

# Theory Questions and Short Answers on Graph Traversal with OpenMP

## 1. What is the purpose of the Graph class in the code?

It represents a graph using an adjacency list and provides functions for adding edges, BFS, and DFS traversal.

## 2. What data structure is used to store the graph?

An adjacency list implemented using a vector of vector<int>.

## 3. How is an undirected edge added between two vertices?

By adding each vertex to the other's adjacency list using push\_back.

## 4. What traversal algorithm uses a queue in this code?

Breadth-First Search (BFS).

## 5. What traversal algorithm uses recursion in this code?

Depth-First Search (DFS).

## 6. What is OpenMP?

A parallel programming API used to write multi-threaded programs in C/C++ and Fortran.

## 7. Which directive is used to parallelize a loop in OpenMP?

#pragma omp parallel for.

## 8. Why is #pragma omp critical used in the BFS function?

To prevent multiple threads from modifying the queue and visited array at the same time.

## 9. Why might the output order of BFS/DFS change with OpenMP?

Because OpenMP runs certain parts of the code in parallel, and thread scheduling is not deterministic.

## 10. What are potential issues when using OpenMP in graph traversal?

Race conditions and incorrect results if shared data is not handled safely.

## 11. How is parallelism introduced in the DFS function?

By using `#pragma omp parallel` and `#pragma omp single` for the initial call, and `#pragma omp parallel` for inside the DFS utility function.

**12. What is the role of the visited array?**

To keep track of which nodes have already been visited to avoid reprocessing.

**13. Can OpenMP make every program faster? Why or why not?**

No, because parallelism overhead can outweigh the benefits for small or I/O-bound tasks.

**14. Is the DFS implementation thread-safe in this code?**

No, because multiple threads can write to visited simultaneously without synchronization.

**15. What is the time complexity of BFS and DFS in this code?**

$O(V + E)$ , where  $V$  is the number of vertices and  $E$  is the number of edges.