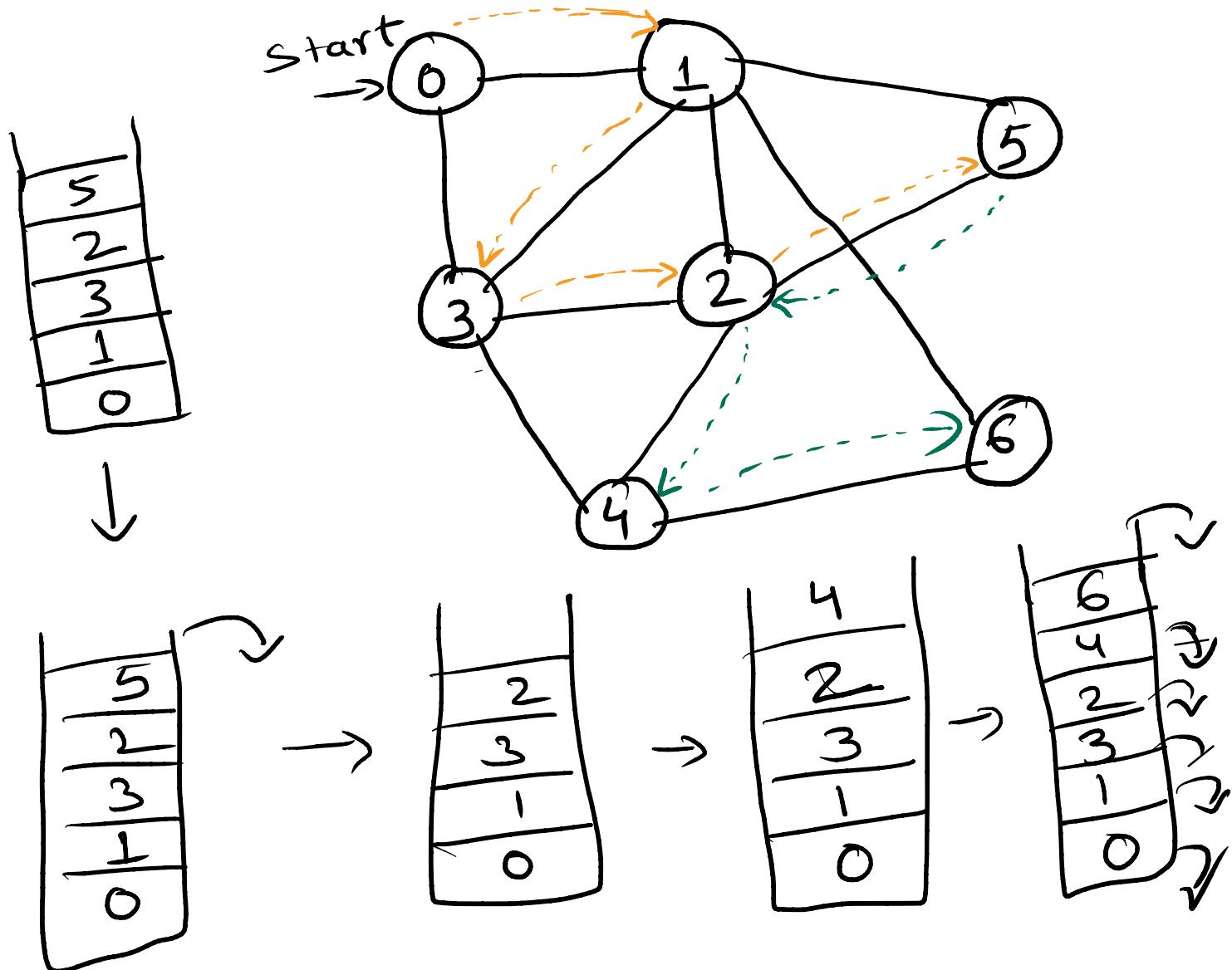


DFS (Depth first Search)

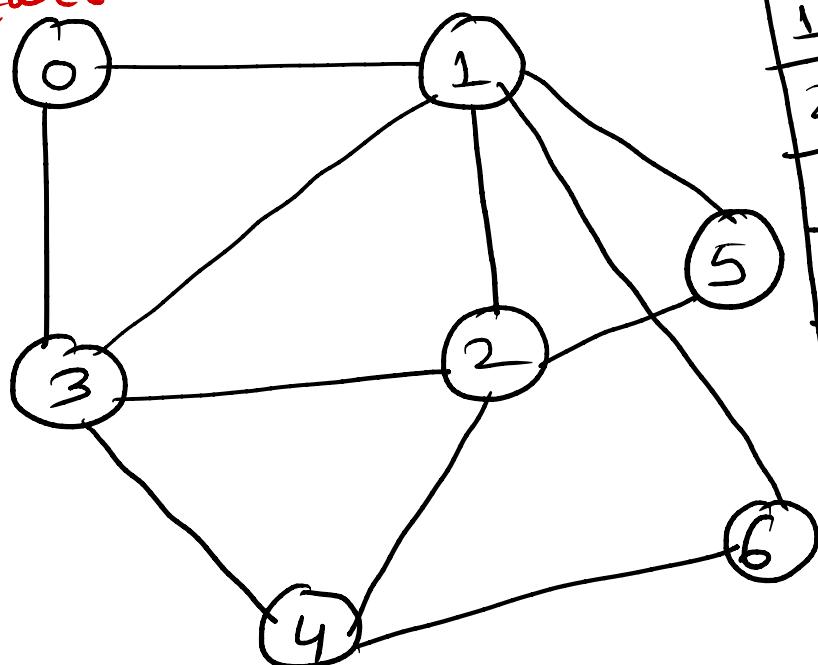
→ Stack is used



DFS : 0, 1, 3, 2, 5 , 4, 6
Traversal

DFS (Depth first Search)

Start



0	1	2	3	4	5	6
---	---	---	---	---	---	---

1	3	2	5	6
0	3	5	4	
1	3	5	4	
2	1	0	4	
3	2	6		
1	2			
4	1			

F	F	F	F	F	F	F	
0	1	2	3	4	5	6	

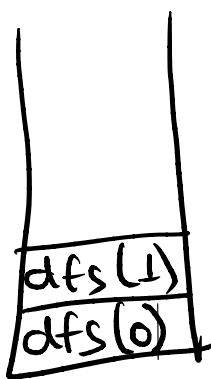
Visited

dfs(0)	T	F	F	F	F	F	O

Visited

Adj u of '0' = {1,3}

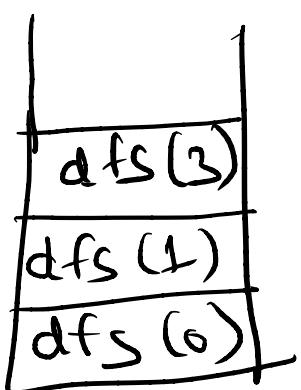




\vee 1

T	T	F	F	F	F	F	F
0	1	2	3	4	5	6	

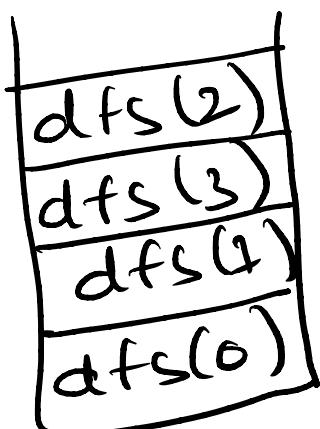
Adj u of '1' = {0, 3, 2, 5, 6}



\vee 3

T	T	F	T	F	F	F	F
0	1	2	3	4	5	6	

Adj u of '3' = {2, 1, 0, 4}



\vee 2

T	T	T	T	F	F	F	F
0	1	2	3	4	5	6	

Adj u of '2' = {1, 3, 5, 4}



dfs(5)
dfs(2)
dfs(3)
dfs(1)
dfs(0)

✓ 5

T	T	T	T	F	T	F
0	1	2	3	4	5	6

Adj of '5' = { 1, 2 }

dfs(2)
dfs(3)
dfs(1)
dfs(0)

← Adj of '2' = { 1, 3, 5, 4 }

dfs(4)
dfs(2)
dfs(3)
dfs(1)
dfs(0)

✓ 4

T	T	T	T	T	T	F
0	1	2	3	4	5	6

← Adj of '4' = { 3, 2, 6 }

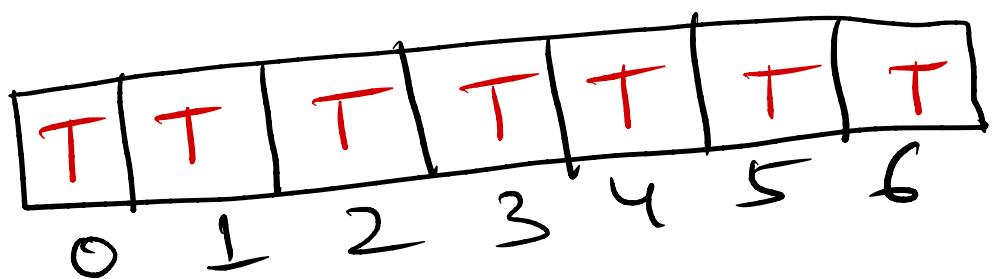
dfs(6)
dfs(4)
dfs(2)
dfs(3)
dfs(1)
dfs(0)

✓ 6

T	T	T	T	T	T	T
0	1	2	3	4	5	6

Adj of 6 = { 4, 1 }

dfs(4)
dfs(2)
dfs(3)
dfs(1)
dfs(0)



Adj of '4' = { 3, 2, 6 }

dfs(2)
dfs(3)
dfs(1)
dfs(0)

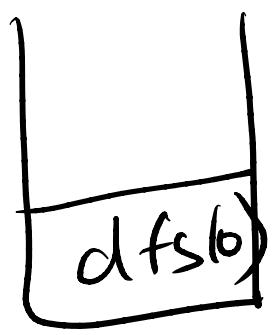
Adj of '2' = { 1, 3, 5, 4 }

dfs(3)
dfs(1)
dfs(0)

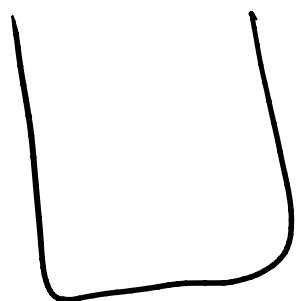
Adj of '3' = { 2, 1, 0, 4 }

dfs 1
dfs(0)

Adj of '1' = { 0, 3, 2, 5, 6 }



Adj of '0' = { 1, 3 }



DFS: 0, 1, 3, 2, 5, 4, 6

One of the possible
traversal

Pseudocode for DFS

Initialize visited Array

DFS(v)

{

visited[v] = true; --- O(1)

C{

print(v);

for each 'u' adjacent to 'v'

{ if (visited[u] = false)

DFS(u);

}

Time Complexity:

(c + N_i)

+ (c + N_i)

+ (c + N_i)

+ (c + N_i)

Space Complexity:

visited: V

Stack: V

AdjList: V+E

O(V+E)

$$= cV + \sum N_i \text{ for all vertices}$$

$$= cV + E$$

$$= O(V+E)$$

BFS

→ Uses Queue

→ Used for finding
single source
shortest path

→ Not suitable for
games & puzzles

→

DFS

→ Uses Stack

→ may traverse
more edges to
reach a
destination vertex

→ More suitable