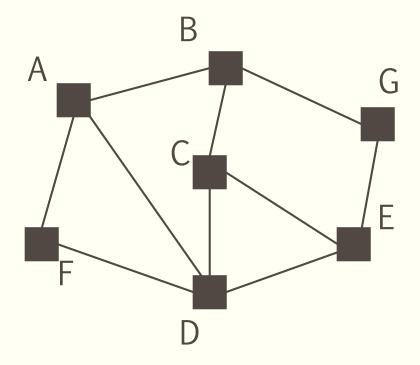
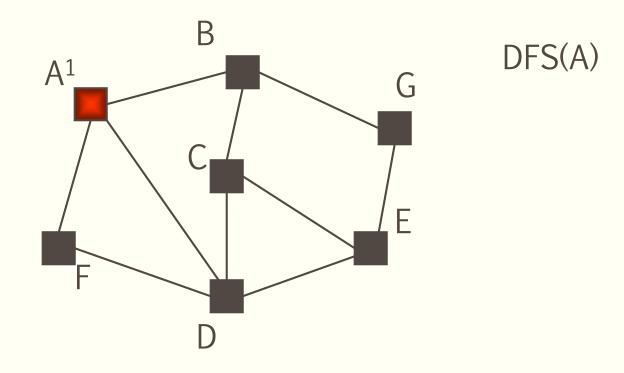
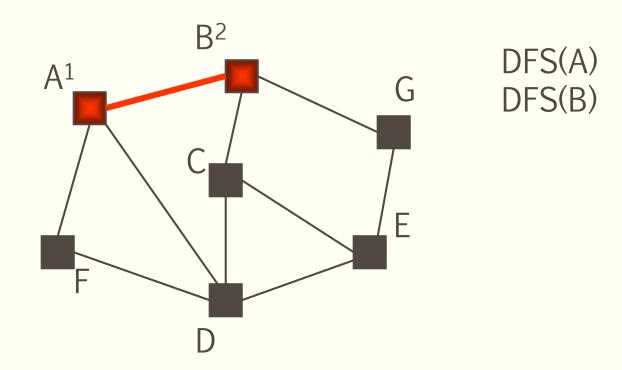
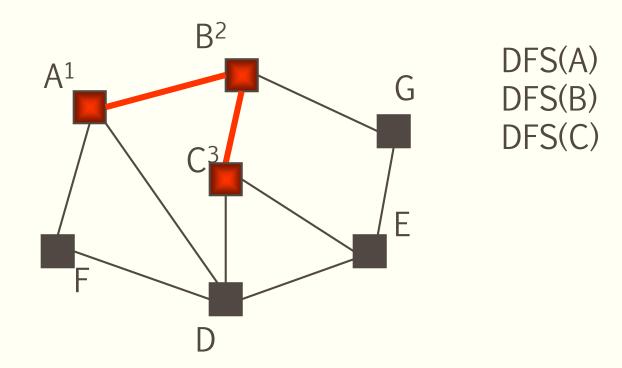
#### LECTURE 07 – DEPTH FIRST SEARCH

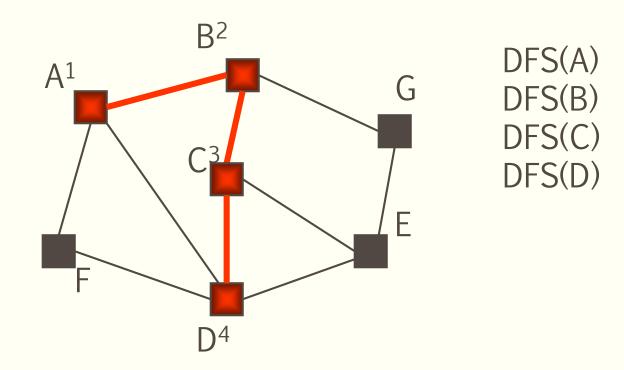
Paul Doliotis (PhD) Adjunct Assistant Professor Portland State University

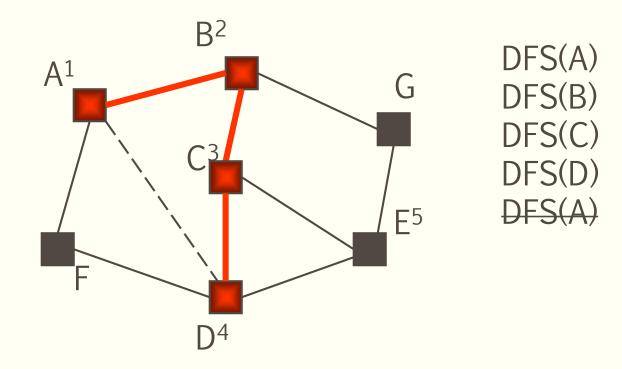


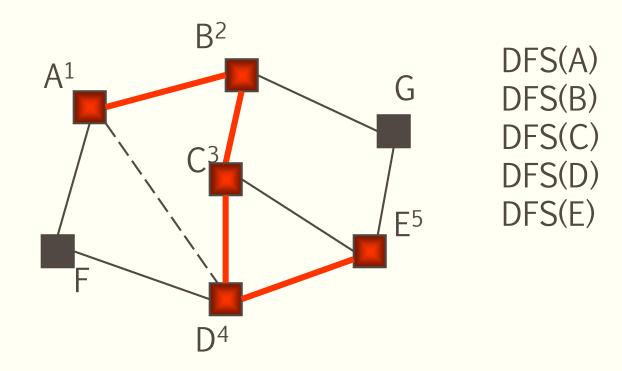


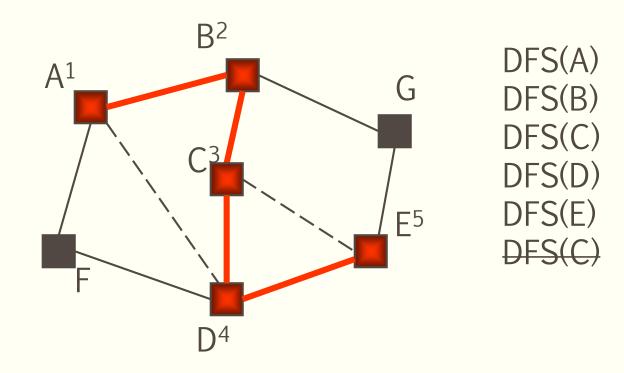




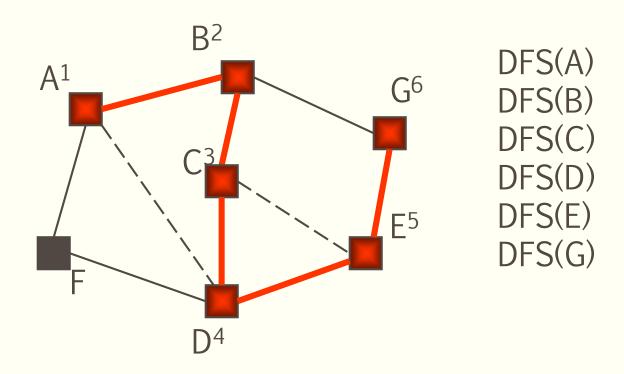


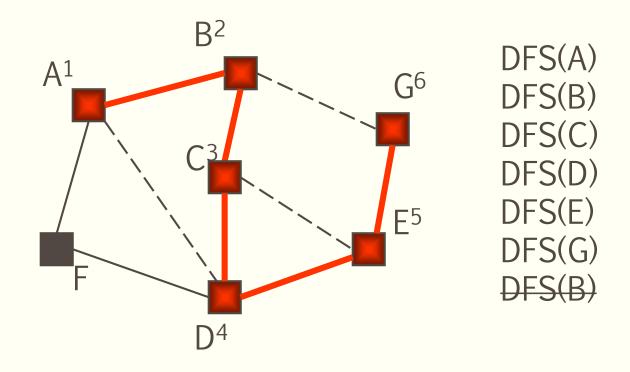


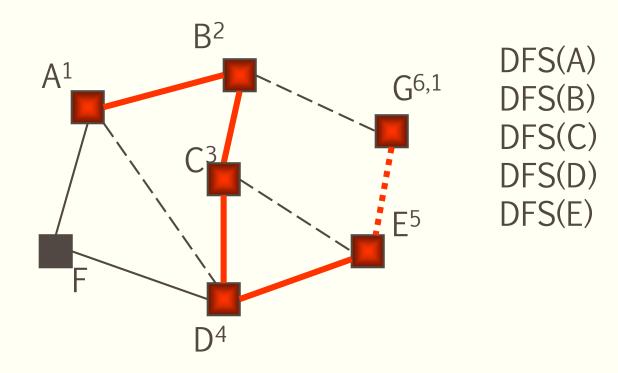


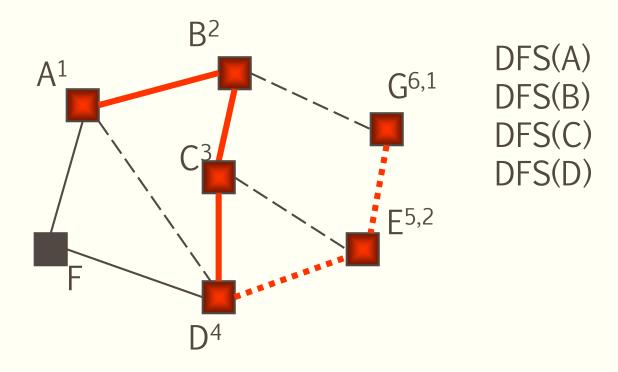


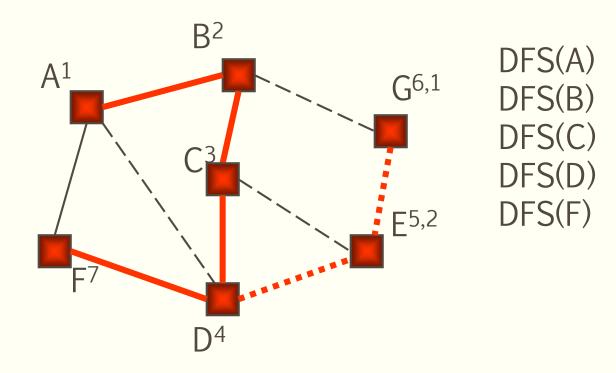
Black edges are called "Back edges", because it connects vertex to an anchestor

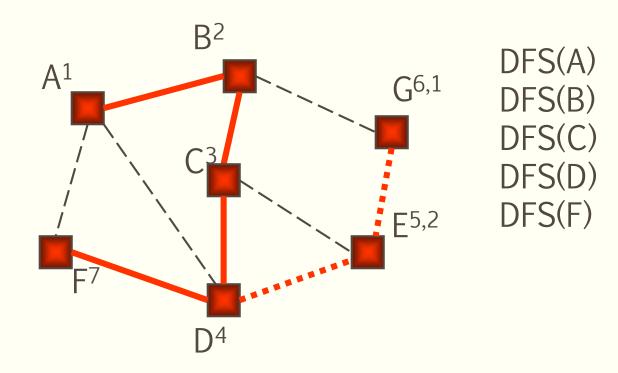


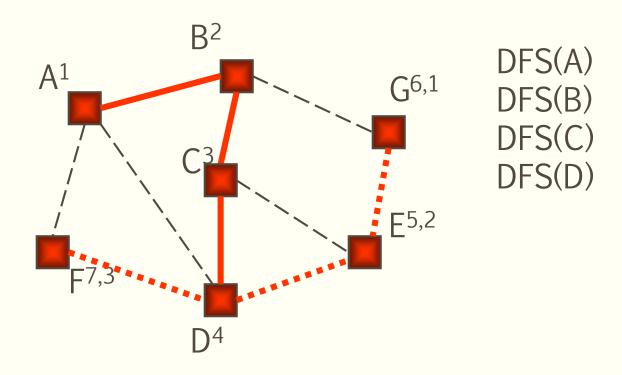


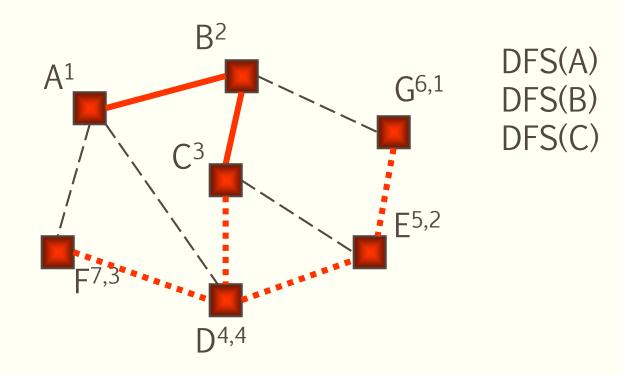


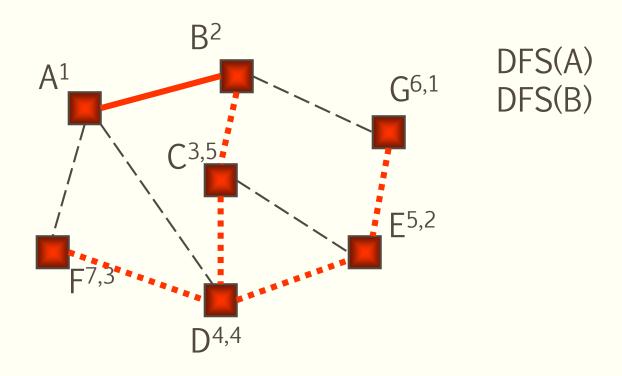


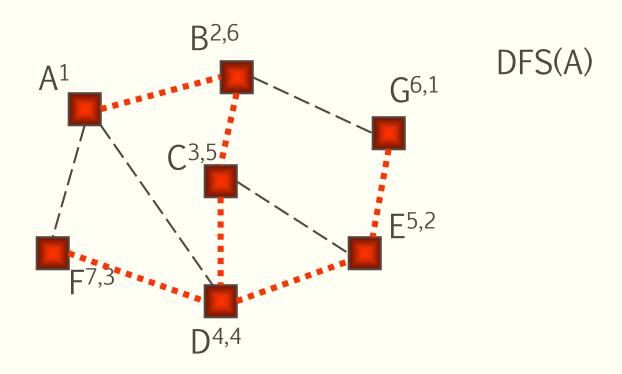


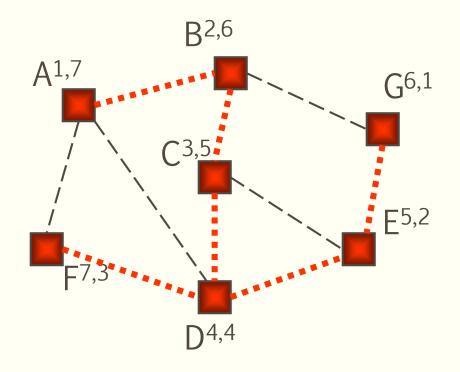




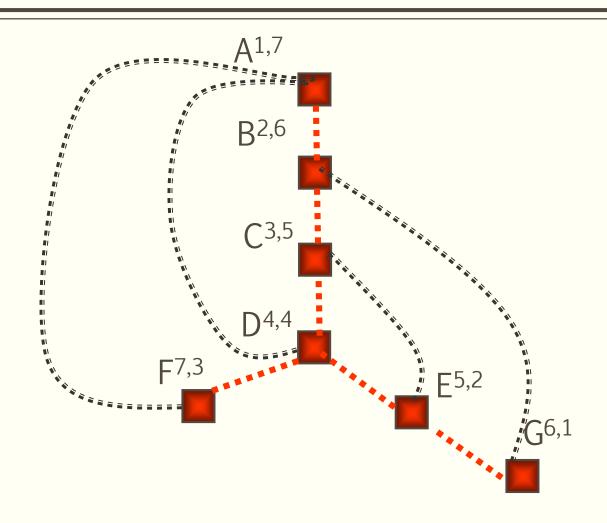


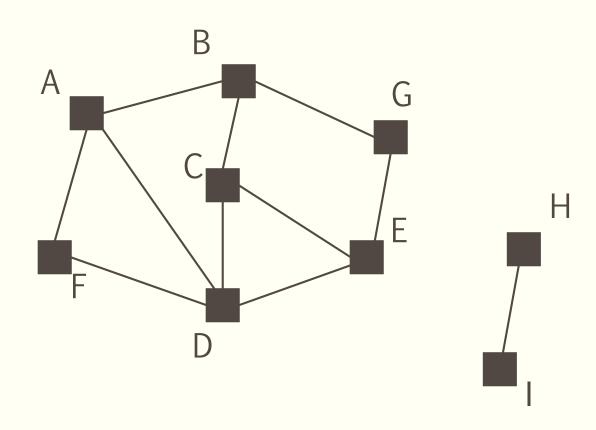


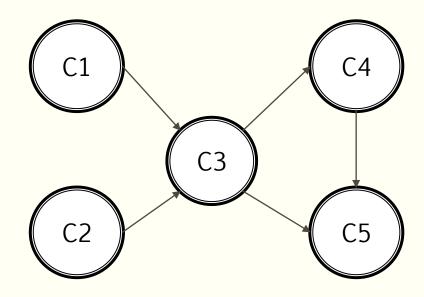


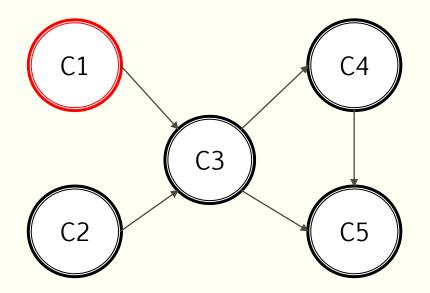


All nodes are marked so graph is connected



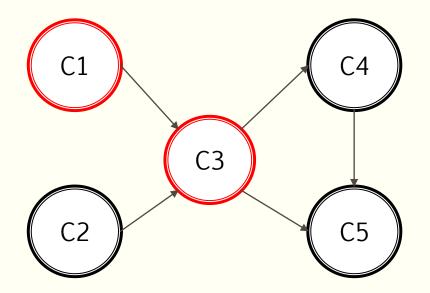




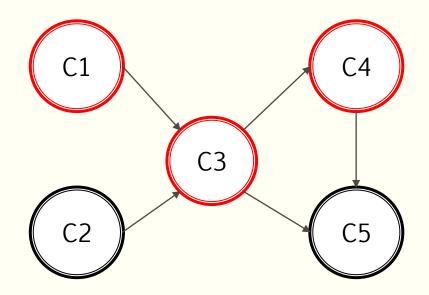


Order into stack	Order out of stack
C1	

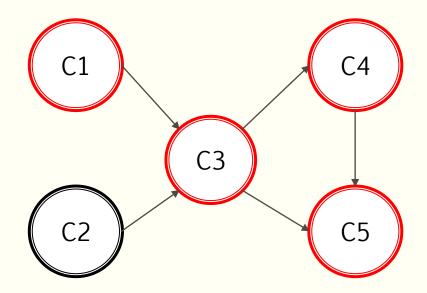
Choose a source node for Topological Sorting



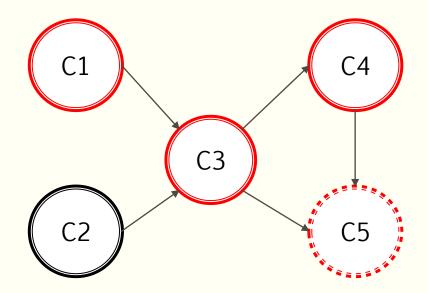
Order into stack	Order out of stack
C1	
C3	



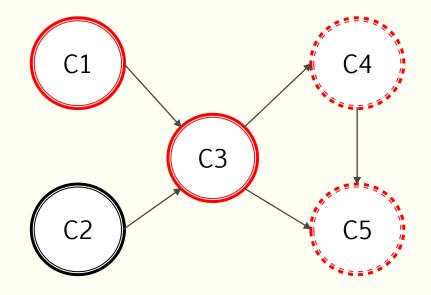
Order into stack	Order out of stack
C1	
C3	
C4	



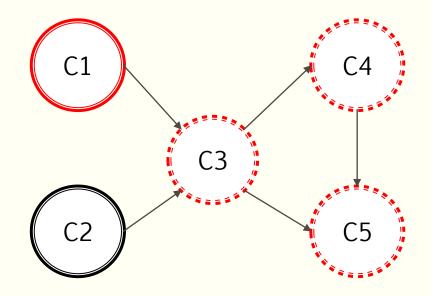
Order into stack	Order out of stack
C1	
C3	
C4	
C5	



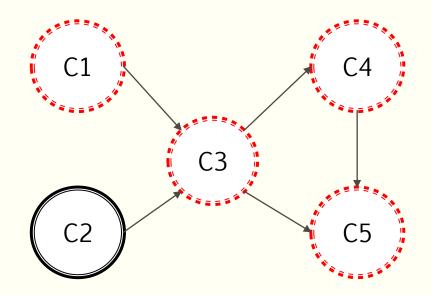
Order into stack	Order out of stack
C1	C5
C3	
C4	
C5	



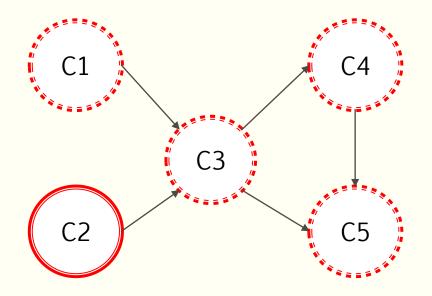
Order into stack	Order out of stack
C1	C5
C3	C4
C4	
C5	



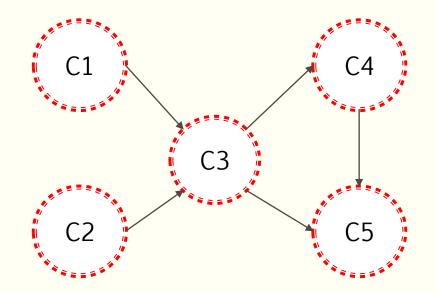
Order into stack	Order out of stack
C1	C5
C3	C4
C4	C3
C5	



Order into stack	Order out of stack
C1	C5
C3	C4
C4	C3
C5	C1

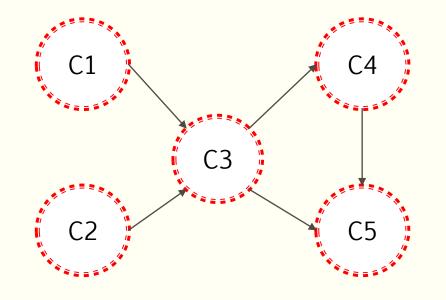


Order into stack	Order out of stack
C1	C5
C3	C4
C4	C3
C5	C1
C2	

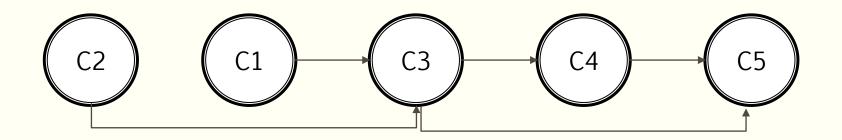


Order into stack	Order out of stack
C1	C5
C3	C4
C4	C3
C5	C1
C2	C2

## Example 3 of DFS – Topological Sorting



Order into stack	Order out of stack
C1	C5
C3	C4
C4	C3
C5	C1
C2	C2



### DFS complexity

- If we use adjacency matrix,  $\Theta(|V|^2)$ , number of vertices squared
- If we use adjacency list,  $\Theta(|V|+|E|)$ , number of vertices and edges
- DFS can check for <u>connectivity</u> and <u>acyclicity</u>

### DFS with explicit stack

```
DFS(G,v) ( v is the vertex where the search starts )
   Stack S := {}; ( start with an empty stack )
   for each vertex u, set visited[u] := false;
   push S, v;
   while (S is not empty) do
      u := pop S;
      if (not visited[u]) then
         visited[u] := true;
         for each unvisited neighbour w of u
            push S, w;
      end if
   end while
END DFS()
```

Set of 5 required courses {C1, C2, C3, C4, C5}

- Set of 5 required courses {C1, C2, C3, C4, C5}
- Courses can be taken in any order, but need to follow prerequisite rules:
  - C1, C2 no prereq
  - C3 requires C1 and C2
  - C4 requires C3
  - C5 requires C3 and C4

- Set of 5 required courses {C1, C2, C3, C4, C5}
- Courses can be taken in any order, but need to follow prerequisite rules:
  - C1, C2 no prereq
  - C3 requires C1 and C2
  - C4 requires C3
  - C5 requires C3 and C4
- Student can only take 1 course per term
  - In which order should the student take the courses?

#### Topological Sorting – First Algorithm

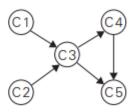
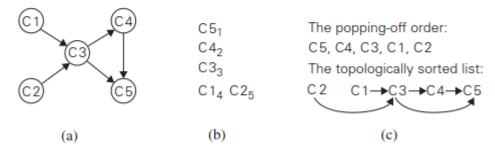
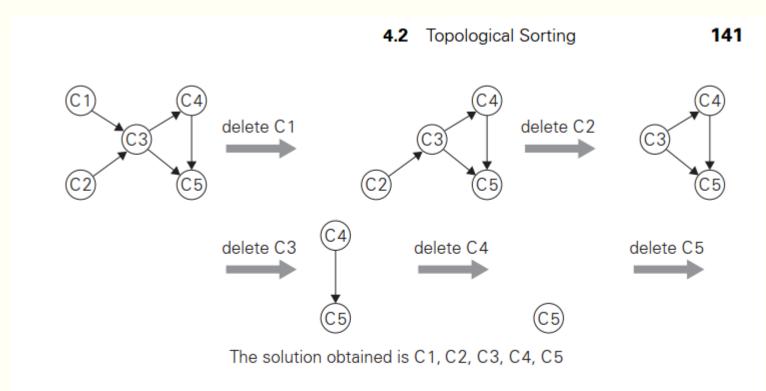


FIGURE 4.6 Digraph representing the prerequisite structure of five courses.



**FIGURE 4.7** (a) Digraph for which the topological sorting problem needs to be solved. (b) DFS traversal stack with the subscript numbers indicating the popping-off order. (c) Solution to the problem.

#### Topological Sorting – Second Algorithm



**FIGURE 4.8** Illustration of the source-removal algorithm for the topological sorting problem. On each iteration, a vertex with no incoming edges is deleted from the digraph.

• If directed graph has cycles topological sorting is not possible

#### **BFS**

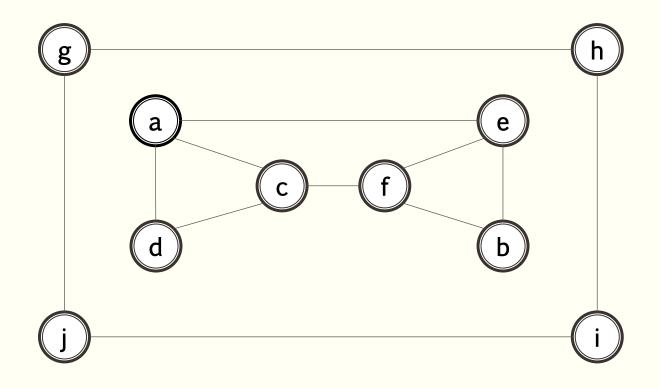
Breadth First Search graph traversal

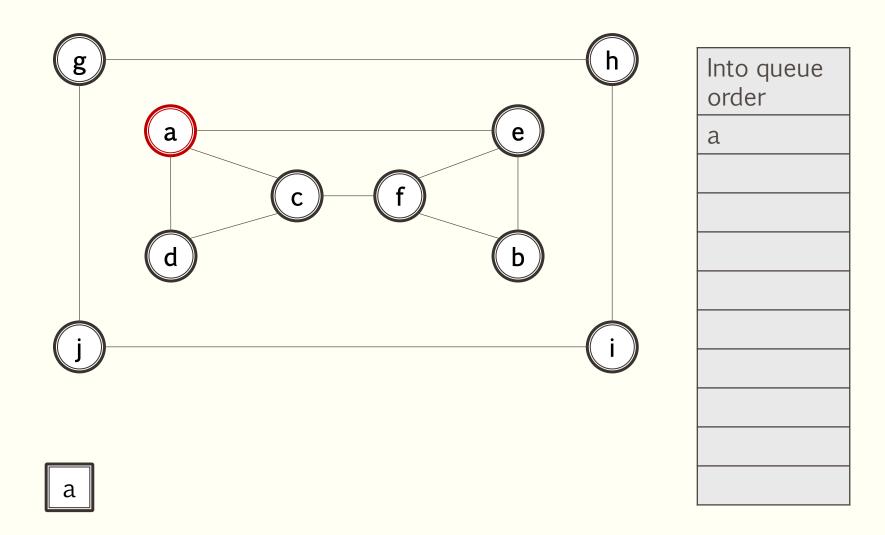
#### **BFS**

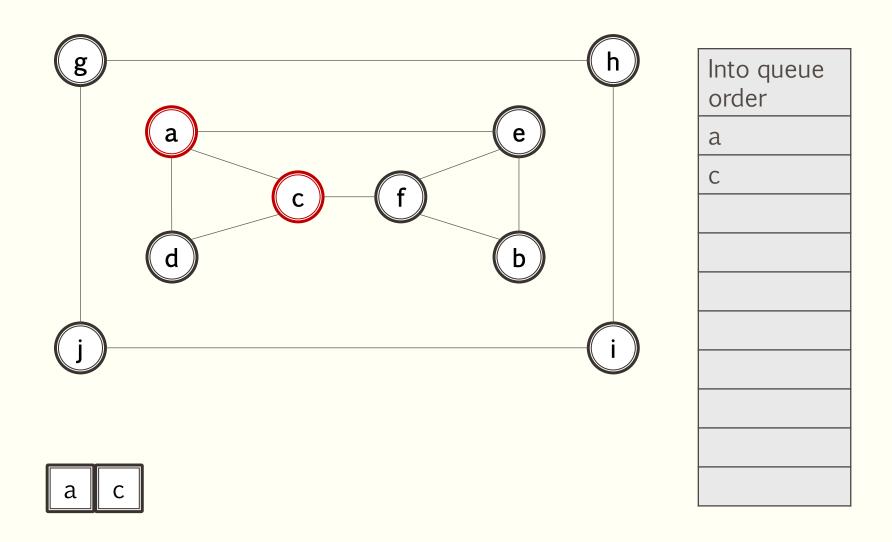
- Breadth First Search graph traversal
- Uses queue, FIFO

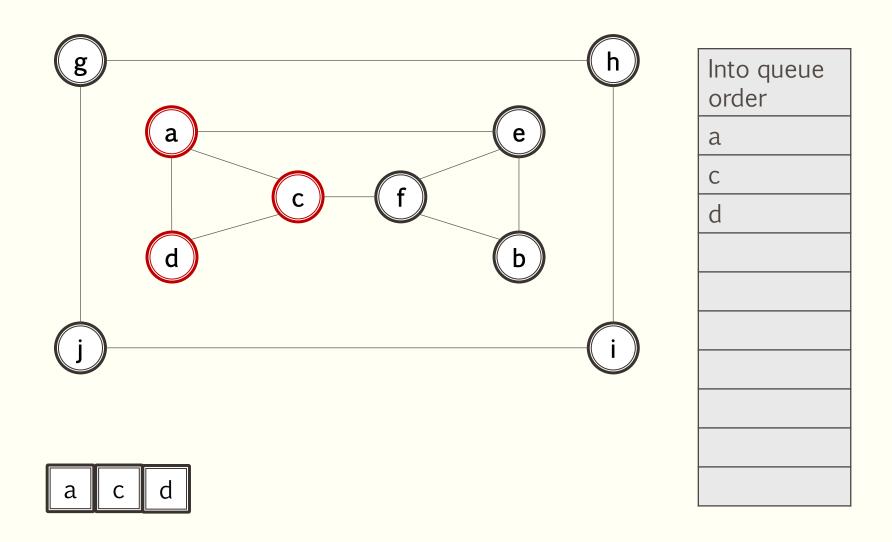
#### **BFS**

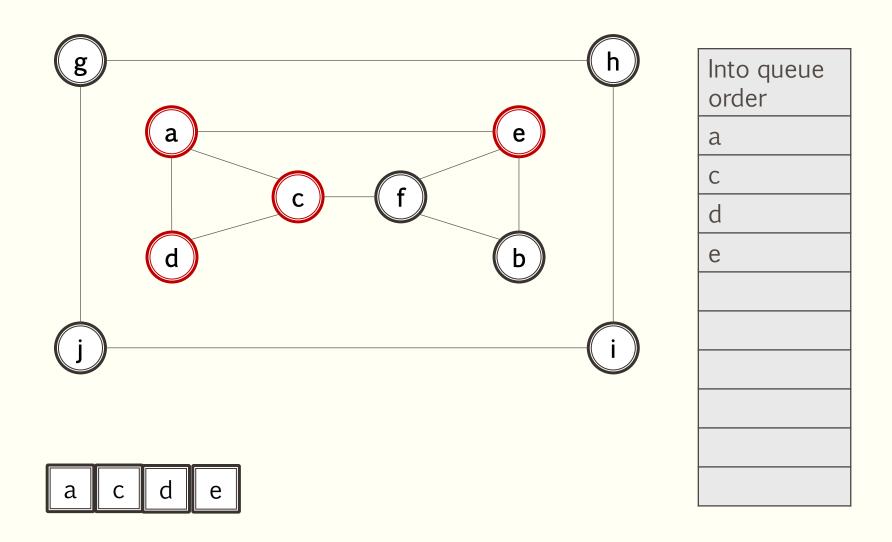
```
ALGORITHM BFS(G)
    //Implements a breadth-first search traversal of a given graph
    //Input: Graph G = \langle V, E \rangle
    //Output: Graph G with its vertices marked with consecutive integers
    //in the order they have been visited by the BFS traversal
    mark each vertex in V with 0 as a mark of being "unvisited"
    count \leftarrow 0
    for each vertex v in V do
         if v is marked with 0
          bfs(v)
    bfs(v)
    //visits all the unvisited vertices connected to vertex v by a path
    //and assigns them the numbers in the order they are visited
    //via global variable count
    count \leftarrow count + 1; mark v with count and initialize a queue with v
    while the queue is not empty do
         for each vertex w in V adjacent to the front vertex do
             if w is marked with 0
                 count \leftarrow count + 1; mark w with count
                 add w to the queue
         remove the front vertex from the queue
```

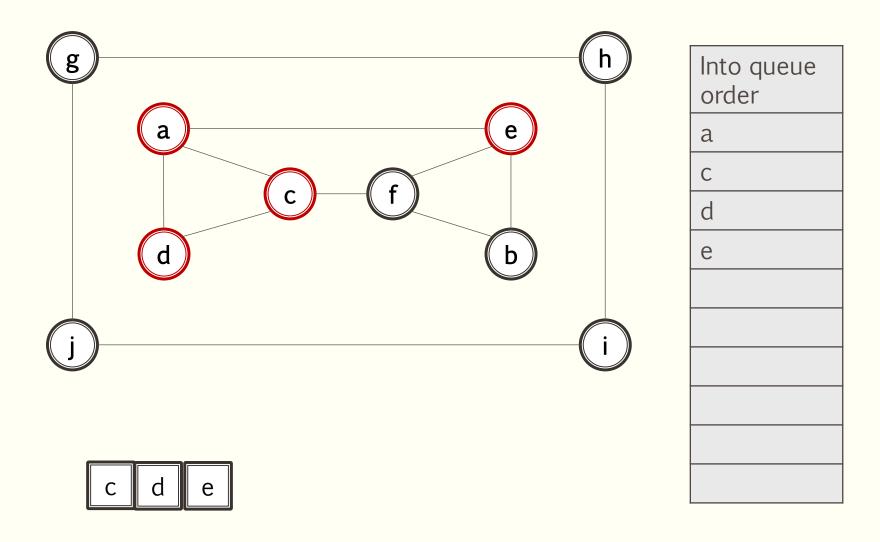


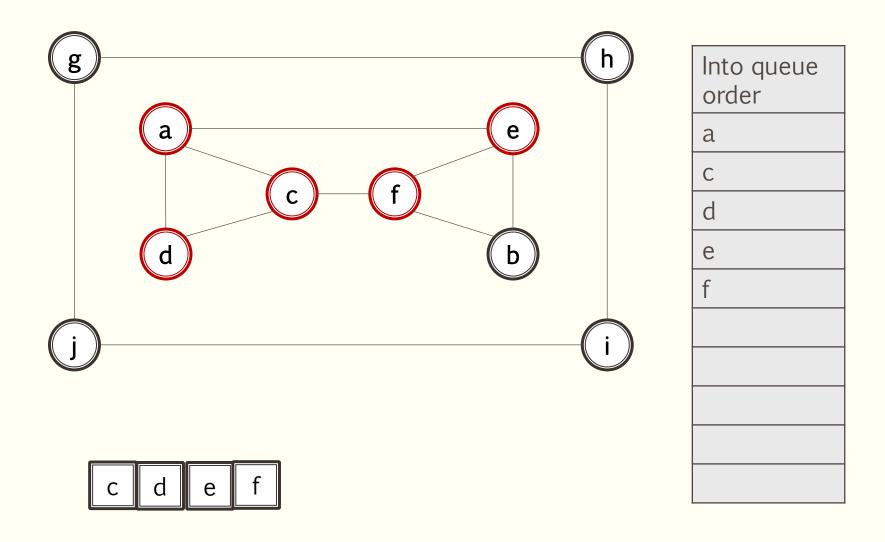


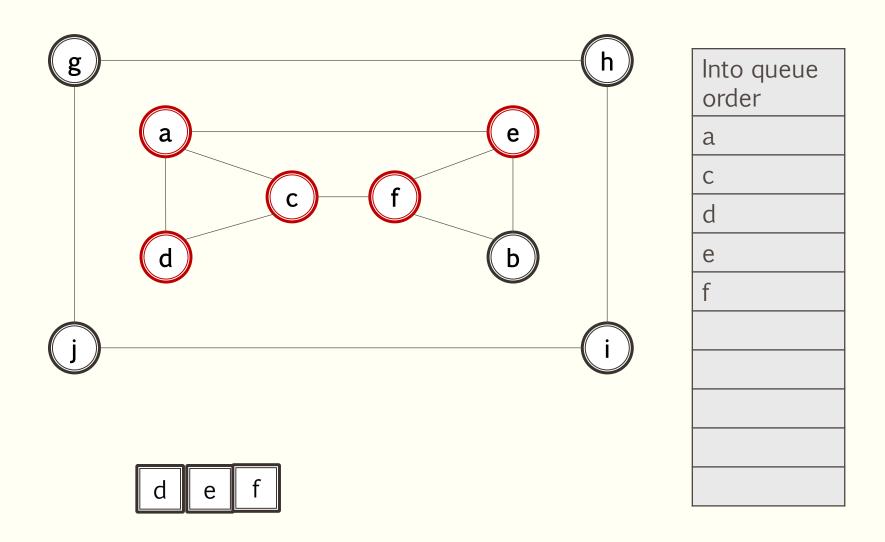


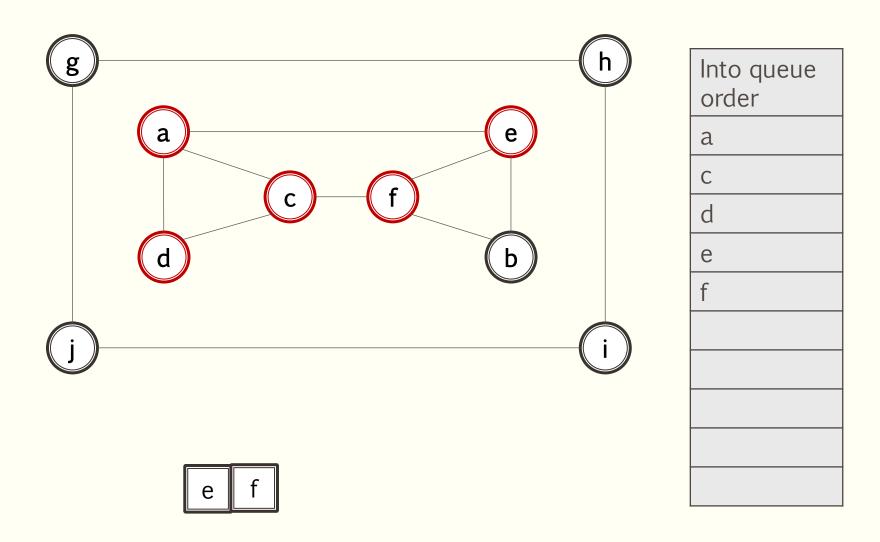


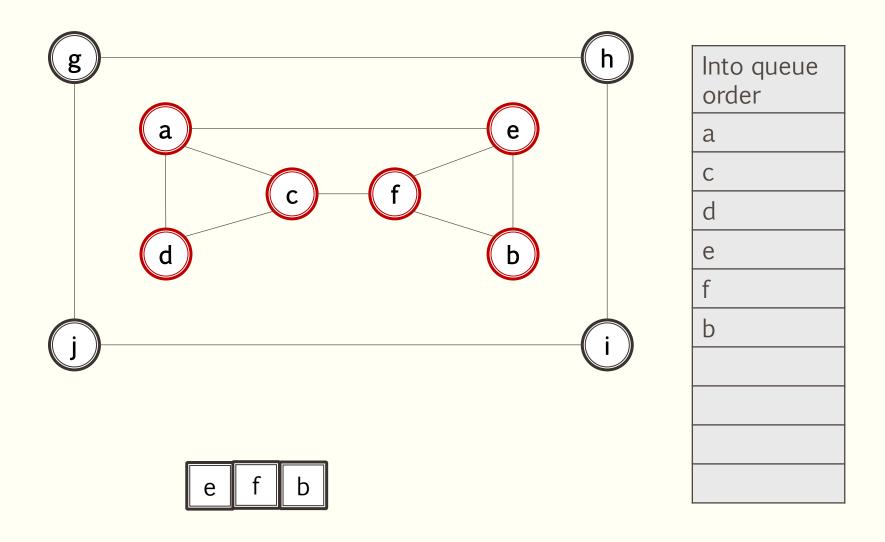


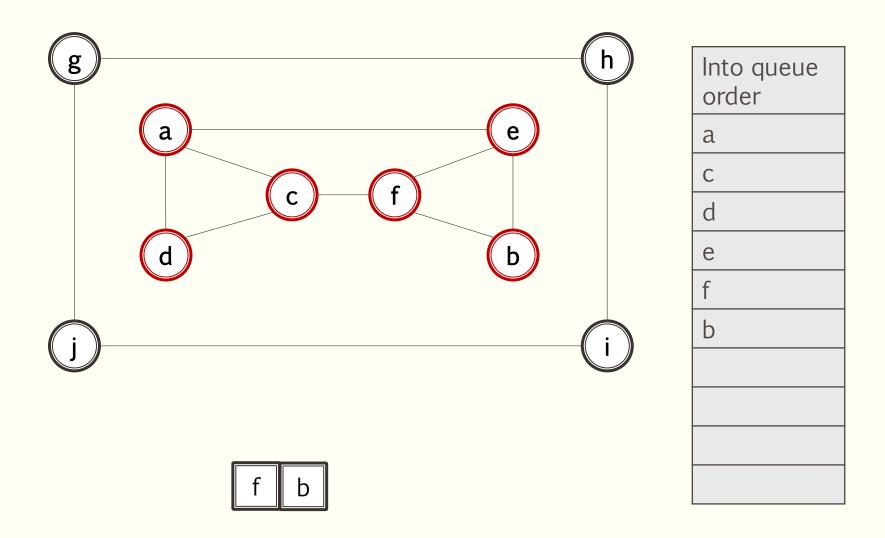


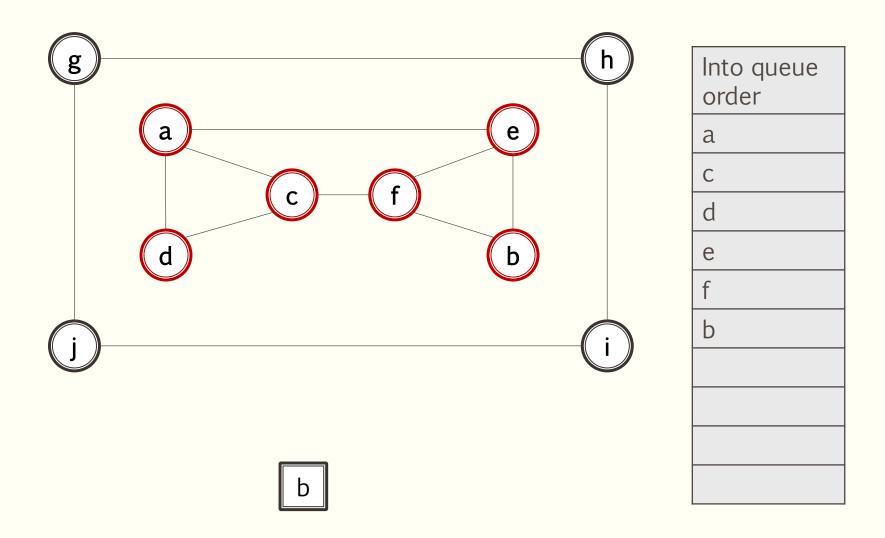


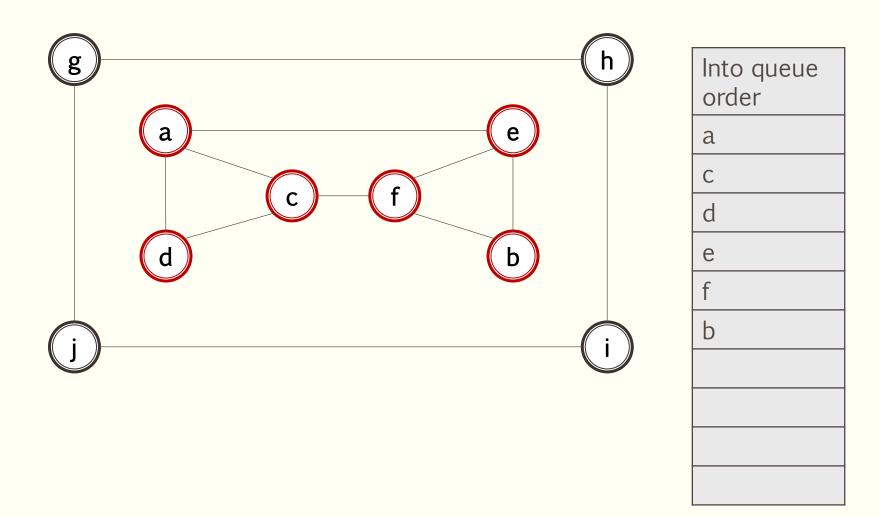


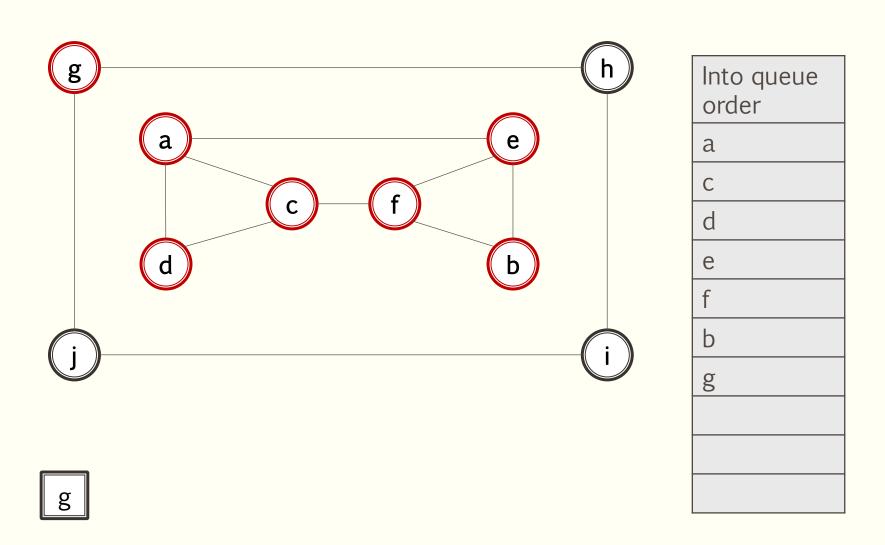


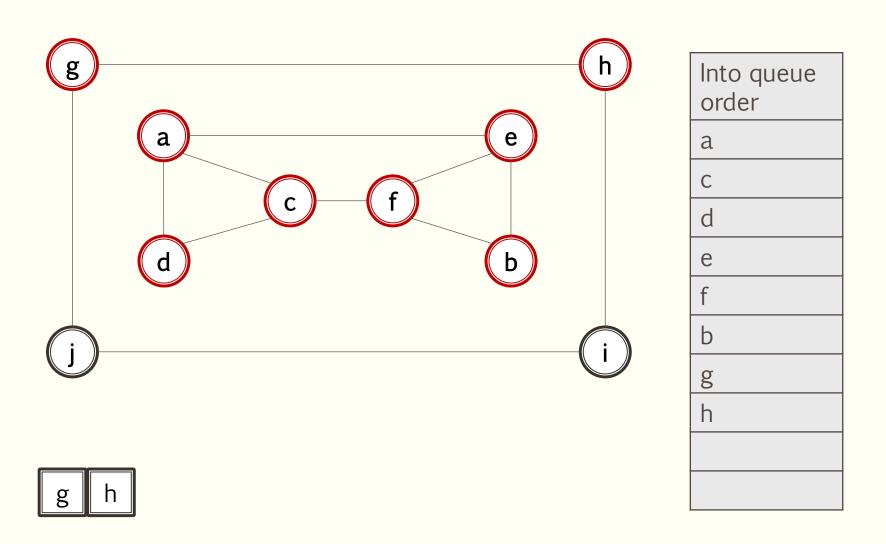


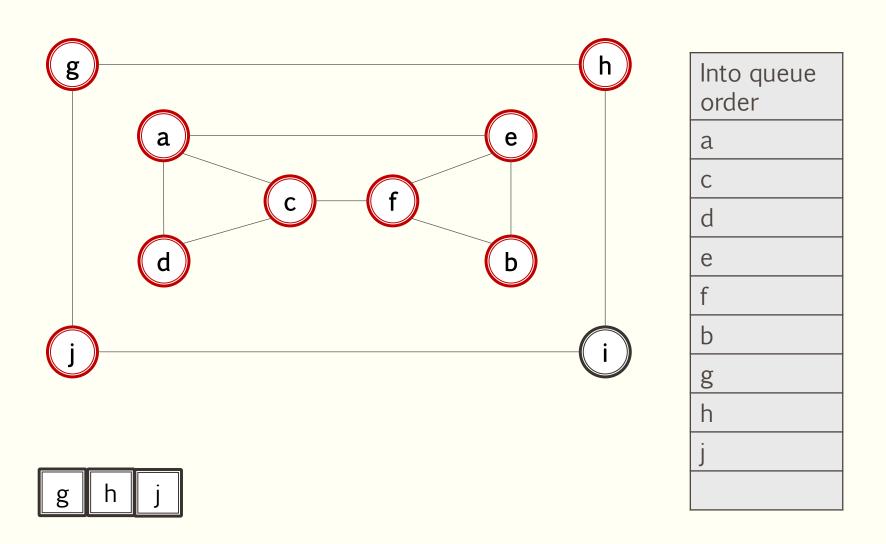


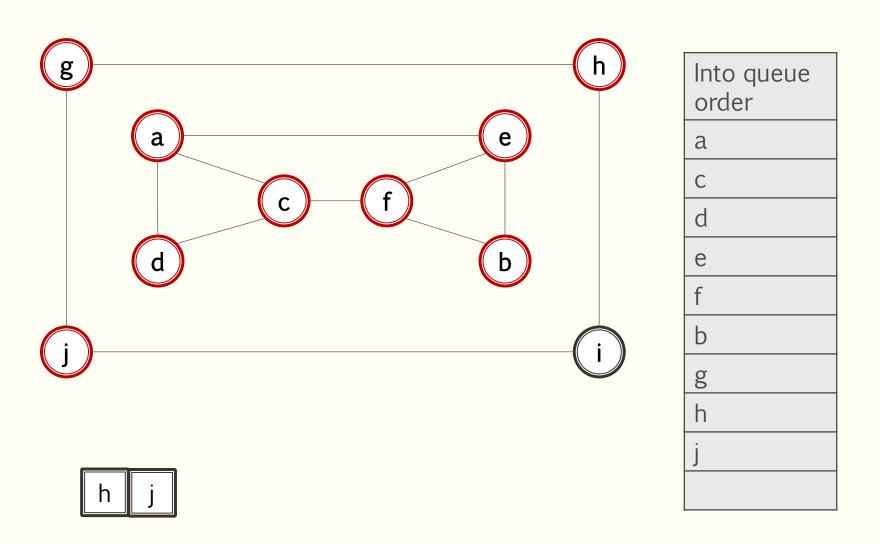


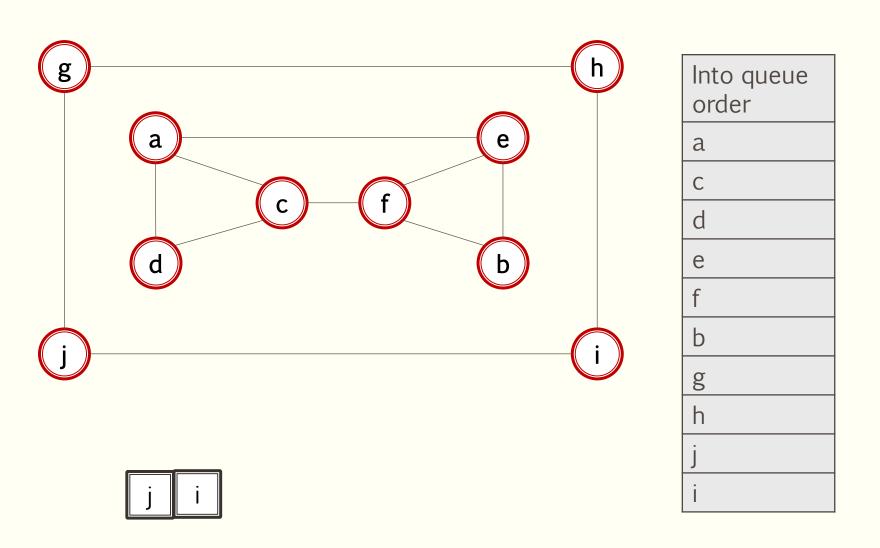


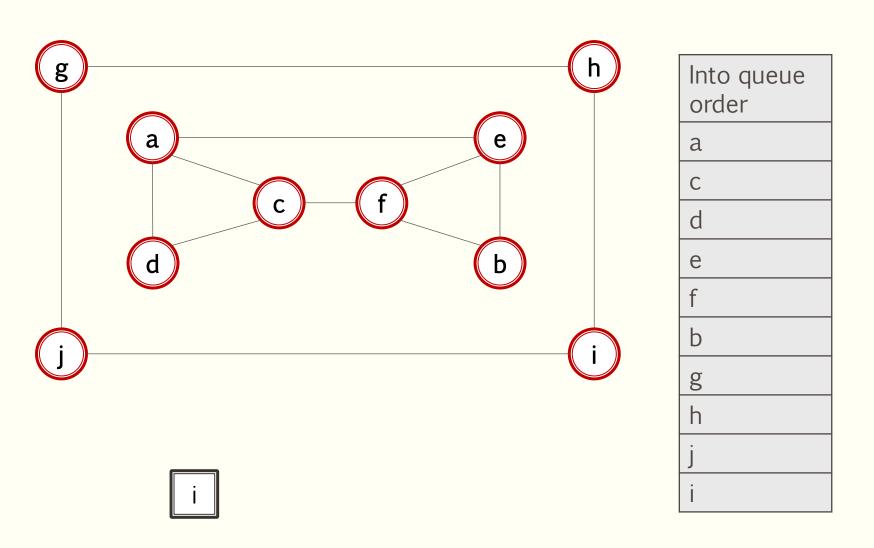


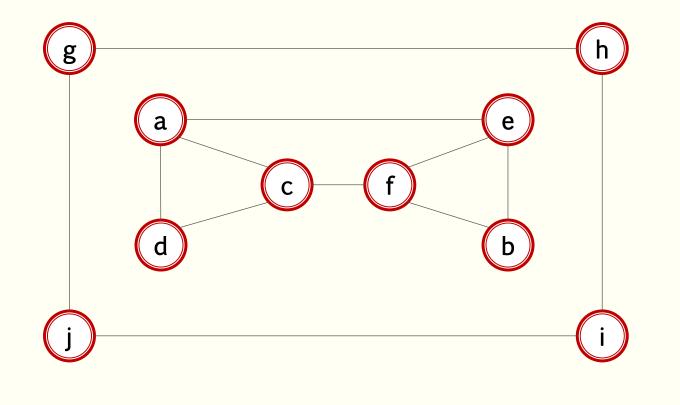




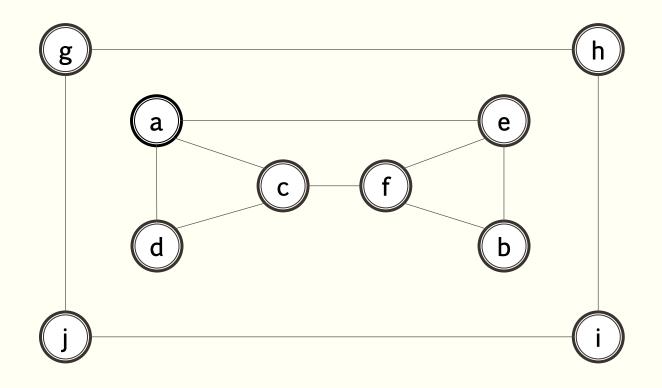


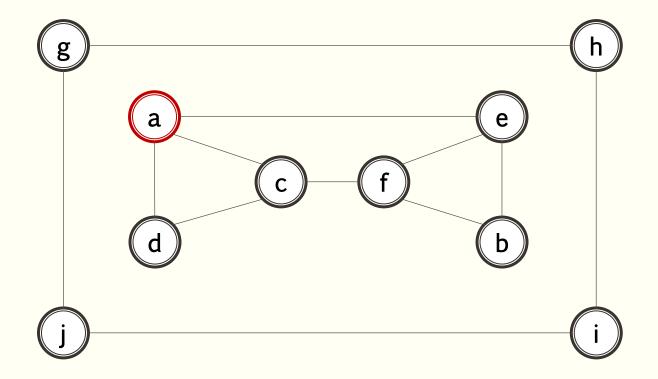




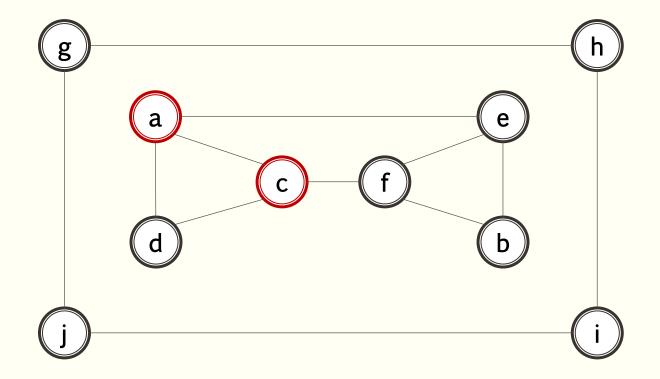


Into queue order
a
С
d
е
f
b
g
h
j
i

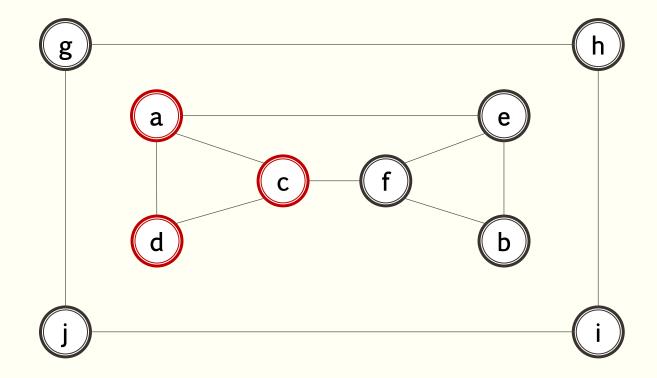




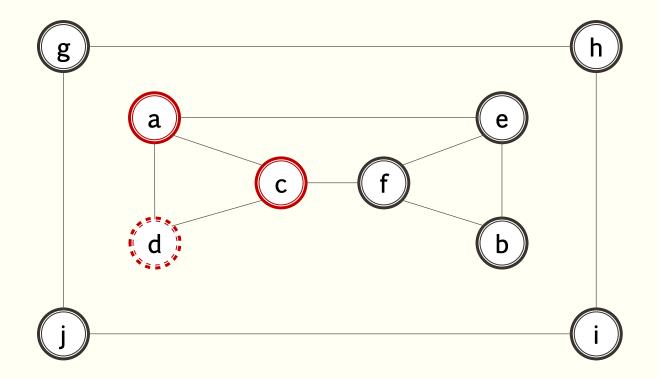
Into stack order	out of stack order
a	



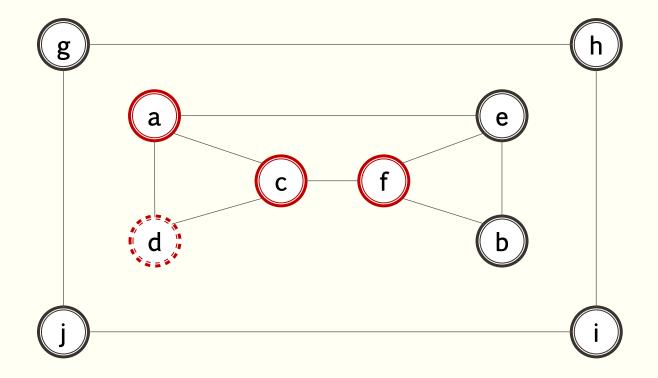
Into stack order	out of stack order
a	
С	



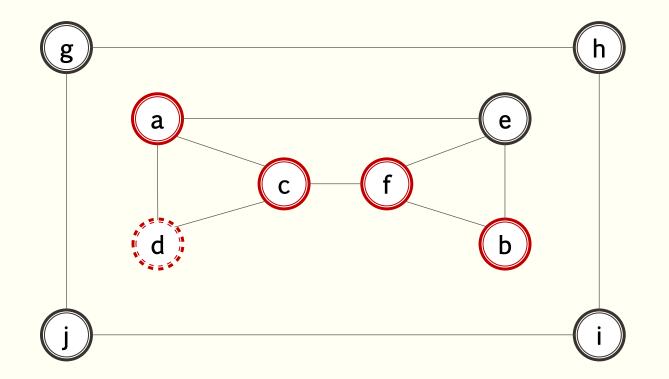
Into stack order	out of stack order
a	
С	
d	



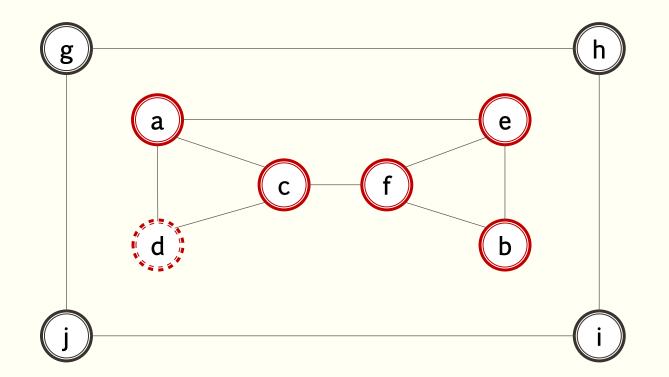
Into stack order	out of stack order
a	d
С	
d	



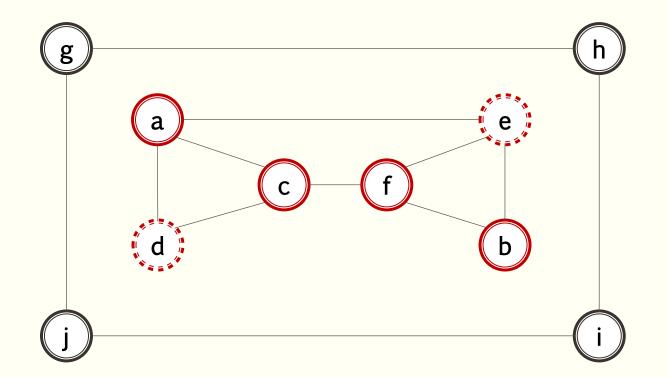
Into stack order	out of stack order
a	d
С	
d	
f	



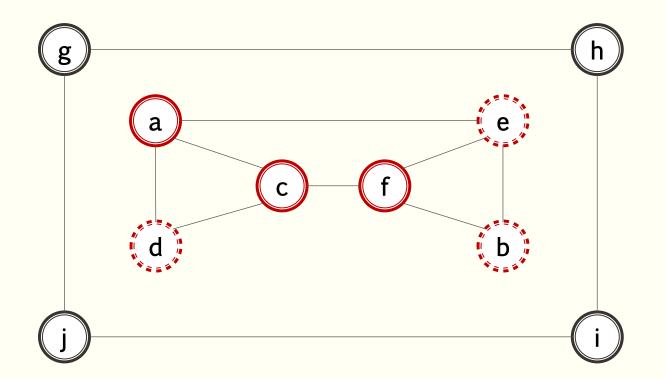
Into stack order	out of stack order
a	d
С	
d	
f	
Ь	



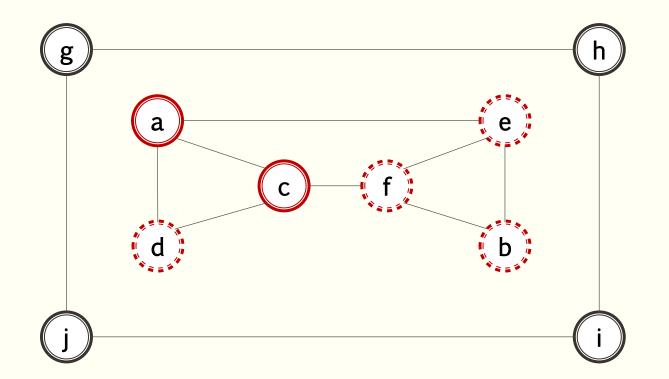
Into stack order	out of stack order
a	d
С	
d	
f	
b	
е	



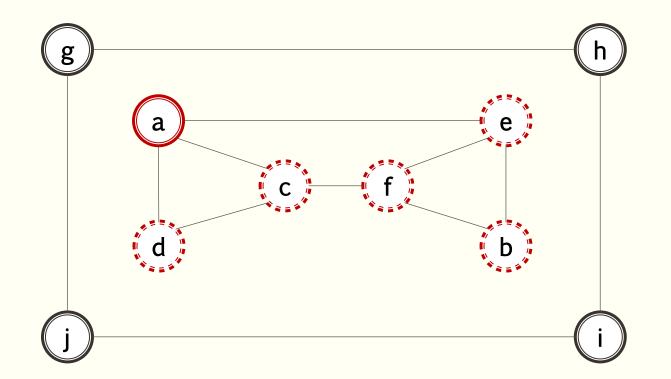
Into stack order	out of stack order
a	d
С	е
d	
f	
b	
е	



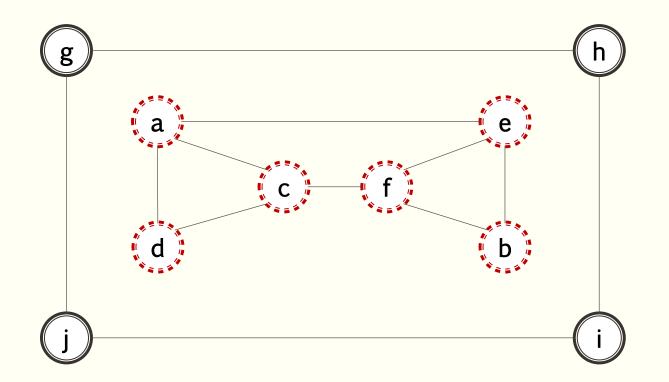
Into stack order	out of stack order
a	d
С	е
d	Ь
f	
b	
е	



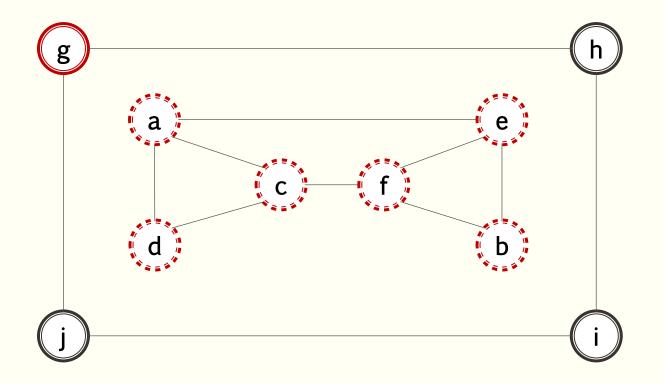
Into stack order	out of stack order
a	d
С	е
d	Ь
f	f
Ь	
е	



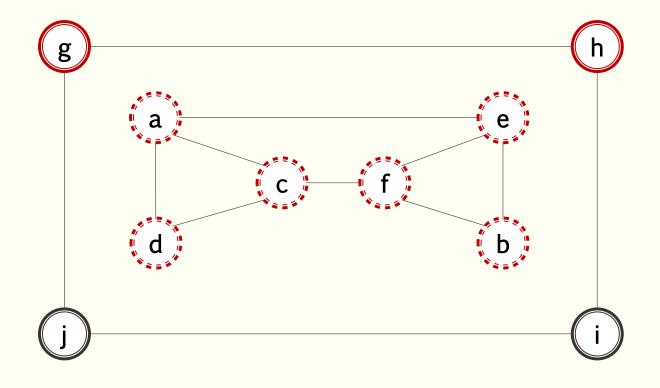
Into stack order	out of stack order
a	d
С	е
d	Ь
f	f
b	С
е	



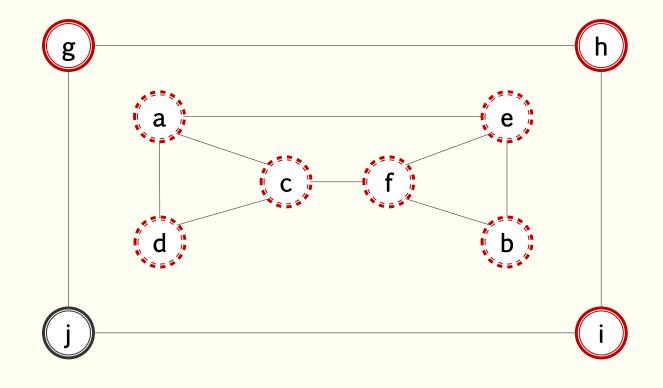
Into stack order	out of stack order
a	d
С	е
d	Ь
f	f
b	С
е	a



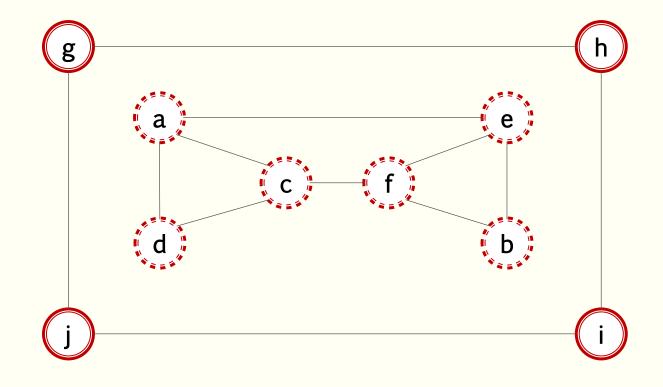
Into stack order	out of stack order
a	d
С	е
d	Ь
f	f
b	С
е	a
g	



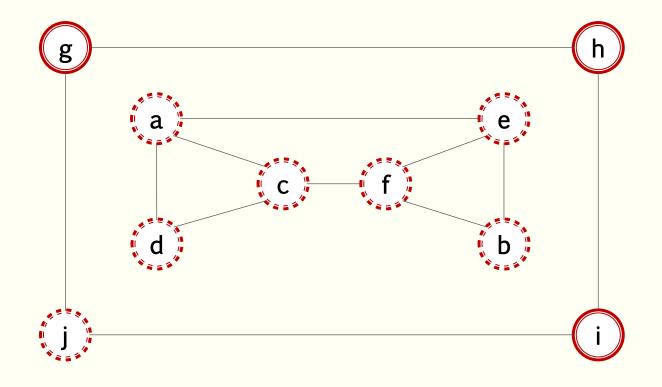
Into stack order	out of stack order
a	d
С	е
d	Ь
f	f
b	С
е	a
g	
h	



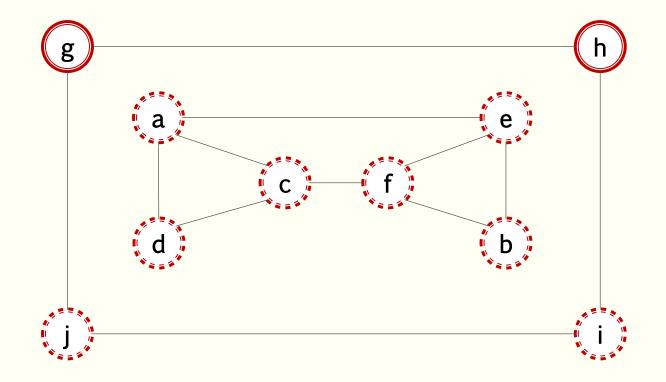
Into stack order	out of stack order
a	d
С	е
d	b
f	f
b	С
е	a
g	
h	
i	



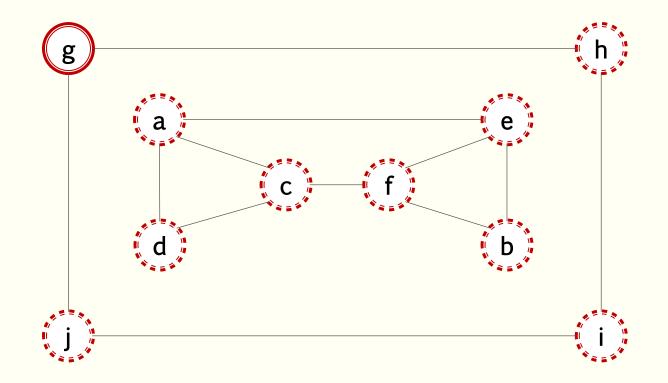
Into stack order	out of stack order
a	d
С	е
d	Ь
f	f
b	С
е	a
g	
h	
i	
j	



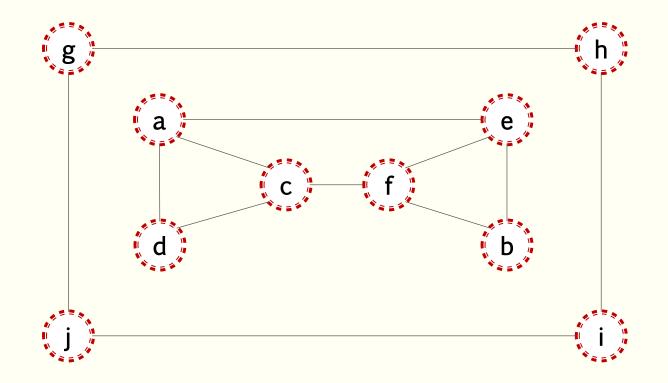
Into stack order	out of stack order
a	d
С	е
d	b
f	f
b	С
е	a
g	j
h	
i	
j	



Into stack order	out of stack order
a	d
С	е
d	Ь
f	f
b	С
е	a
g	j
h	i
i	
j	



Into stack order	out of stack order
a	d
С	е
d	Ь
f	f
b	С
е	a
g	j
h	i
i	h
j	



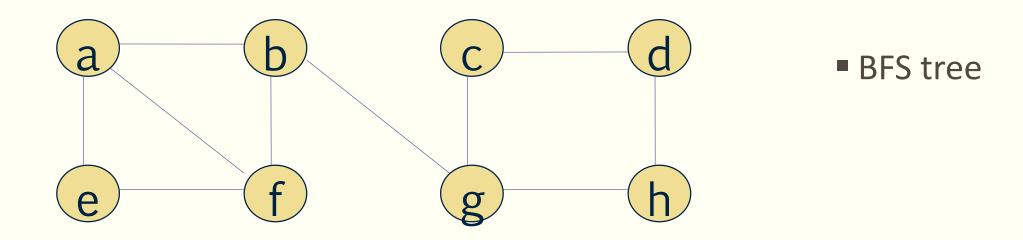
Into stack order	out of stack order
a	d
С	е
d	Ь
f	f
b	С
е	a
g	j
h	i
i	h
j	g

#### DFS vs BFS

**TABLE 3.1** Main facts about depth-first search (DFS) and breadth-first search (BFS)

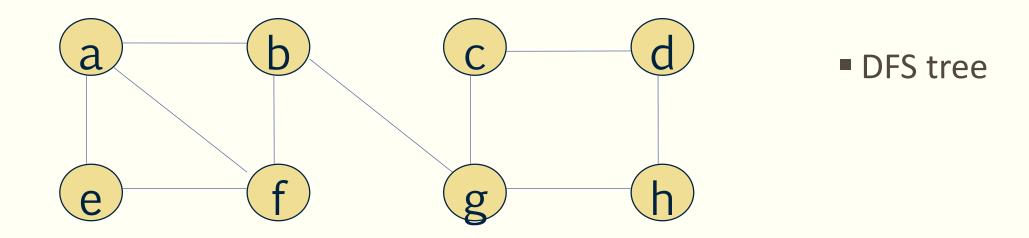
	DFS	BFS
Data structure	a stack	a queue
Number of vertex orderings	two orderings	one ordering
Edge types (undirected graphs)	tree and back edges	tree and cross edges
Applications	connectivity, acyclicity, articulation points	connectivity, acyclicity, minimum-edge paths
Efficiency for adjacency matrix	$\Theta( V^2 )$	$\Theta( V^2 )$
Efficiency for adjacency lists	$\Theta( V  +  E )$	$\Theta( V  +  E )$

#### Example: BFS traversal of undirected graph



BFS queue

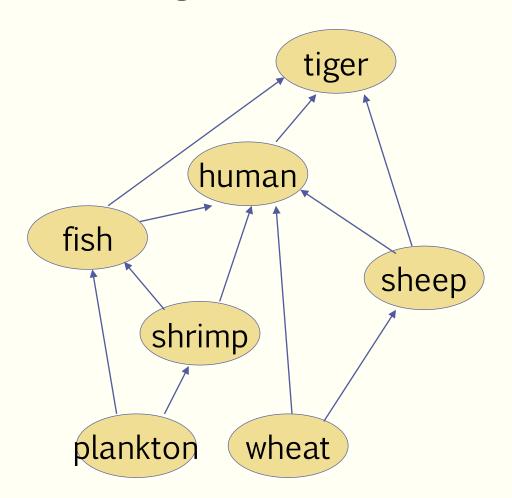
#### Example: DFS traversal of undirected graph



DFS stack

#### Topological Sorting Example

Order the following in a food chain



#### Topological Sort using decrease-by-one

#### Basic Idea

- topsort a graph with one less vertex
- combine the additional vertex with the sorted graph

#### ■ Problem:

How to choose a vertex that can be easily re-combined?

#### Which vertex should we remove?

