

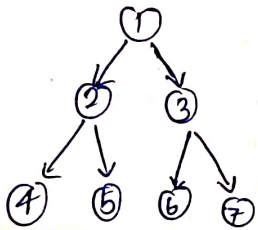
Aim:- Implement and Analysis of BFS and DFS for An application.

↳ Implementation and Analysis of BFS using Level order Traversal.

Problem Formulation:

Given a binary Tree, prints its nodes level by level. Print nodes of any level from left to right.

Initial State



For each given directed graph, LOT order would be empty array

Final State.

LOT = [1, 2, 3, 4, 5, 6, 7, 8]

Problem Solving:

- ✓ Here, we visit every node on a level before going to a lower level.
- ✓ Print all nodes present in a level order by modifying preorder traversal on tree.

Time Complexity is $O(n^2)$ $n = \text{nodes in binary tree}$
Auxiliary Space Complexity = $O(h)$ $h \rightarrow \text{height of tree.}$

<ii> Implement And Analysis of DFS Using Flood Fill Algorithm.

Problem Formulation

It is an Algorithm that determines the area connected to a given node in a multi-dimensional array.

Initial State

Y	Y	Y	G	G	G	G	G	G	G
Y	Y	Y	Y	Y	Y	G	X	X	X
G	G	G	G	G	G	G	X	X	X
W	W	W	W	W	G	G	G	G	X
W	R	R	R	R	R	G	X	X	X
W	W	W	R	R	G	G	X	X	X
W	B	W	R	R	R	R	R	R	X
W	B	B	B	B	R	R	X	X	X
W	B	B	B	B	R	R	X	X	X
W	B	B	X	B	B	B	B	X	X
W	B	B	X	X	X	X	X	X	X

Final State

Y	Y	Y	G	G	G	G	G	G	G
Y	Y	Y	Y	Y	Y	G	C	C	C
G	G	G	G	G	G	G	X	X	X
W	W	W	W	W	G	G	G	G	C
W	R	R	R	R	R	G	C	C	C
W	W	W	R	R	G	G	C	C	C
W	B	W	R	R	R	R	R	R	C
W	B	B	B	B	R	R	C	C	C
W	B	B	C	B	B	B	B	C	C
W	B	B	C	C	C	C	C	C	C

Problem Solving

- ↪ The idea is to start from the source node in the matrix, replace its color with the replacement color and recursively explore all its valid eight adjacent pixels and replace their color.

Time Complexity

$$\Rightarrow O(M \times N)$$

Space Complexity

$$\Rightarrow O(M \times N)$$

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LAB 4

BFS – Level order Traversal

Algorithm

Step 1- Start

Step 2- Make a class to store binary tree node.

Step 3- Make function to print all nodes of a given level from left to right.

Step 4- Return true if at least one node is present at the given level.

Step 5- Call function to print level order traversal and start from 1 to height h of tree.

Step 6- Run till function returns false.

Step 7- End

Source Code

class Node:

def __init__(self, key=None, left=None, right=None):

self.key = key

self.left = left

self.right = right

def printLevel(root, level):

if root is None:

return False

if level == 1:

```
print(root.key, end=' ')
```

```
return True
```

```
left = printLevel(root.left, level - 1)
```

```
right = printLevel(root.right, level - 1)
```

```
return left or right
```

```
def levelOrderTraversal(root):
```

```
    level = 1
```

```
    while printLevel(root, level):
```

```
        level = level + 1
```

```
if __name__ == '__main__':
```

```
    root = Node(15)
```

```
    root.left = Node(10)
```

```
    root.right = Node(20)
```

```
    root.left.left = Node(8)
```

```
    root.left.right = Node(12)
```

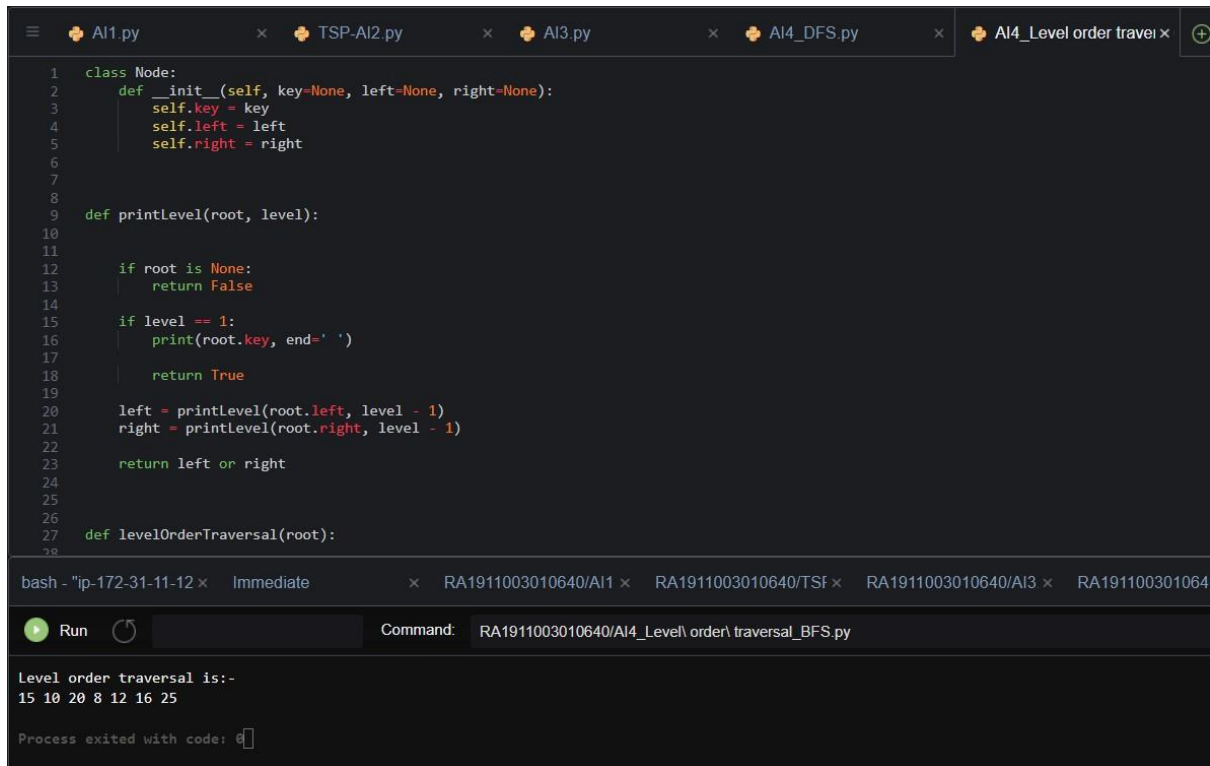
```
    root.right.left = Node(16)
```

```
    root.right.right = Node(25)
```

```
    print("Level order traversal is:- ")
```

levelOrderTraversal(root)

Output



```
1 class Node:
2     def __init__(self, key=None, left=None, right=None):
3         self.key = key
4         self.left = left
5         self.right = right
6
7
8
9 def printLevel(root, level):
10
11
12     if root is None:
13         return False
14
15     if level == 1:
16         print(root.key, end=' ')
17
18     return True
19
20     left = printLevel(root.left, level - 1)
21     right = printLevel(root.right, level - 1)
22
23     return left or right
24
25
26
27 def levelOrderTraversal(root):
28
```

bash - "ip-172-31-11-12" x Immediate x RA1911003010640/AI1 x RA1911003010640/TSF x RA1911003010640/AI3 x RA1911003010640/AI4_Level order traversal BFS.py

Run Command: RA1911003010640/AI4_Level order traversal BFS.py

Level order traversal is:-
15 10 20 8 12 16 25

Process exited with code: 0

Result

Hence level order traversal using BFS is successfully executed.

DFS - Flood Fill Algorithm

Algorithm

Step 1- Start

Step 2- Initialize row and column array.

Step 3- Check if it is possible to go to pixel (x,y) from the current pixel. Return false if it has different color.

Step 4- Call the function, if it has same color, returns else replace that color with replacement color.

Step 5- Print colors after replacement.

Step 6- End

Source Code

```
ow = [-1, -1, -1, 0, 0, 1, 1, 1]
```

```
col = [-1, 0, 1, -1, 1, -1, 0, 1]
```

```
def isSafe(mat, x, y, target):
```

```
    return 0 <= x < len(mat) and 0 <= y < len(mat[0]) and mat[x][y] == target
```

```
def floodfill(mat, x, y, replacement):
```

```
    # base case
```

```
    if not mat or not len(mat):
```

```
        return
```

```
    target = mat[x][y]
```

```
    if target == replacement:
```

```
        return
```

```
    mat[x][y] = replacement
```

```
    for k in range(len(row)):
```

```
        if isSafe(mat, x + row[k], y + col[k], target):
```

```
            floodfill(mat, x + row[k], y + col[k], replacement)
```

```
if __name__ == '__main__':
```

```
mat = [  
    ['Y', 'Y', 'Y', 'G', 'G', 'G', 'G', 'G', 'G', 'G'],  
    ['Y', 'Y', 'Y', 'Y', 'Y', 'Y', 'G', 'X', 'X', 'X'],  
    ['G', 'G', 'G', 'G', 'G', 'G', 'G', 'X', 'X', 'X'],  
    ['W', 'W', 'W', 'W', 'W', 'G', 'G', 'G', 'G', 'X'],  
    ['W', 'R', 'R', 'R', 'R', 'R', 'G', 'X', 'X', 'X'],  
    ['W', 'W', 'W', 'R', 'R', 'G', 'G', 'X', 'X', 'X'],  
    ['W', 'B', 'W', 'R', 'R', 'R', 'R', 'R', 'R', 'X'],  
    ['W', 'B', 'B', 'B', 'B', 'R', 'R', 'X', 'X', 'X'],  
    ['W', 'B', 'B', 'X', 'B', 'B', 'B', 'B', 'X', 'X'],  
    ['W', 'B', 'B', 'X', 'X', 'X', 'X', 'X', 'X', 'X']  
]
```

```
x, y = (3, 9)
```

```
replacement = 'C'
```

```
floodfill(mat, x, y, replacement)
```

```
for r in mat:
```

```
    print(r)
```

Output

```
AI1.py x TSP-AI2.py x AI3.py x AI4_DFS.py x AI4_Level order travel x
1
2 row = [-1, -1, -1, 0, 0, 1, 1, 1]
3 col = [-1, 0, 1, -1, 1, -1, 0, 1]
4
5
6
7 def isSafe(mat, x, y, target):
8     return 0 <= x < len(mat) and 0 <= y < len(mat[0]) and mat[x][y] == target
9
10
11 # Flood fill using DFS
12 def floodfill(mat, x, y, replacement):
13
14     # base case
15     if not mat or not len(mat):
16         return
17
18     # get the target color
19     target = mat[x][y]
20
21     # target color is same as replacement
22     if target == replacement:
23         return
24
25     # replace the current pixel color with that of replacement
26     mat[x][y] = replacement
27
28     # process all eight adjacent pixels of the current pixel and
29
bash - "ip-172-31-11-12 x Immediate x RA1911003010640/AI1 x RA1911003010640/TSF x RA1911003010640/AI3 x RA1911003010640/AI4
Run Command: RA1911003010640/AI4_DFS.py
['Y', 'Y', 'Y', 'G', 'G', 'G', 'G', 'G', 'G']
['Y', 'Y', 'Y', 'Y', 'Y', 'Y', 'G', 'C', 'C', 'C']
['G', 'G', 'G', 'G', 'G', 'G', 'G', 'C', 'C', 'C']
['W', 'W', 'W', 'W', 'W', 'G', 'G', 'G', 'G', 'C']
['W', 'R', 'R', 'R', 'R', 'R', 'G', 'C', 'C', 'C']
['W', 'W', 'W', 'R', 'R', 'G', 'G', 'C', 'C', 'C']
['W', 'B', 'W', 'R', 'R', 'R', 'R', 'R', 'R', 'C']
['W', 'B', 'B', 'B', 'B', 'R', 'R', 'C', 'C', 'C']
['W', 'B', 'B', 'C', 'B', 'B', 'B', 'B', 'C', 'C']
['W', 'B', 'B', 'C', 'C', 'C', 'C', 'C', 'C', 'C']
```

Result

Hence Flood Fill Algorithm using DFS is successfully executed.