

COMP 250

Lecture 31

graph traversal

Nov. 21, 2018

Today

- Recursive graph traversal
 - depth first
- Non-recursive graph traversal
 - depth first
 - breadth first

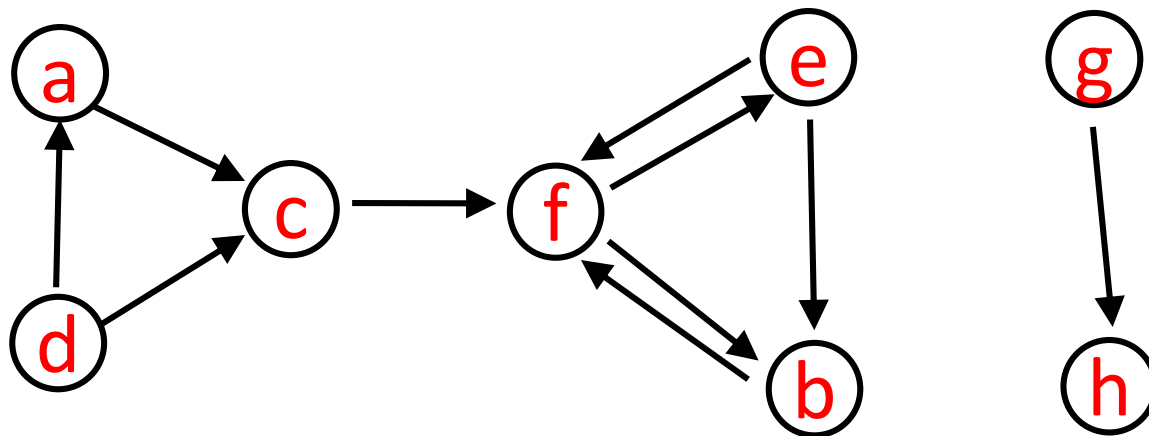
Recall: tree traversal (recursive)

```
depthfirst__Tree (root){  
    if (root is not empty){  
        root.visited = true           //      “preorder”  
        for each child of root  
            depthfirst__Tree( child )  
    }  
}
```

Graph traversal (recursive)

Need to specify a starting vertex.

Visit all nodes that are “reachable” by a path from a starting vertex.



Graph traversal (recursive)

```
depthFirst_Graph(v){  
    v.visited = true  
    for each w such that (v,w) is in E // w in v.adjList  
        _____? _____  
}
```

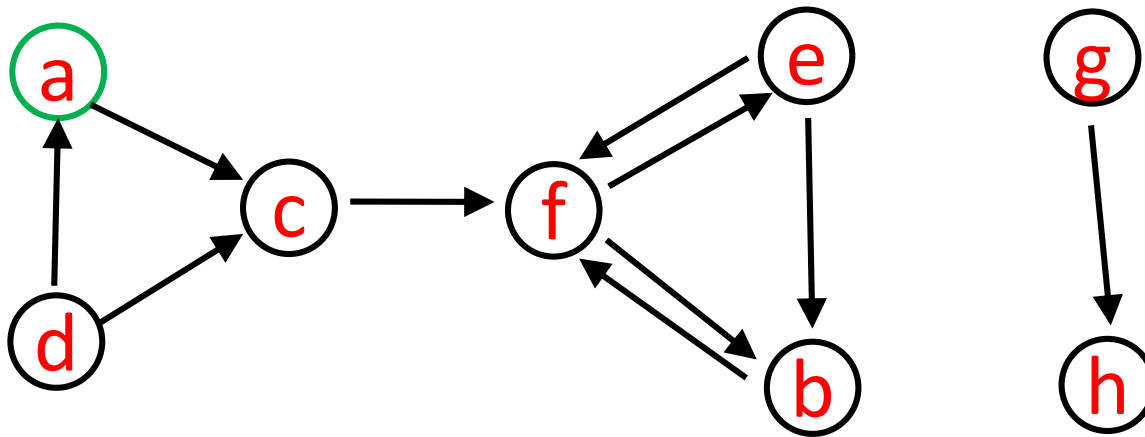
// Here “visiting” just means “reaching”

Graph traversal (recursive)

```
depthFirst_Graph(v){  
    v.visited = true  
    for each w such that (v,w) is in E // w in v.adjList  
        if ! (w.visited) // avoids cycles  
            depthFirst_Graph(w)  
}
```

// Here “visiting” just means “reaching”

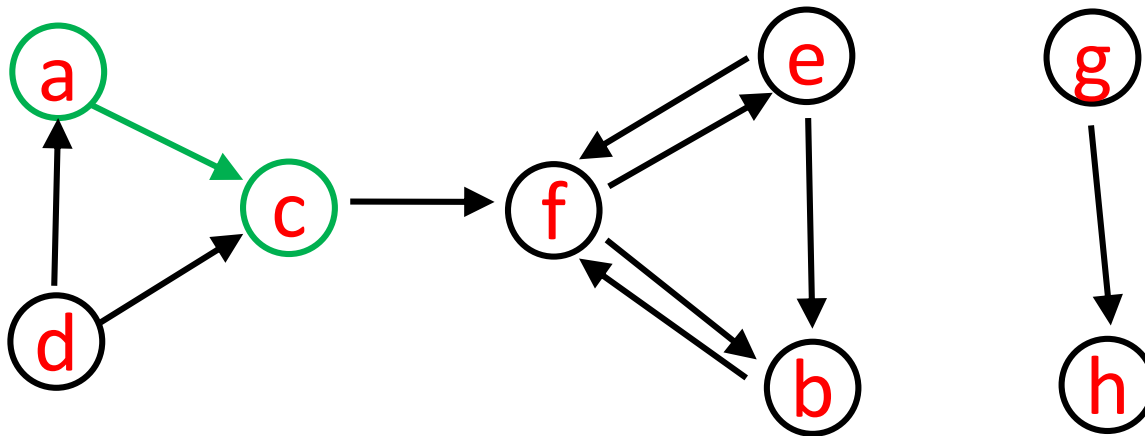
Call Stack for depthFirst(**a**)



```
depthFirst_Graph(v){  
  v.visited = true  
  for each w such that (v,w) is in E  
    if !(w.visited)  
      depthFirst_Graph(w)  
}
```

a

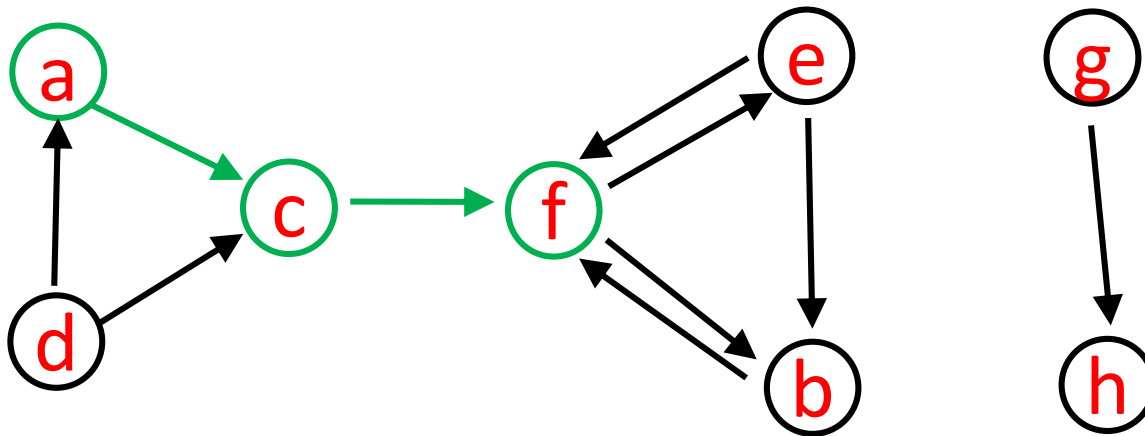
Call Stack for depthFirst(**a**)



a **c**
a **a**

```
depthFirst_Graph(v){  
  v.visited = true  
  for each w such that (v,w) is in E  
    if !(w.visited)  
      depthFirst_Graph(w)  
}
```


Call Stack for depthFirst(**a**)

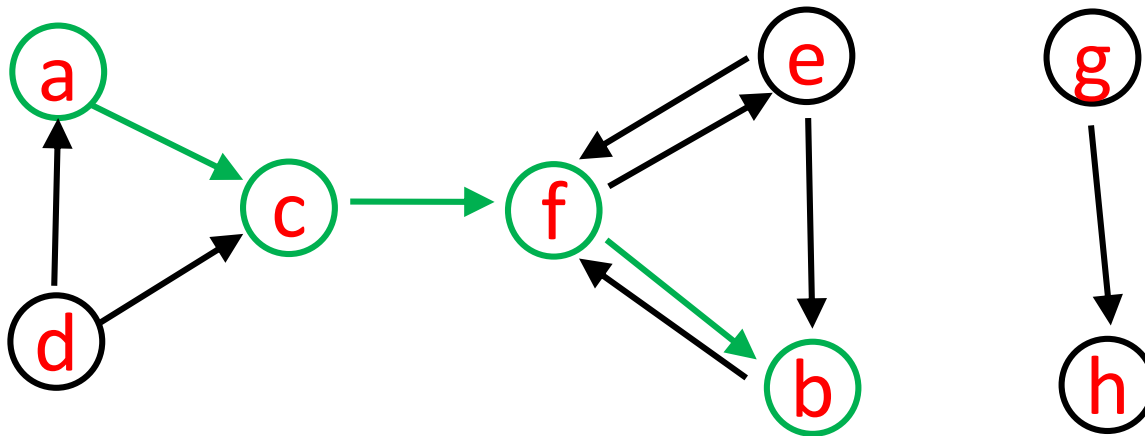


a c f
 a c
 a a a

```

depthFirst_Graph(v){
    v.visited = true
    for each w such that (v,w) is in E
        if !(w.visited)
            depthFirst_Graph(w)
}
    
```

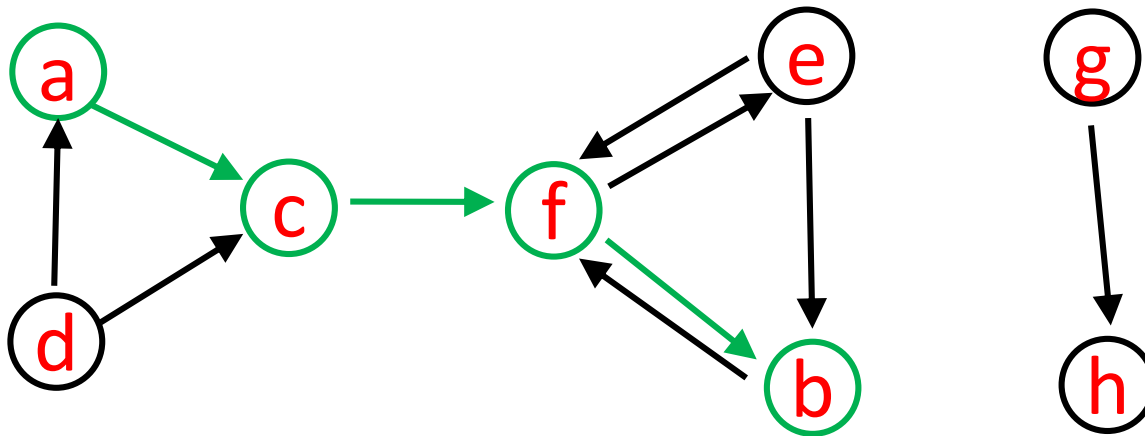
Call Stack for depthFirst(**a**)



			b
		f	f
	c	c	c
a	a	a	a

```
depthFirst_Graph(v){
    v.visited = true
    for each w such that (v,w) is in E
        if ! (w.visited)
            depthFirst_Graph(w)
}
```

Call Stack for depthFirst(**a**)

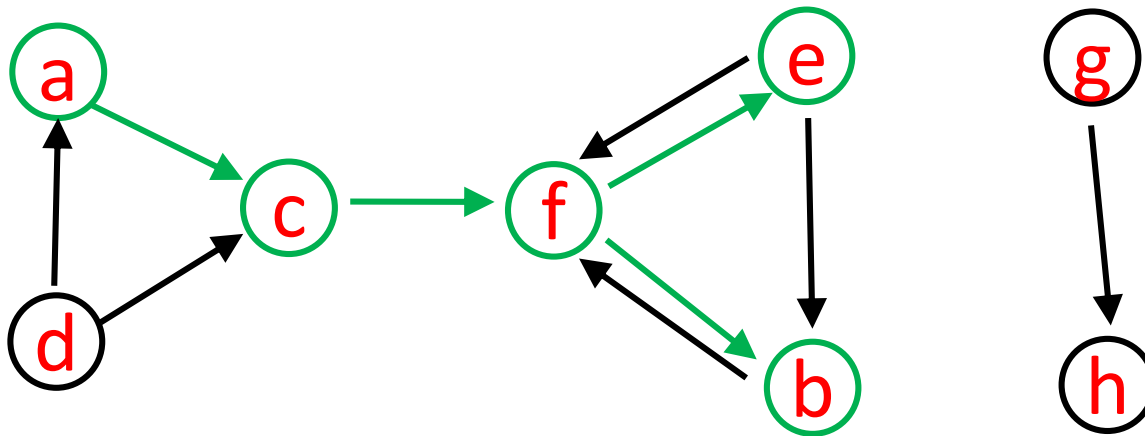


a a a a a
 c c c c
 f f f
 b

```

depthFirst_Graph(v){
  v.visited = true
  for each w such that (v,w) is in E
    if !(w.visited)
      depthFirst_Graph(w)
}
  
```

Call Stack for depthFirst(**a**)



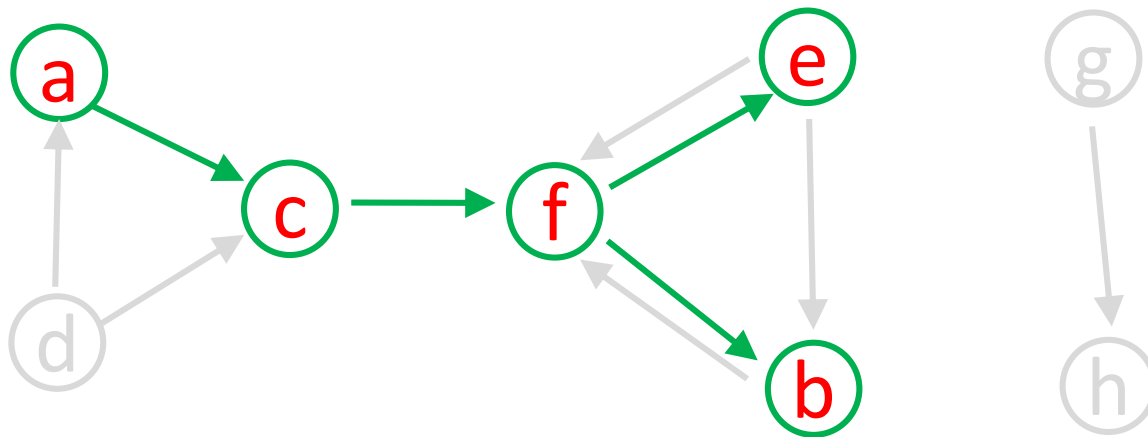
			b		e
		f	f	f	f
	c	c	c	c	c
a	a	a	a	a	a

```

depthFirst_Graph(v){
  v.visited = true
  for each w such that (v,w) is in E
    if !(w.visited)
      depthFirst_Graph(w)
}
    
```

Call Tree

root



			b		e		
		f	f	f	f	f	
	c	c	c	c	c	c	c
a	a	a	a	a	a	a	a

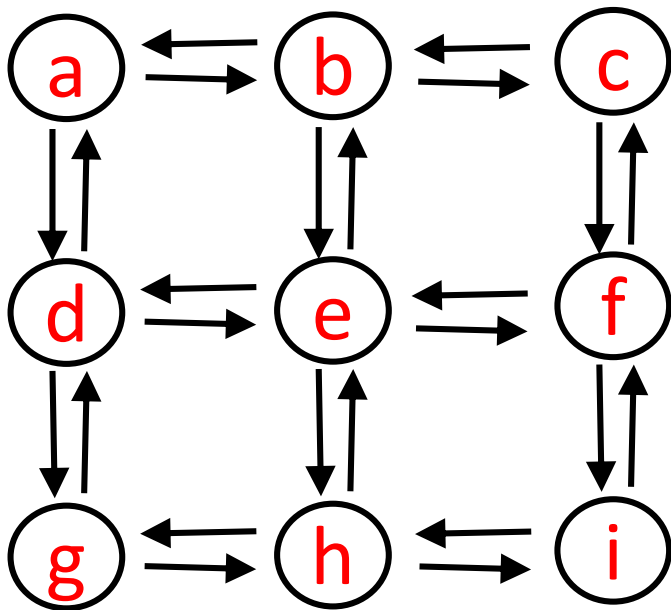
Unlike tree traversal for rooted tree, a graph traversal started from some arbitrary vertex does not necessarily reach all other vertices.

Knowing which vertices can be reached by a path from some starting vertex is itself an important problem. You will learn about such graph 'connectivity' problems in COMP 251.

The order of nodes visited depends on the order of nodes in the adjacency list.

Example 2

Adjacency List



a - (b,d)

b - (a,c,e)

c - (b,f)

d - (a,e,g)

e - (b,d,f,h)

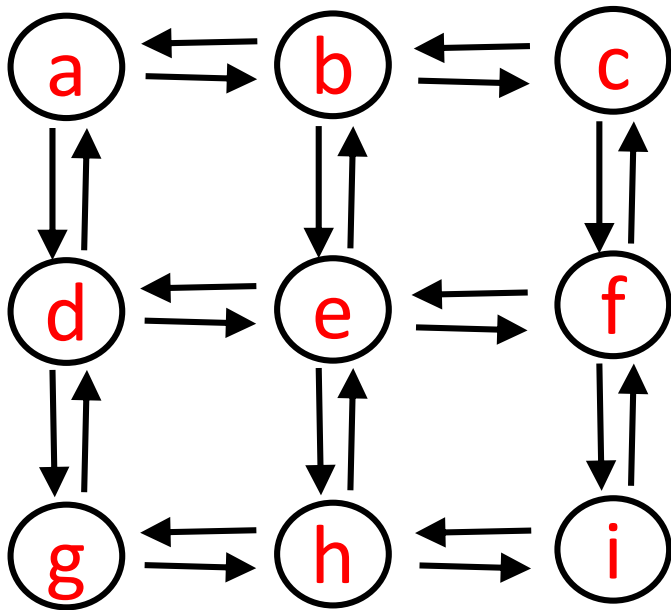
f - (c,e,i)

g - (d,h)

h - (e,g,i)

i - (f,h)

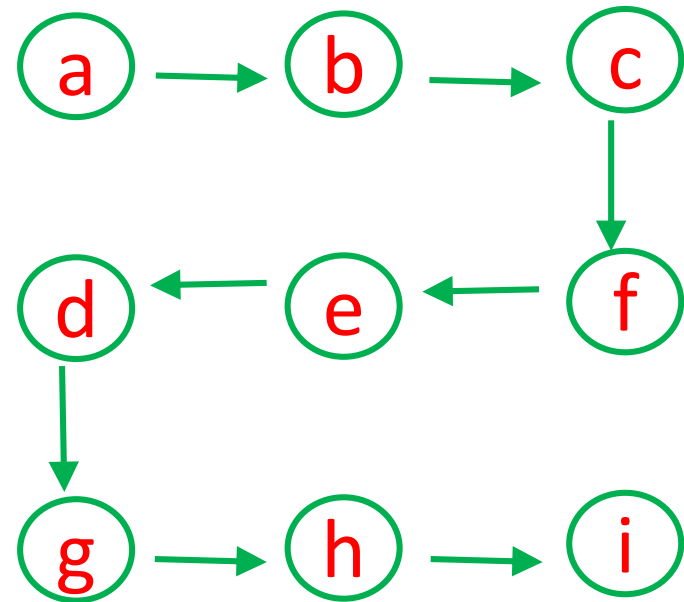
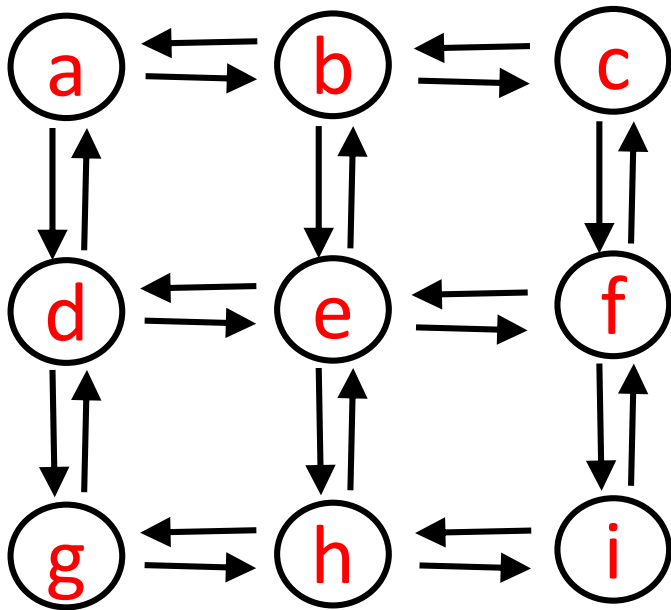
Example 2



*What is the call tree
for `depthFirst(a)` ?*

(Do it in your head.)

Example 2



call tree for `depthFirst(a)`

Q: Can we do non-recursive graph traversal ?

Q: Can we do non-recursive graph traversal ?

A: Yes, similar to tree traversal: Use a stack or queue.

Recall: depth first tree traversal

(with a slight variation)

```
treeTraversalUsingStack(root){  
  initialize empty stack s  
  visit root  
  s.push(root)  
  while s is not empty {  
    cur = s.pop()  
    for each child of cur{  
      visit child  
      s.push(child)  
    }  
  }  
}
```

Visit a node *before* pushing it onto the stack. (Preorder)

Every node in the tree gets visited, pushed, and then popped.

Recall that visits occur down right side first.

Generalize to graphs...

```
graphTraversalUsingStack(v){
```

```
  initialize empty stack s
```

```
  v.visited = true
```

```
  s.push(v)
```

```
  while (!s.empty) {
```

```
    u = s.pop()
```

```
    for each w in u.adjList{
```

```
      if (!w.visited){
```

```
        w.visited = true
```

```
        s.push(w)
```

```
      }
```

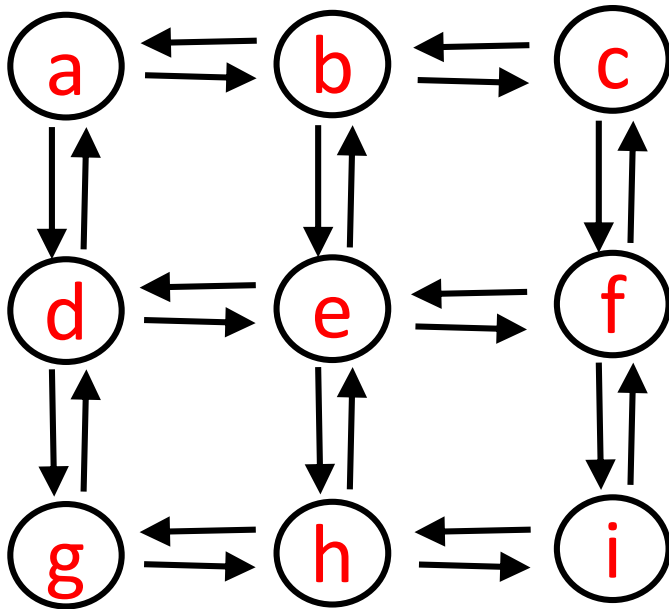
```
    }
```

```
  }
```

```
}
```

// The only new part. Why?

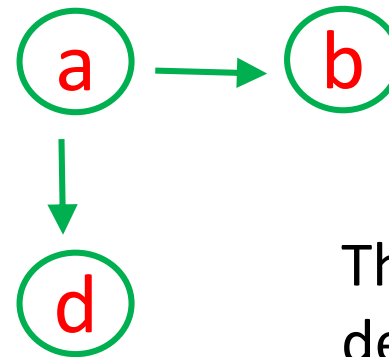
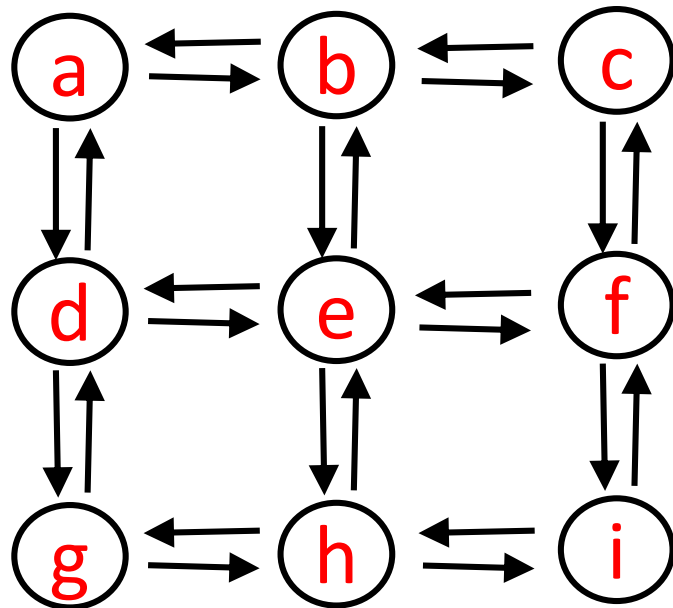
Example: graphTraversalUsingStack(**a**)



a



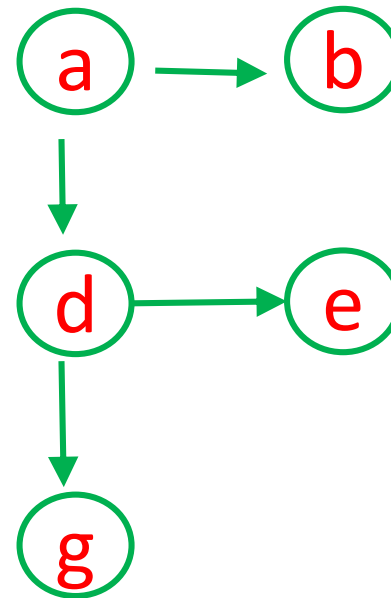
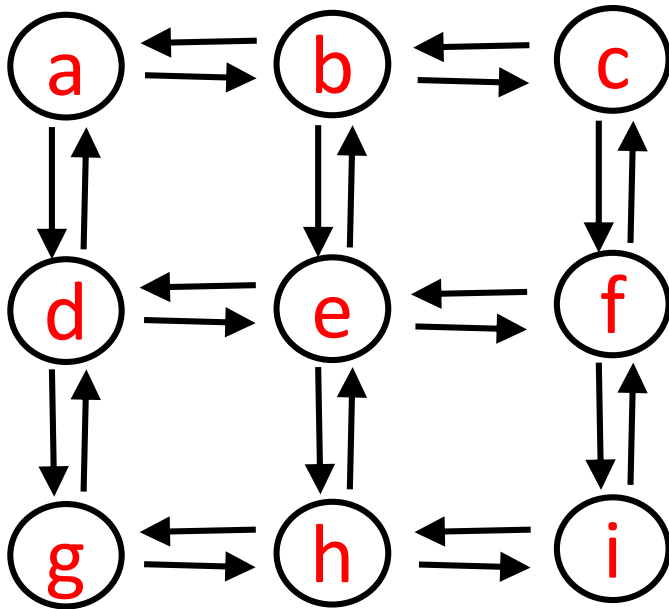
Example: graphTraversalUsingStack(**a**)



The traversal defines a rooted tree, but it is not a “call tree”.
(non-recursive)

d
a b ‘a’ is popped. ‘b’ and ‘d’ are pushed.

Example: graphTraversalUsingStack(**a**)

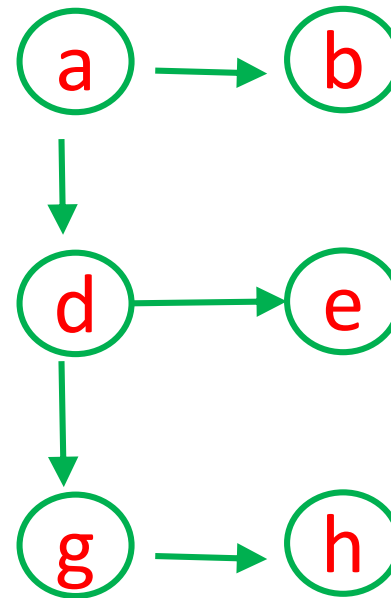
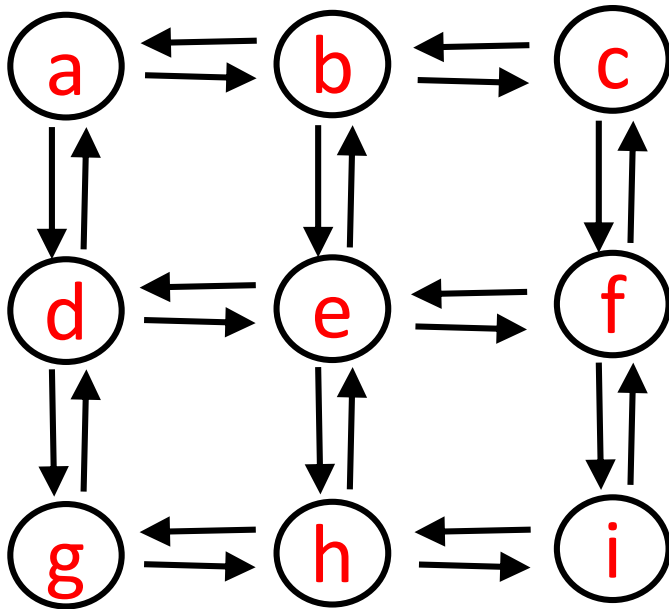


		g	
	d	e	
a	b	b	

'd' is popped. 'e' and 'g' are pushed.



Example: graphTraversalUsingStack(**a**)

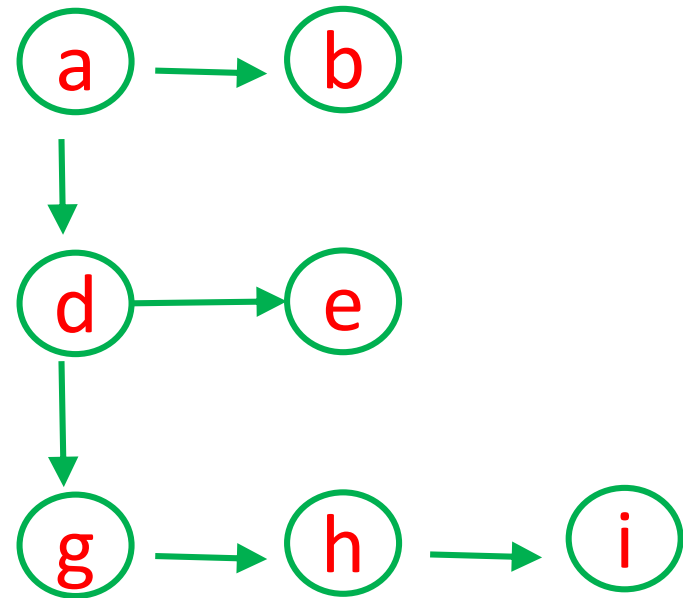
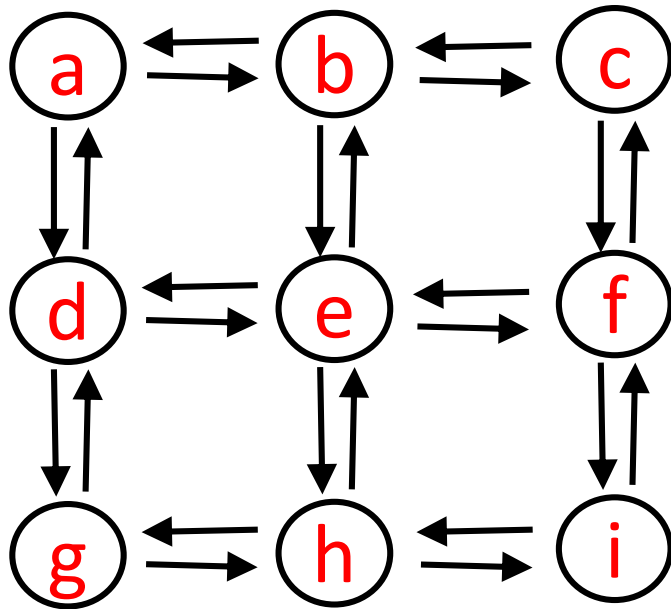


		g	h
	d	e	e
a	b	b	b

'g' is popped. 'h' is pushed.



Example: graphTraversalUsingStack(**a**)

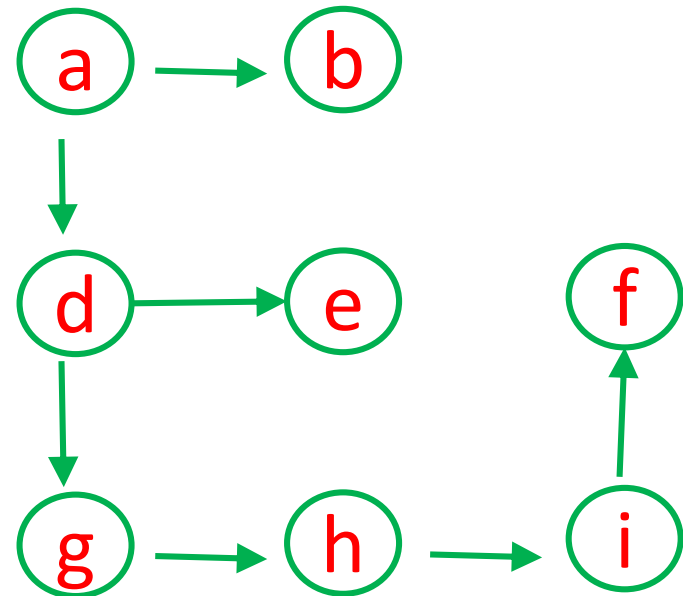
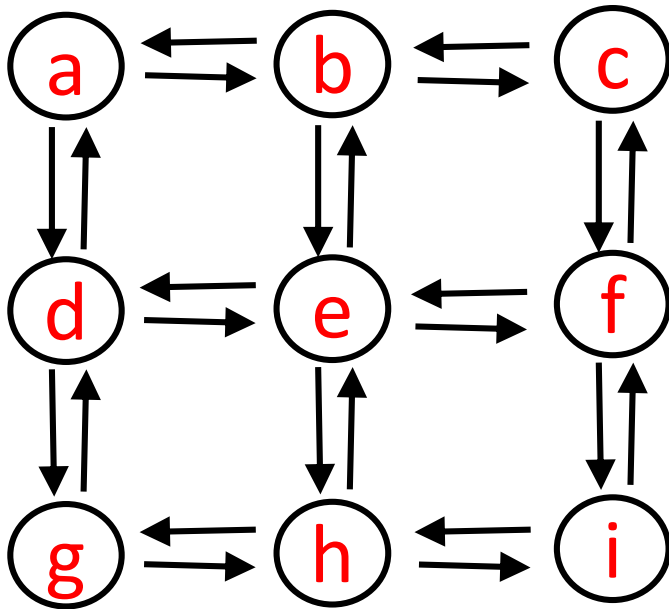


		g	h	i
	d	e	e	e
a	b	b	b	b

'h' is popped. 'i' is pushed.



Example: graphTraversalUsingStack(**a**)

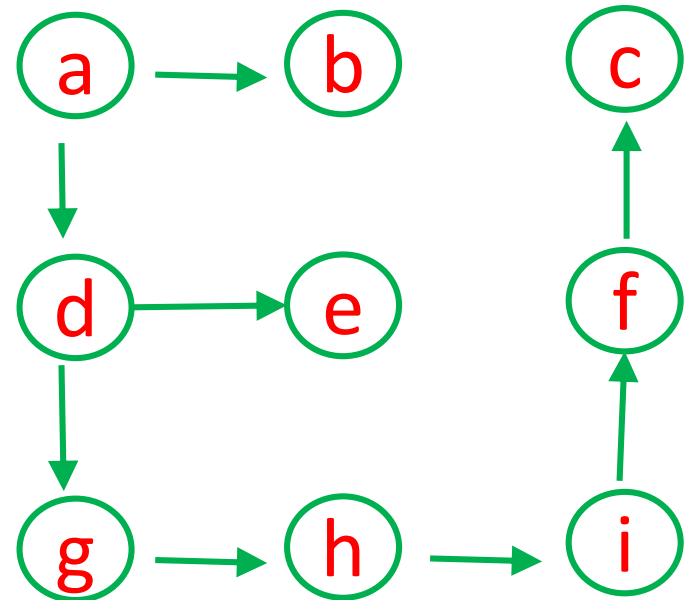
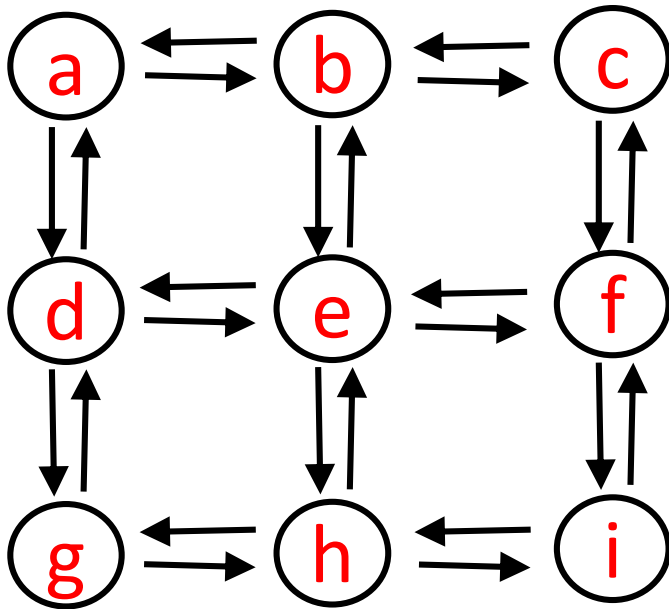


		g	h	i	f
	d	e	e	e	e
a	b	b	b	b	b

'i' is popped. 'f' is pushed.



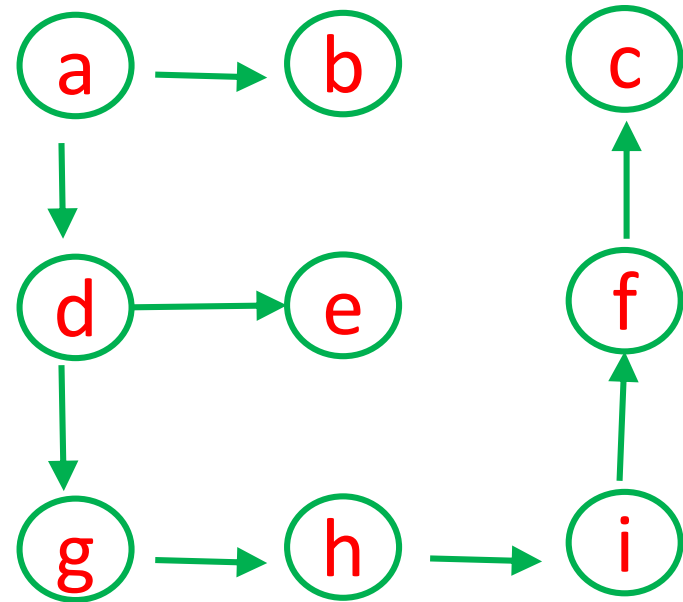
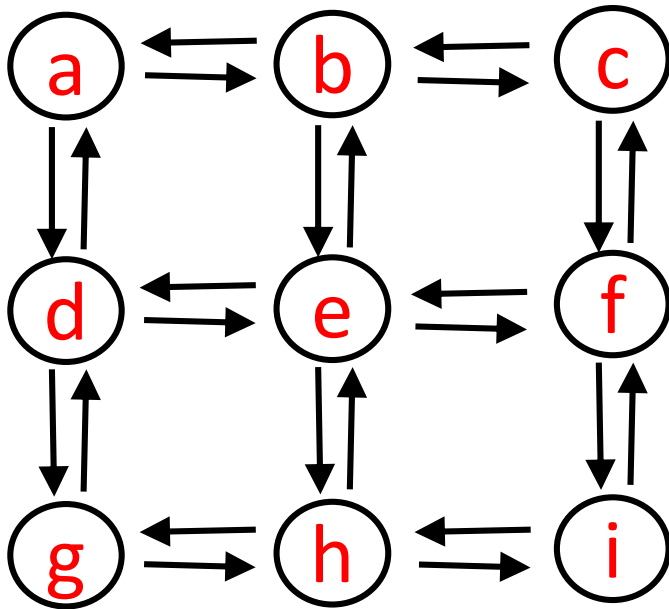
Example: `graphTraversalUsingStack(a)`



		g	h	i	f	c
	d	e	e	e	e	e
a	b	b	b	b	b	b

'f' is popped. 'c' is pushed.

Example: graphTraversalUsingStack(**a**)



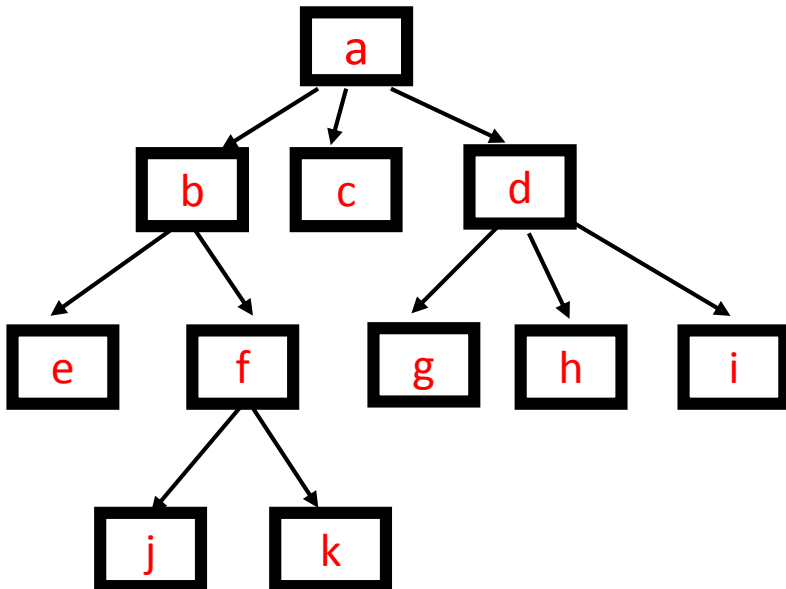
		g	h	i	f	c	
	d	e	e	e	e	e	e
a	b	b	b	b	b	b	b

Order of nodes visited
(push order) : abdeghifc



Recall: breadth first tree traversal

for each level i
visit all nodes at level i



```
treeTraversalUsingQueue(root){  
    initialize empty queue q  
    q.enqueue(root)  
    while q is not empty {  
        cur = q.dequeue()  
        visit cur  
        for each child of cur  
            q.enqueue(child)  
    }  
}
```

Breadth first graph traversal

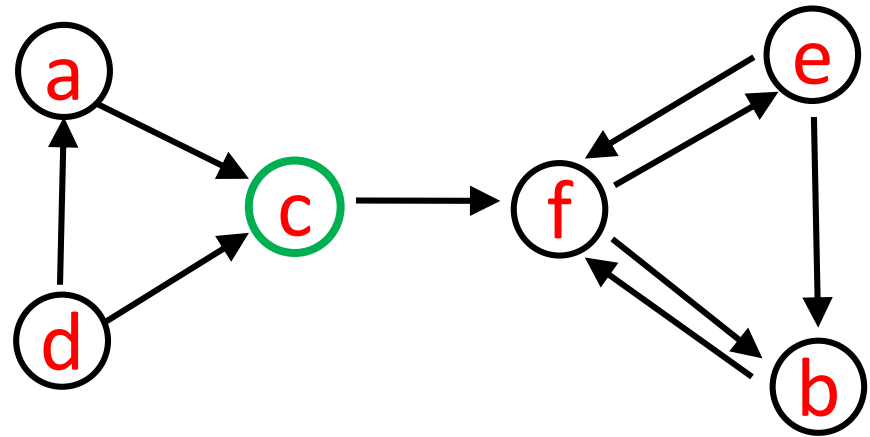
```
graphTraversalUsingQueue(v){  
    initialize empty queue q  
    v.visited = true  
    q.enqueue(v)  
    while (! q.empty) {  
        u = q.dequeue()  
        for each w in u.adjList{  
            if (!w.visited){  
                w.visited = true  
                q.enqueue(w)  
            }  
        }  
    }  
}
```

Example

graphTraversalUsingQueue(**c**)

queue

c



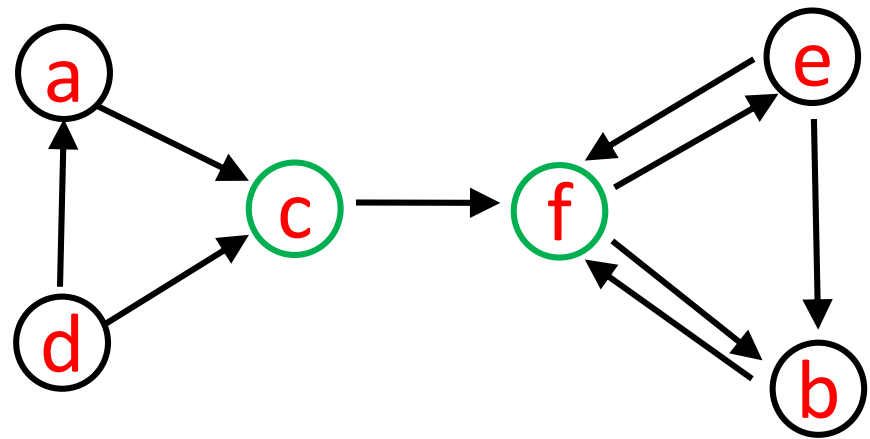
Example

graphTraversalUsingQueue(**c**)

queue

c

f



Example

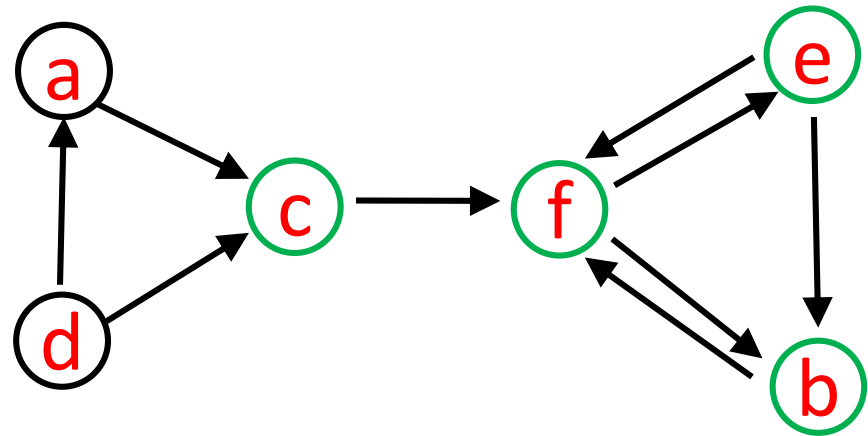
graphTraversalUsingQueue(**c**)

queue

c

f

be



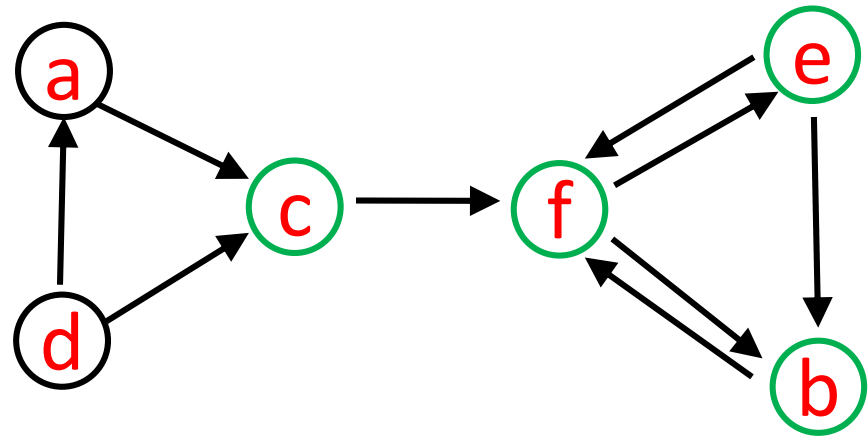
Both 'b', 'e' are visited and
enqueued before 'b' is
dequeued.

Example

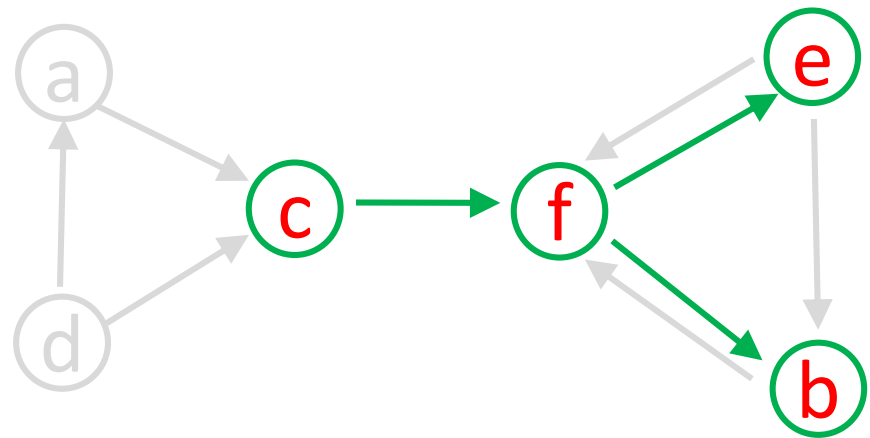
graphTraversalUsingQueue(**c**)

queue

c
f
be
e

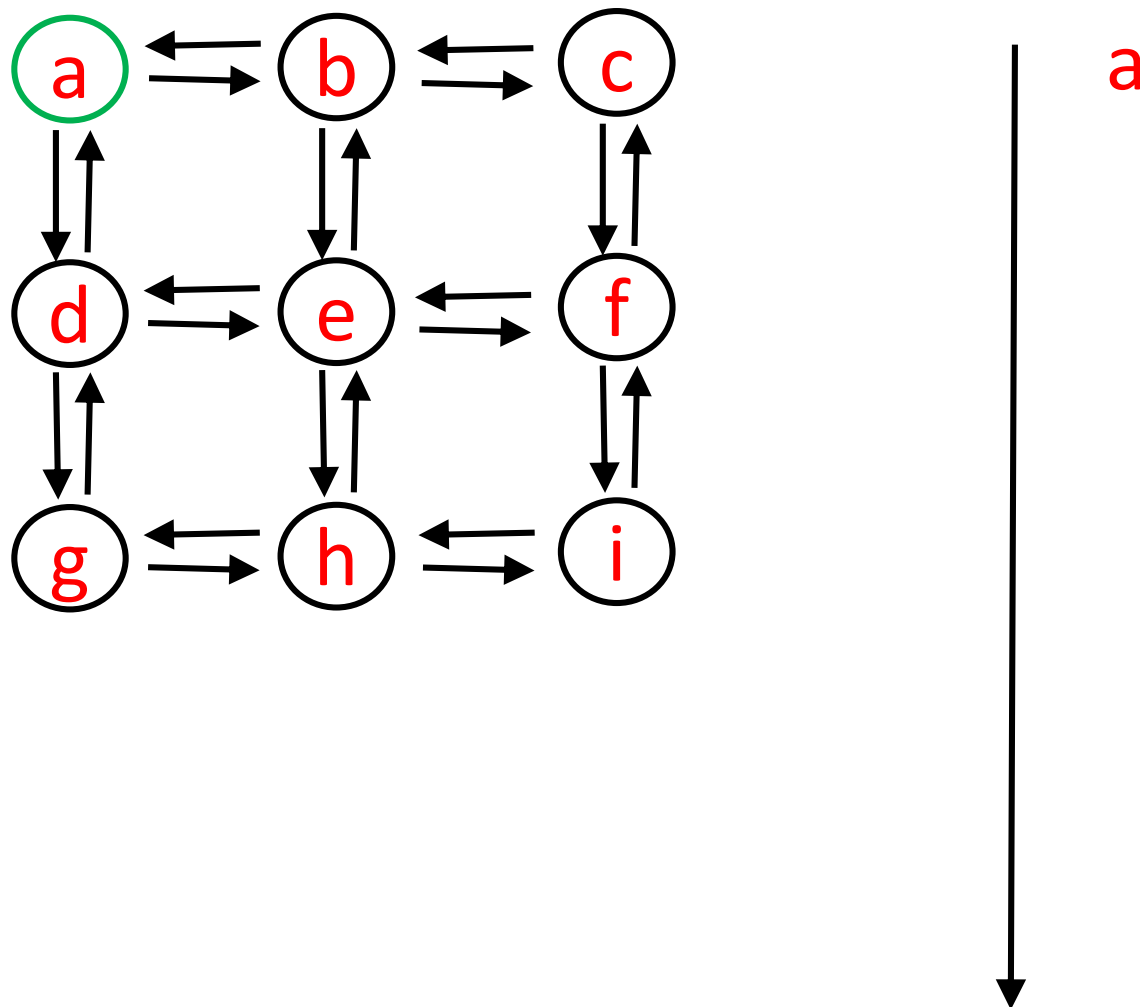


graphTraversalUsingQueue(**c**)

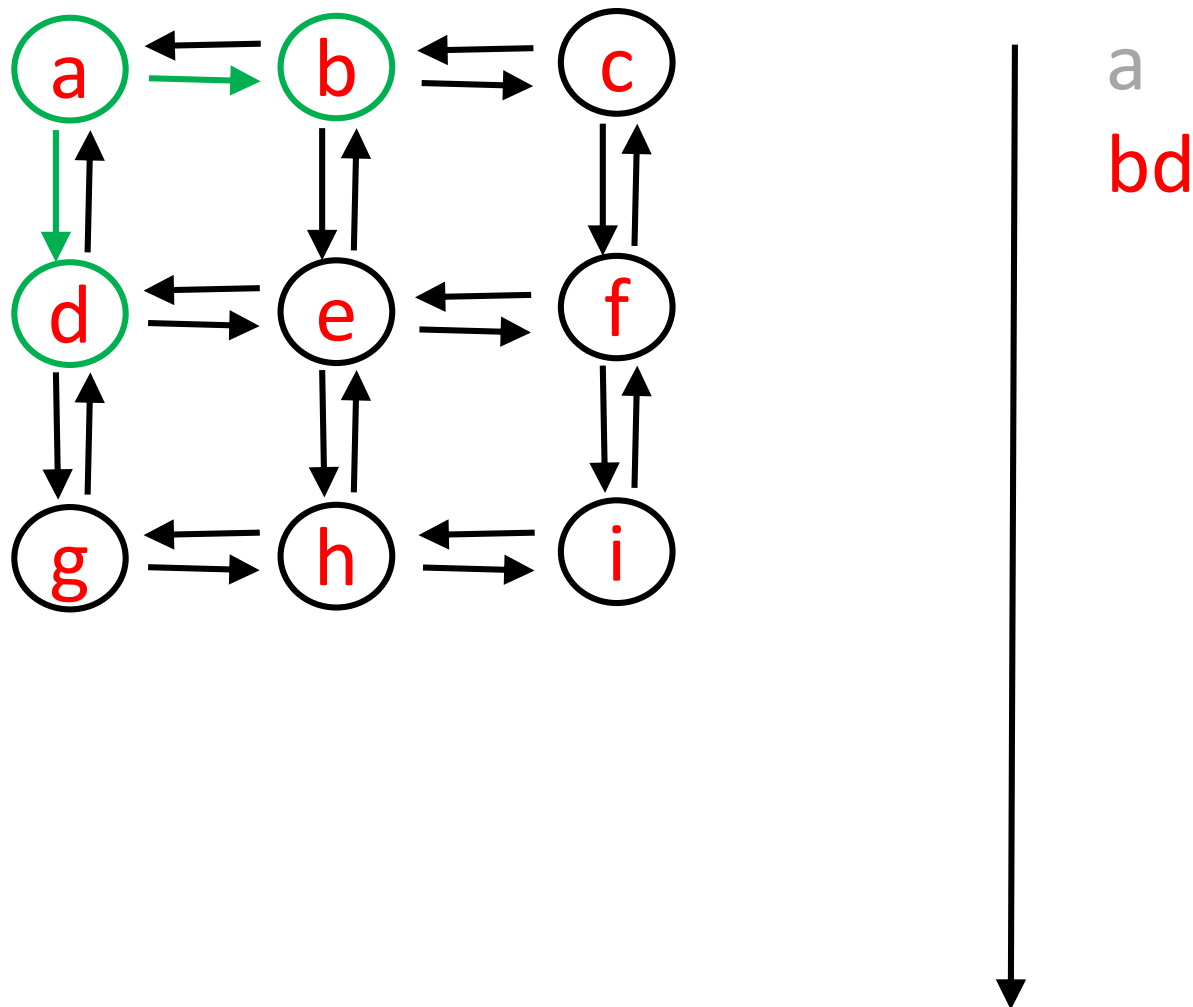


It defines a tree whose root is the starting vertex. It finds the shortest path (number of vertices) to all vertices reachable from starting vertex.

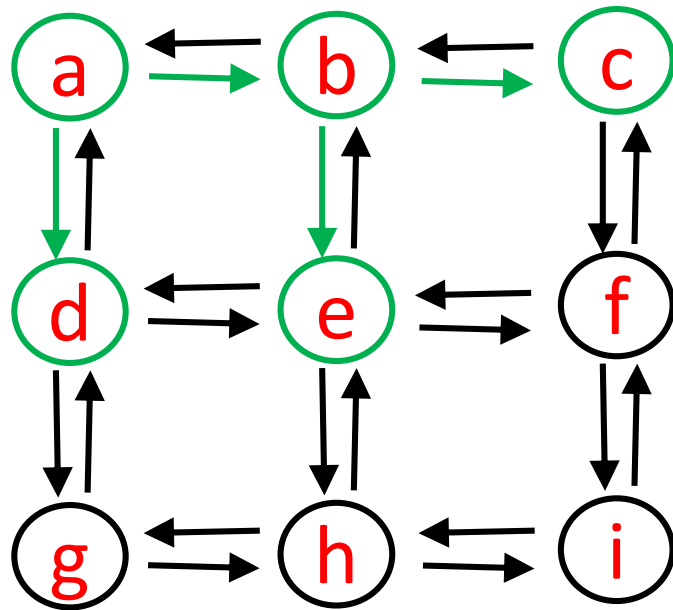
Example: `graphTraversalUsingQueue(a)`



Example: `graphTraversalUsingQueue(a)`



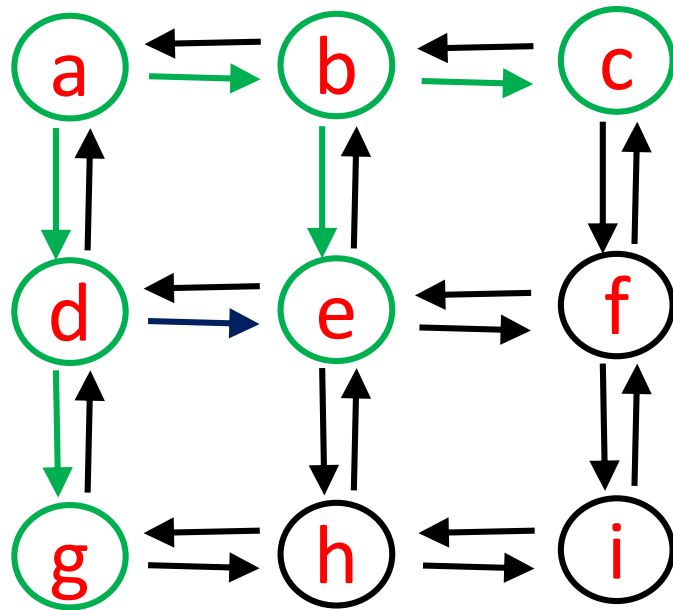
Example: graphTraversalUsingQueue(a)



a
bd
dce

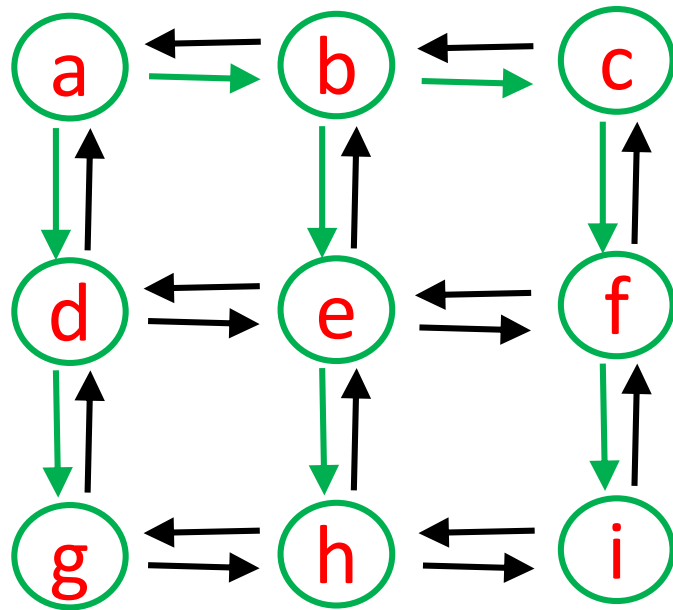


Example: graphTraversalUsingQueue(a)



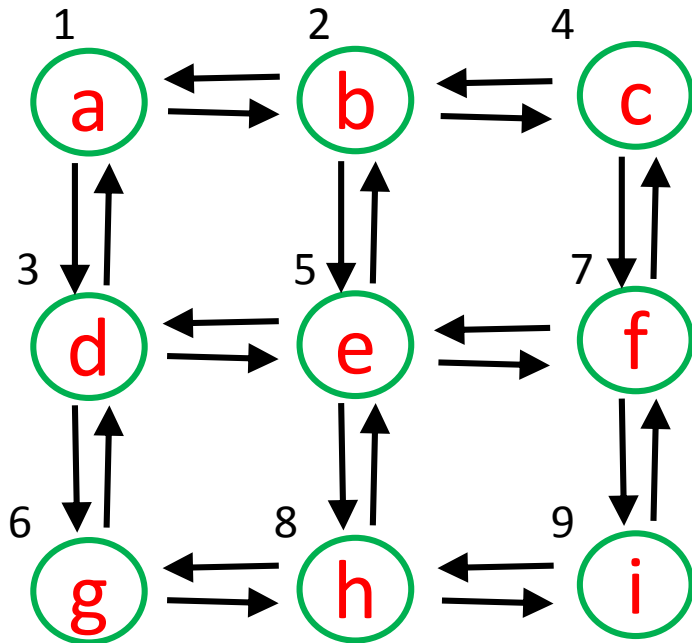
a
bd
dce
ceg

Example: graphTraversalUsingQueue(**a**)



a
bd
dce
ceg
egf
gfh
fh
hi
i

Example: graphTraversalUsingQueue(**a**)



Note order of nodes visited:
We get paths of length 1,
then paths of length 2, etc.
i.e. breadth first.

a
bd
dce
ceg
egf
gfh
fh
hi
i

Recall: How to implement a Graph class in Java?

```
class Graph<T> {  
    HashMap<String, Vertex<T>> vertexMap;
```

```
    class Vertex<T> {  
        ArrayList<Edge> adjList;  
        T element;  
        boolean visited;  
    }
```

```
    class Edge {  
        Vertex startVertex;  
        double weight;  
        :  
    }  
}
```

HEADS UP ! Prior to traversal,

for each w in V
 $w.visited = \text{false}$ $\left. \vphantom{\begin{array}{l} \text{for each } w \text{ in } V \\ w.visited = \text{false} \end{array}} \right\} \text{How to implement this ?}$

HEADS UP ! Prior to traversal,

for each w in V
 $w.visited = \text{false}$ *How to implement this ?*

```
class Graph<T> {  
    HashMap< String, Vertex<T> > vertexMap;  
    :  
    public void resetVisited() {  
  
    }  
}
```

HEADS UP ! Prior to traversal,

for each w in V
w.visited = false } *How to implement this ?*

```
class Graph<T> {  
    HashMap< String, Vertex<T> > vertexMap;  
    :  
    public void resetVisited() {  
        for( Vertex<T>    v :    vertexMap.values() ){  
            v.visited = false;  
        }  
    }  
}
```

TODO

Non-linear Data Structures

- 22. rooted trees
- 23. tree traversal
- 24. binary trees e.g. expression trees
- 25. binary search trees
- 26. priority queue, heaps 1
- 27. heaps 2
- 28. maps, hash codes
- 29. hash maps
- 30. graphs
- 31. graph traversal (breadth vs depth first)
- 32. graph applications: Google page rank, garbage collection

next
lecture →

Mathematical Tools for Analysis of Algorithms

- 33. recurrences 1 *back substitution method, examples*
- 34. recurrences 2 *mergesort, quicksort*
- 35. big O 1 *formal big O definition*
- 36. big O 2 *rules for big O, big Omega, some incorrect proofs*
- 37. big O 3 *big Theta, best and worst case, limits rules*