



Depth First Search

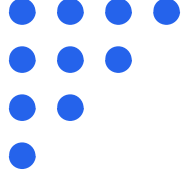
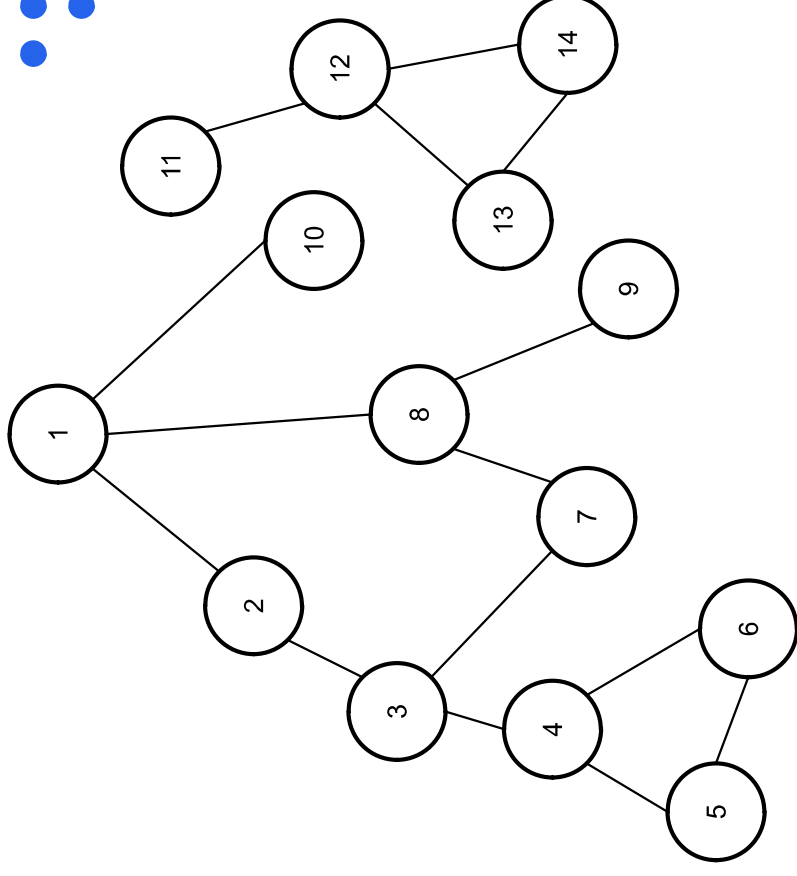
<https://usaco.guide/silver/dfs>



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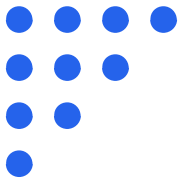
Depth First Search

- Recursively traversing a graph.
- Connected component: a maximal set of connected nodes in an undirected graph.
- In other words, two nodes are in the same connected component if and only if they can reach each other via edges in the graph.
- A graph is connected if it is all part of the same connected component.



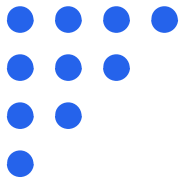
DFS Example Problem

[CSES - Building Roads](#)



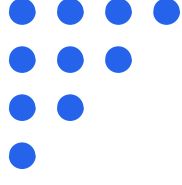
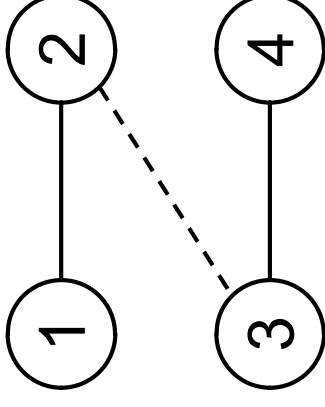
DFS Example Solution

[CSES - Building Roads](#)



Building Roads Solution Sketch

- Find connected components.
- The number of new roads needed is equal to $n-1$ where n is the number of connected components.
- Connect a road between each connected component.

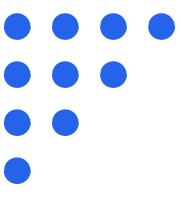


DFS Challenge Solution

```
#include <iostream>
#include <fstream>
#include <vector>
using namespace std;
#define MAX_N 100000

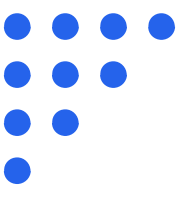
int N, M;
typedef pair<int,int> pii;
vector<pii> C;
vector<int> nbrs[MAX_N];
int moonet[MAX_N];
struct BB { int x1, x2, y1, y2; };

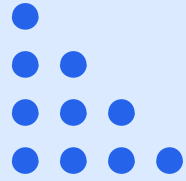
// Reursively visit cow i in moonet k with bounding box bb
void visit(int i, int k, BB &bb)
{
    moonet[i] = k;
    bb.x1 = min(bb.x1, C[i].first);
    bb.x2 = max(bb.x2, C[i].first);
    bb.y1 = min(bb.y1, C[i].second);
    bb.y2 = max(bb.y2, C[i].second);
    for (int j : nbrs[i])
        if (moonet[j]==0) visit(j, k, bb);
}
```



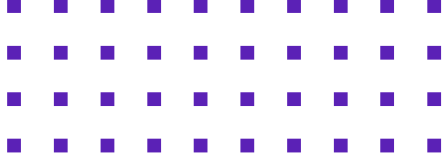
DFS Challenge Solution

```
int main(void)
{
    ifstream fin ("fenceplan.in");
    fin >> N >> M;
    pii p;
    for (int i=0; i<N; i++) {
        fin >> p.first >> p.second;
        C.push_back (p);
    }
    for (int i=0; i<M; i++) {
        fin >> p.first >> p.second;
        nbrs[p.first-1].push_back(p.second-1);
        nbrs[p.second-1].push_back(p.first-1);
    }
    int K = 0, best = 999999999;
    for (int i=0; i<N; i++)
        if (moonet[i]==0) {
            BB bb = {999999999,0,999999999,0};
            visit(i, ++K, bb);
            best = min(best, 2*(bb.x2-bb.x1+bb.y2-bb.y1));
        }
    ofstream fout ("fenceplan.out");
    fout << best << "\n";
    return 0;
}
```

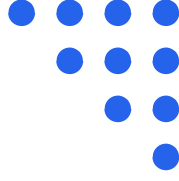




Graph Two-Coloring

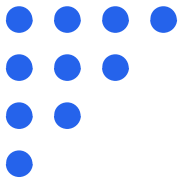


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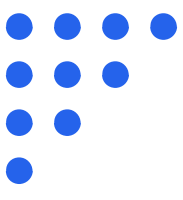
Graph Two-Coloring

- Traverses Graph similar to DFS.
- Assigns a “color” to each node.
- Bipartite Graph: Each edge connects two node of opposite colors.



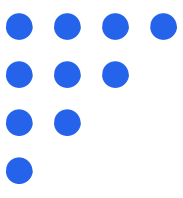
Graph Two-Coloring Example Problem

[CSES - Building Teams](#)

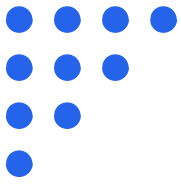


Graph Two-Coloring Example Solution

[CSES - Building Teams](#)



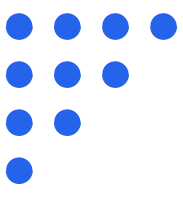
Building Teams Solution Sketch



- Arbitrarily label a node and then run DFS.
- Every time we visit a new (unvisited) node, we set its color based on the edge rule.
- When we visit a previously visited node, check to see whether its color matches the edge rule.

Graph Two-Coloring: Challenge Problem

[USACO: The Great Revegetation](#)



Graph Two-Coloring: Challenge Solution

```
#include <iostream>
#include <fstream>
#include <vector>
using namespace std;

int N, M, answer;
int L[100001];
vector<int> S_nbrs[100001], D_nbrs[100001];
bool impossible;

void visit(int x, int v)
{
    L[x] = v;
    for (auto n : S_nbrs[x]) {
        if (L[n] == 3-v) impossible = true;
        if (L[n] == 0) visit(n, v);
    }
    for (auto n : D_nbrs[x]) {
        if (L[n] == v) impossible = true;
        if (L[n] == 0) visit(n, 3-v);
    }
}
```

```
int main(void)
{
    ifstream fin ("revegetate.in");
    fin >> N >> M;
    for (int i=0; i<M; i++) {
        int a, b;
        string s;
        fin >> s >> a >> b;
        if (s=="S") { S_nbrs[a].push_back(b); S_nbrs[b].push_back(a); }
        if (s=="D") { D_nbrs[a].push_back(b); D_nbrs[b].push_back(a); }
    }

    for (int i=1; i<=N; i++)
        if (!L[i]) { visit(i,1); answer++; }

    ofstream fout ("revegetate.out");
    if (impossible) fout << "0\n";
    else {
        fout << "1";
        for (int i=0; i<answer; i++) fout << "0";
        fout << "\n";
    }
    return 0;
}
```



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