

Depth-First Search

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 - GRAY: *discovered* but not finished processing
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- ③ $d[u]$: **discovery time**
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- ④ $f[u]$: **finishing time**
 - a counter indicating when the processing of vertex u (and **all** its descendants) is finished

The DFS Algorithm

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How does DFS work?

- It starts from an initial vertex.
- After visiting a vertex, it recursively visits *all* of its neighbors.
- The strategy is to search “**deeper**” in the graph whenever possible

DFS(G)

// Initialize

foreach u *in* V **do**

 color[u] = WHITE; *// undiscovered*
 pred[u] = NULL; *// no predecessor*

end

time=

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        end
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time = 0;
foreach  $u$  in  $V$  do
    // start a new tree
    if color[ $u$ ] = WHITE then
        DFSVisit( $u$ );
    end
end
```

DFSVisit(u)

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color[u] = GRAY; // u is discovered  
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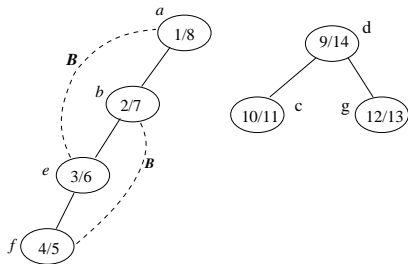
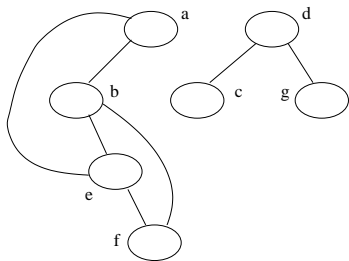

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DFS Example



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- Use $pred[v]$ to define a graph $F = (V, E_f)$ as follows:

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$$E_f = \{(pred[v], v) | v \in V, pred[v] \neq \text{NULL}\}$$

- This is a graph with no cycles, and hence a forest, i.e. a collection of trees.
- Called a **DFS Forest**.
- Vertices in the subtree rooted at u are those discovered while u is gray.

Running Time of DFS

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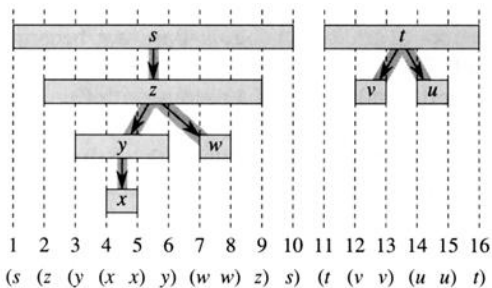
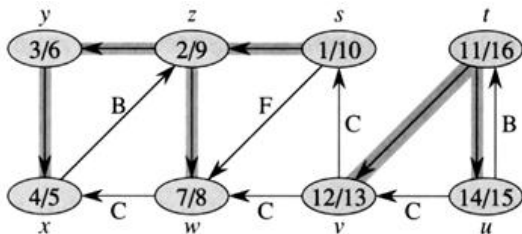
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Hence, the running of DFS on a graph with V vertices and E edges is $O(V + E)$

Time-Stamp Structure



◀ Return

- u is a **descendant** (in DFS trees) of v , if and only if $[d[u], f[u]]$ is a **subinterval** of $[d[v], f[v]]$ ([Example](#))

Time-Stamp Structure...

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- u is a **descendant** (in DFS trees) of v , if and only if $[d[u], f[u]]$ is a **subinterval** of $[d[v], f[v]]$ (Example)
- u is an **ancestor** of v , if and only if $[d[u], f[u]]$ **contains** $[d[v], f[v]]$ (Example)
- u is **unrelated** to v , if and only if $[d[u], f[u]]$ and $[d[v], f[v]]$ are **disjoint** intervals (Example)

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The argument for other case, where $d[v] > d[u]$, is similar.

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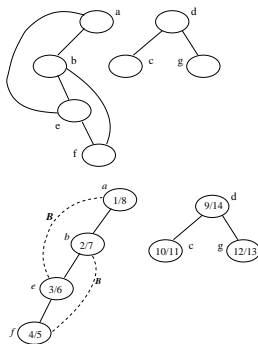
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 - **tree edge**: if $(u, v) \in E_f$ or equivalently $u = \text{pred}[v]$, i.e. u is the predecessor of v in the DFS tree
 - **back edge**: if v is an ancestor (excluding predecessor) of u in the DFS tree



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- Let (u, v) be an arbitrary edge in an undirected graph G .
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- Then v is discovered while u is gray (why?).

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- Hence v is in the DFS subtree rooted at u .

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 - If $\text{pred}[v] = u$, then (u, v) is a tree edge.

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- Then v is discovered while u is gray (why?).
- Hence v is in the DFS subtree rooted at u .
 - If $pred[v] = u$, then (u, v) is a tree edge.
 - if $prev[v] \neq u$, then (u, v) is a back edge.

An Application of DFS: Cycle Finding

Question

Given an undirected graph G , how to determine whether or not G contains a cycle?

Lemma

G is acyclic if and only if a DFS of G yields no back edges.

Proof.

\Rightarrow : Suppose that there is a back edge (u, v) . Then, vertex v is an ancestor (excluding predecessor) of u in the DFS trees. There is thus a path from v to u in G , and the back edge (u, v) completes a cycle.

\Leftarrow : If there is no back edge, then since an edge in an undirected graph is either a tree edge or a back edge, there are only tree edges, implying that the graph is a forest, and hence is acyclic. □

Cycle Finding

Cycle(G)

```
foreach  $u$  in  $V$  do
    color[u] = WHITE;
    pred[u] = NULL;
end
foreach  $u$  in  $V$  do
    if color[u] = WHITE then
        Visit(u);
    end
end
output "No Cycle";
```

Visit(u)

```
color[u] = GRAY;
foreach  $v$  in Adj( $u$ ) do
    // consider ( $u, v$ )
    if color[v] = WHITE then
        //  $v$  unvisited
        pred[v] =  $u$ ;
        Visit(v); // visit  $v$ 
    else if  $v \neq \text{pred}[u]$  then
        // back edge detected
        output "Cycle found!";
        exit; // terminate
    end
end
color[u] = BLACK;
```

Running time: $O(V)$

- only traverse tree edges, until the first back edge is found
- at most $V - 1$ tree edges