

Algorithms

Graph Searching Techniques - DFS

Graph Searching

- Given: a graph $G = (V, E)$, directed or undirected
- Goal: methodically explore every vertex and every edge
- Ultimately: build a tree on the graph
 - Pick a vertex as the root
 - Choose certain edges to produce a tree
 - Note: might also build a *forest* if graph is not connected
- There are two standard graph traversal techniques:
 - Breadth-First Search (BFS)
 - Depth-First Search (DFS)

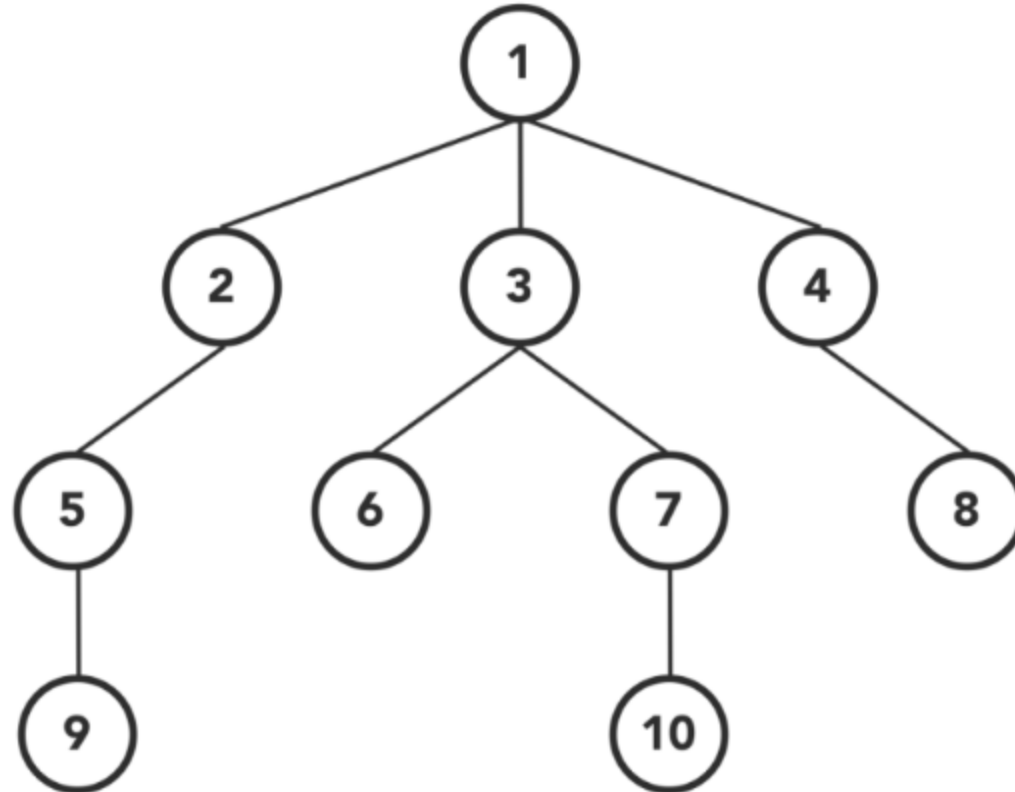
Depth-First Search

- ❖ Depth-first search is another strategy for exploring a graph
 - ❖ Explore “deeper” in the graph whenever possible
 - ❖ Edges are explored out of the most recently discovered vertex v that still has unexplored edges
 - ❖ When all of v 's edges have been explored, backtrack to the vertex from which v was discovered

Depth-First Search

- ❑ Again will associate vertex “colors” to guide the algorithm
 - ❑ **White vertices** have not been discovered
 - ❑ All vertices start out white
 - ❑ **Gray vertices** are discovered but not fully explored
 - ❑ They may be adjacent to white vertices
 - ❑ **Black vertices** are discovered and fully explored
 - ❑ They are adjacent only to black and grey vertices
- ❑ Explore vertices by scanning **adjacency list** of grey vertices

Depth-First Search



Depth-First Search

DFS(G)

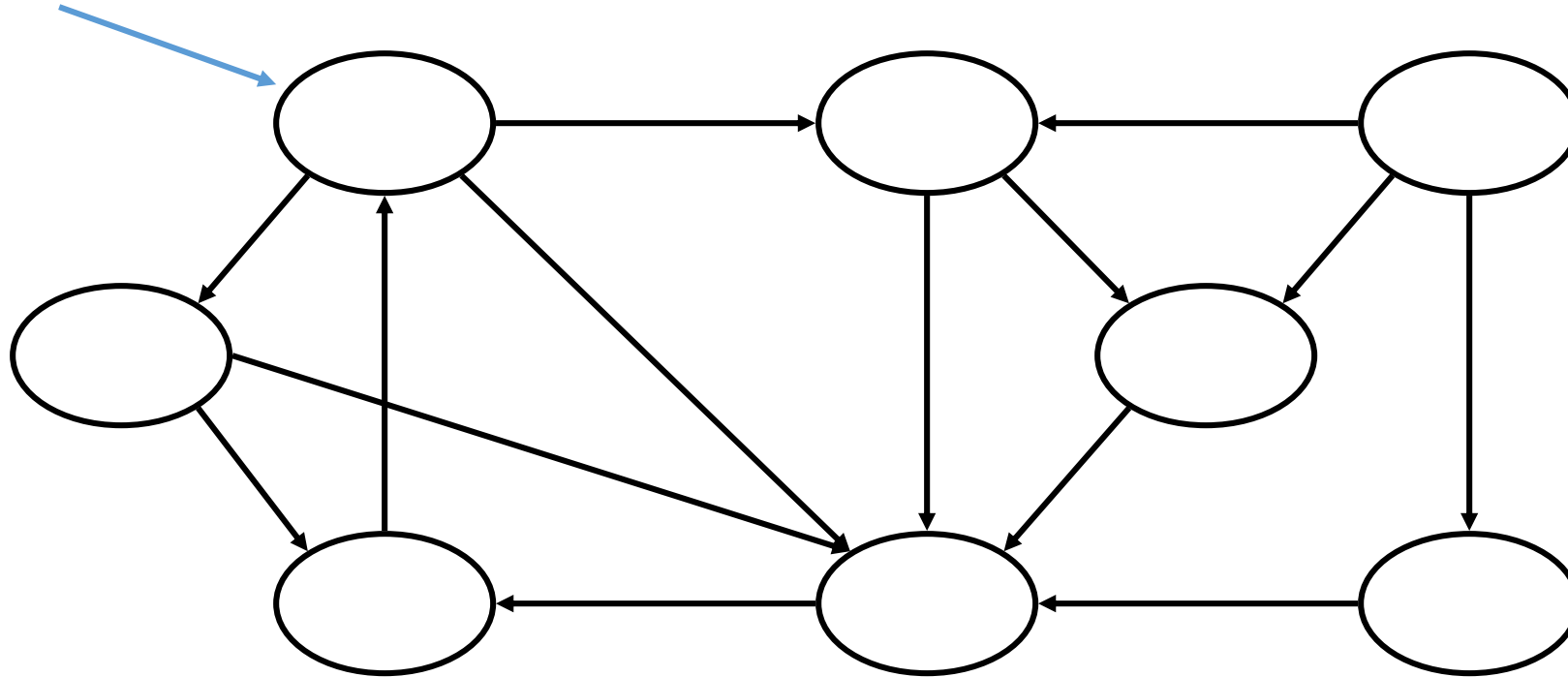
```
1  for each vertex  $u \in G.V$ 
2       $u.color = \text{WHITE}$ 
3       $u.\pi = \text{NIL}$ 
4   $time = 0$ 
5  for each vertex  $u \in G.V$ 
6      if  $u.color == \text{WHITE}$ 
7          DFS-VISIT( $G, u$ )
```

DFS-VISIT(G, u)

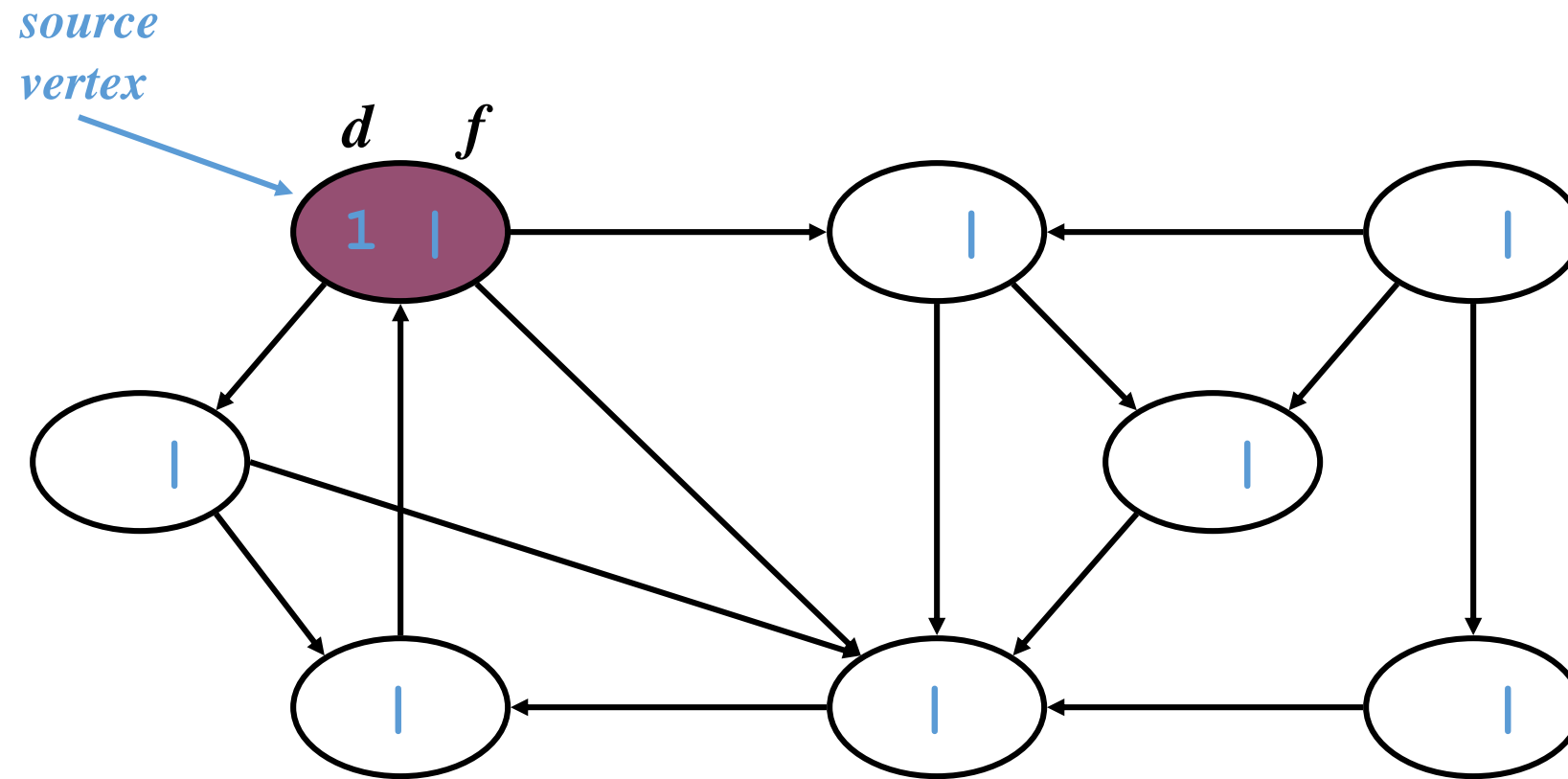
```
1   $time = time + 1$                                 // white vertex  $u$  has just been discovered
2   $u.d = time$ 
3   $u.color = \text{GRAY}$ 
4  for each  $v \in G.Adj[u]$                             // explore edge  $(u, v)$ 
5      if  $v.color == \text{WHITE}$ 
6           $v.\pi = u$ 
7          DFS-VISIT( $G, v$ )
8   $u.color = \text{BLACK}$                                 // blacken  $u$ ; it is finished
9   $time = time + 1$ 
10  $u.f = time$ 
```

DFS Example

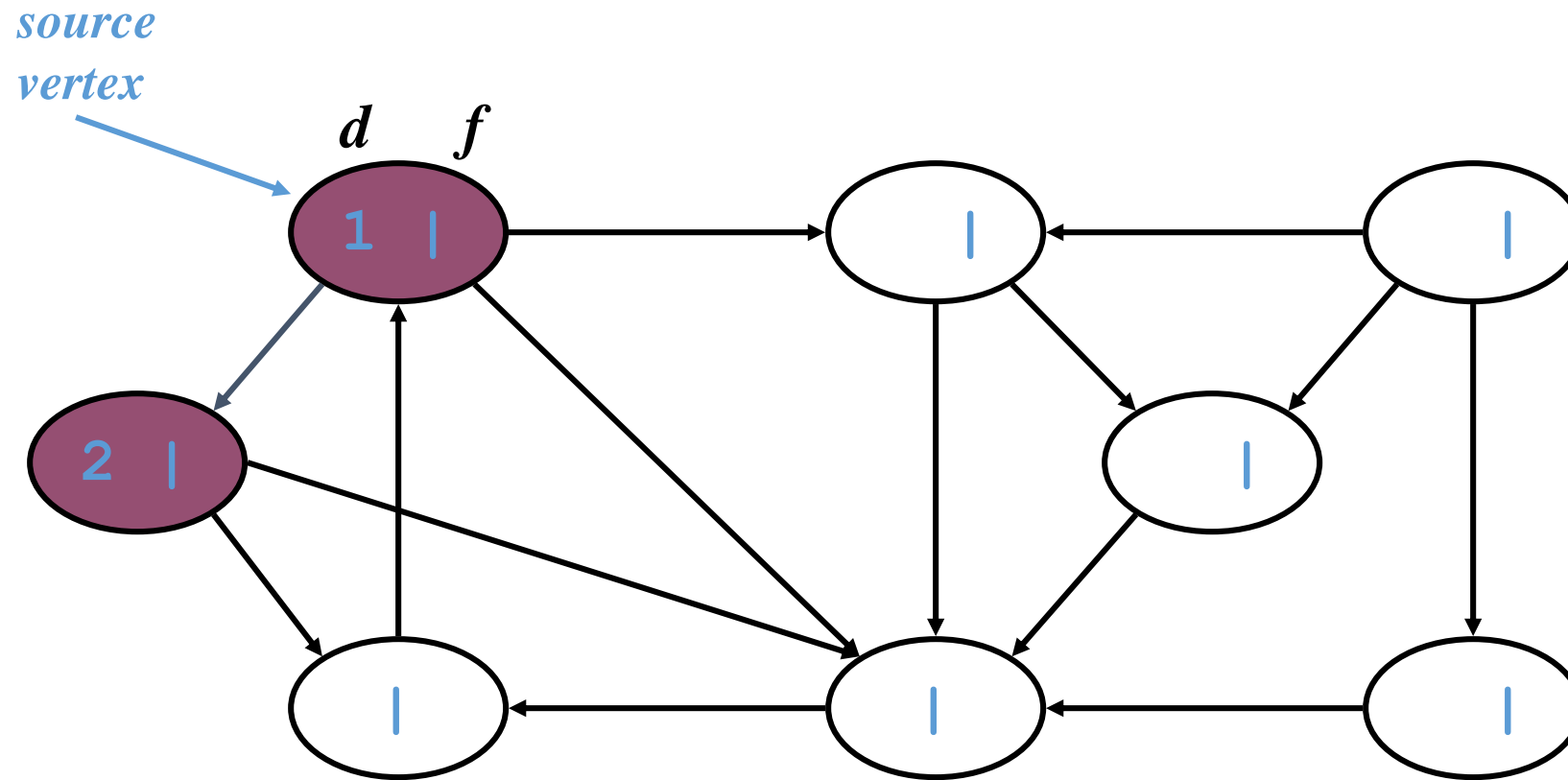
*source
vertex*



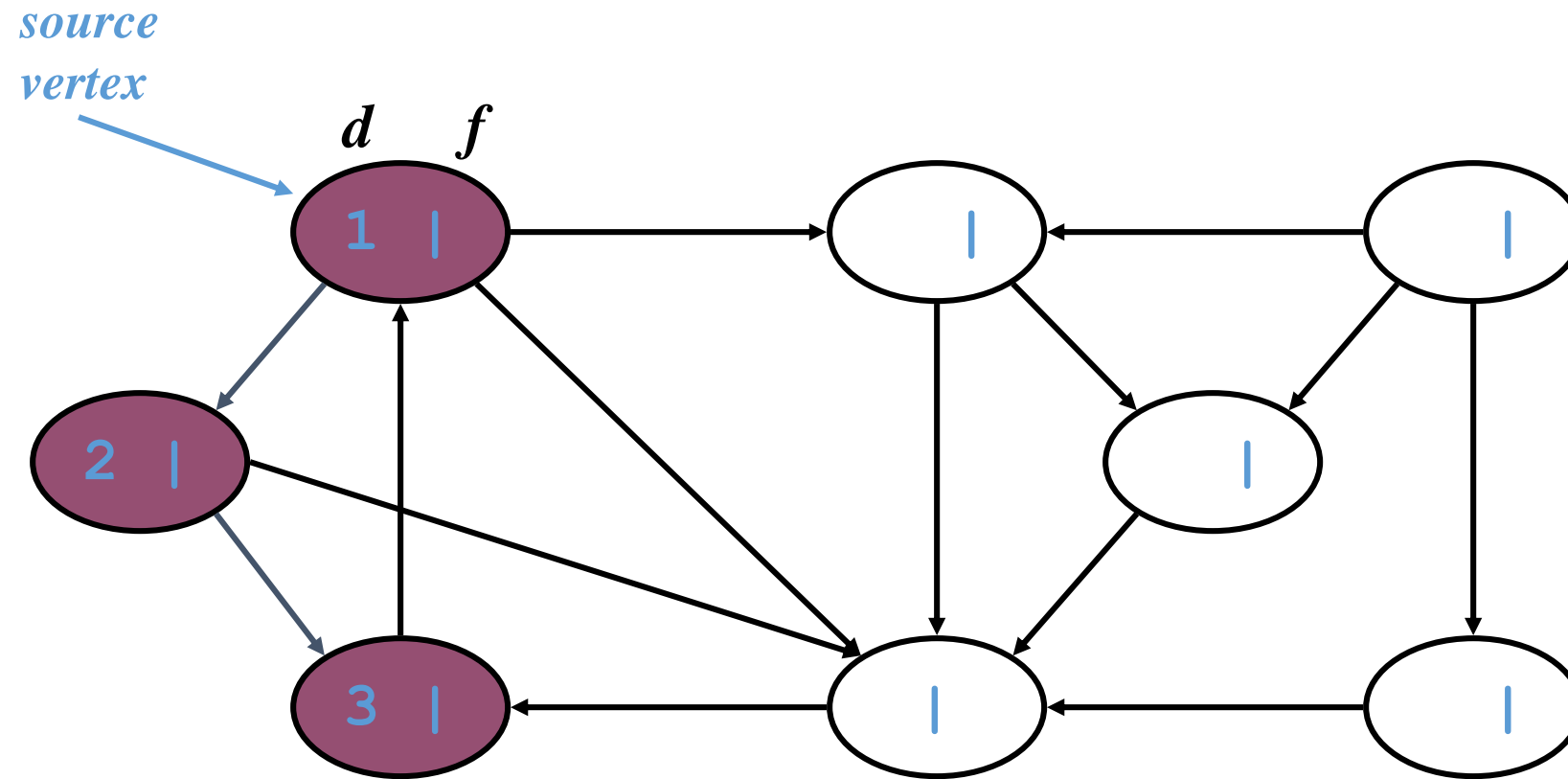
DFS Example



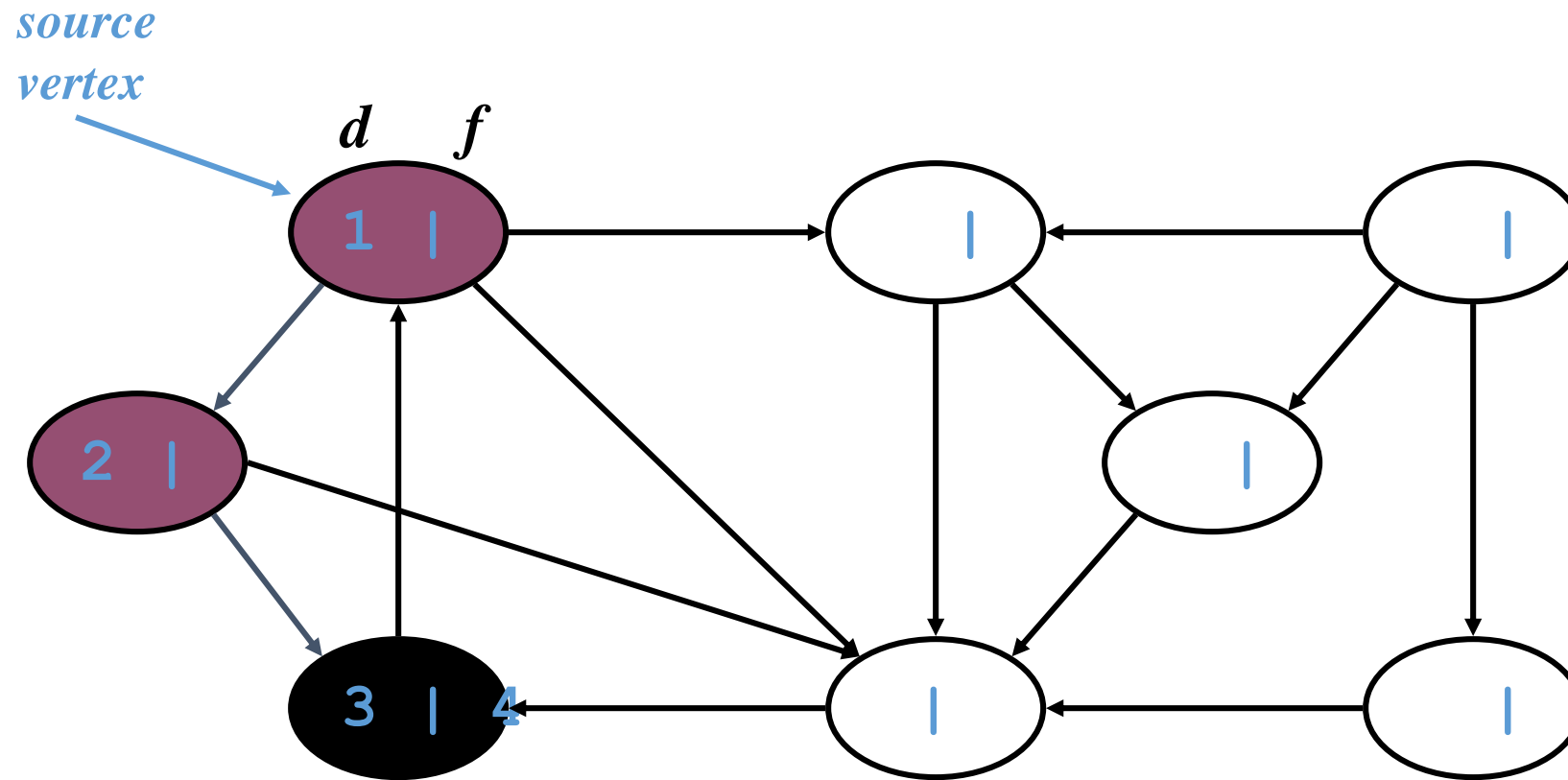
DFS Example



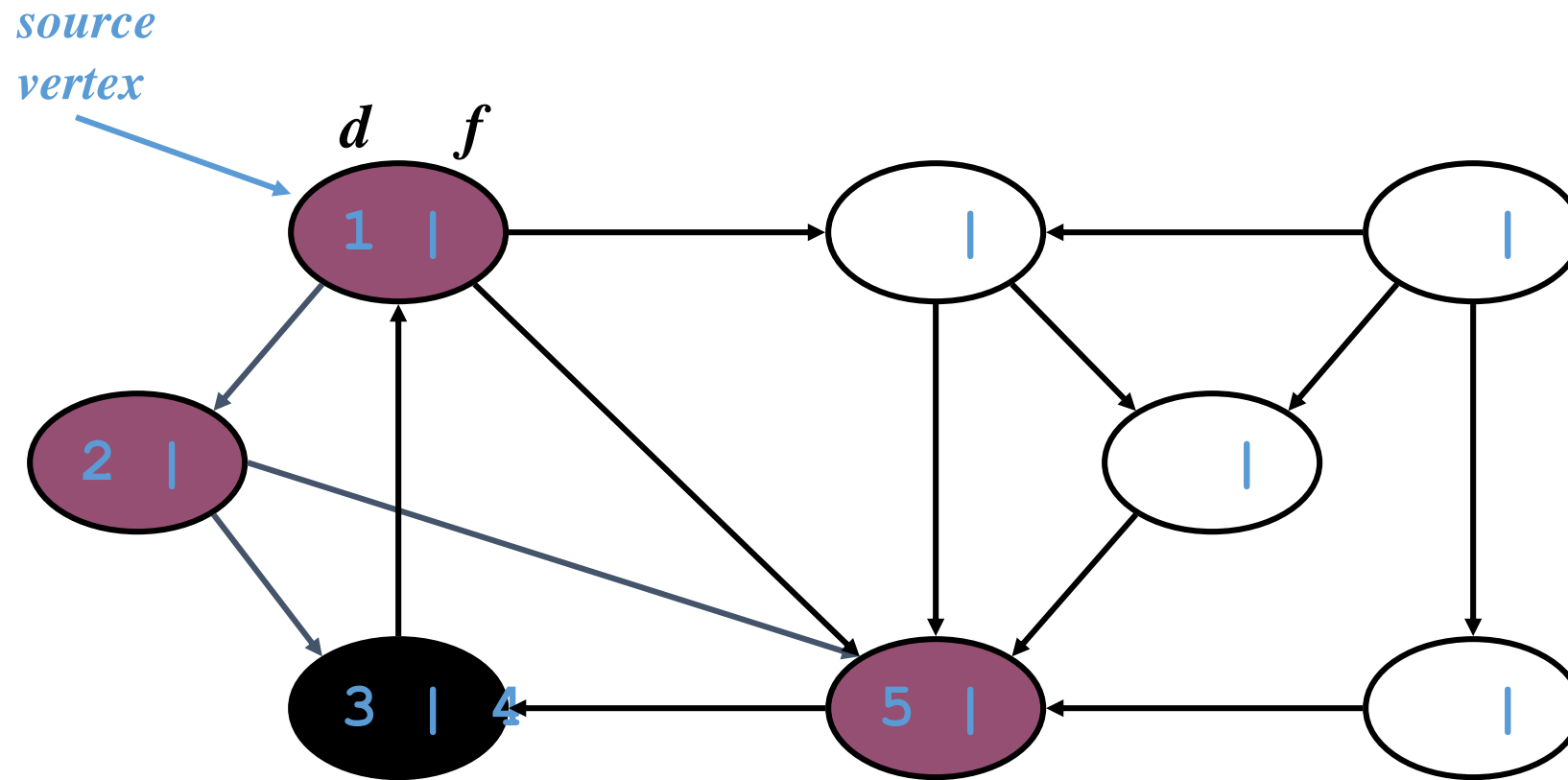
DFS Example



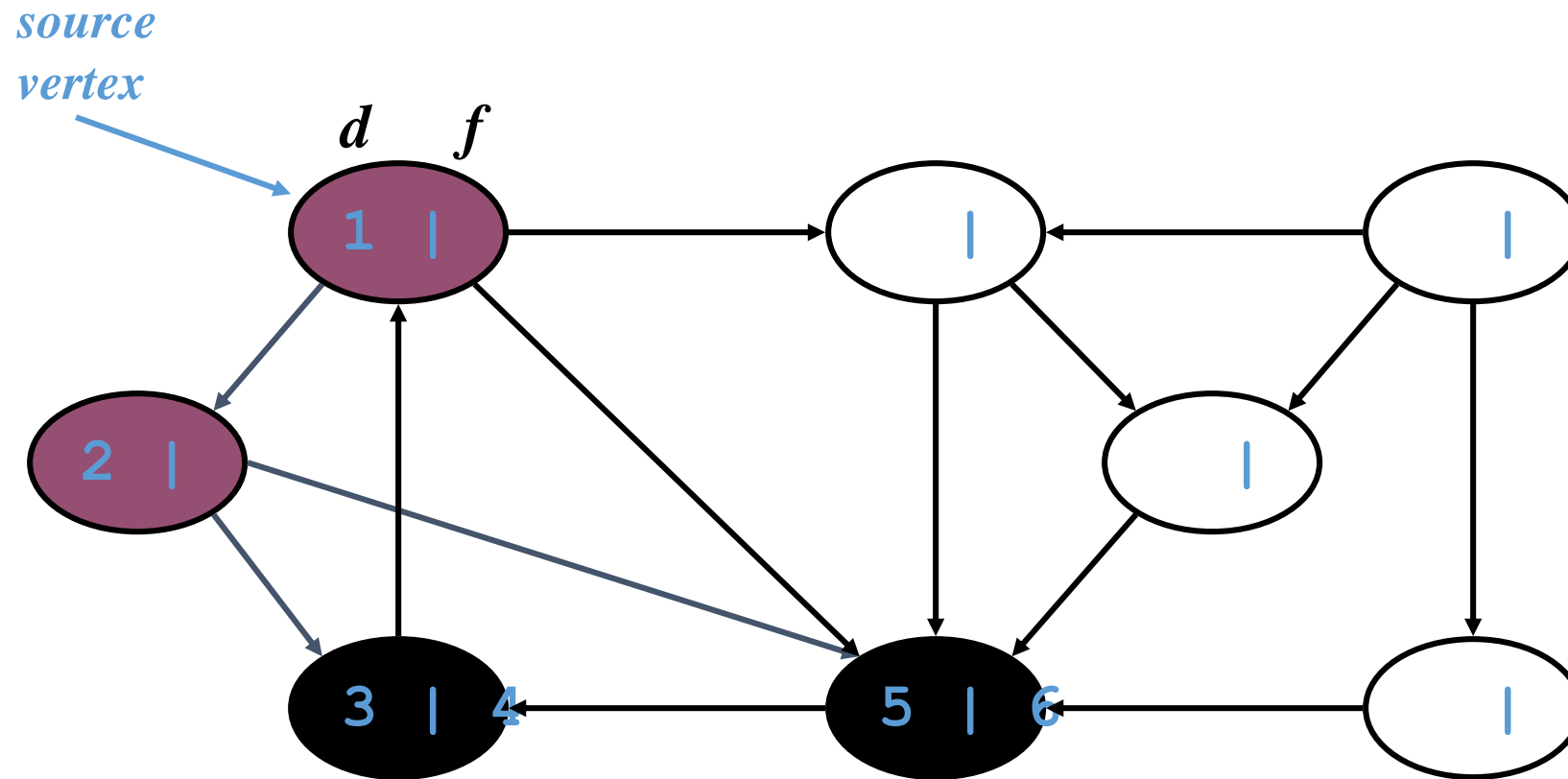
DFS Example



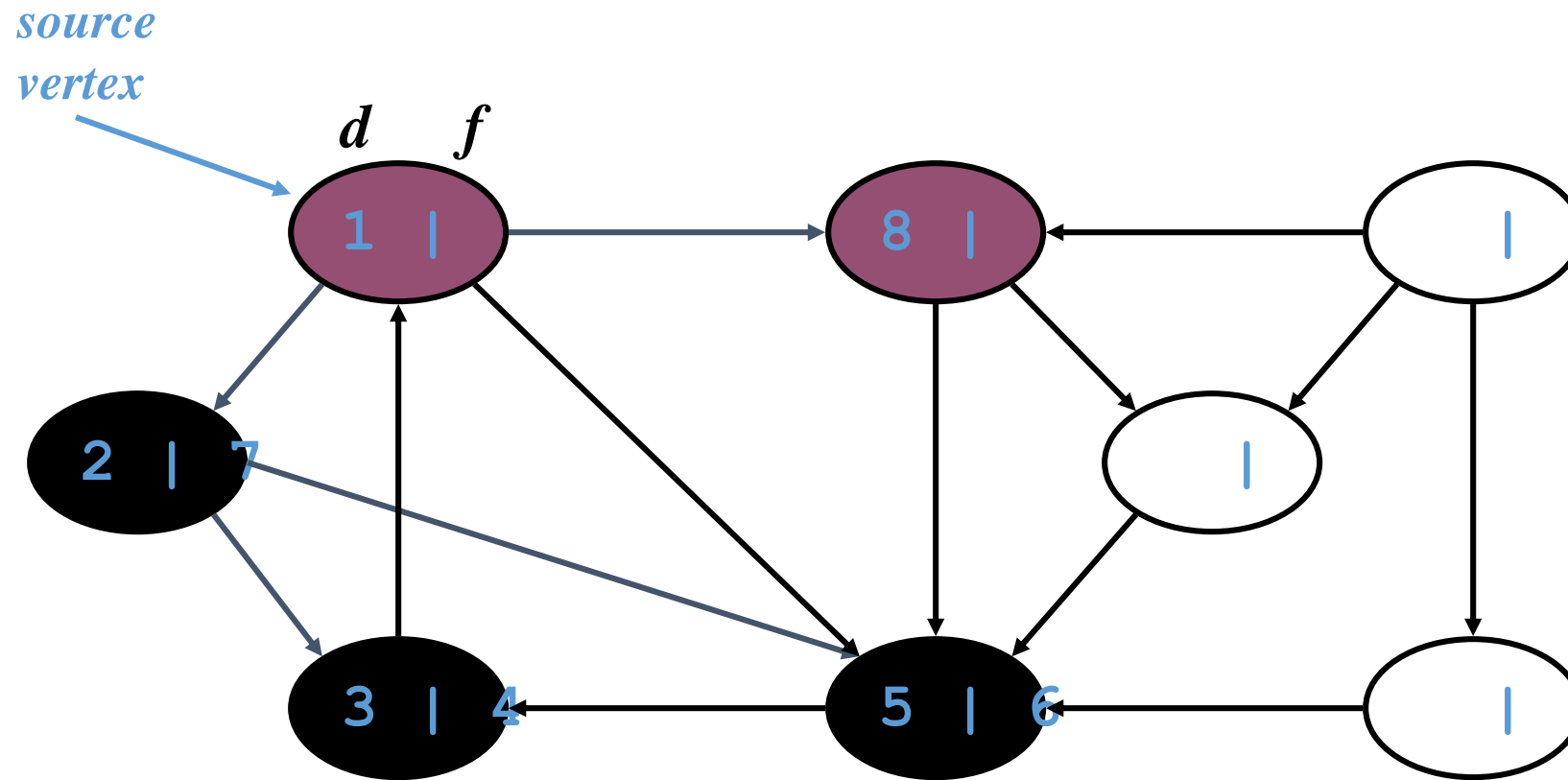
DFS Example



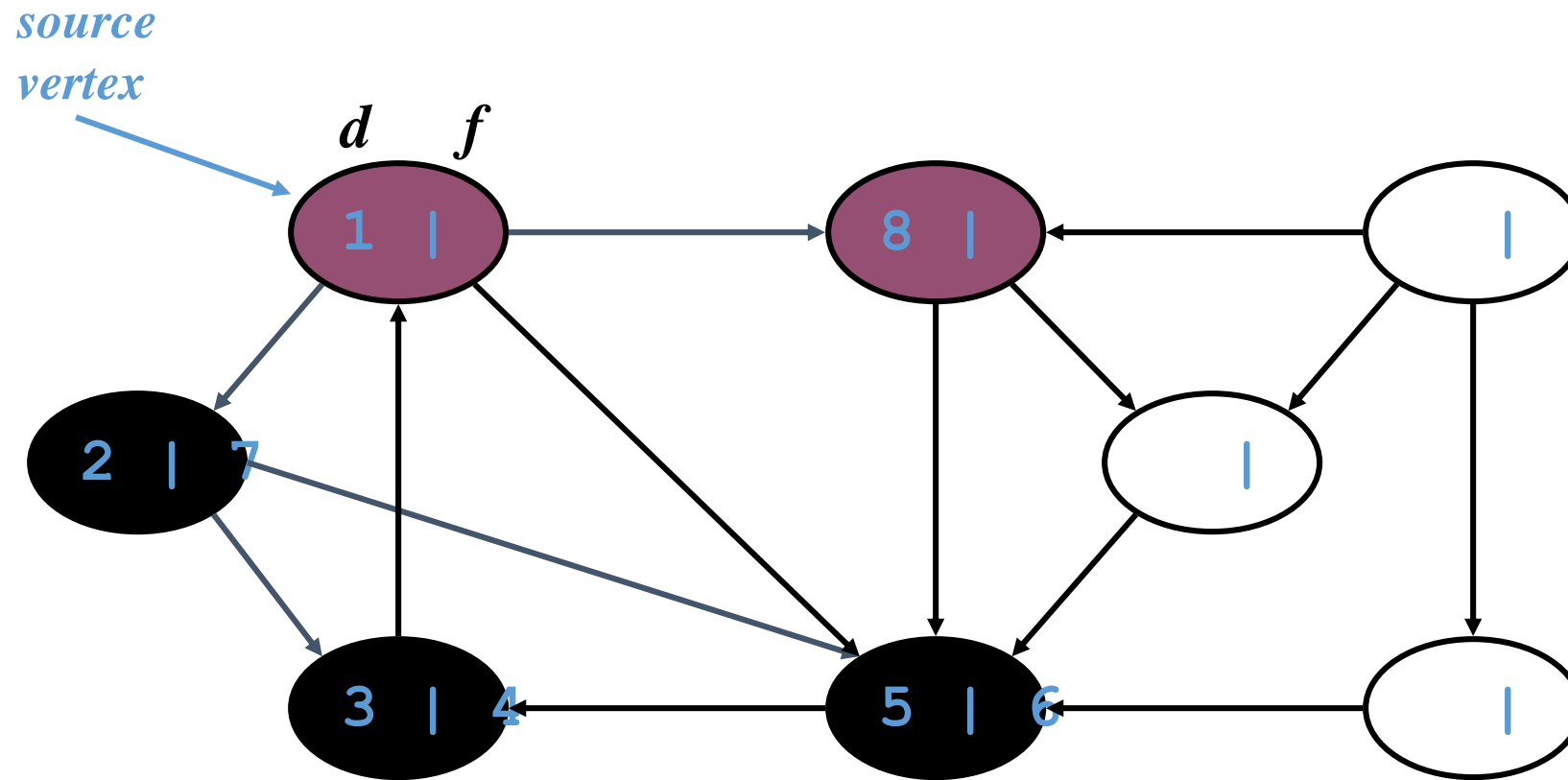
DFS Example



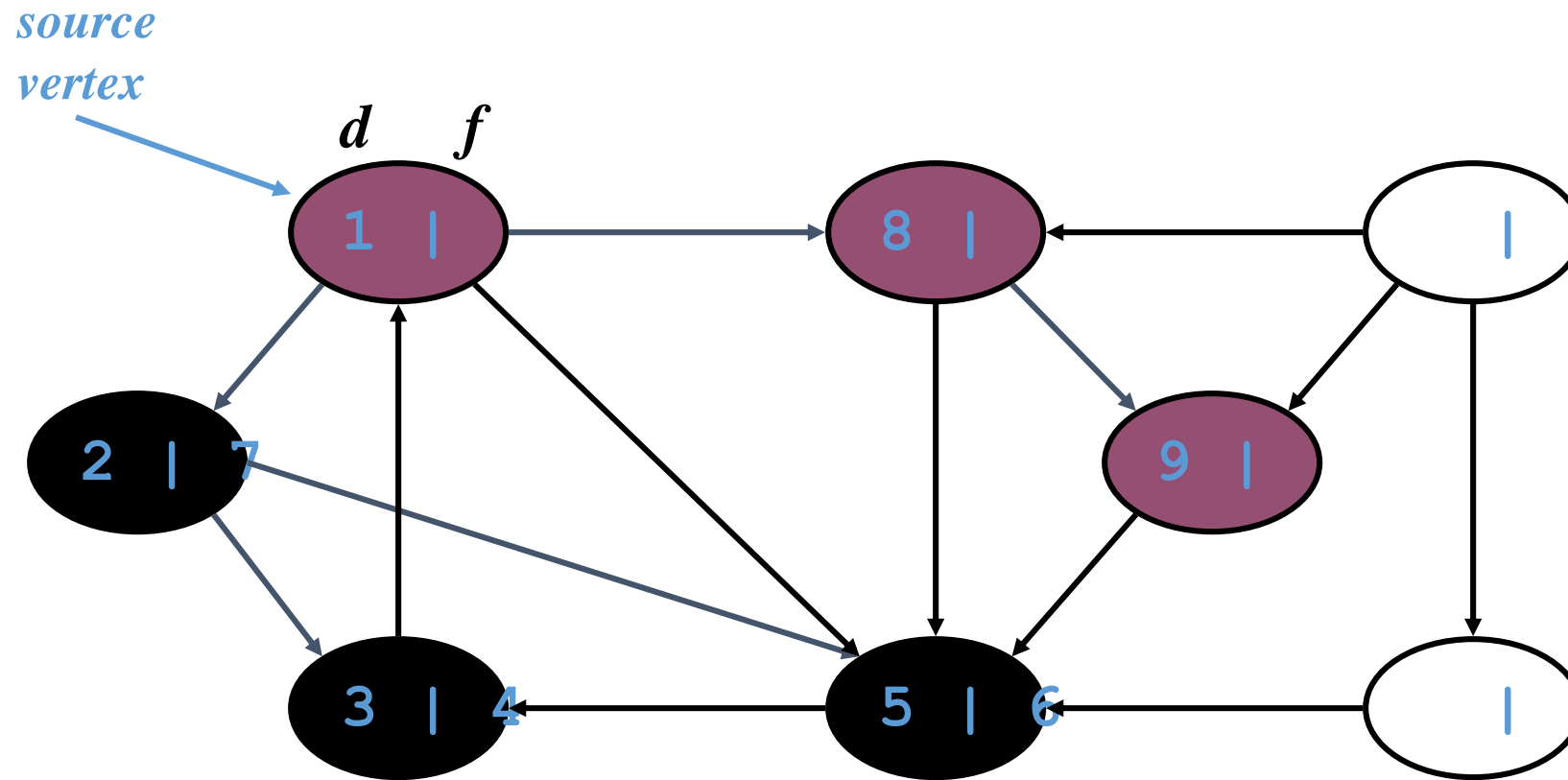
DFS Example



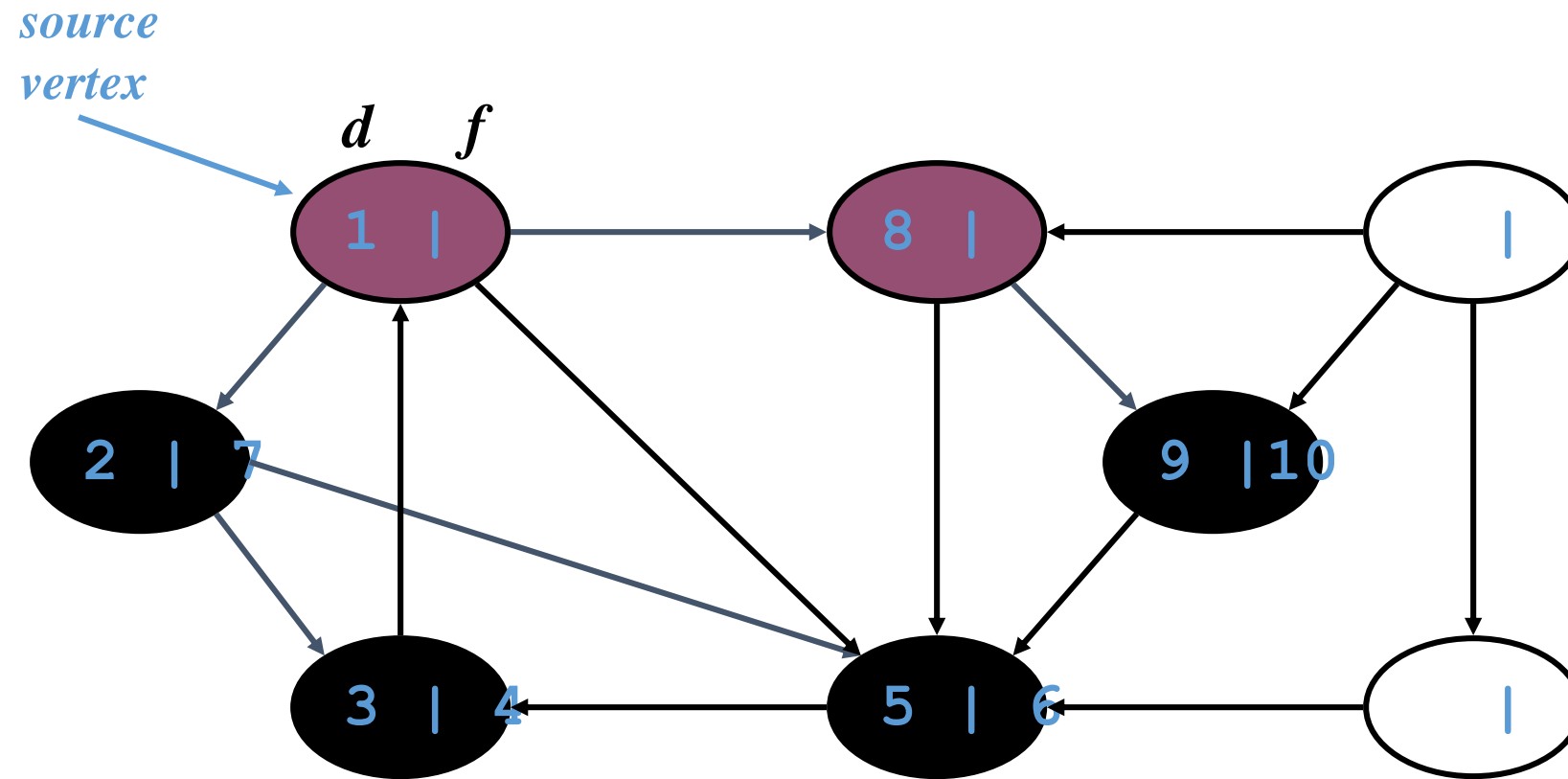
DFS Example



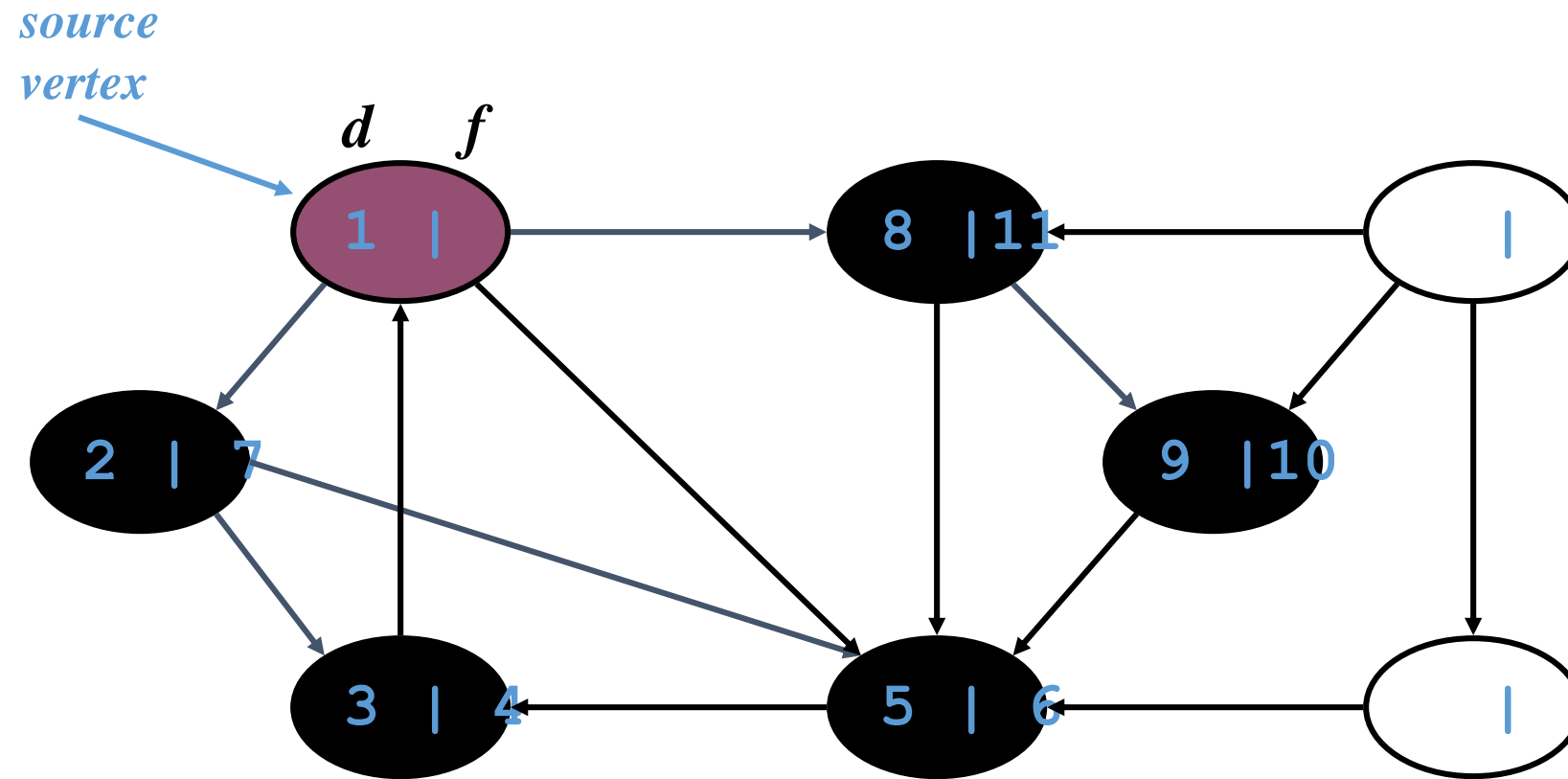
DFS Example



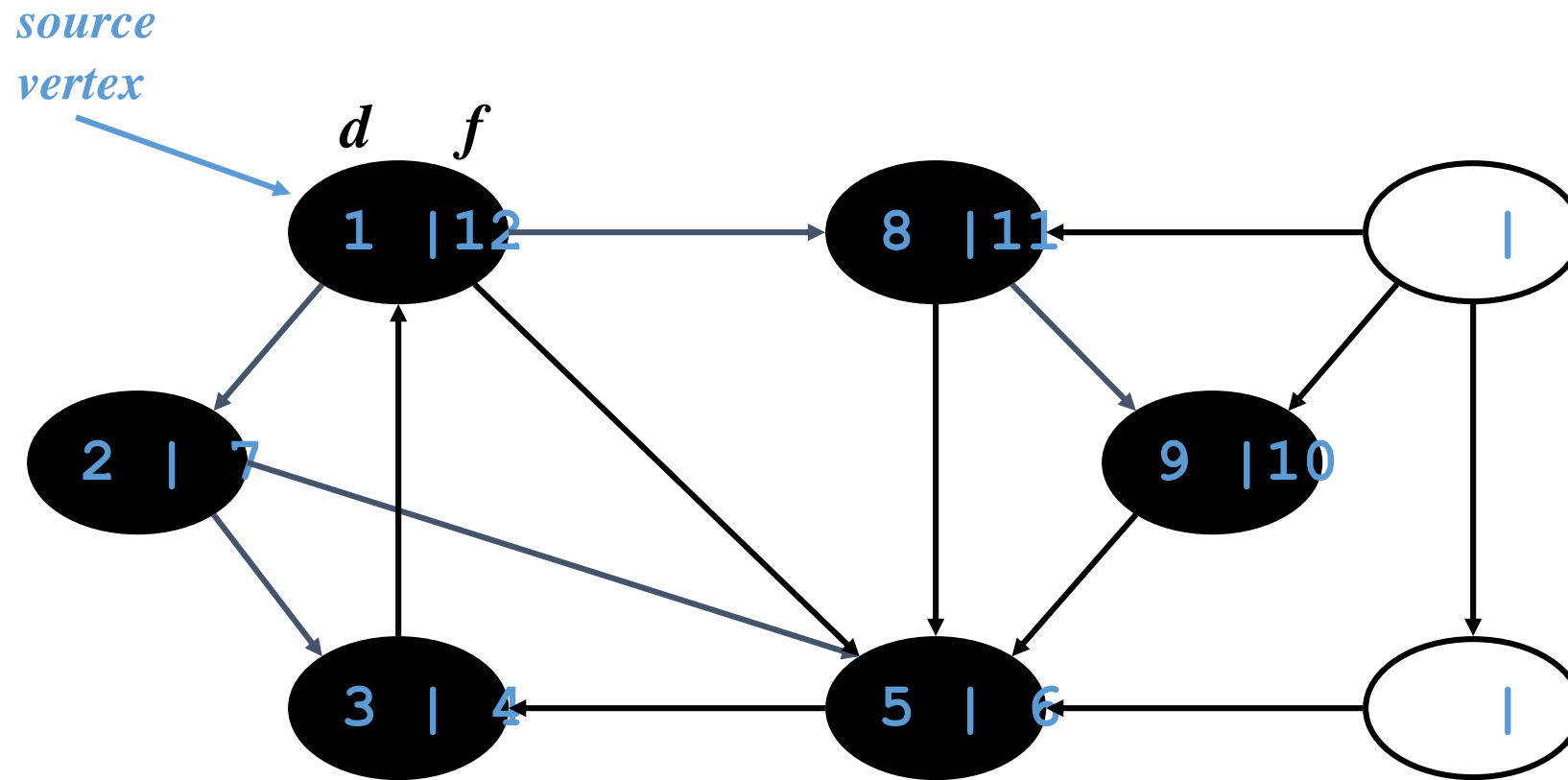
DFS Example



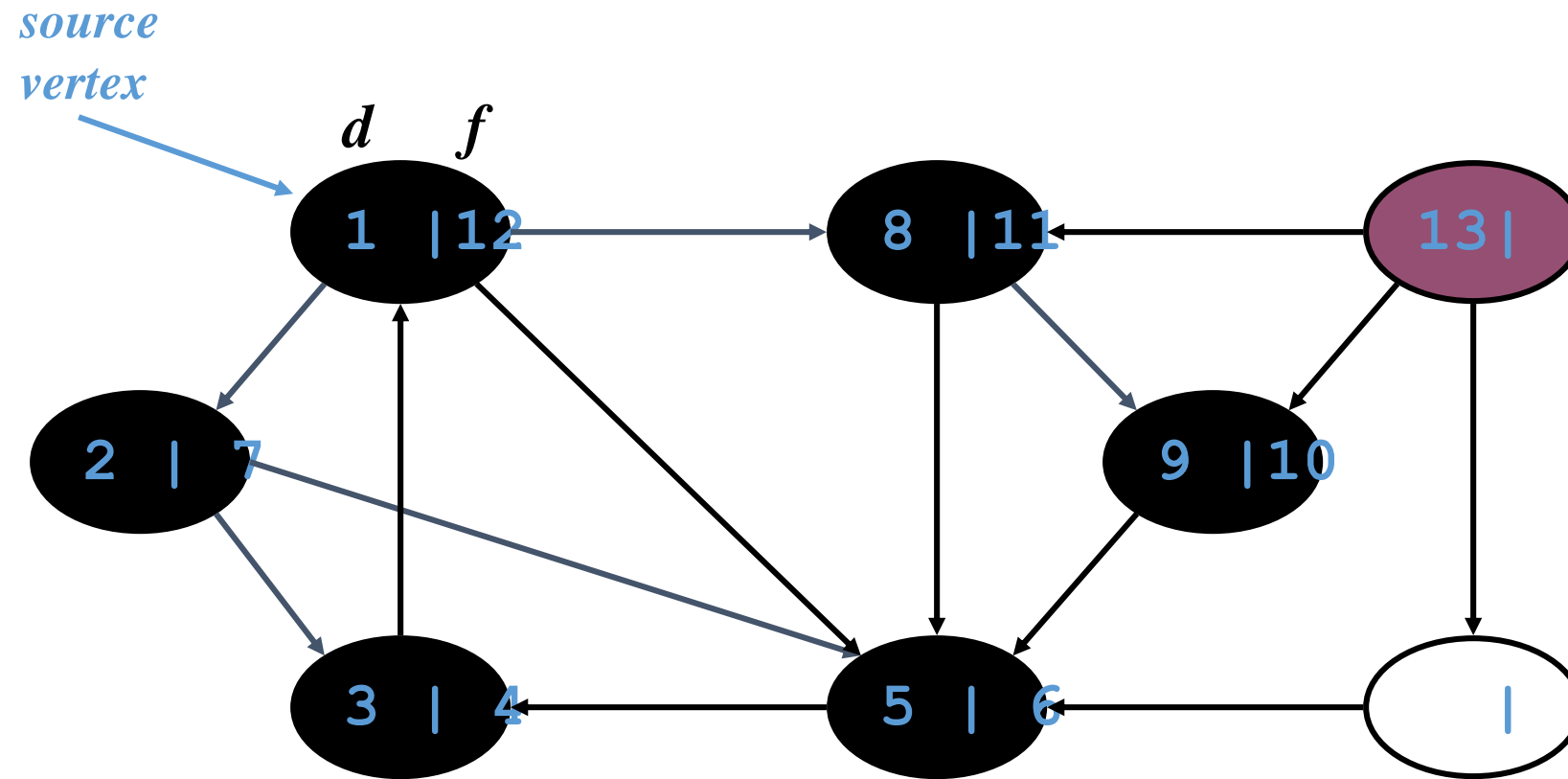
DFS Example



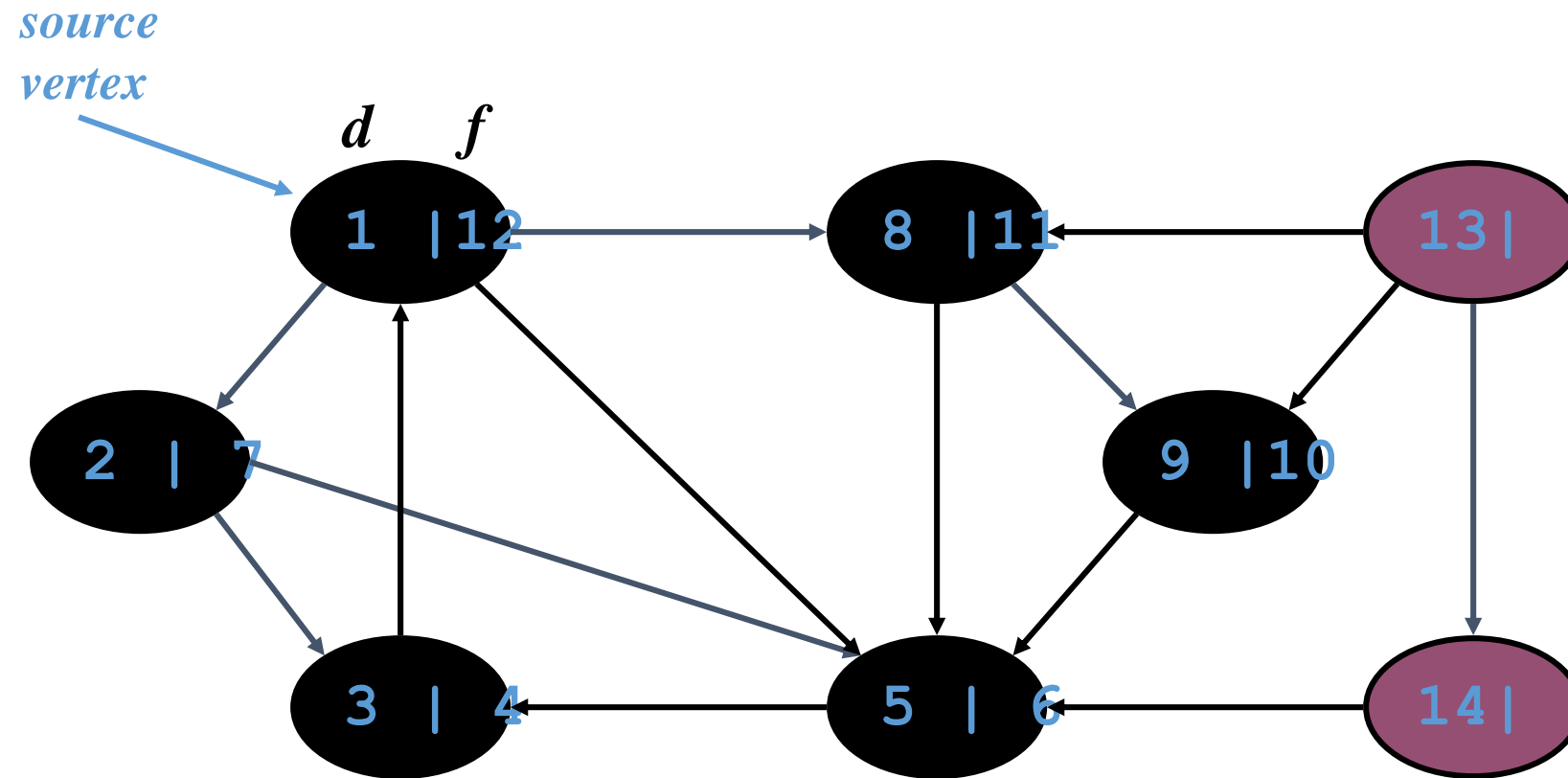
DFS Example



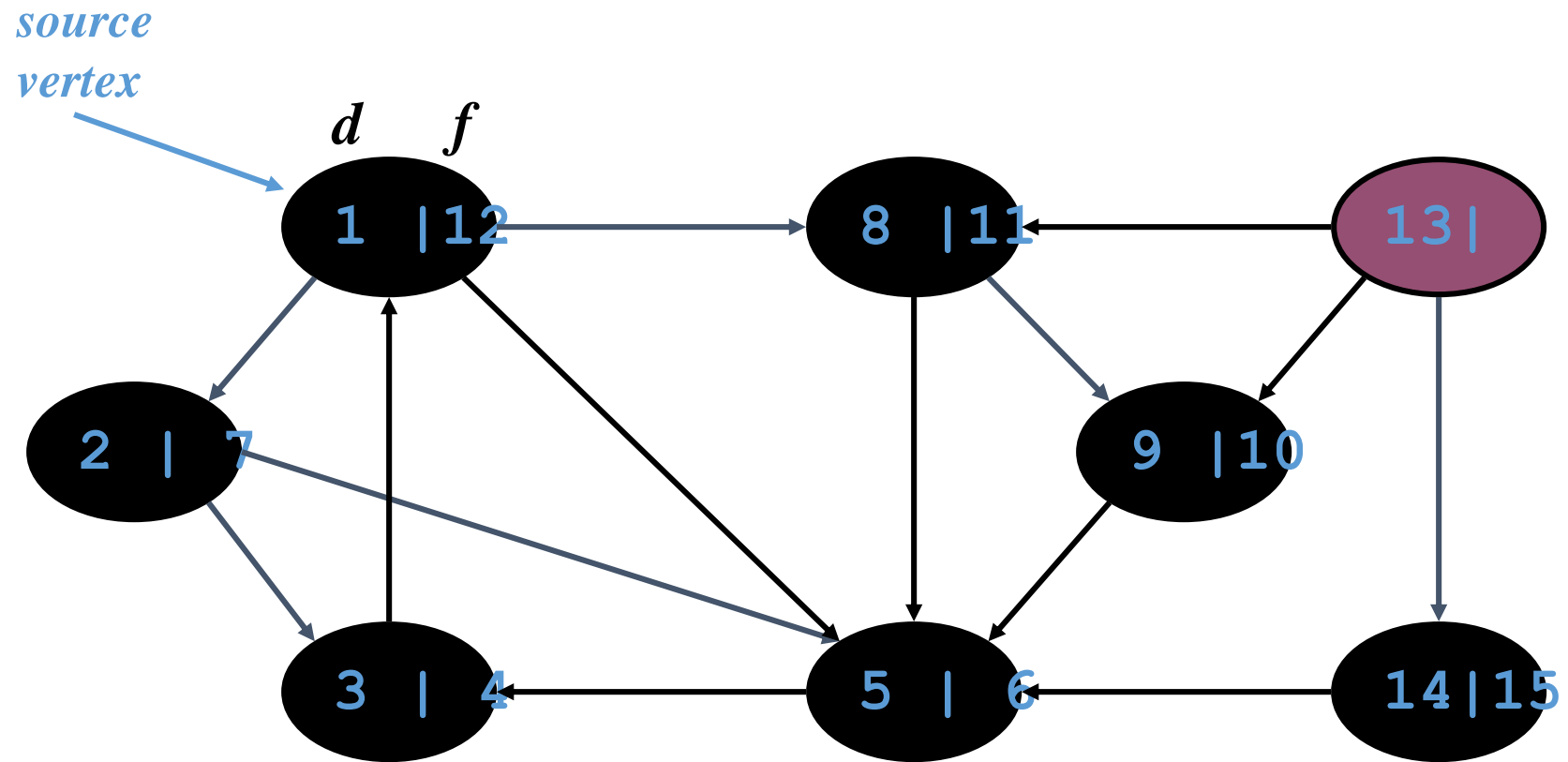
DFS Example



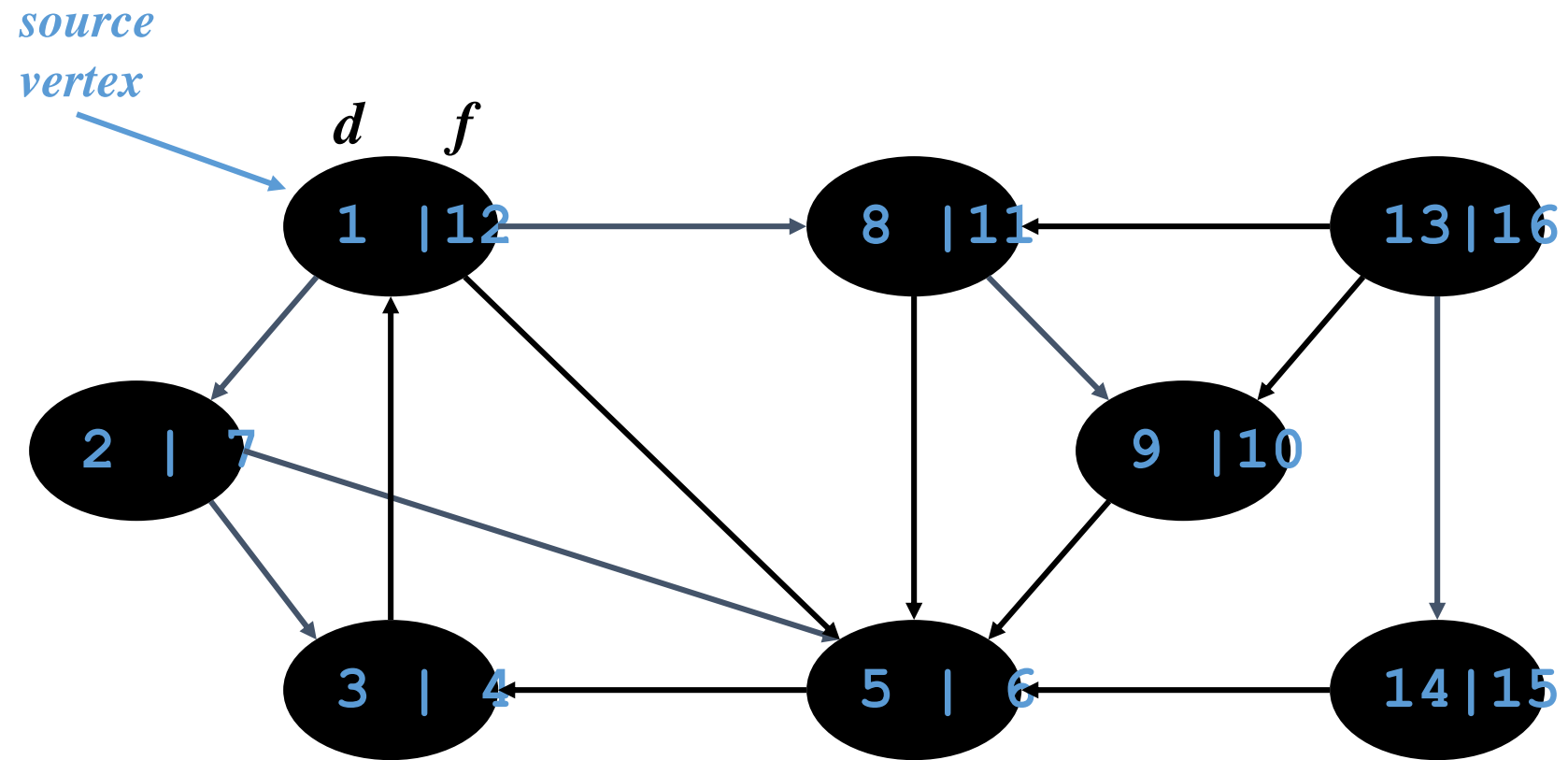
DFS Example



DFS Example



DFS Example

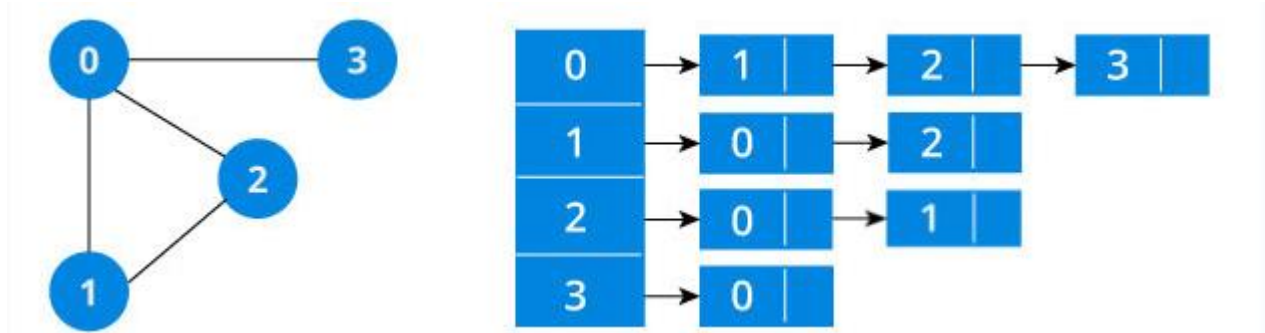


Depth-First Search - Implementation

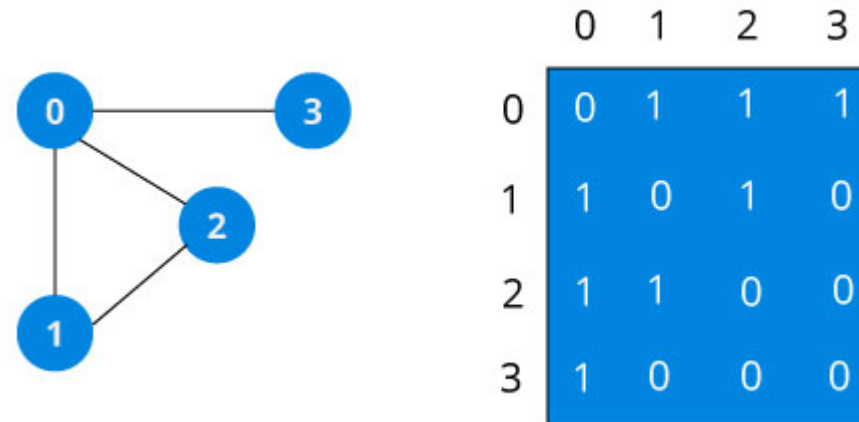
- ❖ Graph Input from FILE
- ❖ Adjacency List/ Matrix – DS: Array of linked list or 2D Array
- ❖ DFS – recursive
- ❖ Output sequence of vertices for the DFS traversal

Depth-First Search - Implementation

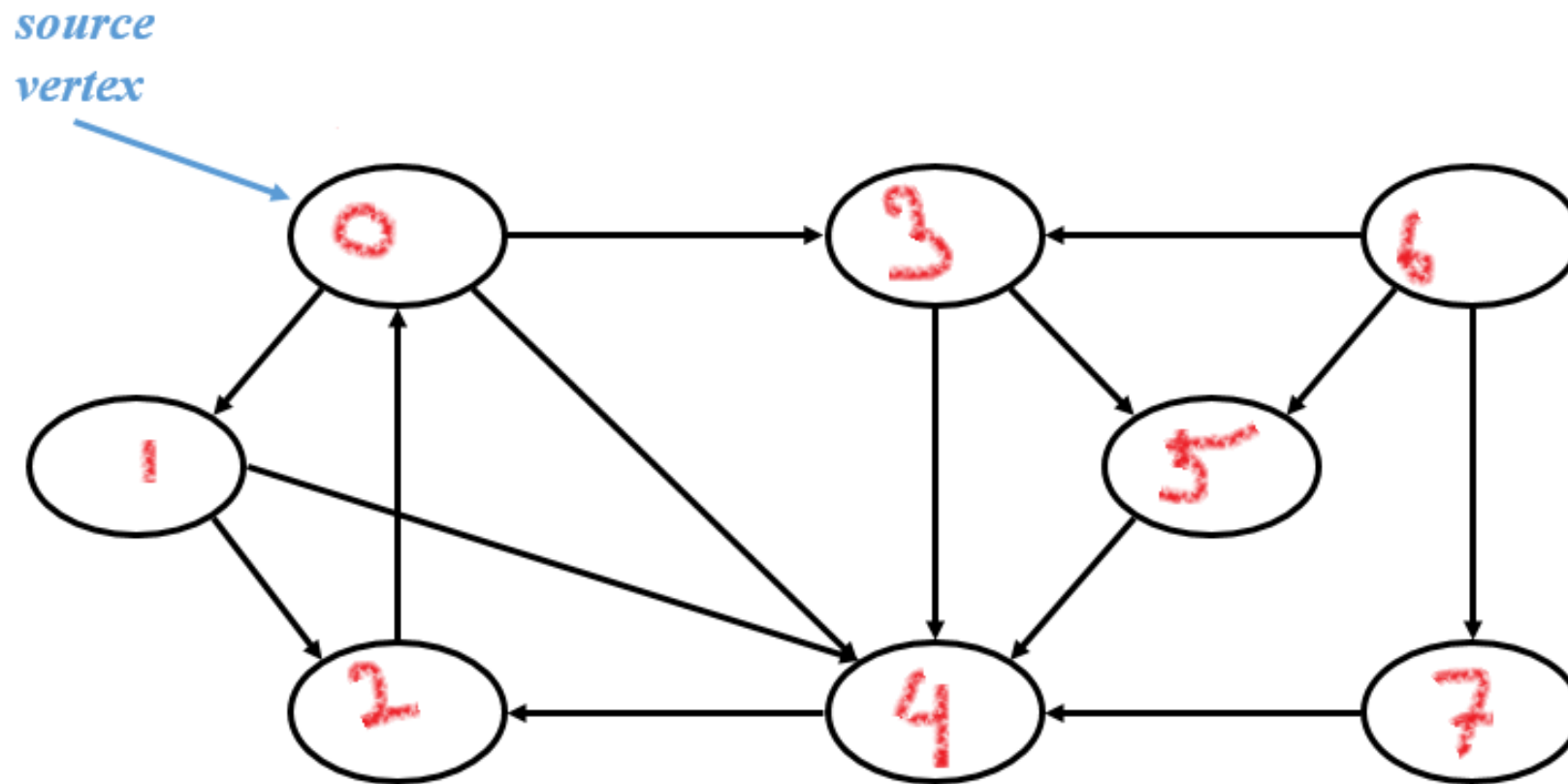
❖ Adjacency List (list)



❖ Adjacency Matrix (2D Array)



Depth-First Search - Implementation



Let's Implementation