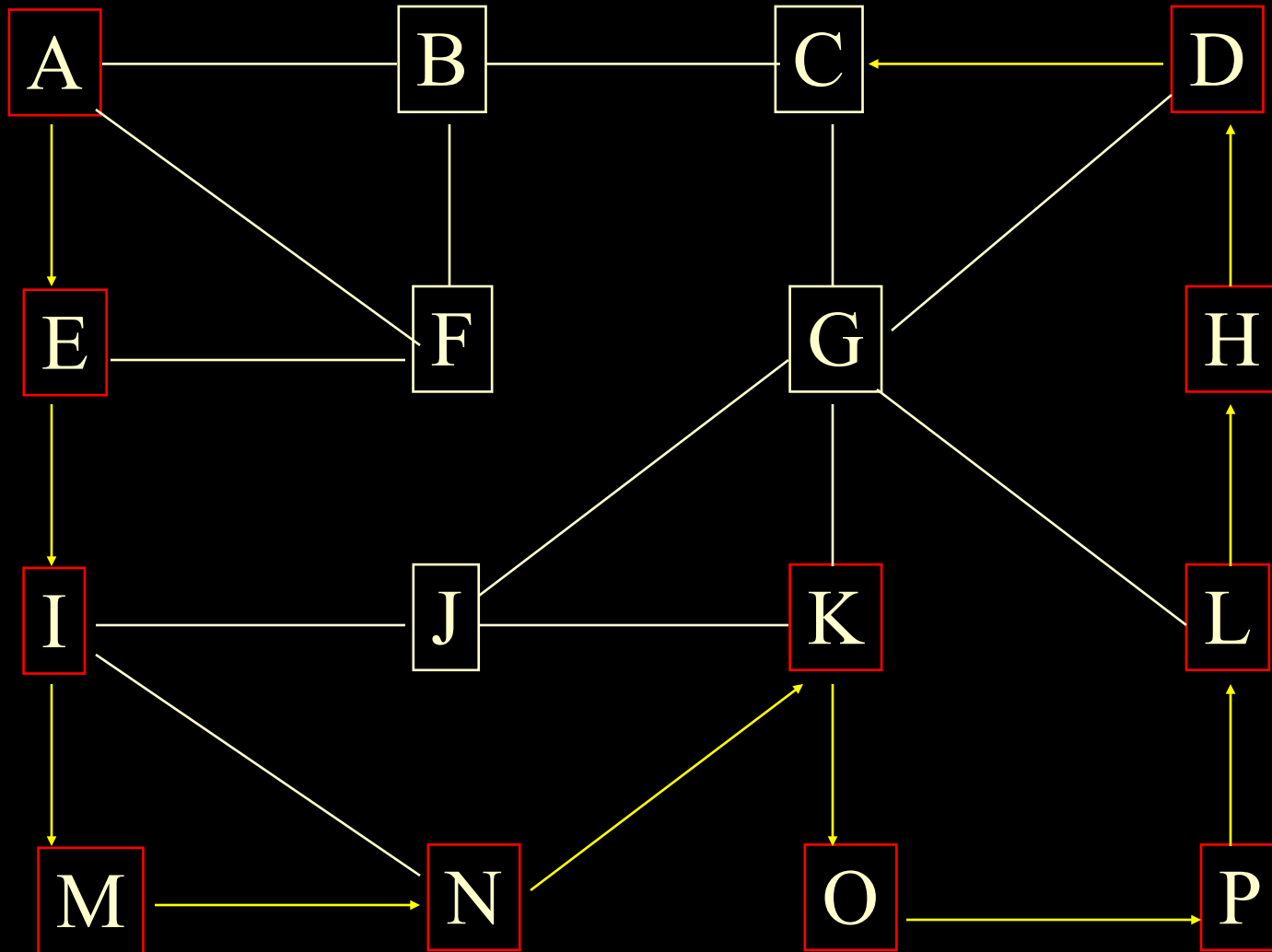
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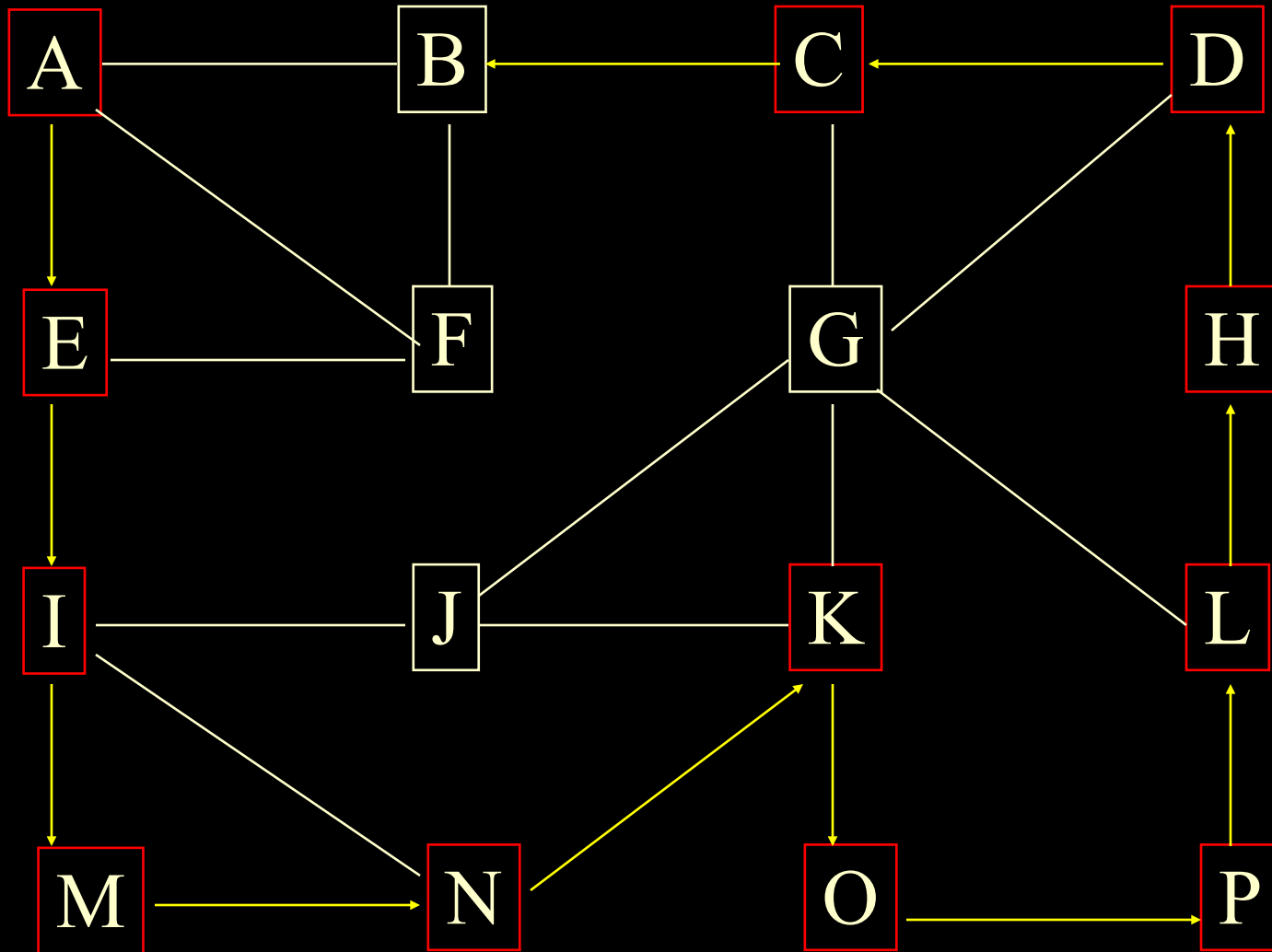
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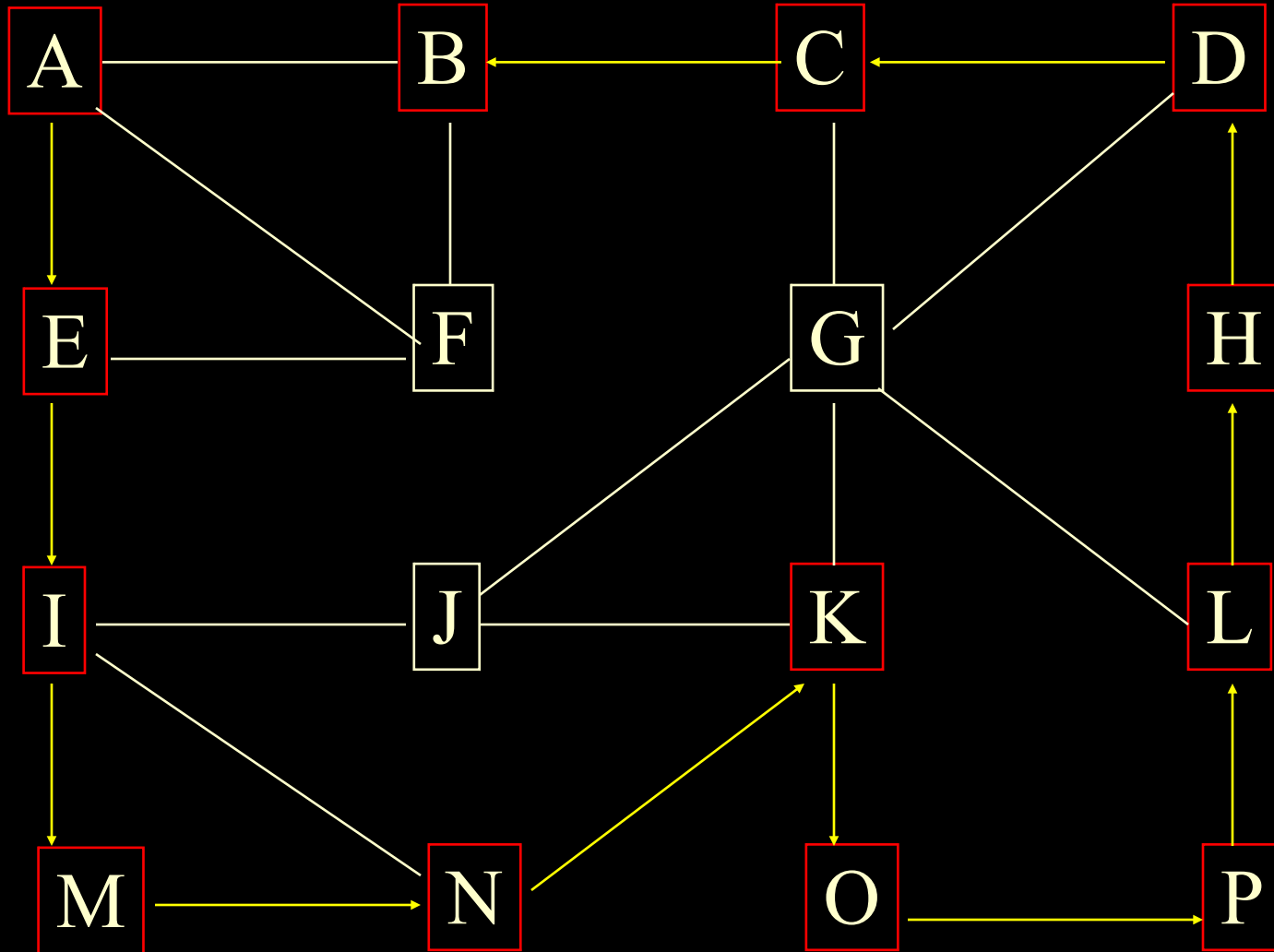
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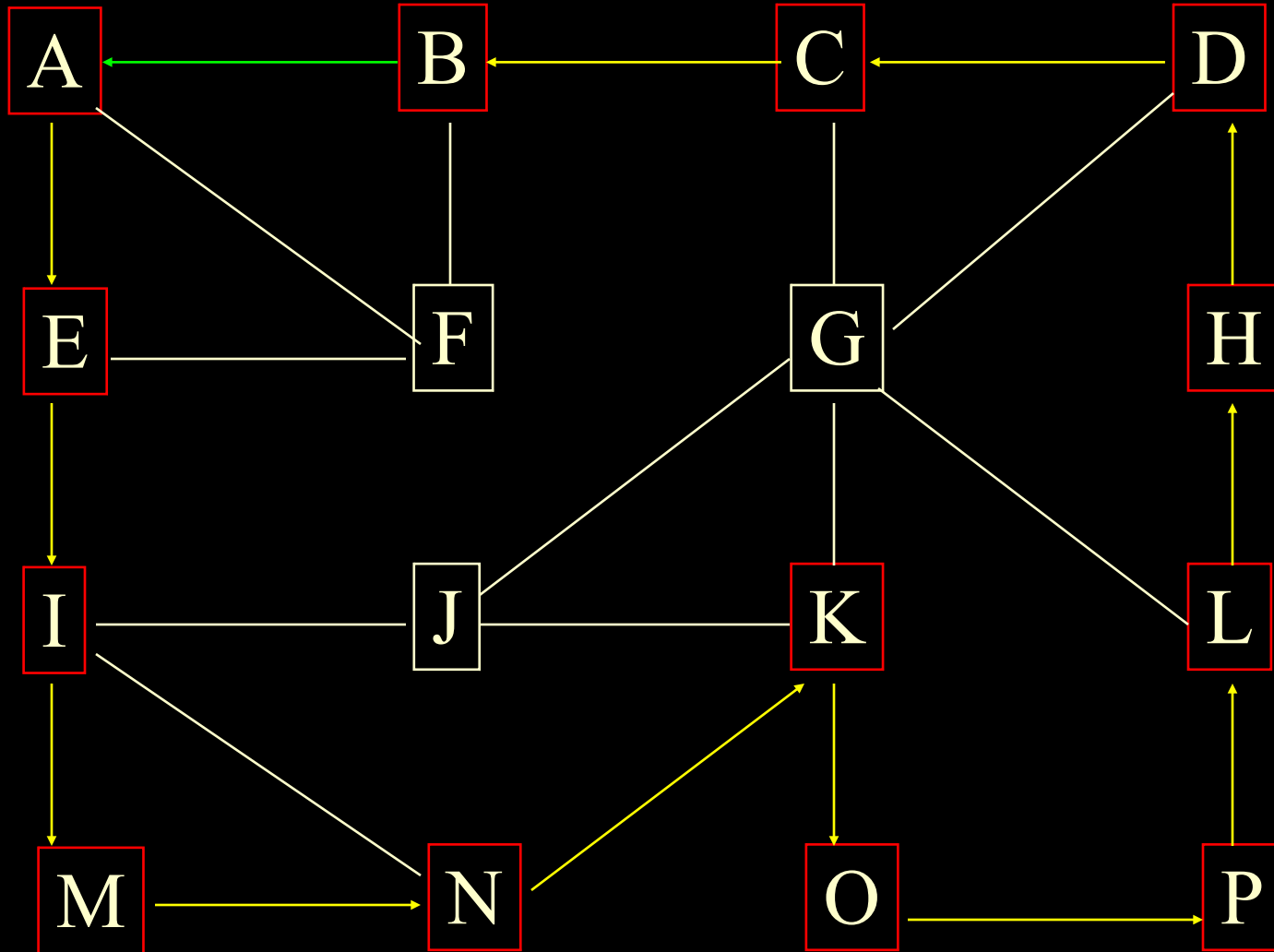
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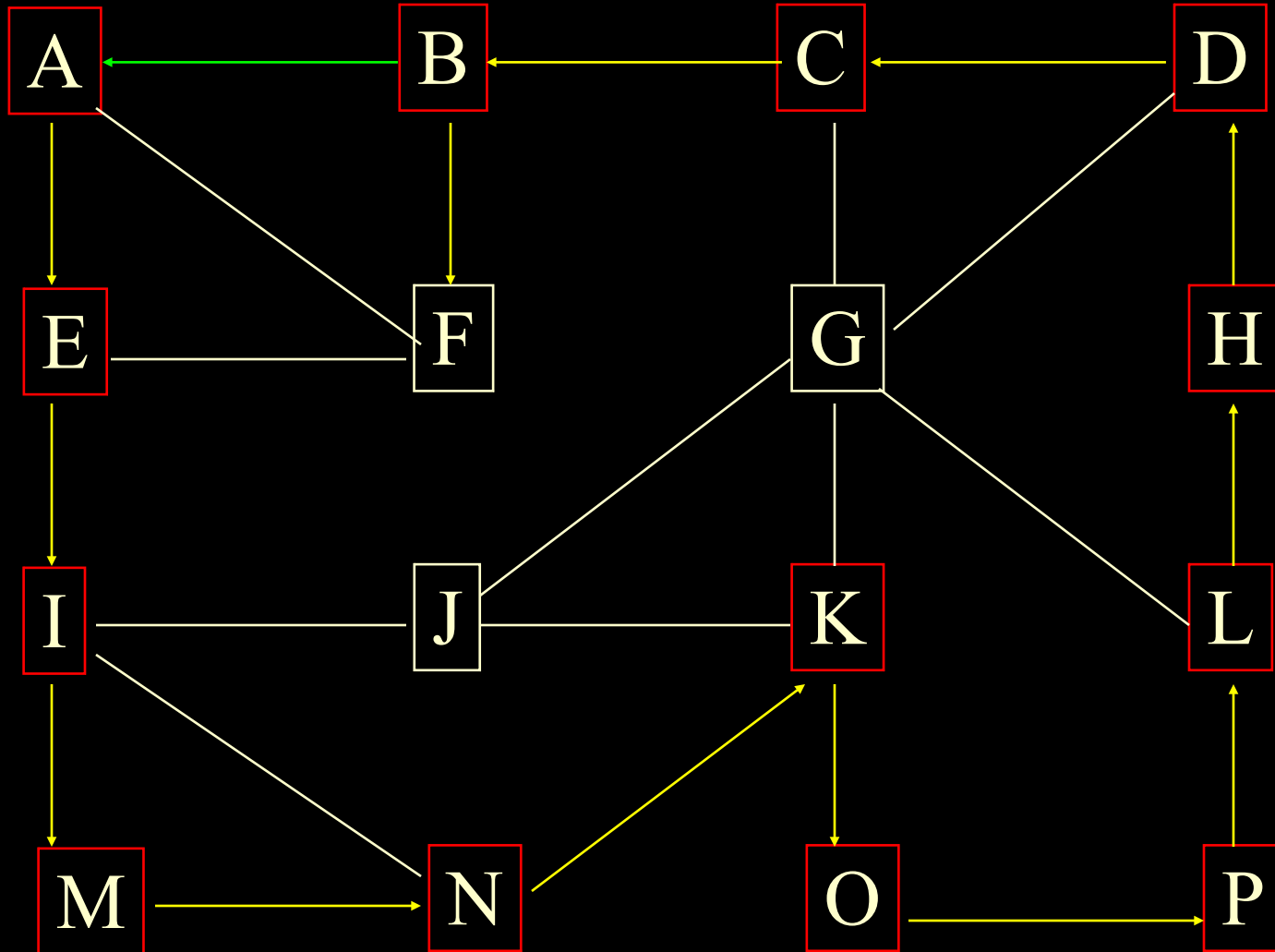
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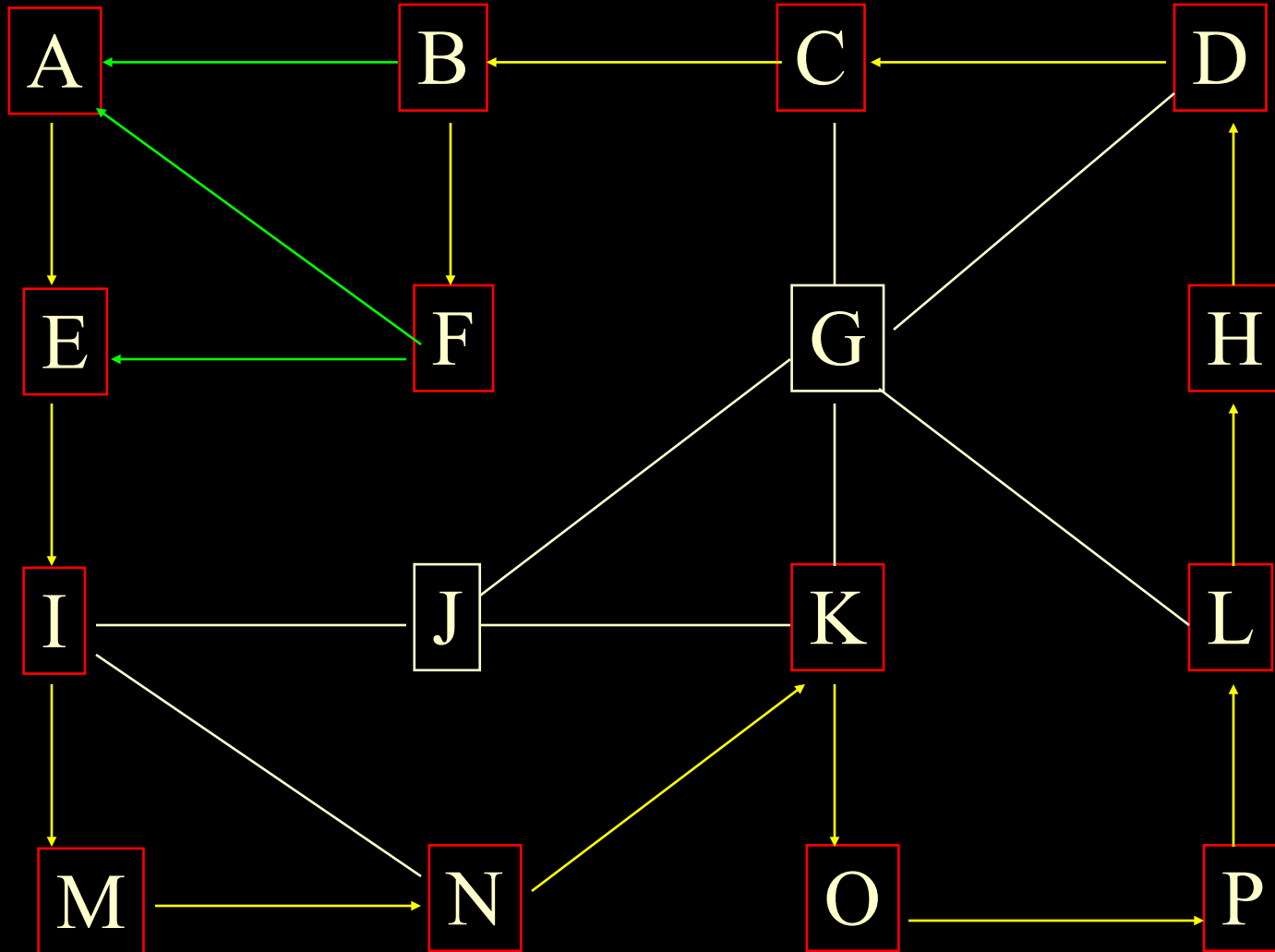
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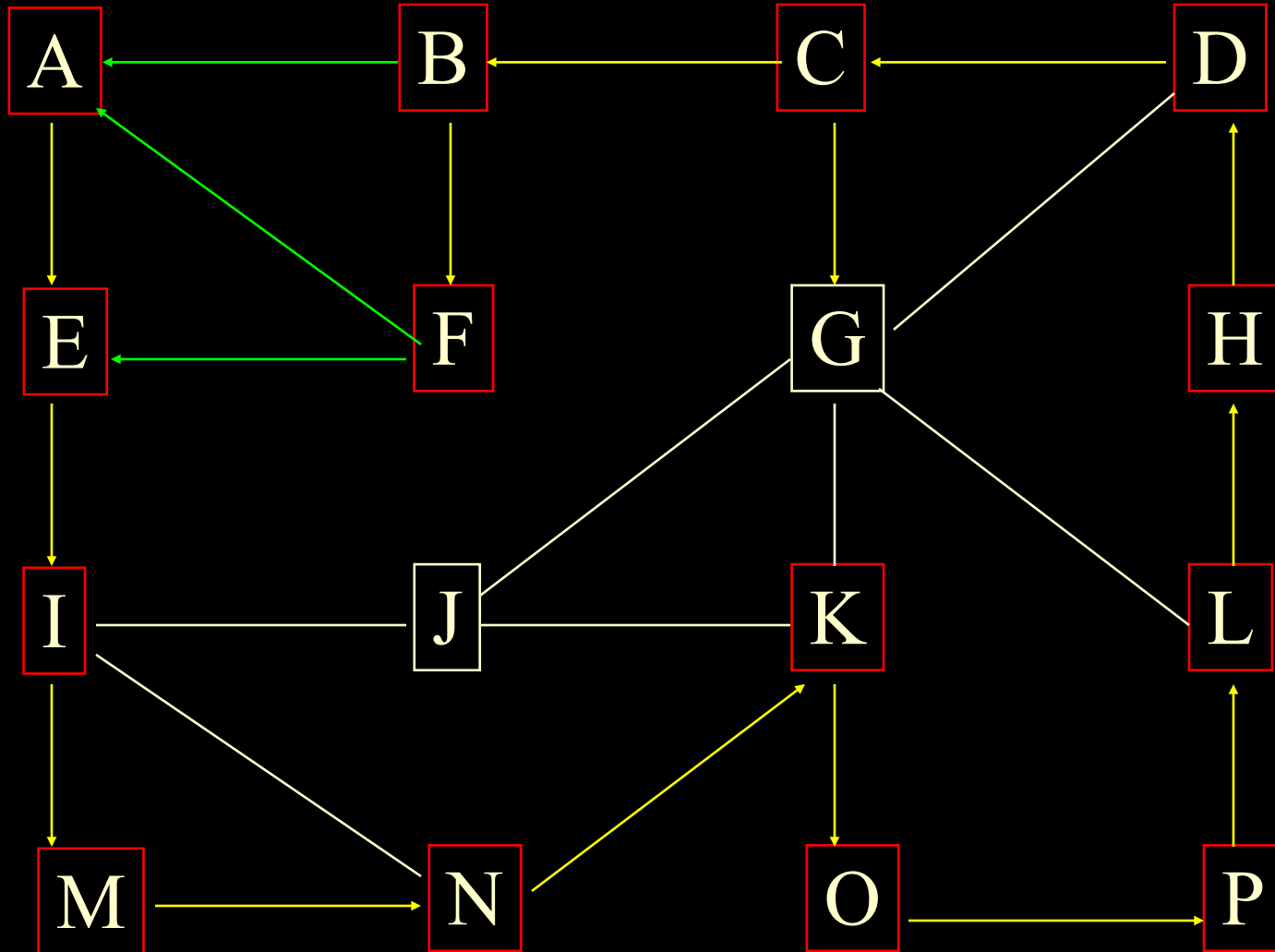
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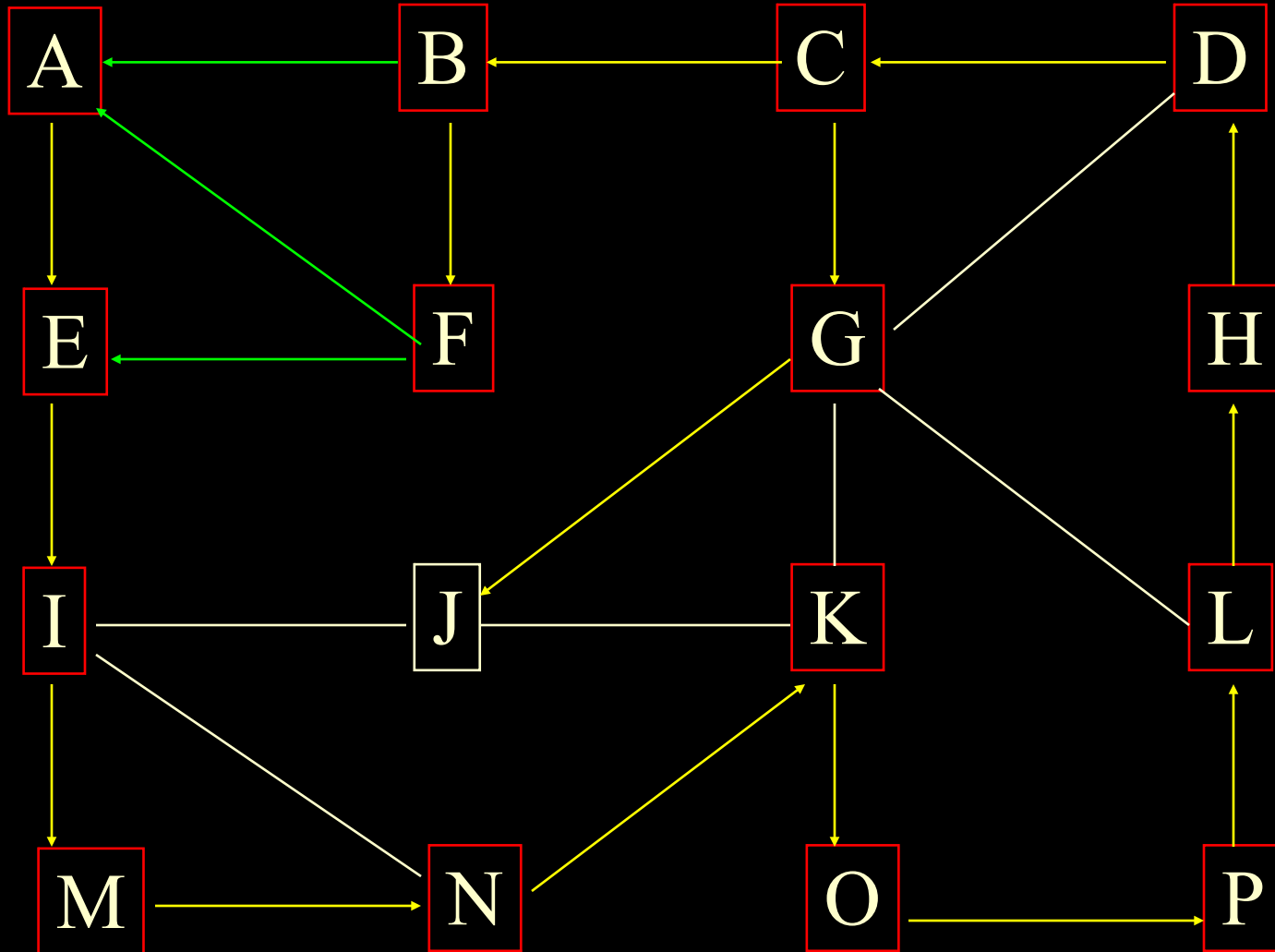
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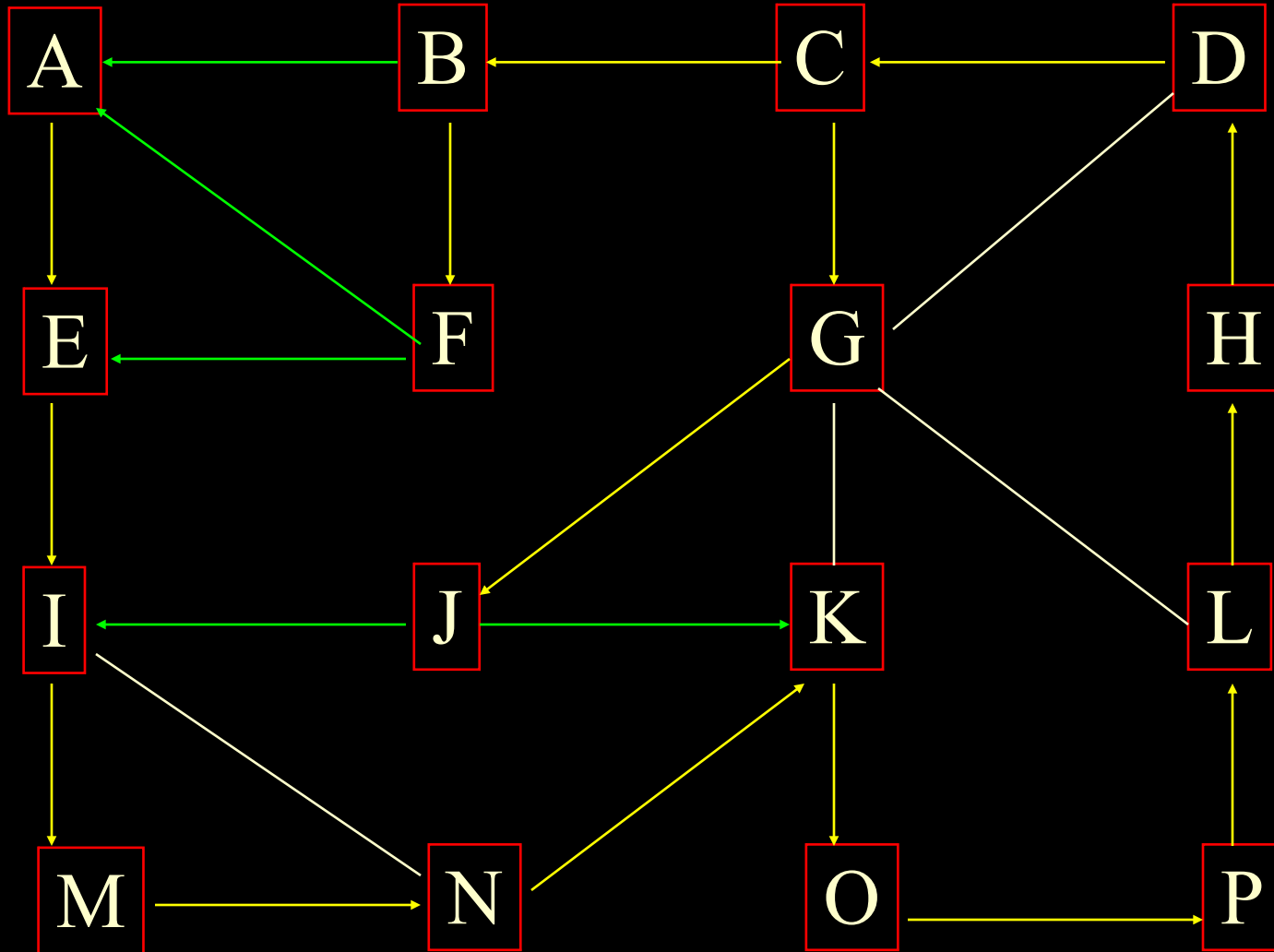
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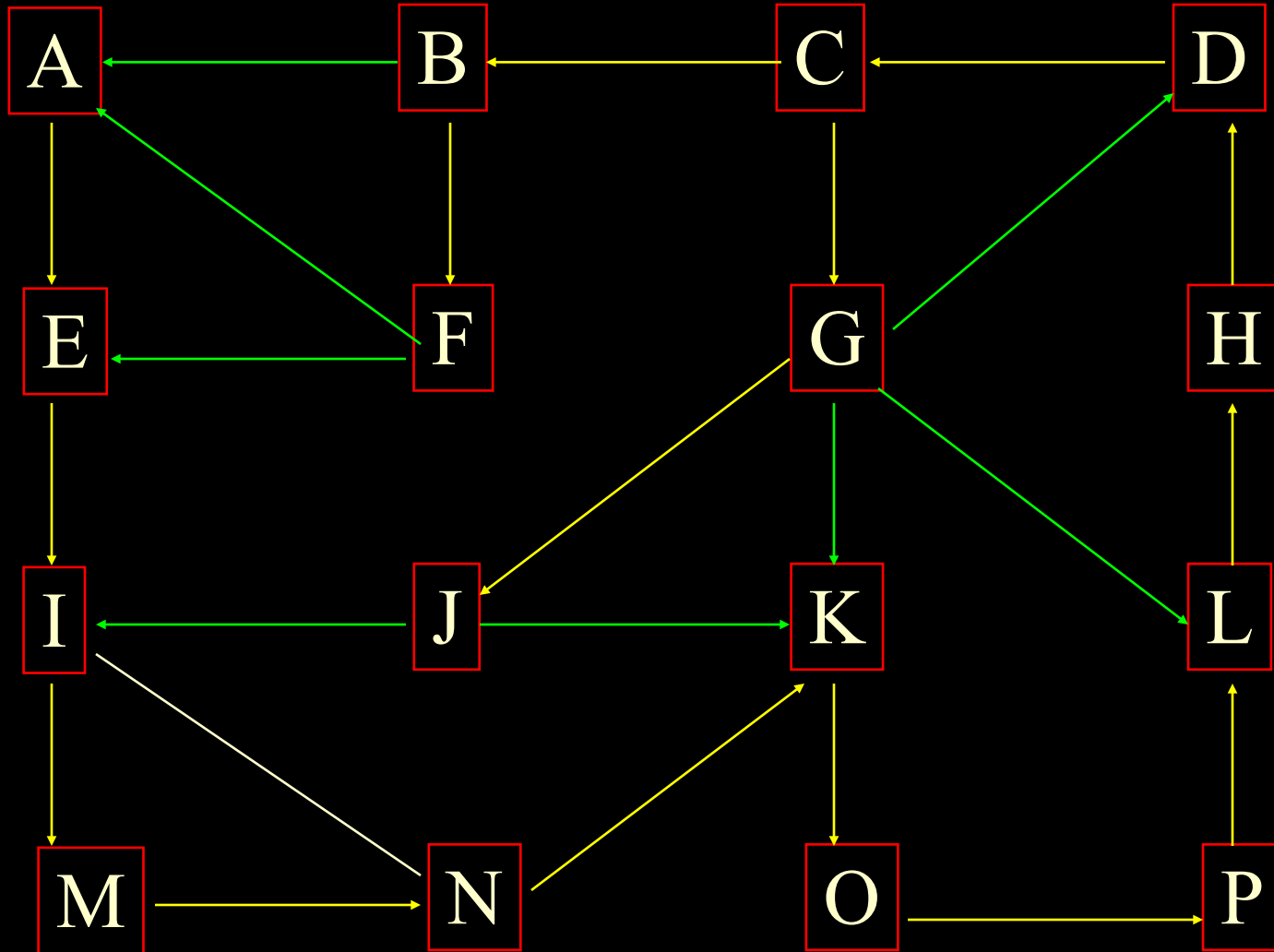
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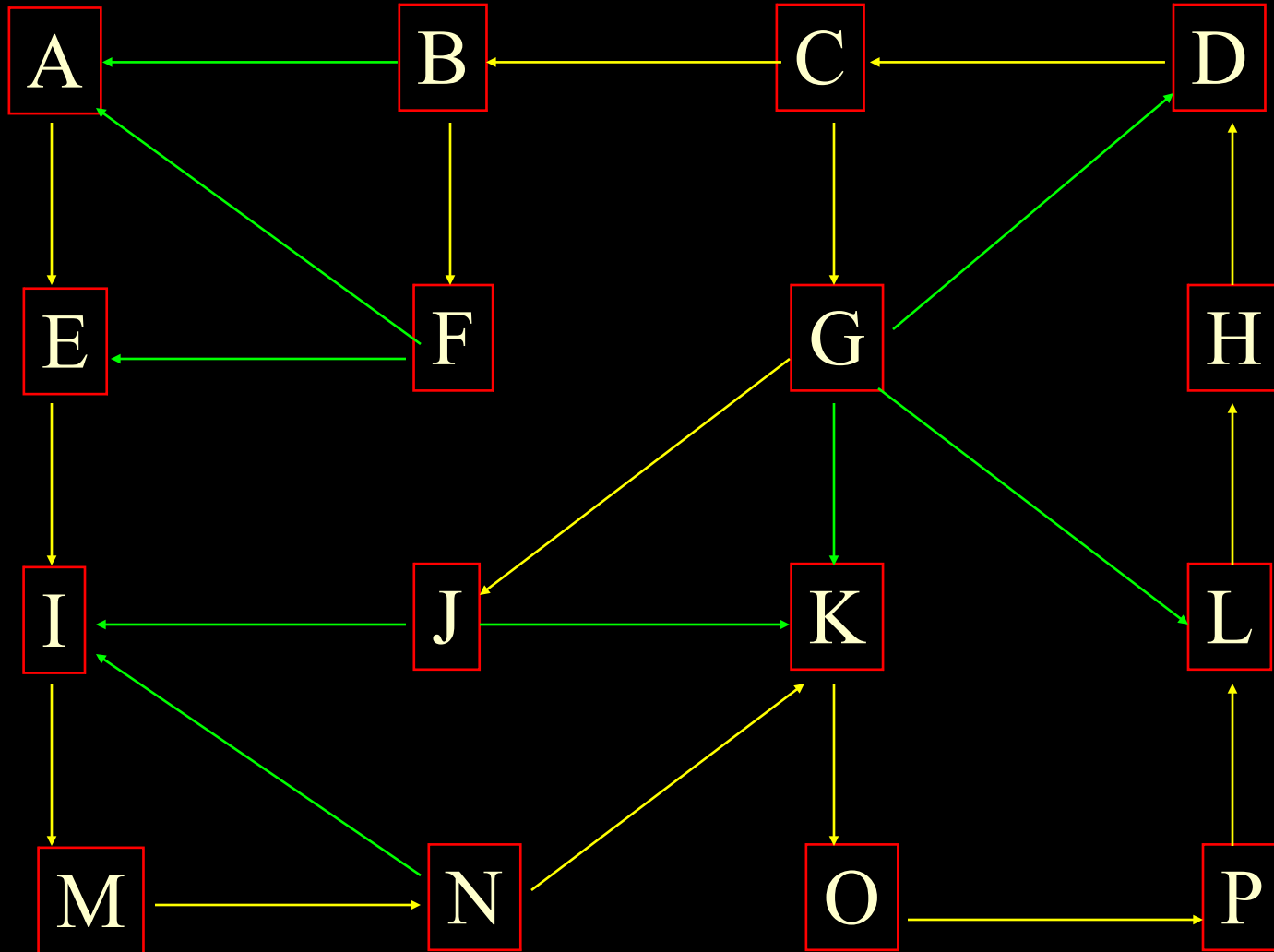
Example



Example



Example



DFS Properties

Starting at s

The traversal visits all the vertices in the connected component of s

The discovery edges form a spanning tree of the connected component of s

DFS Runtime

DFS is called on each vertex exactly once

Every edge is examined exactly twice (once from each of its vertices)

So, for n_s vertices and m_s edges in the connected component of the vertex s , the DFS runs in $O(n_s + m_s)$ if:

- The graph data structure methods take constant time
- Marking takes constant time
- There is a systematic way to examine edges (avoiding redundancy)

Marking Vertices

Extend vertex structure to support variable for marking

Use a hash table mechanism to log marked vertices

Breadth-First Search

Starting vertex has level 0 (anchor vertex)

Visit (mark) all vertices that are only one edge away

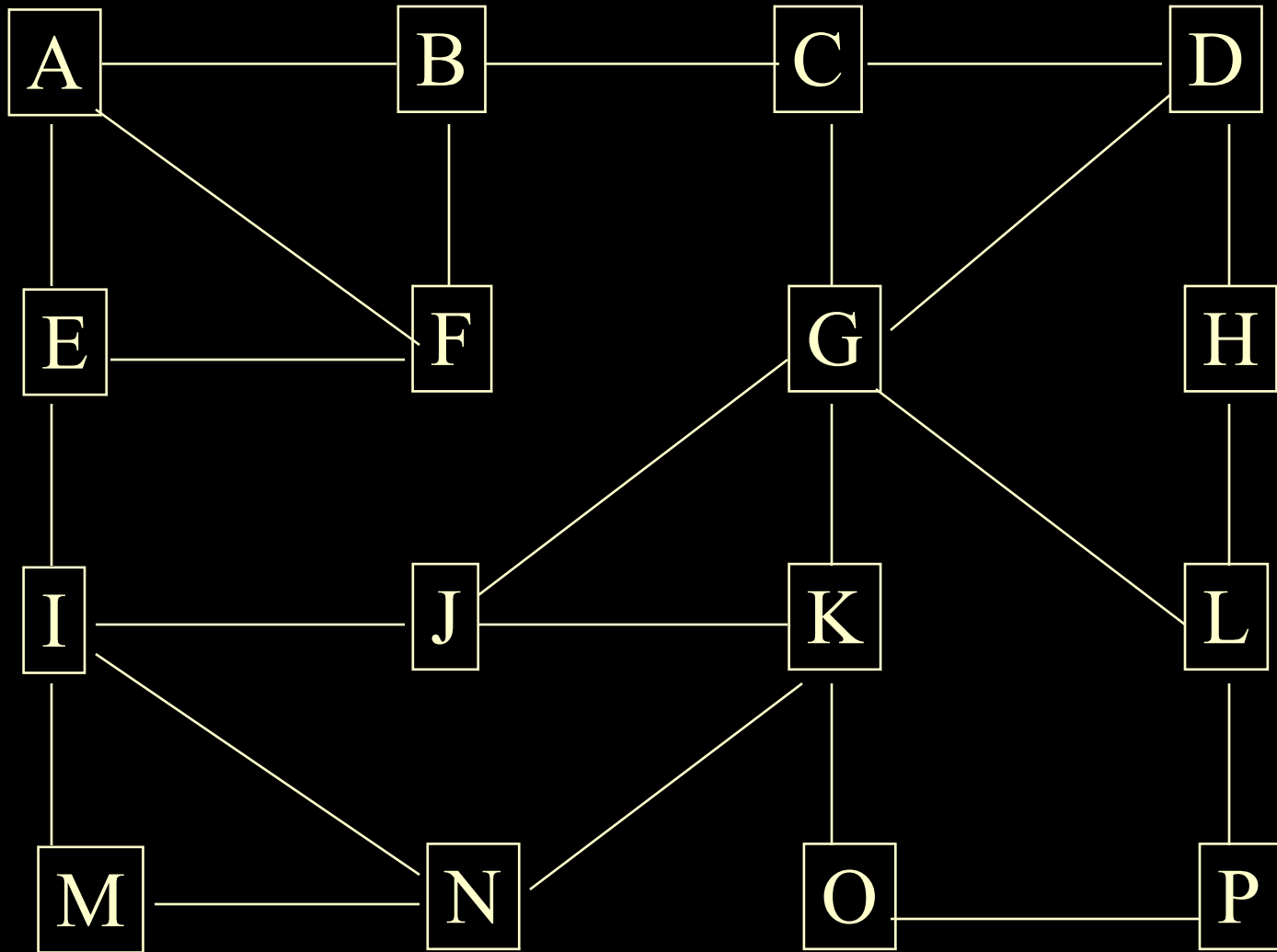
mark each vertex with its “level”

One edge away from level 0 is level 1

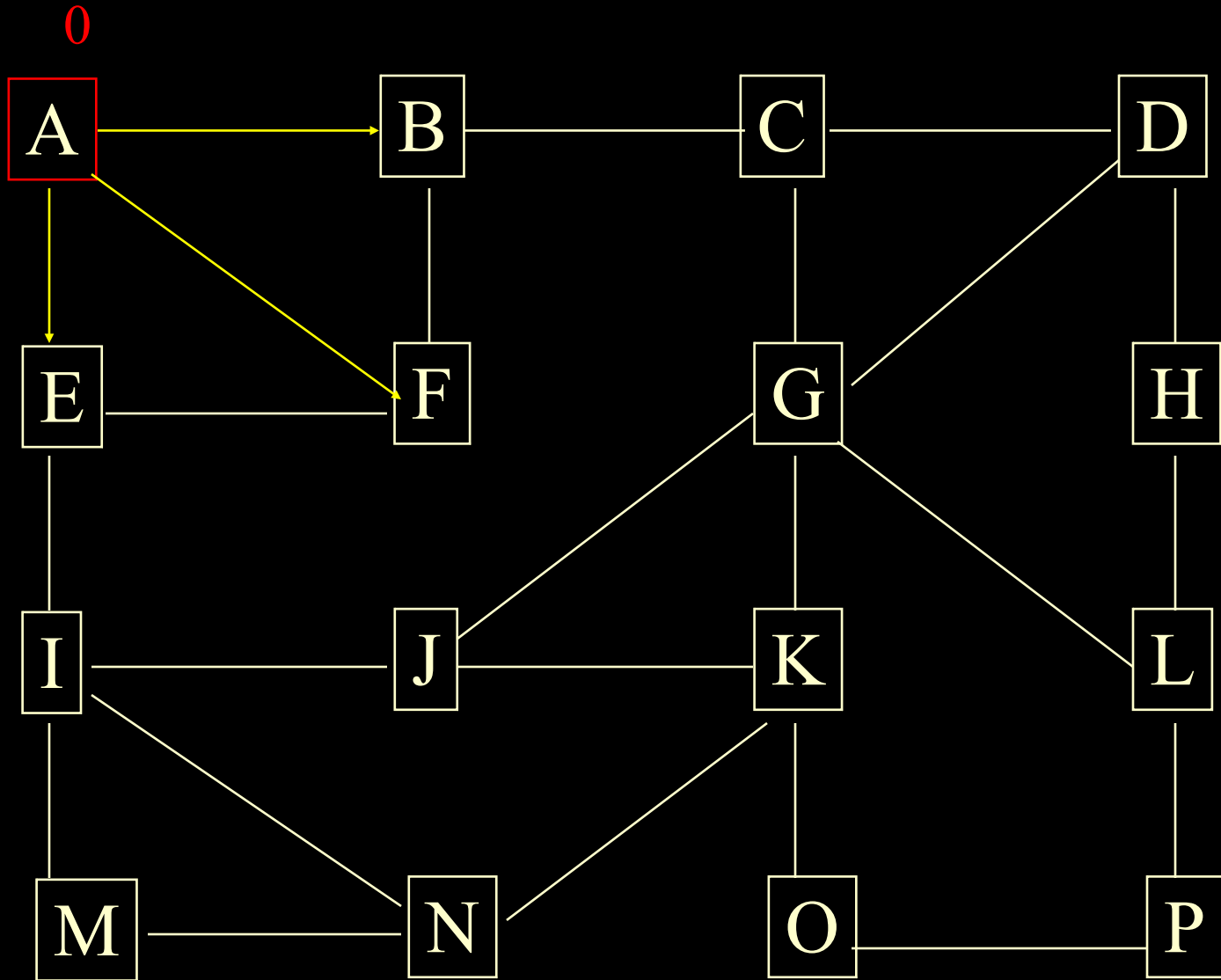
One edge away from level 1 is level 2

Etc. . . .

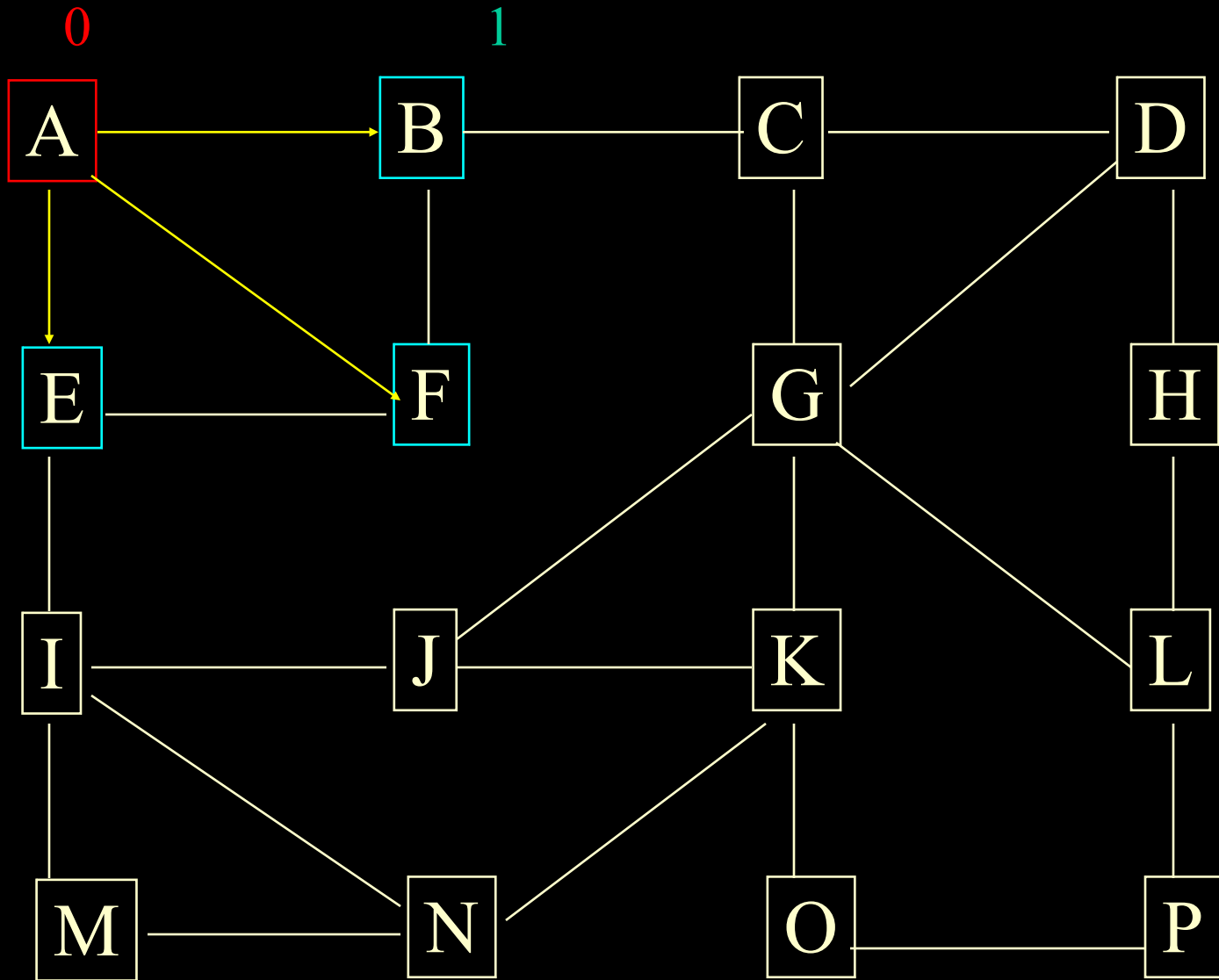
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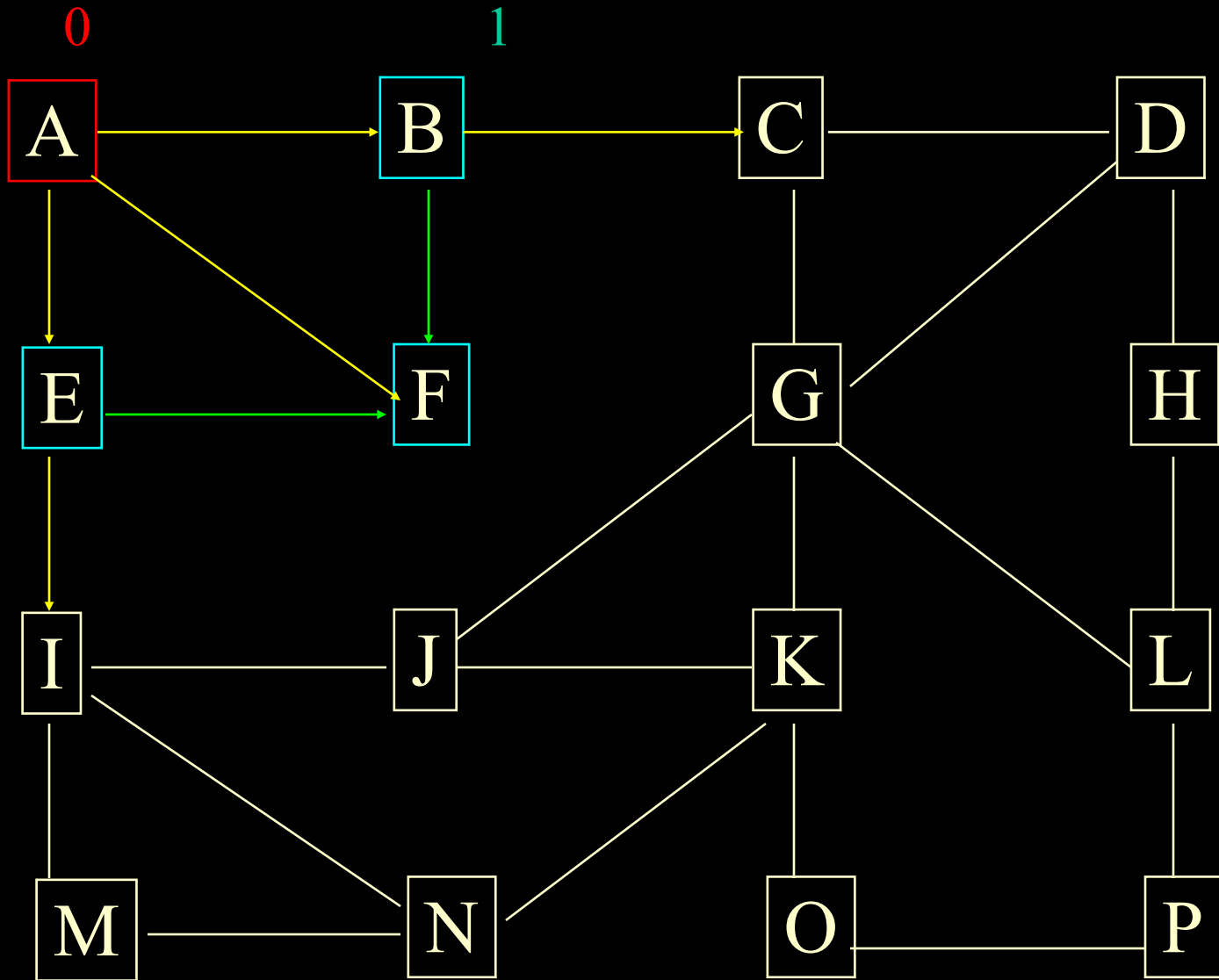
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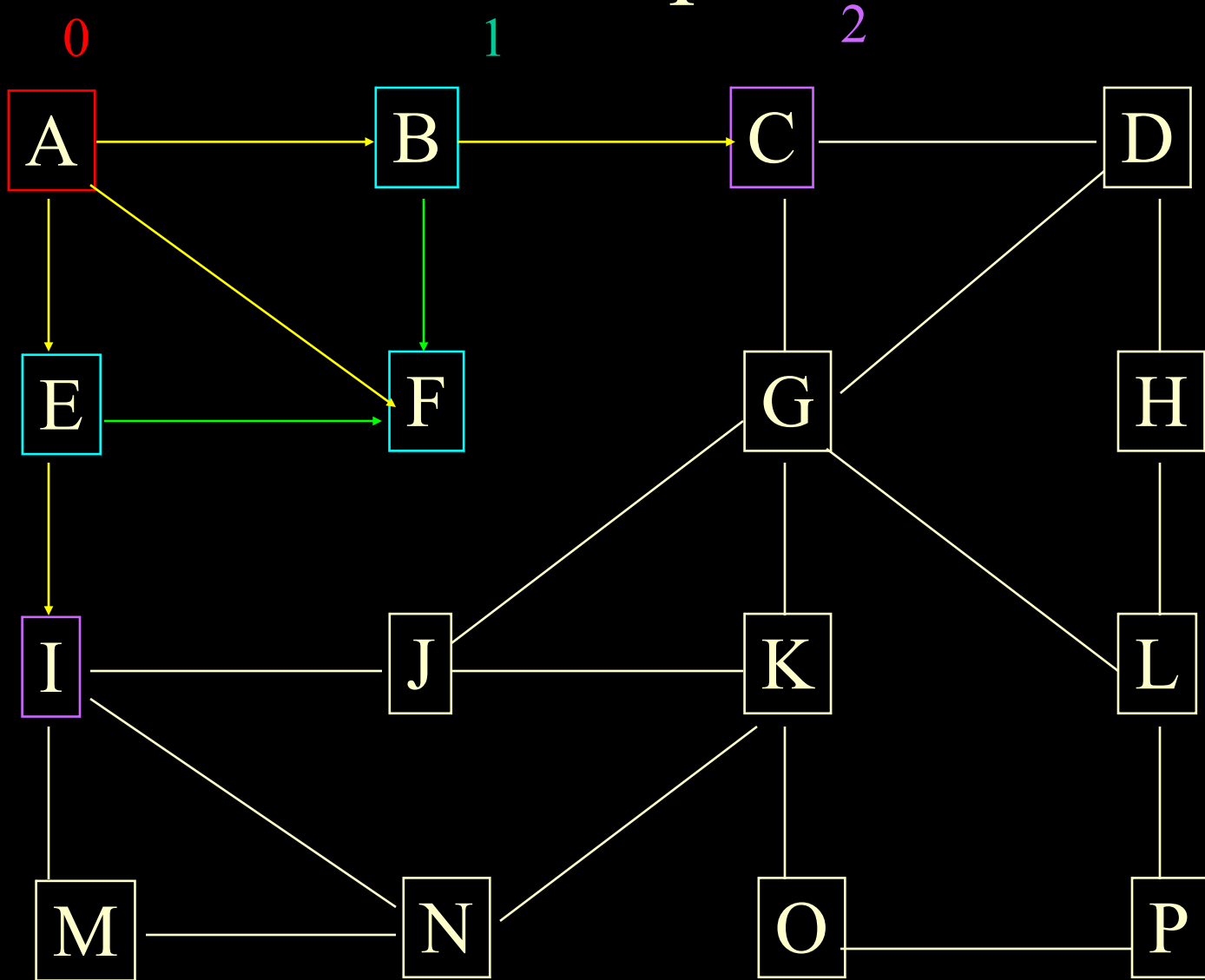
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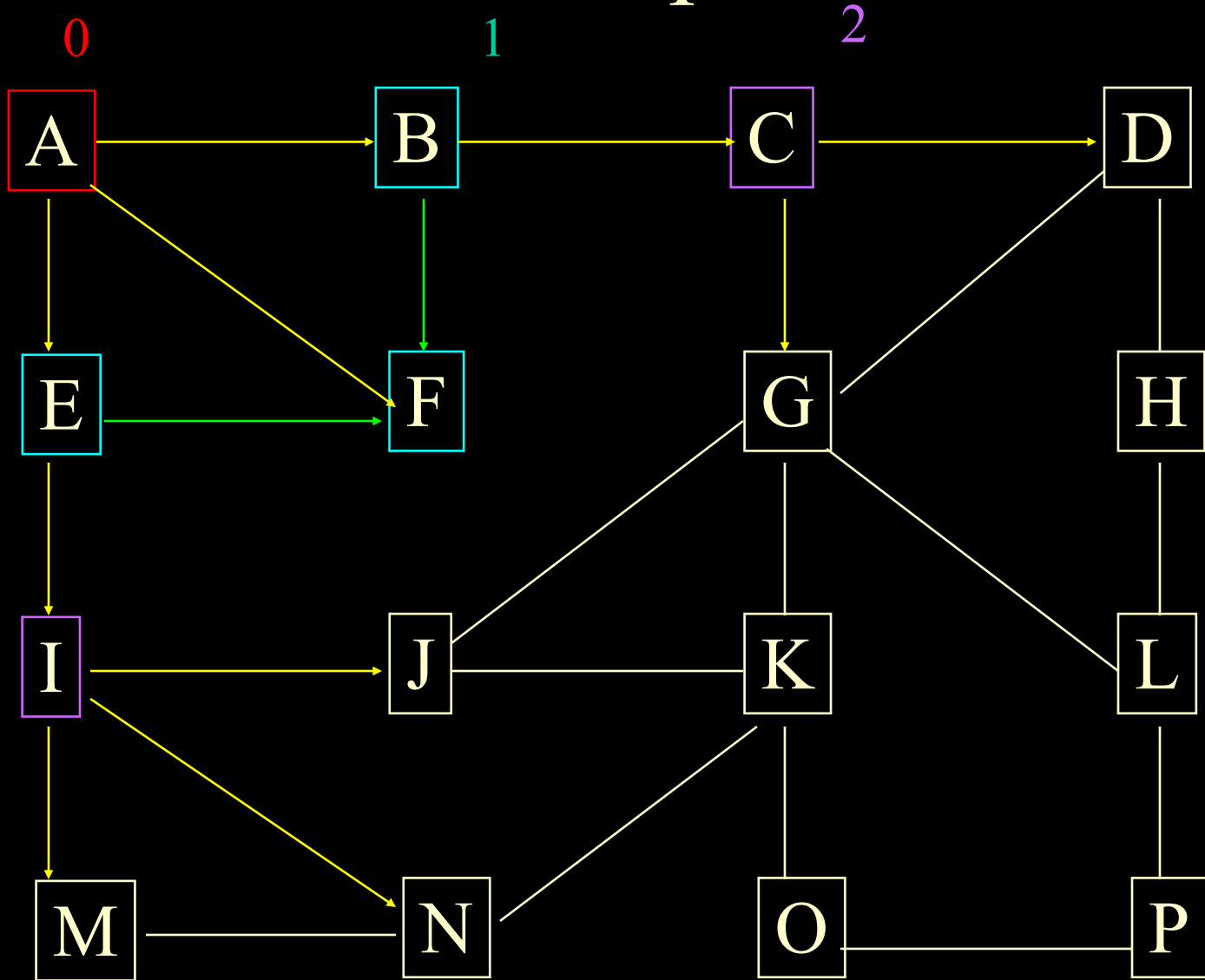
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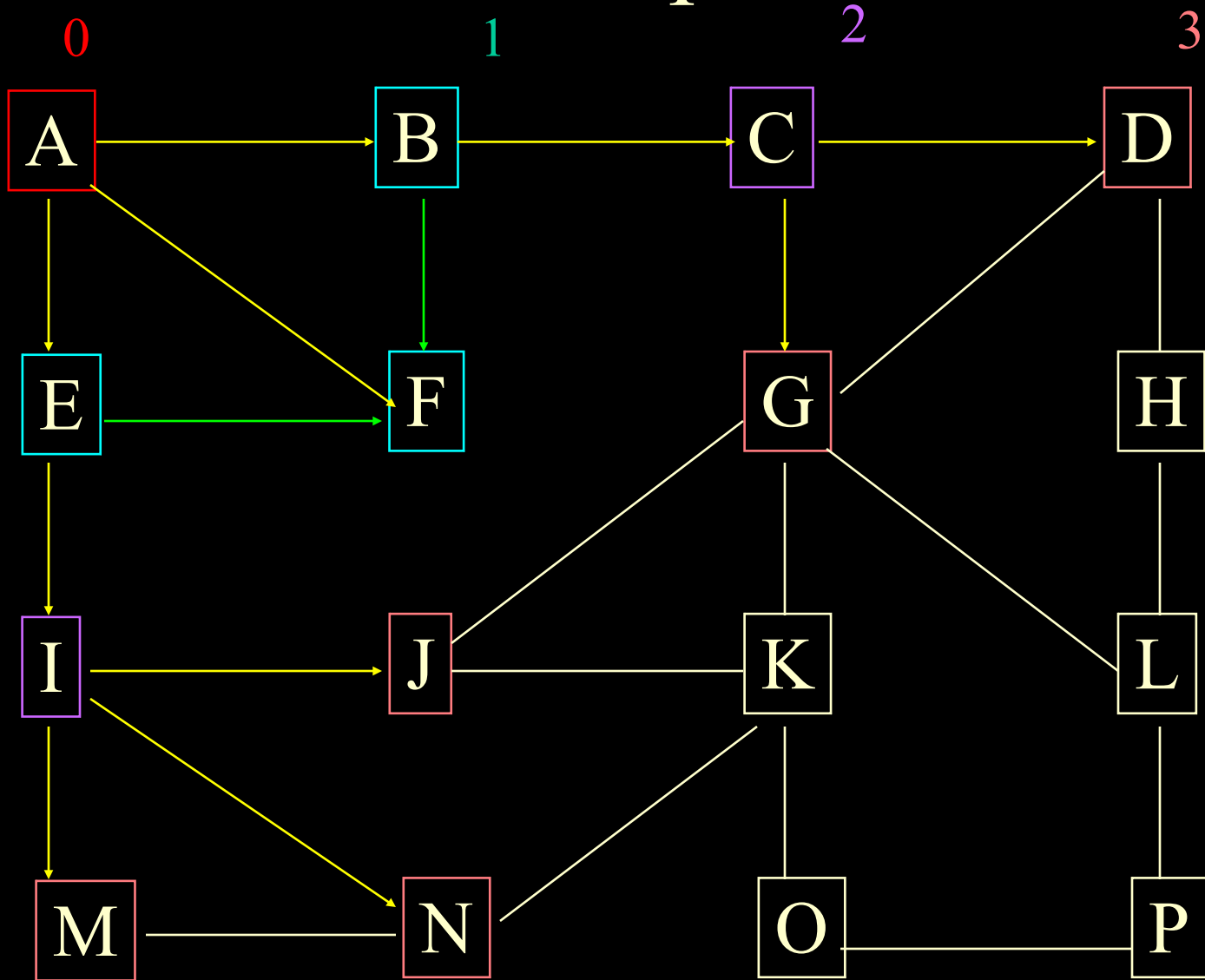
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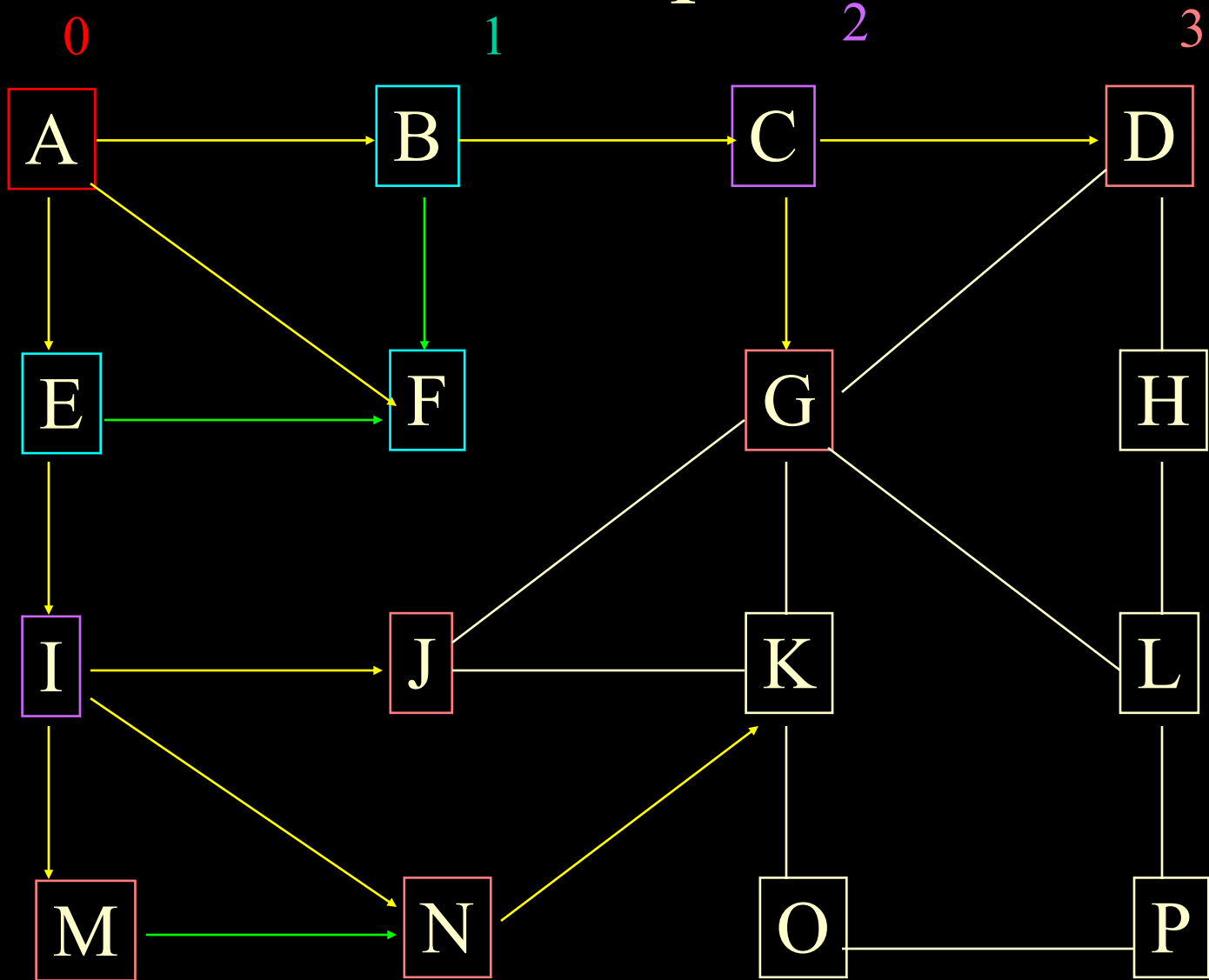
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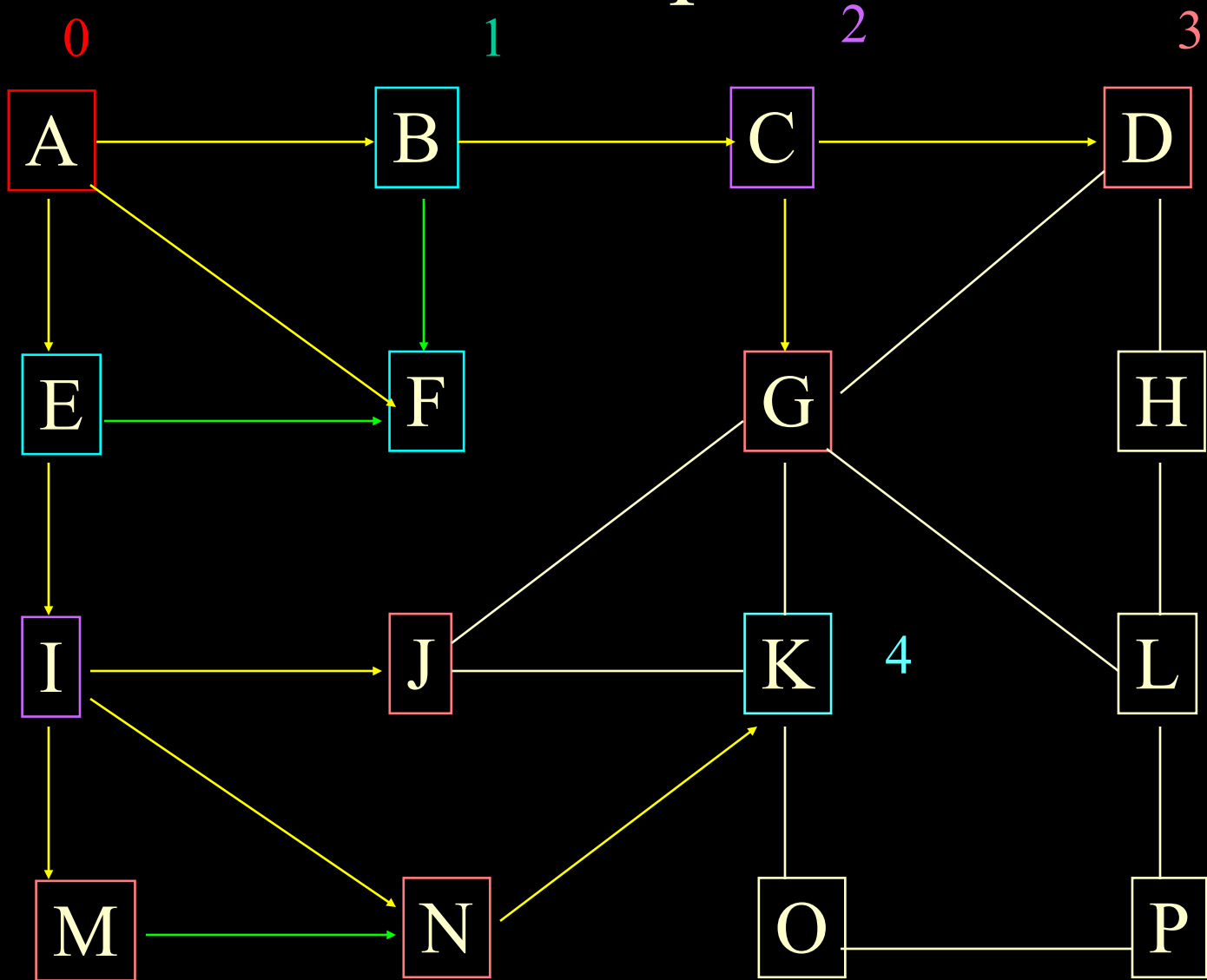
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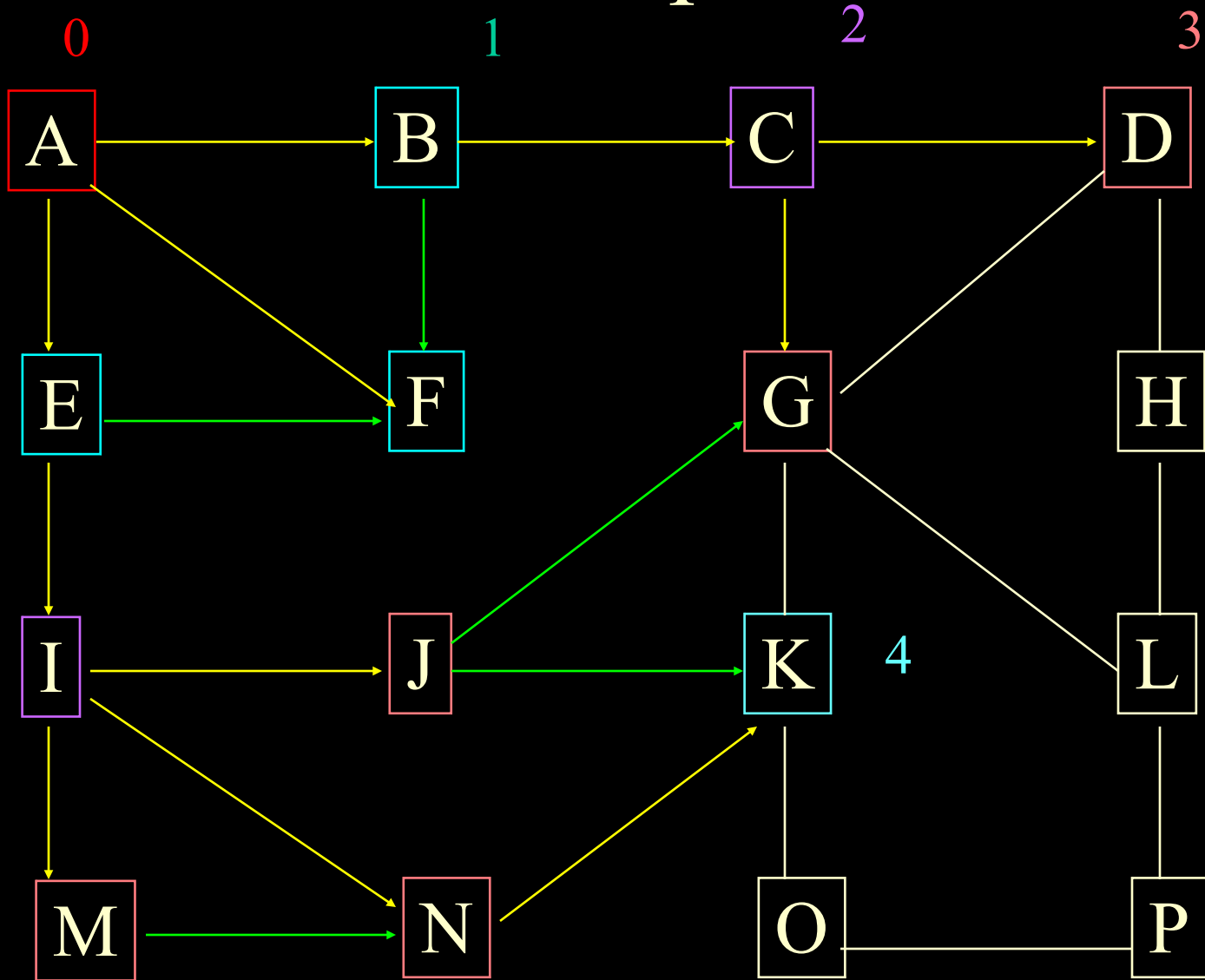
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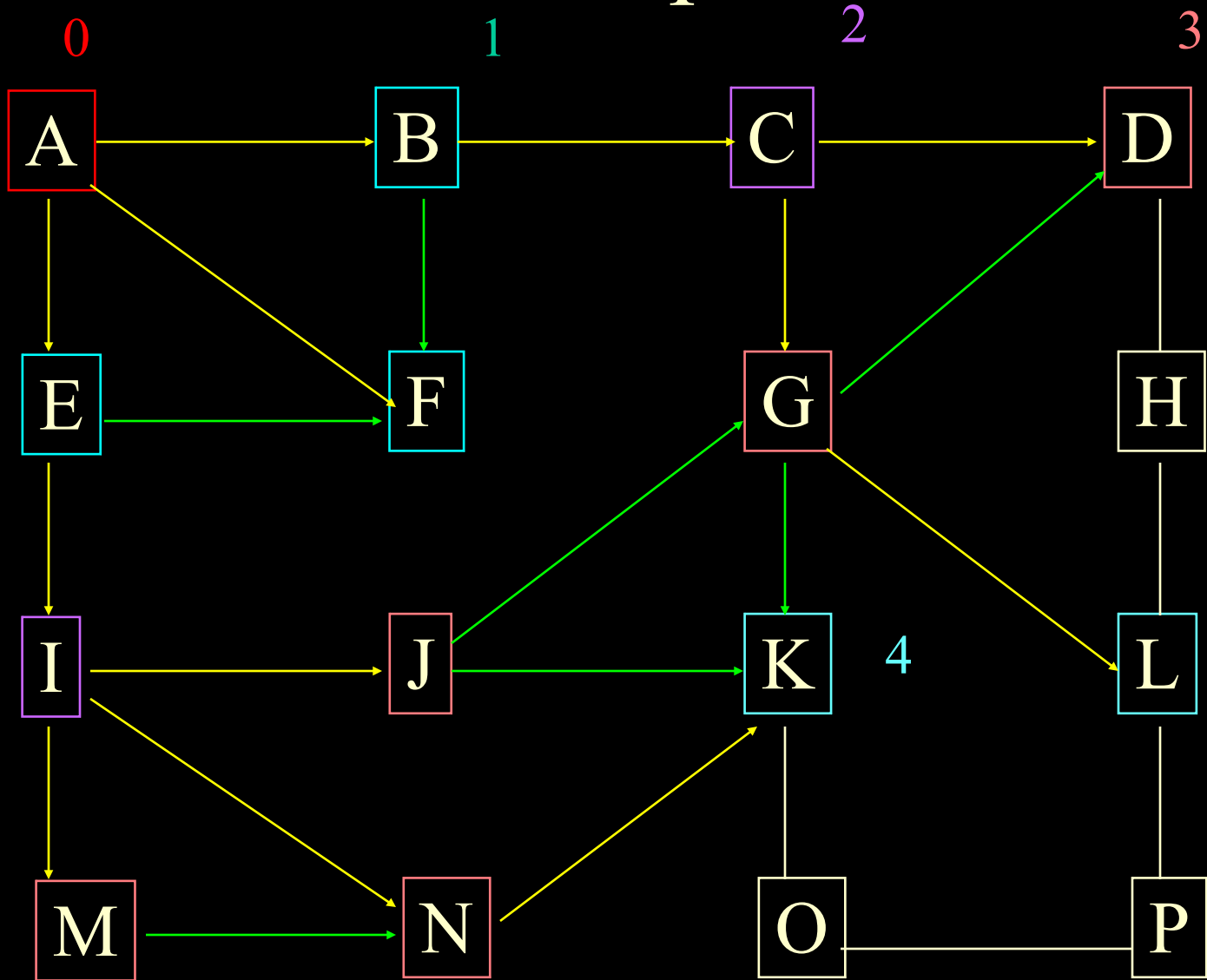
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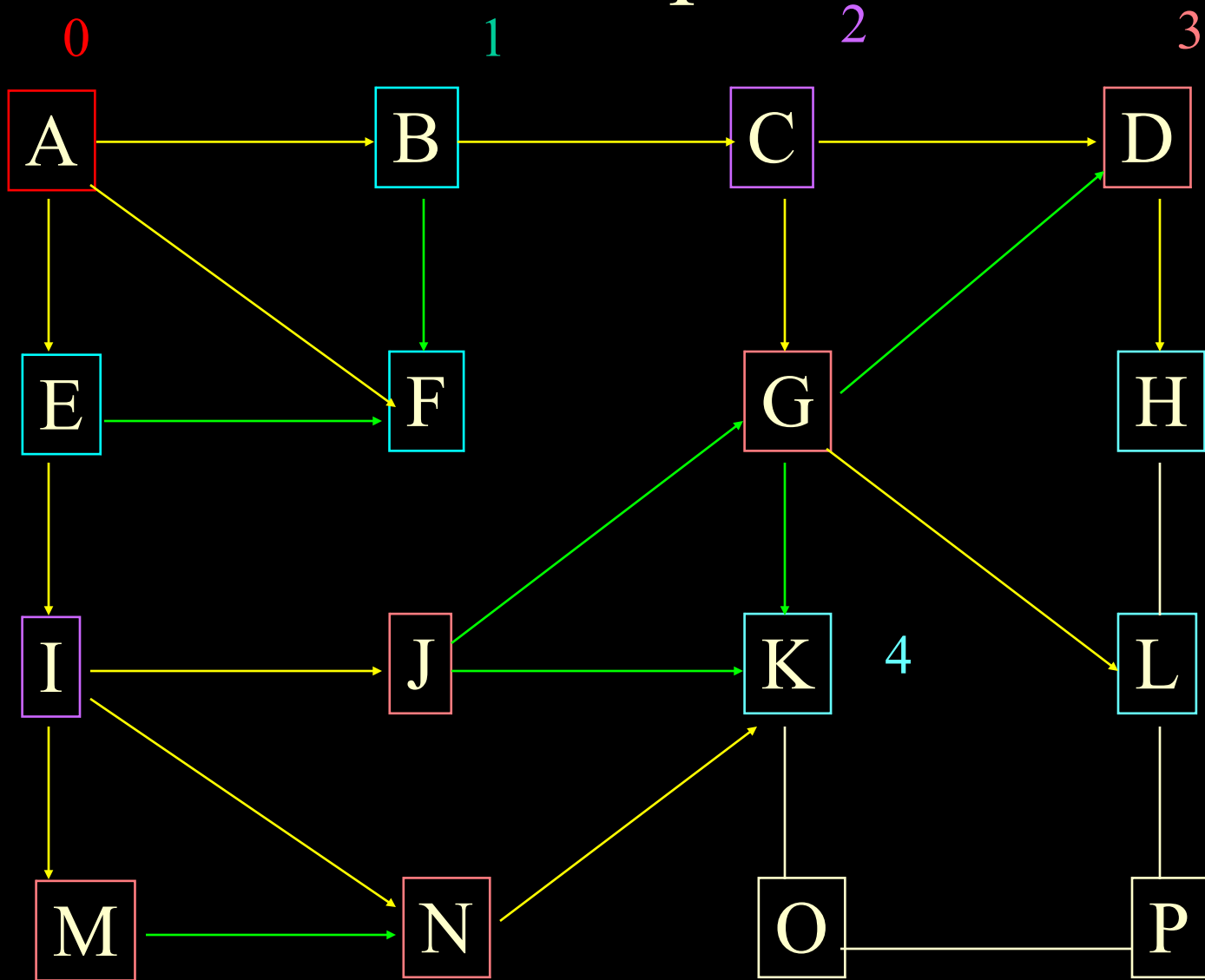
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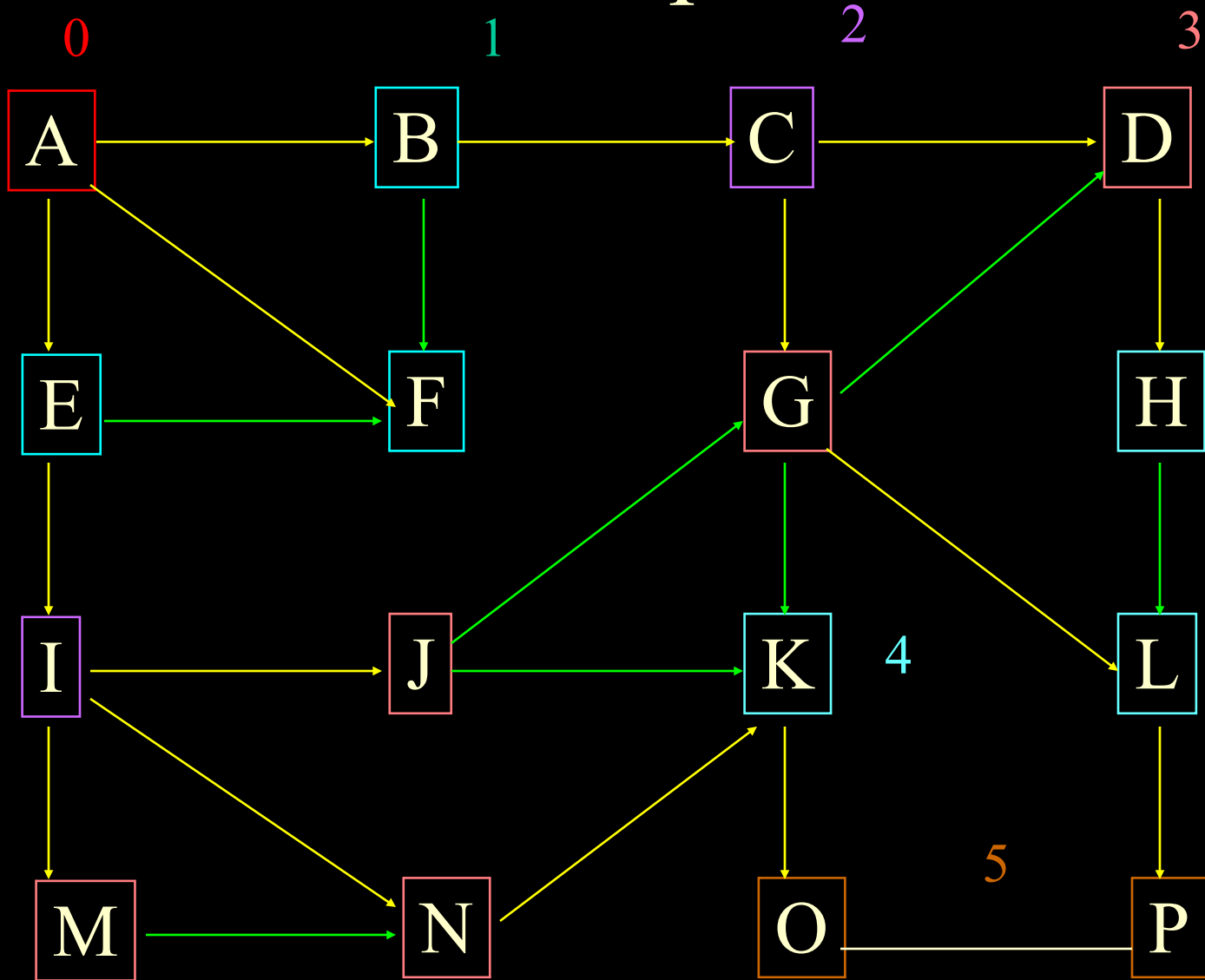
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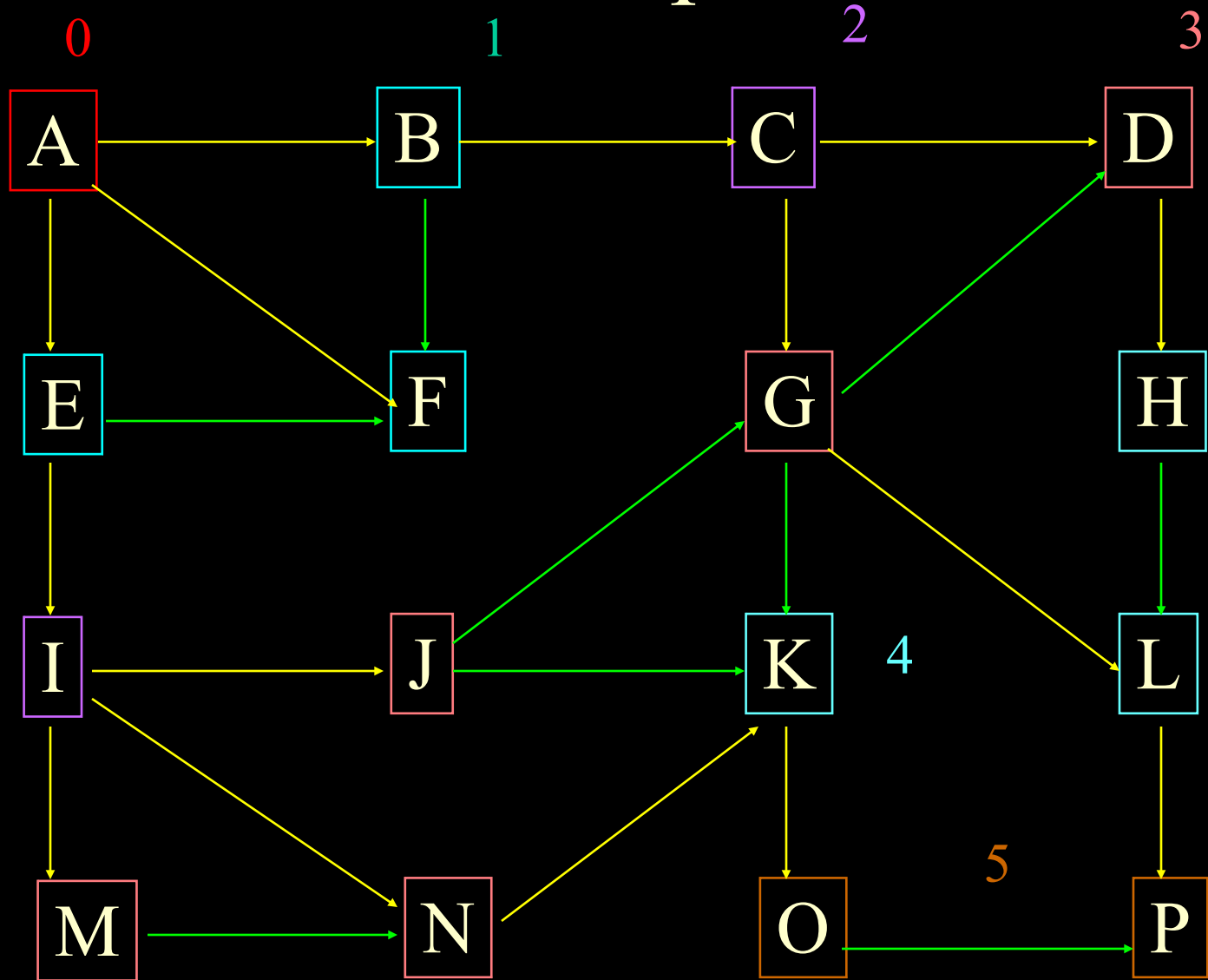
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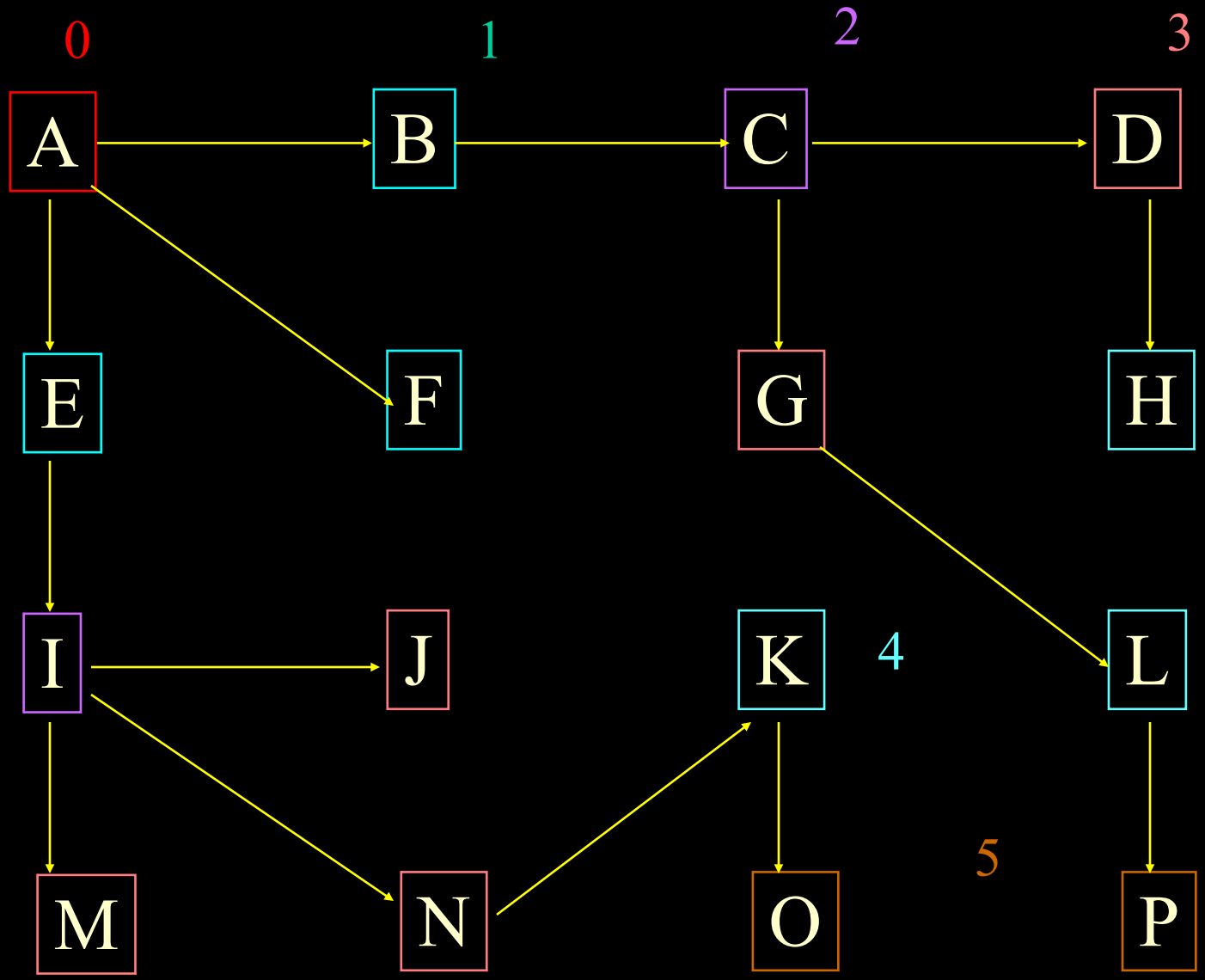
Example



Example



BFS Tree



BFS Pseudocode (1 of 2)

BSF(Vertex s)

initialize container L_0 to contain vertex s

$i \leftarrow 0$

while L_i is not empty do

 create container L_{i+1} to initially be empty

 for each vertex v in L_i do

 // next slide

$i \leftarrow i+1$

BFS Pseudocode (2 of 2)

```
// for each vertex  $v$  in  $L_i$  do
  if edge  $e$  incident on  $v$  do
    let  $w$  be the other endpoint of  $e$ 
    if  $w$  is unexplored then
      label  $e$  as a discovery edge
      insert  $w$  into  $L_{i+1}$ 
    else
      label  $e$  as a cross edge
//  $i \leftarrow i+1$ 
```

BSF Properties

The traversal visits all vertices in the connected component of s

The discover edges form a spanning tree of the cc

For each vertex v at level l , the path of the BSF tree T between s and v has l edges and any other path of G between s and v has at least l edges

If (u,v) is an edge that is not in the BSF tree, then the level number of u and v differ by at most one

Run Time

A BFS traversal takes $O(n+m)$ time

Also, there exist $O(n+m)$ time algorithms base on BFS which test for

- Connectivity of graph

- Spanning tree of G

- Connected component

- Minimum number of edges path between s and v