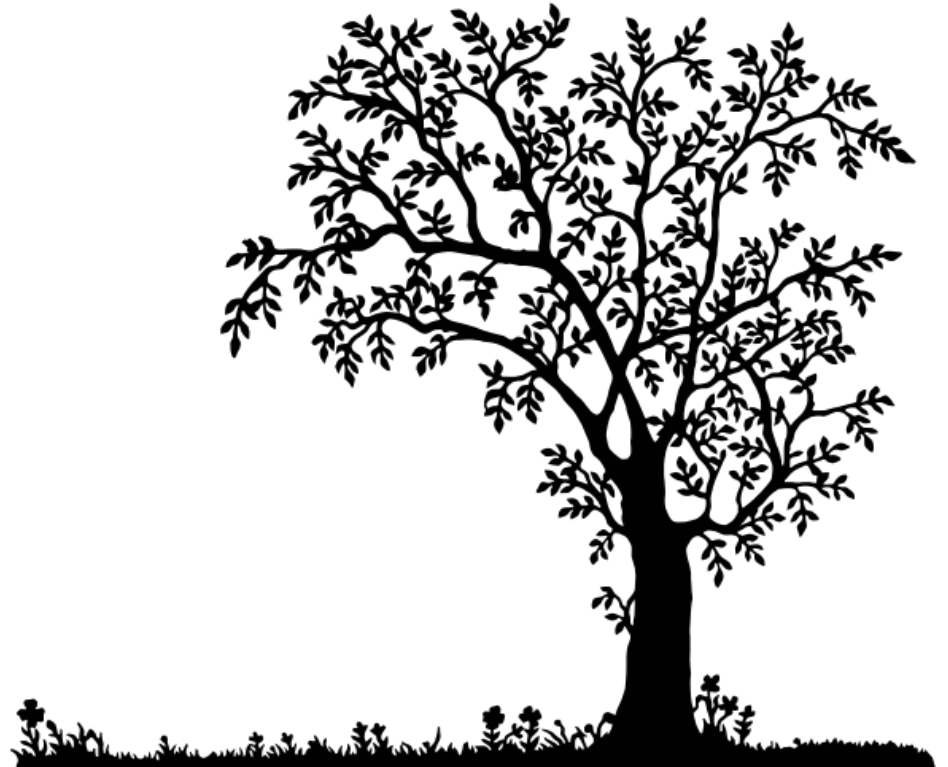
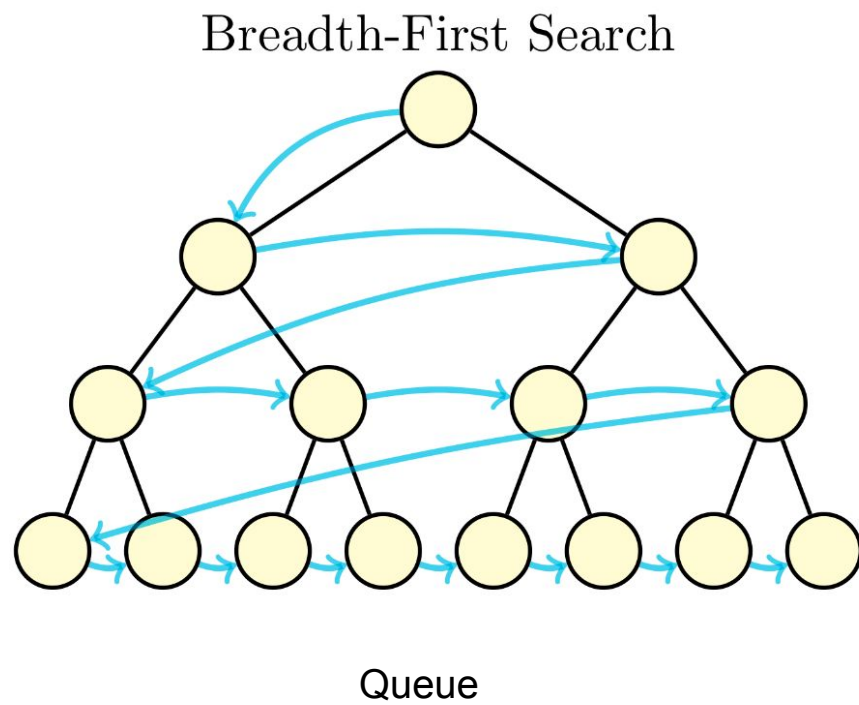


Data Structures and Algorithms (DSA) for AI

Fernanda Madeiral

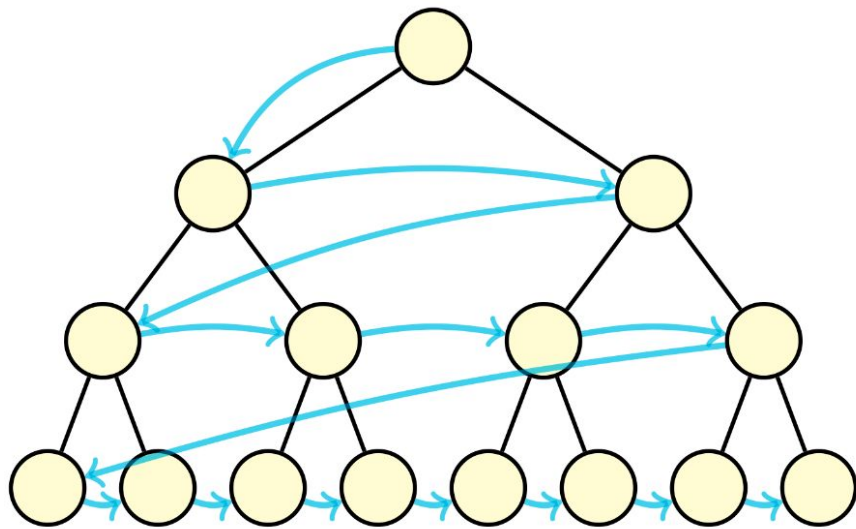


Breadth-first search (BFS)



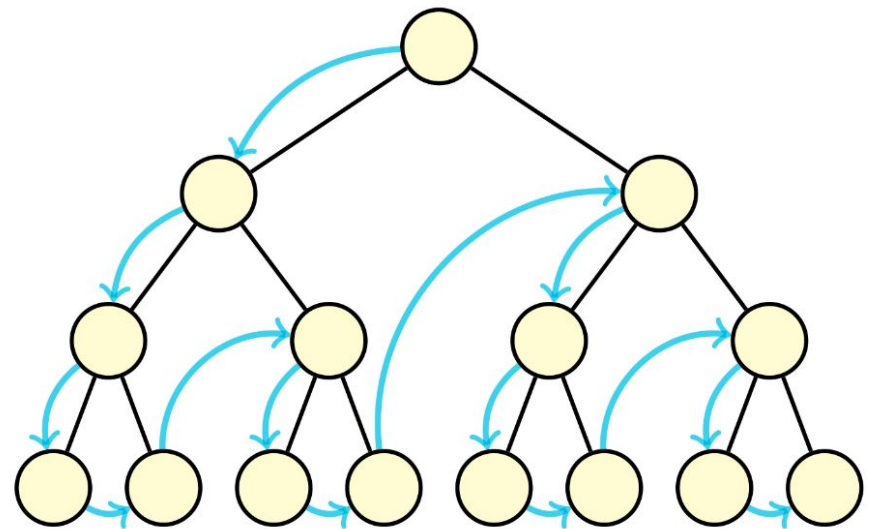
How to implement depth-first search (DFS)?

Breadth-First Search



Queue

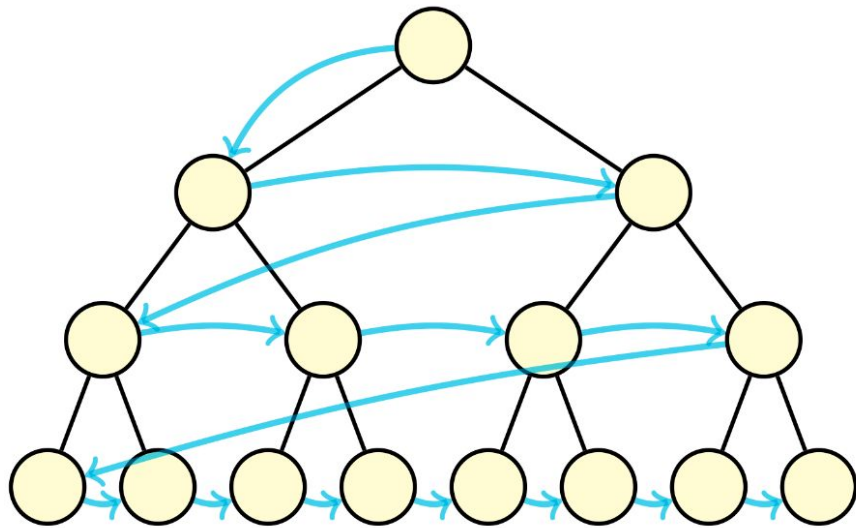
Depth-First Search



?

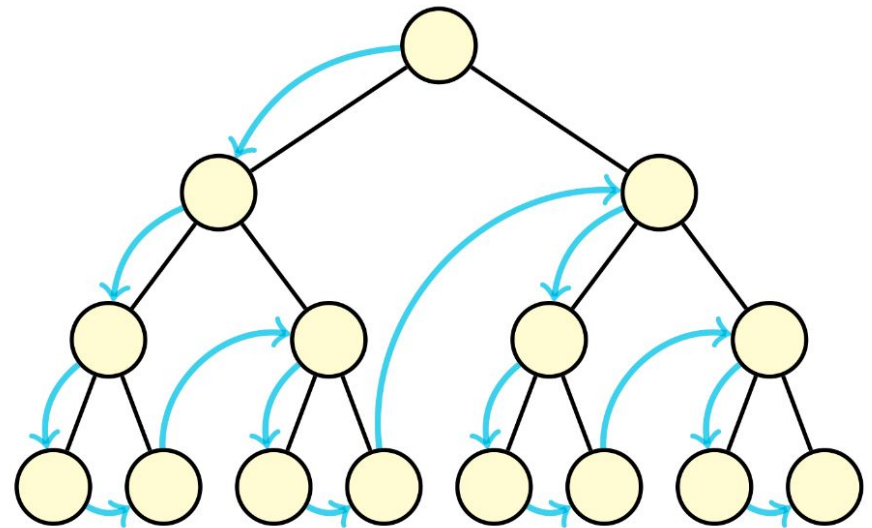
How to implement depth-first search (DFS)?

Breadth-First Search



Queue

Depth-First Search



Stack

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

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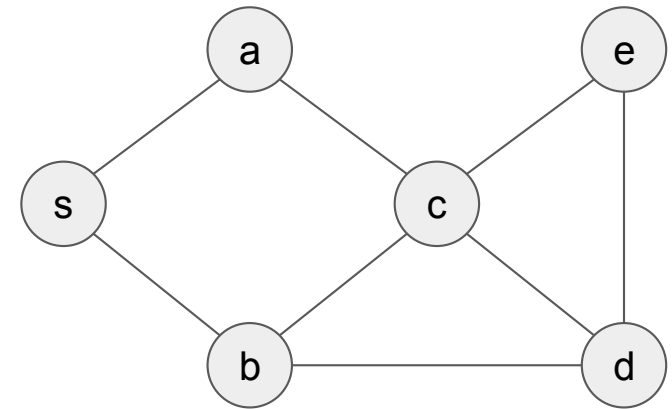
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

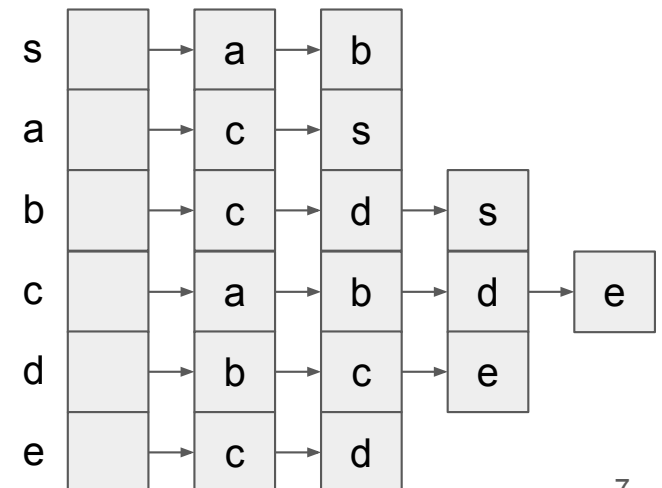
 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



Let's assume the following adjacency-list:



Depth-first search (DFS)

DFS (Iterative Version)

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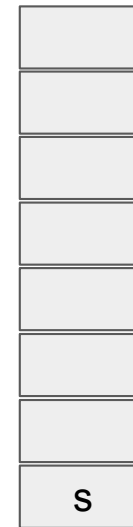
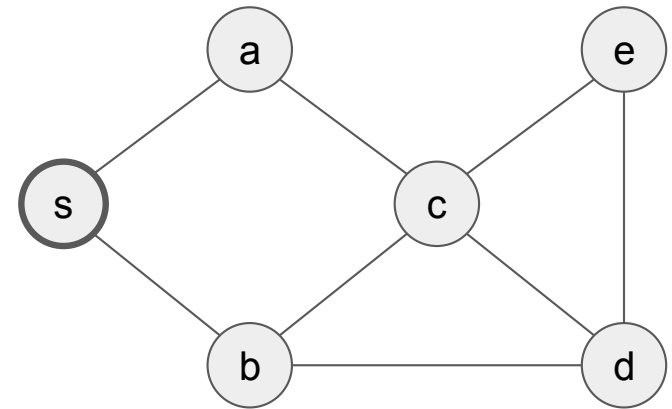
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S

Explored:

\emptyset

Depth-first search (DFS)

DFS (Iterative Version)

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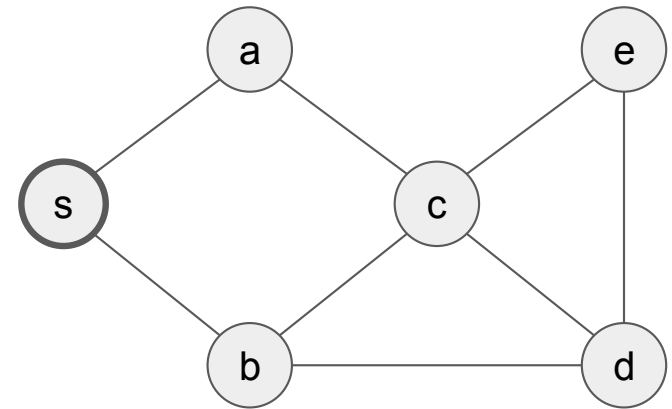
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Explored:

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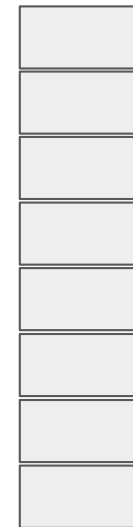
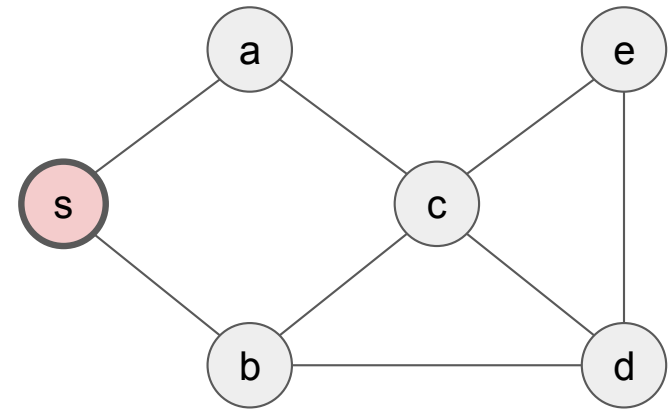
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for each edge (v, w) in v ’s adjacency list **do**

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S

Explored:
 s

$v = s$

Depth-first search (DFS)

DFS (Iterative Version)

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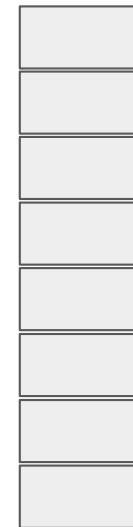
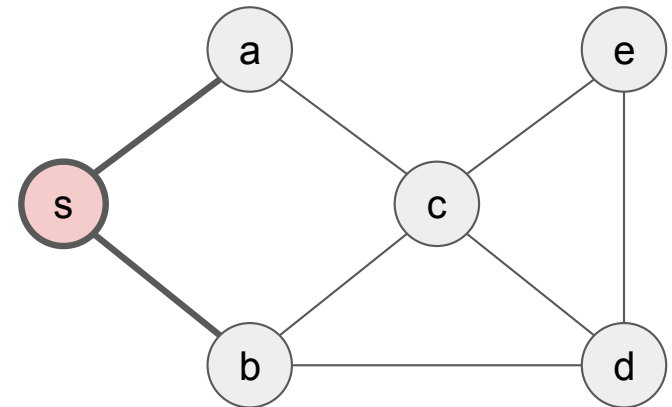
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for each edge (v, w) in v ’s adjacency list **do**

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Explored:
 s

$v = s$

Depth-first search (DFS)

DFS (Iterative Version)

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Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

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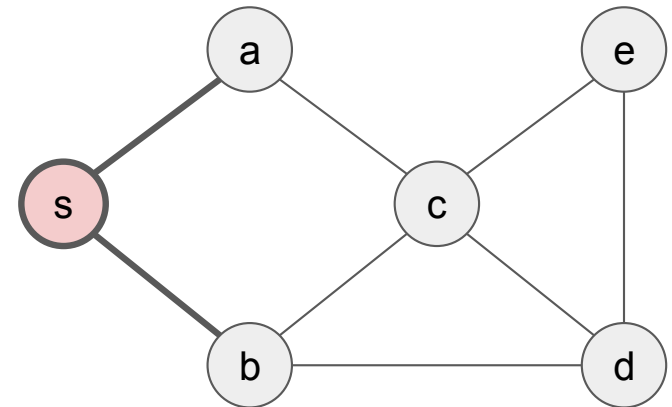
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Explored:
s

$v = s$

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DFS (Iterative Version)

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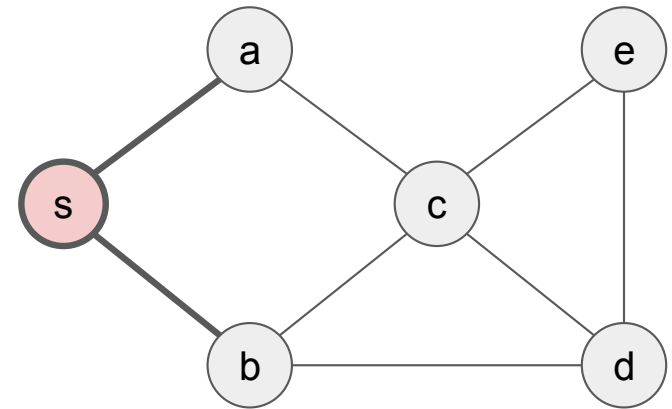
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for each edge (v, w) in v ’s adjacency list **do**

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Explored:
s

$v = s$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

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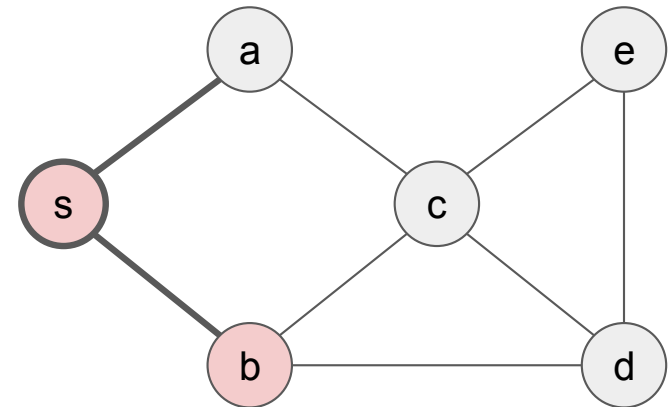
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

 add (“push”) w to the front of S



S

Explored:
s, b

$v = b$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

```
mark all vertices as unexplored
```

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

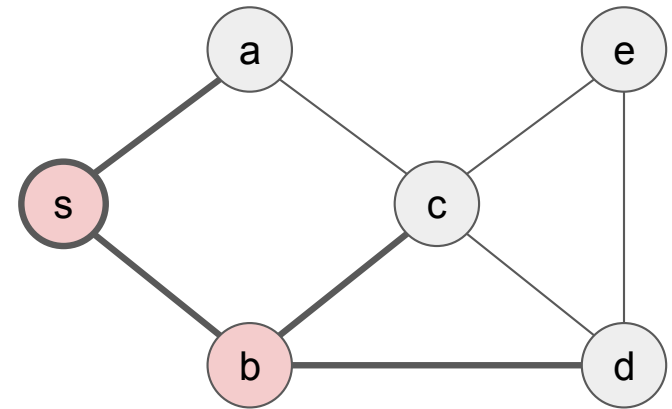
remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

```
mark  $v$  as explored
```

for each edge (v, w) in v 's adjacency list **do**

add (“push”) w to the front of S



S

Explored:
s, b

$$\mathbf{v} = \mathbf{b}$$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

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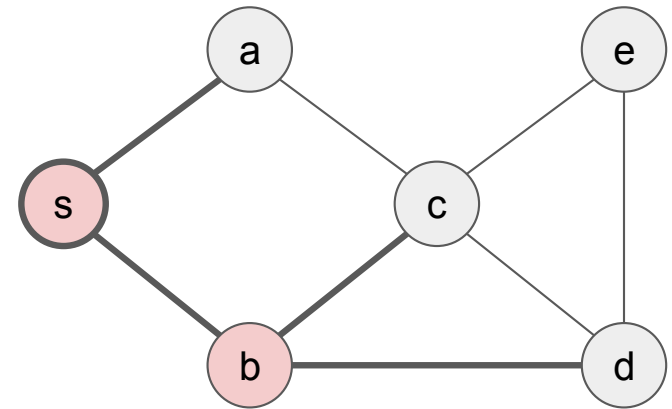
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



Explored:
s, b

$v = b$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

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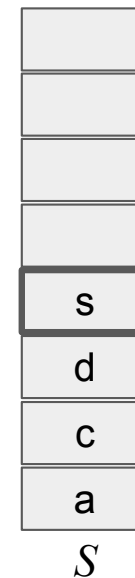
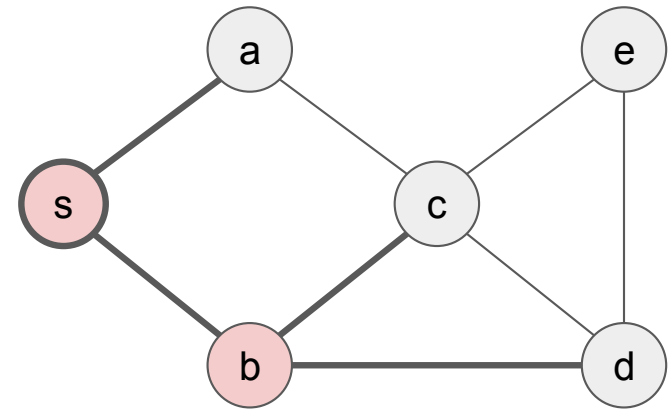
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



Explored:
s, b

$v = b$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

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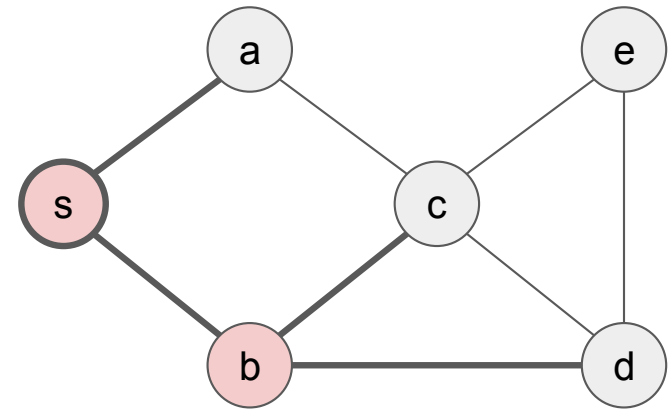
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then** s was already explored

 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

 add (“push”) w to the front of S



Explored:
s, b

$v = s$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

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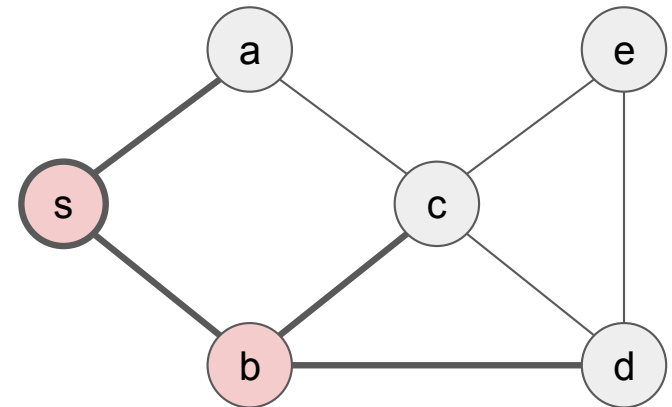
 remove (“pop”) the vertex v from the front of S

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 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

 add (“push”) w to the front of S



S

Explored:
s, b

$v = s$

Depth-first search (DFS)

DFS (Iterative Version)

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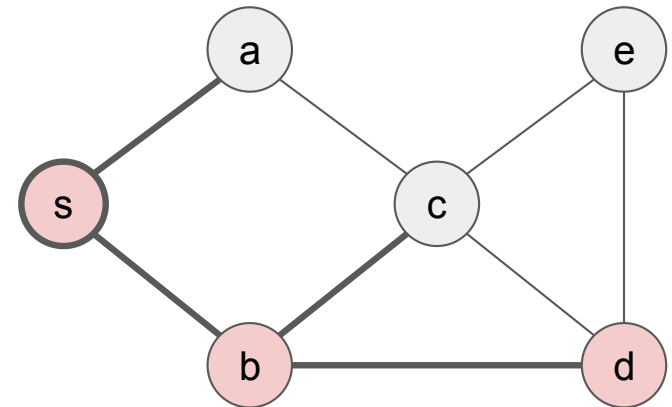
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

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Explored:
s, b, d

$v = d$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

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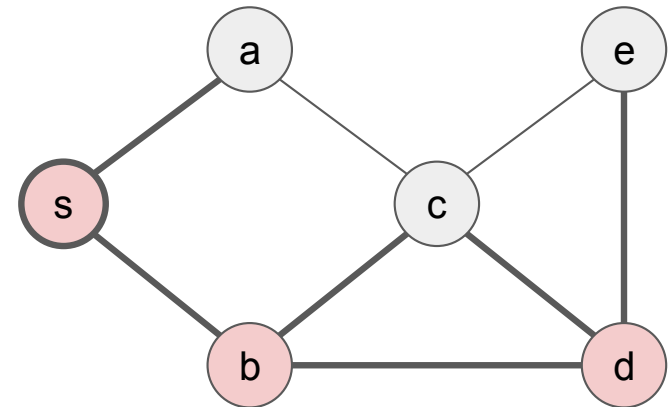
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S

Explored:
s, b, d

$v = d$

Depth-first search (DFS)

DFS (Iterative Version)

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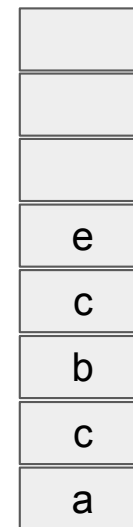
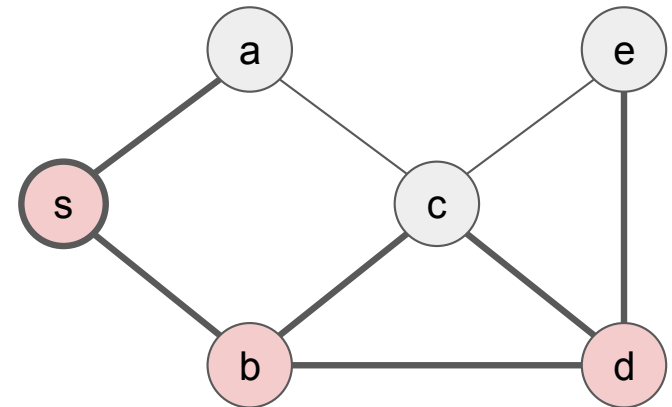
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for each edge (v, w) in v ’s adjacency list **do**

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S

Explored:
 s, b, d

$v = d$

Depth-first search (DFS)

DFS (Iterative Version)

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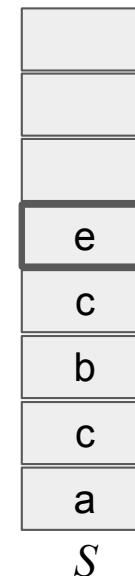
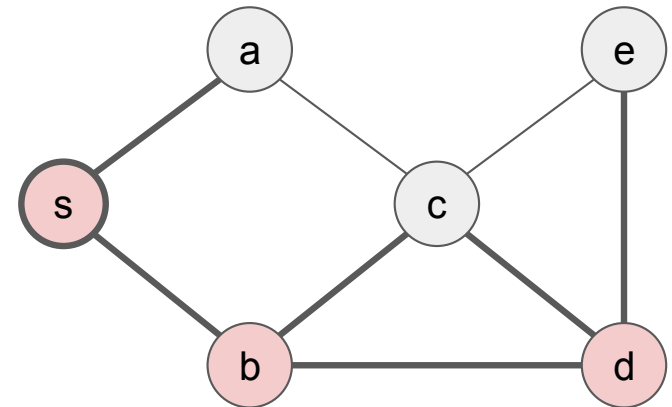
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Explored:
s, b, d

$v = d$

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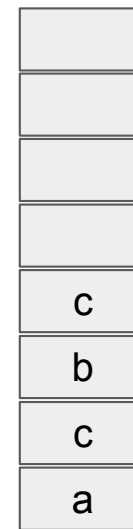
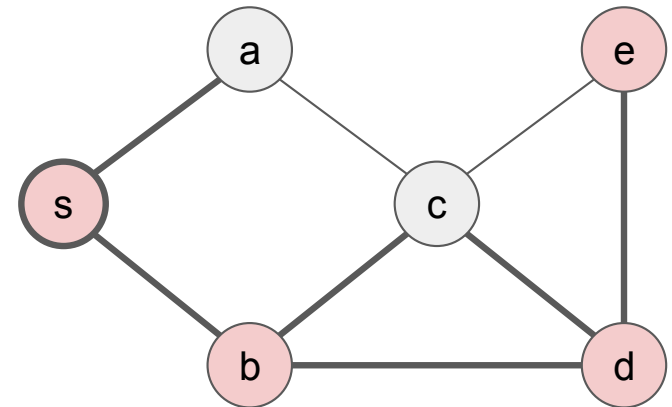
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

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for each edge (v, w) in v ’s adjacency list **do**

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S

Explored:
s, b, d, e

$v = e$

Depth-first search (DFS)

DFS (Iterative Version)

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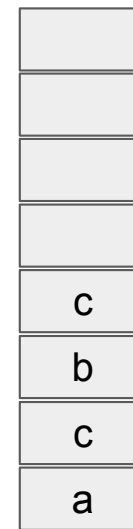
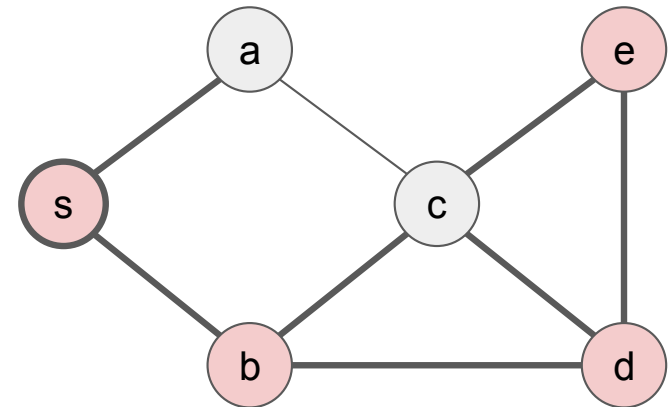
 remove (“pop”) the vertex v from the front of S

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for each edge (v, w) in v 's adjacency list **do**

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Explored:
s, b, d, e

$v = e$

Depth-first search (DFS)

DFS (Iterative Version)

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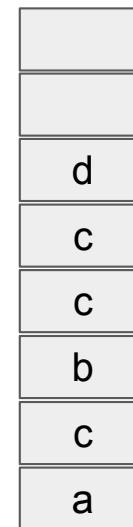
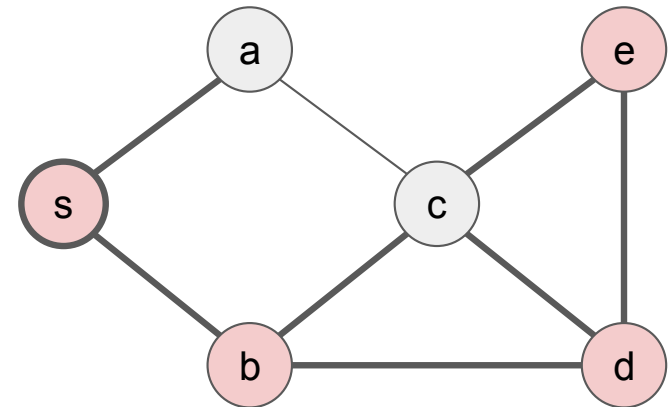
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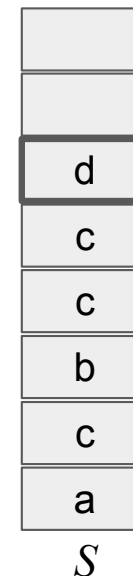
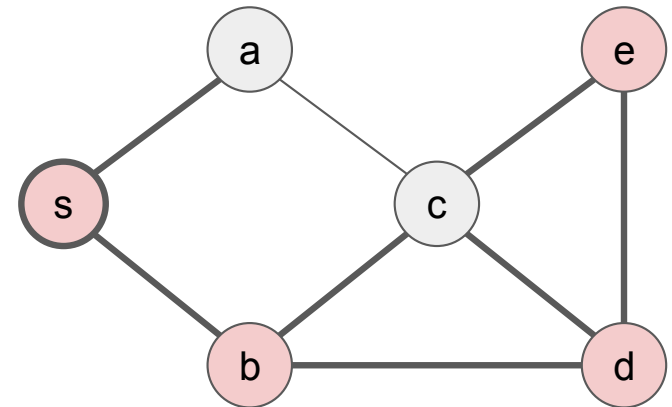
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Explored:
s, b, d, e

$v = e$

Depth-first search (DFS)

DFS (Iterative Version)

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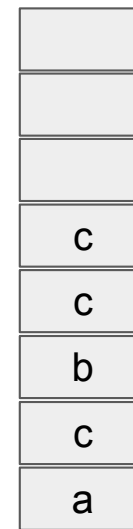
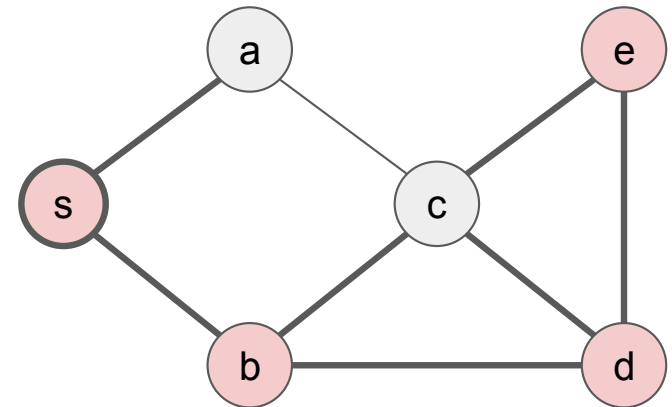
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then** d was already explored

 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

 add (“push”) w to the front of S



Explored:
s, b, d, e

$v = d$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

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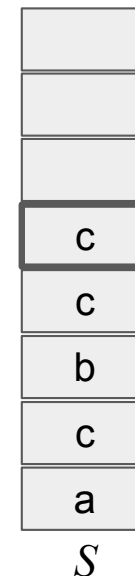
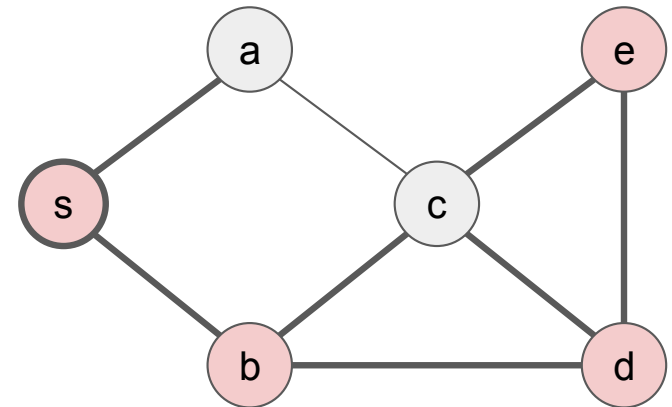
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

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Explored:
s, b, d, e

$v = d$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

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while S is not empty **do**

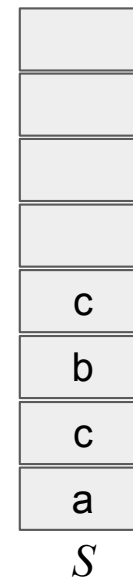
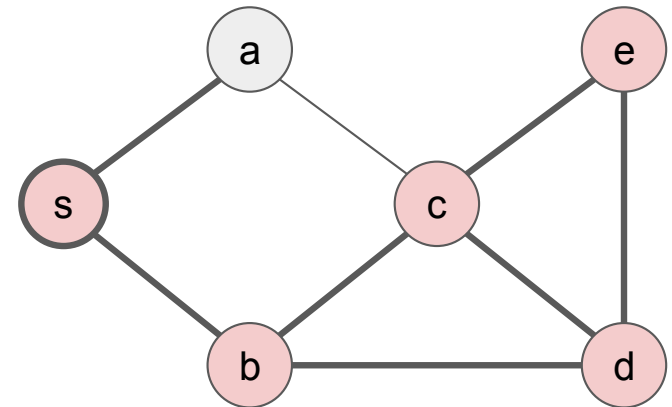
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

 add (“push”) w to the front of S



Explored:
s, b, d, e,
c

$v = c$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

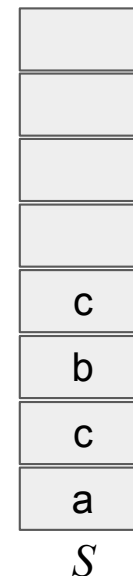
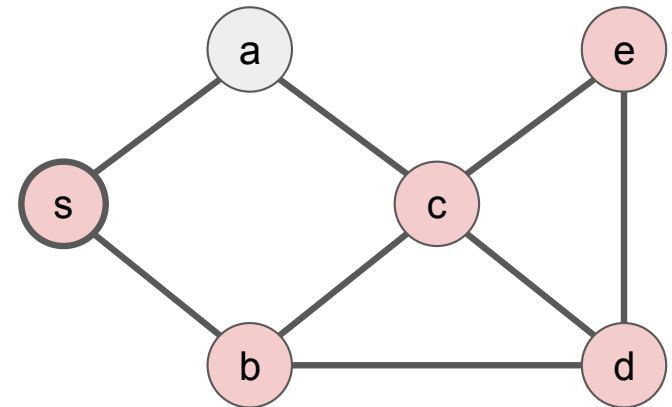
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



Explored:
s, b, d, e,
c

$v = c$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

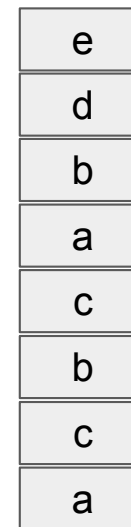
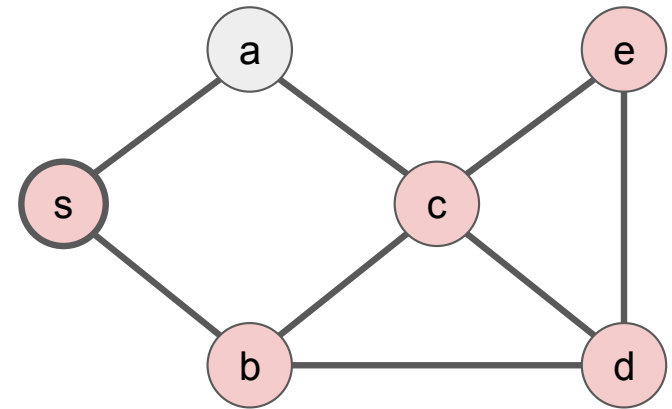
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



S

Explored:
s, b, d, e,
c

$v = c$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

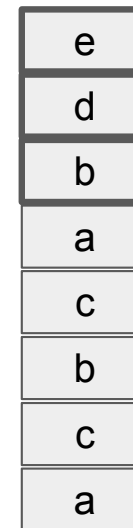
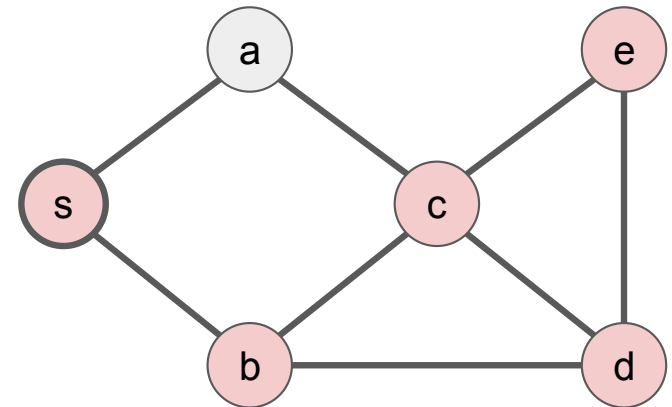
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



S

Explored:
s, b, d, e,
c

$v = c$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

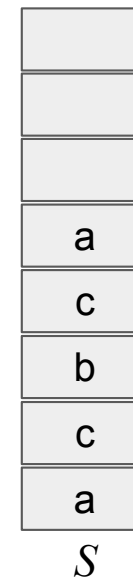
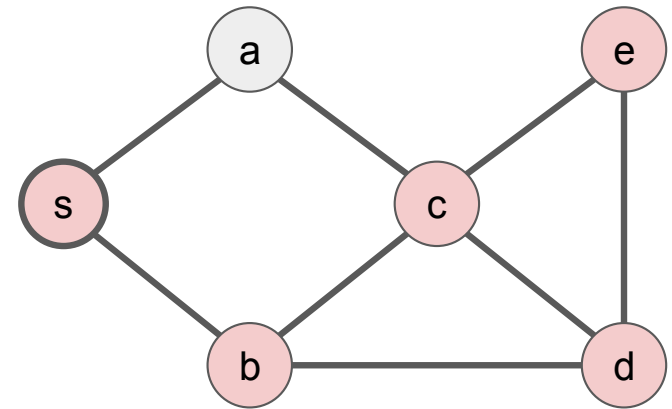
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then** **e, d, b were already explored**

 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

 add (“push”) w to the front of S



Explored:
s, b, d, e,
c

$v =$
e...d...b 34

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

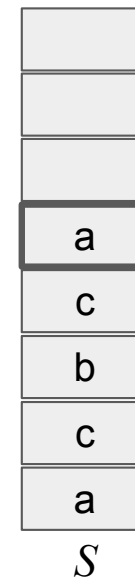
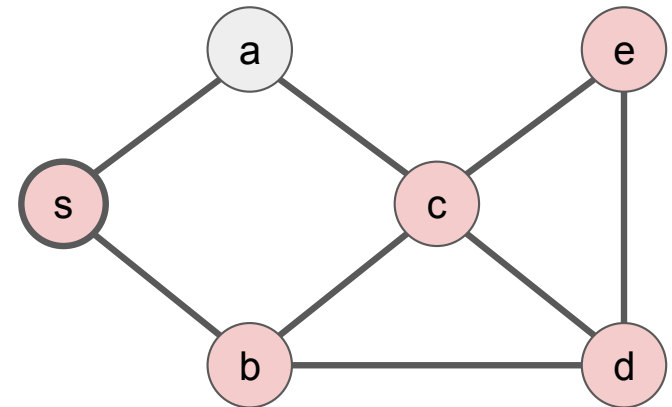
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



Explored:
s, b, d, e,
c

$v =$
e...d...b 35

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

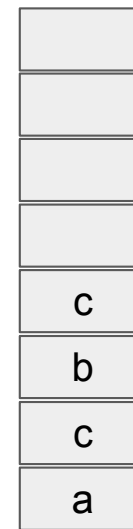
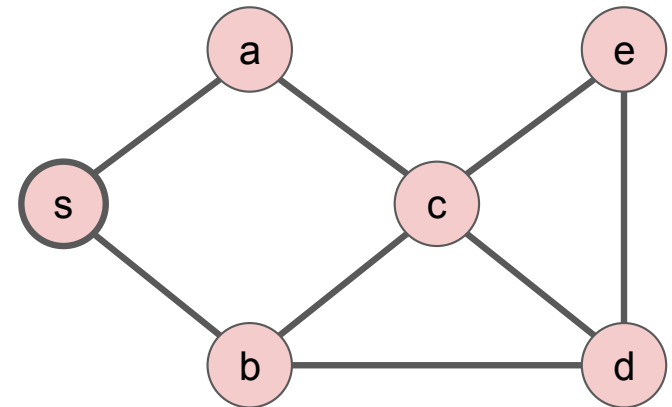
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



S

Explored:
s, b, d, e,
c, a

$v = a$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

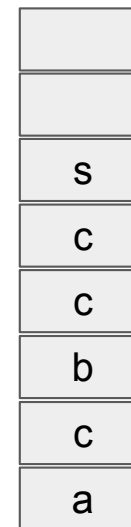
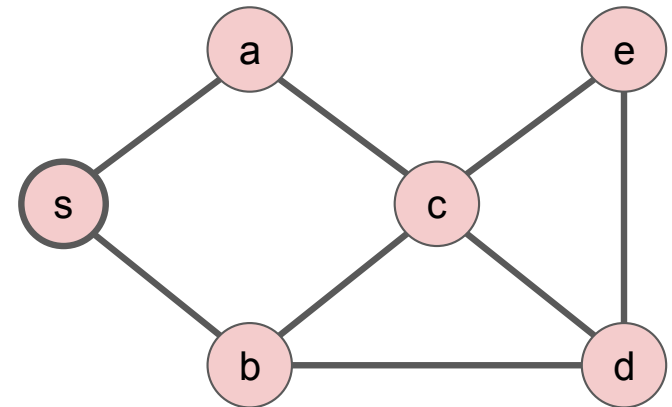
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

 add (“push”) w to the front of S



S

Explored:
s, b, d, e,
c, a

$v = a$

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

 remove (“pop”) the vertex v from the front of S

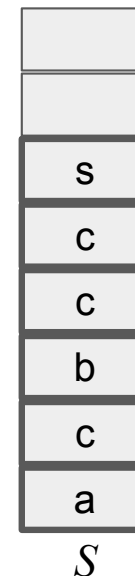
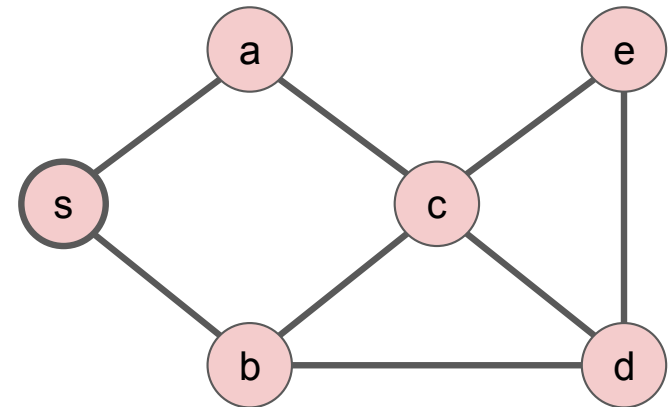
if v is unexplored **then**

all explored

 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

 add (“push”) w to the front of S



Explored:
s, b, d, e,
c, a

$v =$ each
at a time

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

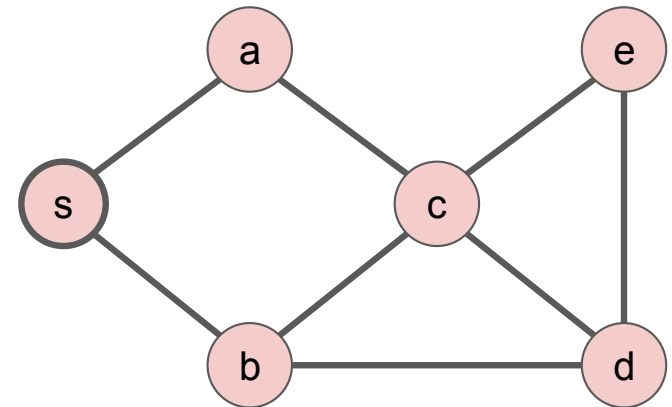
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



S

Explored:
s, b, d, e,
c, a

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

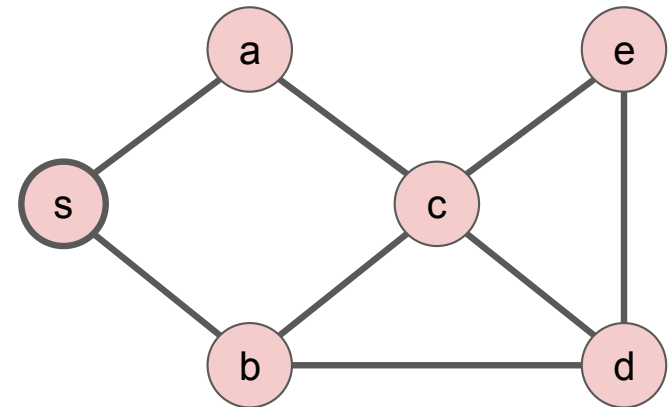
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v ’s adjacency list **do**

 add (“push”) w to the front of S



Time complexity?

Depth-first search (DFS)

DFS (Iterative Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

mark all vertices as unexplored

$S :=$ a stack data structure, initialized with s

while S is not empty **do**

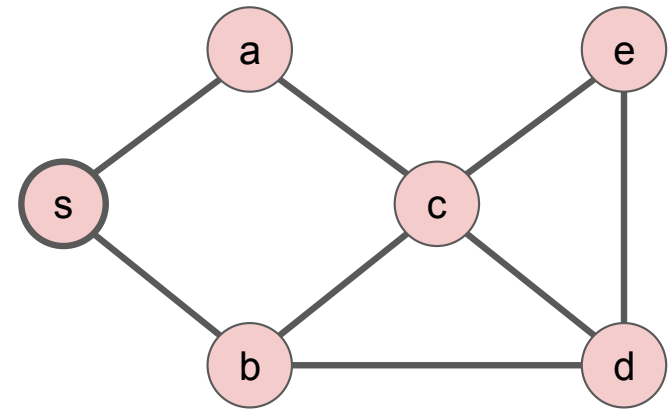
 remove (“pop”) the vertex v from the front of S

if v is unexplored **then**

 mark v as explored

for each edge (v, w) in v 's adjacency list **do**

 add (“push”) w to the front of S



Time complexity
 $O(V + E)$

Depth-first search (DFS) without the stack?
How do you think it is possible?

Recursive depth-first search (DFS)

DFS (Recursive Version)

Input: graph $G = (V, E)$ in adjacency-list representation, and a vertex $s \in V$.

Postcondition: a vertex is reachable from s if and only if it is marked as “explored.”

```
// all vertices unexplored before outer call
mark  $s$  as explored
for each edge  $(s, v)$  in  $s$ 's adjacency list do
    if  $v$  is unexplored then
        DFS ( $G, v$ )
```