

```
def DFS(g, u, discovered):
```

Perform DFS on undiscovered portion of graph  $G$  starting at vertex  $u$ .

$discovered$  is a dict mapping each vertex to the edge used to discover it during DFS

Newly discovered vertices will be added to the dict as a result

```
for e in g.incident-edges(u): // for every outgoing edge from u
```

```
    v = e.opposite(u)
```

```
    if v not in discovered:
```

```
        discovered[v] = e
```

//  $e$  is free edge which discovered  $v$

```
        DFS(g, v, discovered)
```

// recursively traverse from  $v$

### Reconstruction of a path from $u \rightarrow v$

→ we can use the basic DFS function as a tool to identify the directed path leading from vertex  $u$  to  $v$ , if  $v$  is reachable from  $u$ .

→ begin at end of path examining discovery dict. to determine the edge used to reach vertex  $v$  and the other endpoint of that edge

→ add that vertex to a list and repeat process to determine edge used to discover it

→ once we have traced the path all the way to start vertex  $u$ , we can reverse the list so it is properly oriented from  $u$  to  $v$ , and return it to caller

```
def construct-path(u, v, discovered):
```

```
    path = []
```

```
    if v in discovered:
```

```
        path.append(v)
```

```
        walk = v
```

```
        while walk is not u:
```

```
            e = discovered[walk]
```

// find edge leading to walk

```
            parent = e.opposite(walk)
```

```
            path.append(parent)
```

```
            walk = parent
```

```
        path.reverse()
```

// reorient path from  $u \rightarrow v$

```
    return path
```