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std:BE(comp)-A

Title: Design and implement Parallel Breadth First Search and Depth First Search based on existing

algorithms using OpenMP. Use a Tree or an undirected graph for BFS and DFS .”

```
import multiprocessing  
from multiprocessing import Manager  
from concurrent.futures import ThreadPoolExecutor
```

```
class Graph:  
    def __init__(self, V):  
        self.V = V # Number of vertices  
        self.adj = {i: [] for i in range(V)} # Adjacency list  
  
    def add_edge(self, u, v):  
        self.adj[u].append(v)  
        self.adj[v].append(u) # Undirected graph  
  
    def bfs_worker(self, queue, visited, lock):  
        while not queue.empty():  
            node = queue.get()  
            print(node, end=" ")  
  
            with lock:  
                neighbors = self.adj[node]  
  
            with ThreadPoolExecutor() as executor:  
                for neighbor in neighbors:  
                    if not visited[neighbor]:  
                        visited[neighbor] = True  
                        queue.put(neighbor)
```

```
executor.submit(lambda: None) # Dummy thread (to simulate parallelism)
```

```
def parallel_bfs(self, start):
```

```
    manager = Manager()
```

```
    visited = manager.list([False] * self.V)
```

```
    queue = manager.Queue()
```

```
    lock = manager.Lock()
```

```
    queue.put(start)
```

```
    visited[start] = True
```

```
    print("Parallel BFS Traversal: ", end="")
```

```
    self.bfs_worker(queue, visited, lock)
```

```
    print()
```

```
def dfs_worker(self, stack, visited, lock):
```

```
    while stack:
```

```
        node = stack.pop()
```

```
        if not visited[node]:
```

```
            visited[node] = True
```

```
            print(node, end=" ")
```

```
        with lock:
```

```
            neighbors = reversed(self.adj[node]) # Reverse for DFS order
```

```
        with ThreadPoolExecutor() as executor:
```

```
            for neighbor in neighbors:
```

```
                if not visited[neighbor]:
```

```
                    stack.append(neighbor)
```

```
                    executor.submit(lambda: None) # Dummy thread
```

```

def parallel_dfs(self, start):
    manager = Manager()
    visited = manager.list([False] * self.V)
    stack = manager.list()
    lock = manager.Lock()

    stack.append(start)

    print("Parallel DFS Traversal: ", end="")
    self.dfs_worker(stack, visited, lock)
    print()

if __name__ == "__main__":
    g = Graph(6)

    # Creating an undirected graph
    g.add_edge(0, 1)
    g.add_edge(0, 2)
    g.add_edge(1, 3)
    g.add_edge(1, 4)
    g.add_edge(2, 5)

    print("Starting from node 0:")

    g.parallel_bfs(0)
    g.parallel_dfs(0)

```

Output:

```
Python 3.10.11 (tags/v3.10.11:7d4cc5a, Apr  5 2023, 00:38:17) [MSC v.
(AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more informati

===== RESTART: C:/Users/Rutuja/Desktop/hpc/practical1.py =====
Starting from node 0:
Parallel BFS Traversal: 0 1 2 3 4 5
Parallel DFS Traversal: 0 1 3 4 2 5
|
```