

Tutorial-5

Q1 What is the difference b/w DFS and BFS.
Applications of Both Algo.

BFSDFS

- | | |
|---|--|
| → stands for Breadth first Search. | DFS stands for Depth first Search. |
| → BFS is more suitable for searching vertices which are closer to source. | DFS is more suitable for searching vertices away from source. |
| → BFS considers all neighbours first, so not suitable for decision making trees in games/puzzles. | → In DFS we make a decision, then explore all the paths through this decision, if decision = win, stop, therefore suitable in games/puzzles. |
| → siblings are visited before children. | children are visited before sibling. |
| → Implemented using FIFO list. | Implemented using LIFO list. |
| → Requires more m/m as compared to DFS. | Requires less m/m. |
| → No Backtracking required. | Need of Backtracking. |
| → Slower than DFS. | Faster than BFS |
| → $O(V+E)$
V = Vertices, E = Edges | $O(V+E)$ |
| → visited according to tree level. | visited according to tree depths. |

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Application of BFS -

- Peer to Peer Networks
- Web Crawlers
- Network Broadcasting

Application of DFS -

- Detecting cycle in graph
- Topological sort
- Solving puzzles with only one solution

Q2. Which Datastructure is used to implement and Why?

→ BFS → queue

DFS → stack

Q3. What do you mean by sparse and dense graphs? Which representation of graph is better for sparse and dense graphs?

Dense graph is a graph in which the no. of edges is close to the maximal no. of edges. Adjacency matrix is preferred.

Sparse graph is a graph in which no. of edges is close to the minimal no. of edges.

sparse graph can be a disconnected graph
Adjacency list is required.

Q4. How can you detect a cycle using BFS and DFS?

DFS is a connected graph. There is a cycle if a back edge present.
↳ An edge from a vertex to itself or to an ancestor in the tree.

BFS: For every vertex and its adjacent vertices, if a vertex is visited and visited again, there is a cycle. If any vertex is visited again, there is a cycle.

Q5. What do you mean by disjoint sets? Explain three operations on disjoint sets.

→ Also known as union-find data structure. It tracks a set of elements and a number of disjoint sets.

Disjoint set can be used to find the number of disjoint sets.

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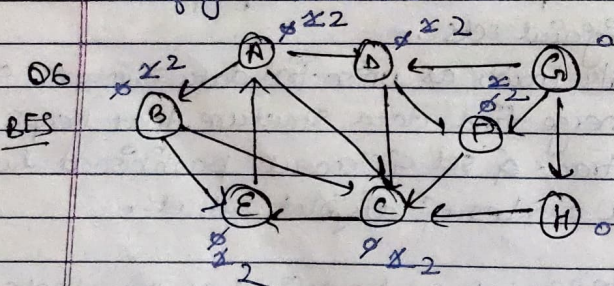
there is no common element b/w the two sets.
operations -!

① Making new sets

The MakeSet operation adds a new element.
The element is placed into a new set
containing only new element and new set is
added to ds.

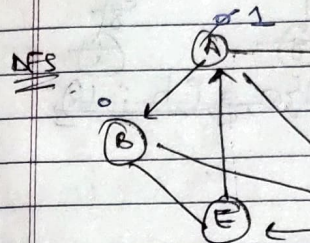
② Finding the representative of set containing a new given element can be implemented by recursively traversing parent array until we hit a node who is parent to itself. "Find".

③ Union - It takes two elements as input and finds the representatives using "find" operation and puts either one of the trees under the root node of other tree, merging the trees and sets.



Node	A	B
Parent	-	A

* No path b/w



Source - G
Dest - A

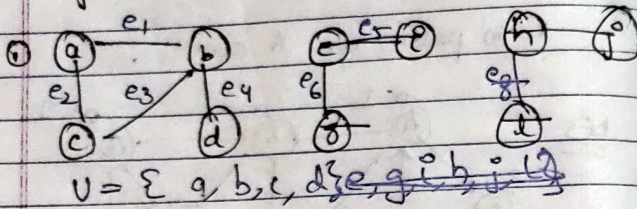
Node proc	Stack
	G
G	Δ F H
G Δ	E C F H
F	C C F H
C	E C F H
E	A C F H
A	B C F H

G → Δ

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Q2 Find out no of connected components and vertices in each component using disjoint set data structure.



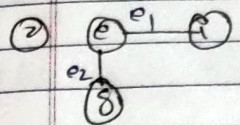
- ① Add $e_1 (a, b)$
 $\text{find}(a) = U$
 $\text{find}(b) = U$
 $S_1 = \{a, b\}$
 $U = \{c, d\}$

- ② Add $e_2 (a, c)$
 $\text{find}(a) = S_1$
 $\text{find}(c) = U$
 $S_1 = \{a, b, c\}$
 $U = \{d\}$

- ③ Add $e_3 (b, c)$
 $\text{find}(b) = S_1$
 $\text{find}(c) = S_1$ } cycle detected

- ④ Add $e_4 (b, d)$
 $\text{find}(b) = S_1$
 $\text{find}(d) = U$

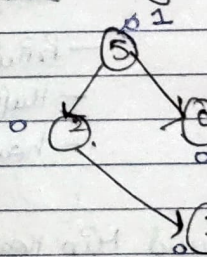
$S_1 = \{a, b, c, d\}$
 $U = \{\phi\}$



- ① Add $e_1 (e, i)$
 $\text{find}(e) = U$
 $S_1 = \{e, i\}$
 $U = \{g\}$

- ② Add $e_2 (e, g)$
 $\text{find}(e) = S_1$
 $\text{find}(g) = U$
 $S_1 = \{e, i, g\}$

Q3 Apply topological sorting on graph having



- ① Topological sort

② DFS

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Node	Stack
	5
5	20
2	30
3	10
1	0

5 → 2 → 3 → 1

Q9. Heap as can be used to implement priority queue? Name few graph algo where you need to use priority queue and why?

Yes, we can use heaps to implement the priority queue.

$O(\log n)$ to insert and delete.

Priority queue is used in Prim's Algo

- Prim's Algo
- Huffman code
- heap sort.

Q10. Diff between Max and Min Heap?

Min Heap

In Min Heap, key is present at the root node, and it must be \leq all keys present

Max Heap

Key present at root must be \geq keys present at all of its children.

→ Min Key element is present at the root

→ Ascending priority

→ Smallest element popped first.

→ Get Maximum Element
Extract Maximum and insert.