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Tutorial Sheet - 5

Ans ①

BFS

- BFS stands for breadth first search.
- BFS uses queue to find the shortest path.
- BFS is better when target is closer to source.
- As BFS considers all neighbours so it is not suitable for decision tree used in puzzle games.
- BFS is slower than DFS.
- Time complexity of BFS = $O(V+E)$ where V is vertices and E is edges.

DFS

- DFS stands for Depth First Search.
- DFS uses stack to find the shortest path.
- DFS is better when target is far from source.
- DFS is more suitable for decision tree. As with one decision, we need to traverse further to augment the decision. If we reach the conclusion, we won.
- DFS is faster than BFS.
- Time complexity of DFS is also $O(V+E)$ where V is vertices & E is edges.

Ans ②

BFS does the search for nodes level by level, i.e. it searches the nodes with respect to their distance from root. Here, siblings are executed before children. We use "Queue" as it is FIFO data structure, we visit the node which is

(1)

discarded first from the root.

For DFS, we retrieve it from root to the leaf node as much as possible, same idea as LIFO. Therefore, we use stack data structure. Here children are visited before the siblings.

Ans ③ A graph with relatively few edges is sparse. A sparse graph is a graph $G(V, E)$ in which $|E| = O(|V|)$.
edge \downarrow \rightarrow Vertices

A graph with many edges is dense.

Dense graph is a graph $G(V, E)$ in which $|E| = O(|V|^2)$.

Adjacency list can be used for sparse Graph where Adjacency Matrix can be used for Dense Graph.

Ans ④ Detect a cycle in a Directed Graph using BFS:

- 1) Compute in degree number of incoming edges, for each of the vertices present in the graph and initialise count of visited nodes as 0.
- 2) Pick all the vertices with in degree as 0 and add them into a queue. (Enqueue operation).
- 3) Remove a vertex from the Queue. (Dequeue operation) and then:
 - \rightarrow Increment count of visited nodes by 1.
 - \rightarrow decrease its degree by 1 for all its neighbouring nodes
 - \rightarrow If its degree of a neighbouring node is reduced to zero,

then, add it to the queue.

→ Repeat step-3 untill the queue is empty.

→ If count of visited nodes is not equal to the number of nodes in the graph has cycle, otherwise not.

* Detect A Cycle in a directed graph using DFS.

- 1) Create the graph using the gives number of edges and vertices.
- 2) Create a recursive function ~~that~~ that initializes the current index or vertex visited, and recursion stack.
- 3) Mark the current node as visited and also mark the index in recursion stack.
- 4) find all the vertices, which are not visited and are adjacent to the current node. Recursively call the function for its all vertices, i.e., the recursive function returns true.
- 5) If the adjacent vertices are already marked in the recursion stack then return True.
- 6) Create a wrapper class, that calls the recursive function for all the vertices and if any function returns true return true. Else if for all vert. as the function returns false, return false.

Ans 9 Heaps are great for implementing a priority queue bcz of the largest and smallest element at the root of the tree for a max heap and min heap respectively.

→ We use a max heap for max-priority queue and a min heap for a min priority queue.

Applications

- ① Dijkstra's shortest path algorithm using priority queue. When the graph is stored in the form of adjacency list or matrix, priority queue can be used to extract minimum efficiently when implementing algorithm.
- ② Prim's Algorithm :- It is used to implement Prim's Algorithm to store keys of nodes and extract minimum key node at every step.
- ③ Data compression :- It is used in Huffman codes which is used to compress data.

Ans (10) Min Heap

- In a min heap the key present after root node must be less than or equal to among the keys present all of its children.
- In a Min-heap the Minimum key element present at the root.
- A min heap uses the ascending priorities.

Max Heap

- In Max heap the key present at the root node must be greater than or equal to among the keys present at all of its children.
- In a max-heap, the maximum key element present at the set.
- A max-heap was the descending priority.

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