

Depth First Search

- ▶ Basic form of processing graphs is traversal.
- ▶ DFS and BFS are two important traversal techniques.

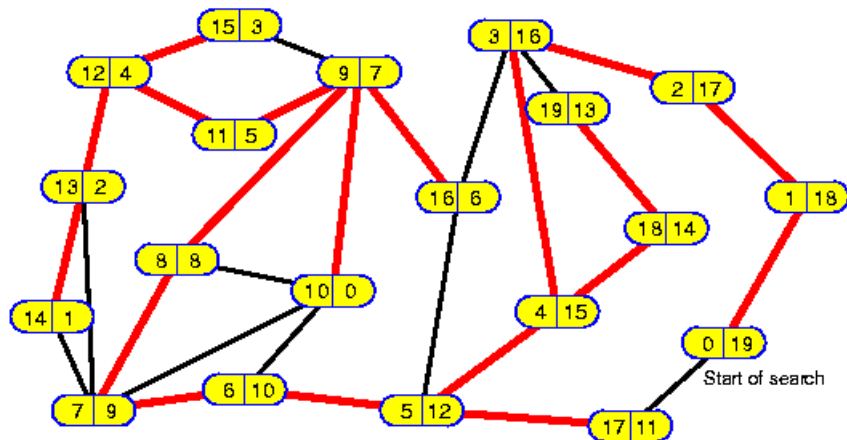
```
// Initializations  
index = 0;  
for all ( $v \in V$ ) {  
    mark[v] = "unvisited";  
     $T = \Phi$ ; // Tree edges  
}  
choose( $s$ ); // Start vertex  
DFS( $s, G$ );
```

Depth First Search

```
procedure DFS( $G, v$ ) {  
    mark[v] = "visited";  
    dfn[v] = ++index; // DFS numbers  
    for all ( $w \in \text{ADJ}_G(v)$ ) {  
        if (mark[w] == "unvisited") {  
             $T = T \cup \{(v, w)\}$ ; // Update T  
            DFS( $G, w$ ); // Recursive call  
        }  
    }  
}
```

Depth First Search Example

DFS Pre- and Postorder Numbering



Correctness of DFS

Lemma

DFS procedure is called exactly once for each vertex.

Proof.

- ▶ Once DFS is called for a particular vertex v , it is marked as "visited".
- ▶ DFS is never called out on "visited" vertices.



Running Time of DFS

Lemma

Running time of DFS procedure is $(V + E)$.

Proof.

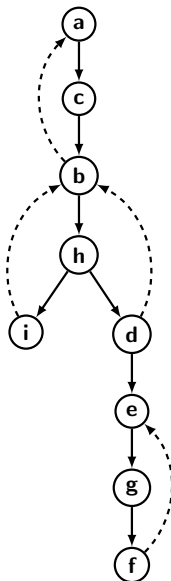
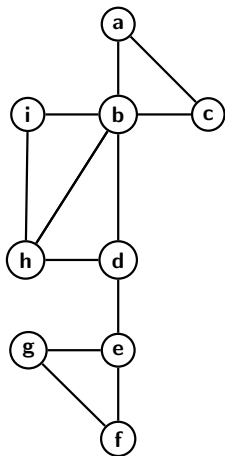
- ▶ Also obvious from algorithm's pseudo code.
- ▶ Procedure is called once for each vertex.
- ▶ But it traverses each edge exactly twice: once in forward direction and once in reverse direction.



Classification of Edges

- ▶ DFS gives an orientation to edges of an undirected graph.
- ▶ Traversing some edges lead to unvisited vertices.
- ▶ While the remaining edges lead to visited vertices.
- ▶ If a vertex w is found visited during $\text{DFS}(v)$, then w must be an ancestor of v in the DFS tree.
 - $\text{DFS}(v)$ must have been called during the time $\text{DFS}(w)$ call itself.
 - In other words, $\text{DFS}(w)$ is still incomplete when $\text{DFS}(v)$ was called.
- ▶ So edges are classified into two types: tree edges, and back edges.

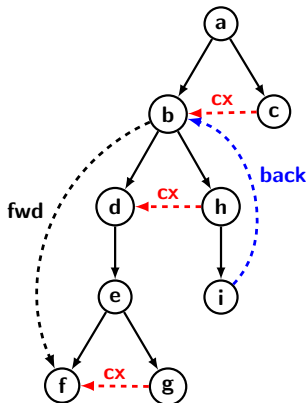
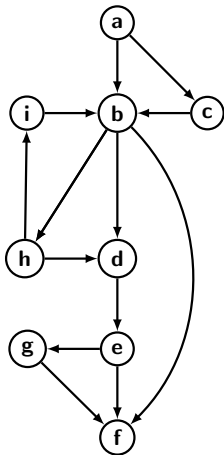
Edge Types in DFS of Undirected Graphs



DFS of Directed Graphs

- ▶ DFS of directed graphs must explore the edges by respecting the direction of orientation of the edges.
- ▶ As usual, tree edges are those edges that always lead to new (unvisited) vertices.
- ▶ Remaining edges are partitioned into three other types.
 - Back edges: which lead from a descendant to an ancestor.
 - Forward edges: which lead from a proper ancestor to a descendant
 - Cross edges: connects two unrelated vertices w and v . If the orientation is $v \rightarrow w$, then v is visited after w .

Edge Types in DFS of Directed Graphs



DFS of Disconnected Graphs

- ▶ Algorithm we have presented works for connected graph.
- ▶ For DFS of disconnected graphs, we need to change initial calling of procedure a bit.

```
// Initializations
index = 0;
for all ( $v \in V$ ) {
    mark[v] = "unvisited";
     $T = \Phi$ ; // Tree edges
}
for all ( $v \in V$ ) {
    if (mark[v] == "unvisited")
        DFS( $v, G$ );
}
```