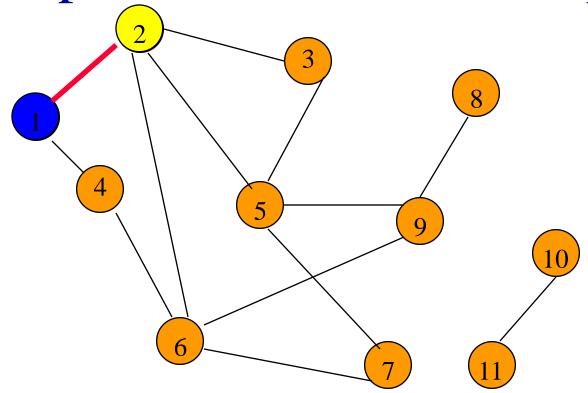
# Breadth-First Search Algo

• Searching in nonempty graph beginning at a given vertex

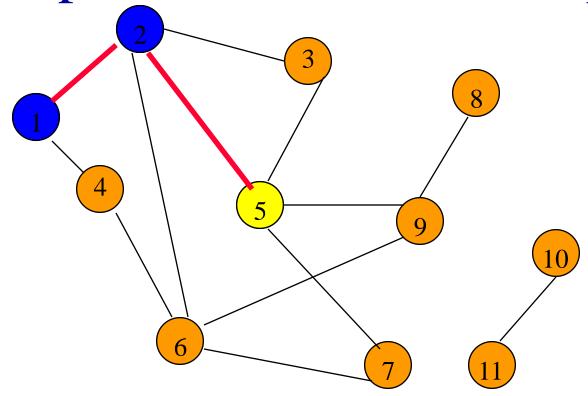
```
getBreadthFirstSearch(originVertex)
 Mark originVertex as visited
 OutputQueue.enqueue(originVertex)
 WorkingQueue.enqueue(originVertex)
 while (! WorkingQueue.isEmpty())
   frontVertex = WorkingQueue.dequeue()
   while (front Vertex has an unvisited neighbor)
      nextNeighbor = next unvisited neighbor of frontVertex
      Mark nextNeighbor as visited
      OutputQueue.enqueue(nextNeighbor)
       WorkingQueue.enqueue(nextNeighbor)
return OutputQueue
```

# Depth-First Search

```
depthFirstSearch(v)
 Label vertex v as reached.
 for (each unreached vertex u
                      adjacenct from v)
   depthFirstSearch(u);
```

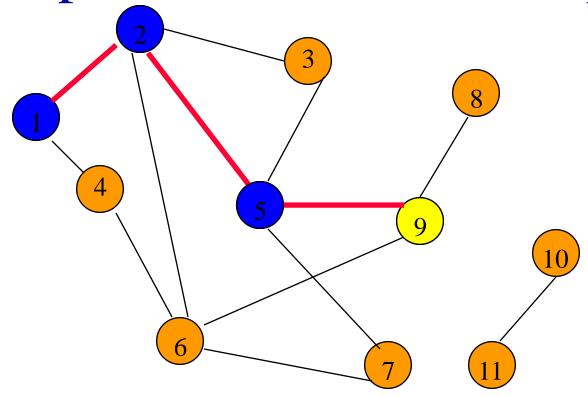


- Start search at vertex 1.
- Label vertex 1 and do a depth first search from either 2 or 4.
- Suppose that vertex 2 is selected.



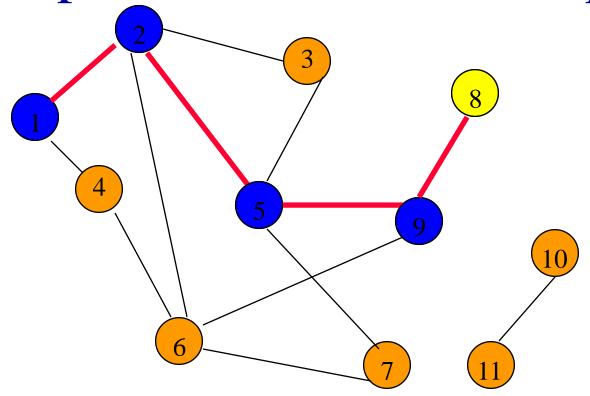
Label vertex 2 and do a depth first search from either 3, 5, or 6.

Suppose that vertex 5 is selected.



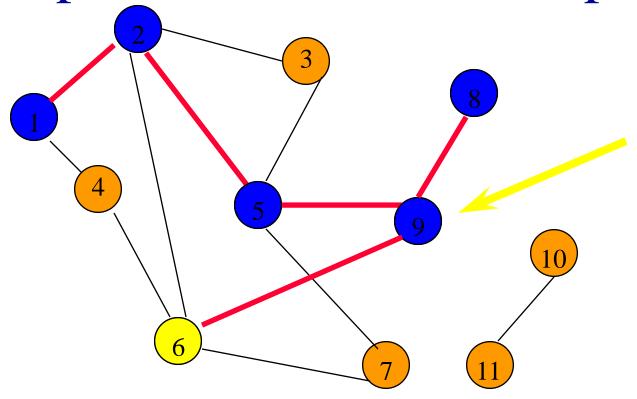
Label vertex 5 and do a depth first search from either 3, 7, or 9.

Suppose that vertex 9 is selected.



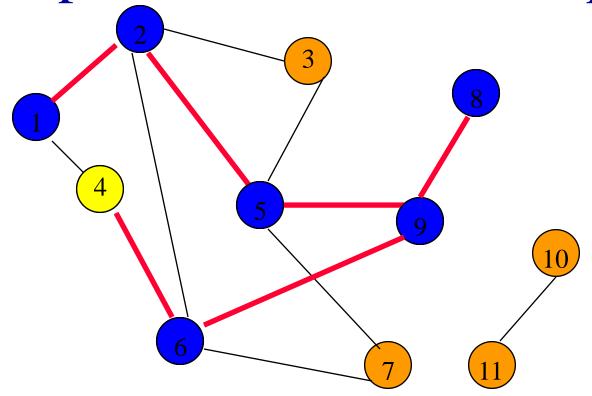
Label vertex 9 and do a depth first search from either 6 or 8.

Suppose that vertex 8 is selected.



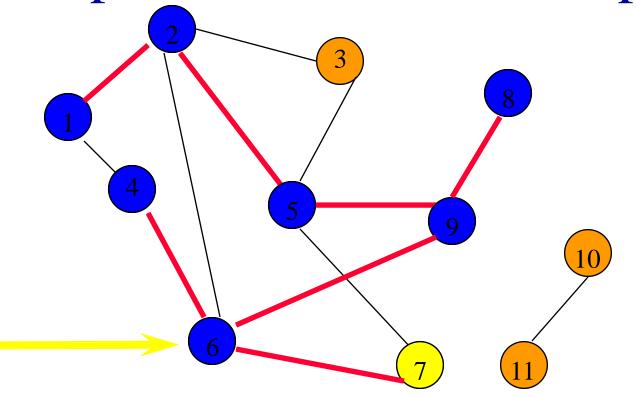
Label vertex 8 and return to vertex 9.

From vertex 9 do a dfs(6).



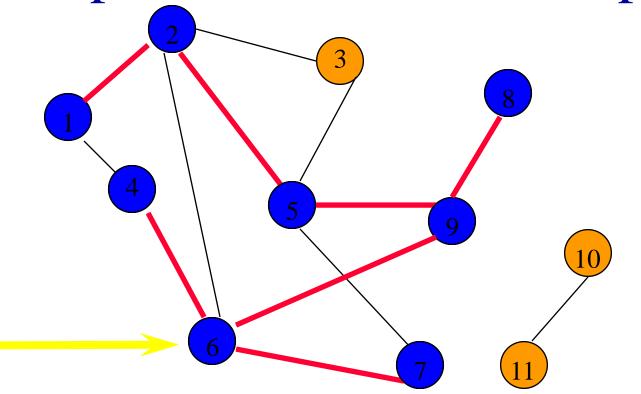
Label vertex 6 and do a depth first search from either 4 or 7.

Suppose that vertex 4 is selected.

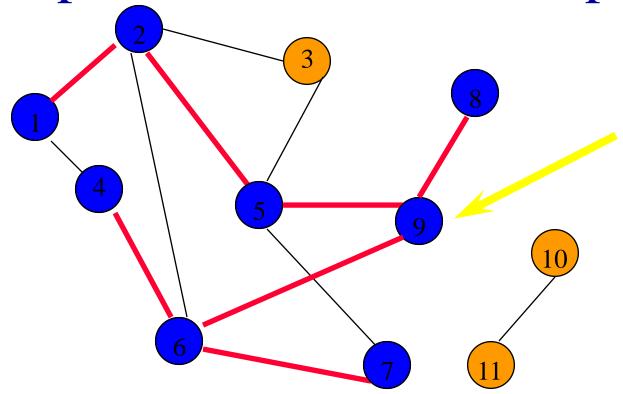


Label vertex 4 and return to 6.

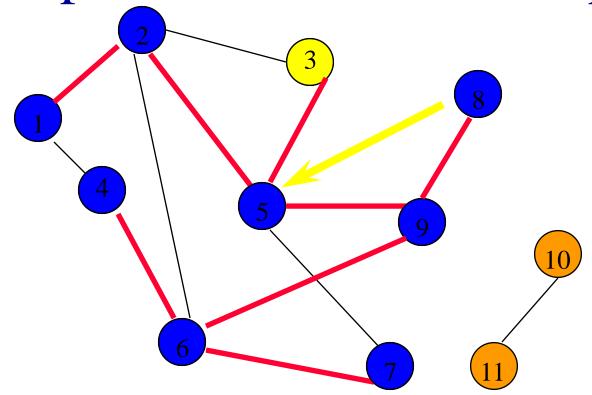
From vertex 6 do a dfs(7).

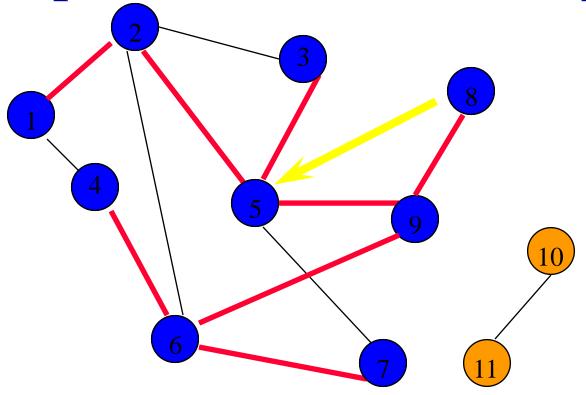


Label vertex 7 and return to 6. Return to 9.



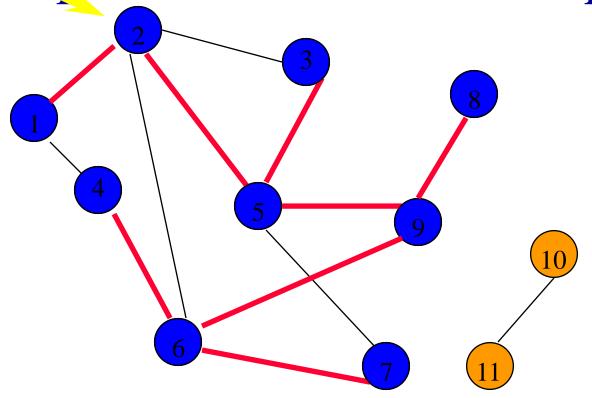
Return to 5.



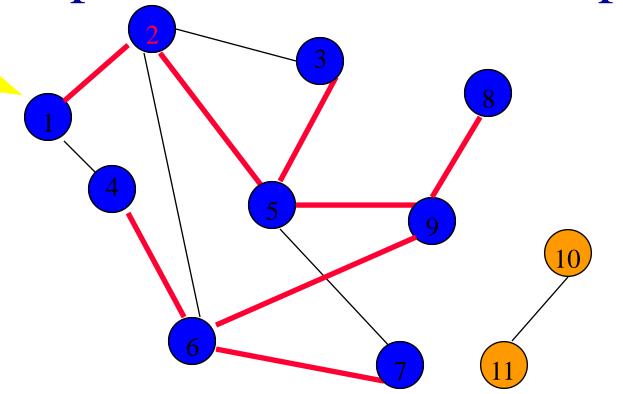


Label 3 and return to 5.

Return to 2.



Return to 1.



Return to invoking method.

#### Depth-First Search Properties

- Same complexity as BFS.
- Same properties with respect to path finding, connected components, and spanning trees.
- Edges used to reach unlabeled vertices define a depth-first spanning tree when the graph is connected.
- There are problems for which bfs is better than dfs and vice versa.

# Depth-First Search Algo

```
Algorithm getDepthFirstSearch(originVertex)
  Mark originVertex as visited
  WorkingStack.push(originVertex)
  while (! WorkingStack.isEmpty())
    topVertex = WorkingStack.peek()
    if (topVertex has an unvisited neighbor)
        nextNeighbor = next unvisited neighbor of topVertex
        Mark nextNeighbor as visited
                WorkingStack.push(nextNeighbor)
    else // all neighbors are visited
        WorkingStack.pop()
```