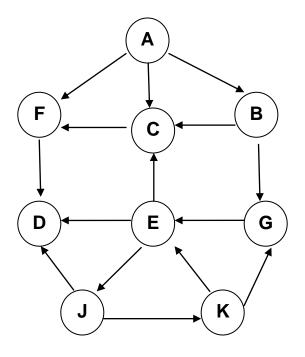
GRAPH TRAVERSALS

DEPTH FIRST SEARCH

- 1. Starting from vertex v
- 2. Mark v as marked
- 3. Select u as an unmarked node adjacent to v
- 4. If no u, quit
- 5. If u, begin depth first search from u
- 6. When search from u quits, select another node from v
- 7. Similar to pre-order tree traversal

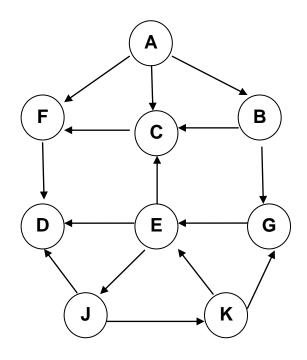
BREADTH FIRST SEARCH

- 1. Starting from node v
- 2. Identify all nodes adjacent to v
- 3. Add these to the set
- 4. Determine set of unvisited nodes which are adjacent to this set
- 5. Add these to the set
- 6. Continue until no new nodes are encountered



Depth First Search - DFS (Maintained by Stack)

Visited Vertex	Stack	DFS
Visit A	Α	Α
Visit F	AF	AF
Visit D	AFD	AFD
Pop D, F	А	AFD
Visit C	A C	AFDC
Pop C	А	AFDC
Visit B	A B	AFDCB
Visit G	ABG	AFDCBG
Visit E	ABGE	AFDCBGE
Visit J	ABGEJ	AFDCBGEJ
Visit K	ABGEJK	AFDCBGEJK
Pop K, J, E, G, B, A	-	AFDCBGEJK



Breadth First Search - BFS (Maintained by Queue)

Visited Vertex	Queue	BFS
Visit A	Α	Α
Remove A	-	Α
Visit F	F	AF
Visit C	FC	AFC
Visit B	FCB	AFCB
Remove F	СВ	AFCB
Visit D	CBD	AFCBD
Remove C	B D	AFCBD
Remove B	D	AFCBD
Visit G	DG	AFCBDG
Remove D	G	AFCBDG
Remove G	-	AFCBDG
Visit E	Е	AFCBDGE
Remove E	-	AFCBDGE
Visit J	J	AFCBDGEJ
Remove J	-	AFCBDGEJ
Visit K	K	AFCBDGEJK
Remove K	-	AFCBDGEJK