

# Assignment 1

Yulei Sui

University of Technology Sydney, Australia

# Assignment 1: A C++ Programming Practice

## Graph Traversal

- You will be using what you have learned to conduct a C++ programming practice.
- **Goal:** implement a depth first search on a graph and print path from a source node to a sink node on the graph

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- **Goal:** implement a depth first search on a graph and print path from a source node to a sink node on the graph
- **Specification and code template:**

<https://github.com/SVF-tools/SVF-Teaching/wiki/Assignment-1>

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## Depth First Search (DFS)

- An algorithm to traverse or search a graph data structure.
- Exploring as far as possible along each branch before backtracking.

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## Depth First Search (DFS)

- An algorithm to traverse or search a graph data structure.
- Exploring as far as possible along each branch before backtracking.

## Why DFS?

- Efficient, linear time complexity, i.e.,  $O(V+E)$ , where  $V$  is nodes and  $E$  is edges.
- One of the most commonly used graph algorithms.

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## Graph Traversal

Given a source node `src` and a destination node `dst` on a graph

- (1) can `src` reach `dst`?
- (2) if so, what are the possible paths from `src` to `dst` along the graph?

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Answer:

- (1) Yes.

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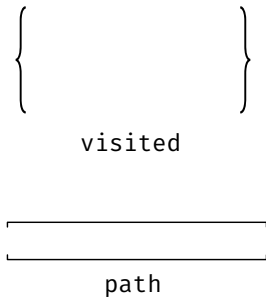
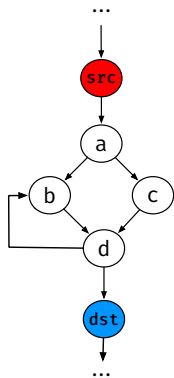
Answer:

- (1) Yes.
- (2) All possible paths:
  - `src → a → b → d → dst`
  - `src → a → c → d → dst`
  - `src → a → b → d → b → d → dst`
  - `src → a → b → d → b → d → ...dst`



# Assignment 1: A C++ Programming Practice

## DFS algorithm and an example



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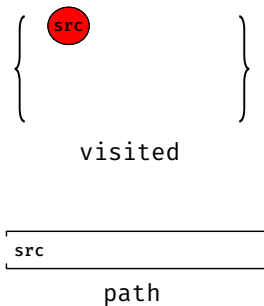
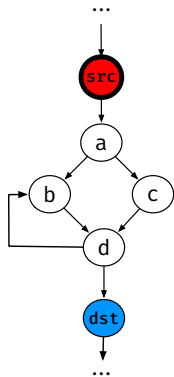
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//mark the visited node
visited: set<NodeID>
//node seq in the current path during traversal
path: vector<NodeID>

DFS(visited, path, src, dst)
1  visited ← visited U {src};
2  path.push_back(src);
3  if src == dst then
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5  foreach edge e ∈ outEdges(src) do
6    if (e.dst ∉ visited)
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# Assignment 1: A C++ Programming Practice

## DFS algorithm and an example



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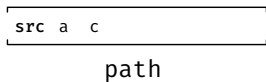
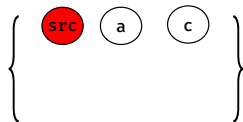
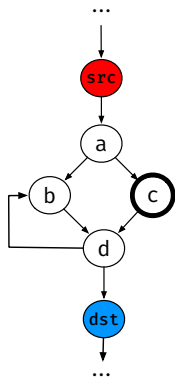
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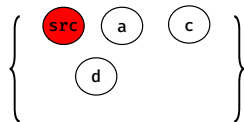
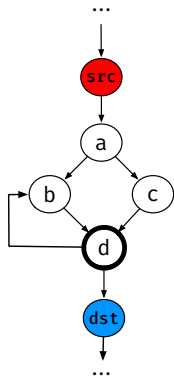
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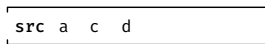
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## DFS algorithm and an example



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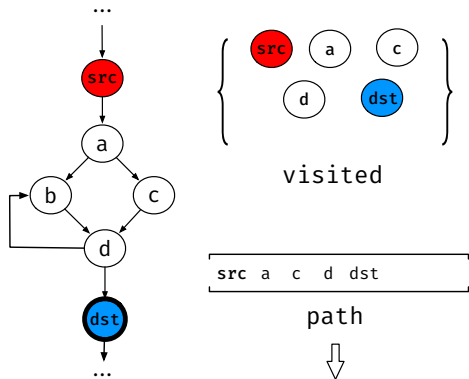
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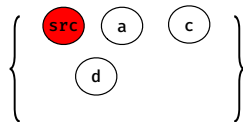
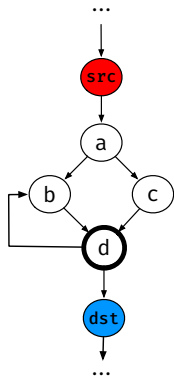
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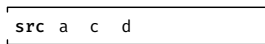
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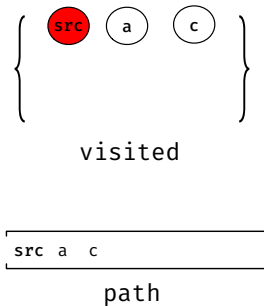
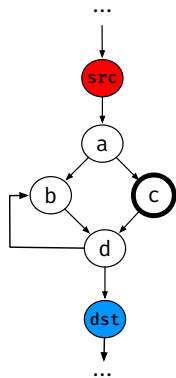
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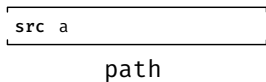
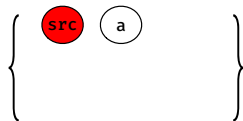
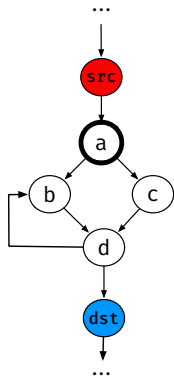
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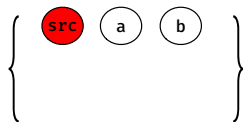
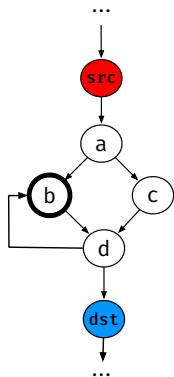
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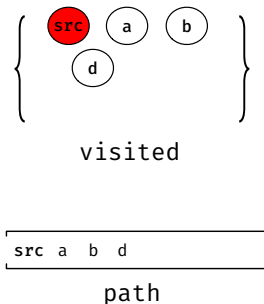
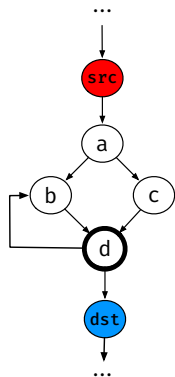
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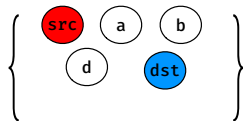
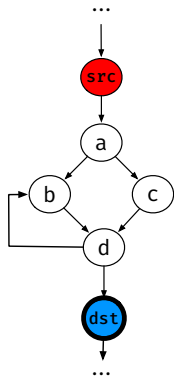
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