

## How to Win Coding Competitions: Secrets of Champions

Week 5: Algorithms on Graphs 1
Lecture 3: Introduction to Depth First Search

Maxim Buzdalov Saint Petersburg 2016

Recall: an undirected graph is connected if for every pair of vertices a and b there is a path between them



Idea 1: Reduce the all-to-all problem to one-to-all problem

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## Idea 2: Solve the one-to-all problem

- ► Traverse the graph, starting from some vertex
- ► Required property: if you visit a vertex, you also visit all adjacent vertices
- Meet Depth First Search!

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ITMO UNIVERSITY
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G = \langle V, E \rangle
U \leftarrow \emptyset
procedure DFS(v)
    U \leftarrow U \cup \{v\}
    for (v, u) \in E do
         if u \notin U then DFS(u) end if
    end for
end procedure
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b the graph ⊳ set of visited vertices

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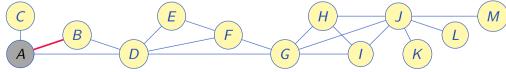
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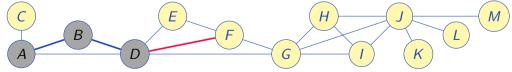
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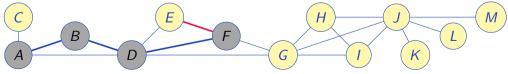
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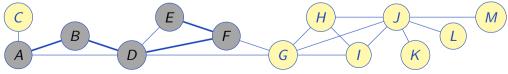
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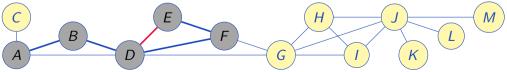
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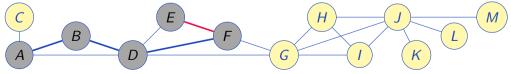
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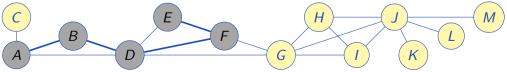
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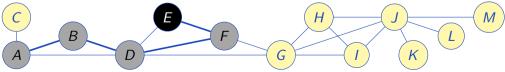
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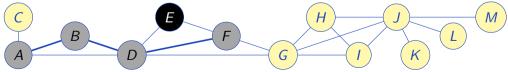
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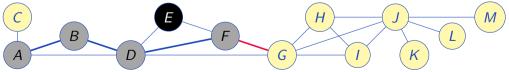
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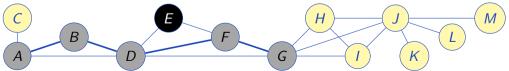
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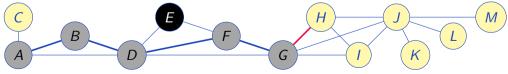
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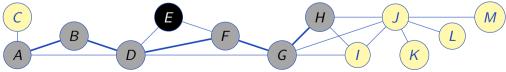
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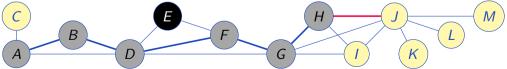
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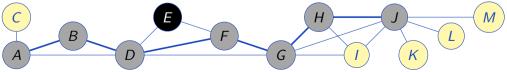
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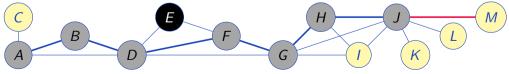
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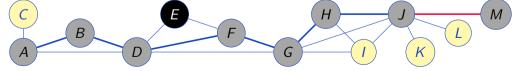
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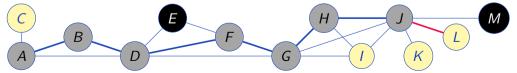
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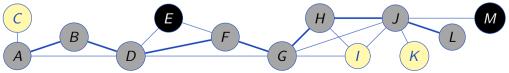
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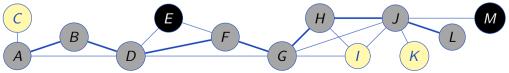
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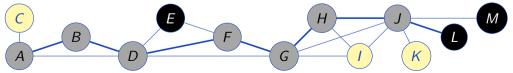
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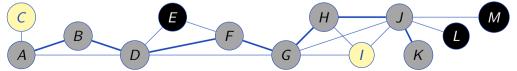
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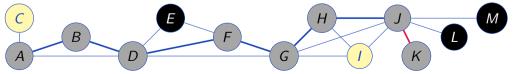
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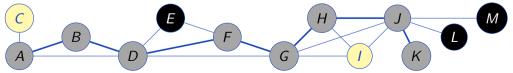
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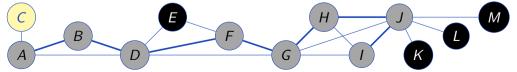
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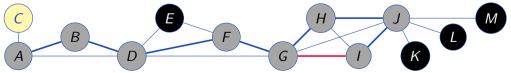
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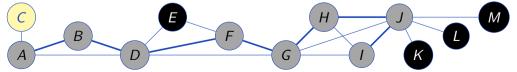
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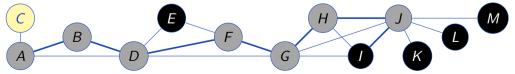
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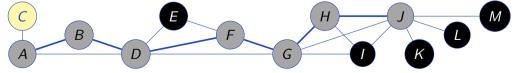
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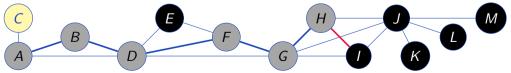
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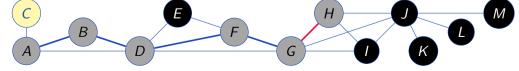
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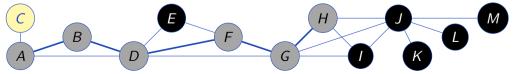
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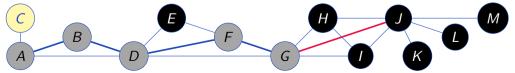
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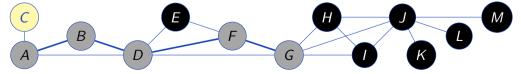
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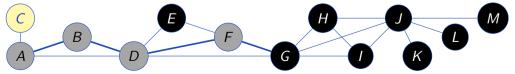
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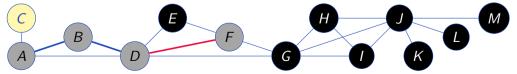
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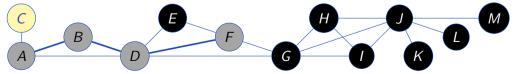
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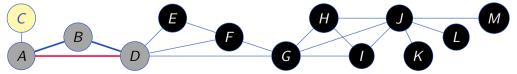
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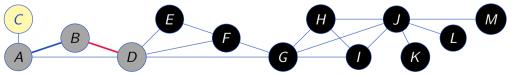
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                                  ▶ Adjacent vertex function: for free with adjacency lists
procedure DFS(v)
                                           ▷ recursive procedure, argument: current vertex
    U \leftarrow U \cup \{v\}
                                                              marking current vertex visited
    for u \in A(v) do

    ▷ visiting all outgoing edges: more efficient

        if u \notin U then DFS(u) end if

    ▶ if target is not visited, calling recursively

    end for
end procedure
```



```
G = \langle V, E \rangle

    the graph

U \leftarrow \emptyset

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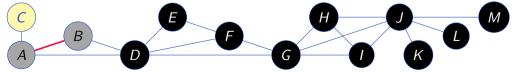
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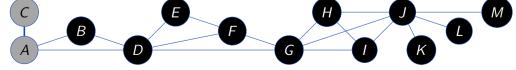
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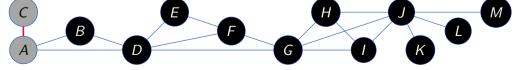
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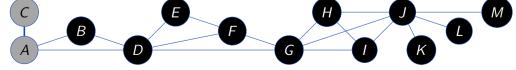
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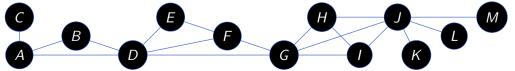
    ▷ visiting all outgoing edges: more efficient

        if u \notin U then DFS(u) end if

    ▶ if target is not visited, calling recursively

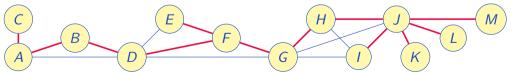
    end for
end procedure
```

```
G = \langle V, E \rangle
                                                procedure IsConnected (V, E)
U \leftarrow \emptyset
                                                    DFS(arbitrary vertex from V)
A(v) = \{u \mid (v, u) \in E\}
                                                    return U = V
procedure DFS(v)
                                                end procedure
    U \leftarrow U \cup \{v\}
    for u \in A(v) do
        if u \notin U then DFS(u) end if
    end for
end procedure
```



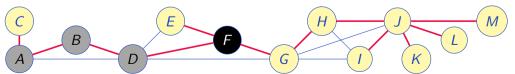
```
\begin{split} G &= \langle V, E \rangle \\ U &\leftarrow \emptyset \\ A(v) &= \{u \mid (v, u) \in E\} \\ \textbf{procedure } \mathrm{DFS}(v) \\ U &\leftarrow U \cup \{v\} \\ \textbf{for } u \in A(v) \textbf{ do} \\ &\quad \textbf{if } u \notin U \textbf{ then } \mathrm{DFS}(u) \textbf{ end if } \\ \textbf{end for } \\ \textbf{end procedure} \end{split}
```

► DFS tree: all traversed edges



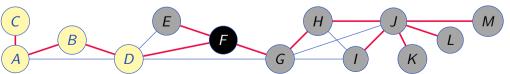
```
\begin{split} G &= \langle V, E \rangle \\ \mathcal{U} &\leftarrow \emptyset \\ \mathcal{A}(v) &= \{u \mid (v, u) \in E\} \\ \text{procedure } \mathrm{DFS}(v) \\ \mathcal{U} &\leftarrow \mathcal{U} \cup \{v\} \\ \text{for } u \in \mathcal{A}(v) \text{ do} \\ &\quad \text{if } u \notin \mathcal{U} \text{ then } \mathrm{DFS}(u) \text{ end if } \\ \text{end for } \\ \text{end procedure} \end{split}
```

- ► DFS tree: all traversed edges
- ► Ancestors of *v*: all vertices up the DFS tree from *v*



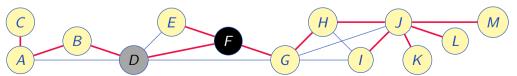
```
G = \langle V, E \rangle
U \leftarrow \emptyset
A(v) = \{u \mid (v, u) \in E\}
procedure DFS(v)
U \leftarrow U \cup \{v\}
for u \in A(v) do
if u \notin U then DFS(u) end if
end for
end procedure
```

- ► DFS tree: all traversed edges
- ► Ancestors of *v*: all vertices up the DFS tree from *v*
- ► Descendants of *v*: all vertices down the DFS tree from *v*



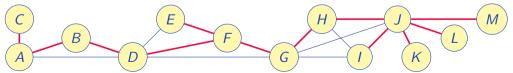
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```

- ► DFS tree: all traversed edges
- ► Ancestors of *v*: all vertices up the DFS tree from *v*
- ► Descendants of *v*: all vertices down the DFS tree from *v*
- ► Parent of *v*: the immediate ancestor of *v*



```
\begin{split} G &= \langle V, E \rangle \\ U &\leftarrow \emptyset \\ A(v) &= \{u \mid (v, u) \in E\} \\ \text{procedure } \mathrm{DFS}(v) \\ U &\leftarrow U \cup \{v\} \\ \text{for } u \in A(v) \text{ do} \\ \text{if } u \notin U \text{ then } \mathrm{DFS}(u) \text{ end if} \\ \text{end for} \\ \text{end procedure} \end{split}
```

- ► DFS tree: all traversed edges
- ► Ancestors of *v*: all vertices up the DFS tree from *v*
- ► Descendants of *v*: all vertices down the DFS tree from *v*
- ► Parent of *v*: the immediate ancestor of *v*
- ► Undirected: Non-DFS-tree edges connect vertices with ancestors or descendants



```
\begin{split} G &= \langle V, E \rangle \\ U &\leftarrow \emptyset \\ A(v) &= \{u \mid (v, u) \in E\} \\ \textbf{procedure } \mathrm{DFS}(v) \\ U &\leftarrow U \cup \{v\} \\ \textbf{for } u \in A(v) \textbf{ do} \\ &\quad \textbf{if } u \notin U \textbf{ then } \mathrm{DFS}(u) \textbf{ end if } \\ \textbf{end for } \\ \textbf{end procedure} \end{split}
```

```
G = \langle V, E \rangle
U \leftarrow \emptyset, X \leftarrow \emptyset
                                                                     \triangleright X: the set of exited vertices
A(v) = \{u \mid (v, u) \in E\}
procedure DFS(v)
    U \leftarrow U \cup \{v\}
    for u \in A(v) do
         if u \in U and u \notin X then
             return true  
▷ If hitting a visited and not exited vertex, found a cycle
         end if
         if u \notin U and DFS(u) then return true end if
    end for
    X \leftarrow X \cup \{v\}
    return false
end procedure
```

```
G = \langle V, E \rangle
II \leftarrow \emptyset \quad X \leftarrow \emptyset
                                                                             \triangleright X: the set of exited vertices
A(v) = \{u \mid (v, u) \in E\} \triangleright U and X are typically implemented as a single array
procedure DFS(v)
                                                                             \triangleright \operatorname{color}[v] = 0: v \notin U, v \notin X
     U \leftarrow U \cup \{v\}
                                                                             \triangleright \operatorname{color}[v] = 1: v \in U, v \notin X
    for u \in A(v) do
                                                                             \triangleright \operatorname{color}[v] = 2: v \in U. v \in X
         if u \in U and u \notin X then
               return true | If hitting a visited and not exited vertex, found a cycle
          end if
         if u \notin U and DFS(u) then return true end if
     end for
    X \leftarrow X \cup \{v\}
     return false
end procedure
```