

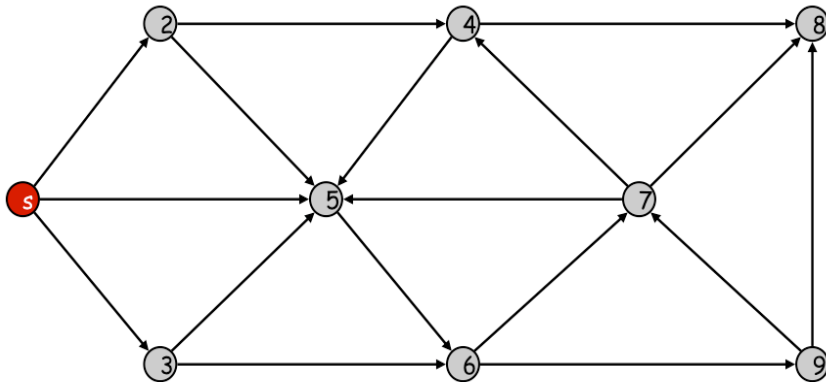
# Depth First Search (DFS) + Topological Sort

Instructor: Krishna Venkatasubramanian

CSC 212

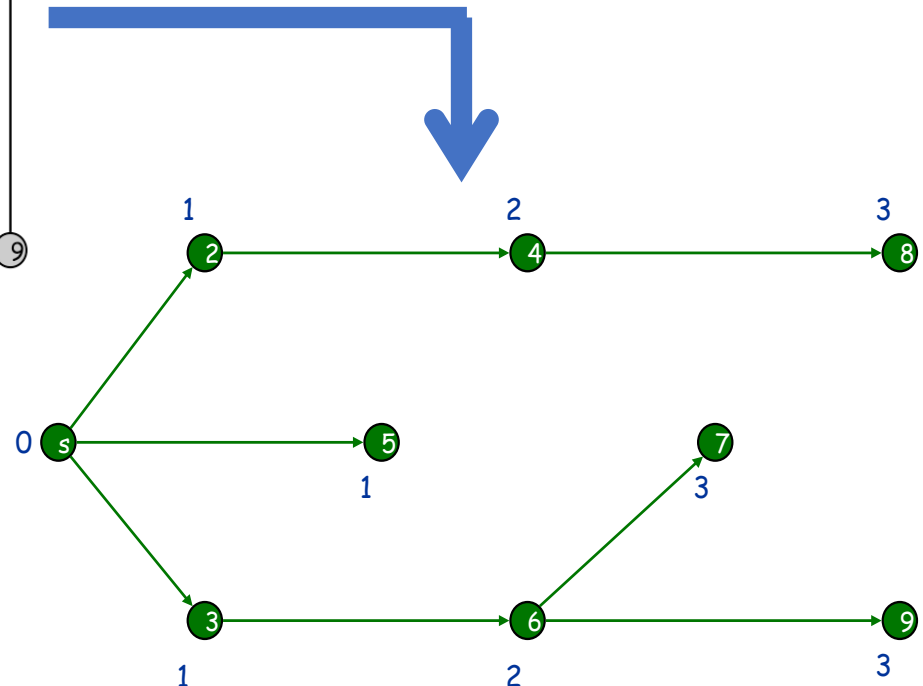
# We Already Covered Breadth First Search(BFS)

- Traverses the graph one level at a time
  - Visit all outgoing edges from a node before you go deeper
- Needs a queue



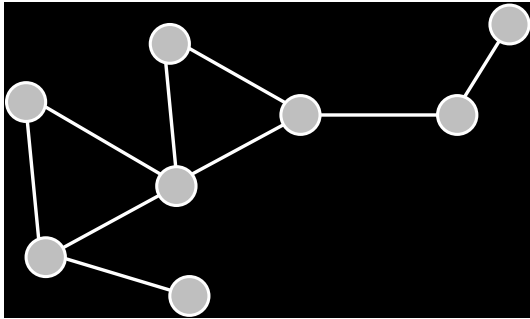
Time Complexity  $O(V+E)$

BFS creates a tree called BFS-Tree

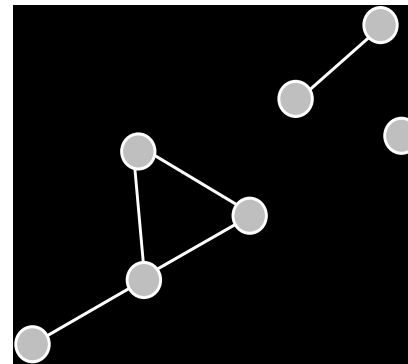


# Connected Undirected Graph

- **$G = (V, E)$  is called connected iff**
  - From any node  $u$ , we can reach all other nodes



**Connected graph**



**Un-Connected graph**

- ***What is the time complexity to decide if  $G$  is a connected graph?***
  - Take any node from  $G$  and apply BFS
  - If you reached all nodes  $\rightarrow G$  is connected
  - Otherwise  $\rightarrow G$  is not connected

**Time Complexity  $O(V+E)$**

# Depth First Search (DFS)

- Traverse the graph by going deeper whenever possible
- DFS uses a stack, hence can be implemented using recursion
- While traversing keep some useful information
  - **u.color:**
    - White → u has not been visited yet
    - Gray → u is visited but its descendent are not completed yet
    - Black → u and its all descendent are visited
  - **u.startTime (u.d)** = the first time u is visited
  - **u.endTime (u.f)** = the last time u will be seen (after all descendent of u are processed)

# DFS: Pseudocode

U is just discovered...make it gray

DFS-VISIT( $u$ )

```
1  color[u] ← GRAY    ▷ White vertex u has just been discovered.
2  time ← time + 1
3  d[u] = time         ← U start time
4  for each v in Adj[u] ▷ Explore edge(u, v).
5      do if color[v] = WHITE
6          then  $\pi[v] \leftarrow u$ 
7              DFS-VISIT(v)
8  color[u] = BLACK    ▷ Blacken u; it is finished.
9  f[u] ← time + 1
```

Time is a global variable

If v is not seen before, recursively visit v

DFS( $G$ )

```
1  for each vertex u in G.V
2      color[u] = WHITE
3       $\pi(u) < -NIL$ 
4  time ← 0
5  for each vertex un in G.V
6      if color[u] = WHITE
7          DFS-VISIT(u)
```

**Notice:** We maintain 4 arrays during the traversal

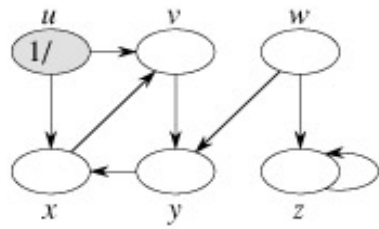
$d[u] \rightarrow$  First time u is seen

$f[u] \rightarrow$  Last time u is seen

$color[u] \rightarrow \{white, Gray, Black\}$

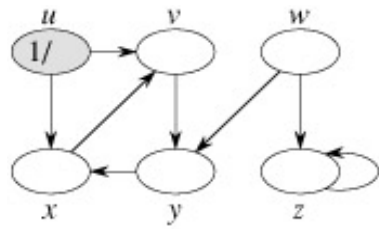
$\pi[u] \rightarrow$  parent of node u

## Depth First Search (DFS): Example

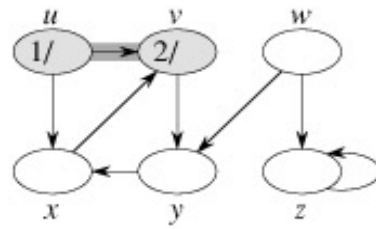


(a)

## Depth First Search (DFS): Example

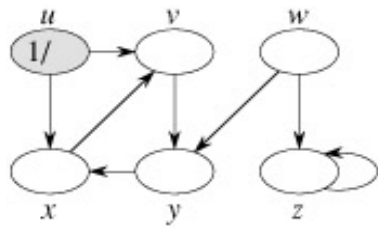


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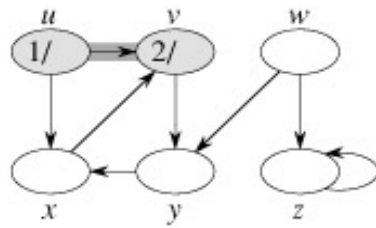


(b)

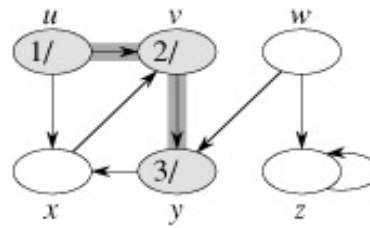
## Depth First Search (DFS): Example



(a)



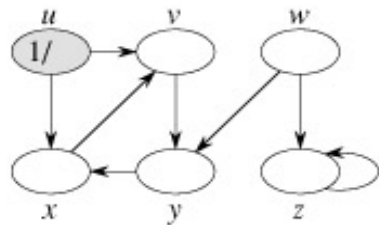
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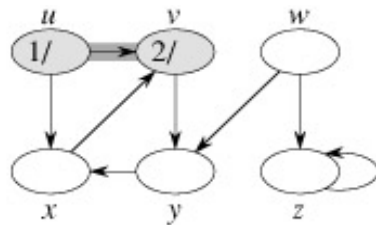
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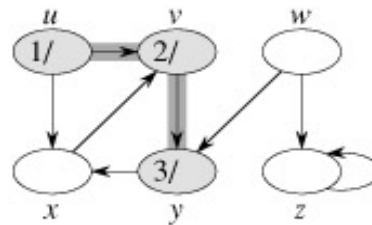
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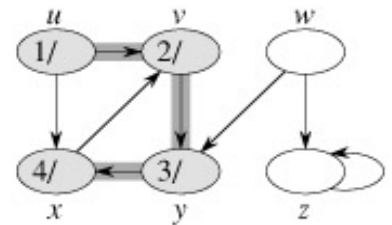
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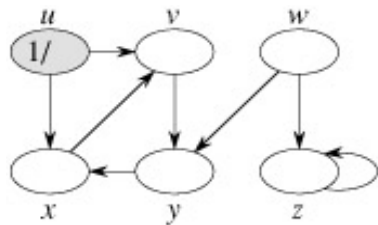


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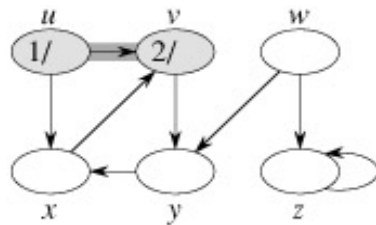


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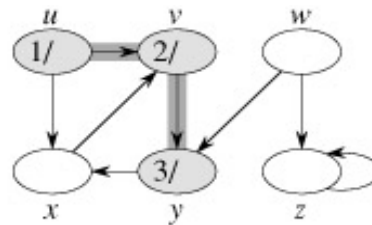
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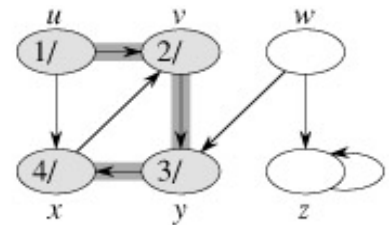
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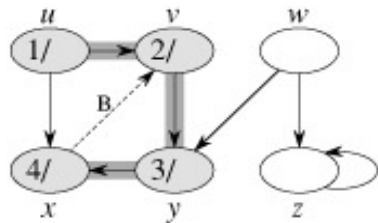
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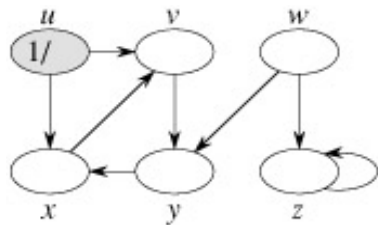


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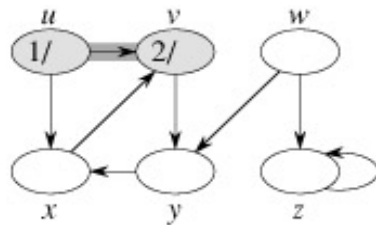


(e)

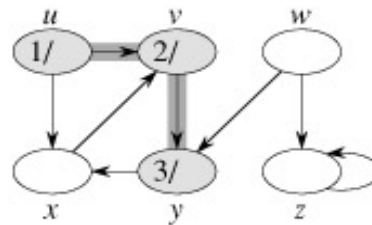
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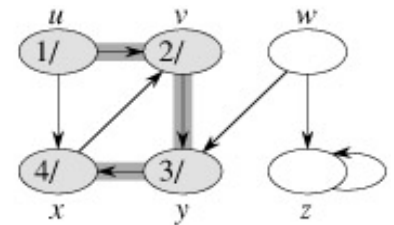
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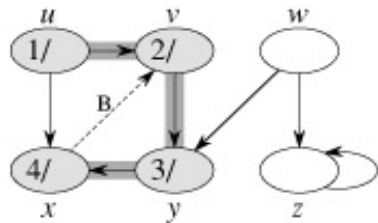
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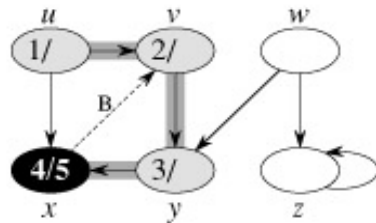
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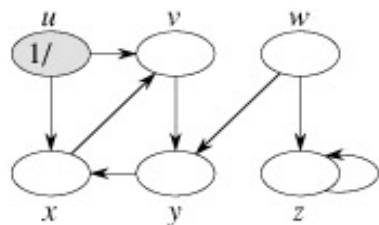


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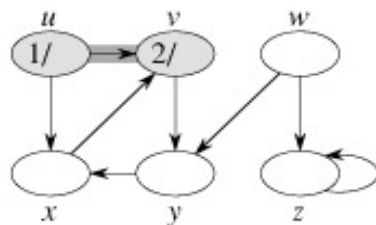


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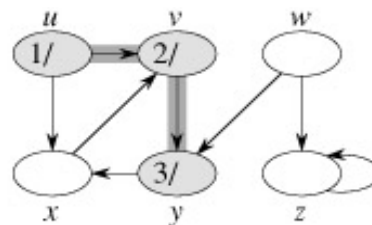
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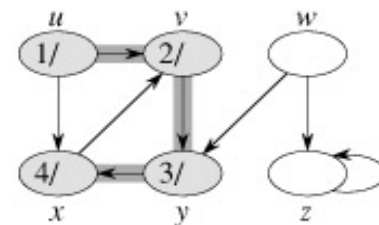
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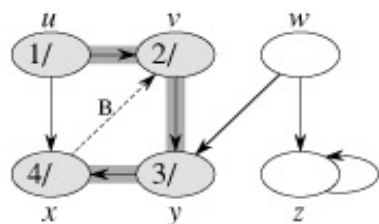
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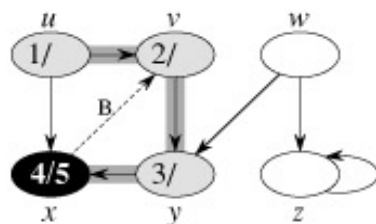
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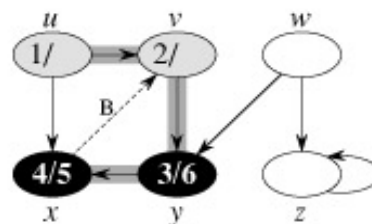
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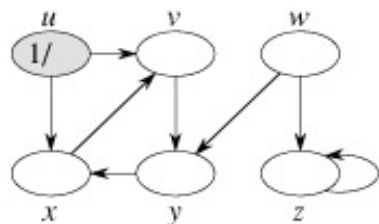


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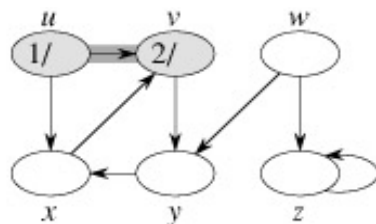


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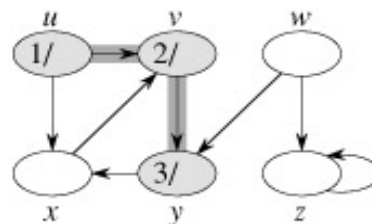
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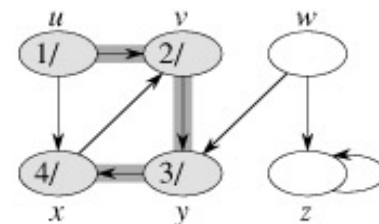
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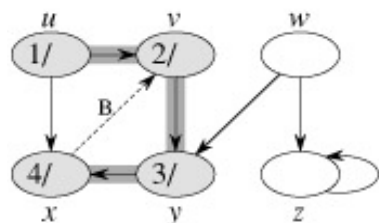
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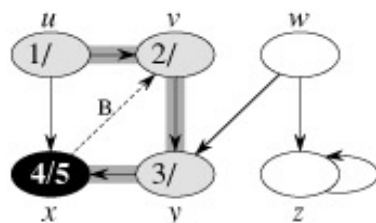
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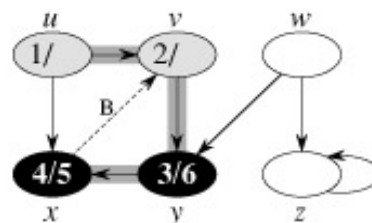
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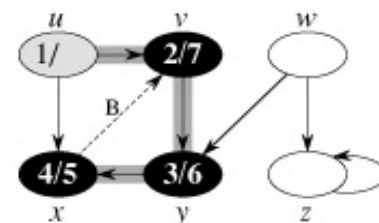
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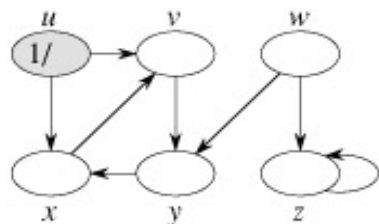


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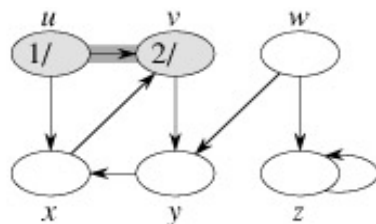


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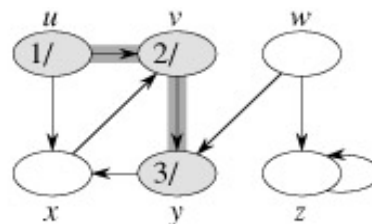
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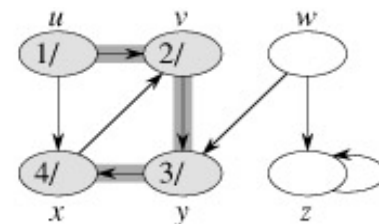
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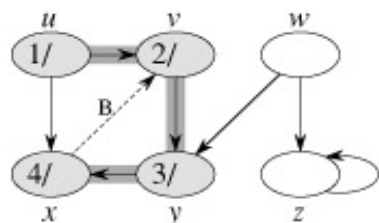
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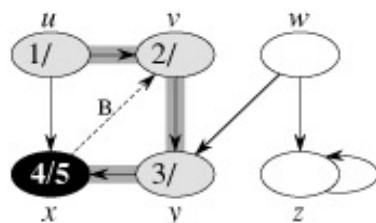
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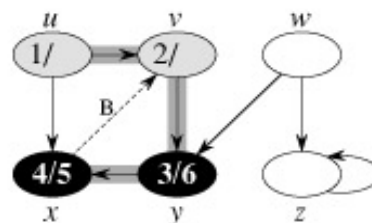
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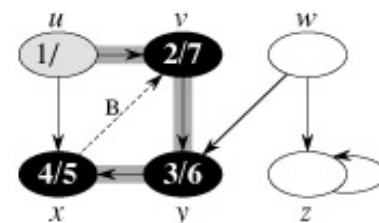
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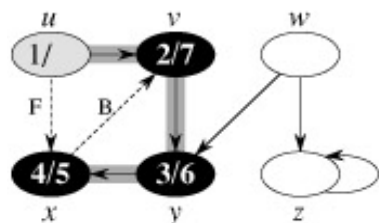
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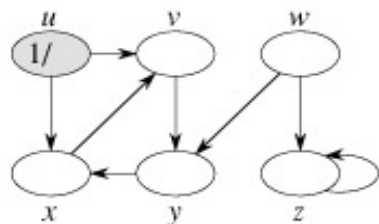


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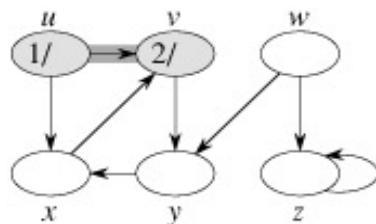


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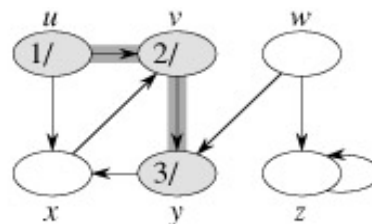
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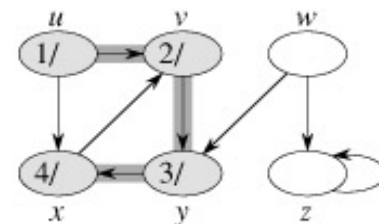
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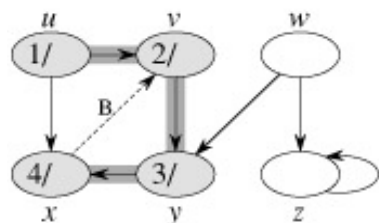
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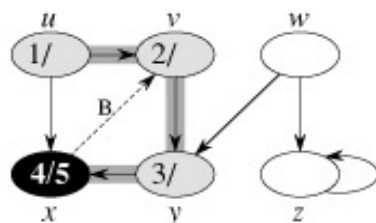
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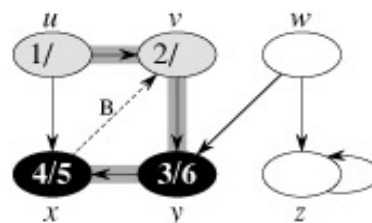
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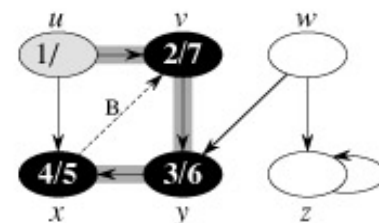
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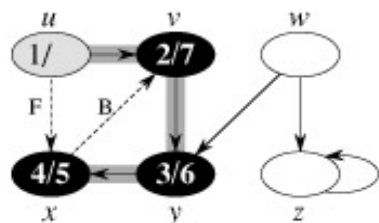
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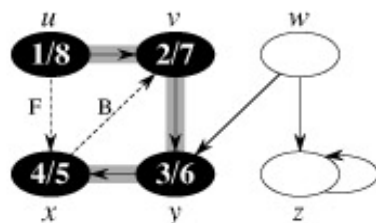
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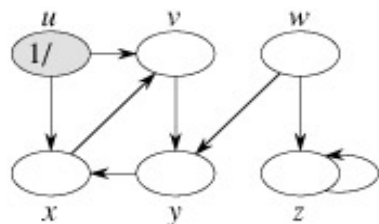


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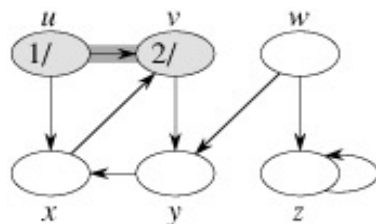


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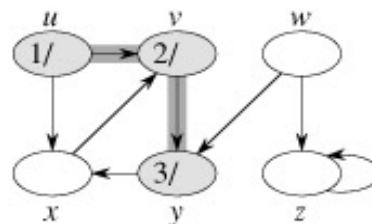
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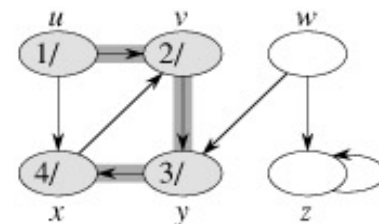
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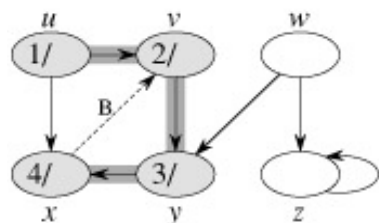
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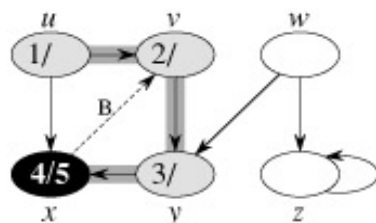
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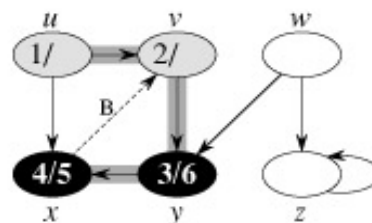
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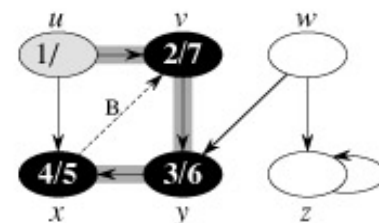
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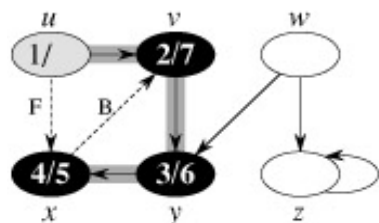
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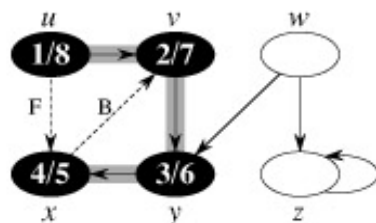
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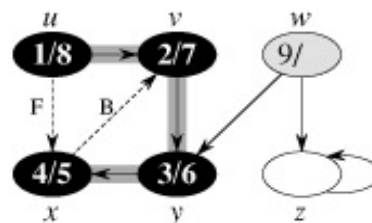
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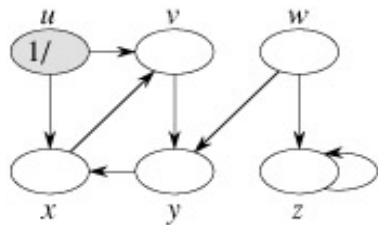
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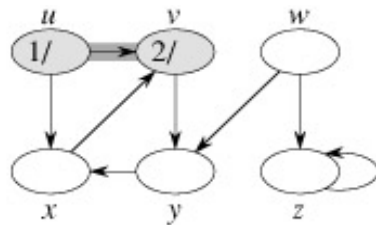
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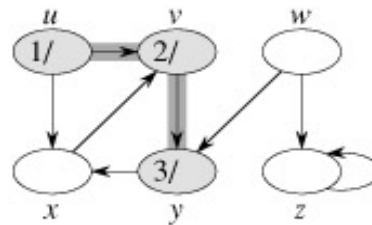
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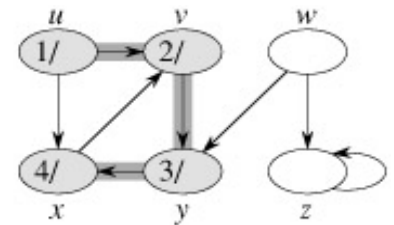
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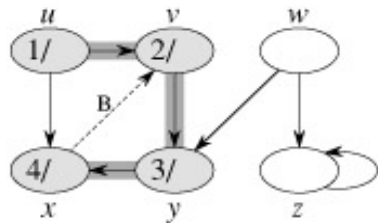
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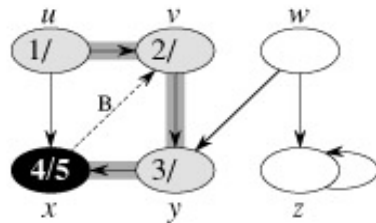
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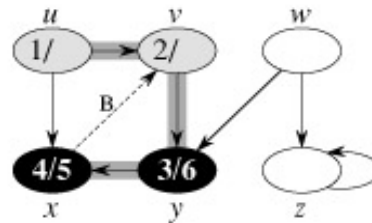
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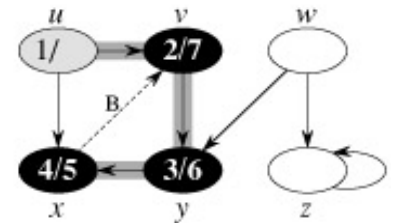
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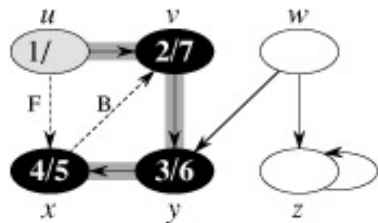
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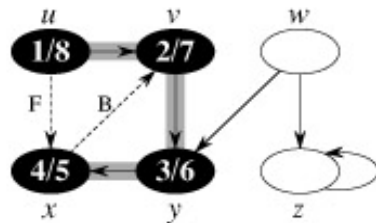
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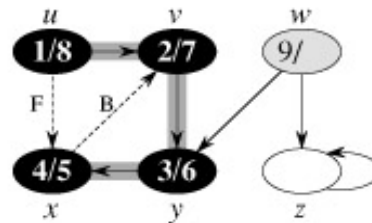
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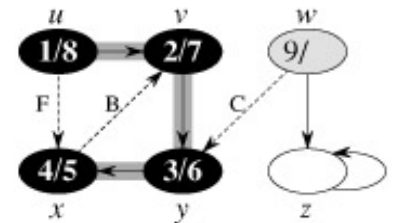
(i)



(j)

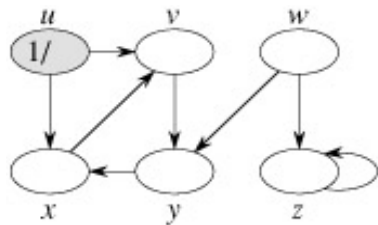


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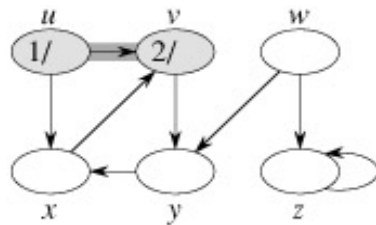


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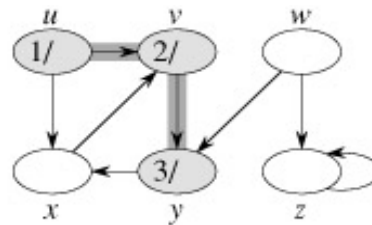
# Depth First Search (DFS): Example



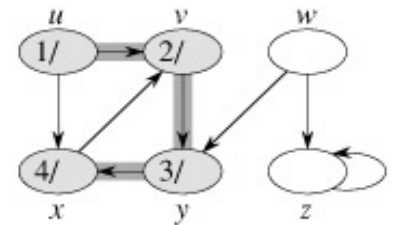
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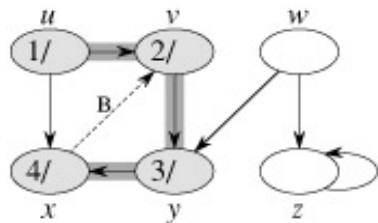
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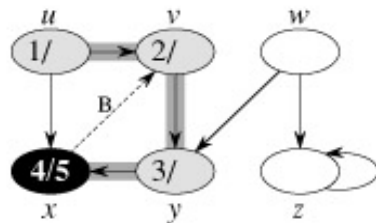
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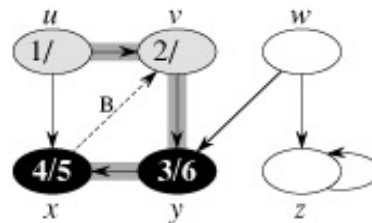
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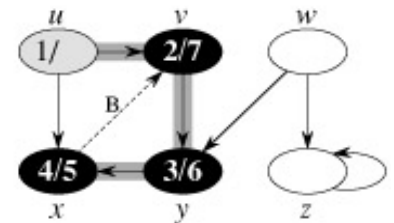
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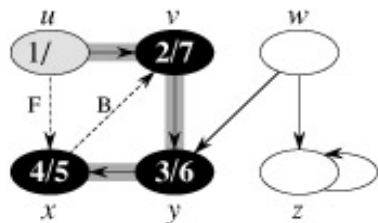
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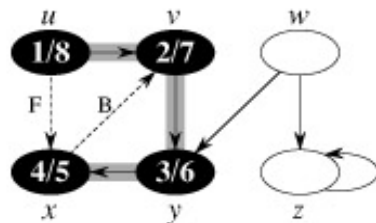
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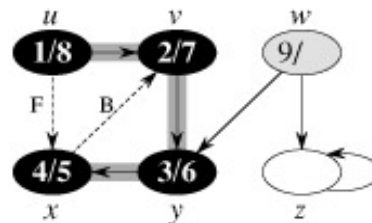
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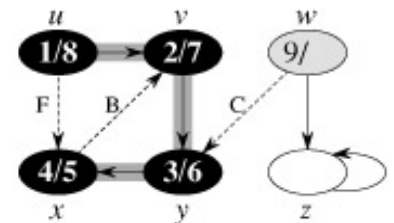
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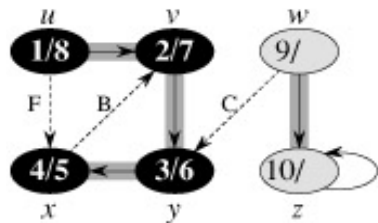
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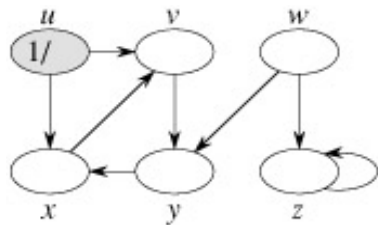


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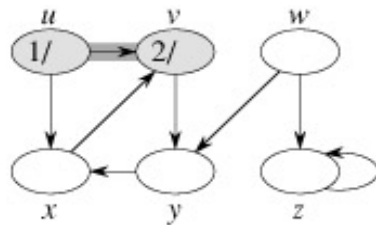


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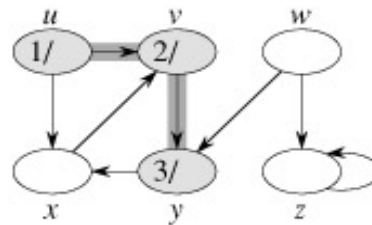
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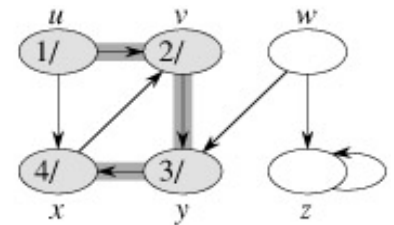
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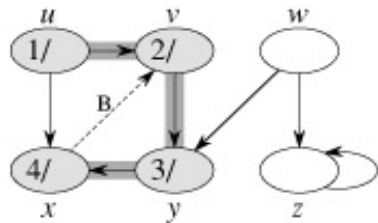
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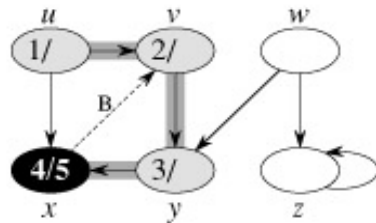
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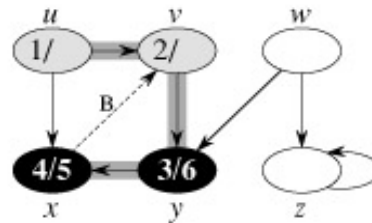
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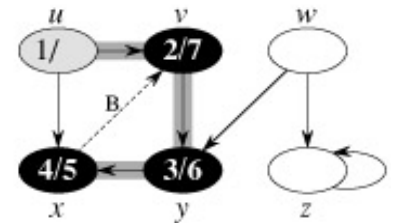
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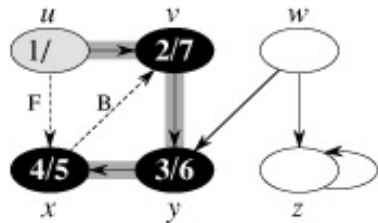
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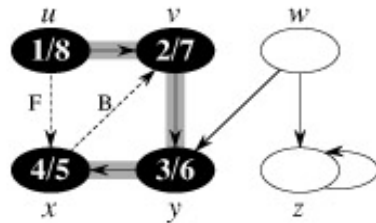
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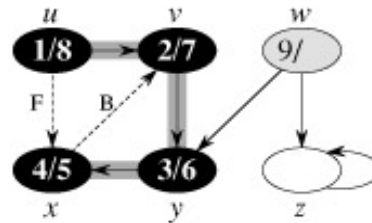
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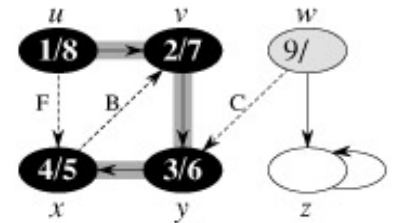
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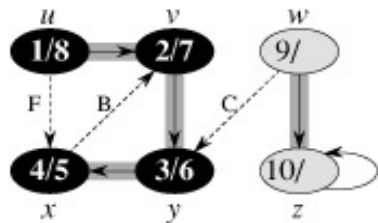
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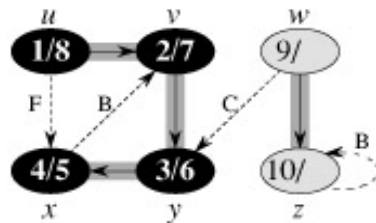
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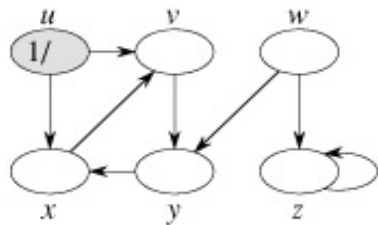


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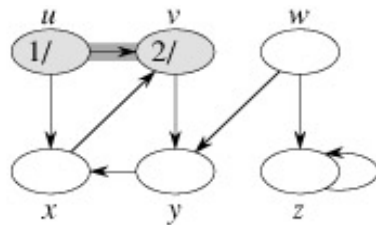


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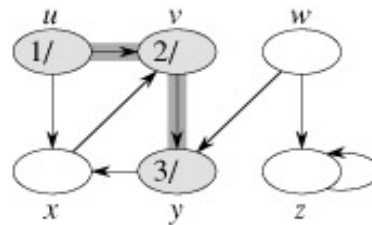
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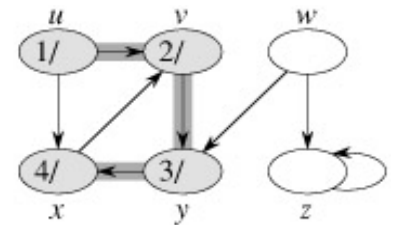
(a)



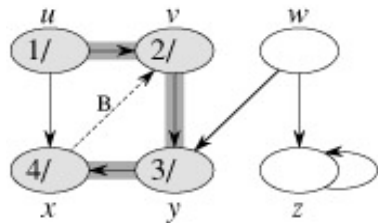
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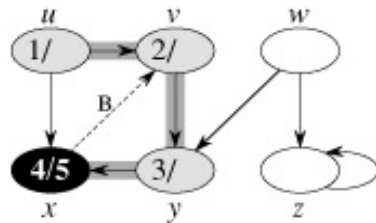
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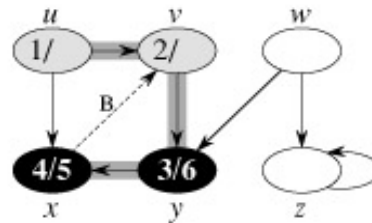
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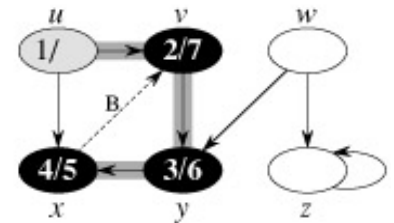
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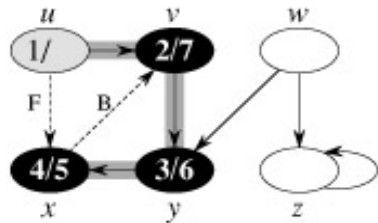
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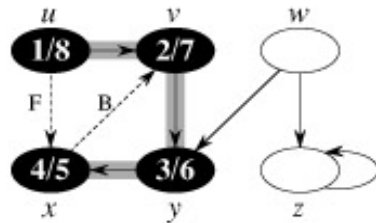
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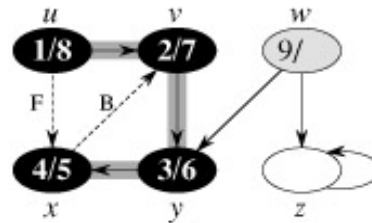
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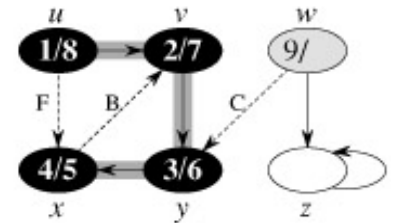
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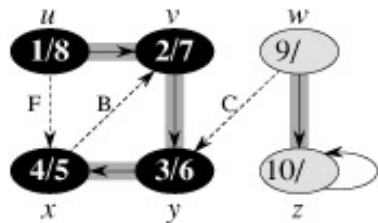
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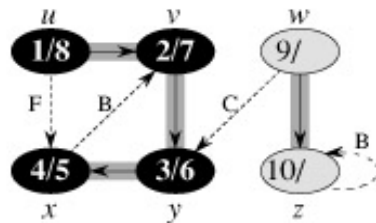
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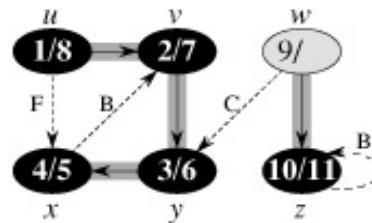
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(m)

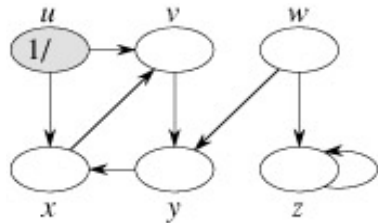


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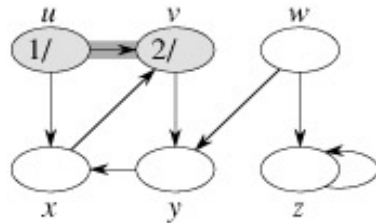


(o)

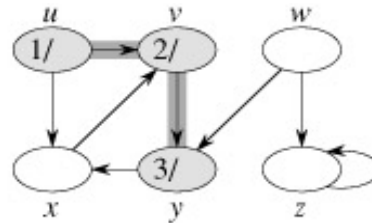
# Depth First Search (DFS): Example



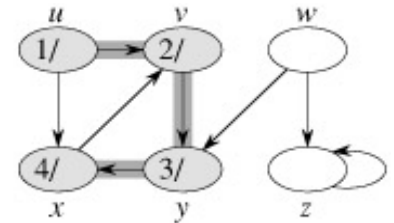
(a)



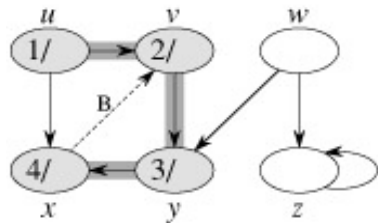
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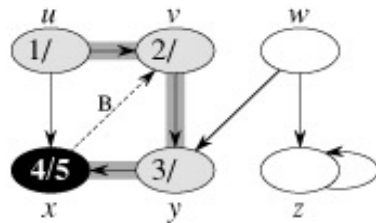
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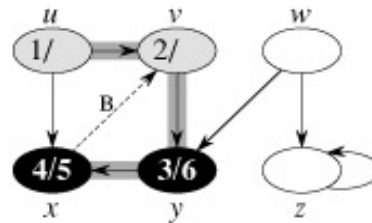
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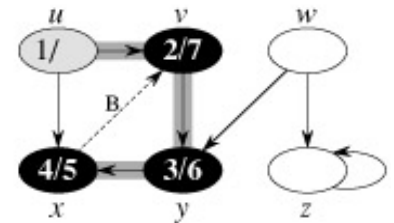
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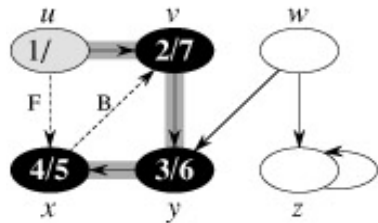
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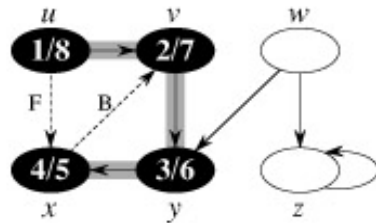
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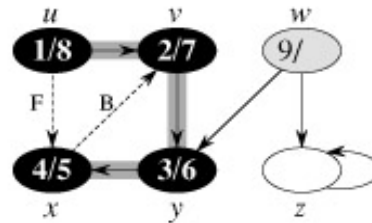
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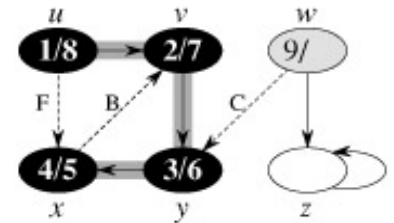
(i)



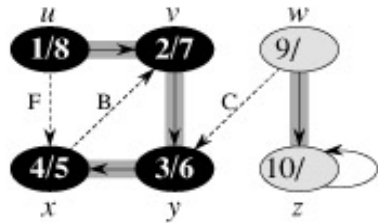
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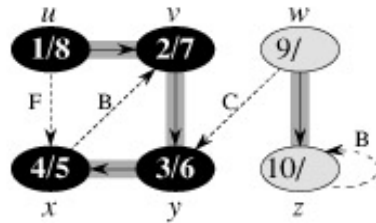
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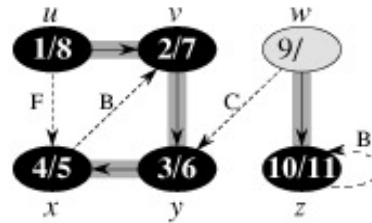
(l)



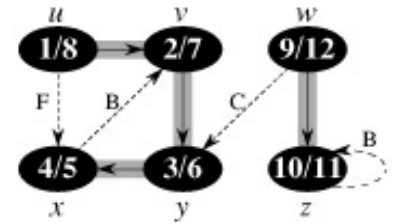
(m)



(n)



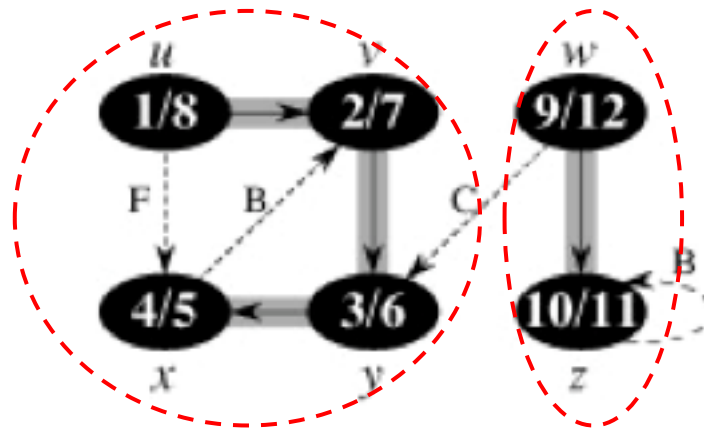
(o)



(p)

# DFS: Forest

- The DFS may create **multiple disconnected trees** called **forest**



# DFS: Time Complexity

DFS-VISIT(*u*)

```
1  color[u] ← GRAY      ▷White vertex u has just been discovered.
2  time ← time +1
3  d[u]=time
4  for each v in Adj[u]  ▷Explore edge(u, v).
5      do if color[v] = WHITE
6          then π[v] ← u
7              DFS-VISIT(v)
8  color[u]=BLACK      ▷ Blacken u; it is finished.
9  f [u] ▷ time ← time +1
```

Each node is recursively called once →  $O(V)$

The For Loop (Step 4) visits the outgoing edges of each node → Total  $O(E)$

Total Complexity  $O(V + E)$

Also written in a more precise form as  $O(|V| + |E|)$

DFS (*G*)

```
1  for each vertex u in G.V
2      color[u] = WHITE
3      π(u) <- NIL
4  time <- 0
5  for each vertex un in G.V
6      if color[u] = WHITE
7          DFS-VISIT(u)
```

# Analyzing The Collected Info.

- **The algorithm computes for each node  $u$** 
  - $u.startTime$  ( $u.d$ )
  - $u.endTime$  ( $u.f$ )
- **These intervals form a nested structure**

- **Parenthesis Theorem**

- If  $u$  has  $(u.d, u.f)$ , and  $v$  has  $(v.d, v.f)$ , then either:

- Case 1:  $u$  descendant of  $v$  in DFS

$$v.d < u.d < u.f < v.f$$

- Case 2:  $v$  descendant of  $u$  in DFS

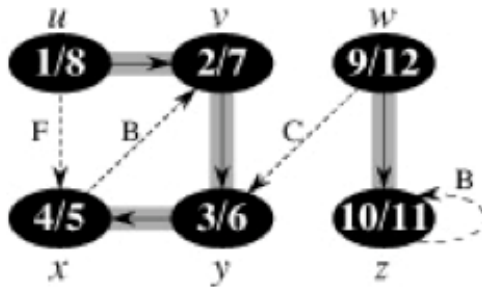
$$u.d < v.d < v.f < u.f$$

- Case 3:  $u$  and  $v$  are disjoint (different trees in the forest)

$(u.d, u.f)$  and  $(v.d, v.f)$  are not overlapping



# Example



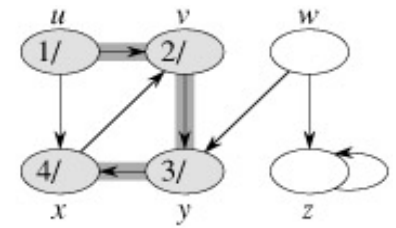
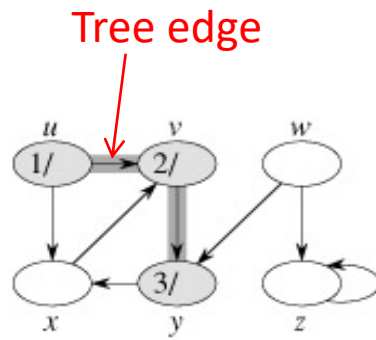
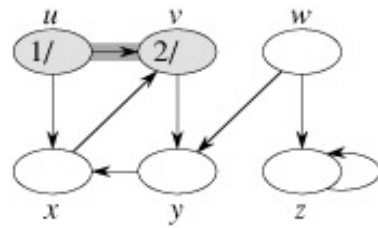
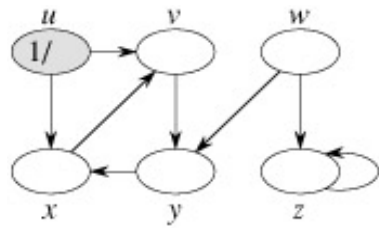
Based on the numbers (in the node) you can draw the DFS trees (plural)

- $v, y, x$  are all descendants of  $u$ 
  - In other words:  $u$  is an ancestor to  $v, y, x$
- $w$  and  $u$  are disjoint

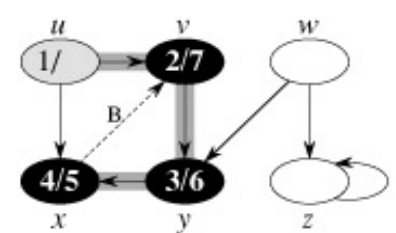
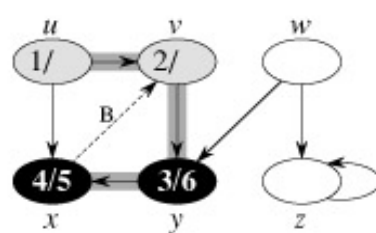
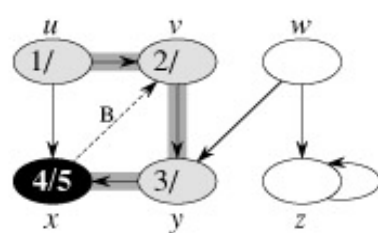
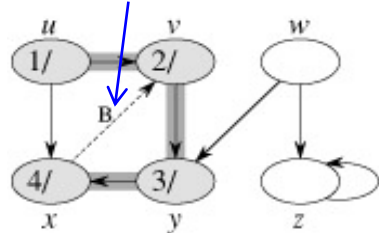
# Classification of Graph Edges

- **While doing DFS, we can label the edges**
  - **Tree edges:** Included in the DFS trees
  - **Forward edges:** From ancestor to already-visited descendant
  - **Backward edges:** From descendant to already-visited ancestor
  - **Cross edges:** Any other edges

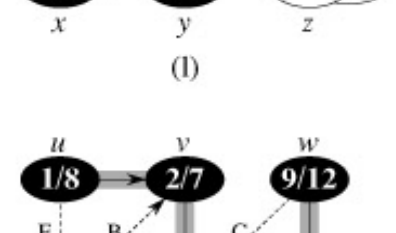
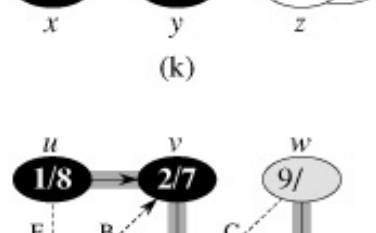
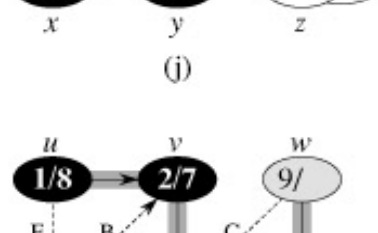
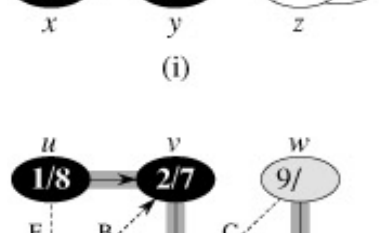
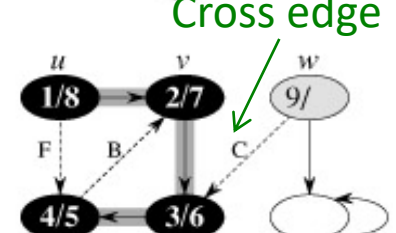
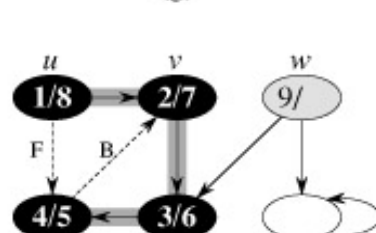
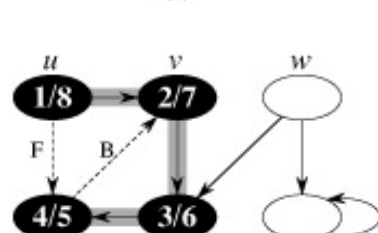
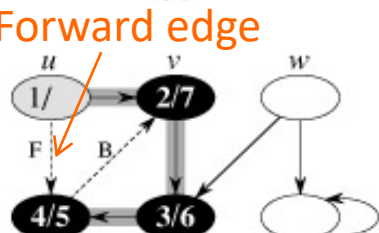
# Depth First Search (DFS): Example



Backward edge

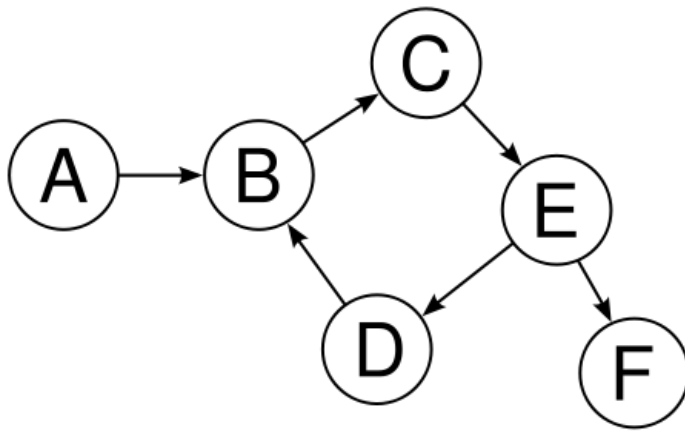


Cross edge

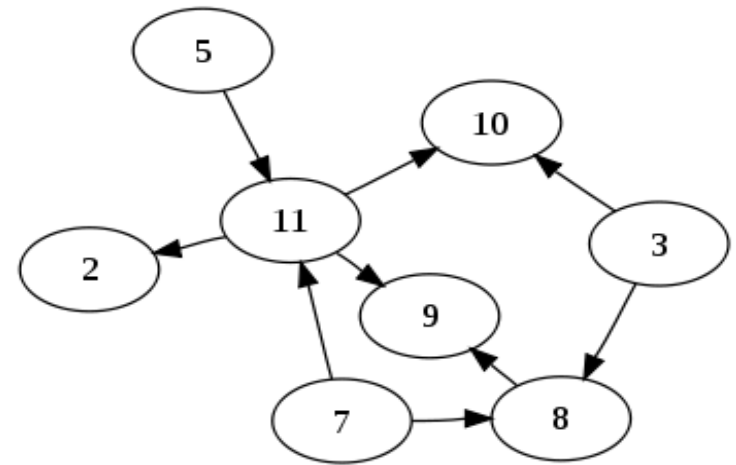


Backward edge

# Cycles in Graphs



**Cyclic graph (Graph containing cycles)**



**Acyclic graph (Graph without cycles)  
Called: Directed Acyclic Graph DAG**

- How to know if a graph has a cycle or not? What is the time complexity?***

# Cycles in Graphs (Cont'd)

- **Answer**
  - Perform DFS on the graph
  - If there are **backward edges** → there is a cycle
  - Otherwise → there are no cycles

# Topological Sort

# Topological Sort

- **Sorting technique over DAGs (Directed Acyclic Graphs)**
- **It creates a linear sequence (ordering) for the nodes such that:**
  - **If  $u$  has an outgoing edge to  $v \rightarrow$  then  $u$  must finish before  $v$  starts**
- **Very common in ordering jobs or tasks**

# Topological Sort Example

A job consists of 10 tasks with the following precedence rules:

Must start with 7, 5, 4 or 9.

Task 1 must follow 7.

Tasks 3 & 6 must follow both 7 & 5.

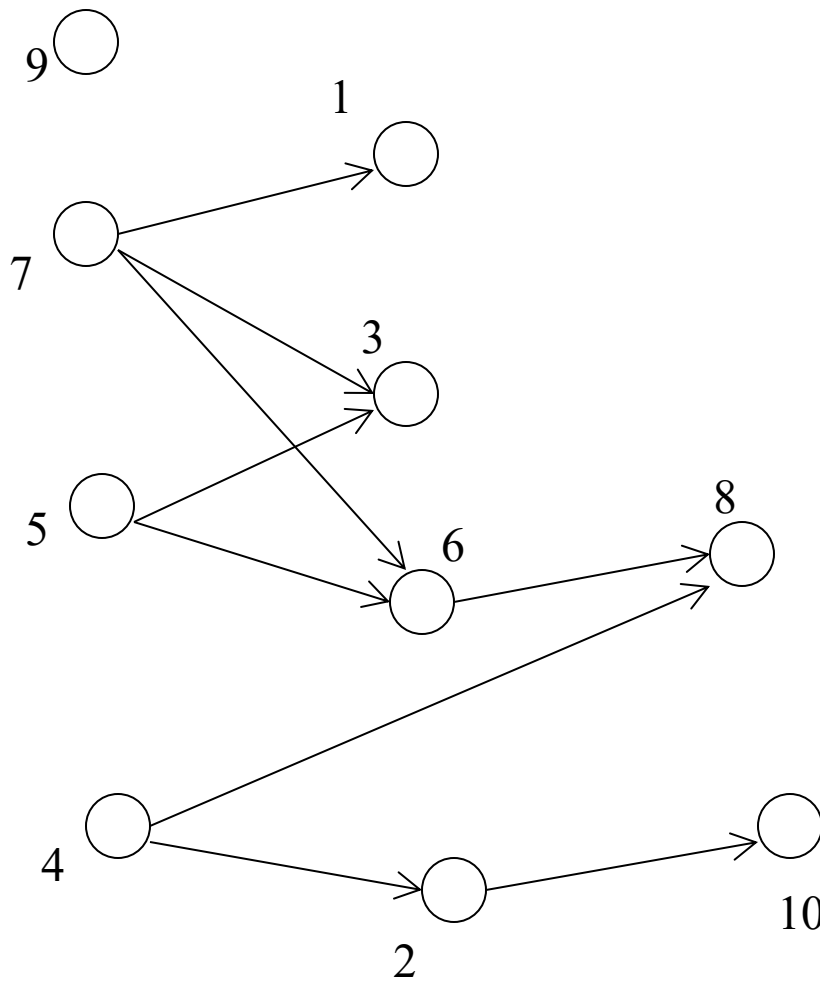
8 must follow 6 & 4.

2 must follow 4.

10 must follow 2.

**Make a directed graph and then do DFS.**



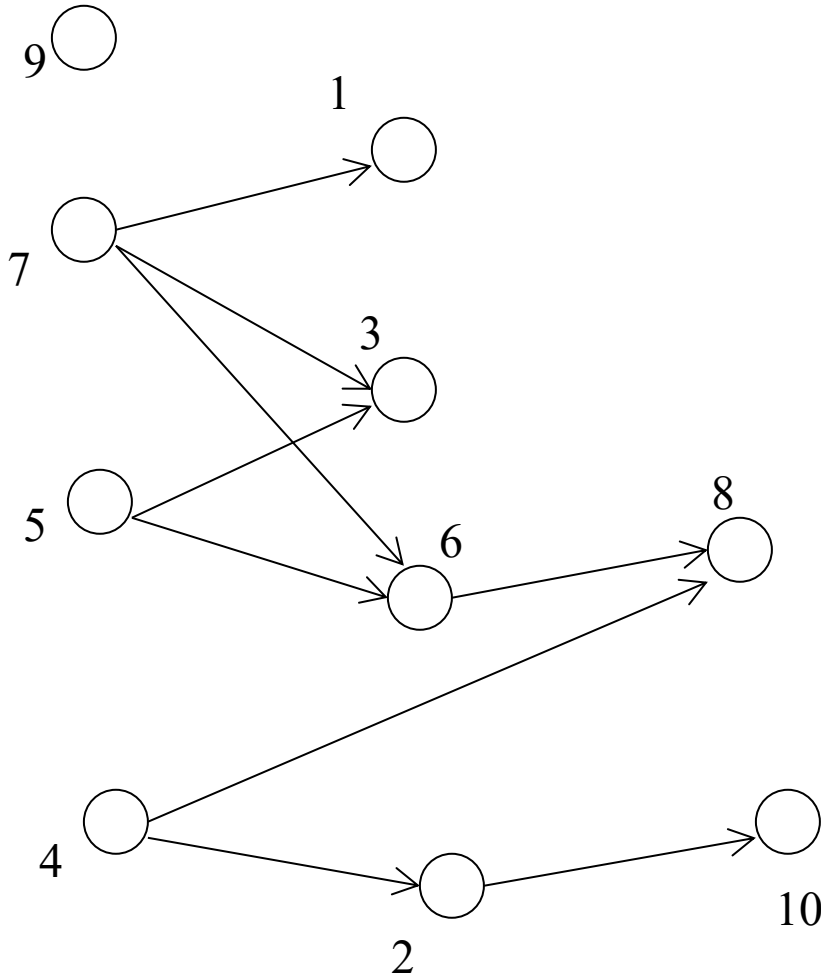


Tasks shown as a directed graph.

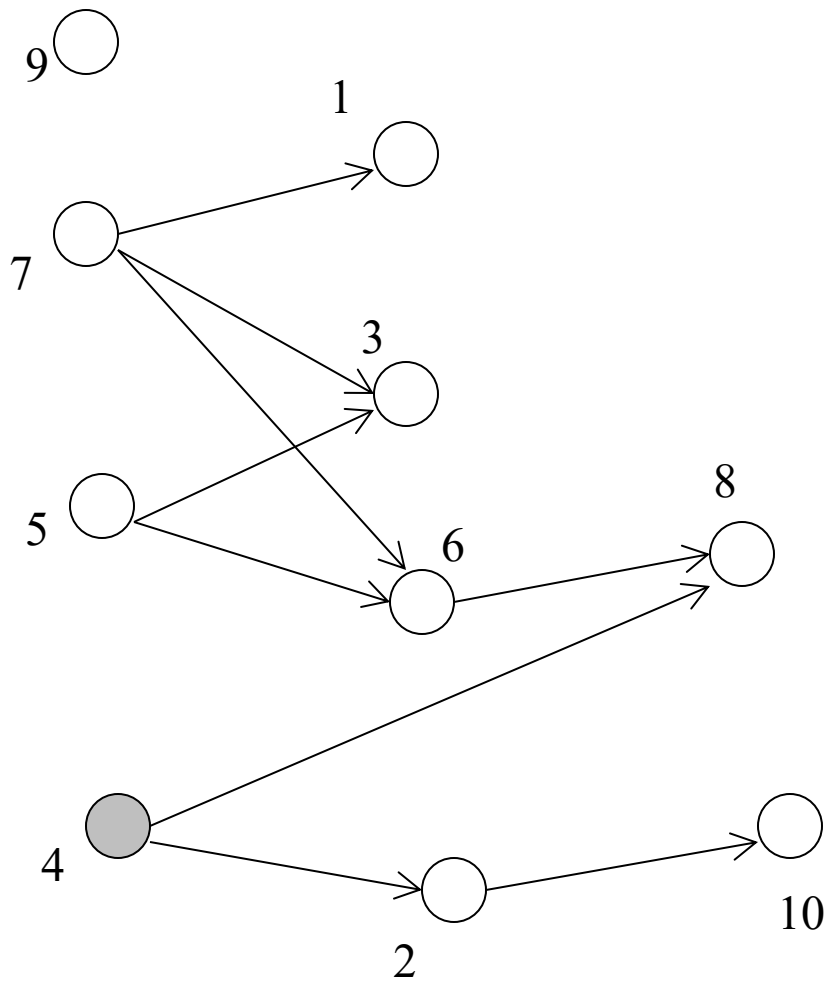
# Topological Sort using DFS

- To create a topological sort from a DAG
  - 1- Final linked list is empty
  - 2- Run DFS
  - 3- When a node becomes black (finishes) insert it to the top of a linked list

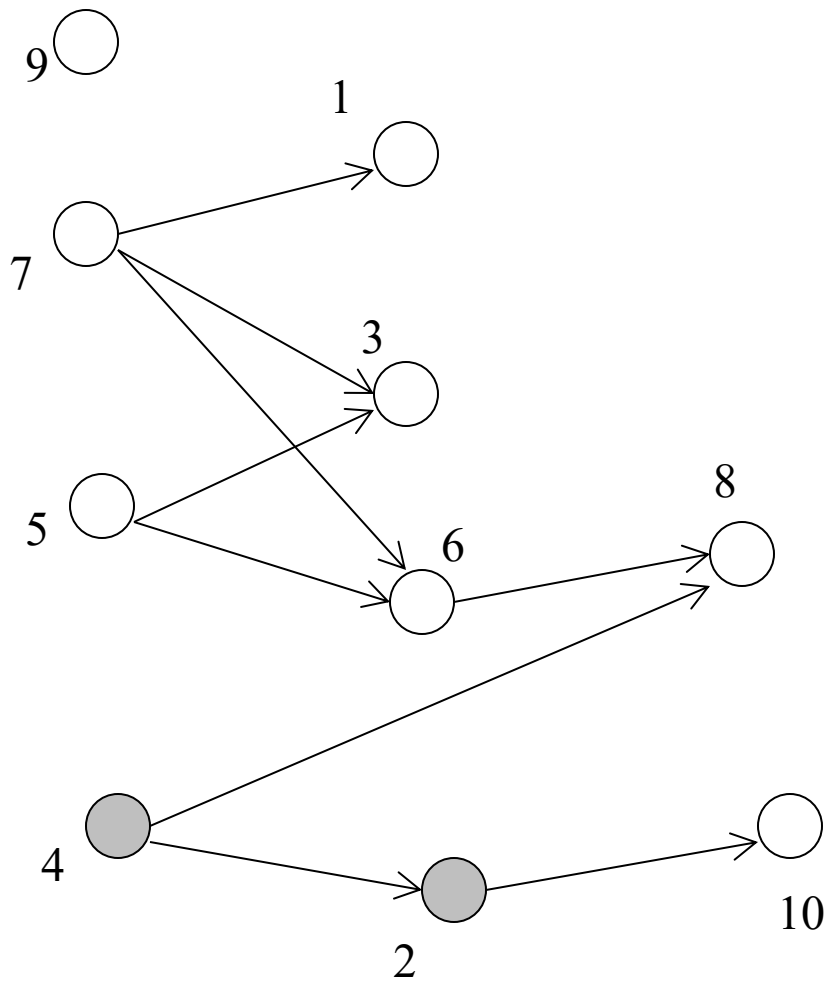
# Example



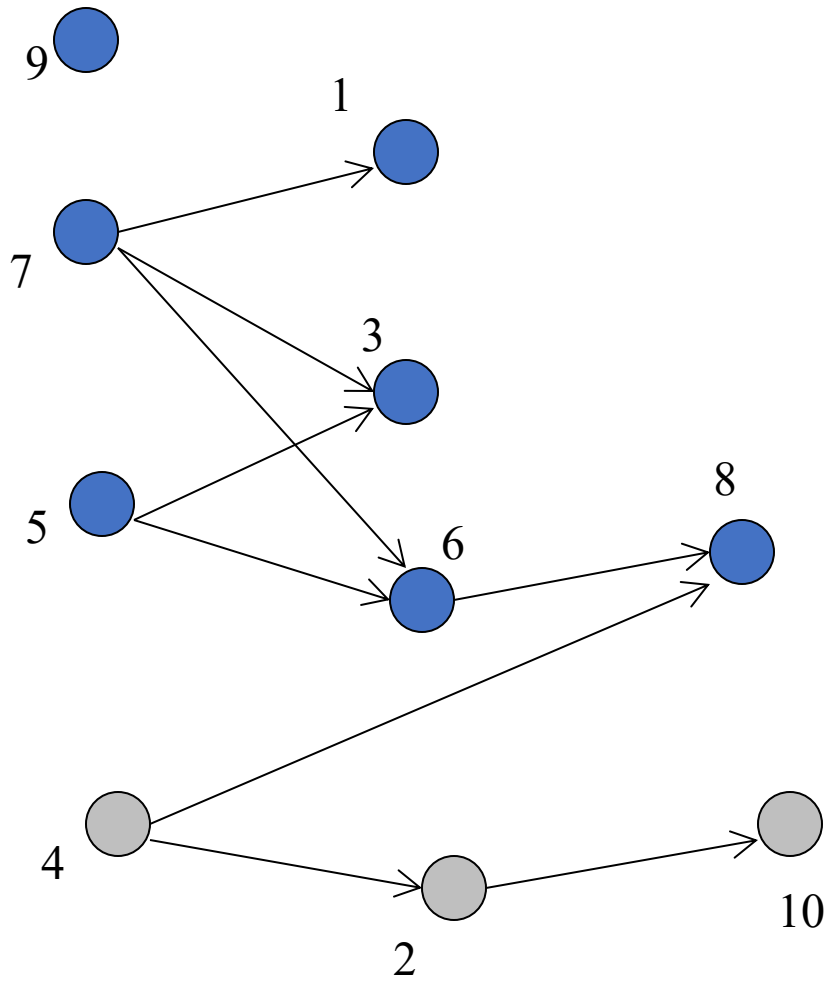
# Example



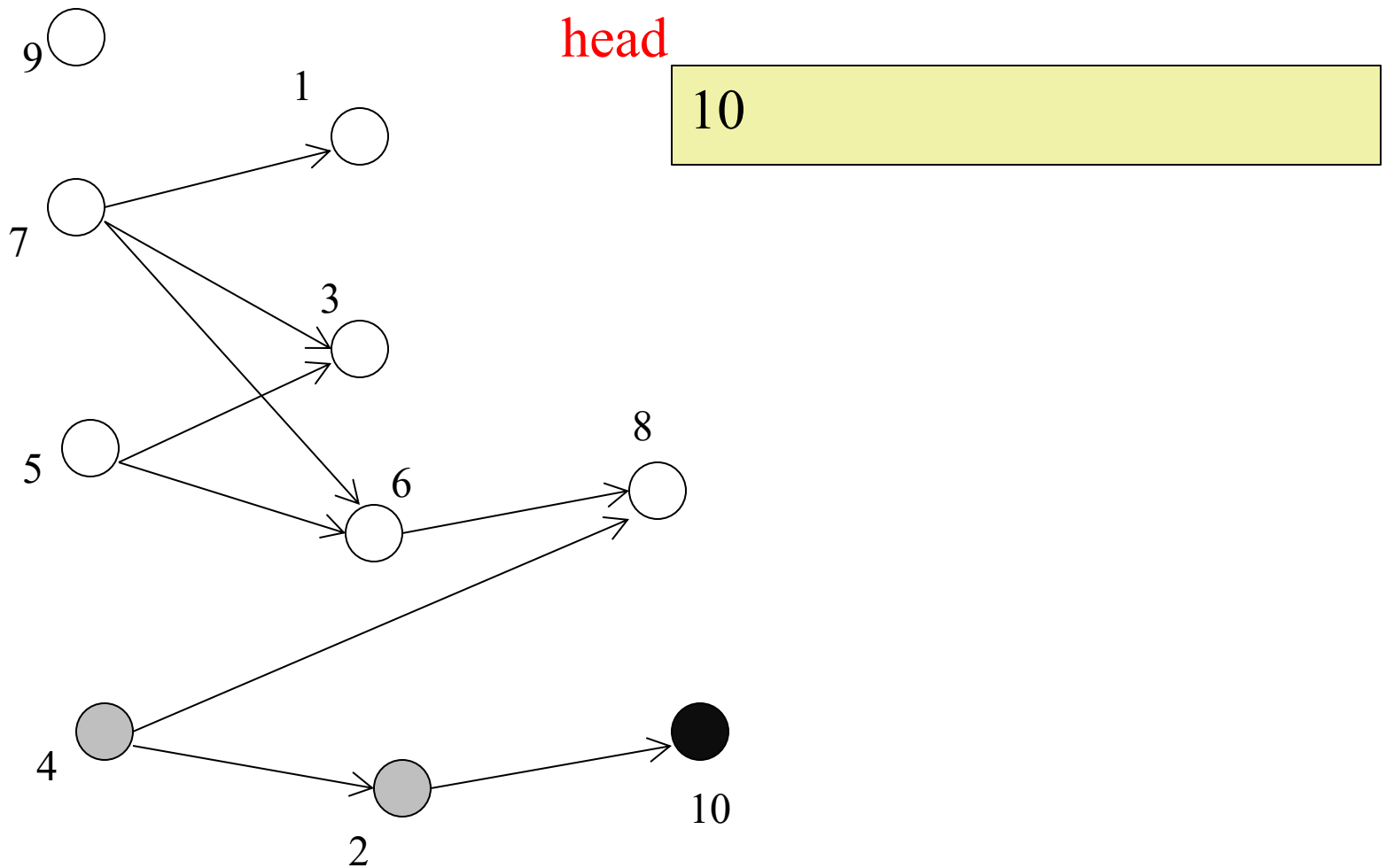
# Example



# Example

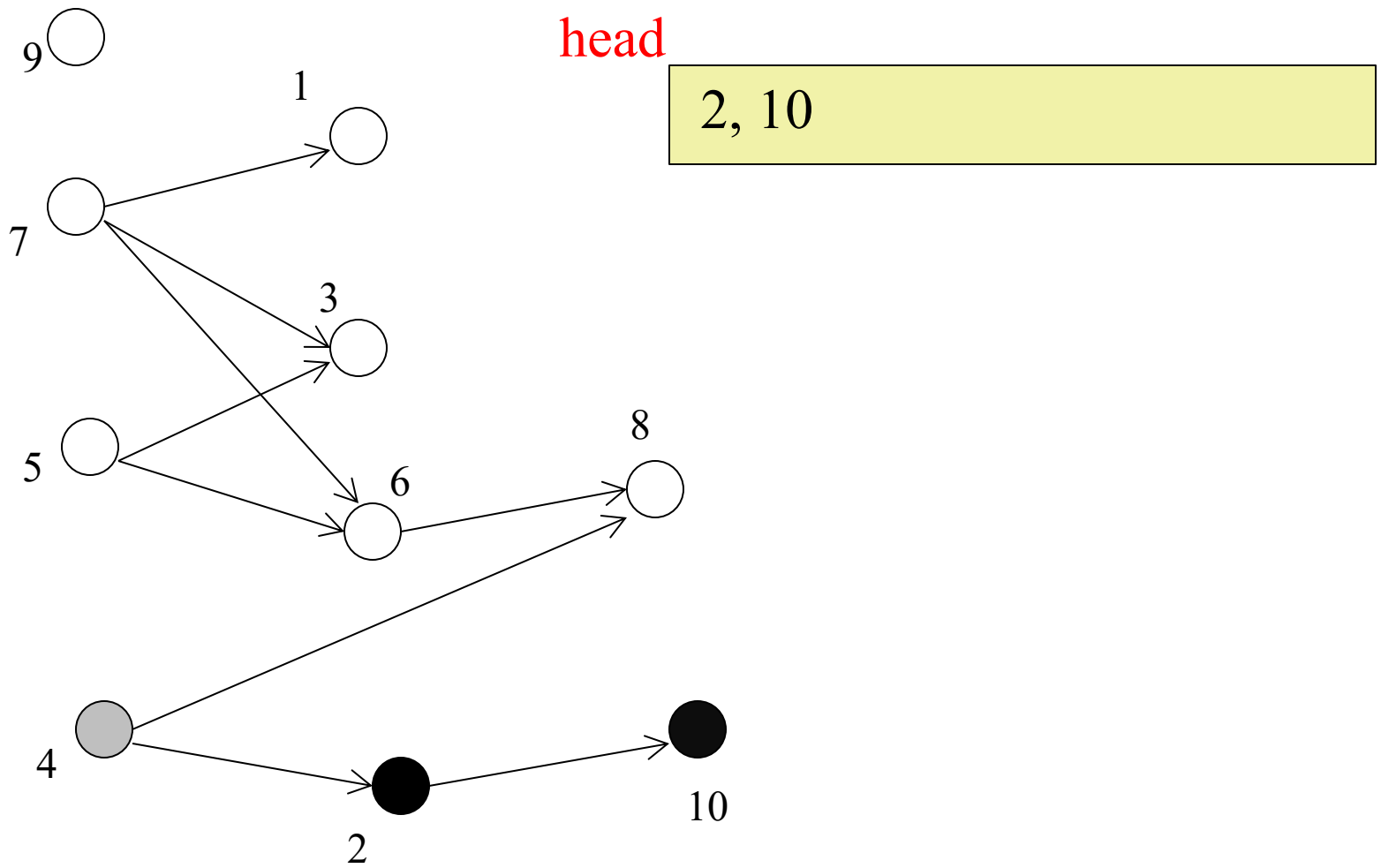


# Example



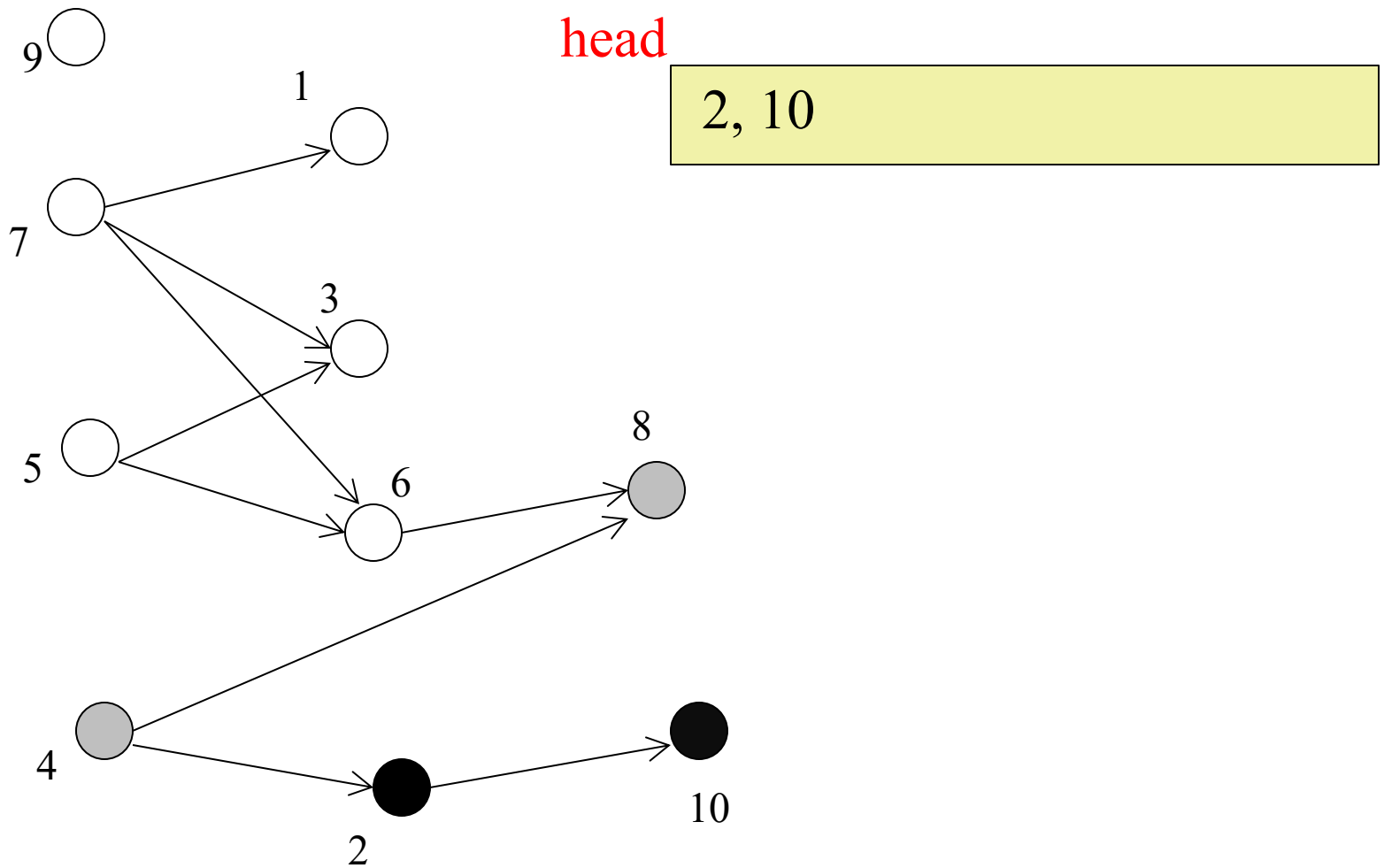
Note, you need a stack to run the DFS algorithm, that's not shown here. We only show the linked-list used for topological sort.

# Example

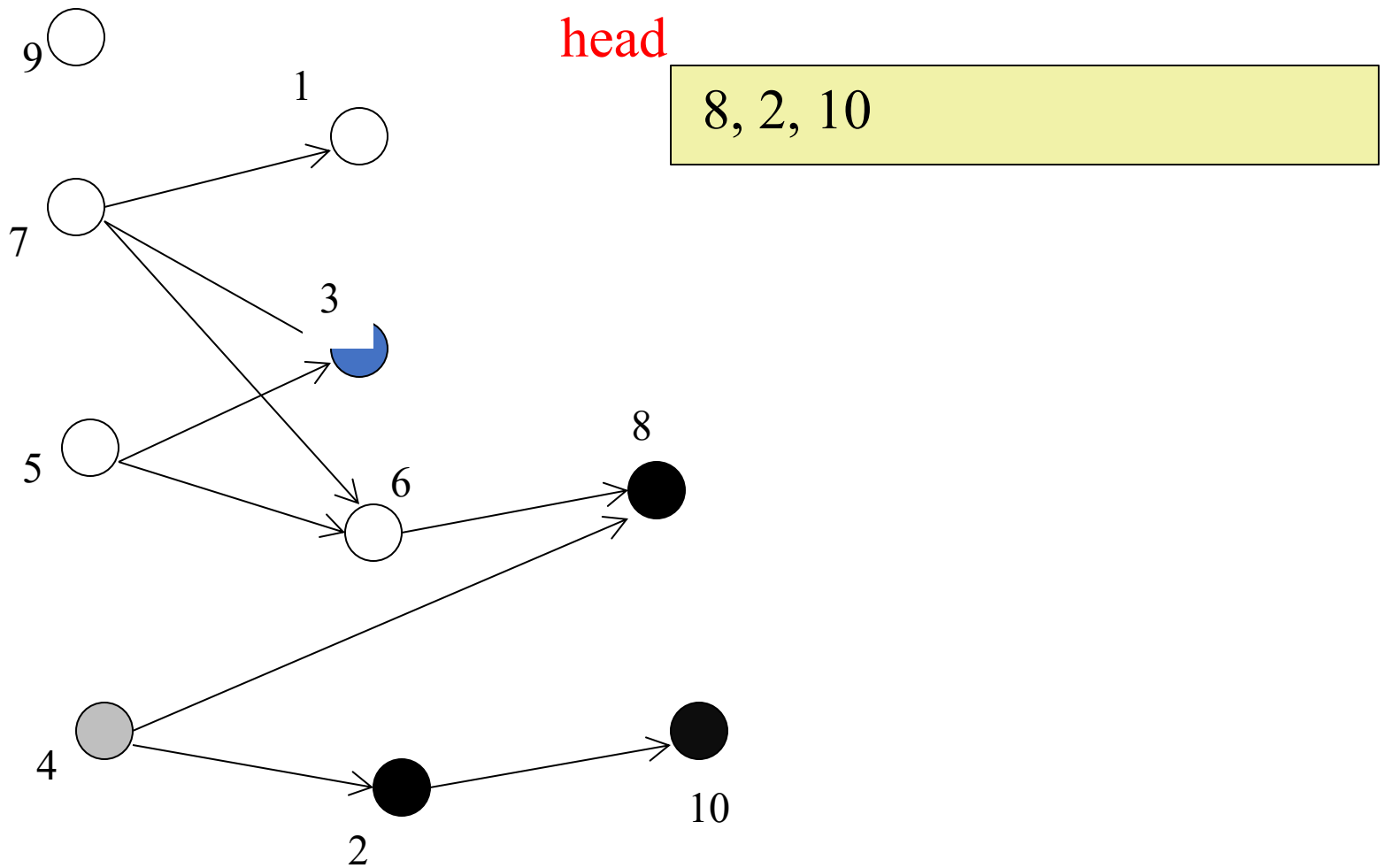




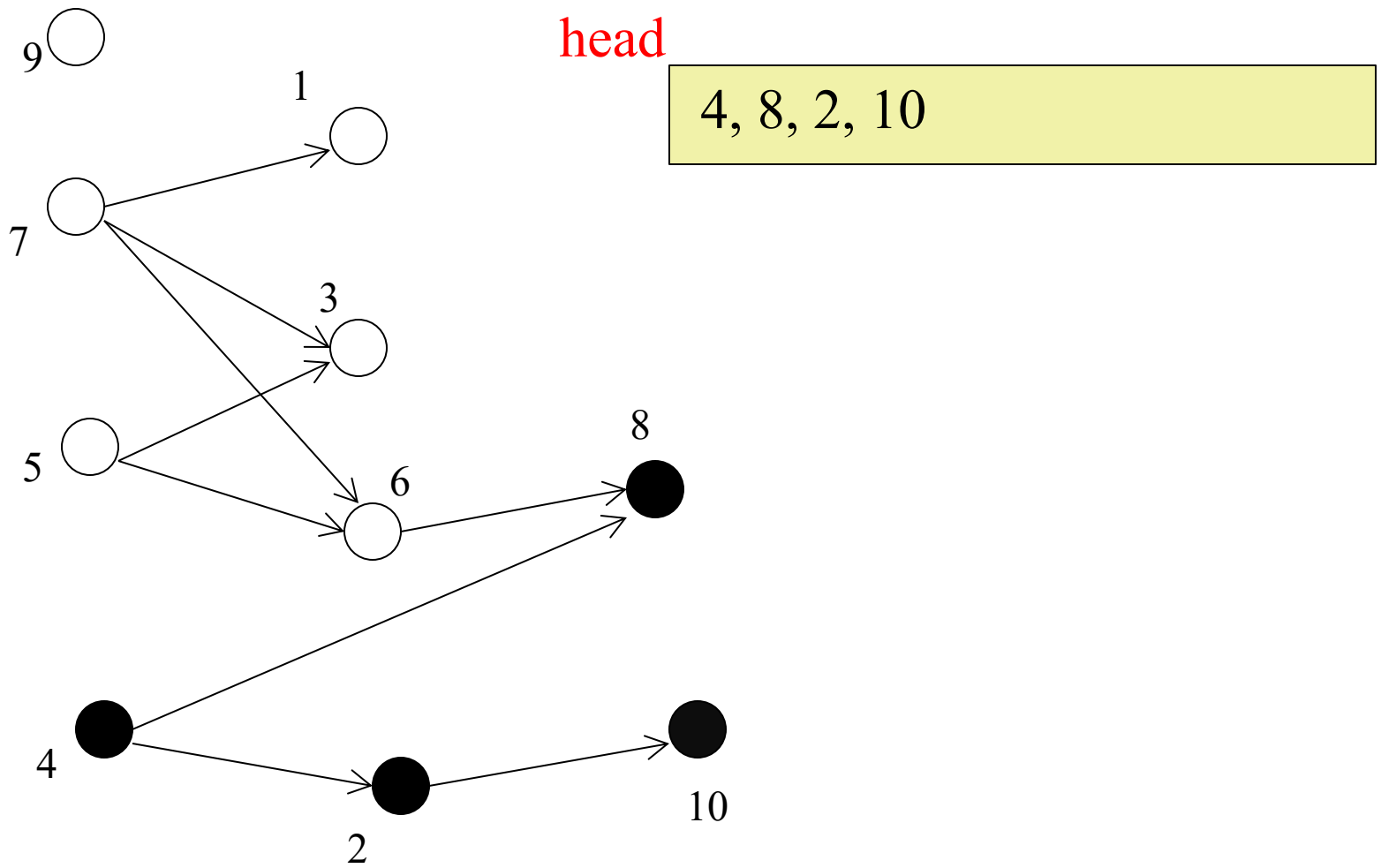
# Example



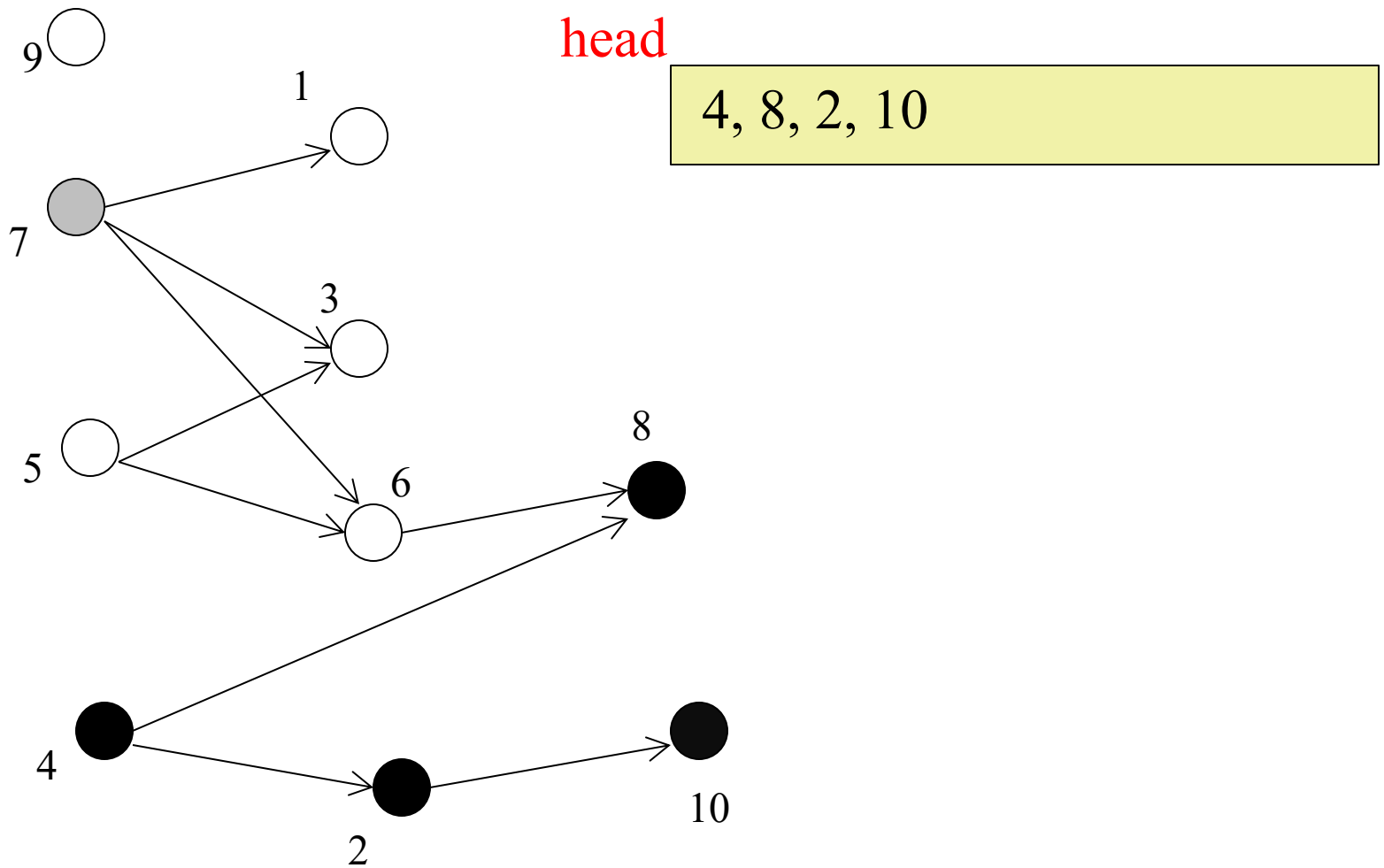
# Example



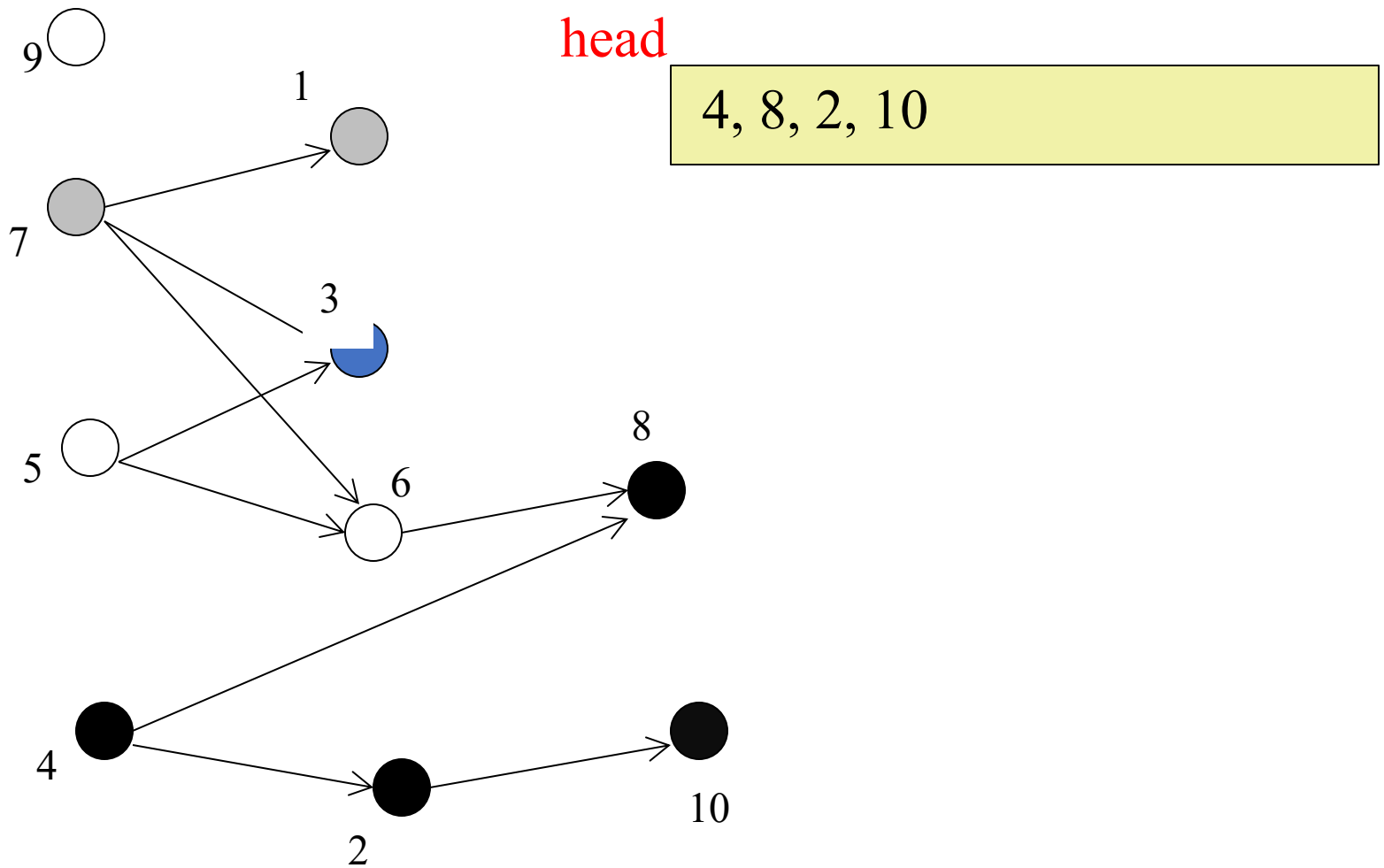
# Example



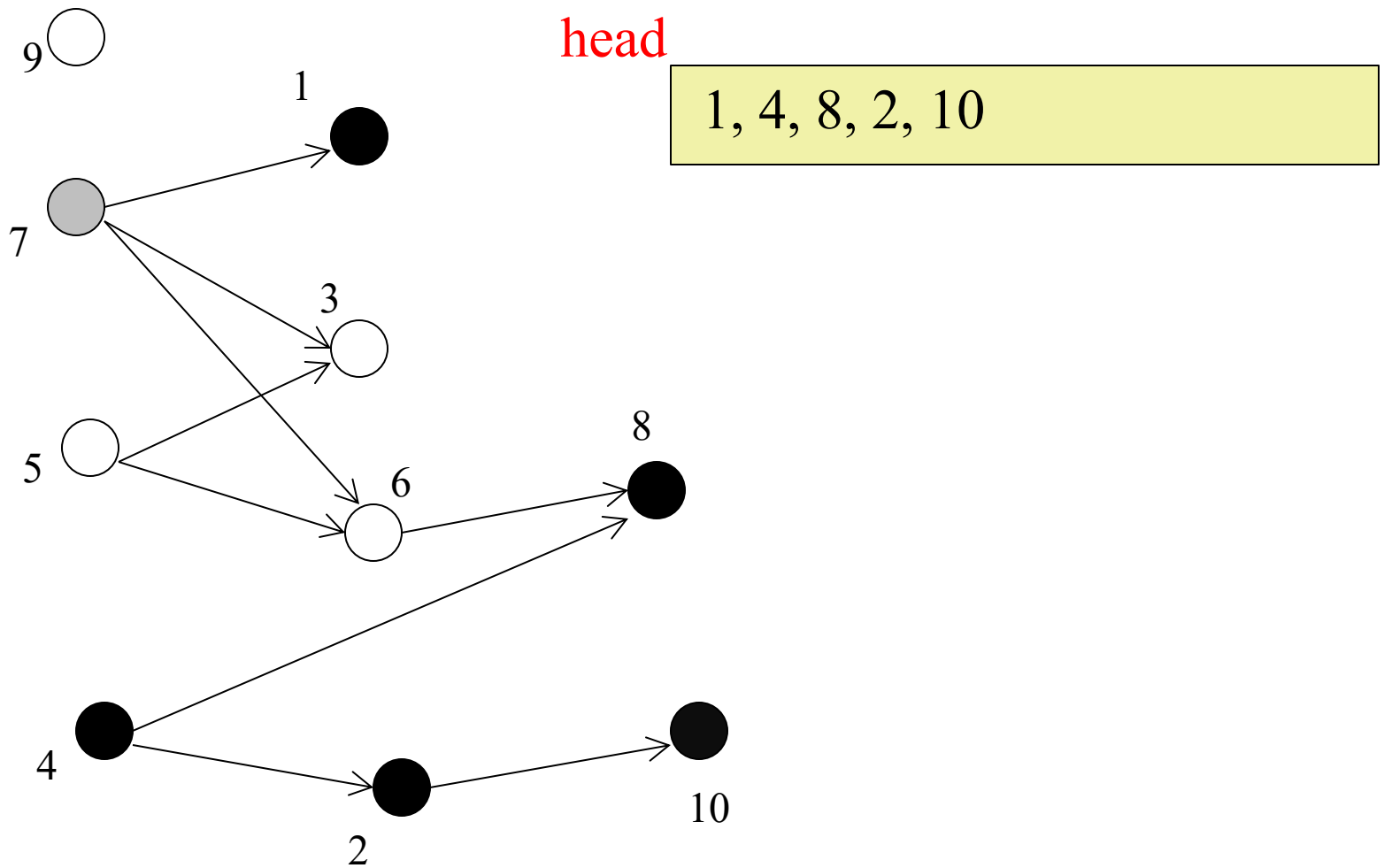
# Example



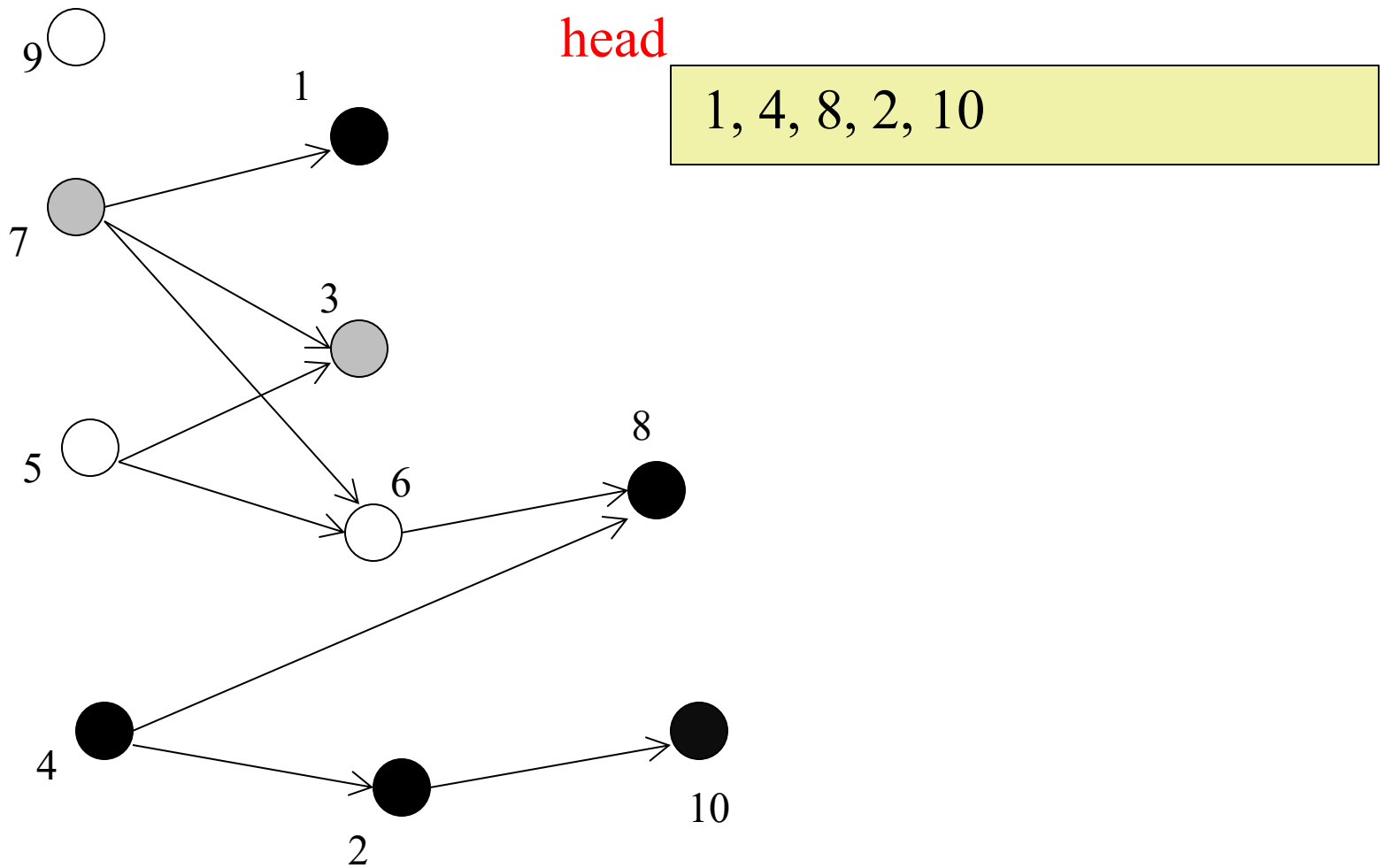
# Example



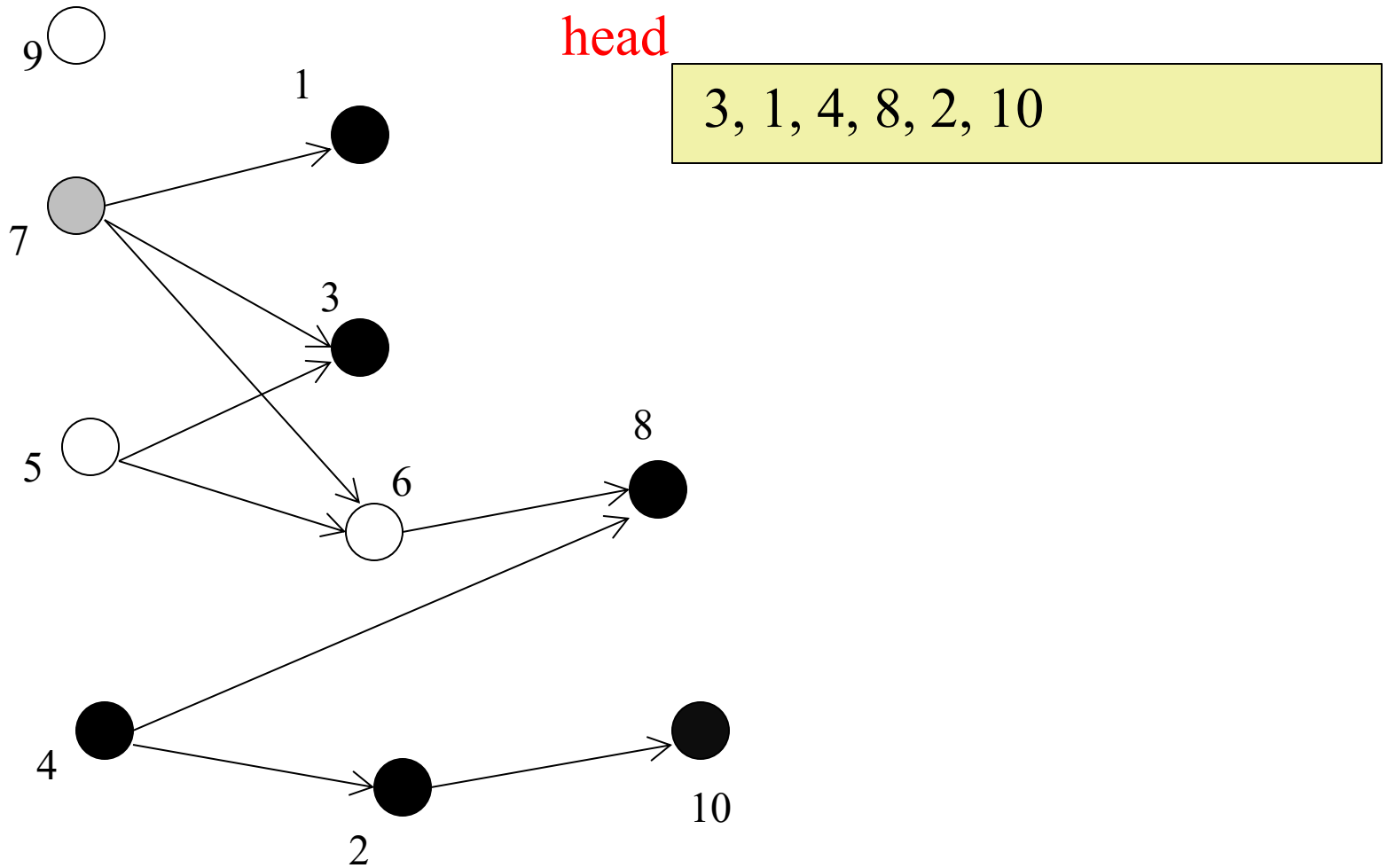
# Example



# Example

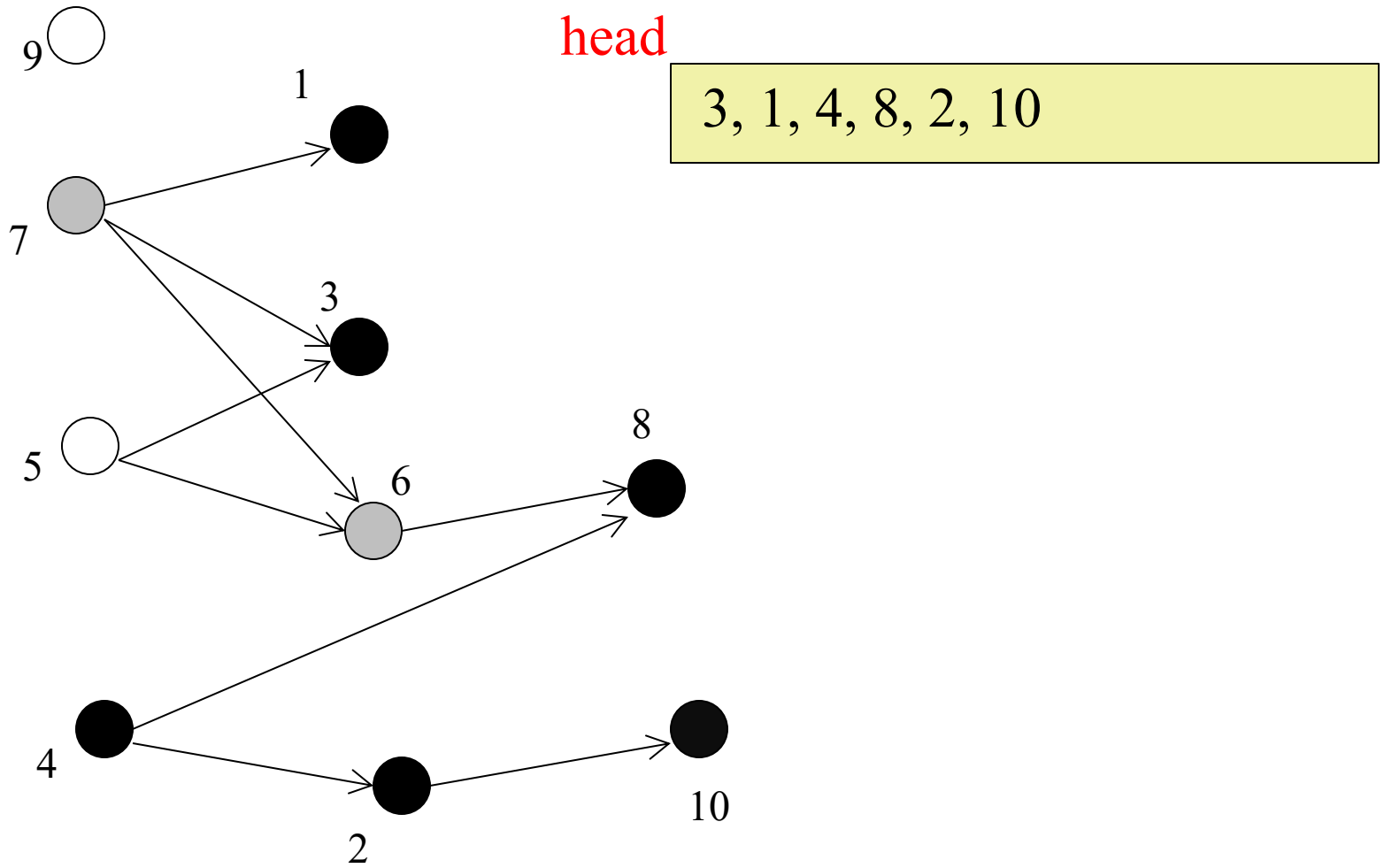


# Example

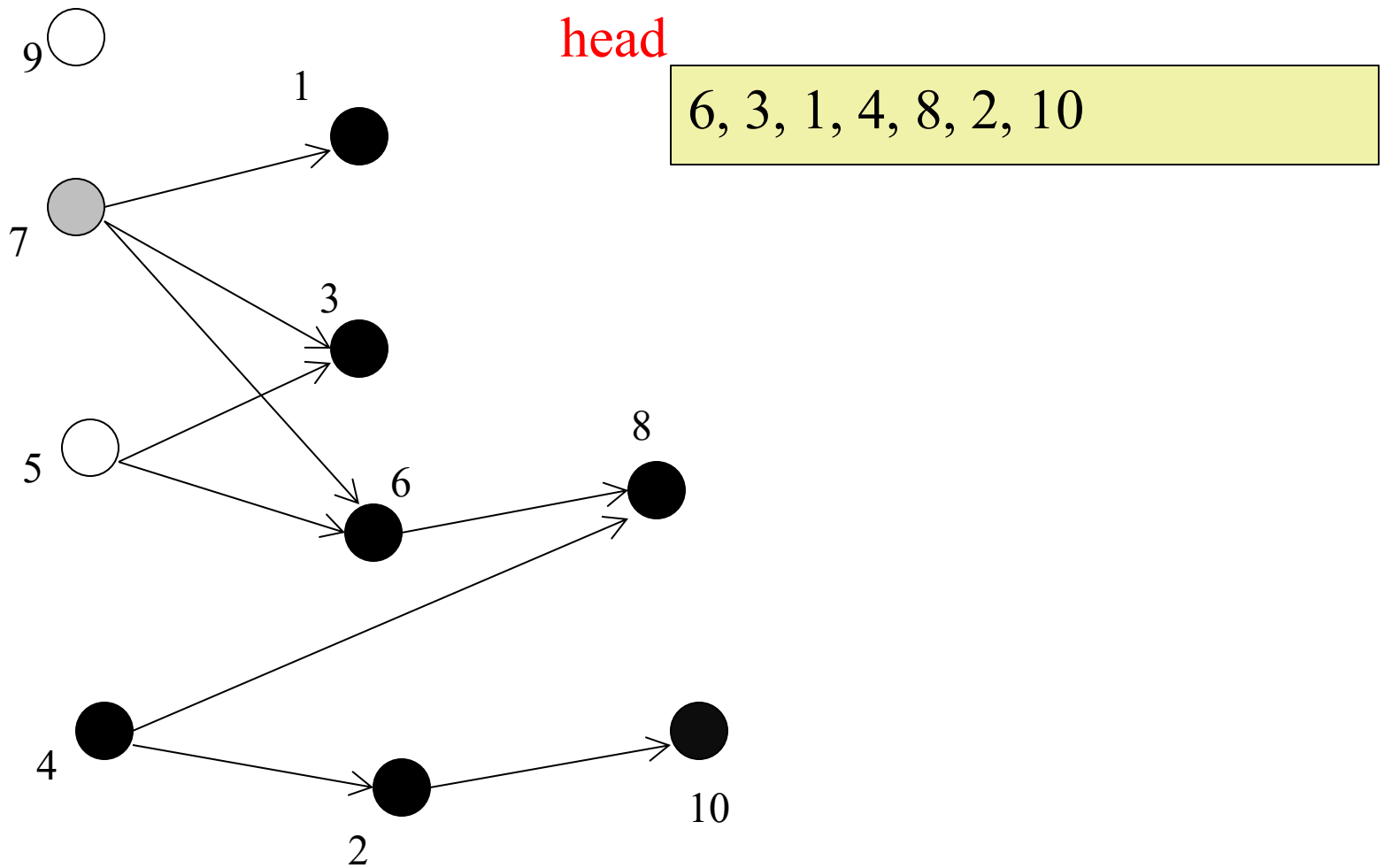




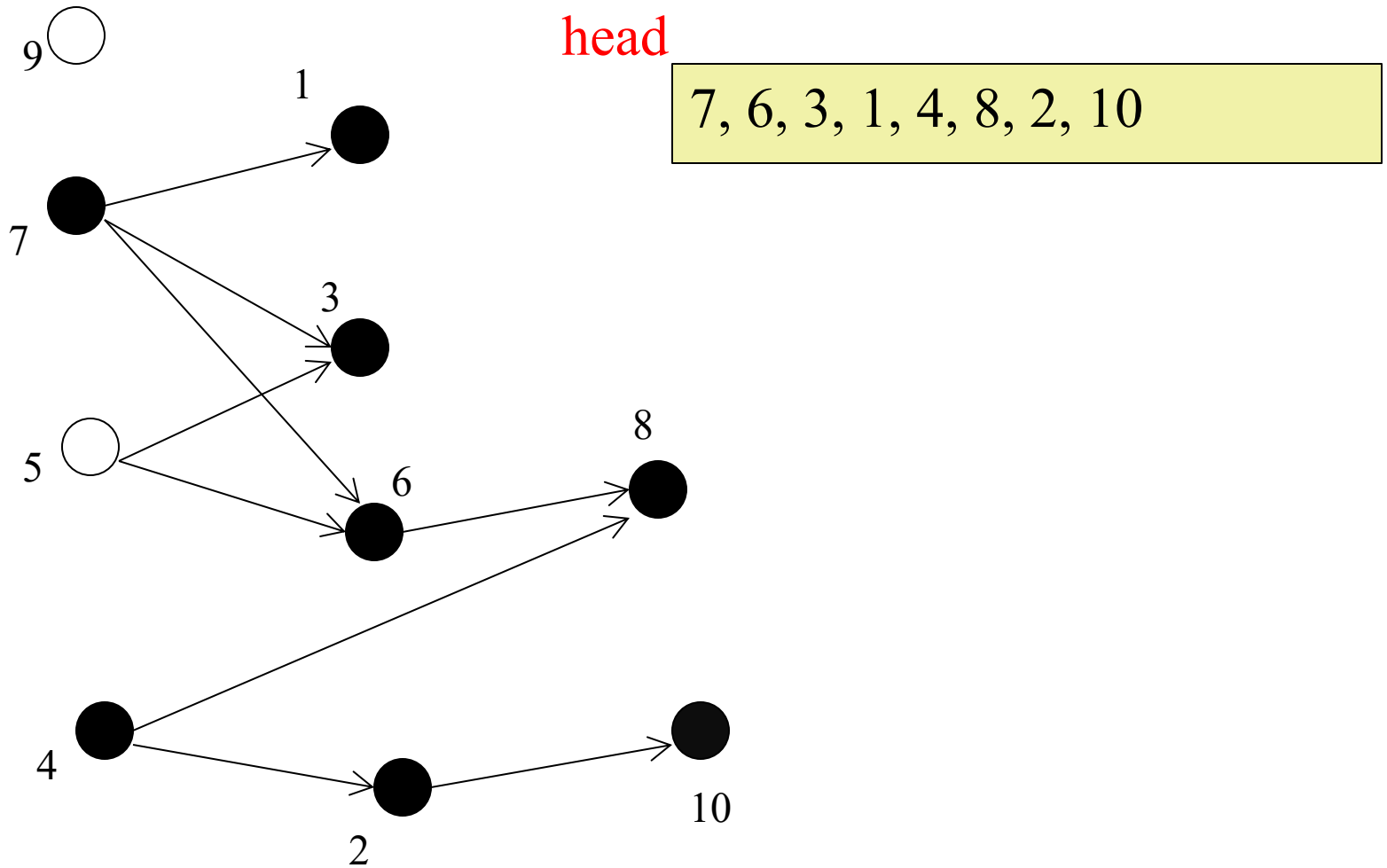
# Example



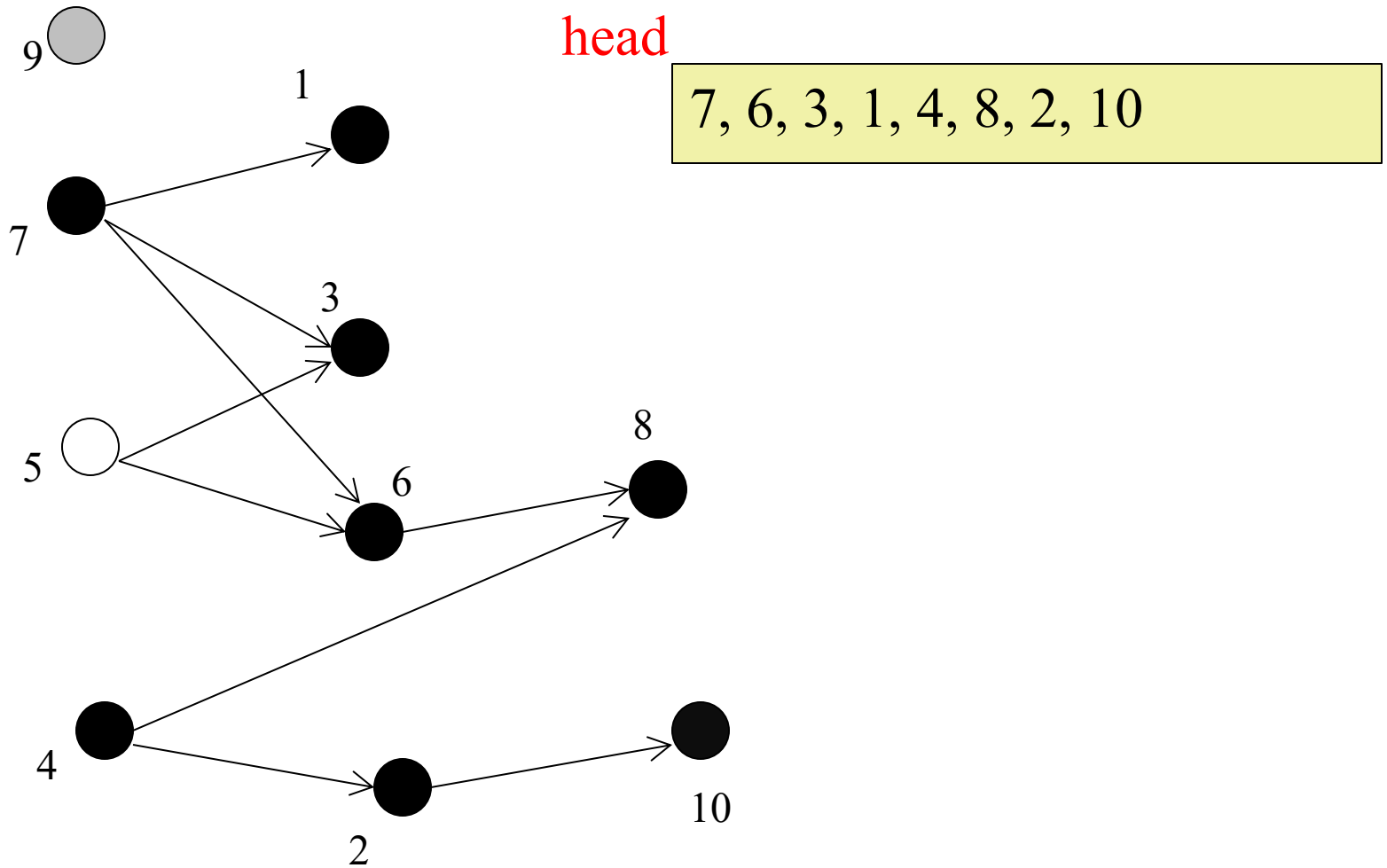
# Example



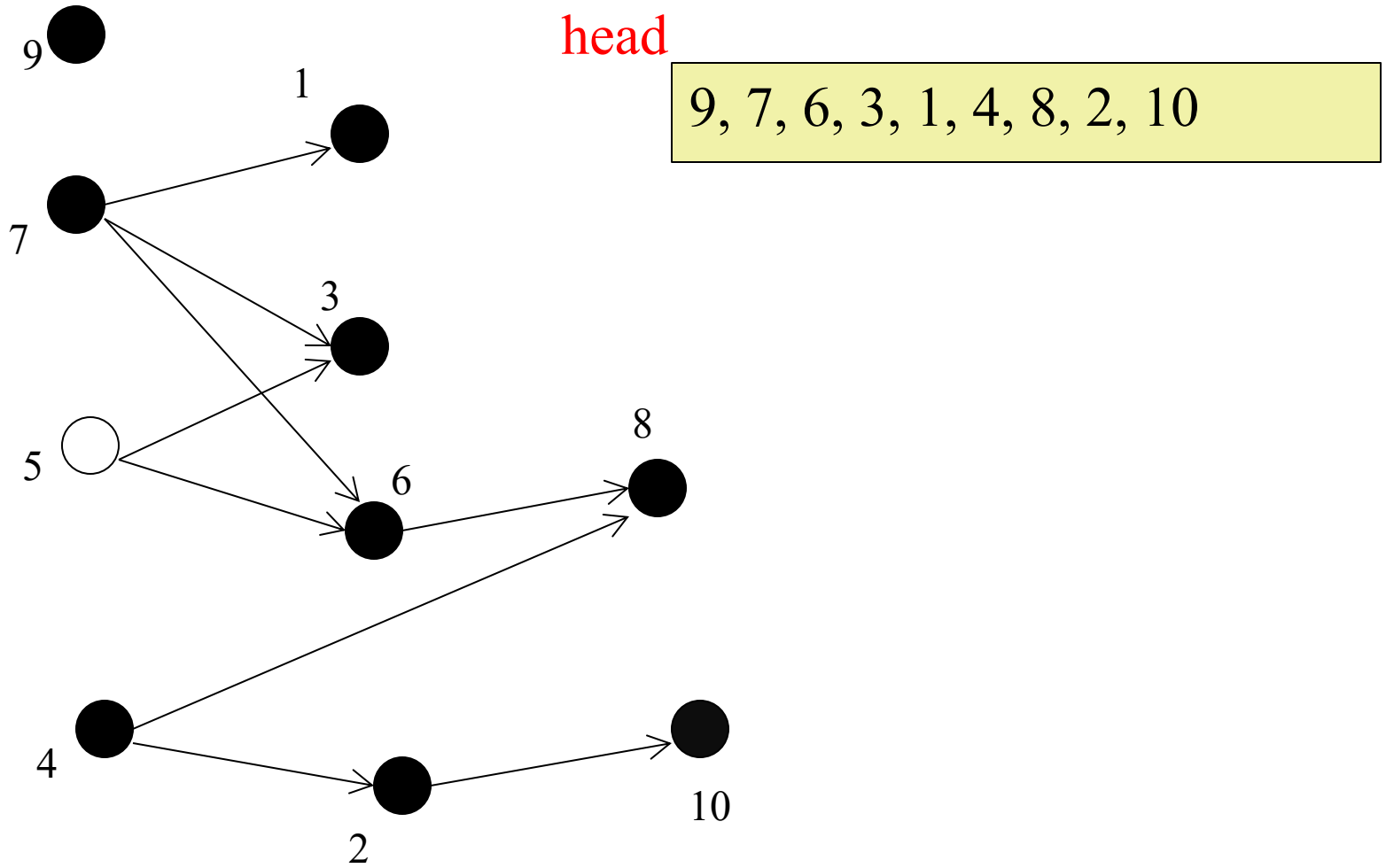
# Example



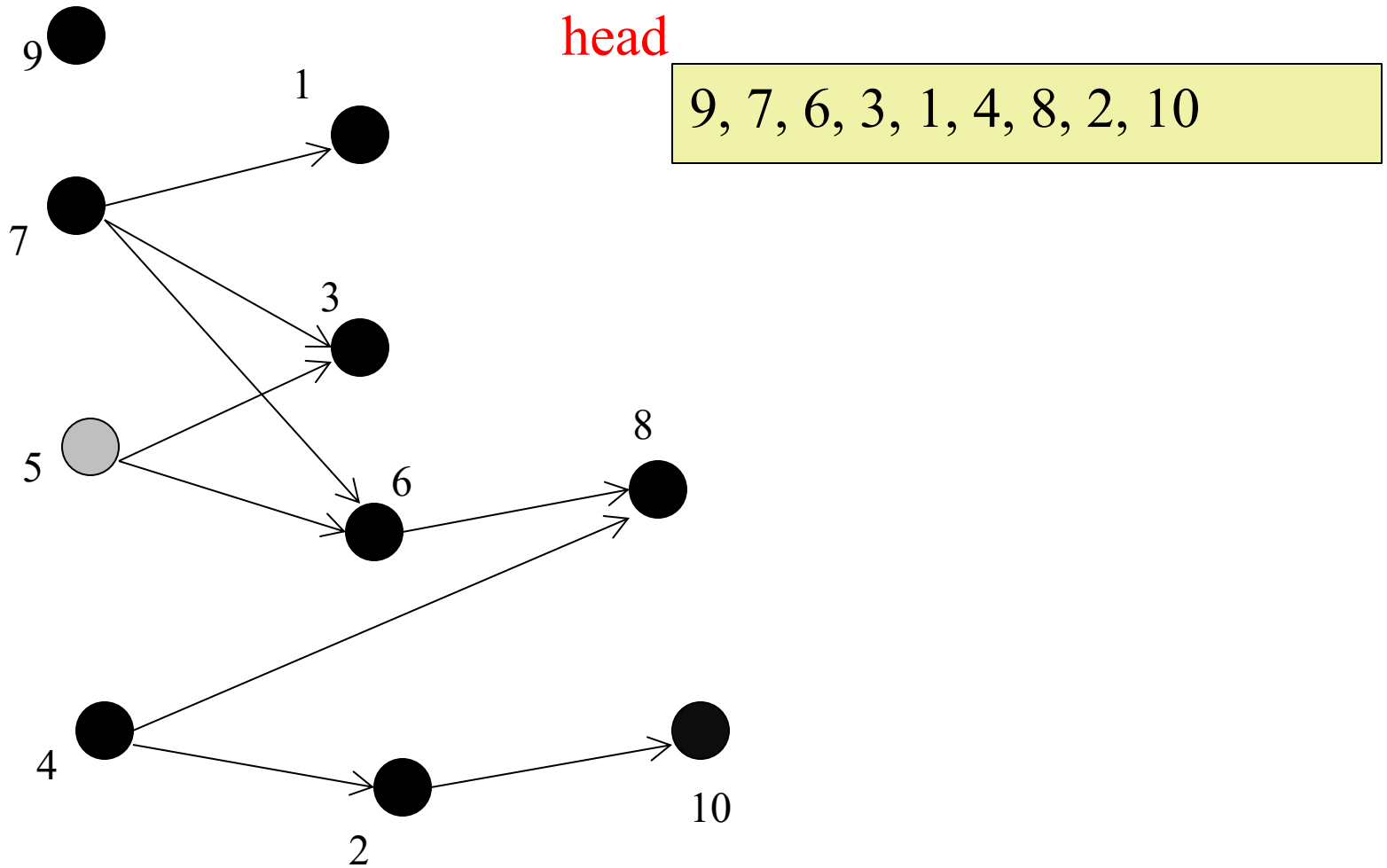
# Example



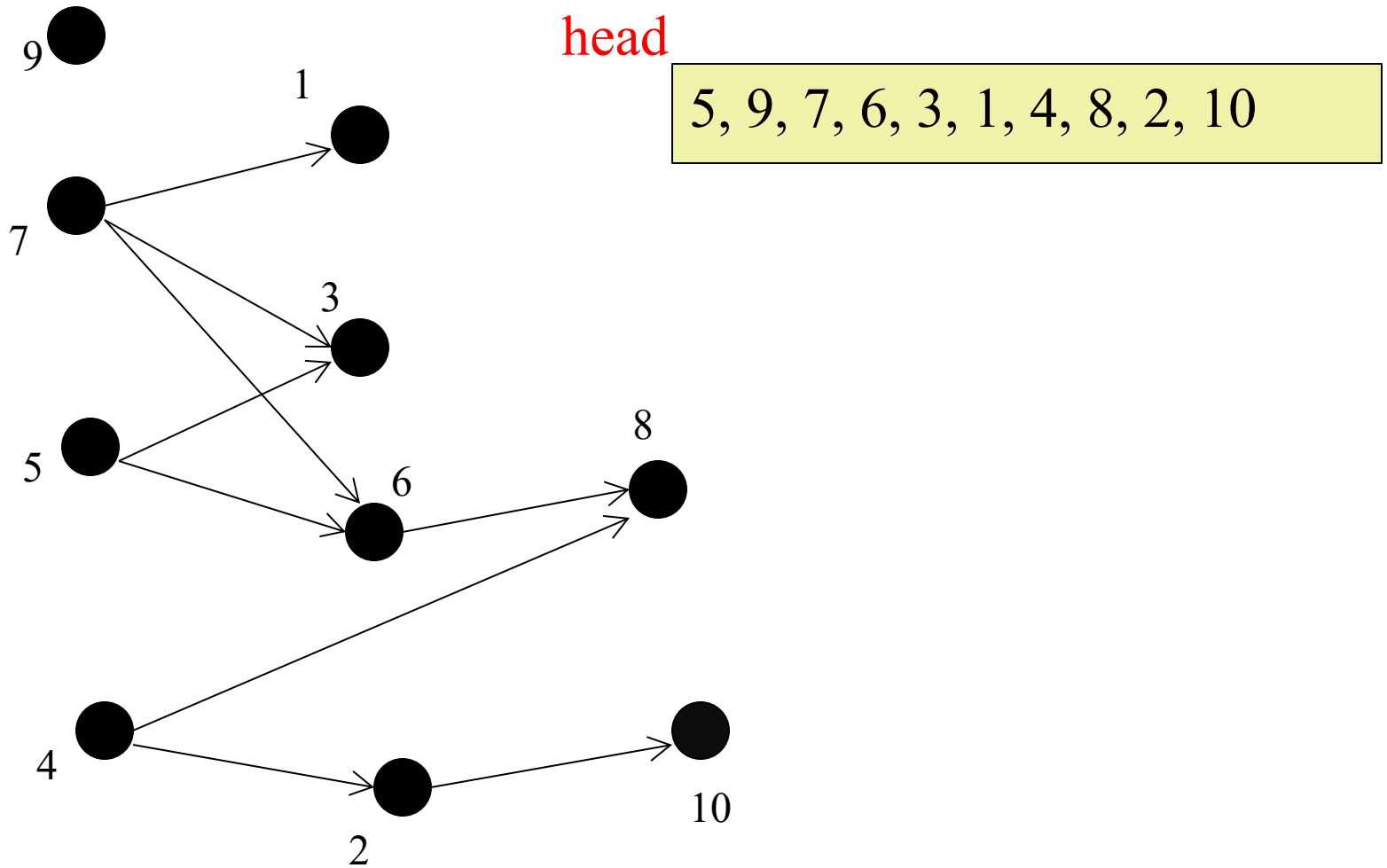
# Example



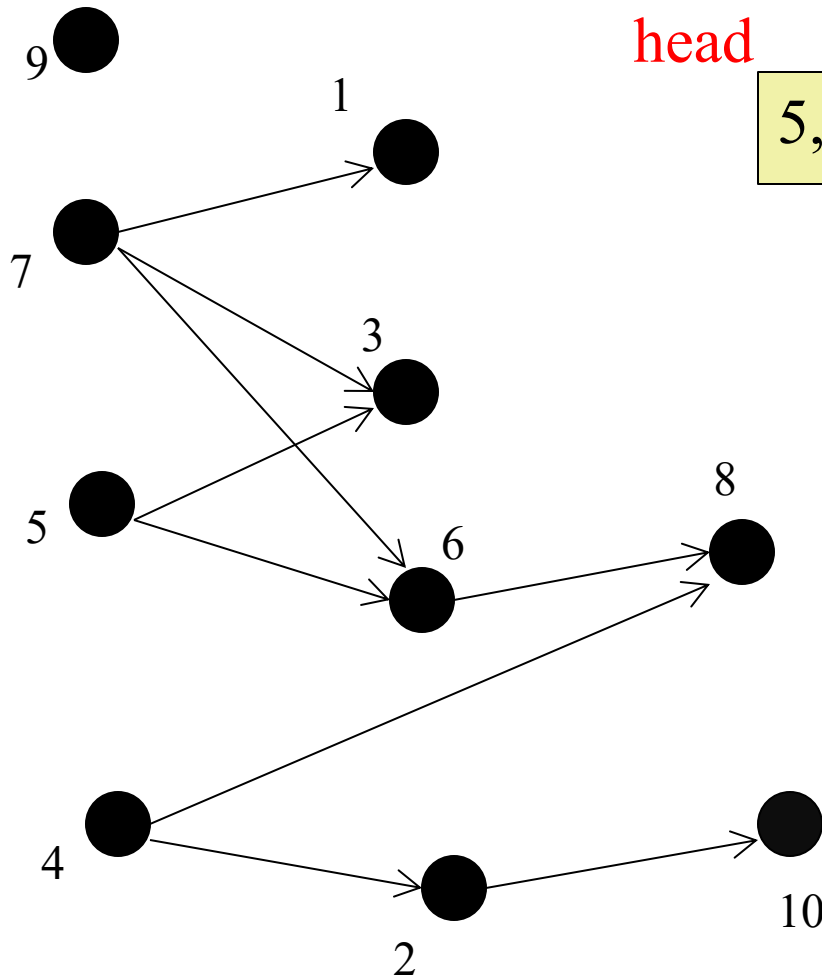
# Example



# Example



# Topological Sort: Summary



head

5, 9, 7, 6, 3, 1, 4, 8, 2, 10

The final order or jobs

Time complexity = DFS  
complexity  $O(V + E)$

**There can be many  
orders that meet the  
requirements**



# Quiz 5 next Tuesday

- Quiz 5 will be held next Nov 26
- The quiz will primarily focus on Graph algorithms covered BFS and DFS
- My office hours at 1pm today is cancelled.



*That's all Folks!*  
*Any Question?*