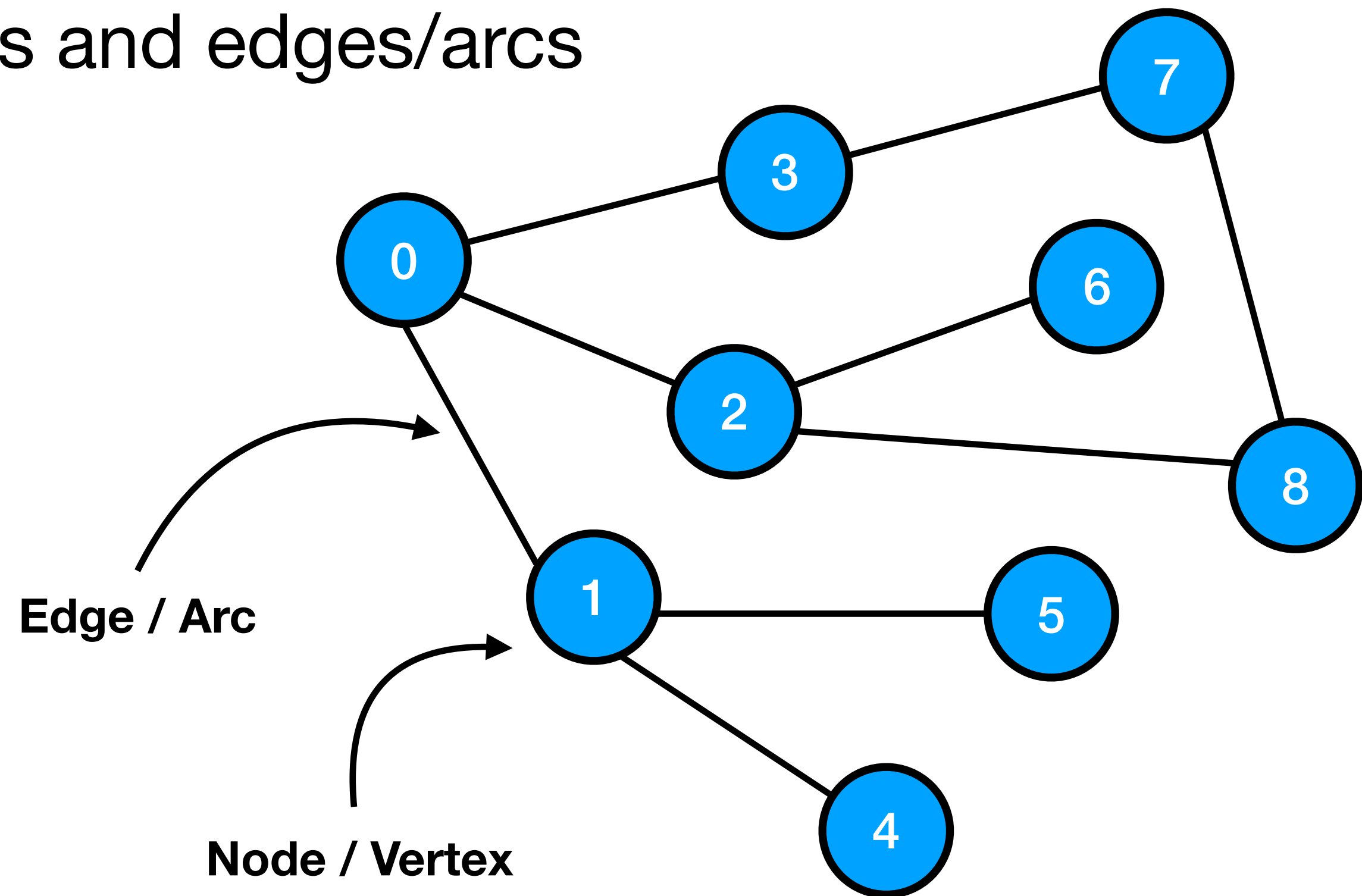


Code Prime Theory

Graph Traversals

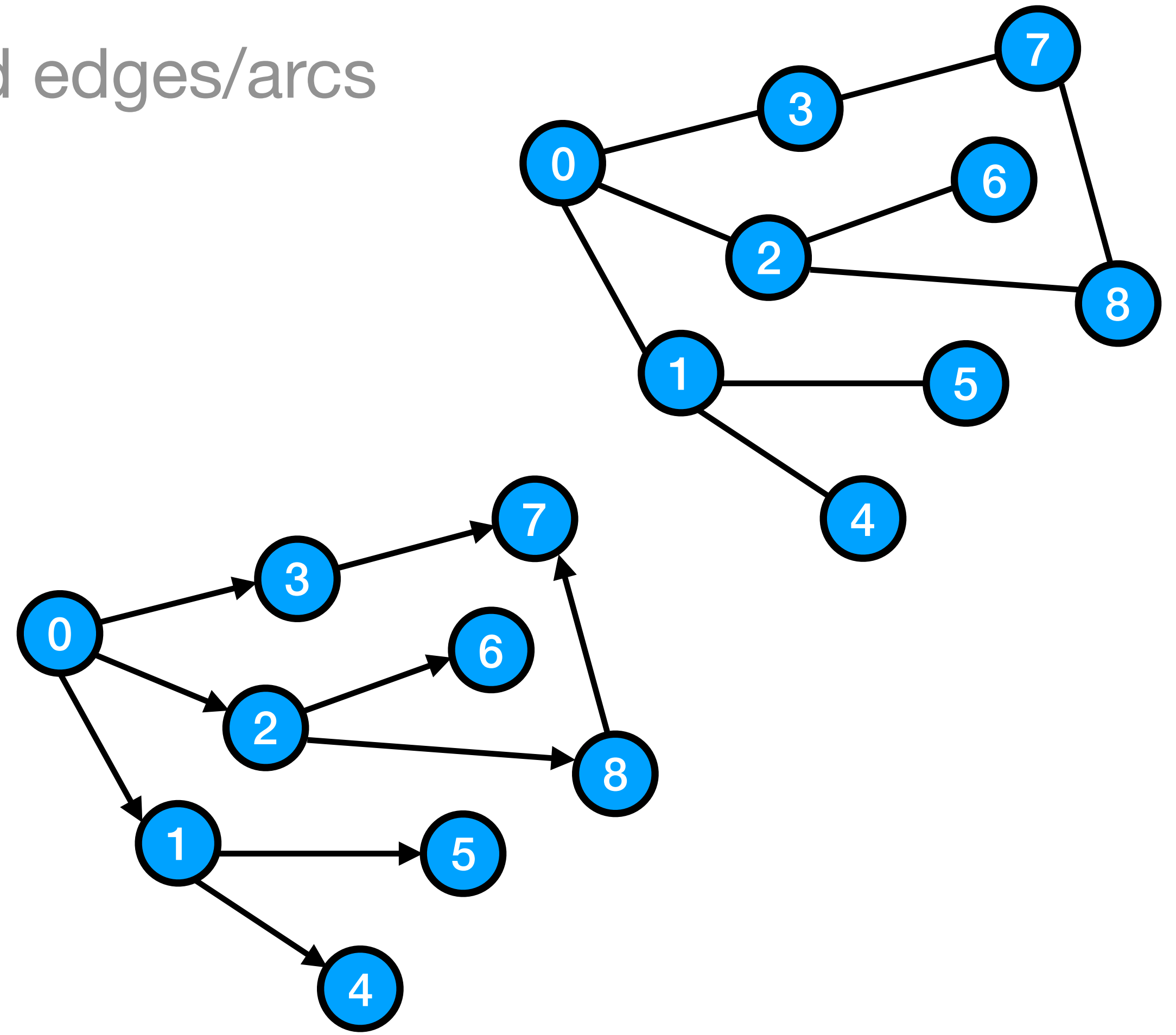
Recap

- Graph consists of vertices/nodes and edges/arcs
- Undirected/Directed graph
- Weighted graph
- Graph representation



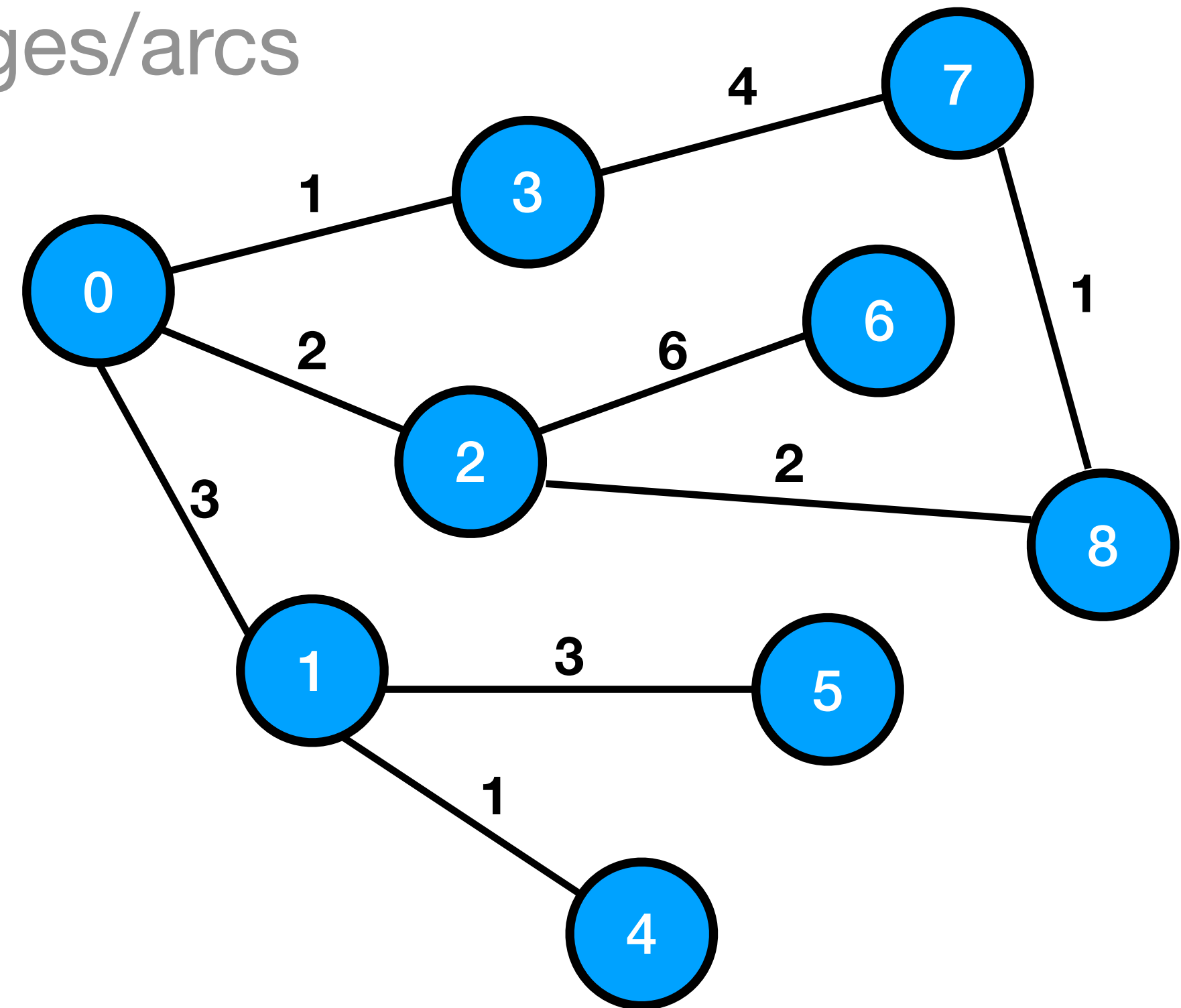
Recap

- Graph consists of vertices/nodes and edges/arcs
- Undirected/Directed graph
- Weighted graph
- Graph representation



Recap

- Graph consists of vertices/nodes and edges/arcs
- Undirected/Directed graph
- Weighted graph
- Graph representation

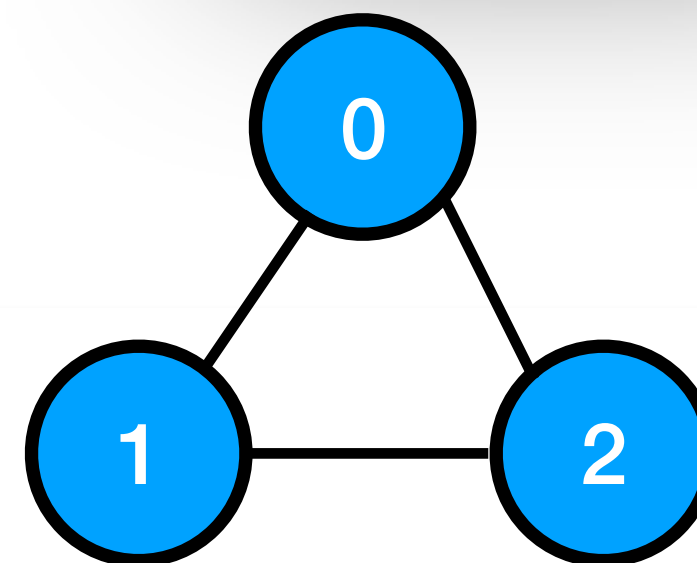


Recap

- Graph consists of vertices/nodes and edges/arcs
- Undirected/Directed graph
- Weighted graph
- Graph representation

```
Edge list
[
  [0, 1],
  [1, 2],
  [2, 0]
]
```

```
Adjacency matrix
[
  [0, 1, 1],
  [1, 0, 1],
  [1, 1, 0]
]
```



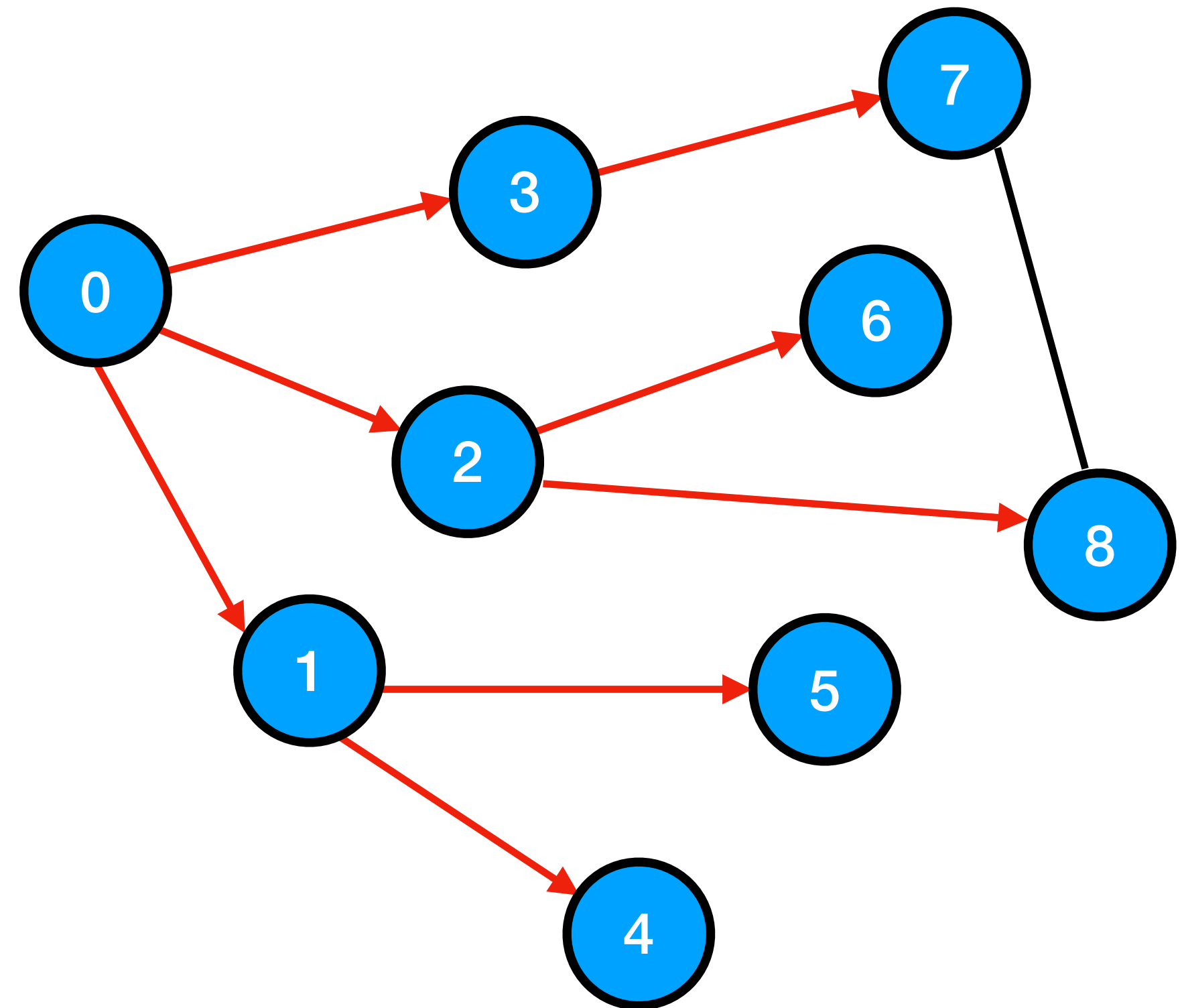
```
Adjacency list
[
  [1, 2],
  [0, 2],
  [0, 1]
]
```

Graph Traversals

Concept and Implementation

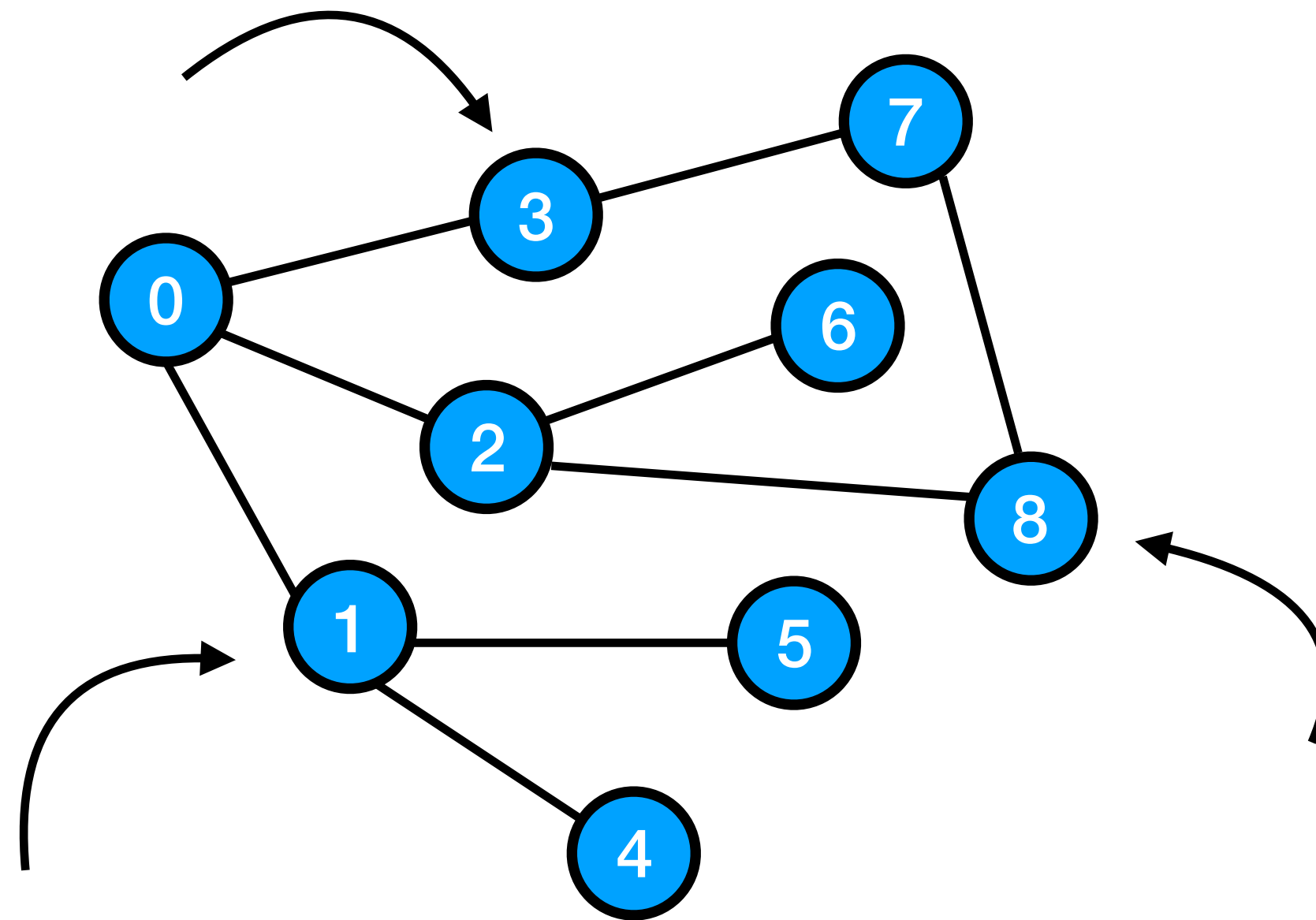
Traverse

Process of searching through a graph by visiting vertices or nodes.



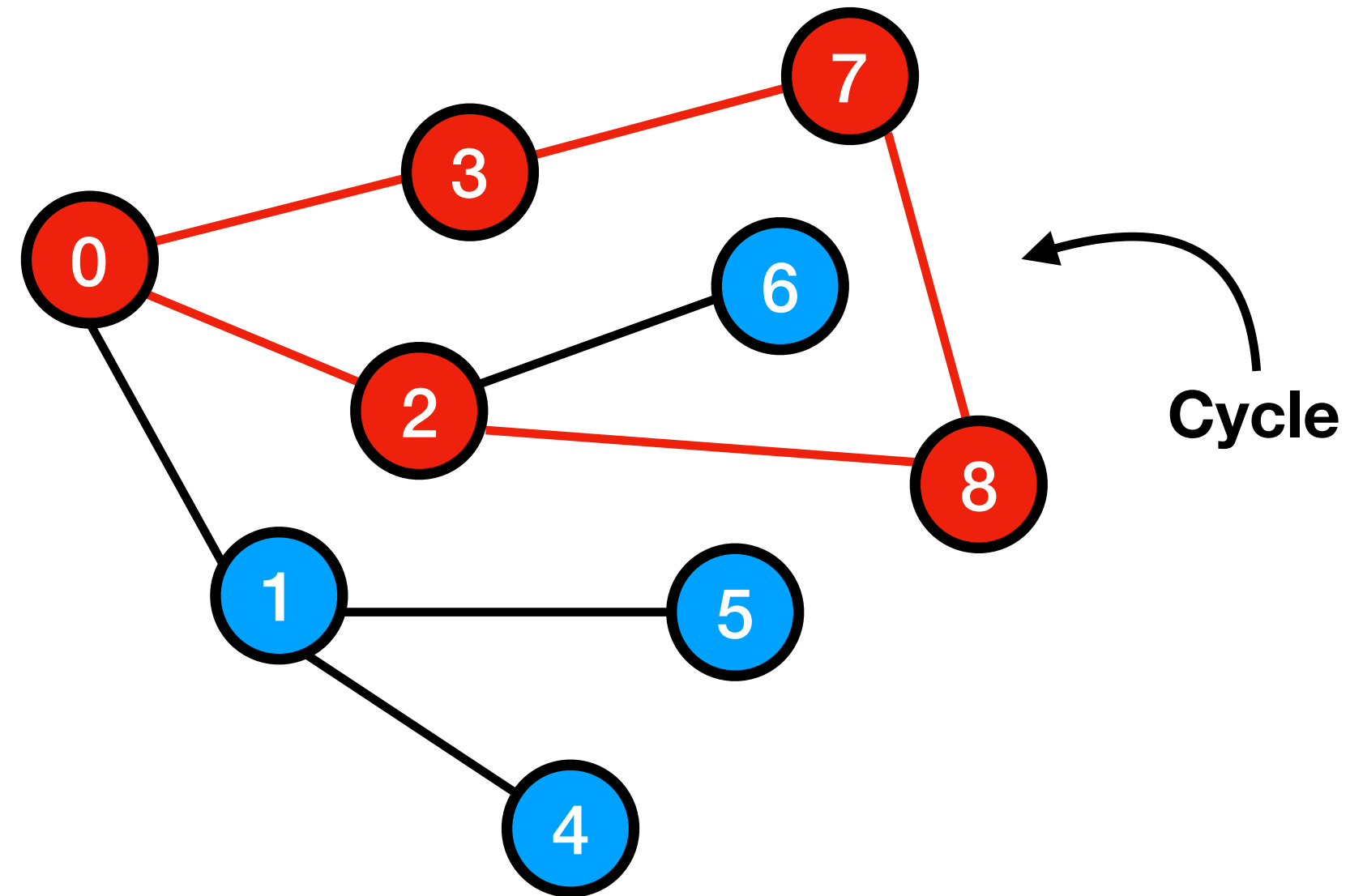
Graph Traversal

Graph traversing start with any vertex.



Graph Traversal

Need to remember which vertex has already visited.

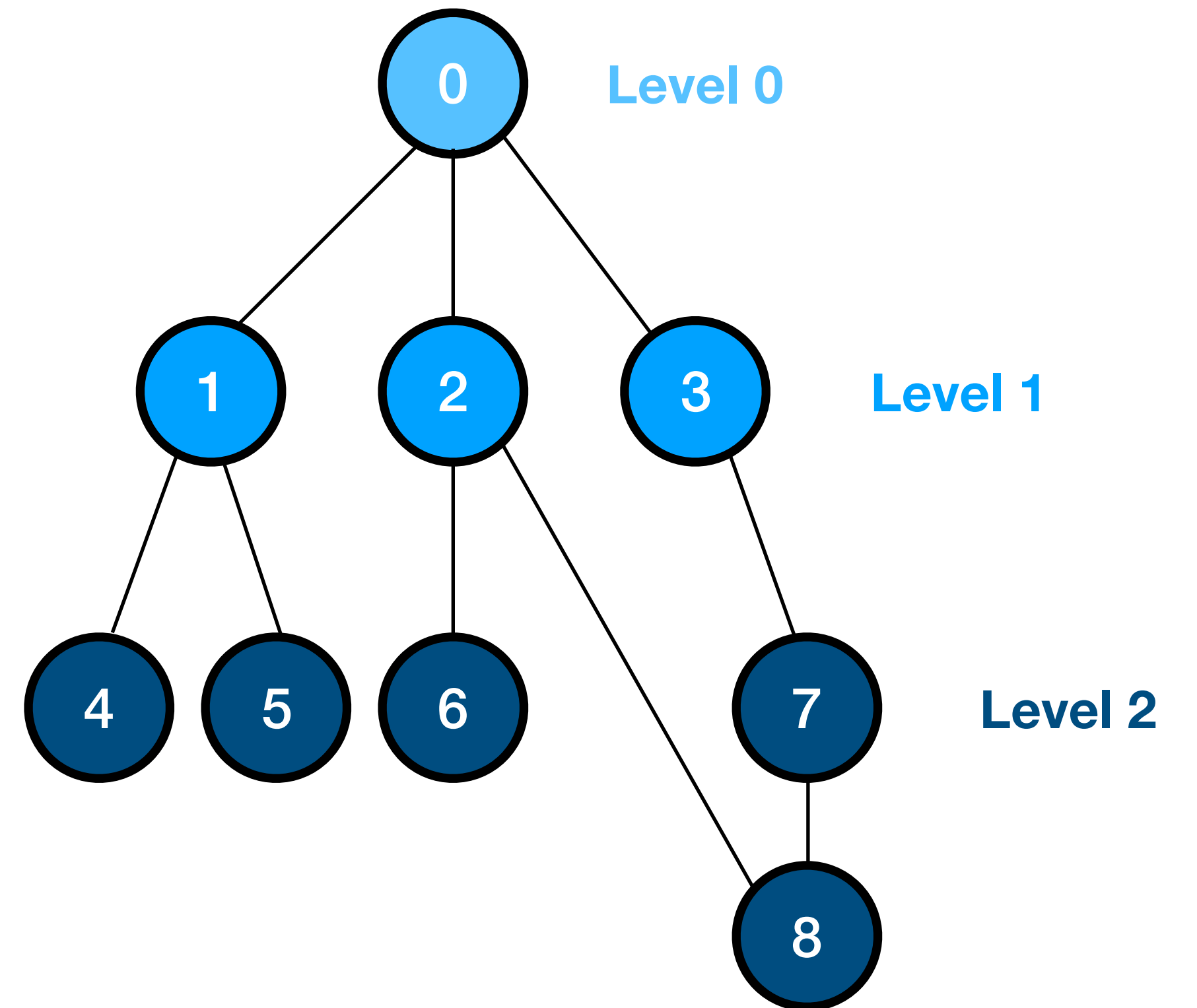


Graph Traversal Algorithms

- Breath First Search (BFS)
- Depth First Search (DFS)

Breath First Search (BFS)

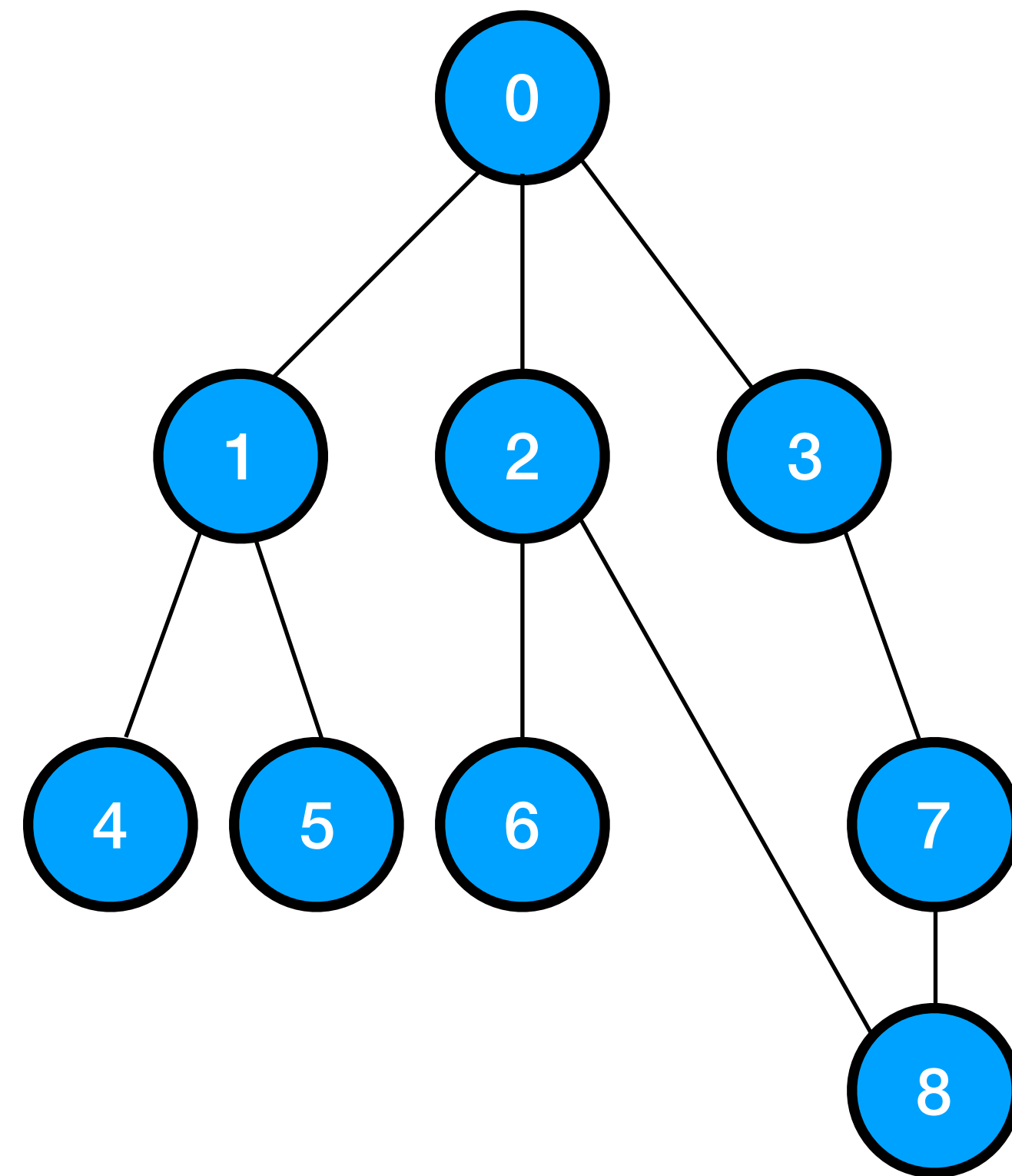
- Traverse into sibling/neighborings before children.
- Implement using queue.



Breath First Search (BFS)



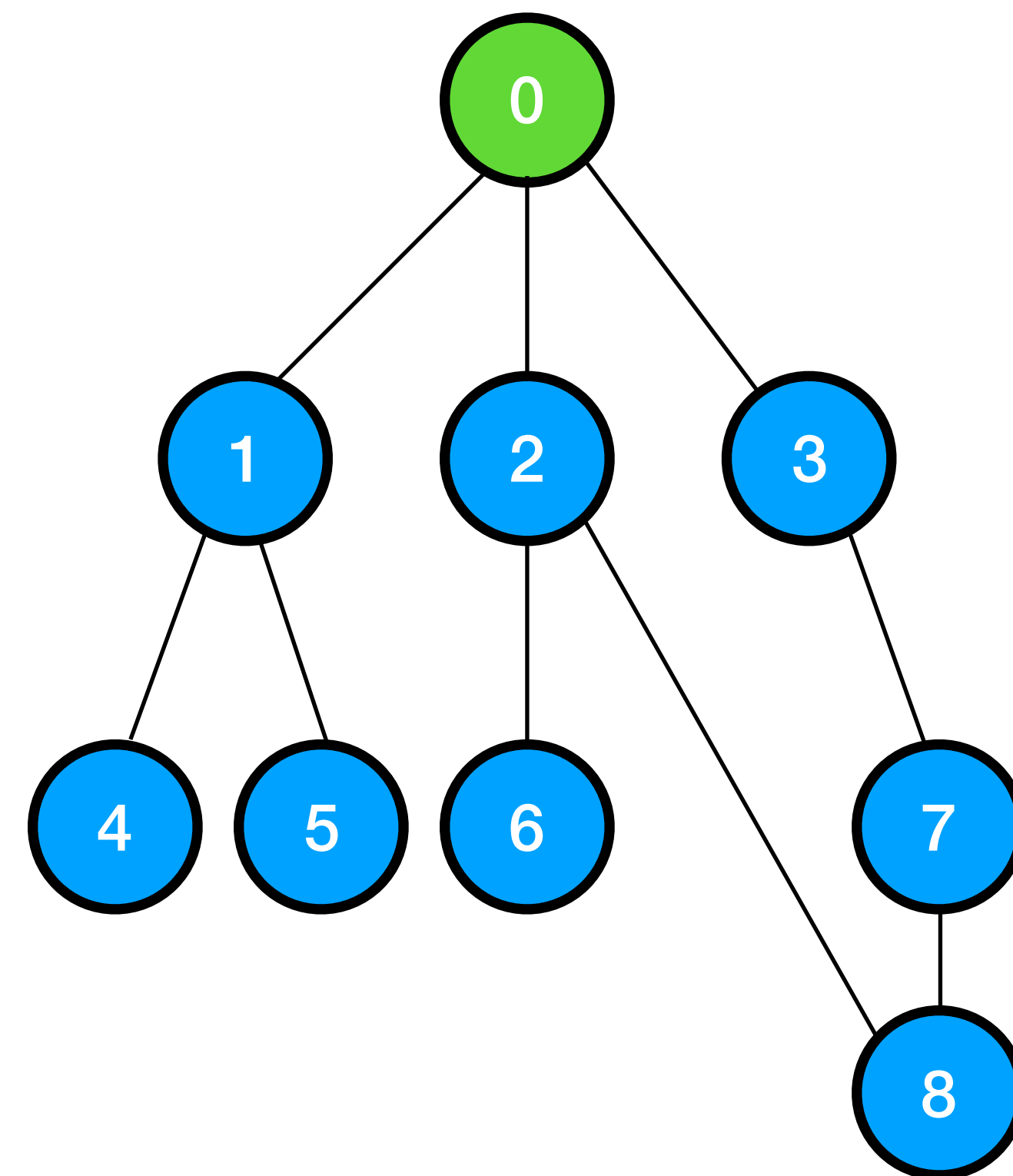
Search order :



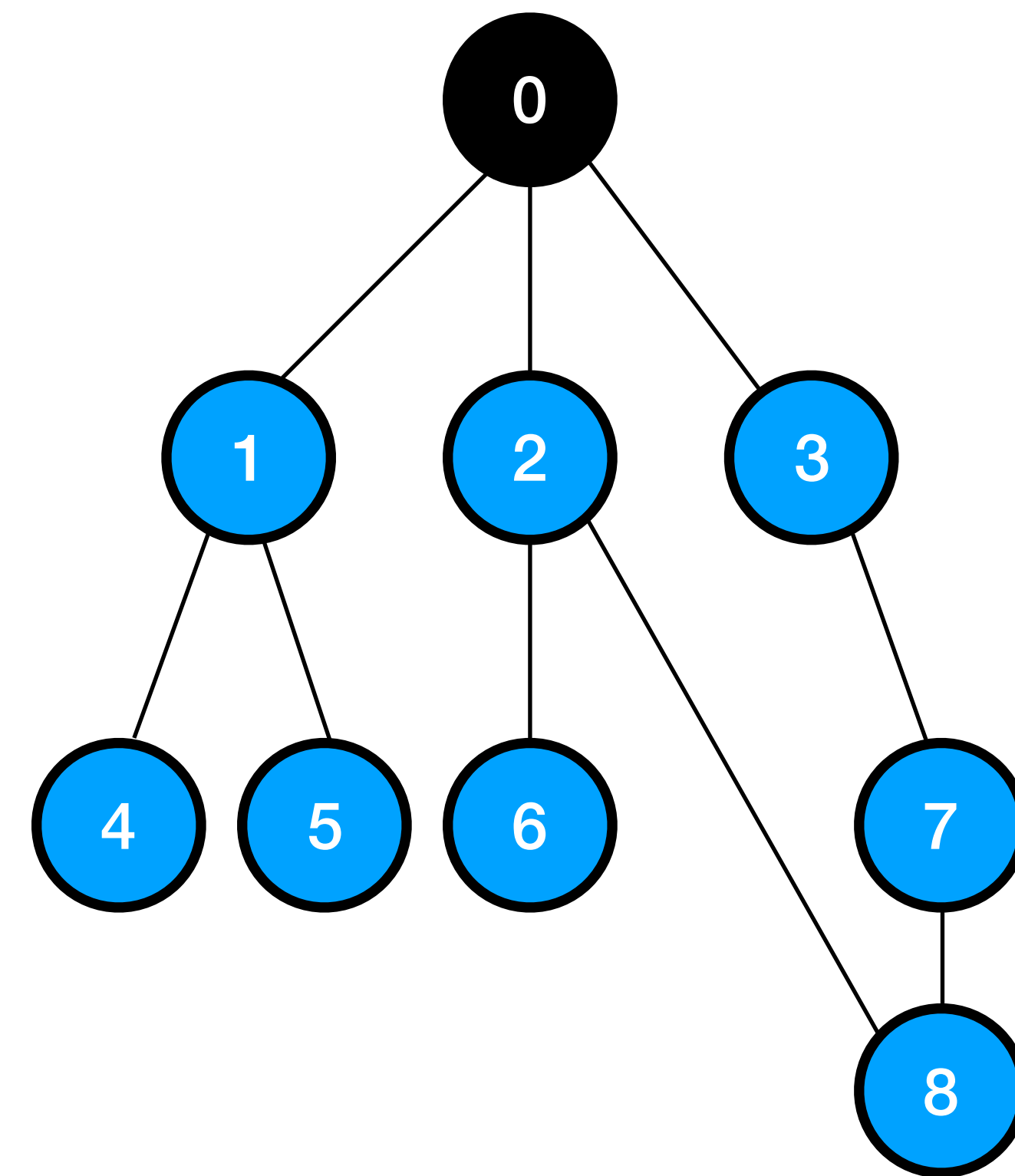
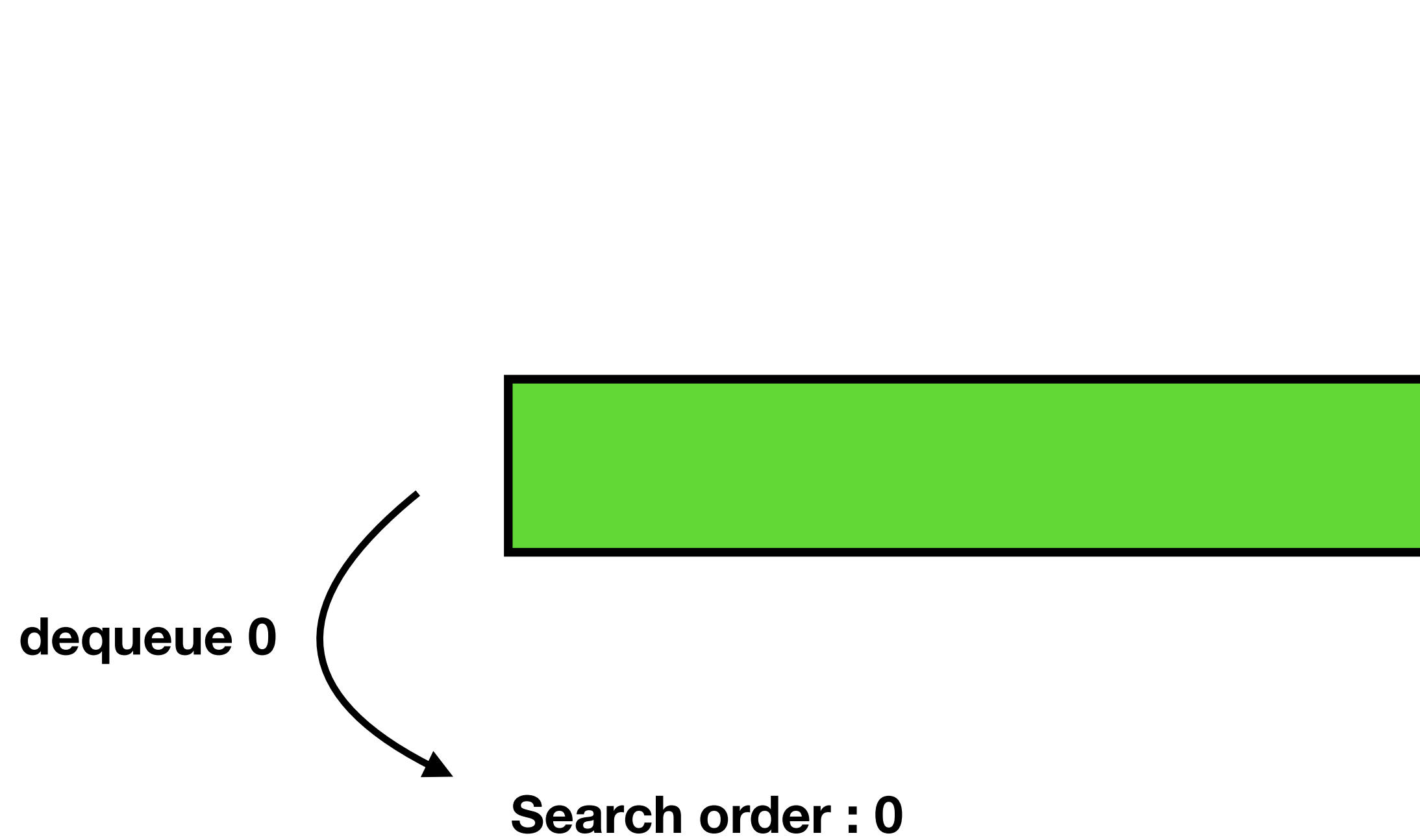
Breath First Search (BFS)



Search order :



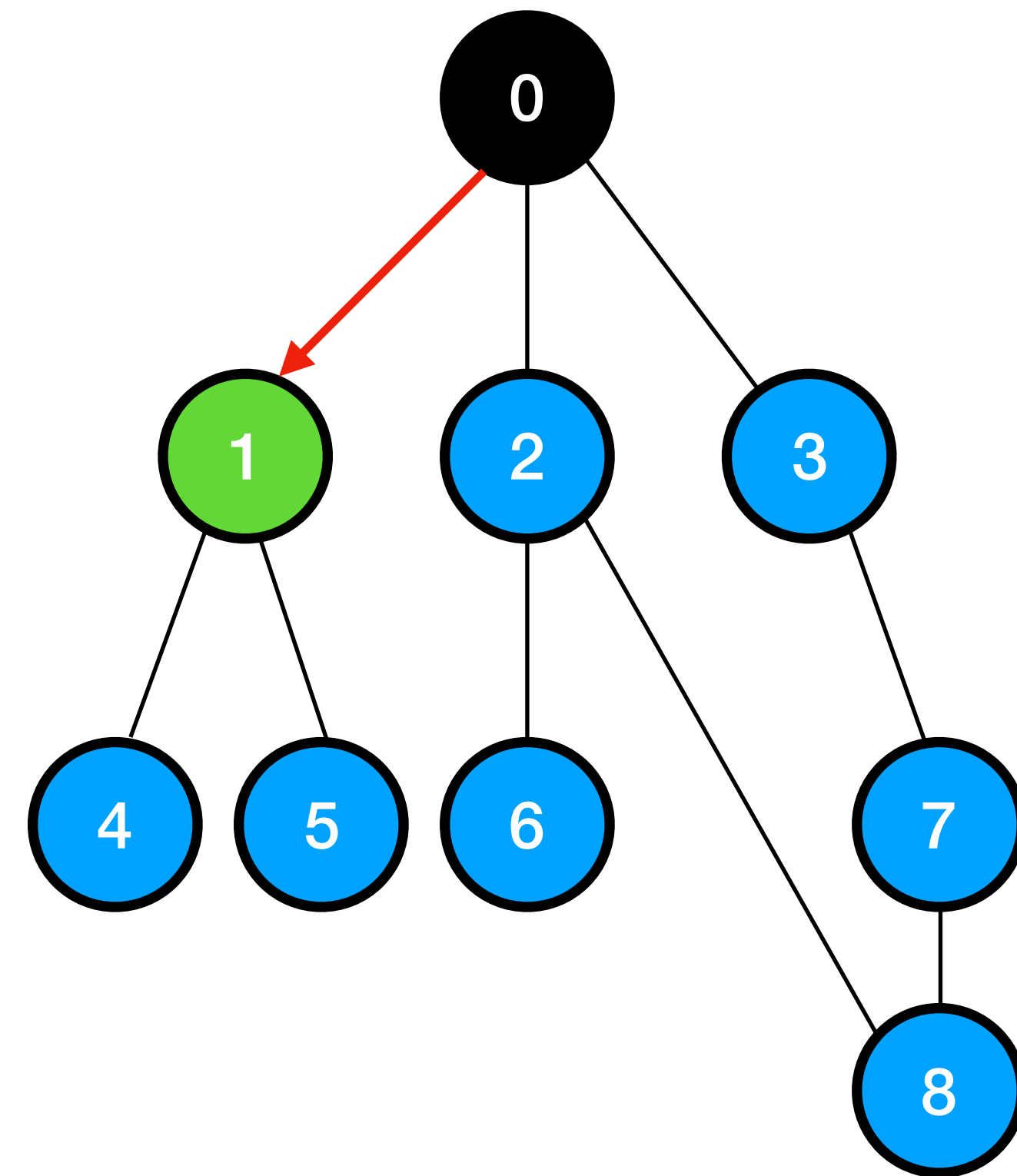
Breath First Search (BFS)



Breath First Search (BFS)



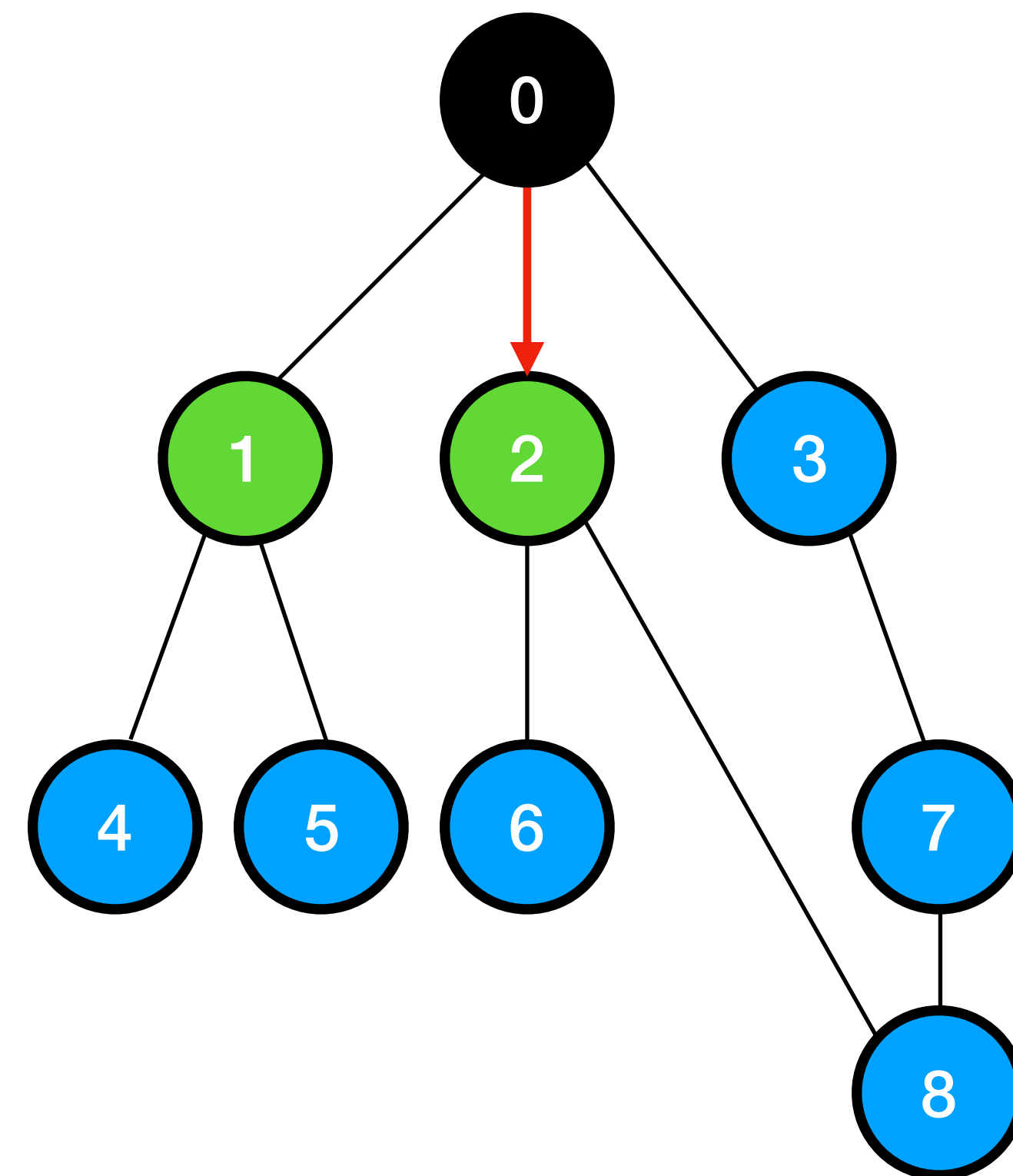
Search order : 0



Breath First Search (BFS)



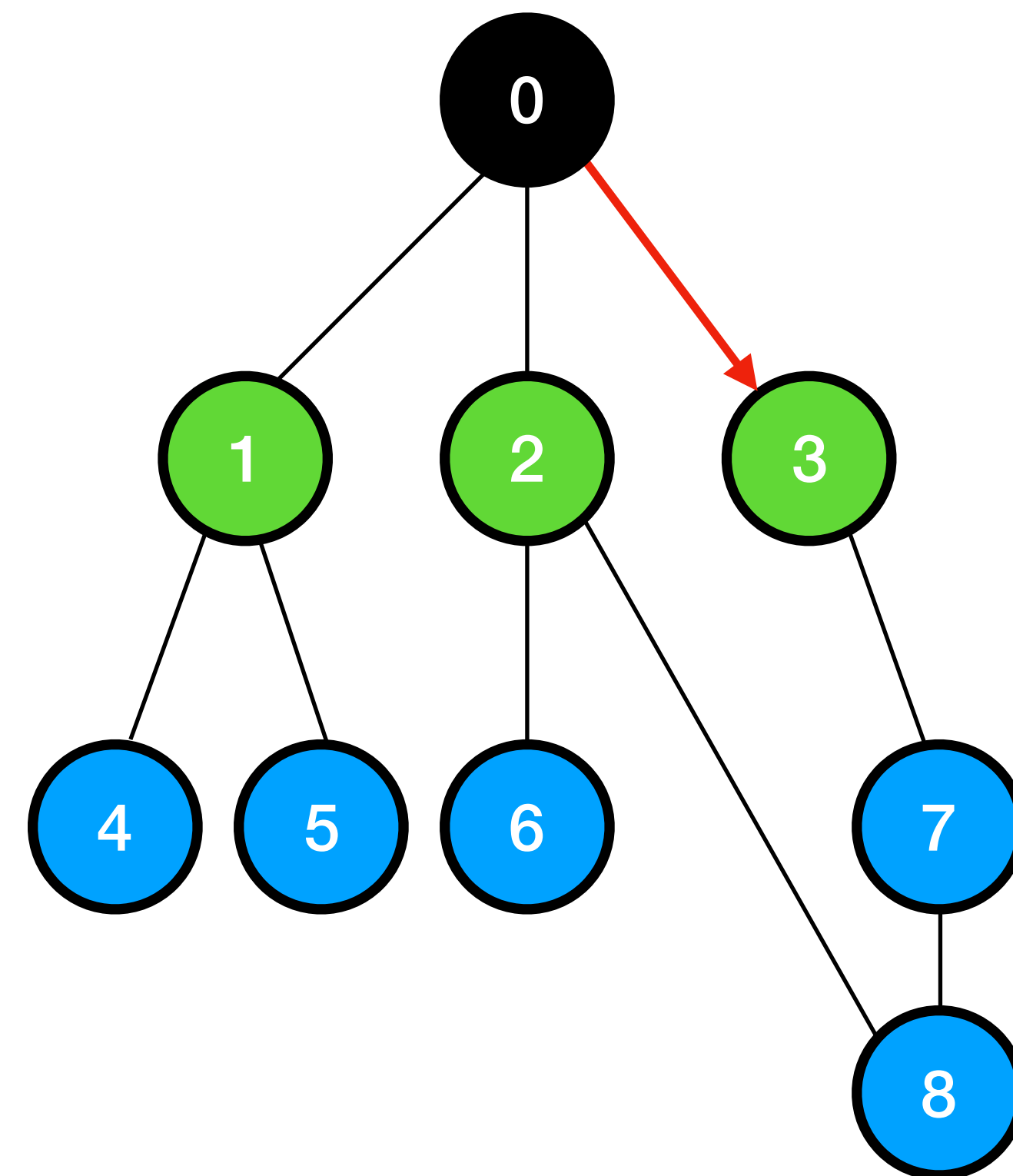
Search order : 0



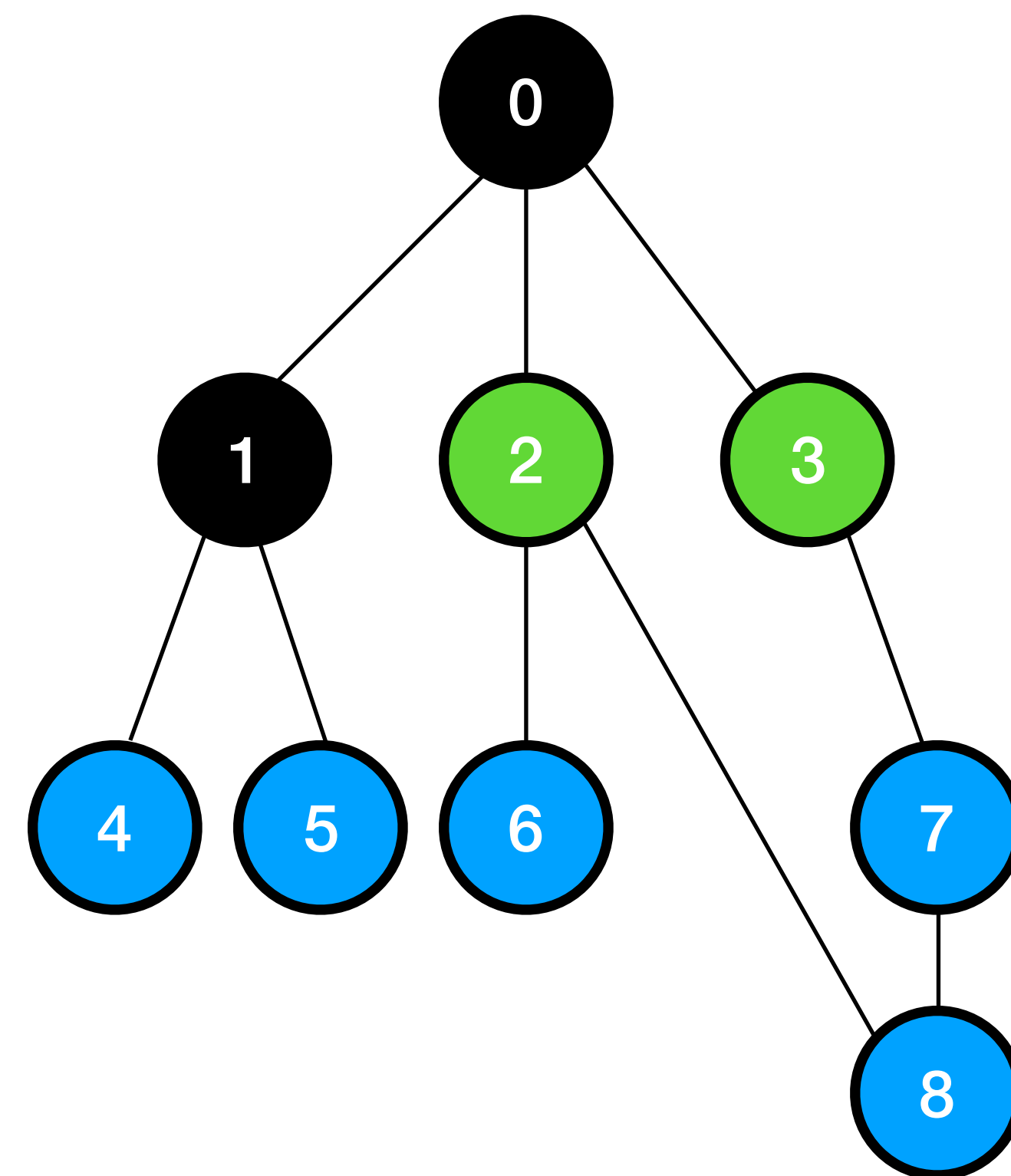
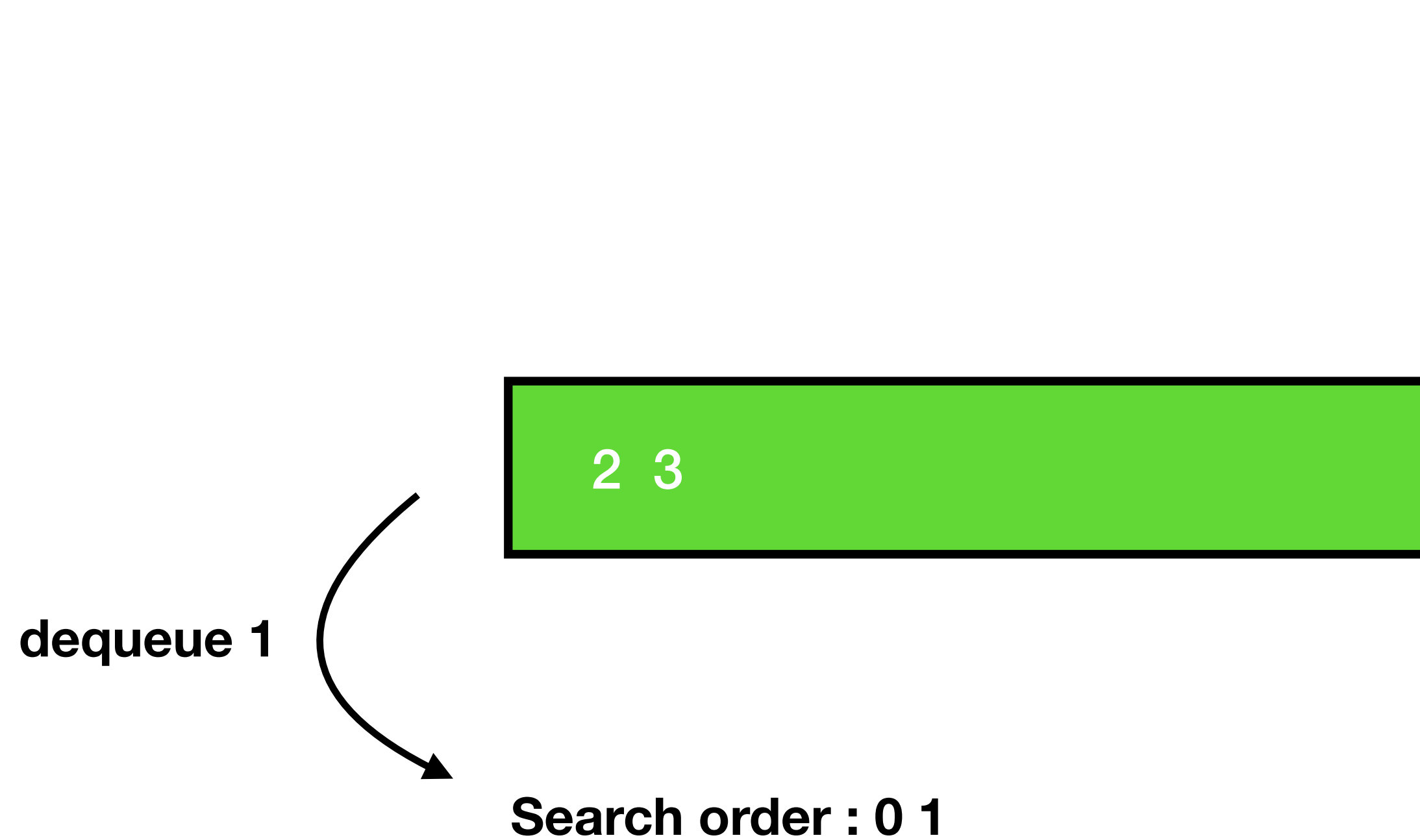
Breath First Search (BFS)



Search order : 0



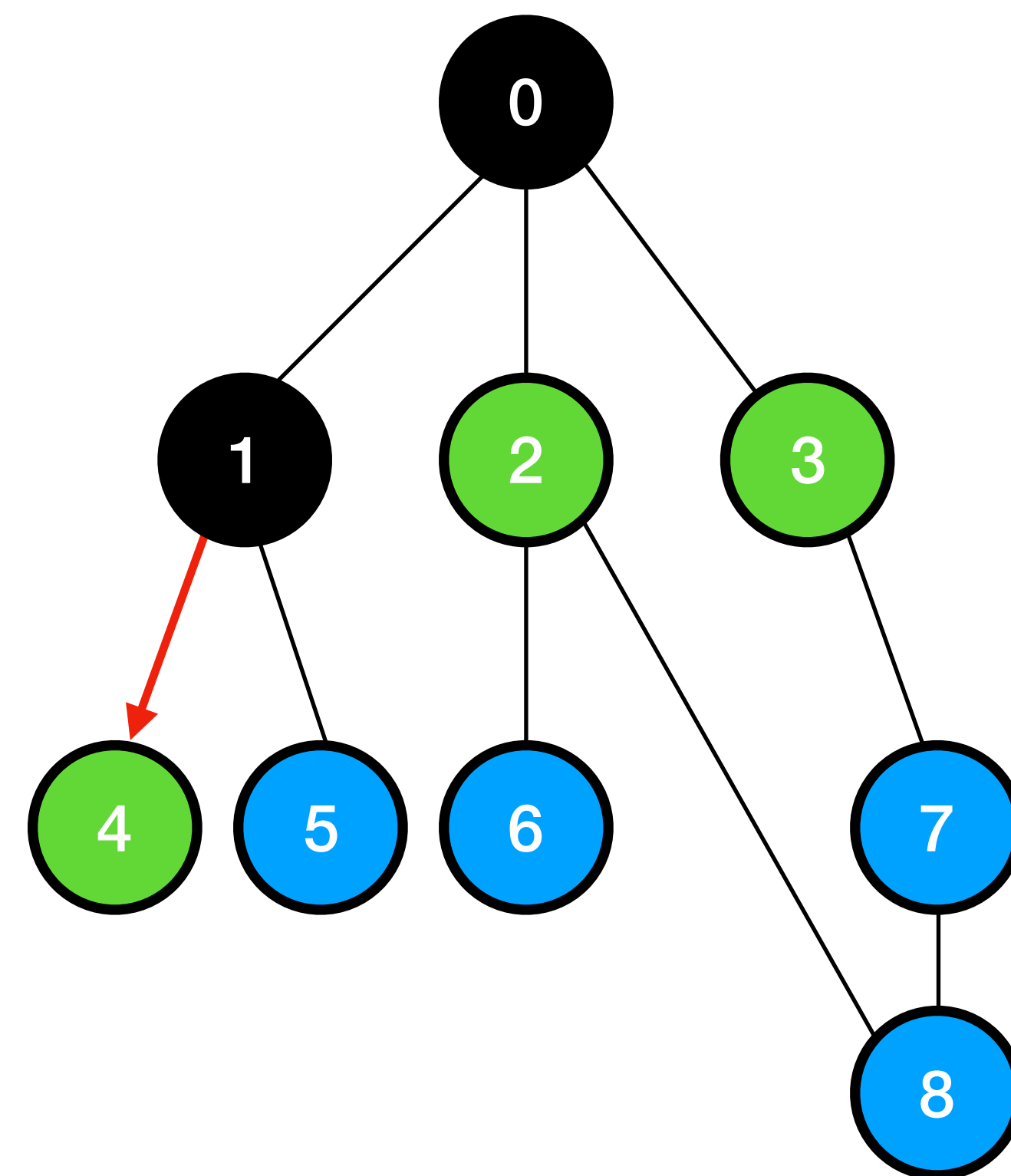
Breath First Search (BFS)



Breath First Search (BFS)



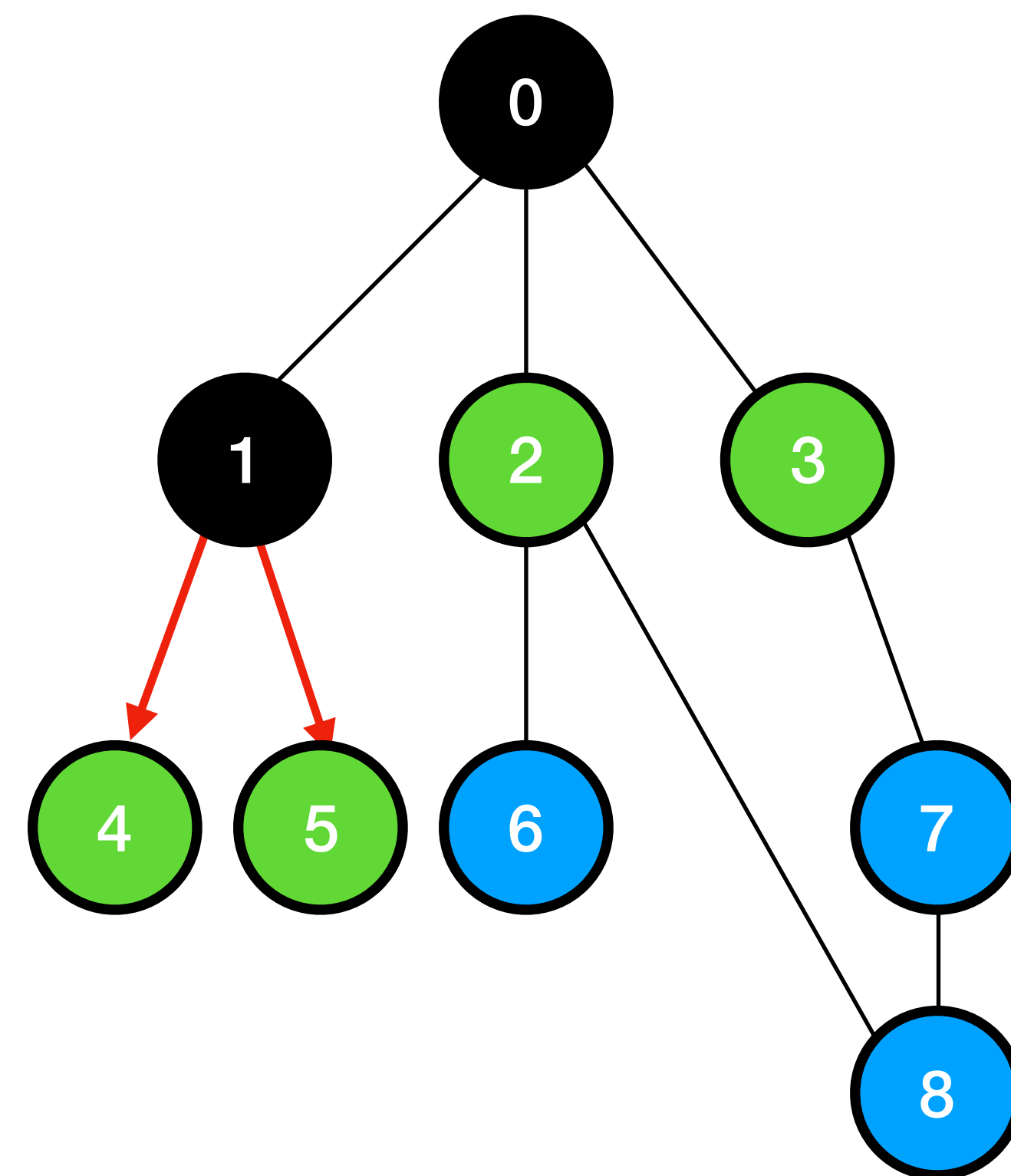
Search order : 0 1



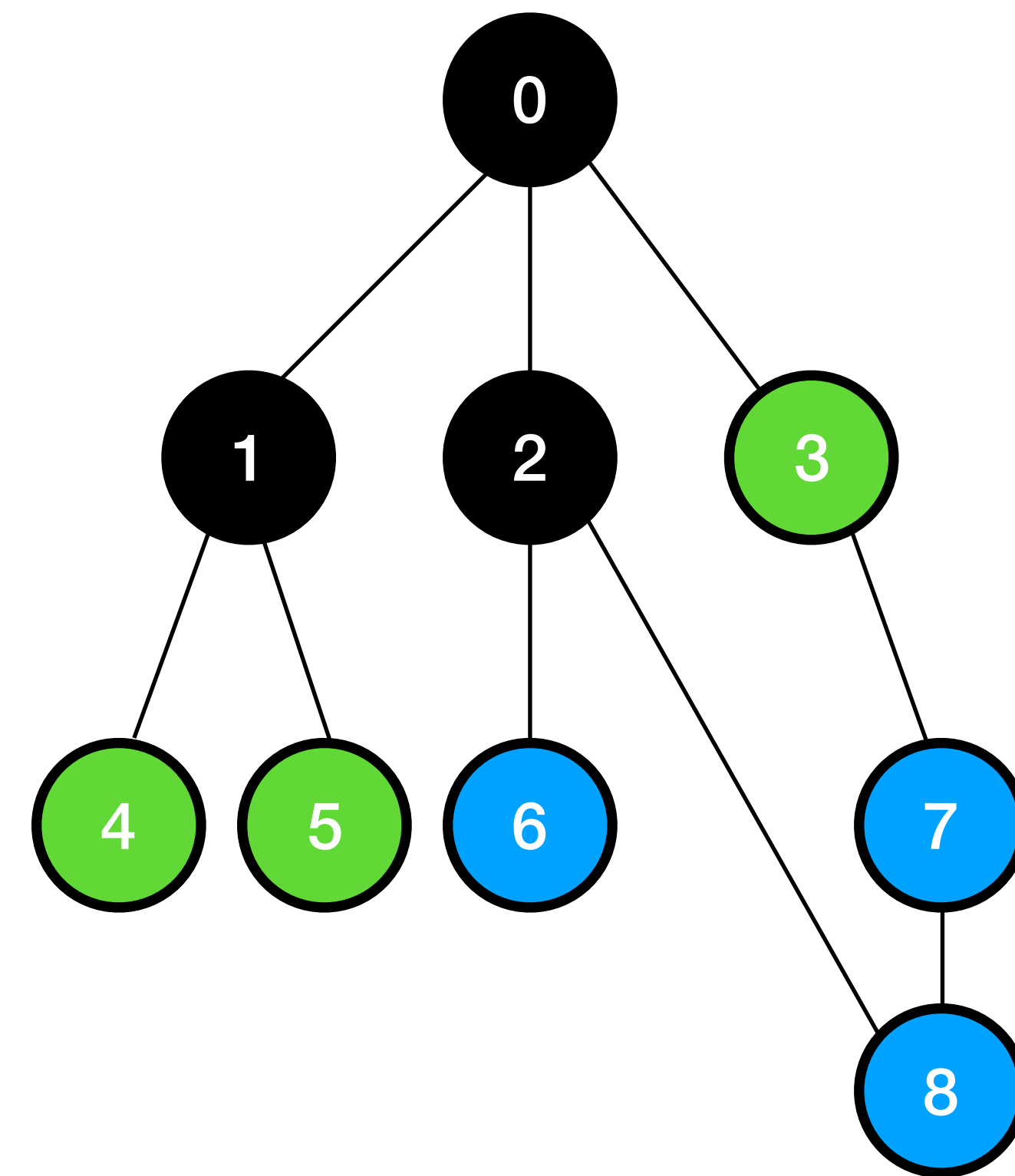
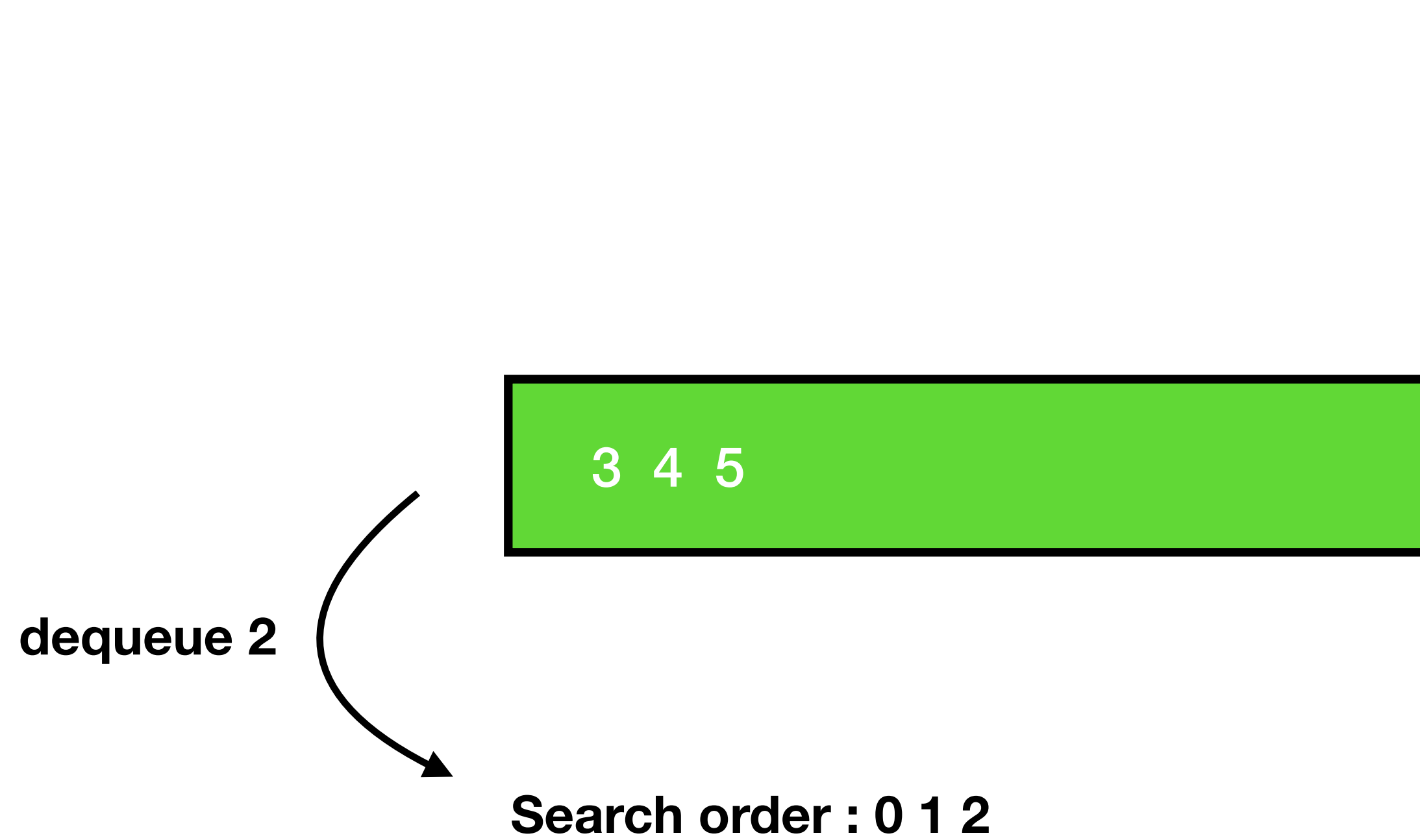
Breath First Search (BFS)



Search order : 0 1



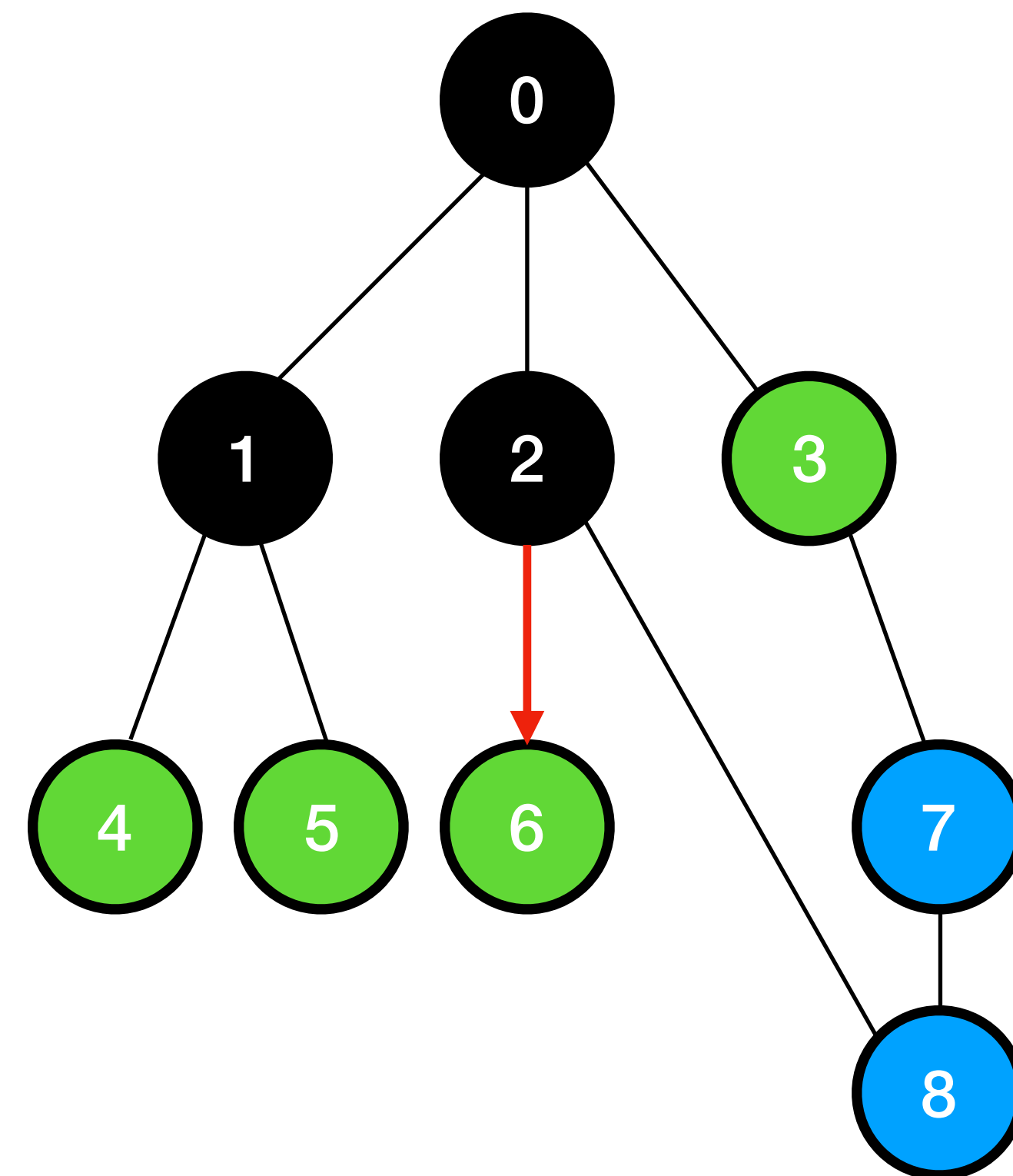
Breath First Search (BFS)



Breath First Search (BFS)



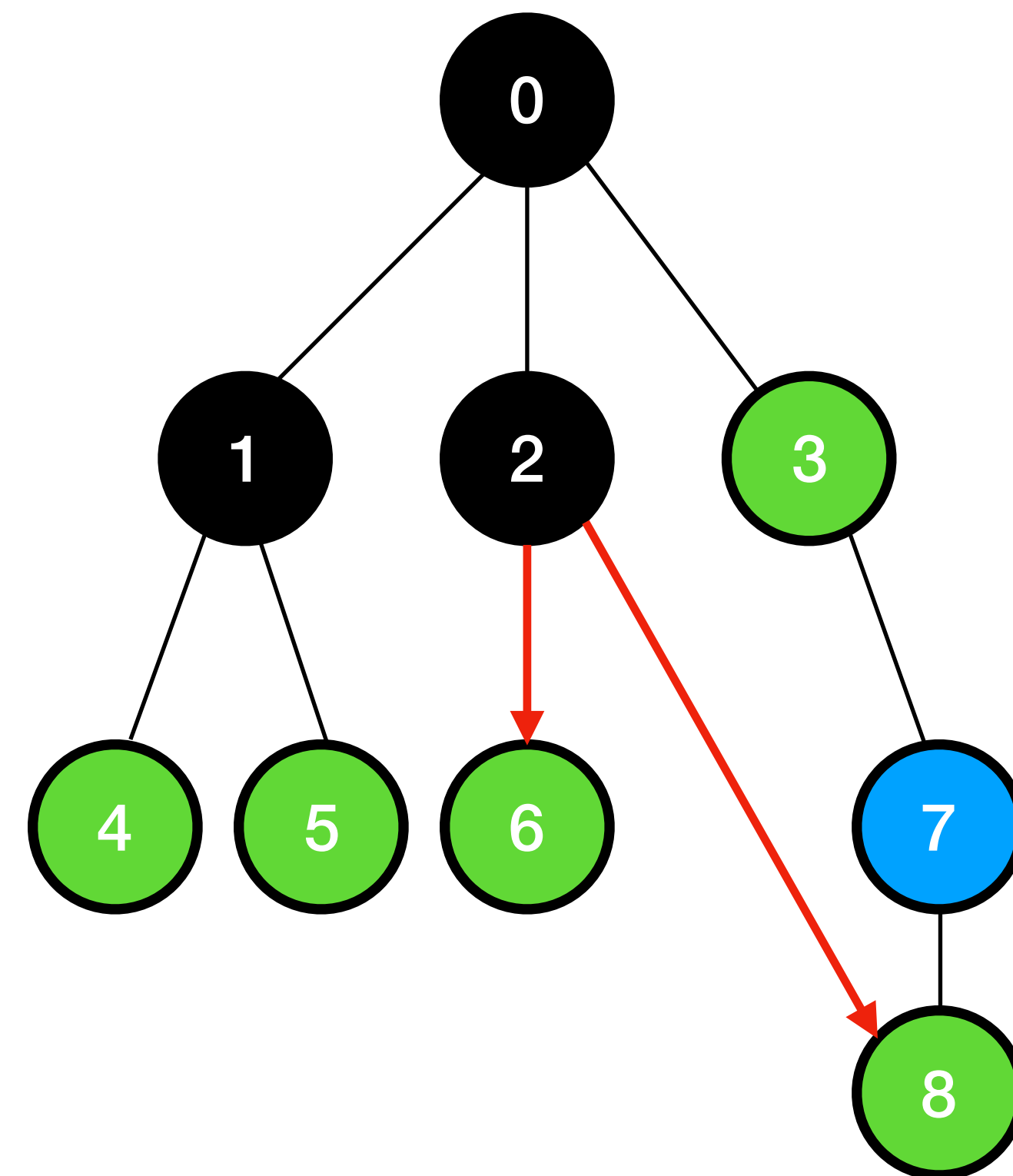
Search order : 0 1 2



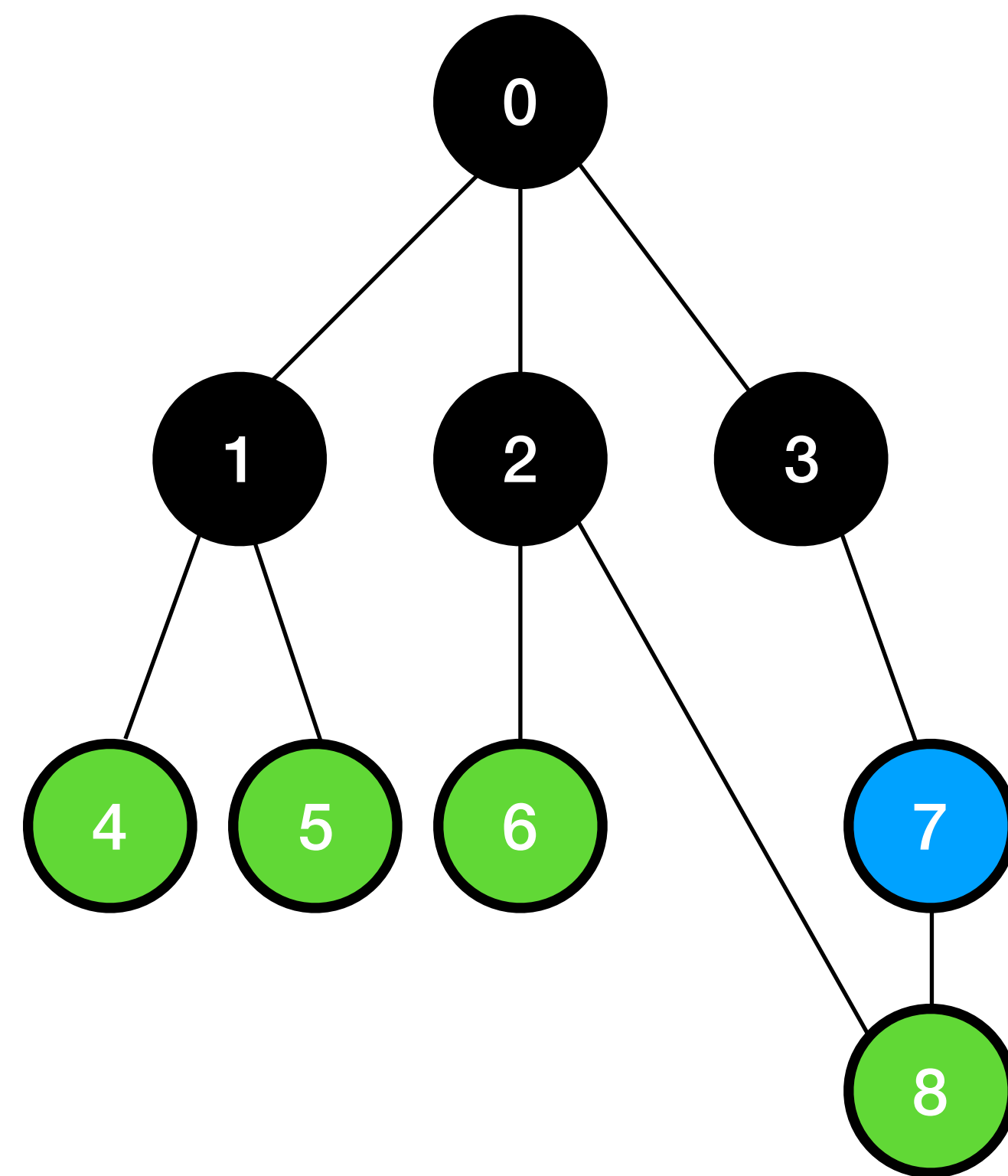
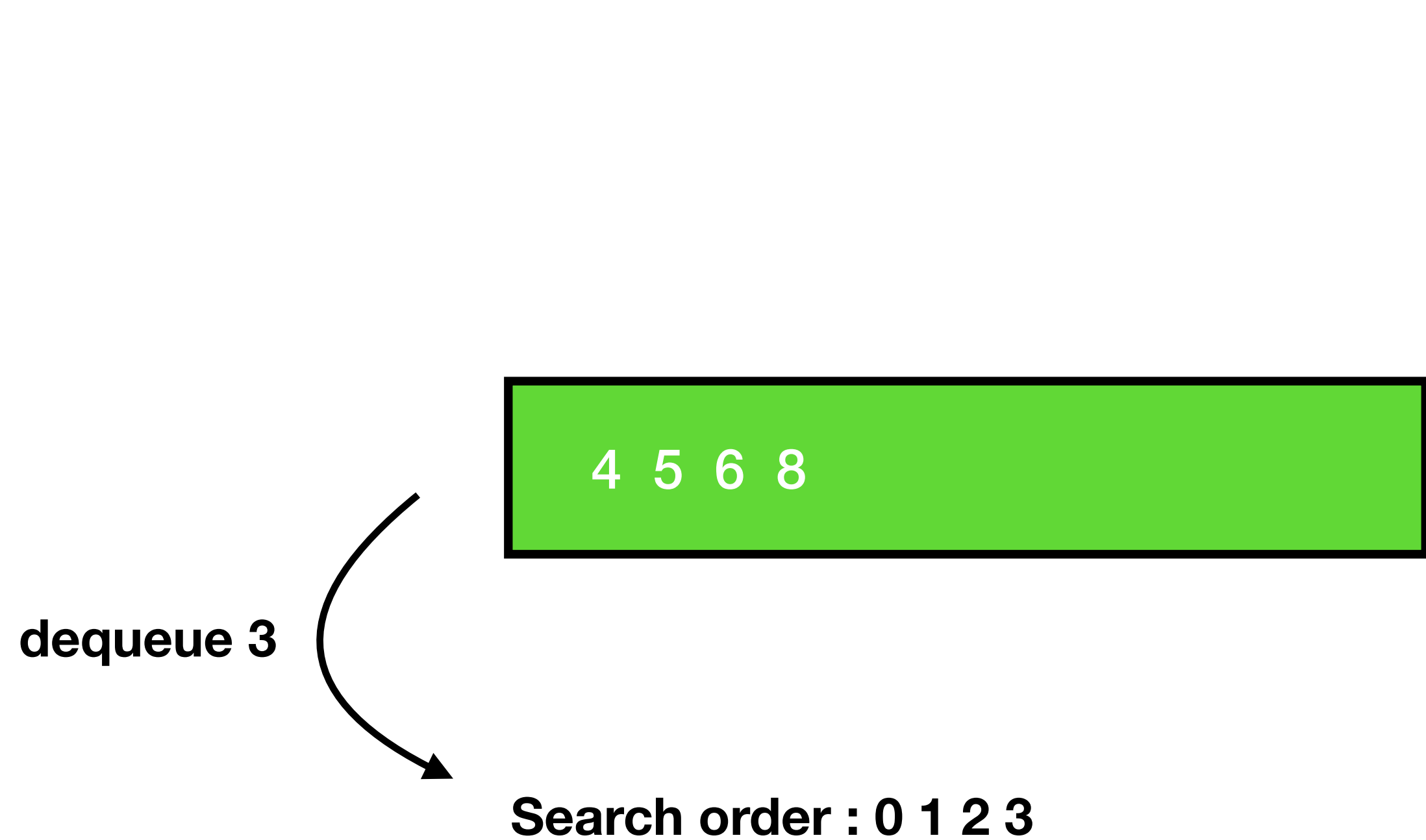
Breath First Search (BFS)



Search order : 0 1 2



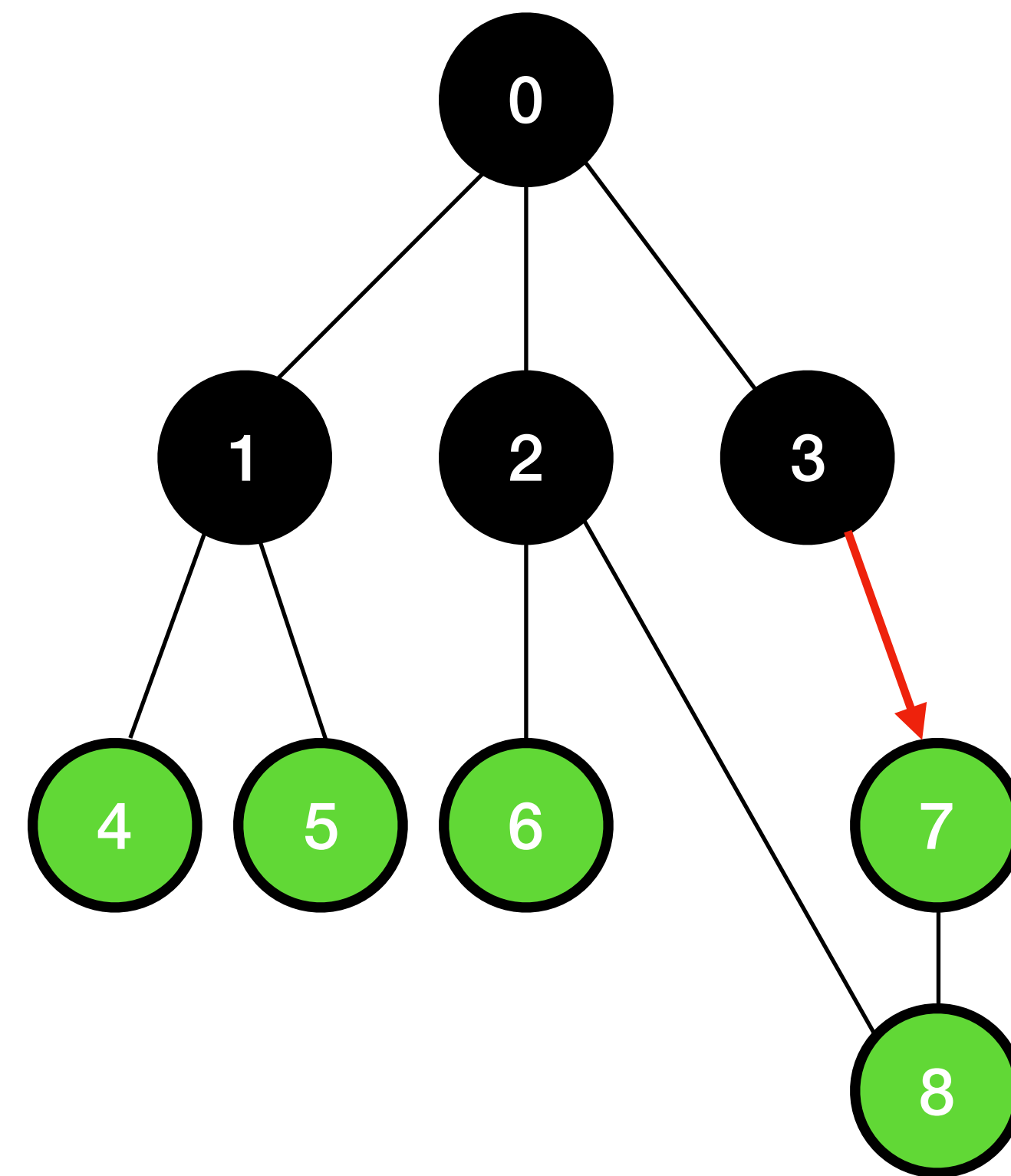
Breath First Search (BFS)



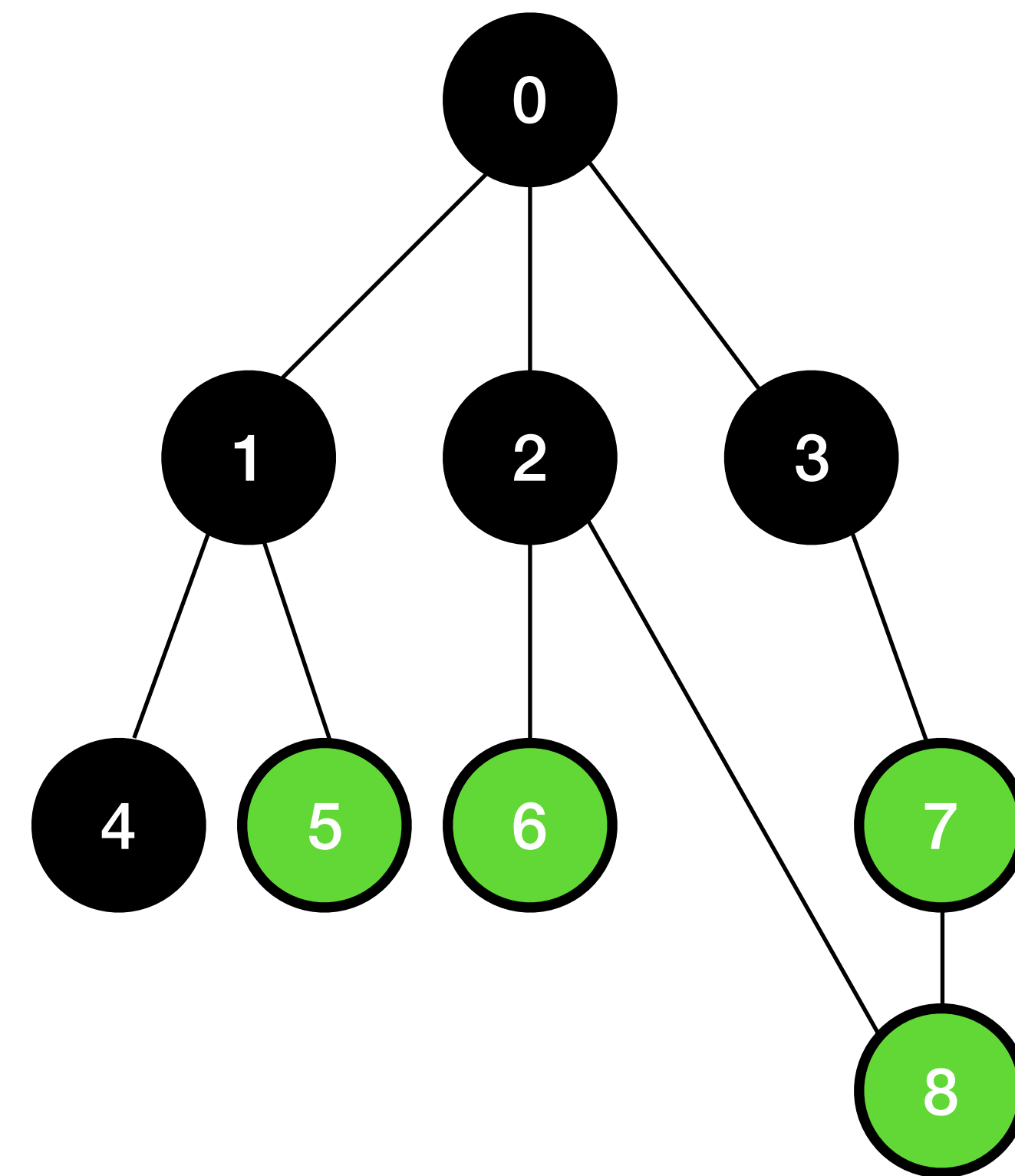
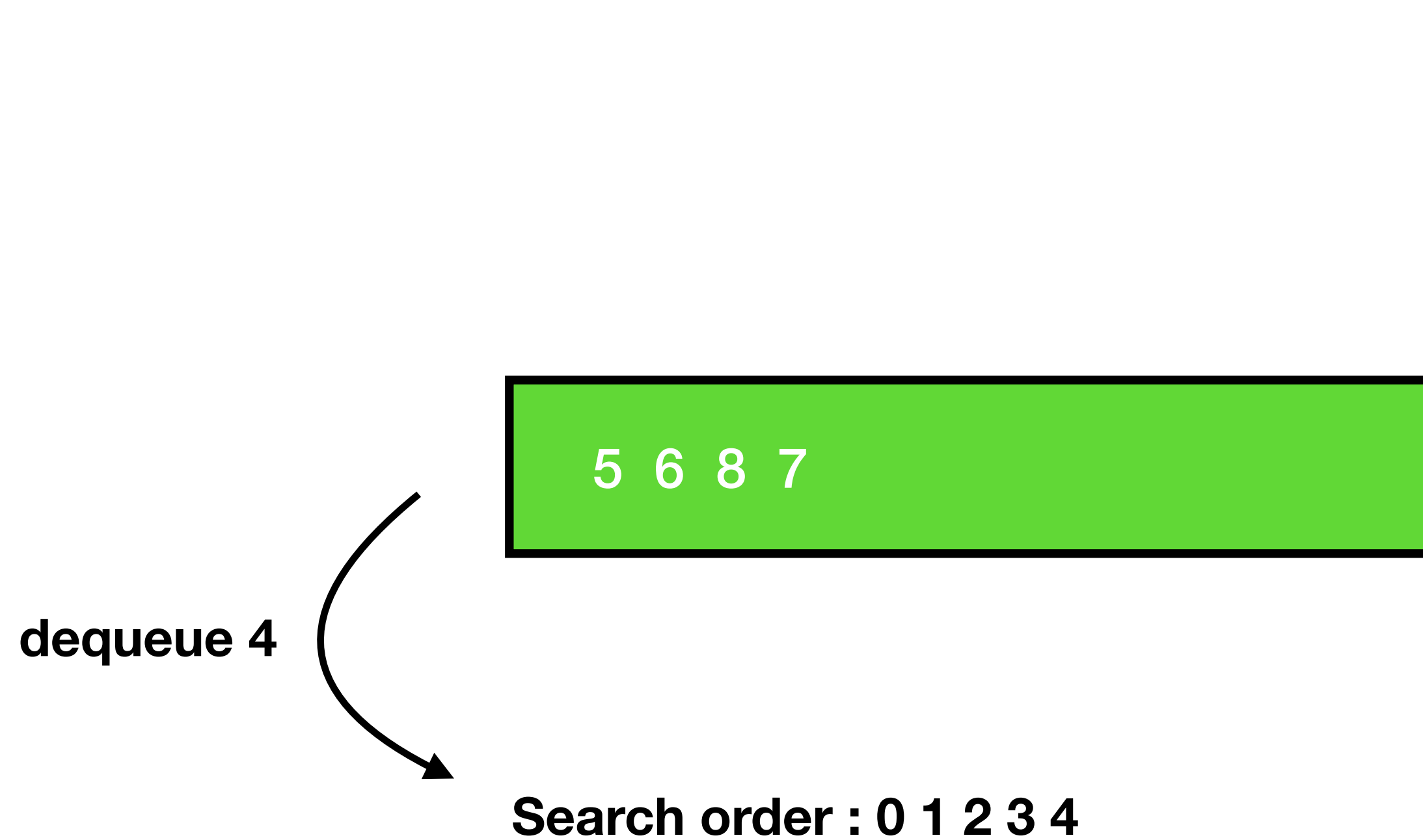
Breath First Search (BFS)

4 5 6 8 7

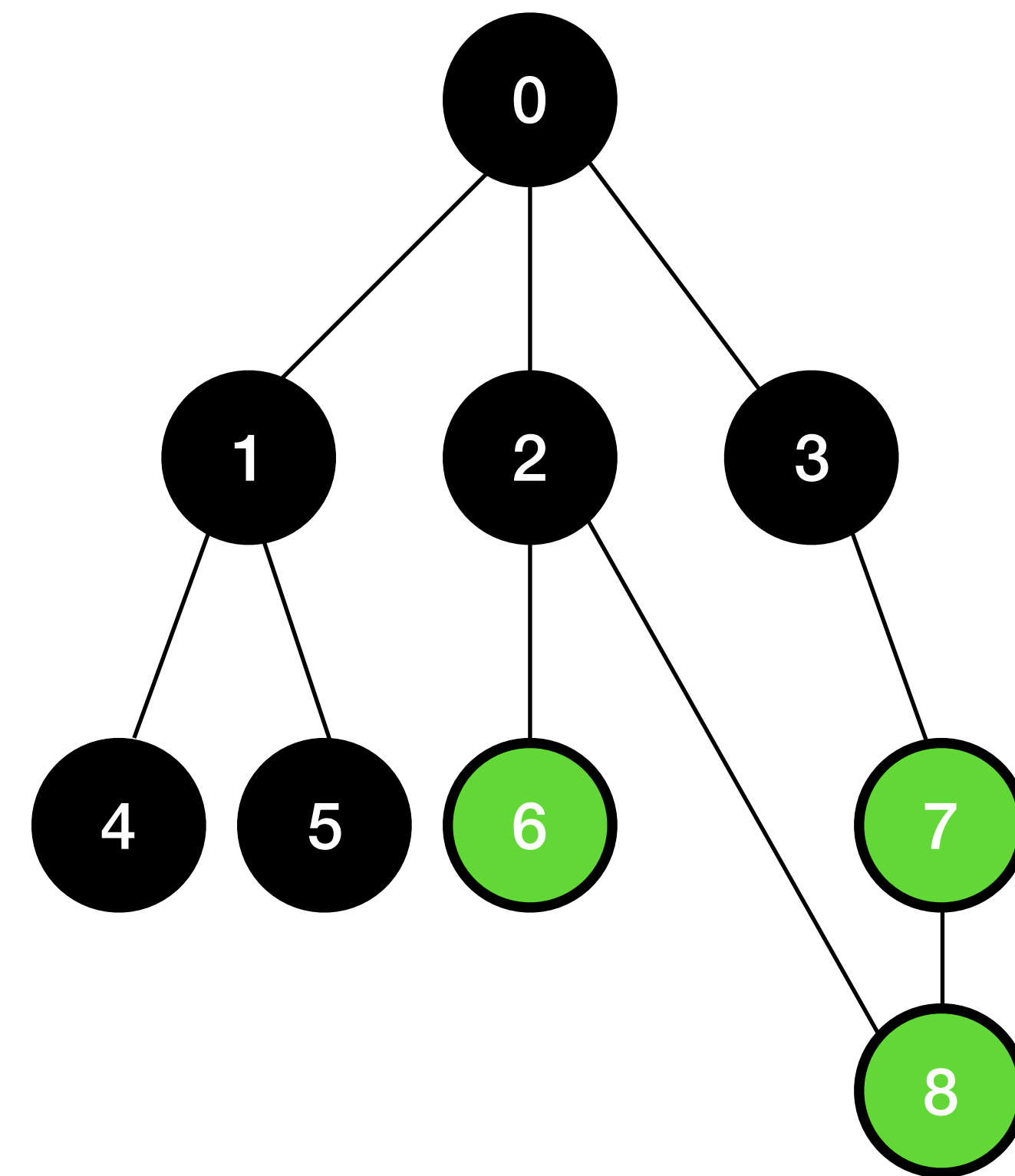
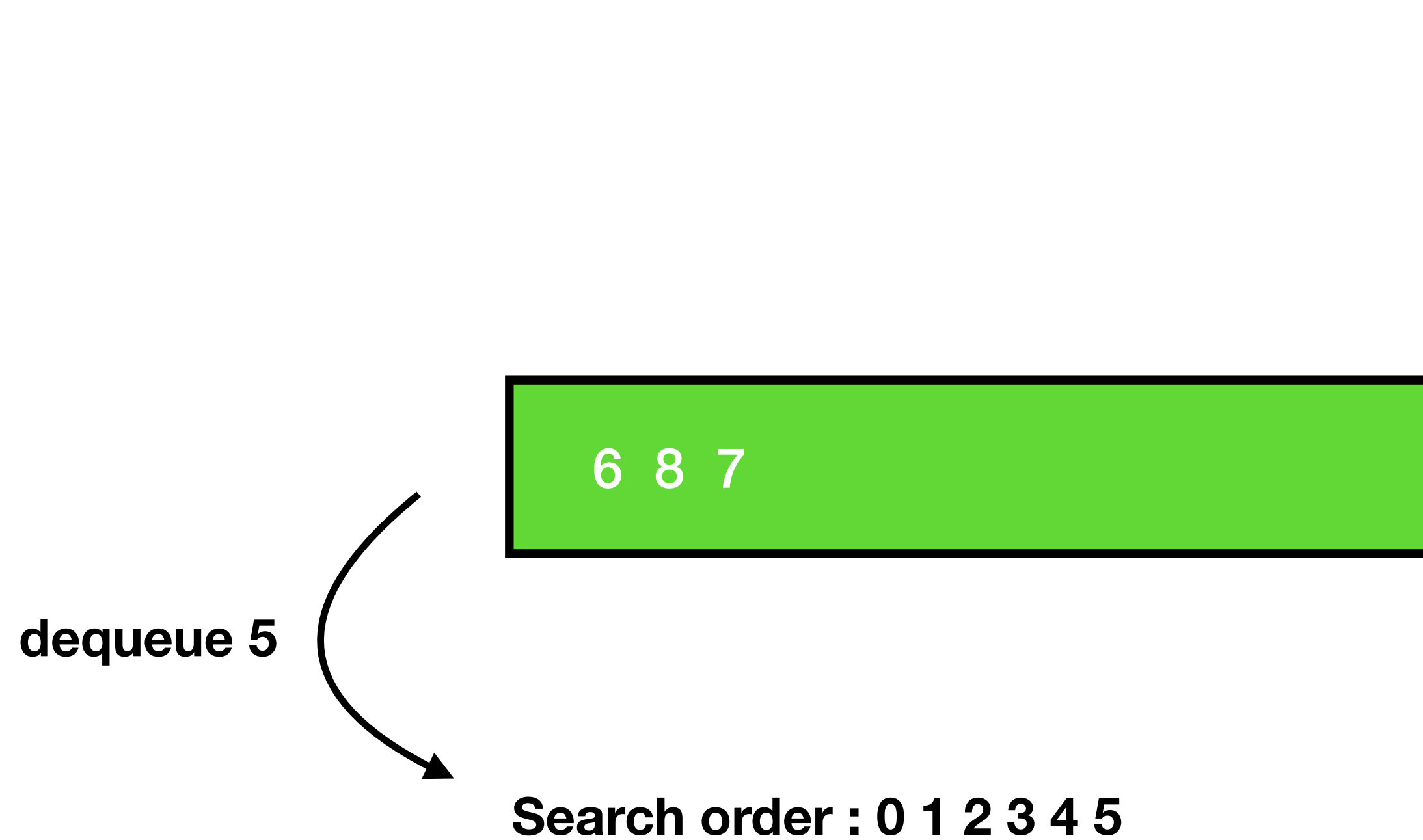
Search order : 0 1 2 3



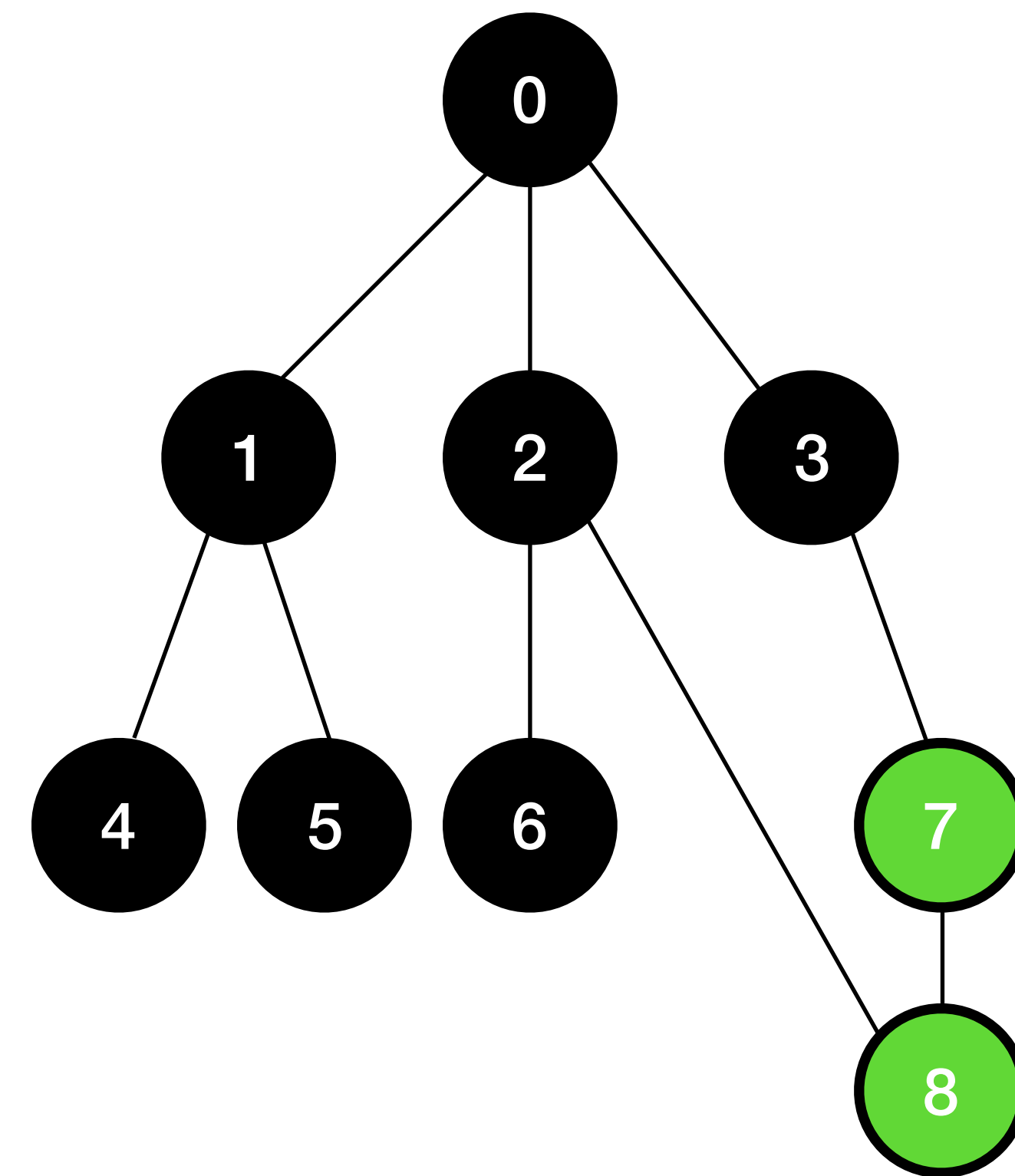
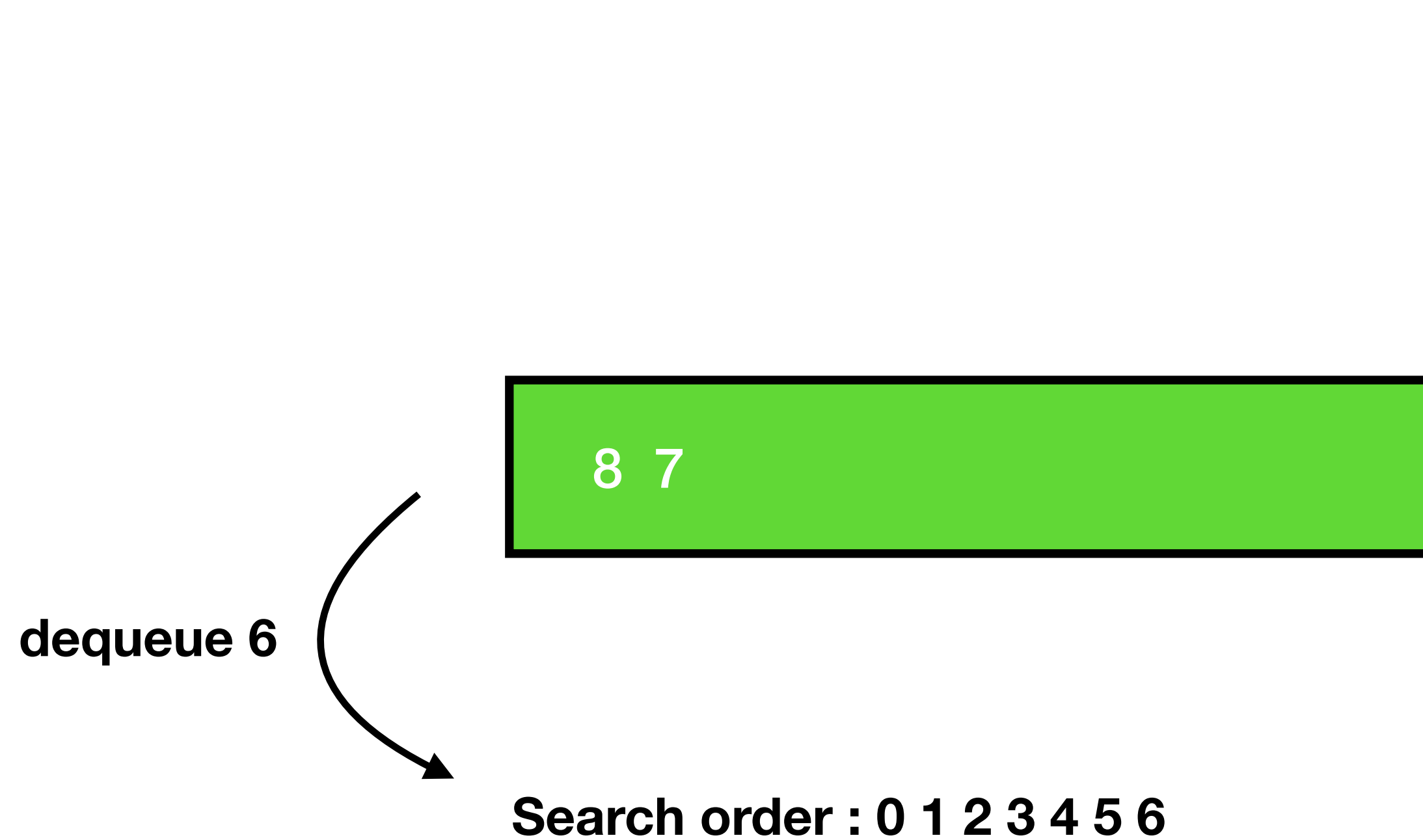
Breath First Search (BFS)



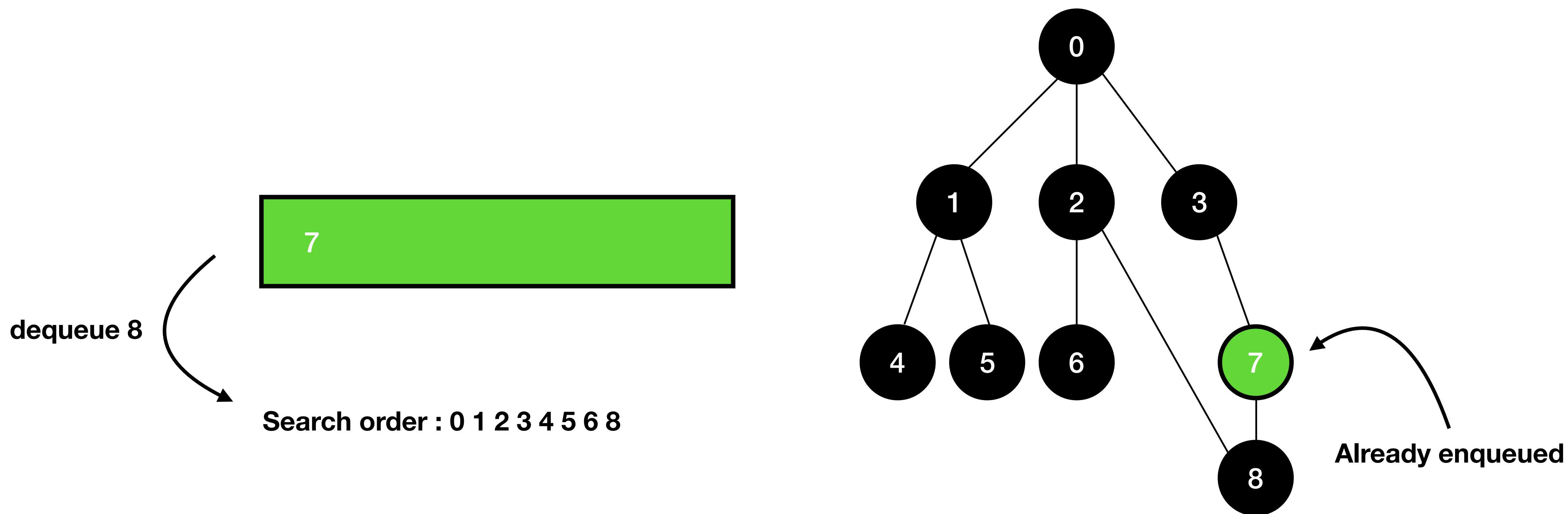
Breath First Search (BFS)



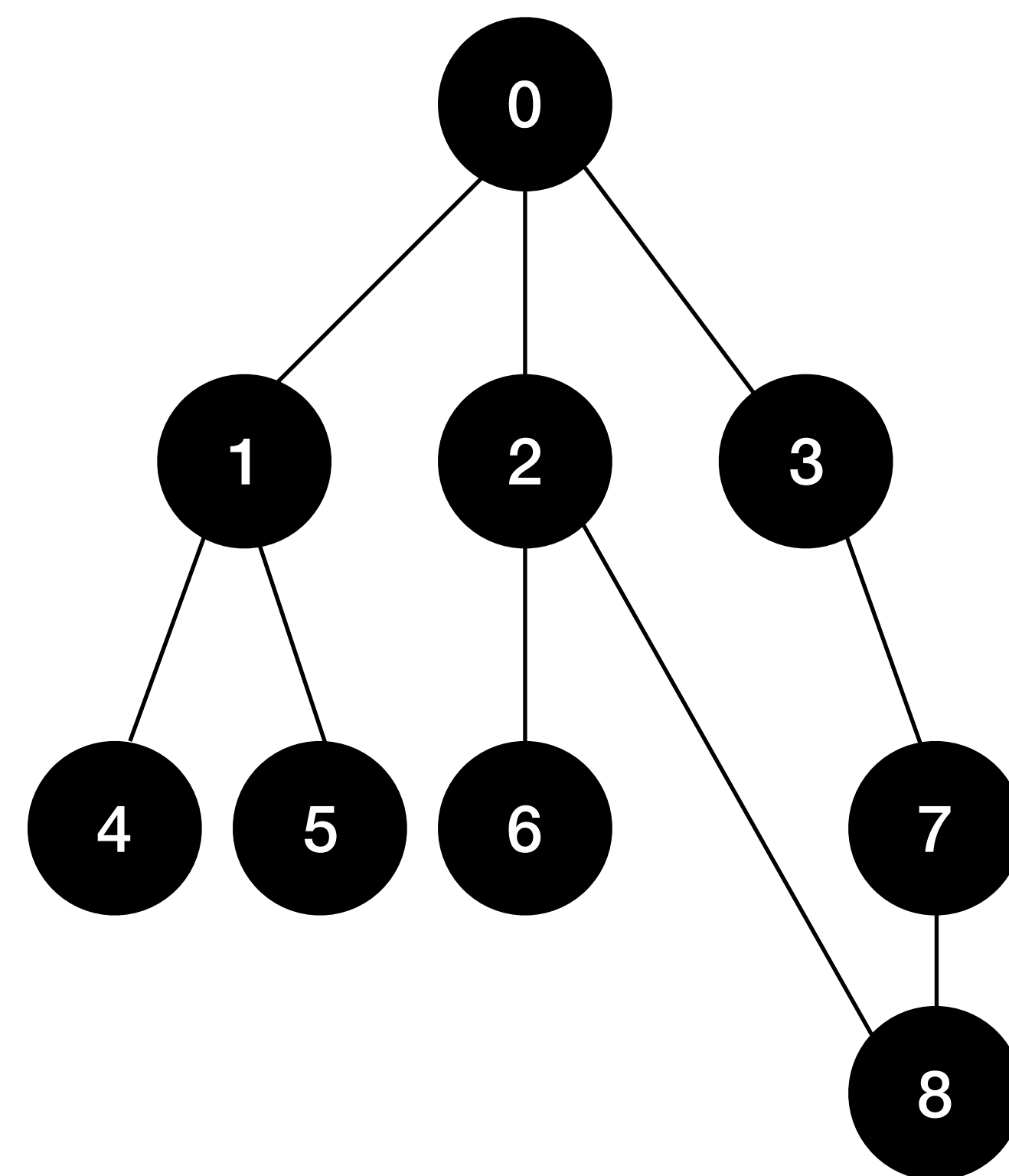
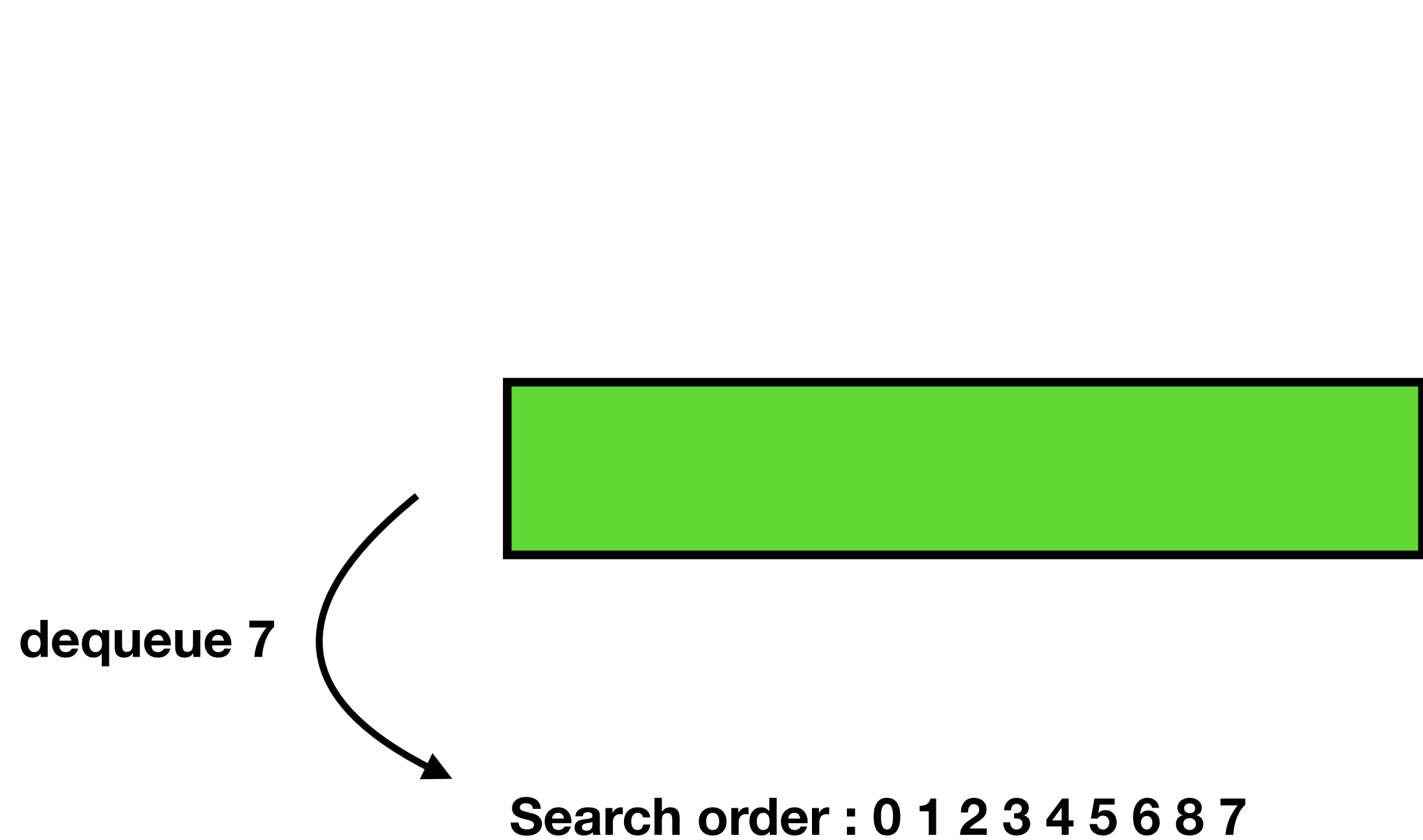
Breath First Search (BFS)



Breath First Search (BFS)



Breath First Search (BFS)



BFS Pseudocode

bfs(startVertex)

visitedVertices = []

queue = new Queue

queue.enqueue(startVertex)

visitedVertices[startVertex] = true

while queue.isNotEmpty

 currentVertex = queue.dequeue()

 for children of currentVertex

 if visitedVertices[children] == false

 queue.enqueue(children)

 visitedVertices[children] = true

BFS Pseudocode

bfs(startVertex)

visitedVertices = []

queue = new Queue

queue.enqueue(startVertex)

visitedVertices[startVertex] = true

while queue.isNotEmpty

 currentVertex = queue.dequeue()

 for children of currentVertex

 if visitedVertices[children] == false

 queue.enqueue(children)

 visitedVertices[children] = true

BFS Pseudocode

```
bfs(startVertex)
  visitedVertices = []
  queue = new Queue
  queue.enqueue(startVertex)
  visitedVertices[startVertex] = true

  while queue.isNotEmpty
    currentVertex = queue.dequeue()
    for children of currentVertex
      if visitedVertices[children] == false
        queue.enqueue(children)
        visitedVertices[children] = true
```

BFS Pseudocode

```
bfs(startVertex)
  visitedVertices = []
  queue = new Queue
  queue.enqueue(startVertex)
  visitedVertices[startVertex] = true

  while queue.isNotEmpty
    currentVertex = queue.dequeue()
    for children of currentVertex
      if visitedVertices[children] == false
        queue.enqueue(children)
        visitedVertices[children] = true
```

BFS Pseudocode

```
bfs(startVertex)
  visitedVertices = []
  queue = new Queue
  queue.enqueue(startVertex)
  visitedVertices[startVertex] = true

  while queue.isNotEmpty
    currentVertex = queue.dequeue()
    for children of currentVertex
      if visitedVertices[children] == false
        queue.enqueue(children)
        visitedVertices[children] = true
```

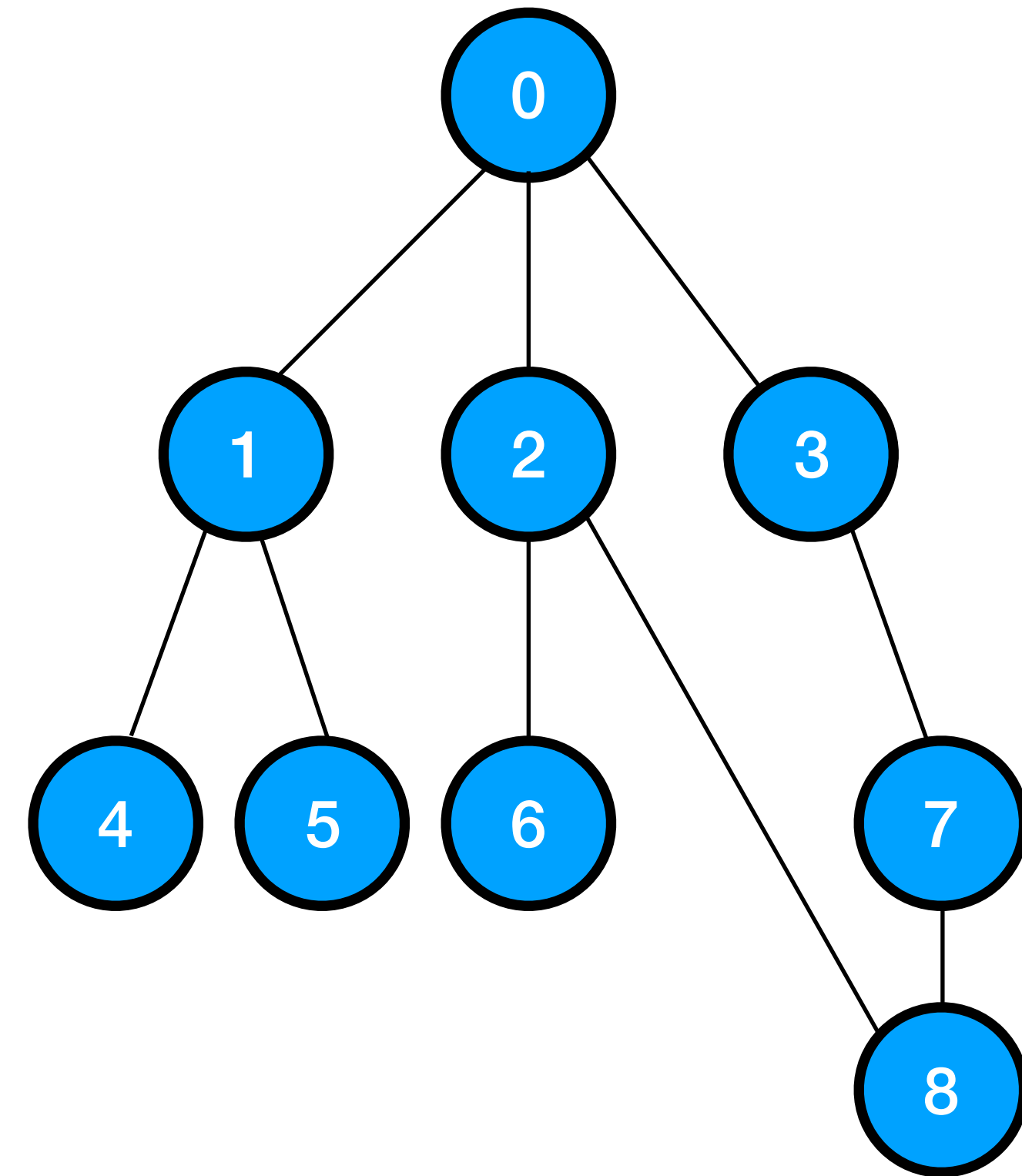
BFS Pseudocode

```
bfs(startVertex)
    visitedVertices = []
    queue = new Queue
    queue.enqueue(startVertex)
    visitedVertices[startVertex] = true

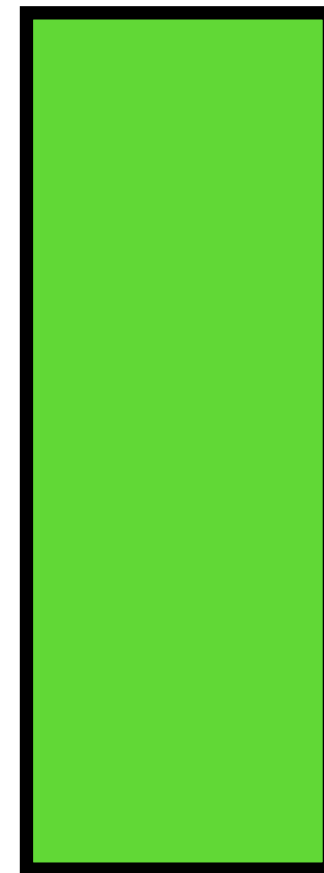
    while queue.isNotEmpty
        currentVertex = queue.dequeue()
        for children of currentVertex
            if visitedVertices[children] == false
                queue.enqueue(children)
                visitedVertices[children] = true
```

Depth First Search (DFS)

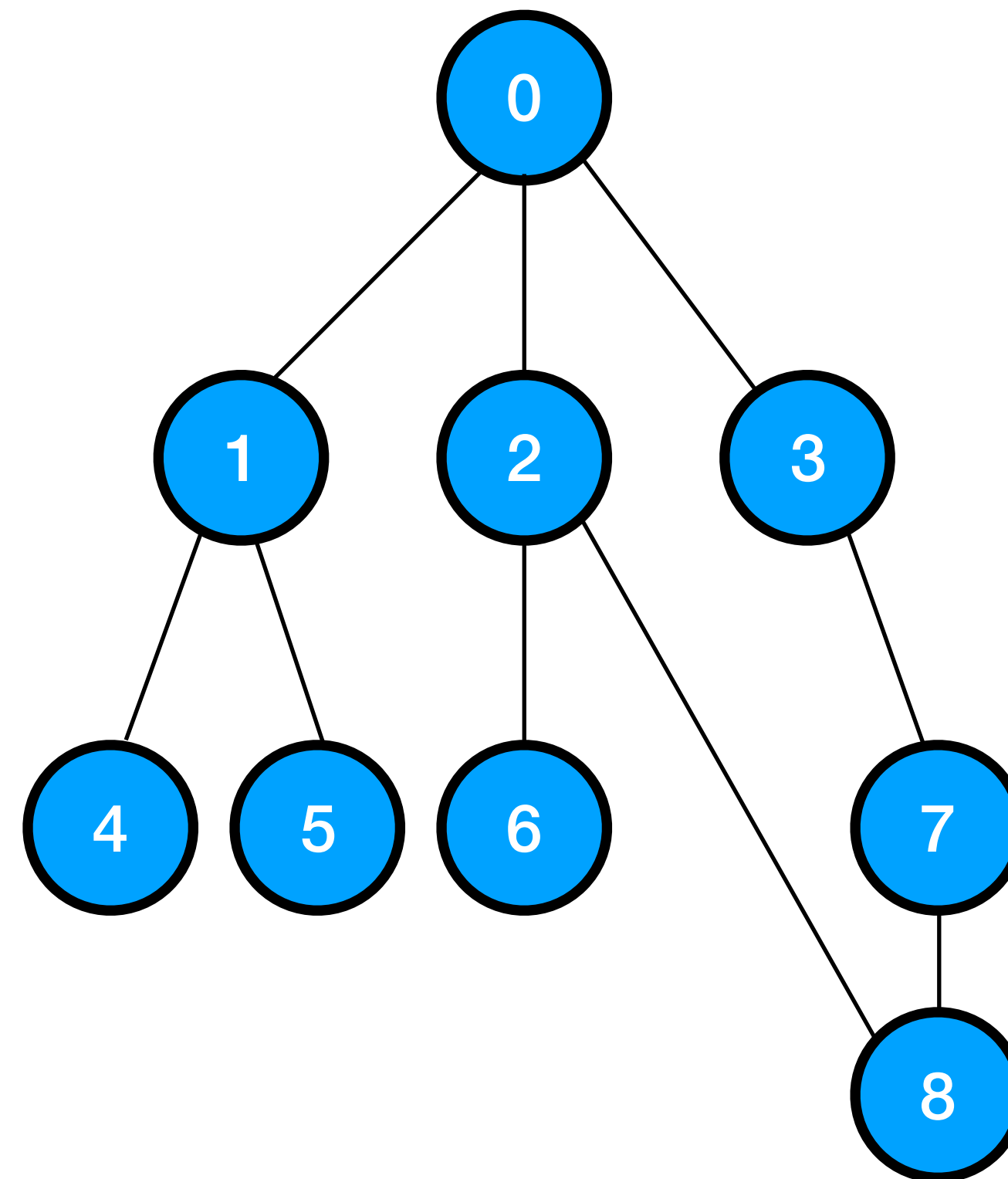
- Traverse into children before sibling/ neighboring.
- Implement using stack.



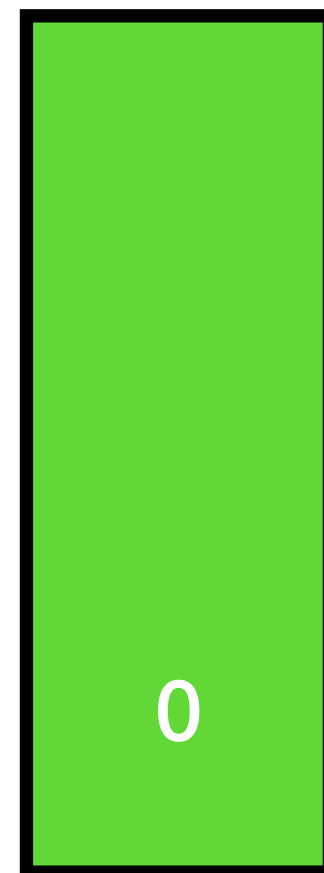
Depth First Search (DFS)



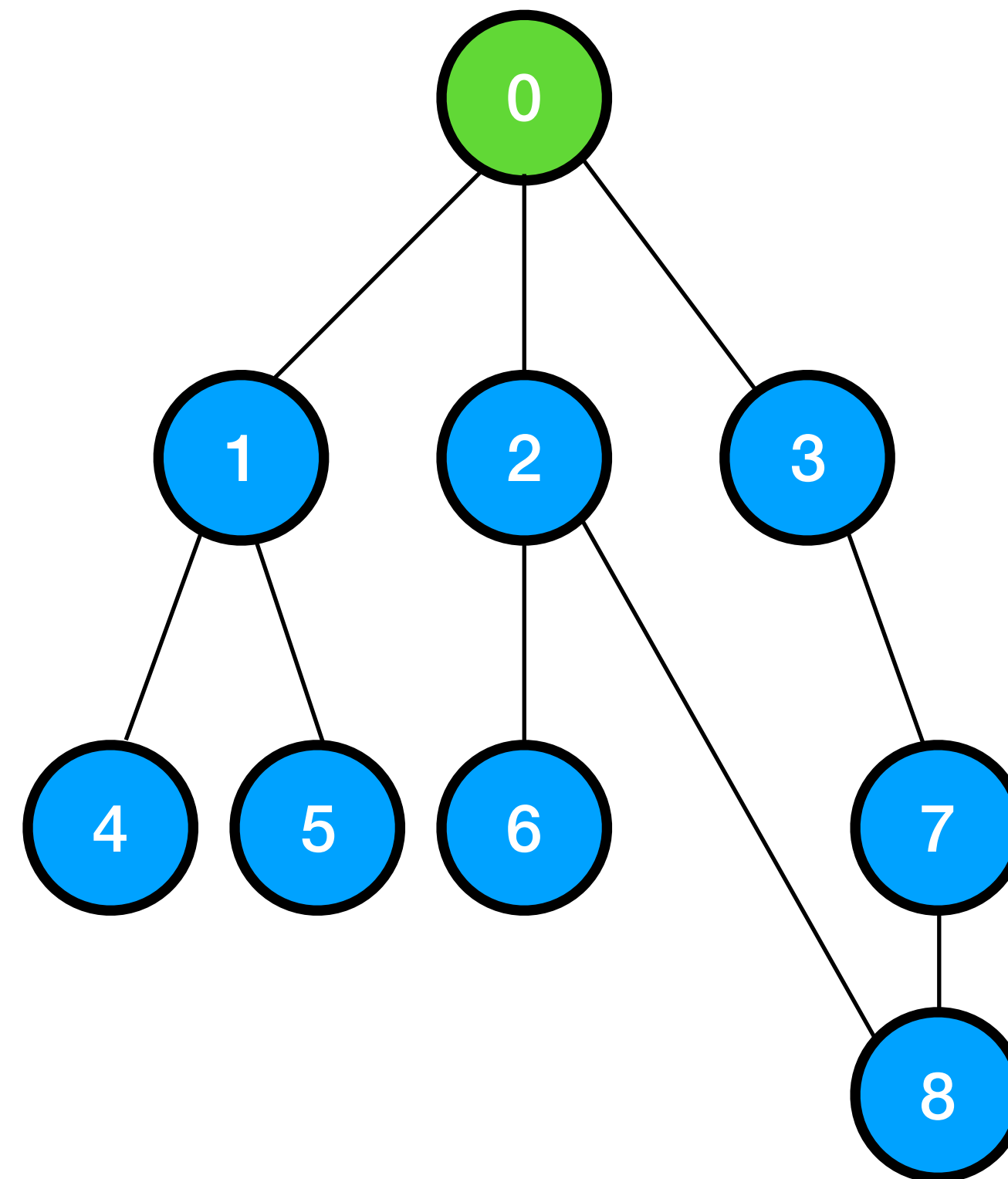
Search order :



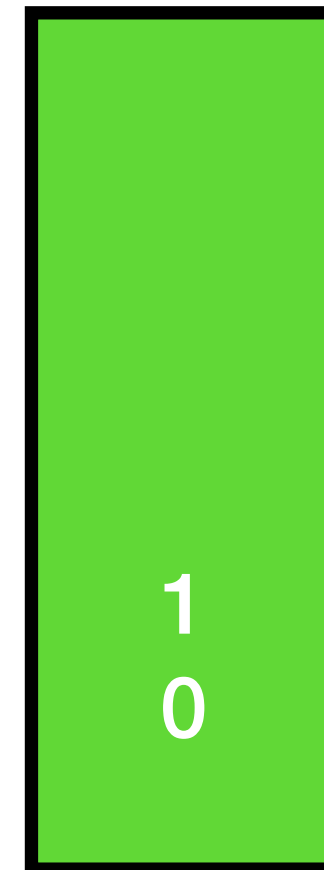
Depth First Search (DFS)



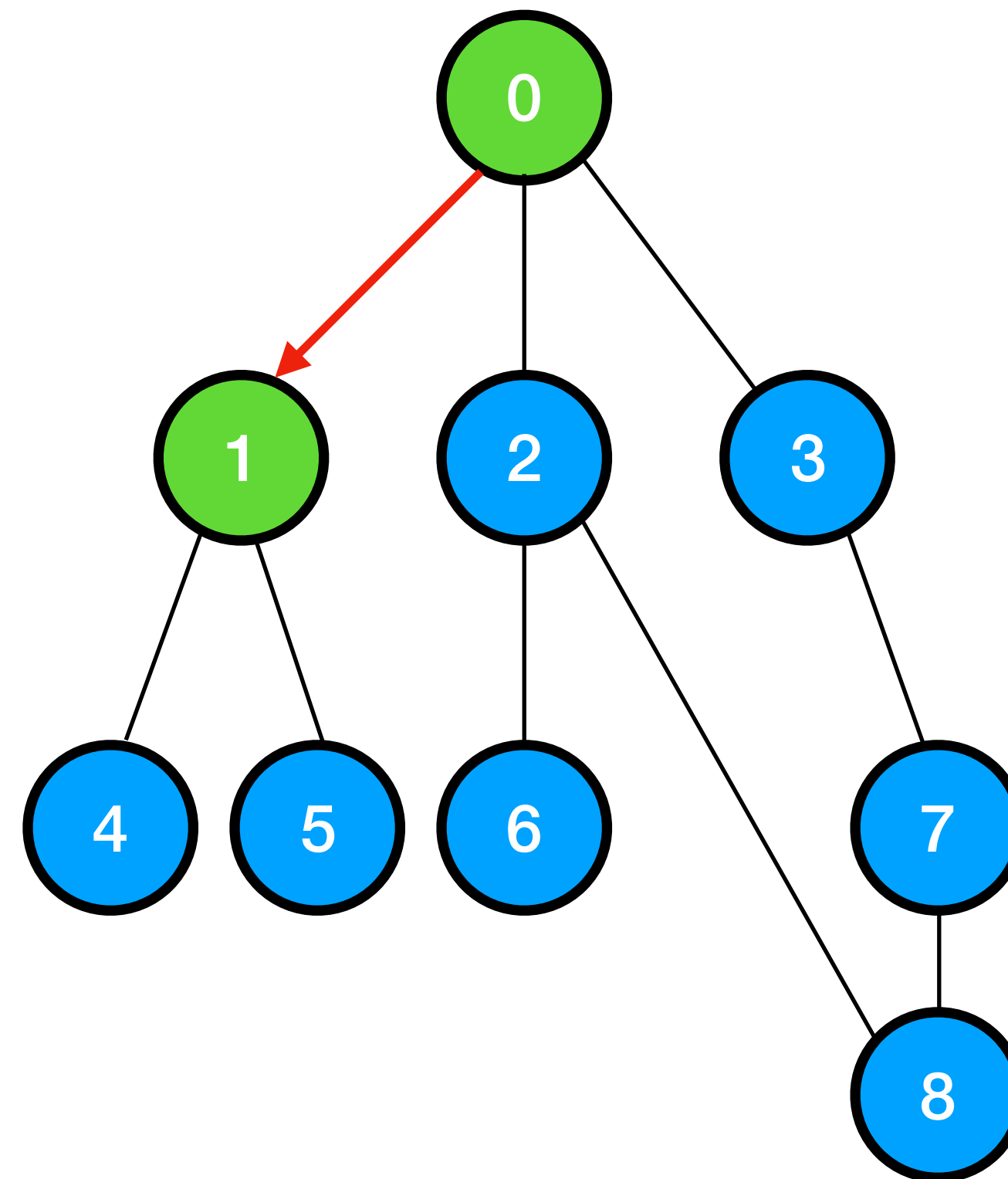
Search order : 0



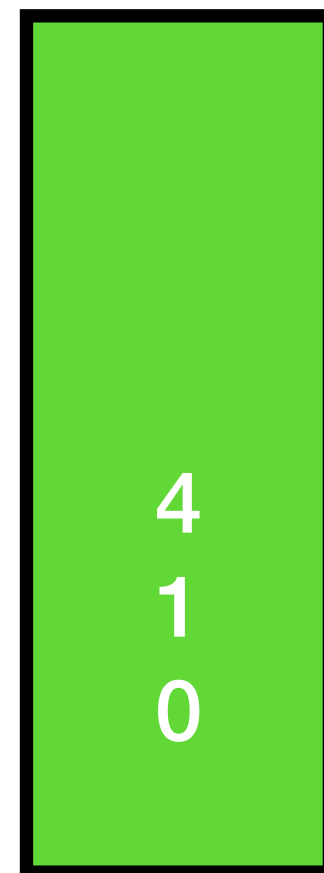
Depth First Search (DFS)



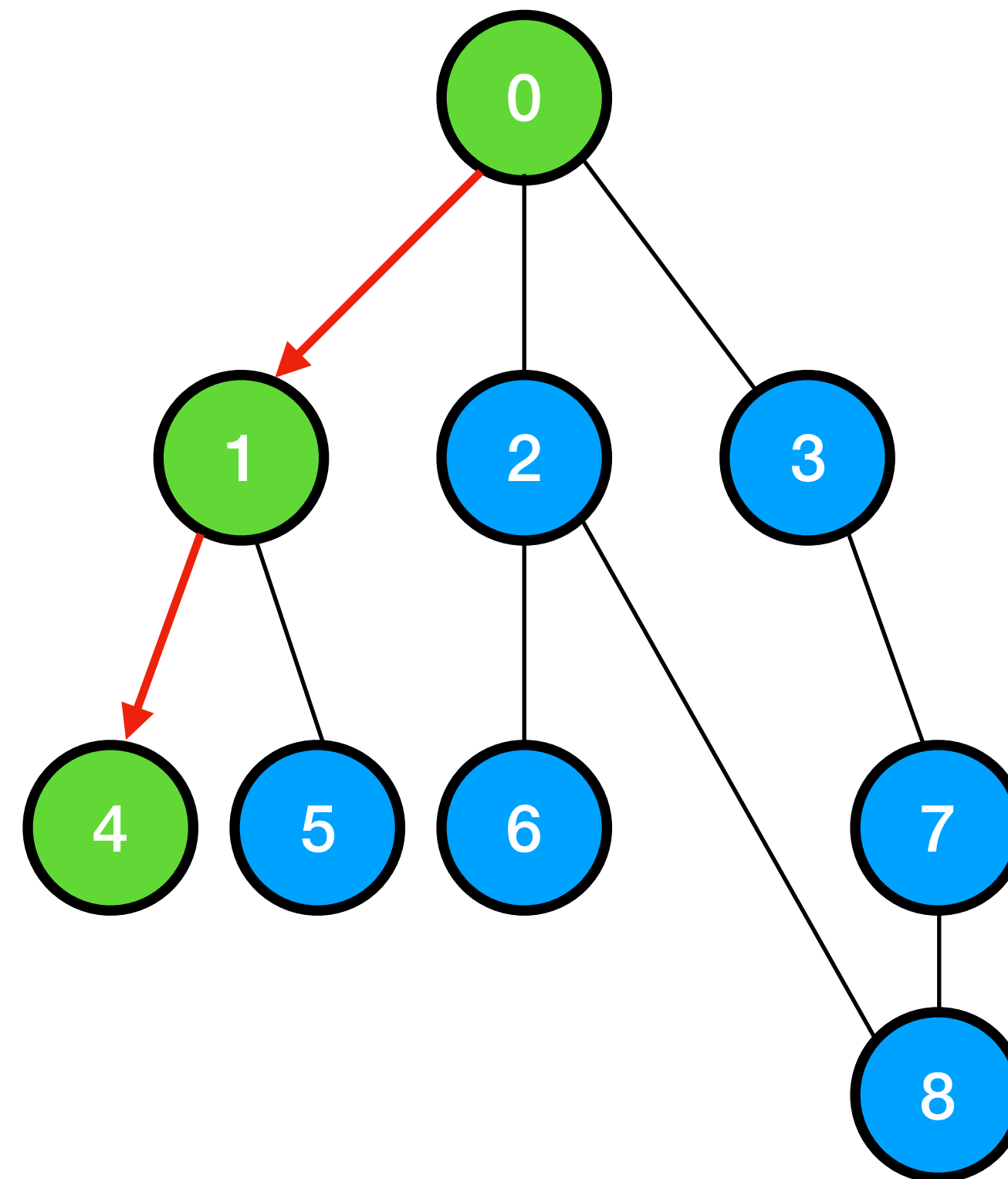
Search order : 0 1



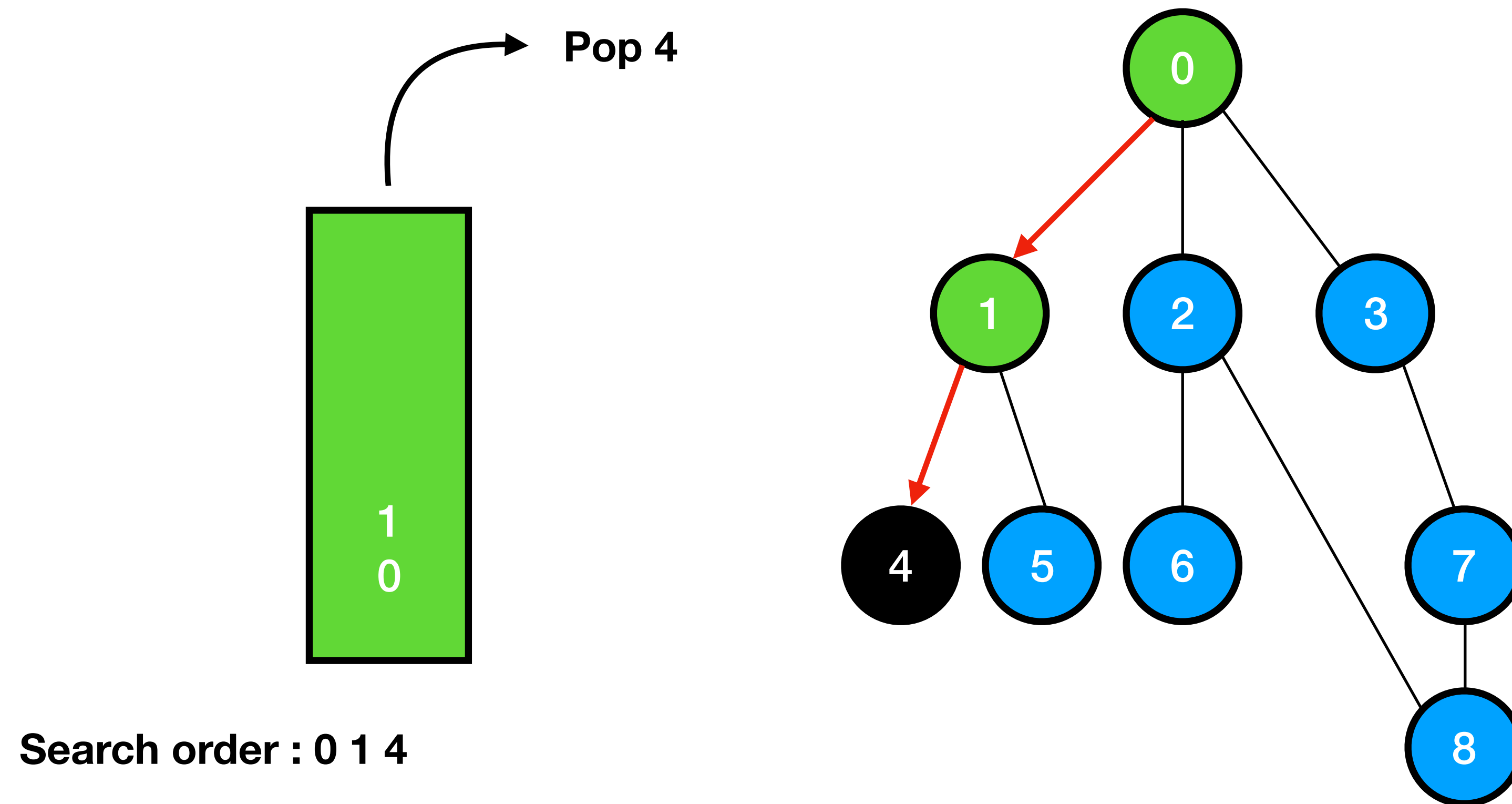
Depth First Search (DFS)



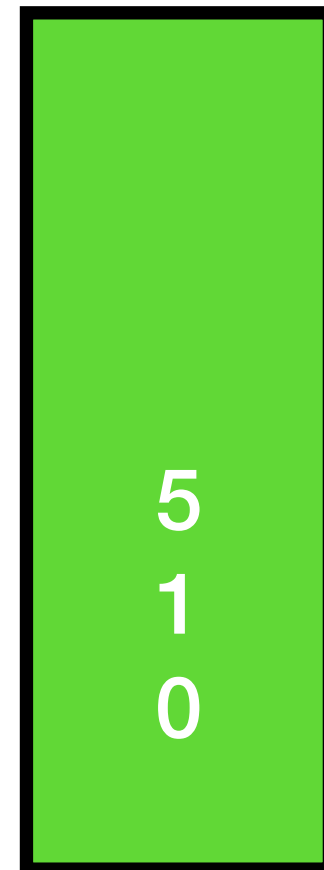
Search order : 0 1 4



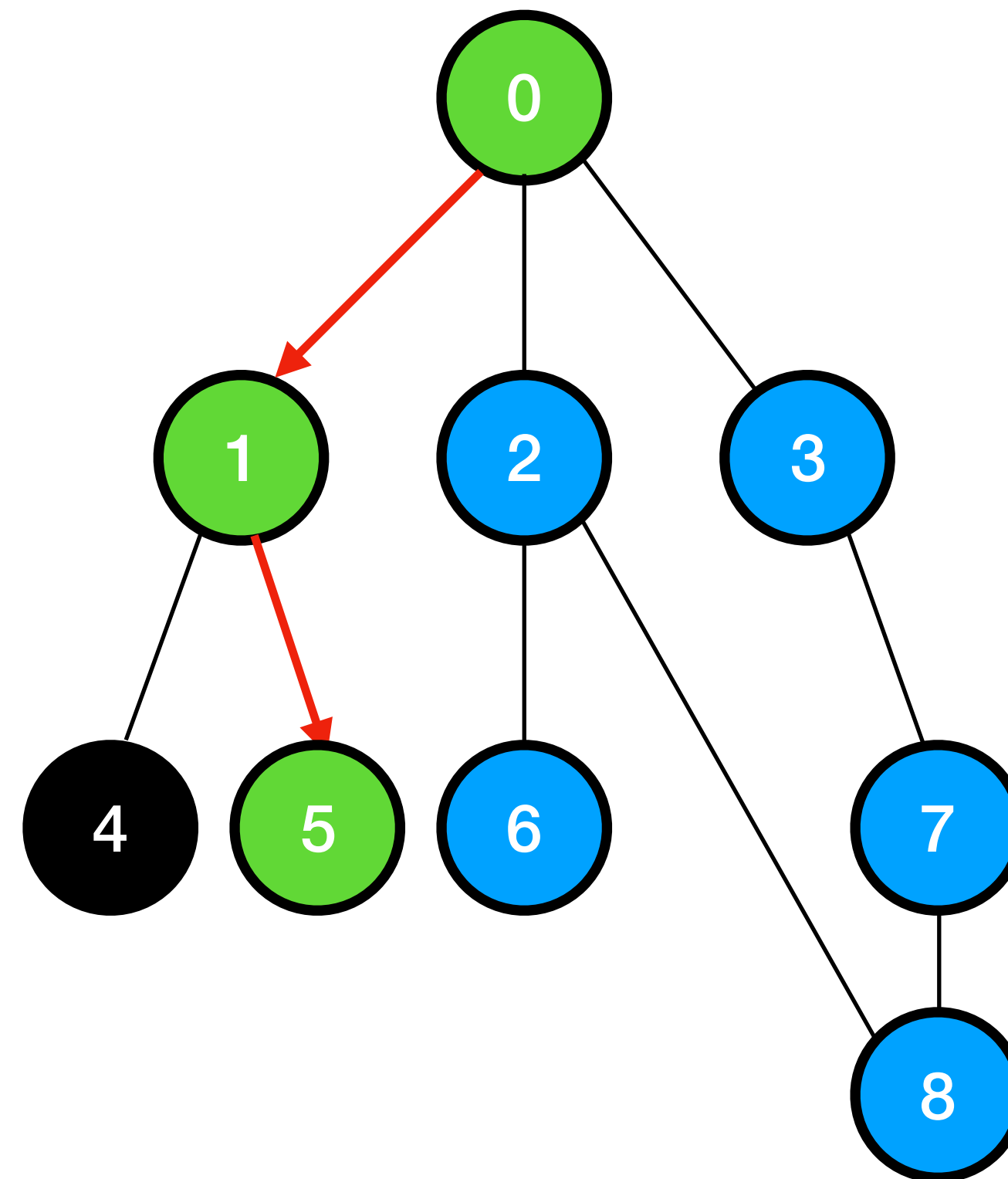
Depth First Search (DFS)



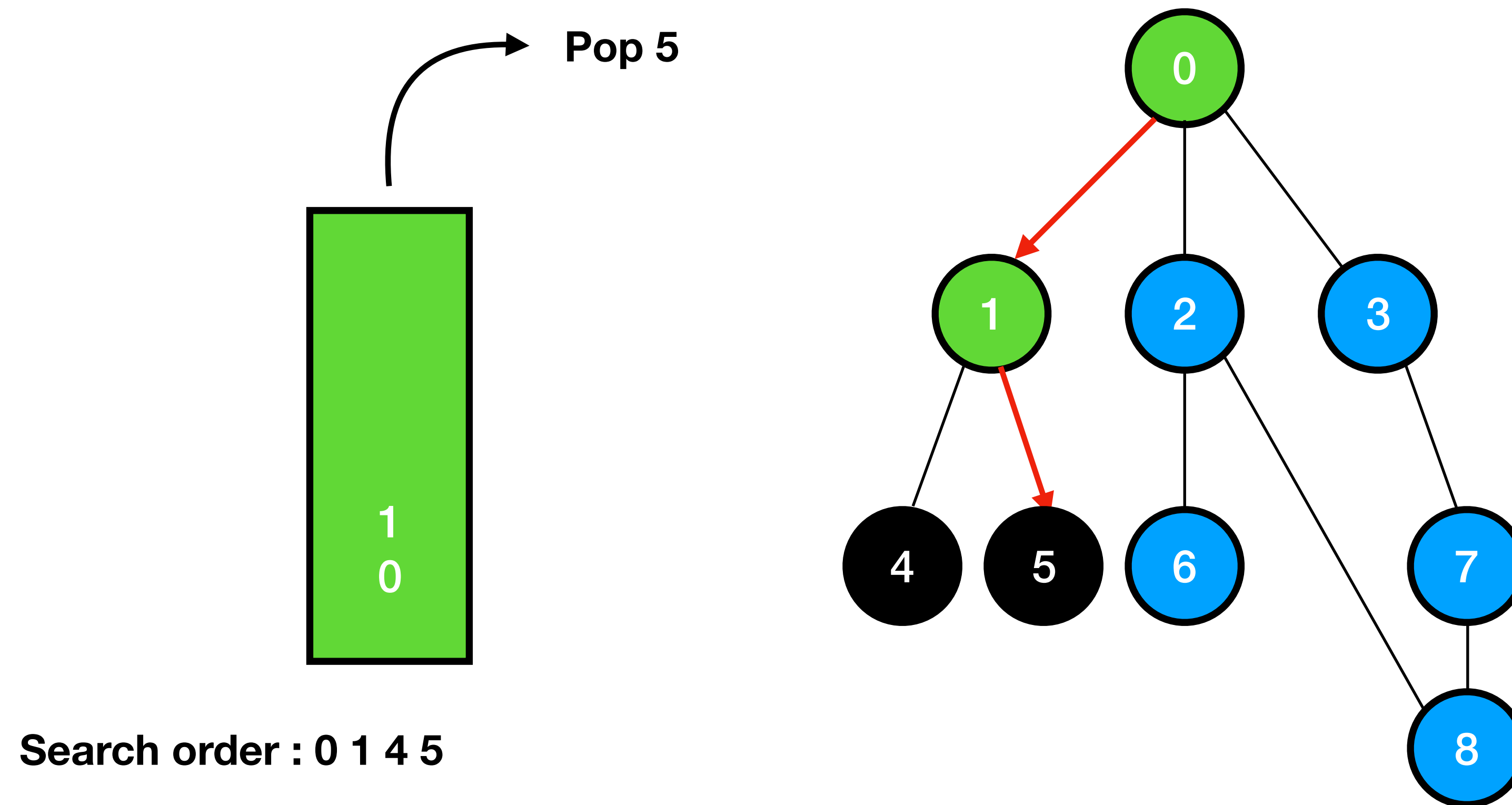
Depth First Search (DFS)



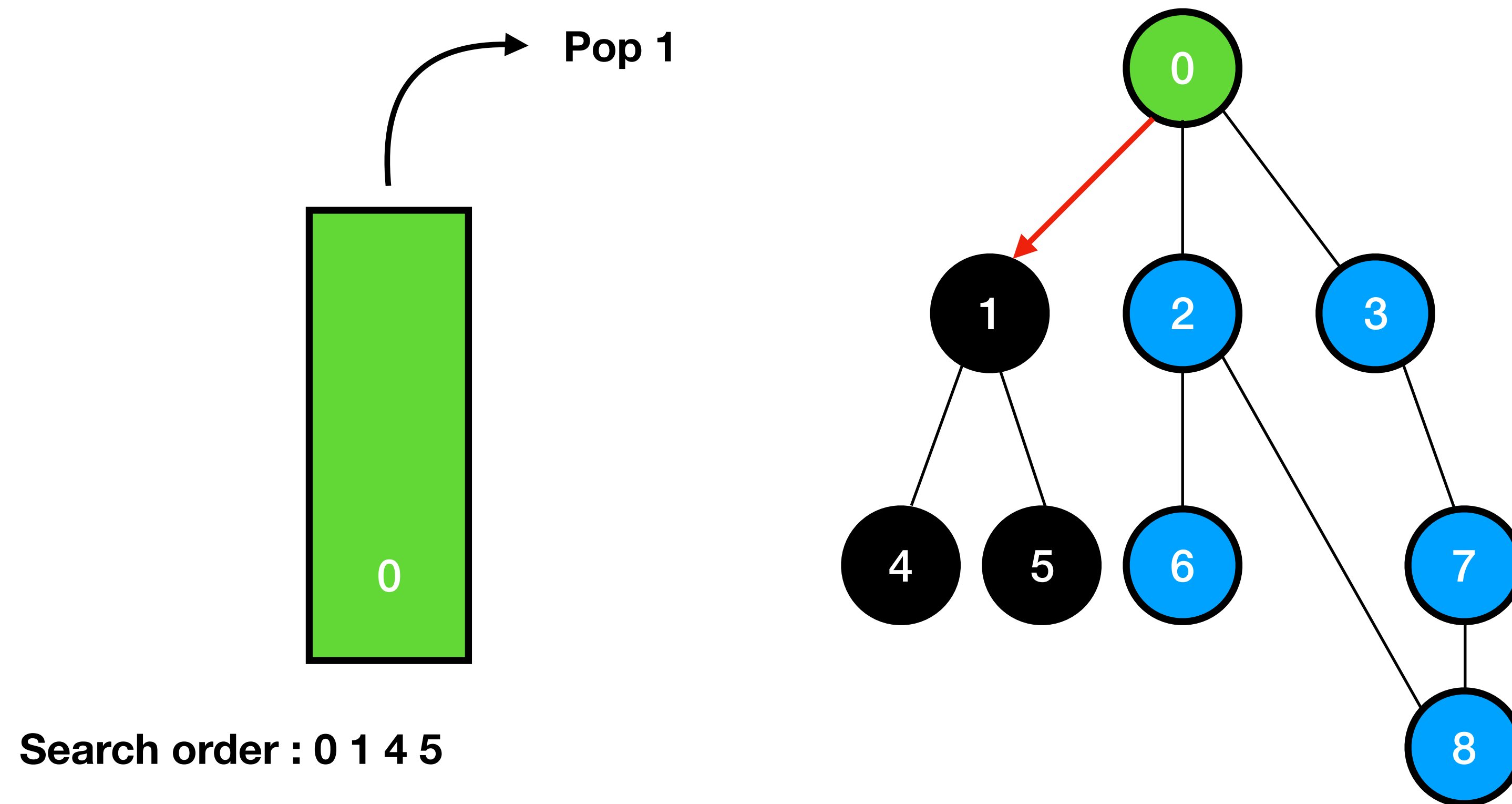
Search order : 0 1 4 5



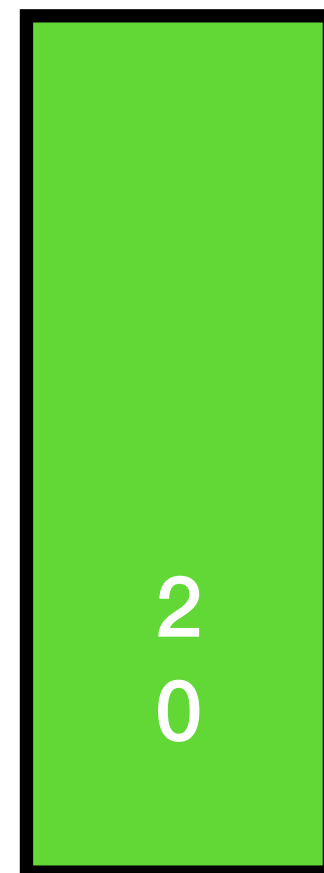
Depth First Search (DFS)



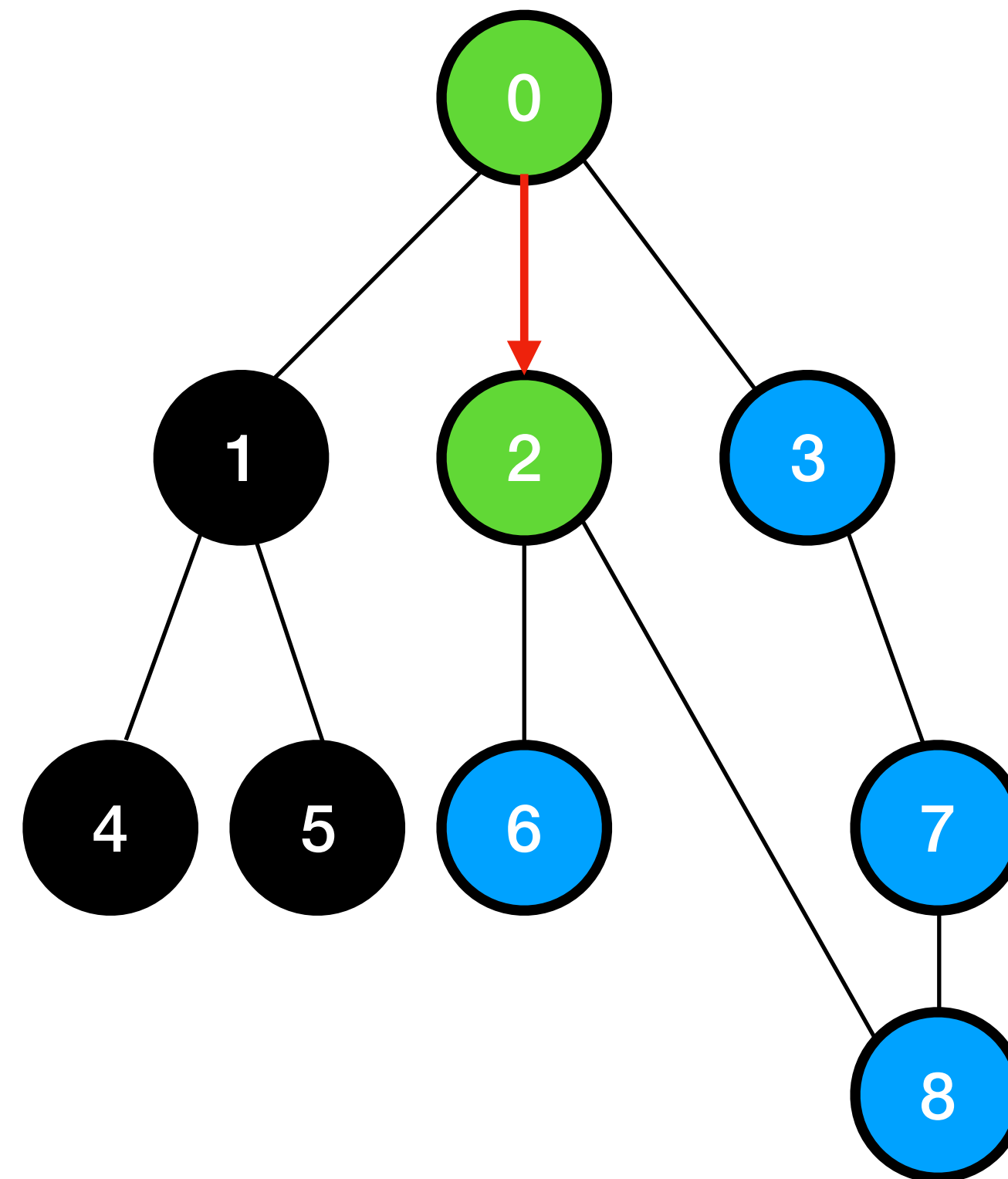
Depth First Search (DFS)



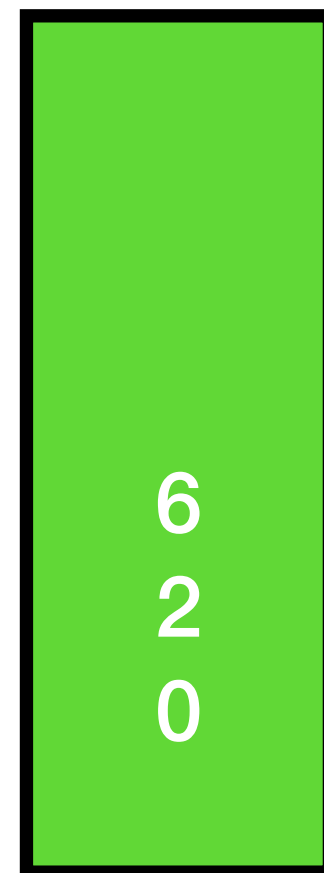
Depth First Search (DFS)



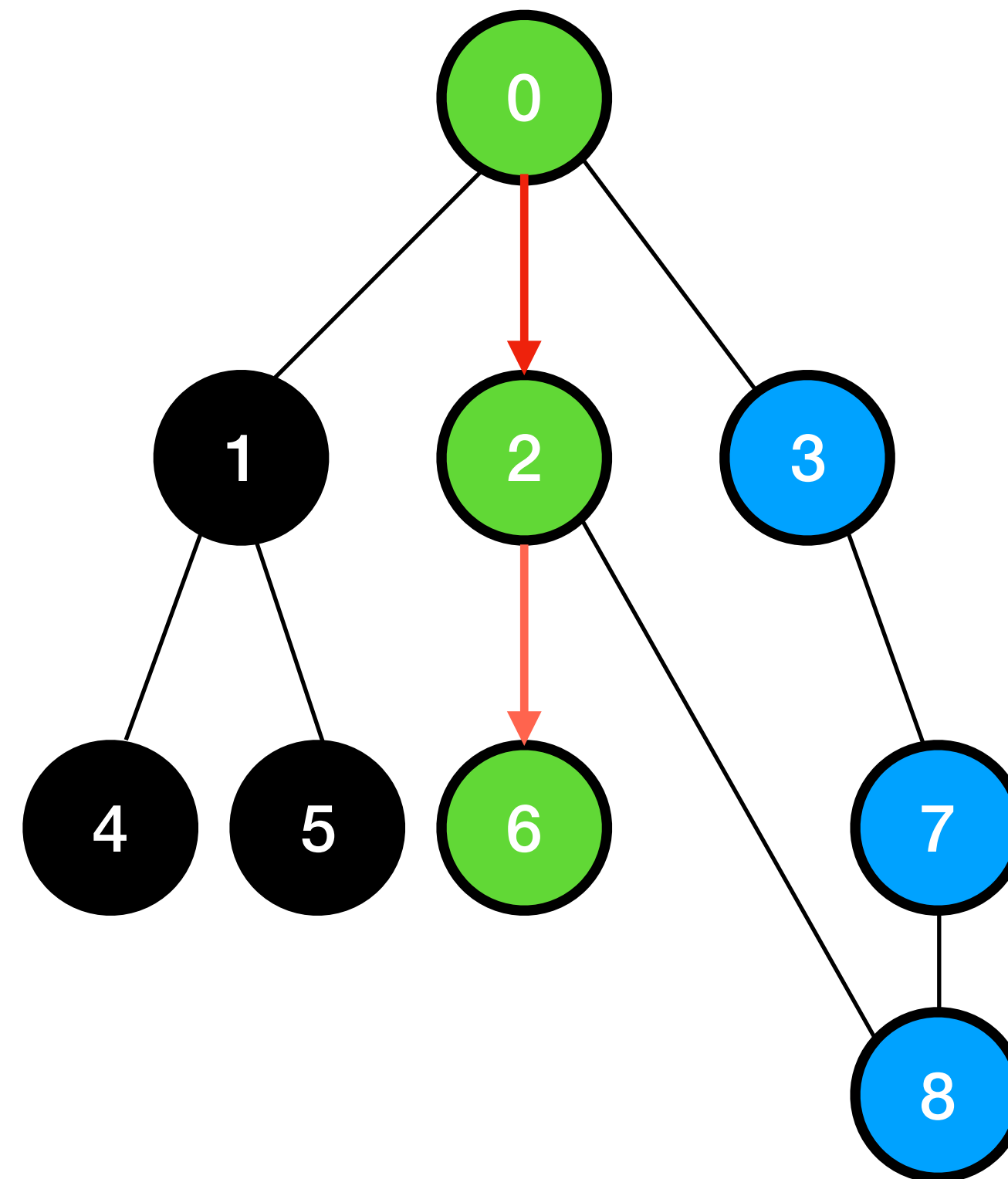
Search order : 0 1 4 5 2



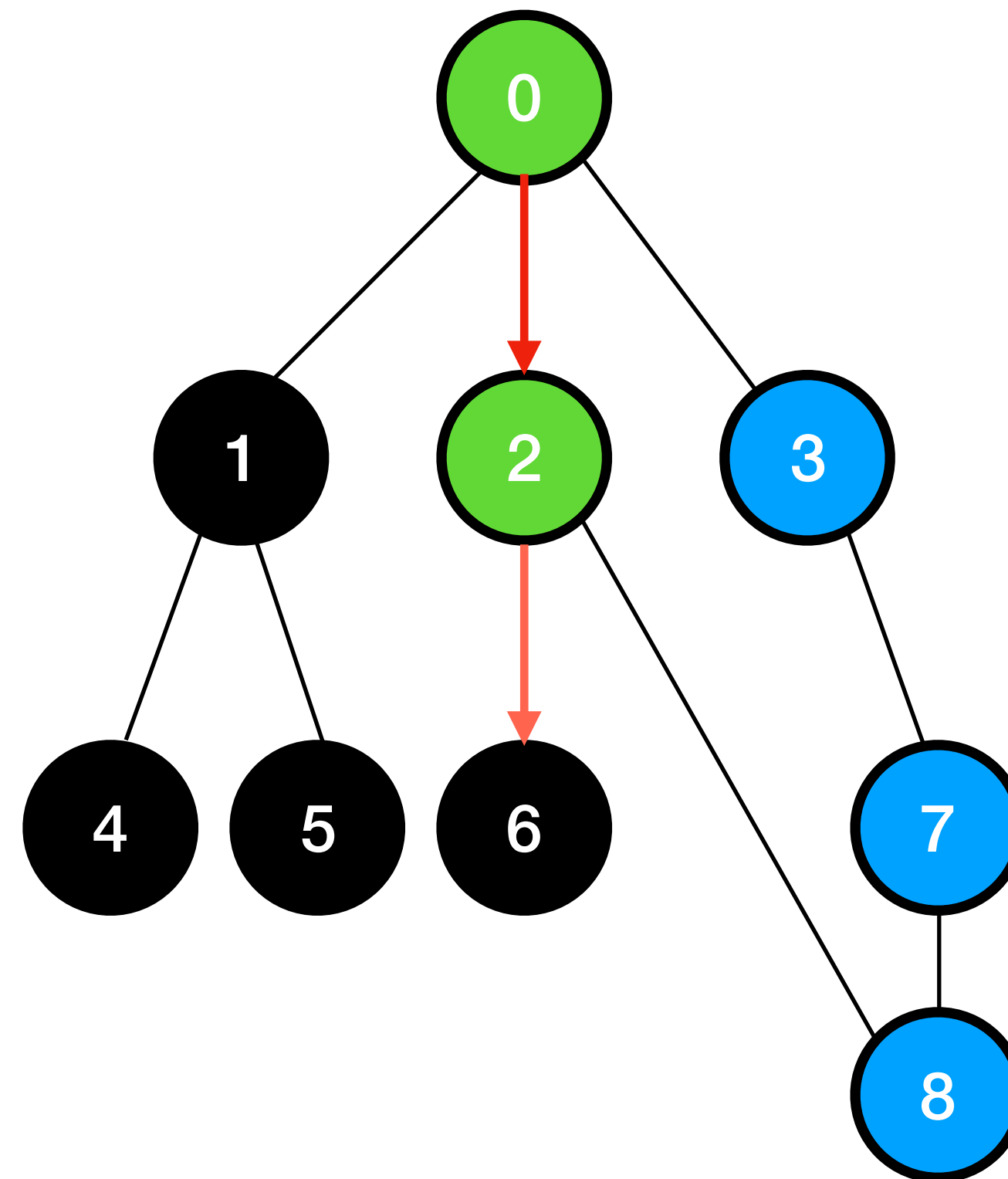
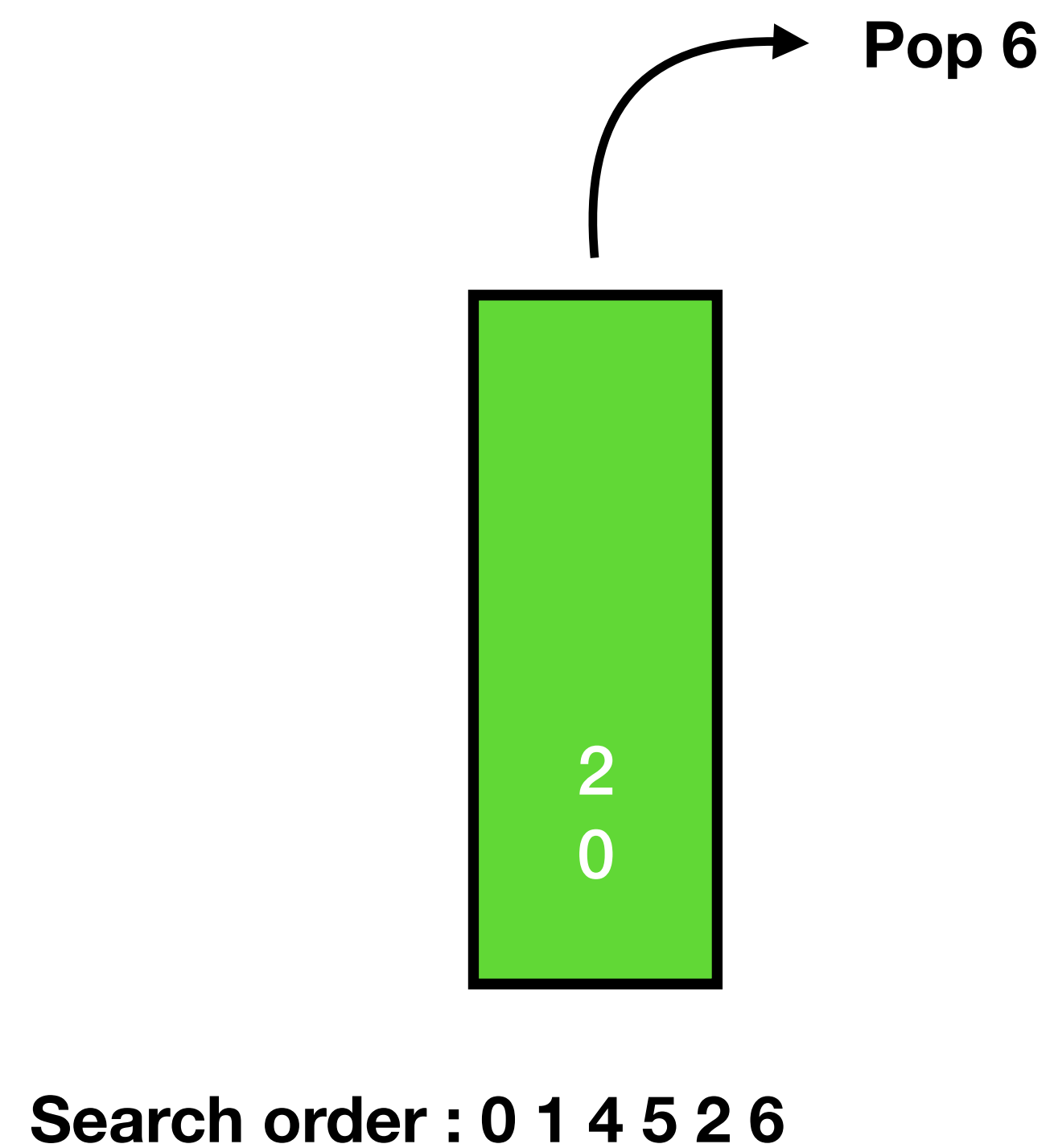
Depth First Search (DFS)



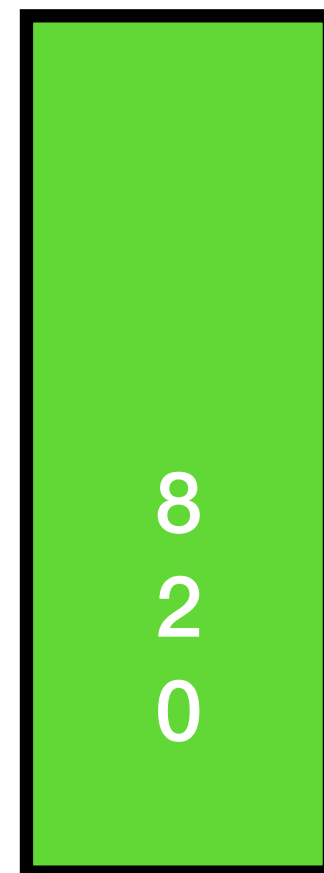
Search order : 0 1 4 5 2 6



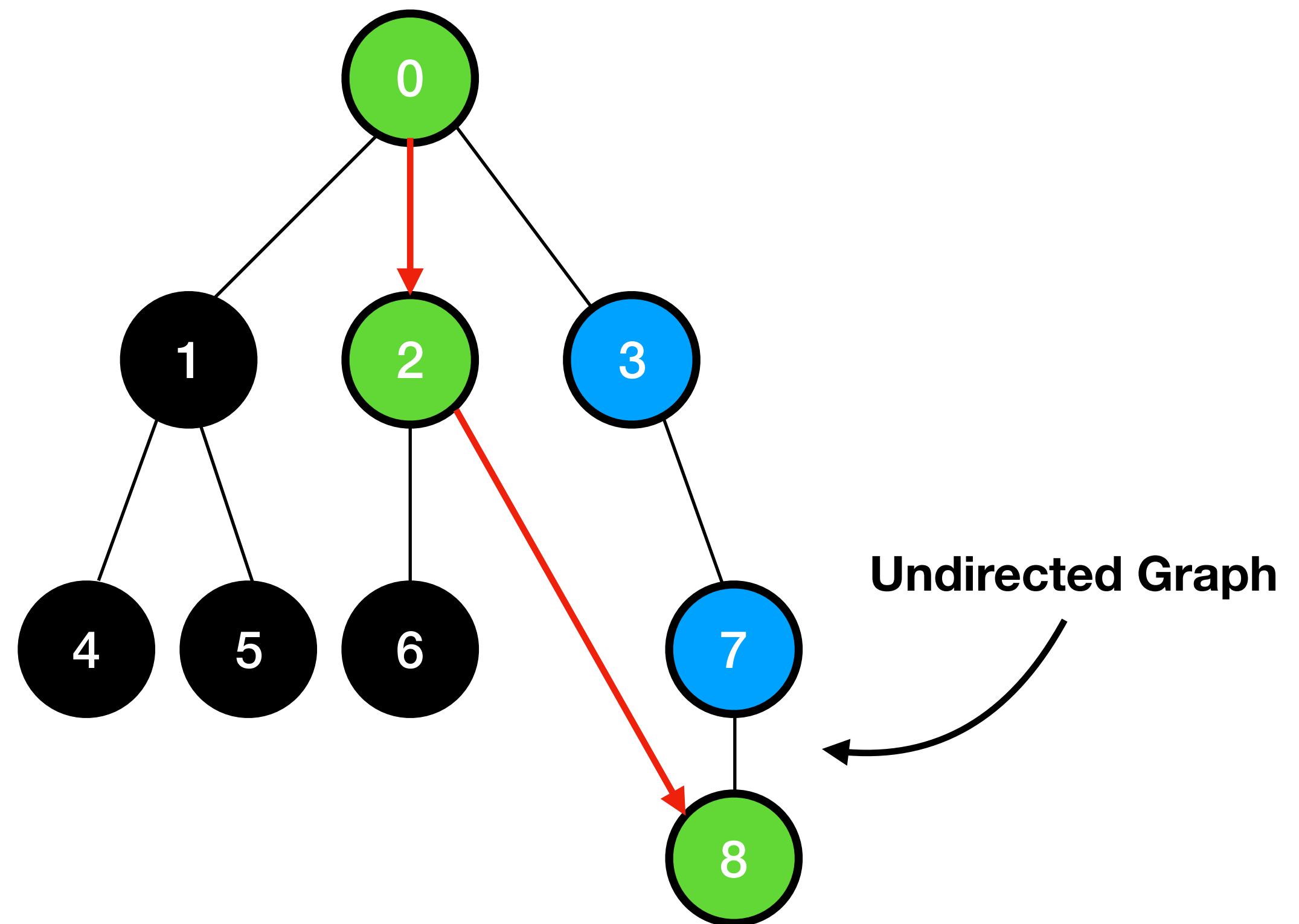
Depth First Search (DFS)



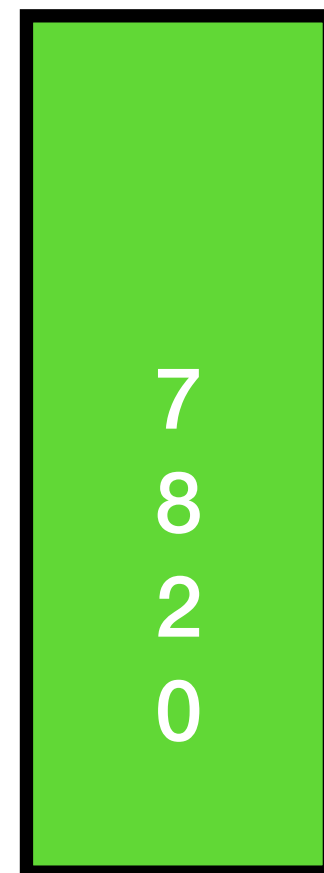
Depth First Search (DFS)



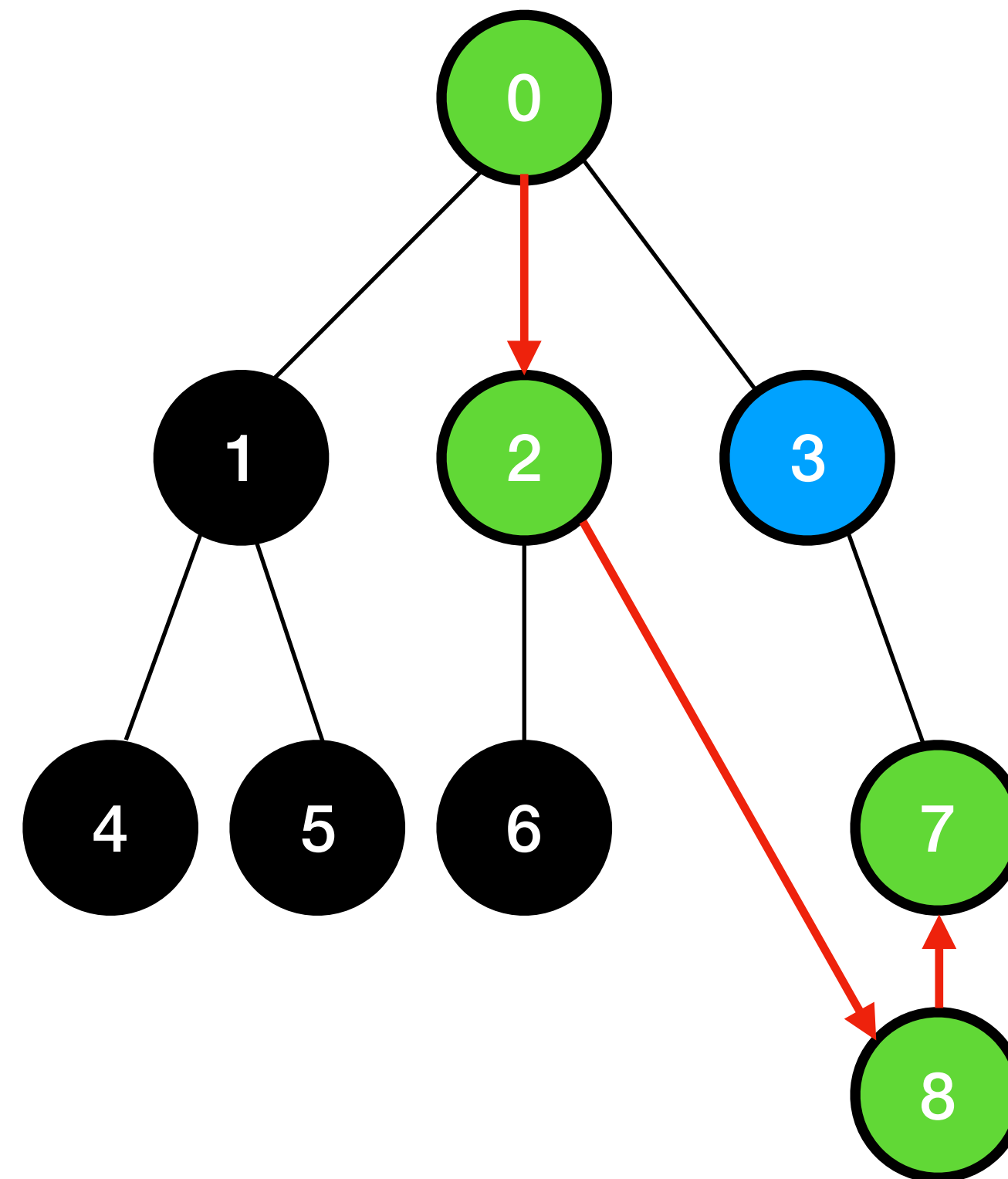
Search order : 0 1 4 5 2 6 8



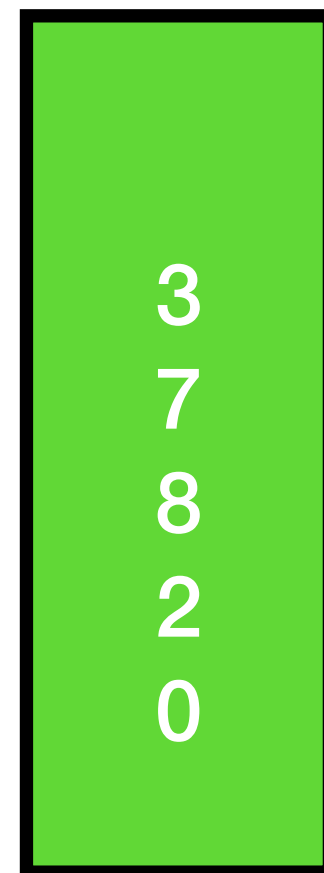
Depth First Search (DFS)



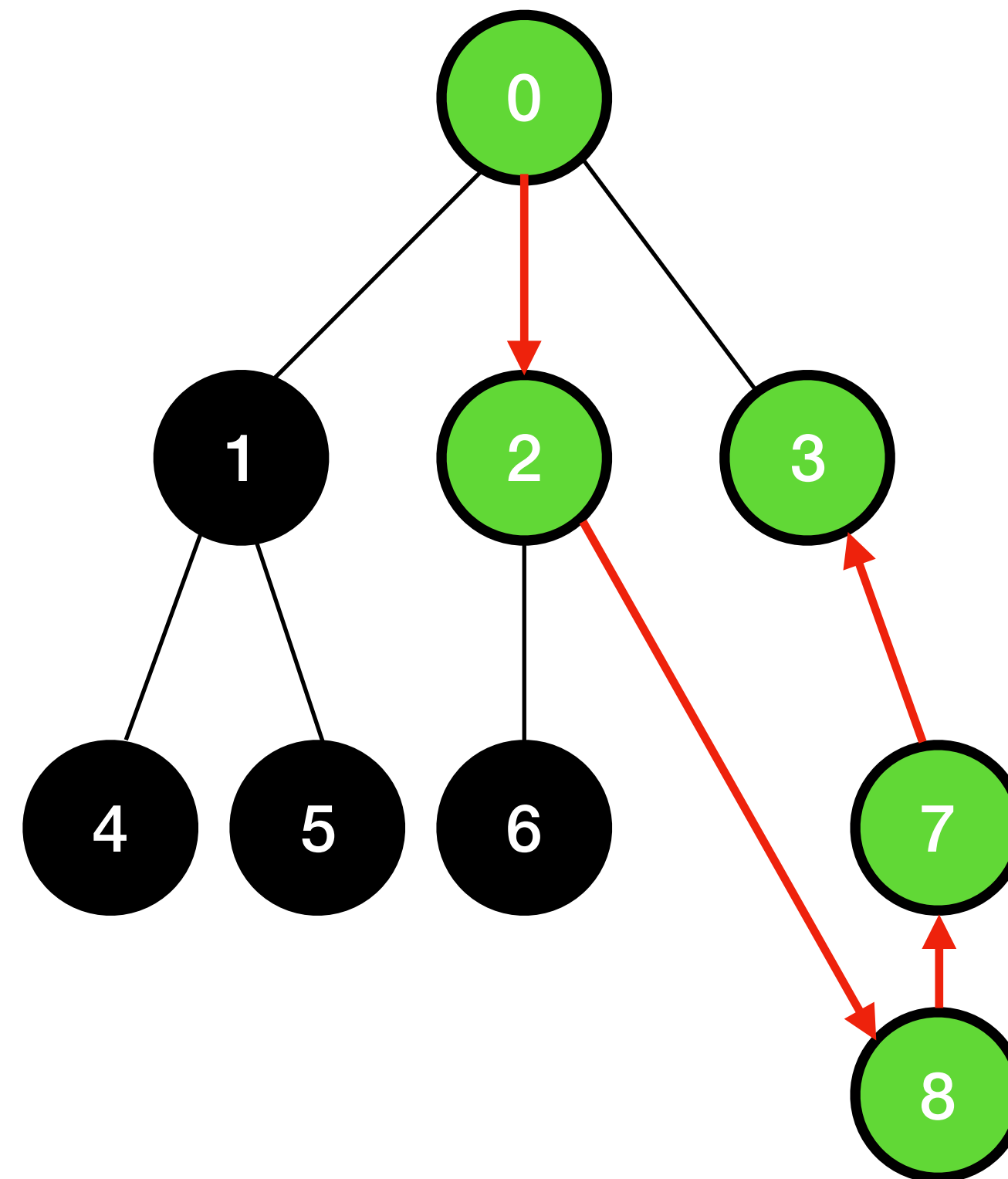
Search order : 0 1 4 5 2 6 8 7



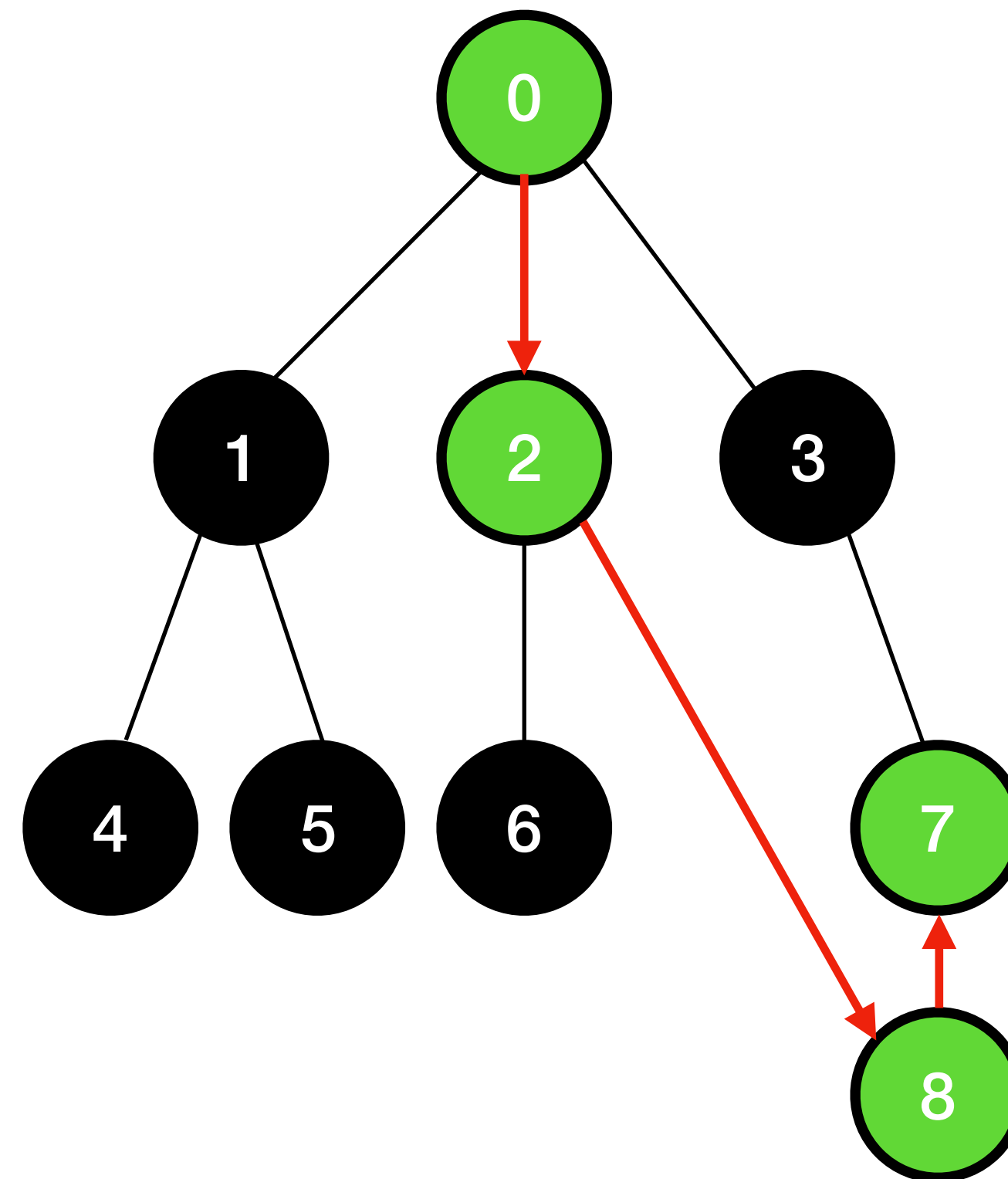
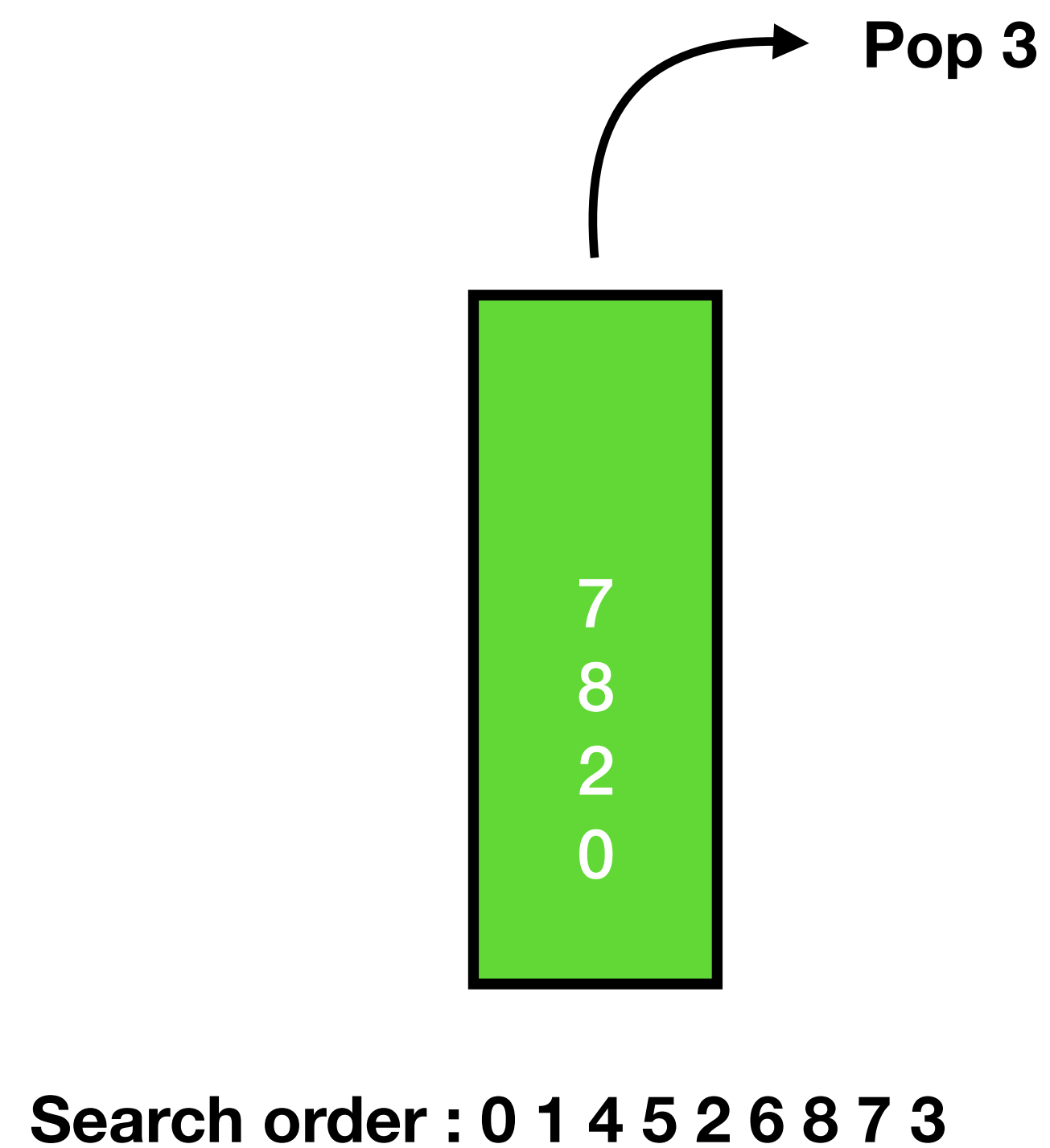
Depth First Search (DFS)



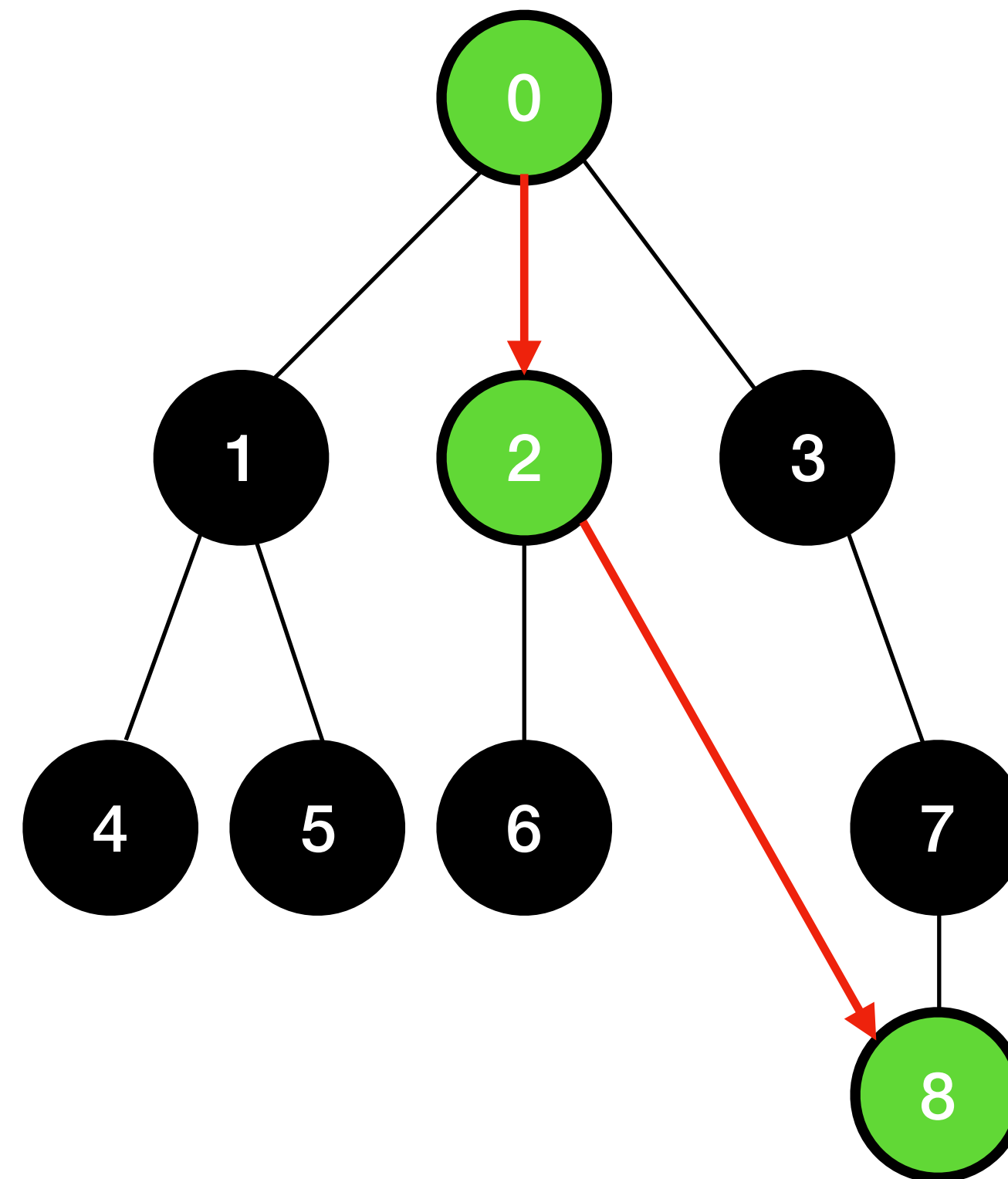
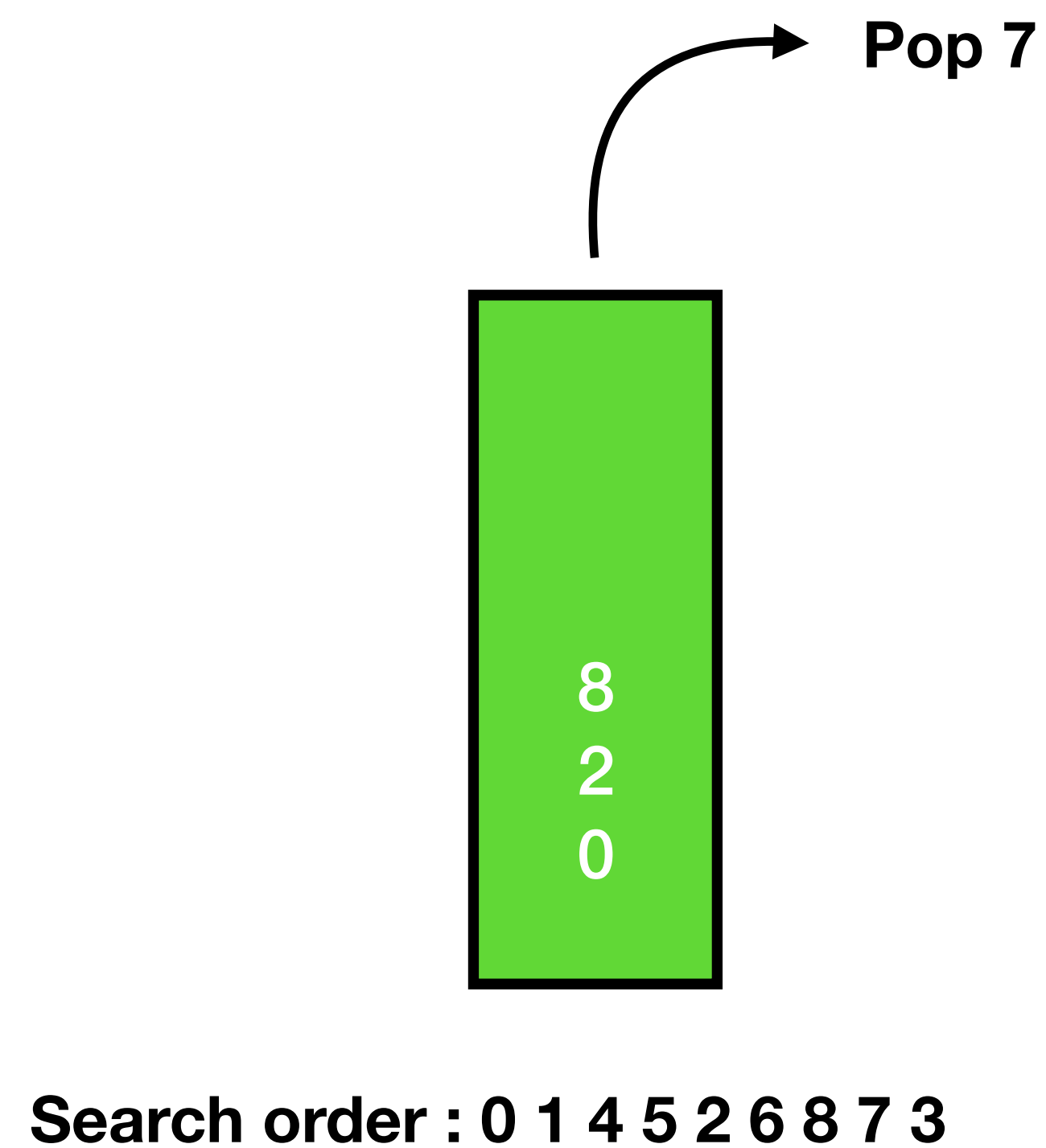
Search order : 0 1 4 5 2 6 8 7 3



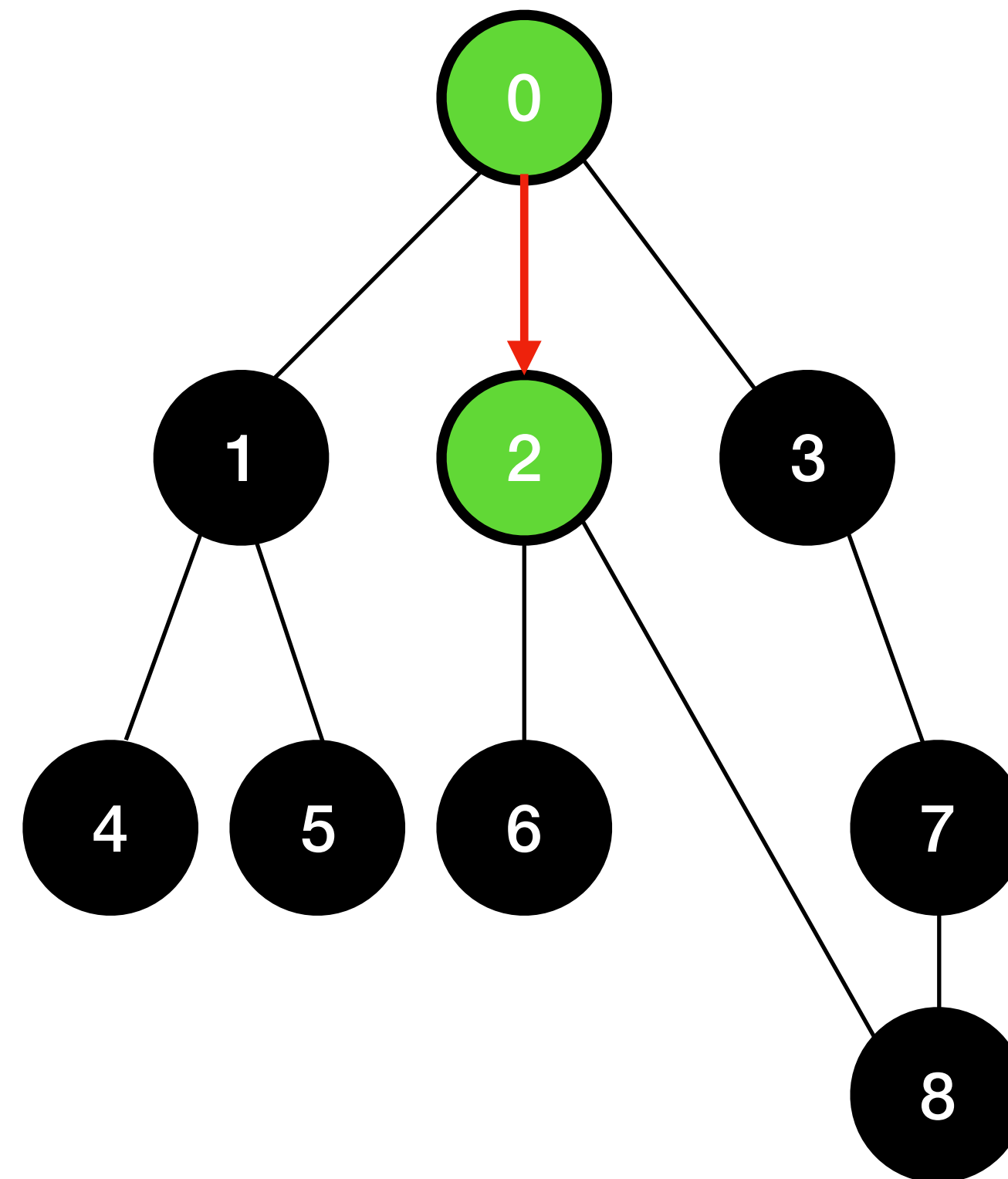
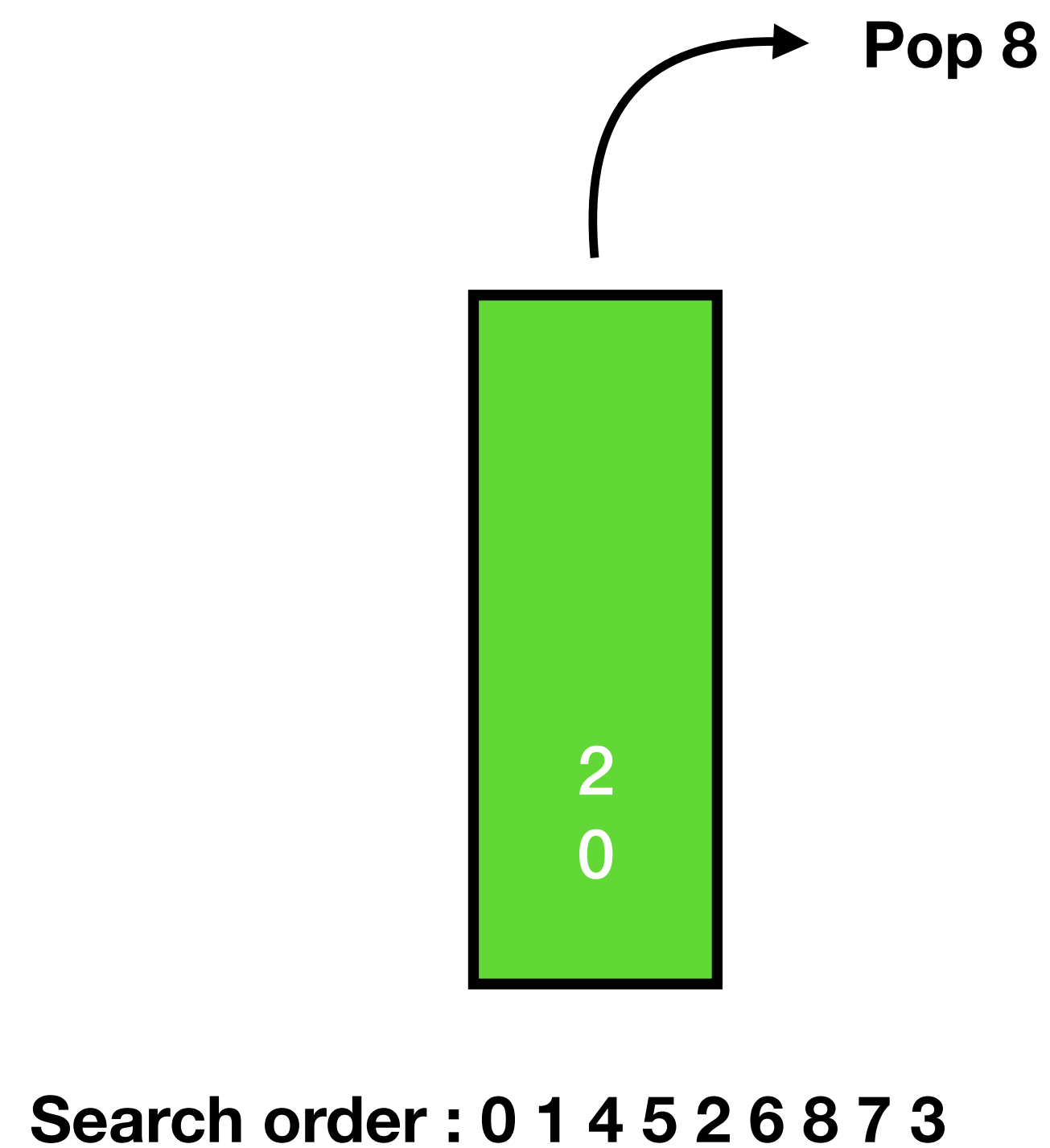
Depth First Search (DFS)



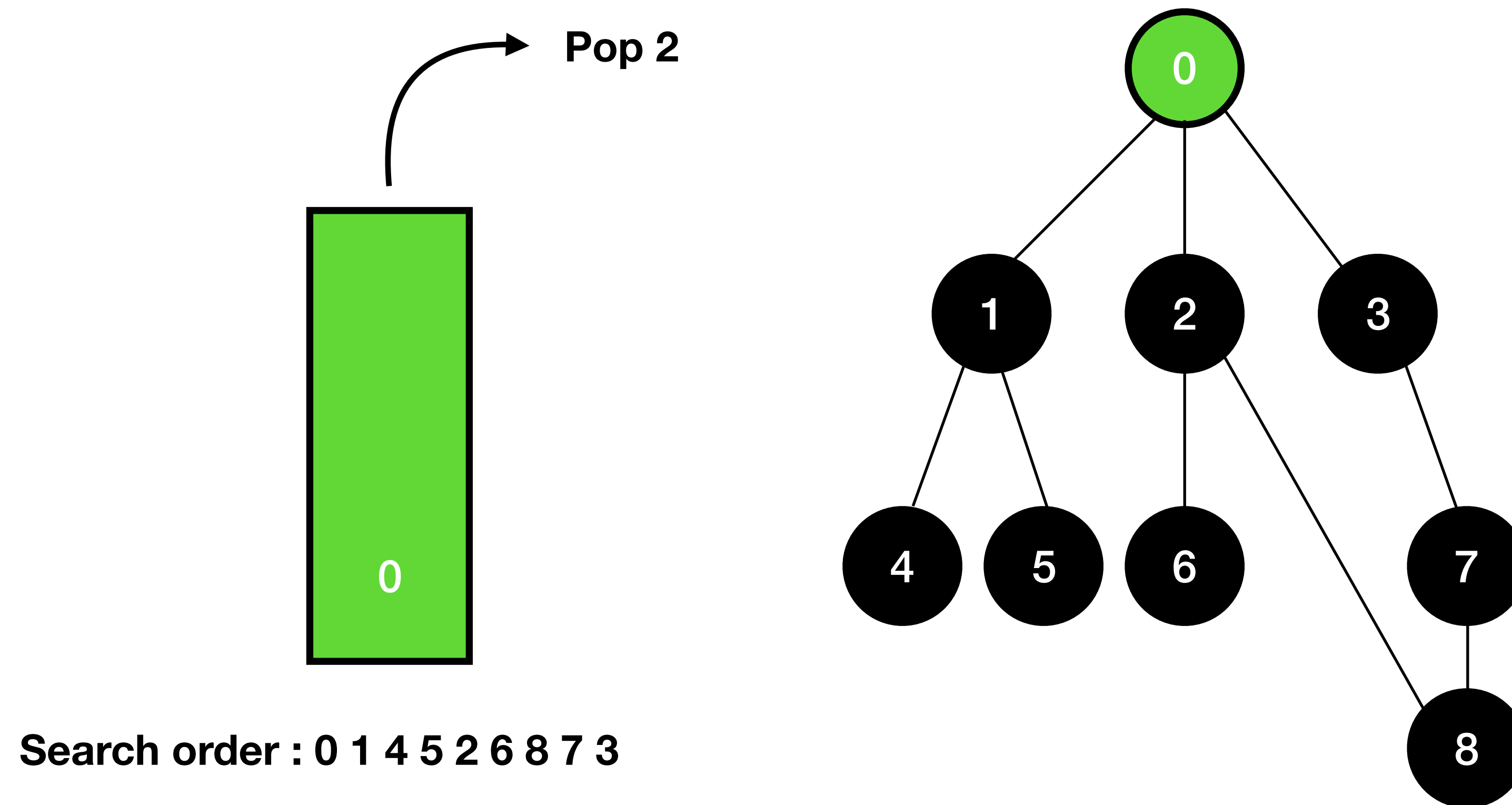
Depth First Search (DFS)



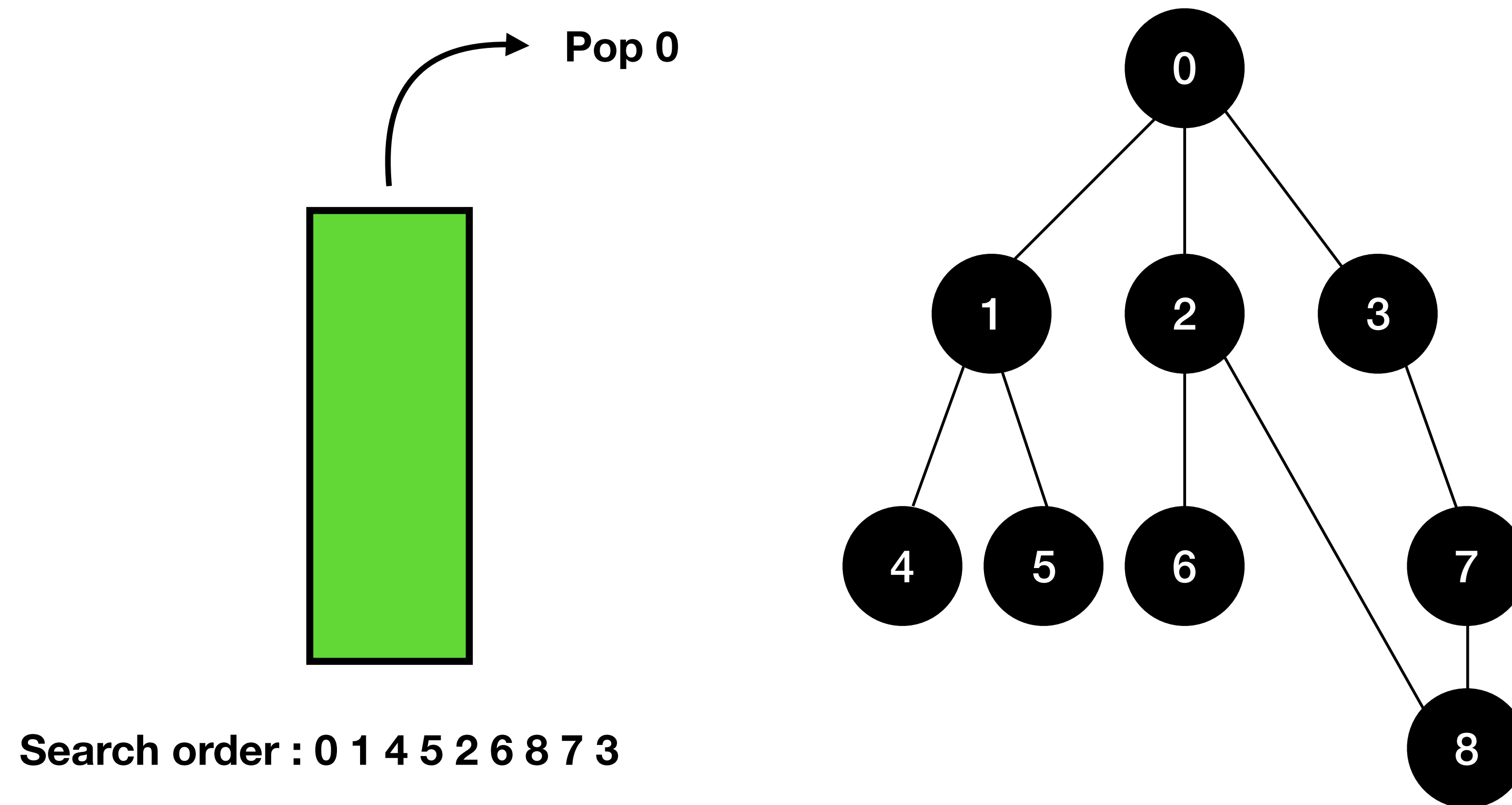
Depth First Search (DFS)



Depth First Search (DFS)



Depth First Search (DFS)



DFS Pseudocode

dfs(startVertex)

visitedVertices = []

dfsRecursive(startVertex, visitedVertices)

dfsRecursive(currentVertex, visitedVertices)

visitedVertices[currentVertex] = true

for children of currentVertex

if visitedVertices[children] == false

dfsRecursive(children, visitedVertices)

DFS Pseudocode

```
dfs(startVertex)
```

```
    visitedVertices = []
```

```
    dfsRecursive(startVertex, visitedVertices)
```

```
dfsRecursive(currentVertex, visitedVertices)
```

```
    visitedVertices[currentVertex] = true
```

```
    for children of currentVertex
```

```
        if visitedVertices[children] == false
```

```
            dfsRecursive(children, visitedVertices)
```

DFS Pseudocode

```
dfs(startVertex)
  visitedVertices = []
  dfsRecursive(startVertex, visitedVertices)
```

```
dfsRecursive(currentVertex, visitedVertices)
  visitedVertices[currentVertex] = true
```

```
  for children of currentVertex
    if visitedVertices[children] == false
      dfsRecursive(children, visitedVertices)
```

DFS Pseudocode

```
dfs(startVertex)  
  visitedVertices = []  
  dfsRecursive(startVertex, visitedVertices)
```

```
dfsRecursive(currentVertex, visitedVertices)  
  visitedVertices[currentVertex] = true
```

```
  for children of currentVertex  
    if visitedVertices[children] == false  
      dfsRecursive(children, visitedVertices)
```

DFS Pseudocode

```
dfs(startVertex)  
  visitedVertices = []  
  dfsRecursive(startVertex, visitedVertices)
```

```
dfsRecursive(currentVertex, visitedVertices)  
  currentVertex.visited = true
```

```
  for children of currentVertex  
    if visitedVertices[children] == false  
      dfsRecursive(children, visitedVertices)
```