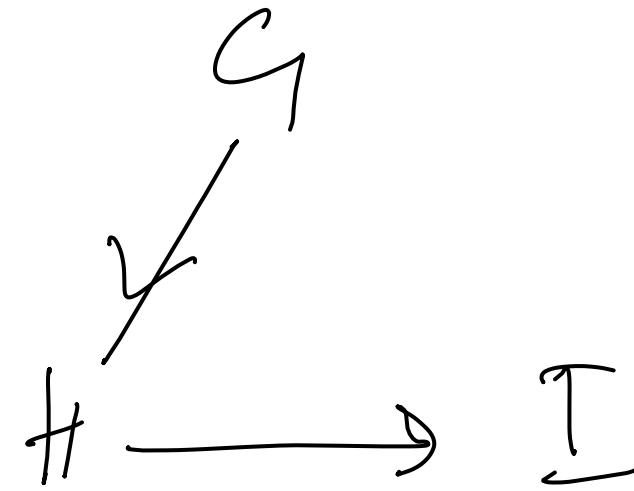
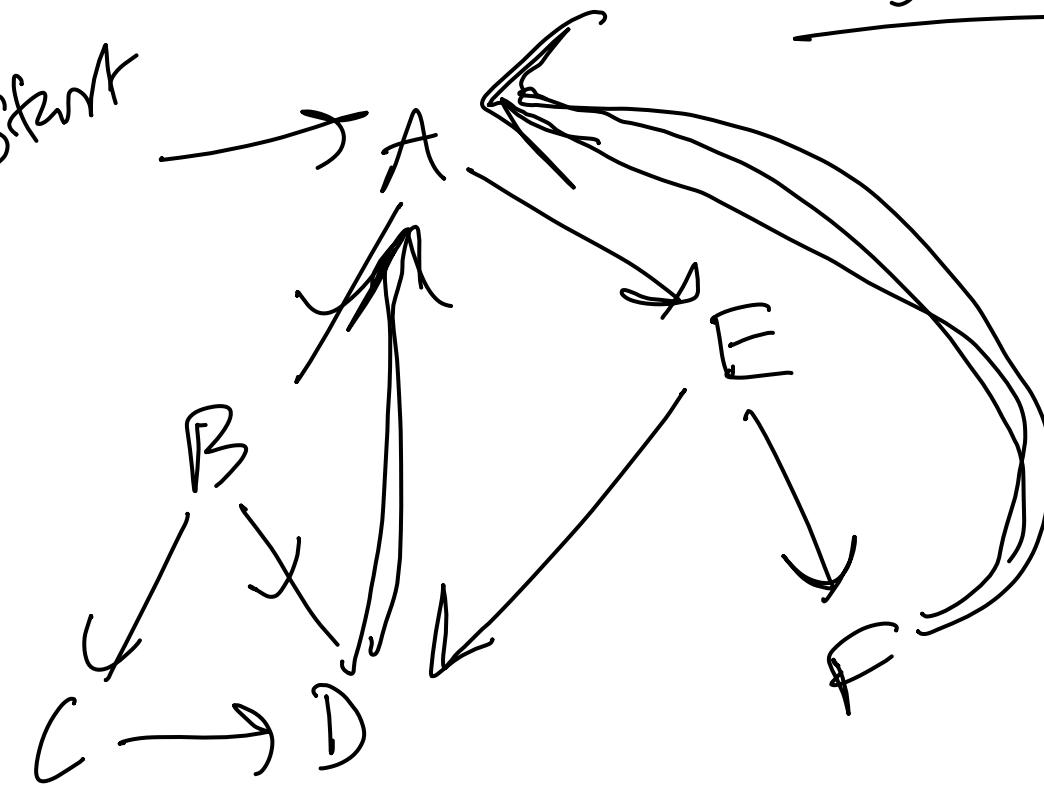


Start

19.08.2024



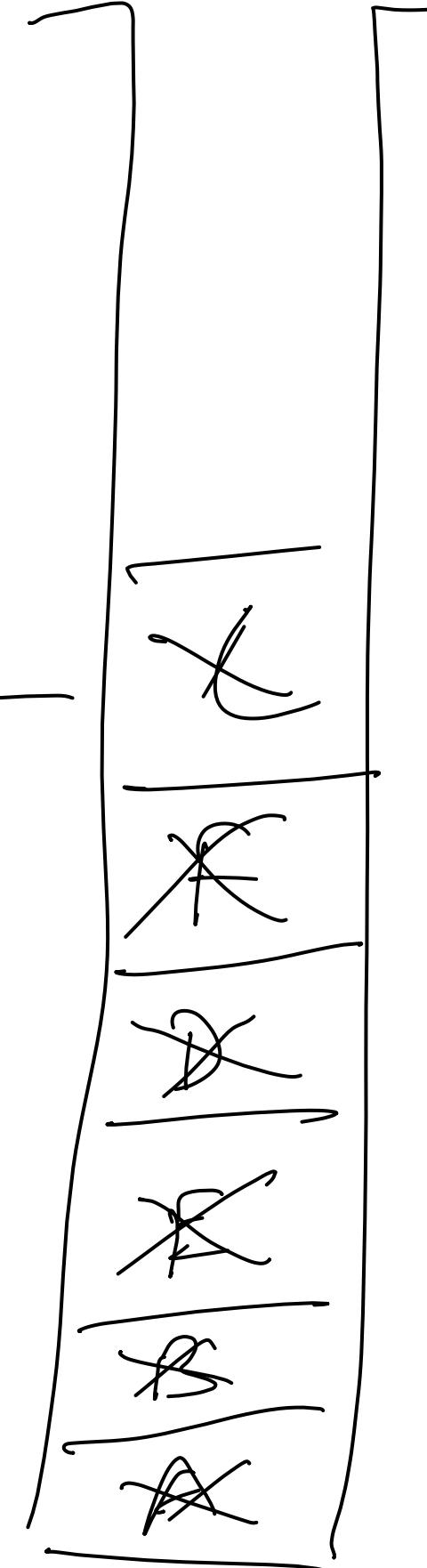
Adjacency list

[A] → [B] → E

B → C → D

C → D

A → B → D → E → F → G → H → I



Procedure  $\text{DFS}(G, \underline{v}, A)$   
↓  
Start vertex

//  $G = (V, E)$

$S \leftarrow \emptyset$

foreach  $v \in V$

$A[v] \leftarrow 0$

$\Theta(n)$

$S.push(v)$ .

$A[v] \leftarrow 1$

while ( $S.top \neq 0$ )

$u \leftarrow S.pop()$

→ for each  $(u, w) \in E$

~~S.push(w)~~

~~visit~~  
if (~~A[w]~~ = 0)

S.push(w)

~~visit A[w] <= 1~~

end if

end while

Start vertex = fixed.

else

print("Cycle exists")

Procedure Explore( $G$ )

$\quad \quad \quad \quad G = (V, E)$

~~for each~~ -

$A \leftarrow$  empty array of size  $|V|$  all zeros.

~~for each~~  $i = 1, \dots, |V|$ .

for each  $v \in V$

if ( $A(v) \neq 0$ )

    DFS( $G, v, A$ )

end if

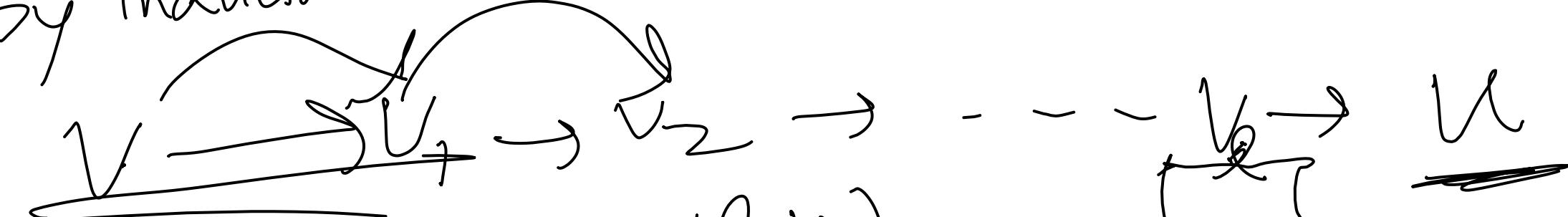
end for.

## Correctness

Claim:  $\text{DFS}(G, V, A)$  visits all nodes  
reachable from  $V$  only & none else.

pf:

By induction on the # of hops from  $V$ .



I.H.: All  $l$  hop vertices are reachable.

I.S.: Pro of is established.  $(V_l \rightarrow U)$   
edge is here.

Base case:  $l=1$  is fine.

Claim

Explore is going to mark all vertices as visited.

Proof:

skipped

time Complexity:

Claim: All edges  $(\underline{u}, v) \in E$  is seen by Explore exactly once.

Proof:

$u$  is visited at some point.  
popped.

Consider when  $u$  is ~~visited~~,  $v$  is pushed.

Therefore  $u$  is not going to be pushed again  
because  $u$  is marked visited.

Therefore  $(v_1, v_1)$  will never be considered again  $\square$ .

Time:

$$\theta(n) + \theta(m)$$

A ~~visited~~  $\{v\}_{v \in V}$  for loop for  
 $\downarrow$  seeing each edge once.

$$\cancel{\theta(n+m) \log n}$$

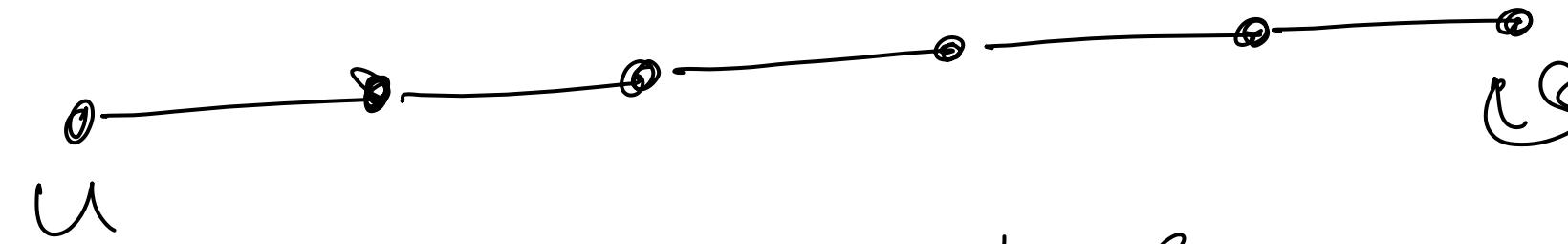
Assumption: Accessing each vertex takes constant time.  
 $C = \text{constant}$ .

~~20~~

, 20 bits  $\equiv$  1 machine instruction.

## Remarks

- DFS algo. described also works for undirected graphs

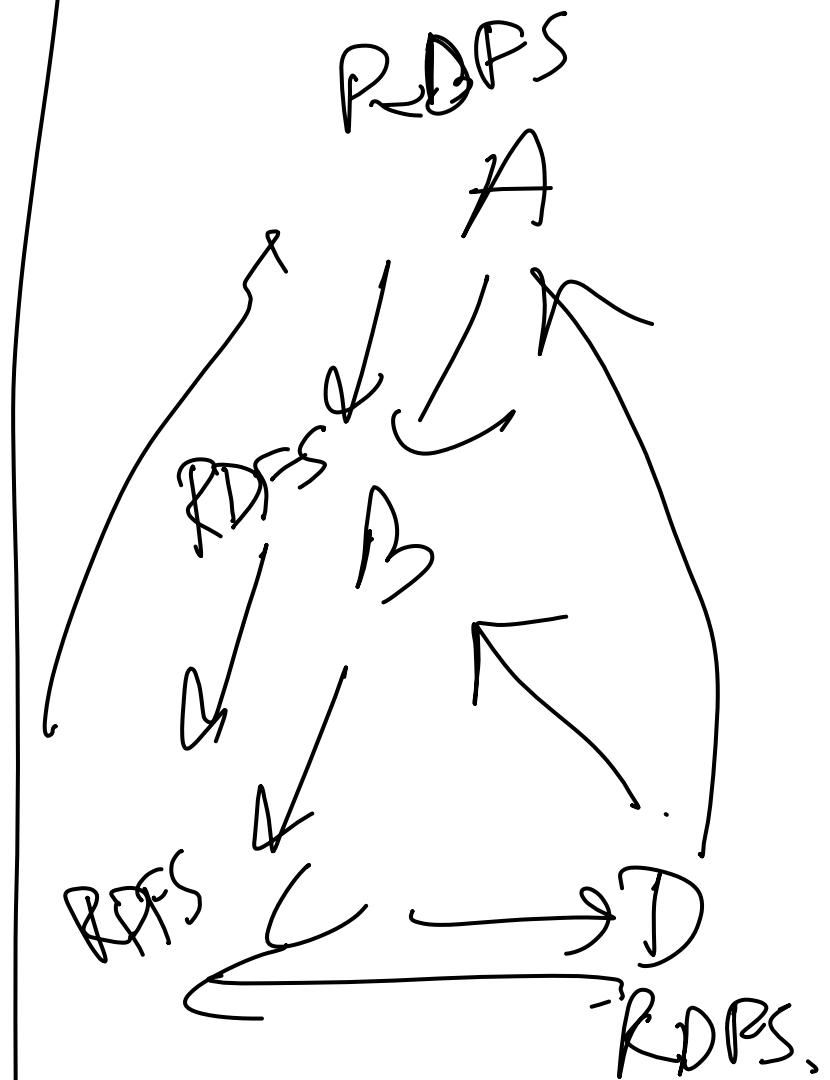


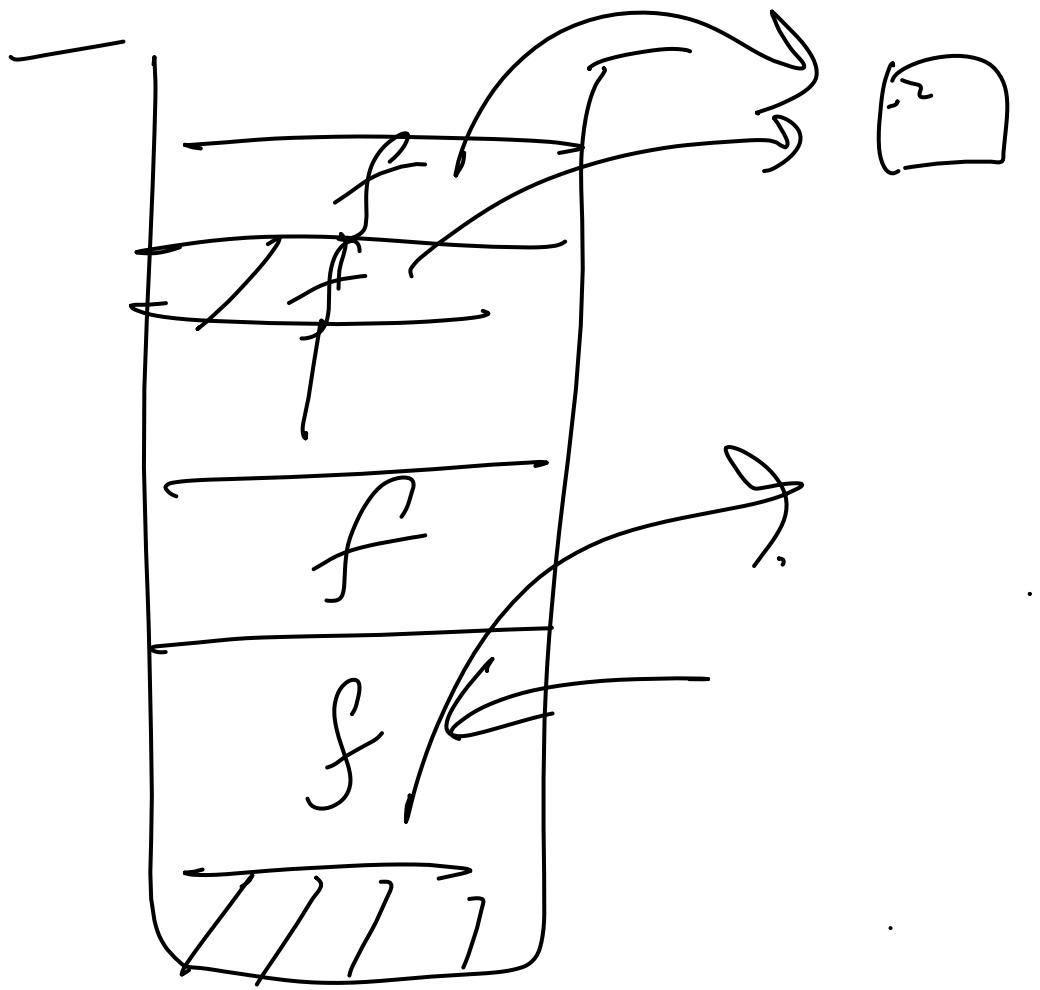
reachability is symmetric here.

- DFS can be performed recursively

Procedure RBFS( $G, v, A$ )  
 ↓  
 start vertex

//  $U = (V, E)$   
 $\& A[v] \leftarrow 1$   
 for each of  $(v, w) \in E$   
~~if  $A[w] = 0$~~   
~~$A[w] \leftarrow 1$~~   
~~RBFS( $G, w, A$ ).~~  
 end if  
 end for.





Inside a programming language  
any recursive function is  
implemented using a stack!

# Definition of Graph Theory Terminology

## Directed graphs.

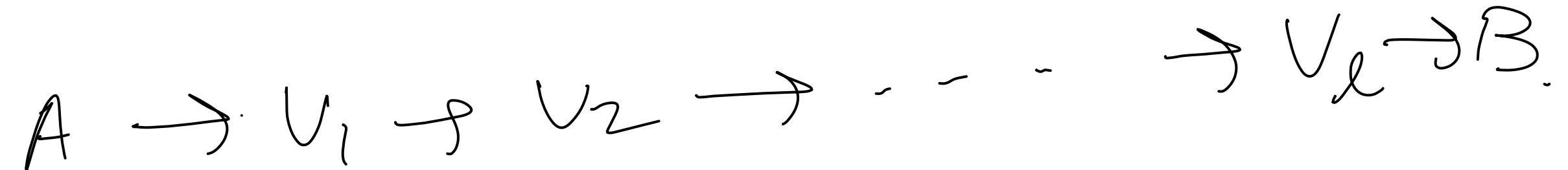
Defn. [Parent & Child]



A is parent of B

B is a child of A.

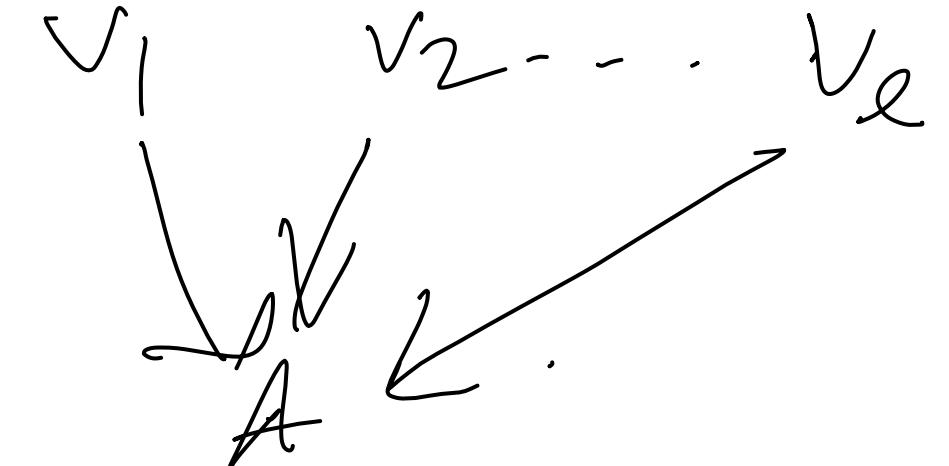
Defn [Ancestor & Descendant]



A is an ancestor of B  
B is a descendant of A.

Def<sup>n</sup> [Indegree & Outdegree]

$\{v_1, v_2, \dots, v_e\}$  = Set of parents of A.

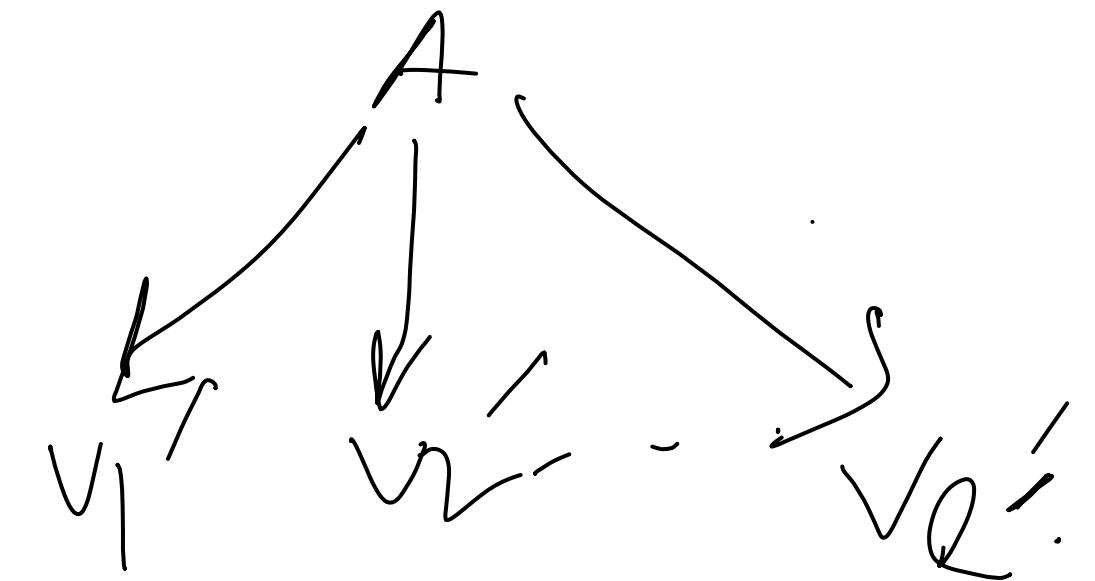


Cardinality of the parent set is  
called in degree.

$$\text{indegree}(A) = l.$$

$\{v'_1, \dots, v'_l'\}$  = set of  
children of A

Cardinality of the children set



is called out degree.

$$\text{outdegree}(A) = l'$$

Defn [Source & Sink]

Source node  $\equiv$  indegree = 0.

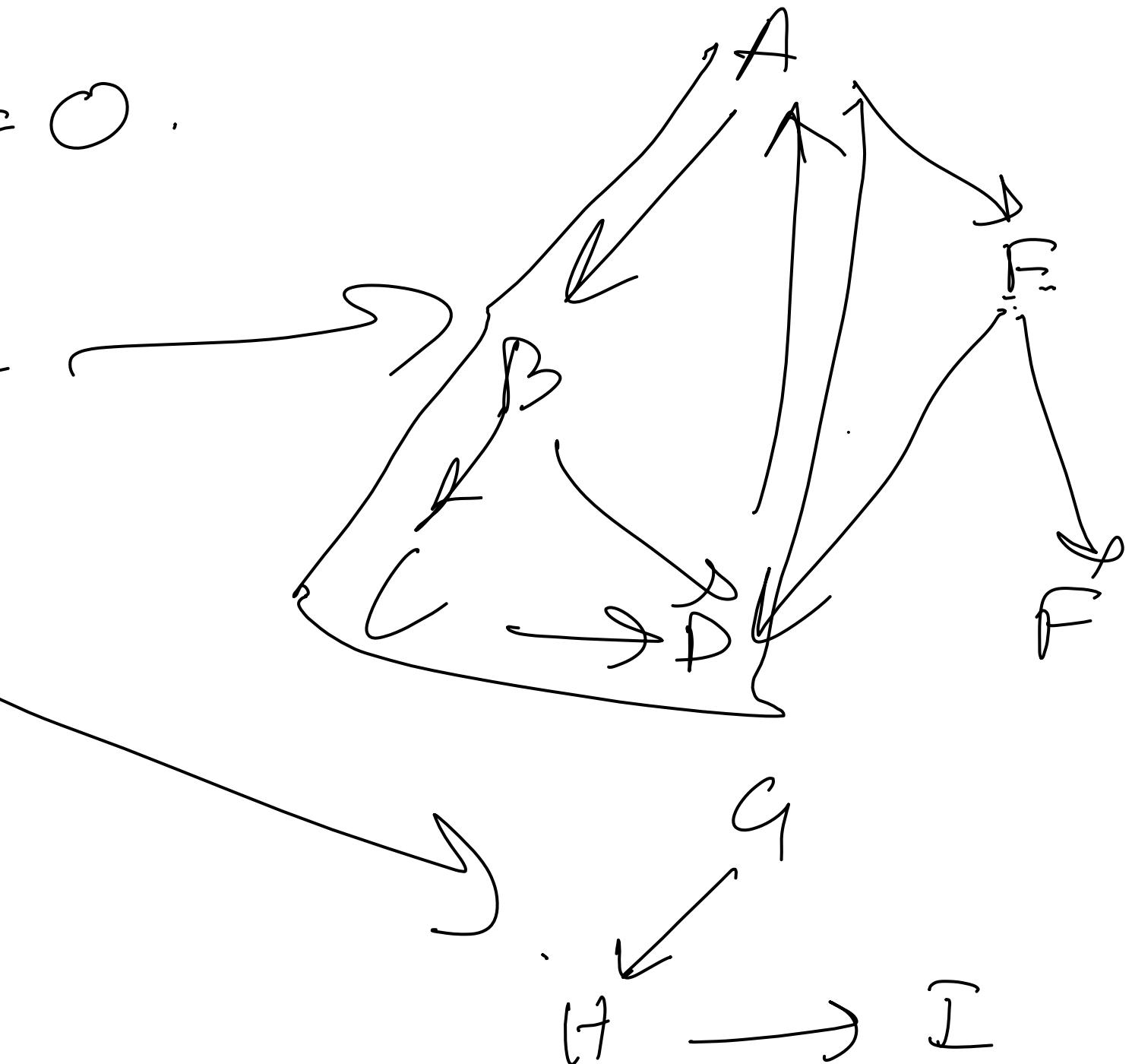
~~A is a~~

There is no source node here.

G is a source node.

Sink node  $\equiv$  Outdegree = 0.

F, I are sink nodes.



Defn [Cycle]

A sequence of vertices

$(v_1, v_2, \dots, v_e)$  is called a  
cycle

—  $v_e = v_1$

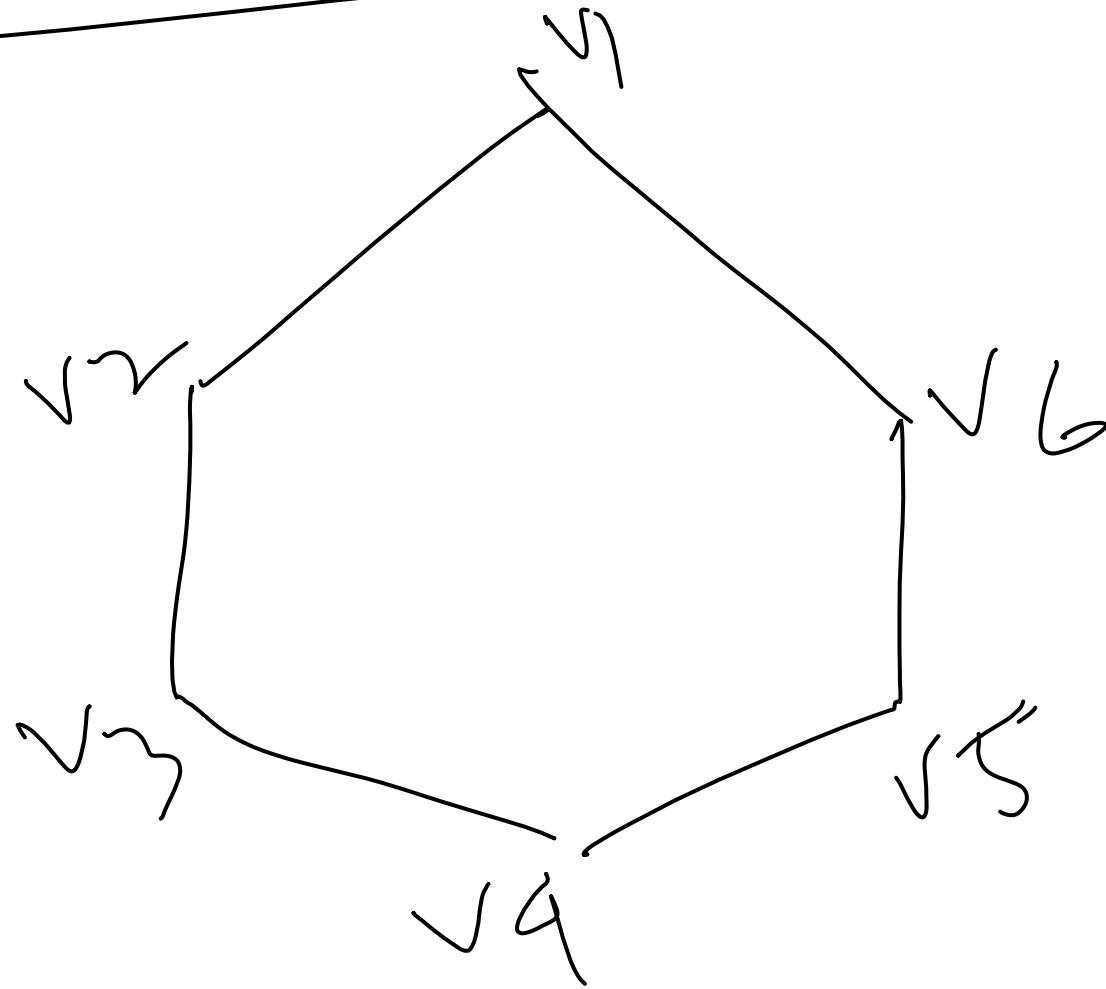
—  $(v_1, v_2) \in E$

e.g.  $(A, B, C, D, A)$  is a cycle.

## Undirected graph

### Defn [Neighbors]

Neighbors of  $v$  is the set of nodes directly connected to  $v$ .



$v_6$ 's neighbors will be  $\{v_1, v_5\}$

### Defn [Degree]

$$\text{degree}(v_6) = 2.$$

Degree of  $v$  = Cardinality of the set of neighbors of  $v$ .

Defn [Reachable] . A node u is reachable from v

if  $\exists$  a seq.

$v \ v_1 \dots v_l = u$ ,

such that

$(v_i, v_{i+1}) \in E$  &  $i = 1 \text{ to } l-1$

$(v, v_1) \in E$

$(v_l, u) \in E$

Reachability is symmetric.

## Some More Observations about DFS.

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A: How to check if G has a cycle or not.

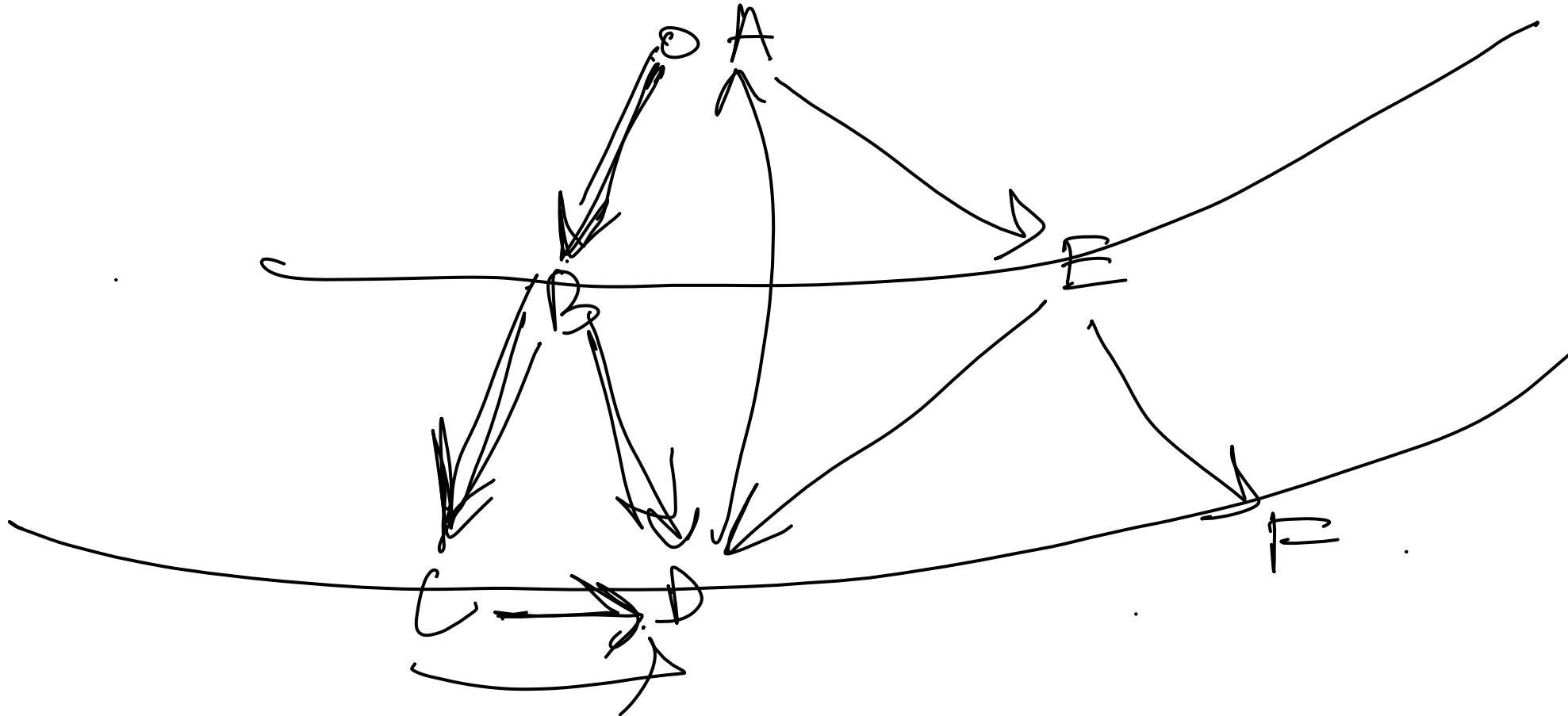
A: If we revisit a vertex in dfs using  
~ "back edge"

---

/

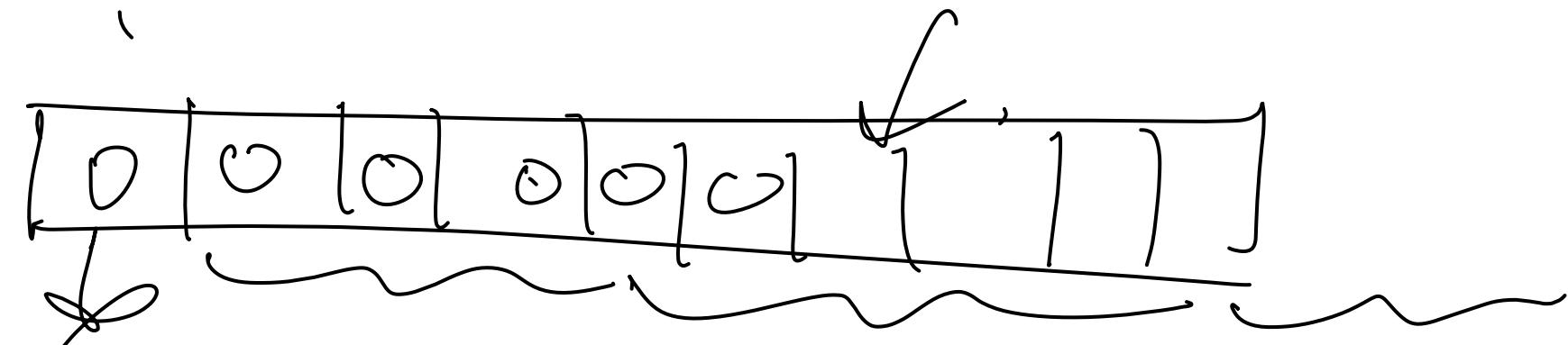
## Breadth - First - Search

- explore the graph (level) by level.

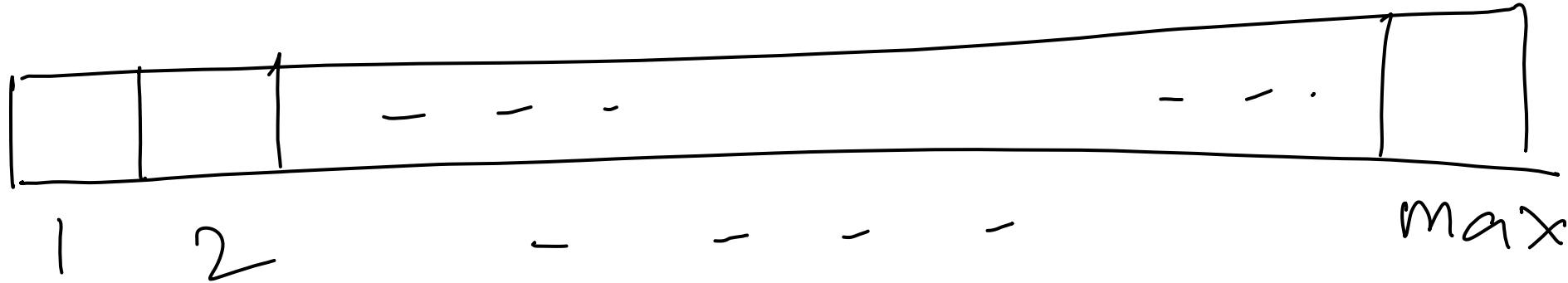


BFS always gives you the shortest path.

Queue.



## Detour : Queue Data Structure



Dequeue: remove 1 item from  $Q$  in the front.  
of the queue.

Enqueue: add 1 item to  $Q$  in the end  
of the queue.

$Q.\text{head}$  — front of the Queue.

$Q.\text{tail}$ : end of the Queue.

