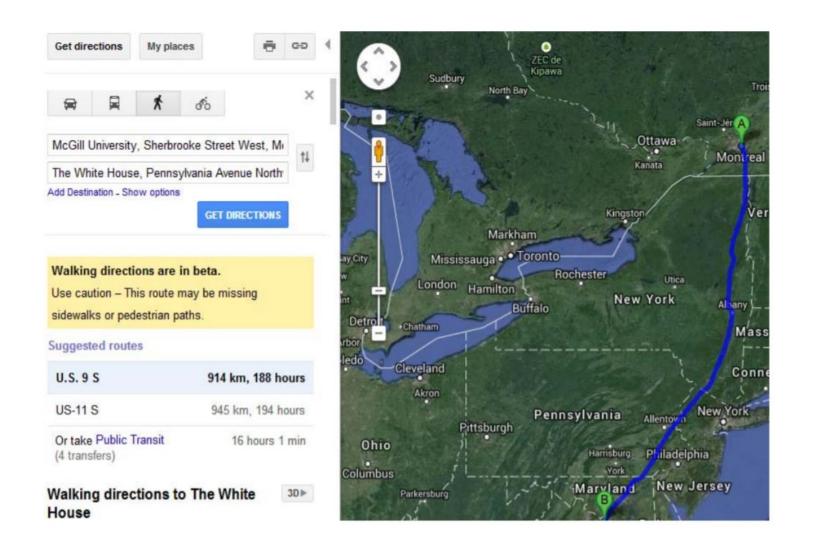
**COMP 250** 

Lecture 28

graphs 2 (traversal)

Nov. 16, 2016



In COMP 251, you will learn Djikstra's algorithm for shortest path between two vertices of a (weighted) graph.

## Today

- Recursive graph traversal
  - depth first

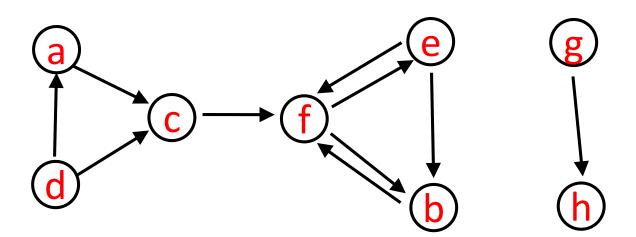
- Non-recursive graph traversal
  - depth first
  - breadth first

## Recall: tree traversal (recursive)

# Graph traversal (recursive)

Need to specify a starting vertex.

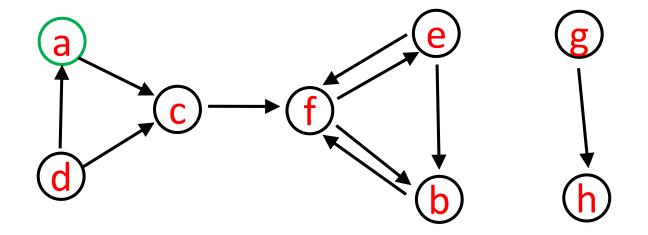
Visit all nodes that are "reachable" by a path from a starting vertex.



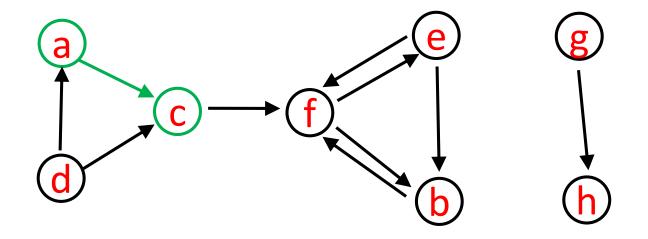
## Graph traversal (recursive)

```
depthFirst_Graph(v){
    v.visited = true
    for each w such that (v,w) is in E // w in v.adjList
        if ! (w.visited) // avoids cycles
        depthFirst_Graph(w)
}
```

// Here "visiting" just means "reaching"

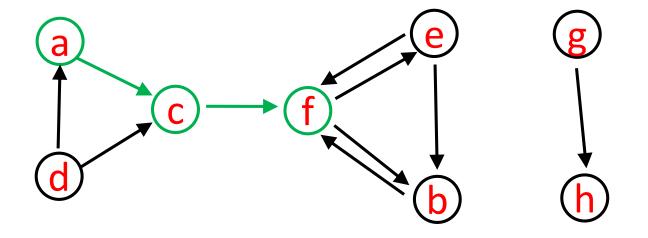


a

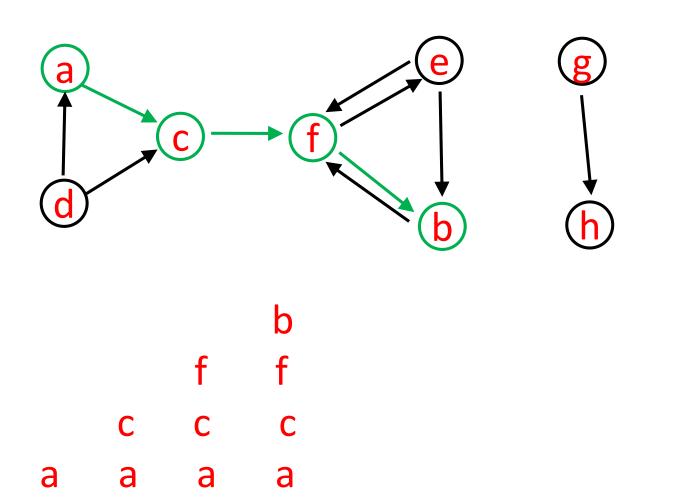


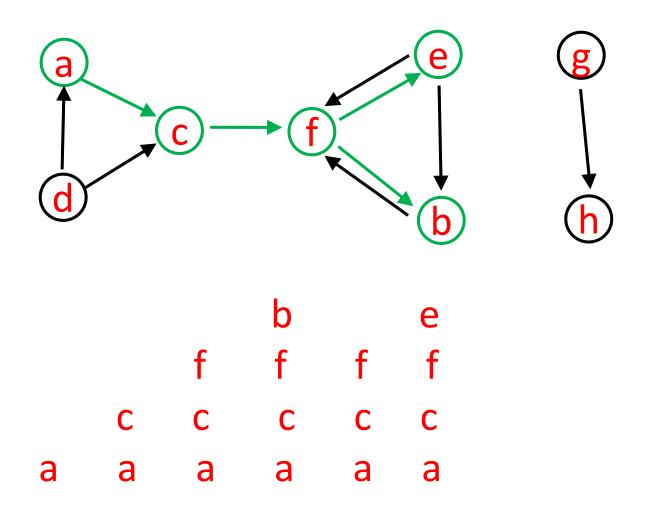
C

a a



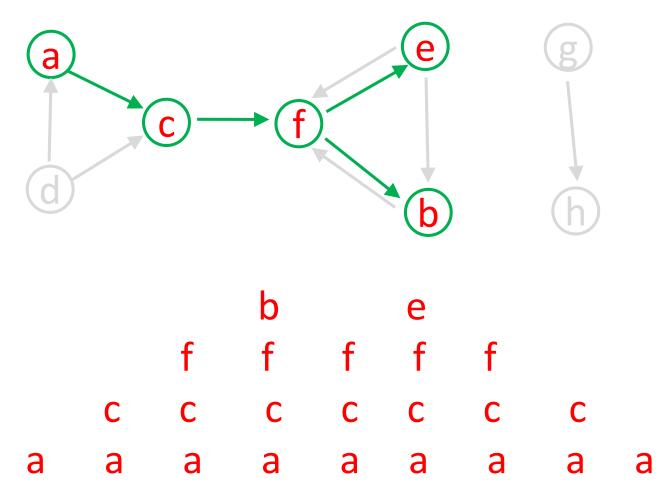
c c a a a

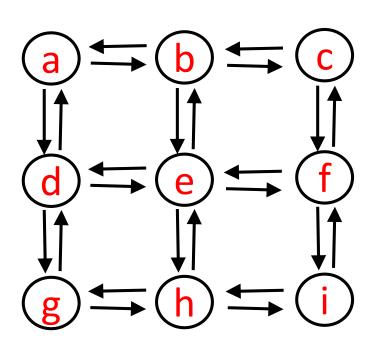




## Call Tree

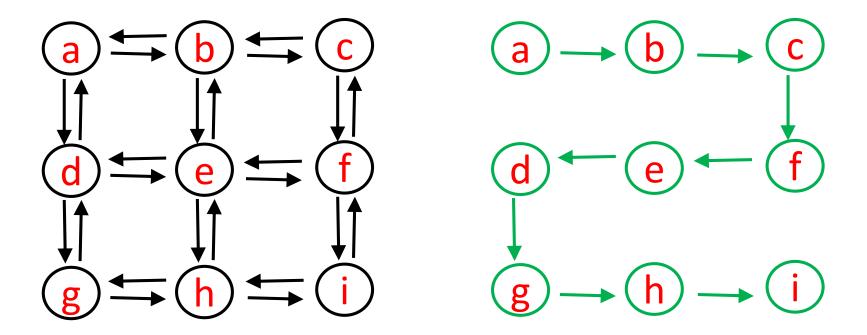
#### root





What is the call tree for depthFirst(a)?

#### **Adjacency List**



Call Tree for depthFirst(a)

```
HEADS UP! Prior to traversal, ....
```

```
for each w in V
w.visited = false

How to implement this?
```

```
class Graph<T> {
   HashMap< String, Vertex<T> > vertexMap;
   public void resetVisited() {
        Set<String> vertexKeySet = vertexMap.keySet();
        for ( String key : vertexKeySet ){
             vertexMap.get(key).visited = false;
```

Q: Non-recursive graph traversal?

A: Similar to tree traversal: Use a stack (or a queue)

## Recall: depth first tree traversal

```
treeTraversalUsingStack(root){
   initialize empty stack s
   s.push(root)
   while s is not empty {
     cur = s.pop()
     visit cur
     for each child of cur
         s.push(child)
```

Visit a node *after* popping it from the stack.

Every node in the tree gets pushed, visited, and then popped.

Preorder because we visit a node before visiting children. However "visit" is not the same as "reach" in this case.

## Slight variation....

```
treeTraversalUsingStack(root){
   initialize empty stack s
   visit root
   s.push(root)
   while s is not empty {
      cur = s.pop()
      for each child of cur
         visit child
         s.push(child)
```

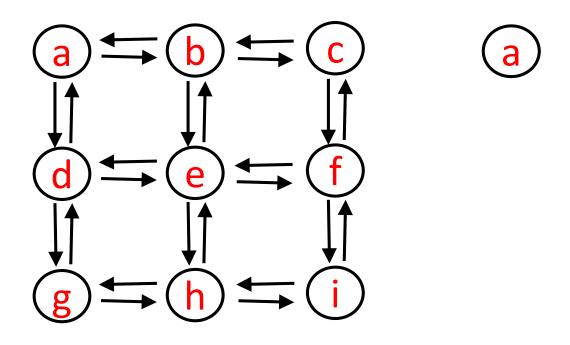
Visit a node before pushing it onto the stack.

Every node in the tree gets visited, pushed, and then popped.

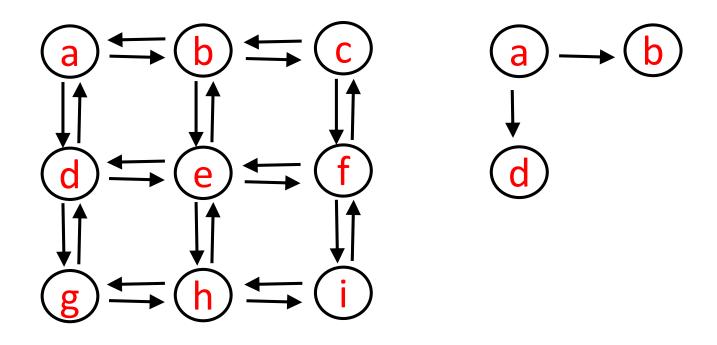
**Preorder** because we visit a node before visiting children. Here "visit" = "reach".

## Generalize to graphs...

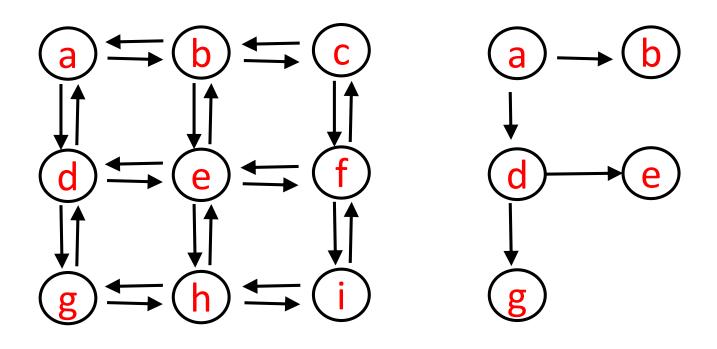
```
graphTraversalUsingStack(v){
  initialize empty stack s
  v.visited = true
  s.push(v)
  while (!s.empty) {
    u = s.pop()
    for each w in u.adjList{
      if (!w.visited){
                                   // the only new part
         w.visited = true
         s.push(w)
```



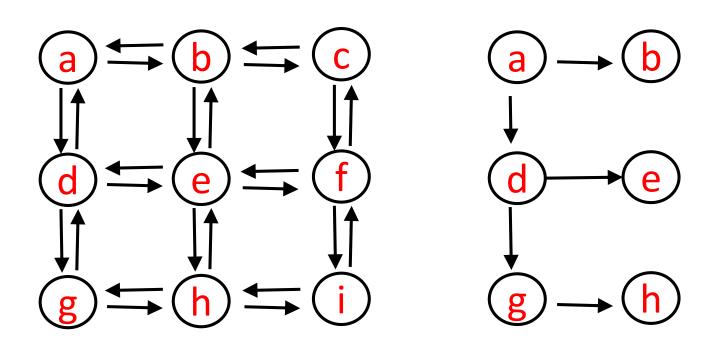
a



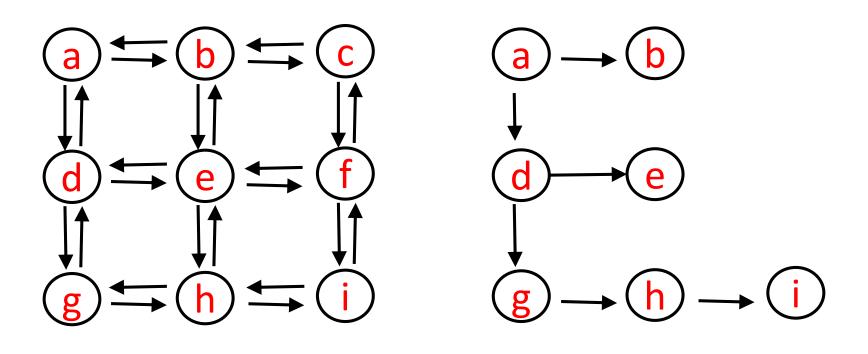
d b a a



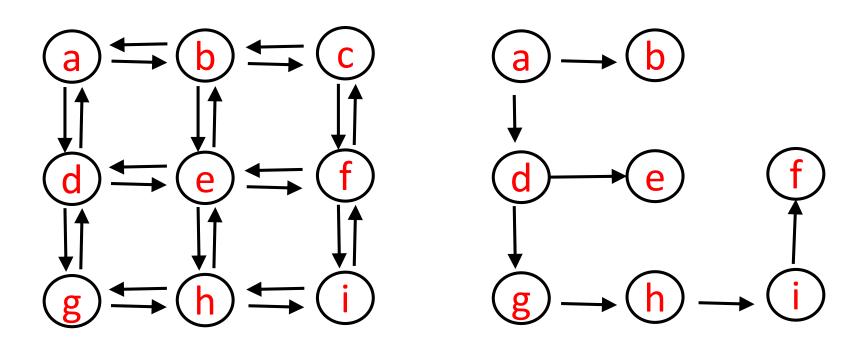
d e b b a a a



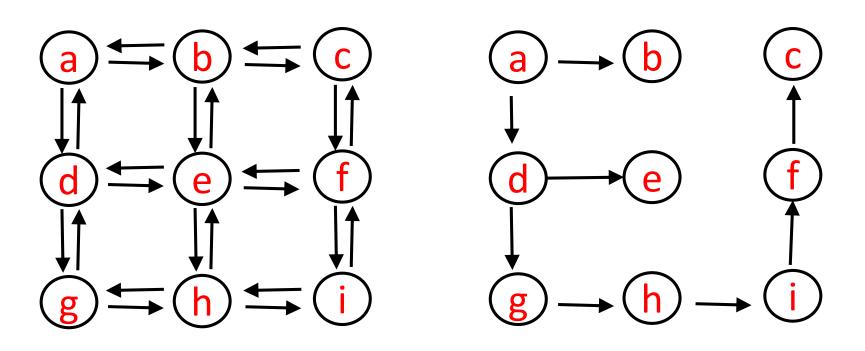
g h d e e b b b a a a a



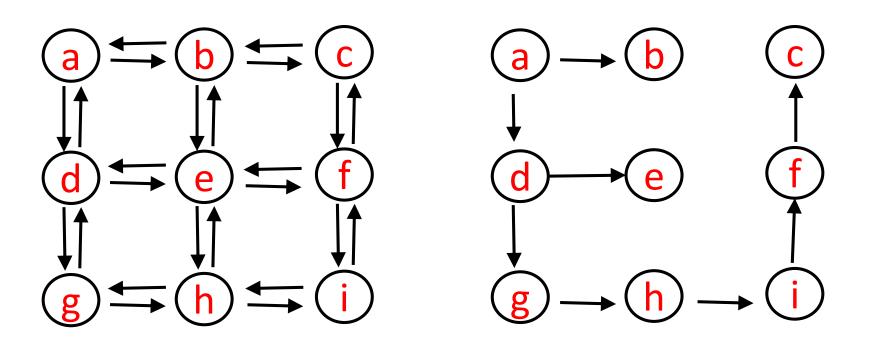
g h i d e e e b b b b a a a a a



g h i f d e e e e b b b b a a a a a



g h i f c d e e e e e b b b b b b b a a a a a



## Breadth first graph traversal

Given an input vertex, find all vertices that can be reached by paths of length 1, 2, 3, 4, ....

i.e. find the shortest path (number of edges) that can be reached from the input vertex.

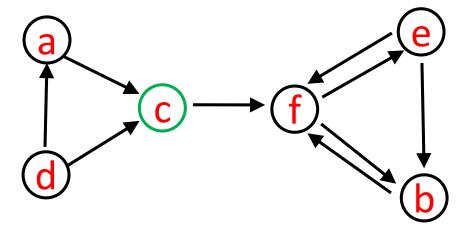
## Breadth first graph traversal

```
graphTraversalUsingQueue(v){ // see lecture 18 slides 24-31
  initialize empty queue q
  v.visited = true
  q.enqueue(v)
  while (! q.empty) {
    u = q.dequeue()
    for each w in u.adjList{
      if (!w.visited){
         w.visited = true
         q.enqueue(w)
```

#### graphTraversalUsingQueue(c)

#### queue

C

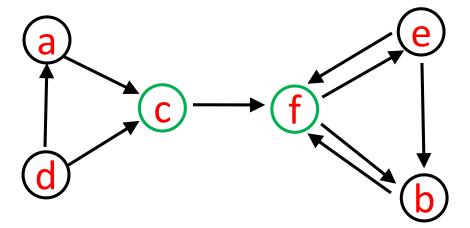


#### graphTraversalUsingQueue(c)

#### queue

C

f



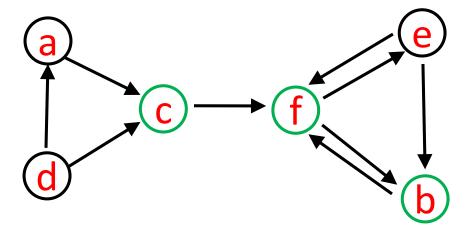
#### graphTraversalUsingQueue(c)

#### queue

C

f

be



#### graphTraversalUsingQueue(c)

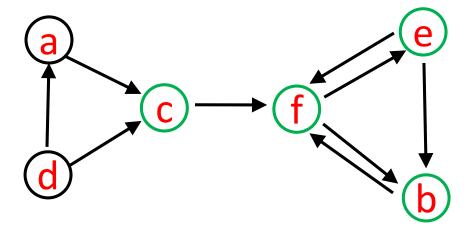
#### queue

**C** 

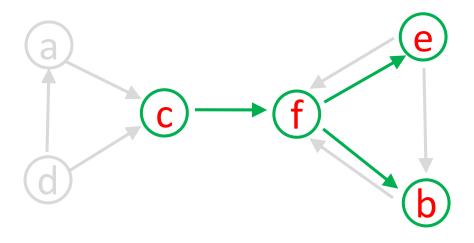
f

be

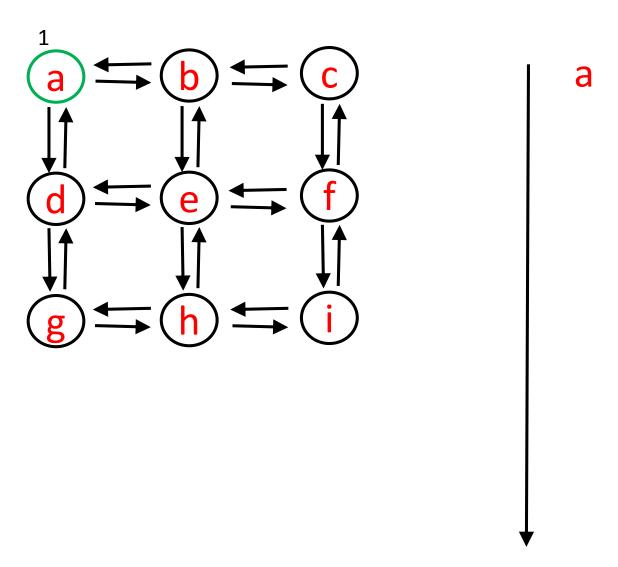
e

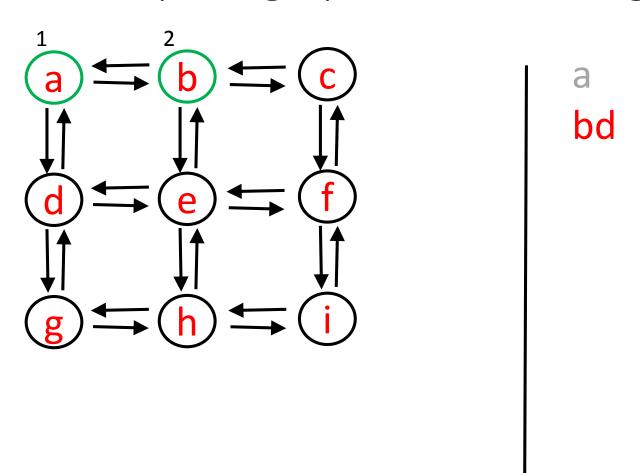


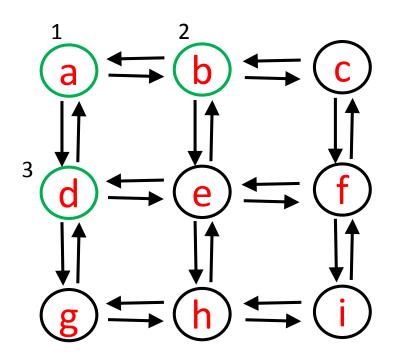
graphTraversalUsingQueue(c)



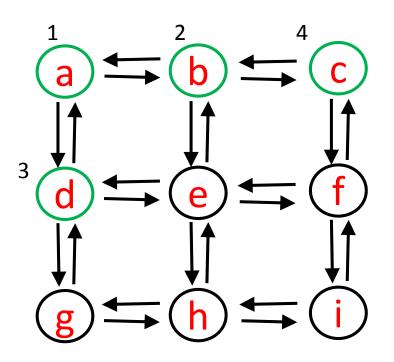
It defines a tree.



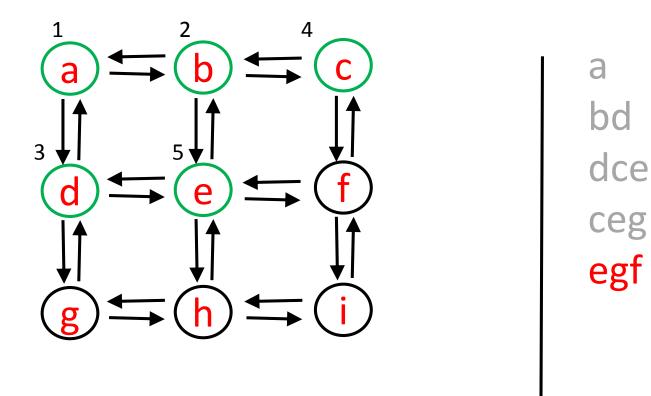


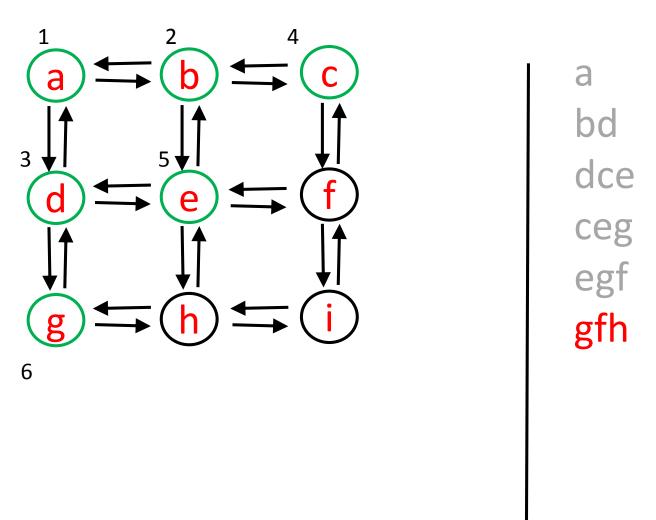


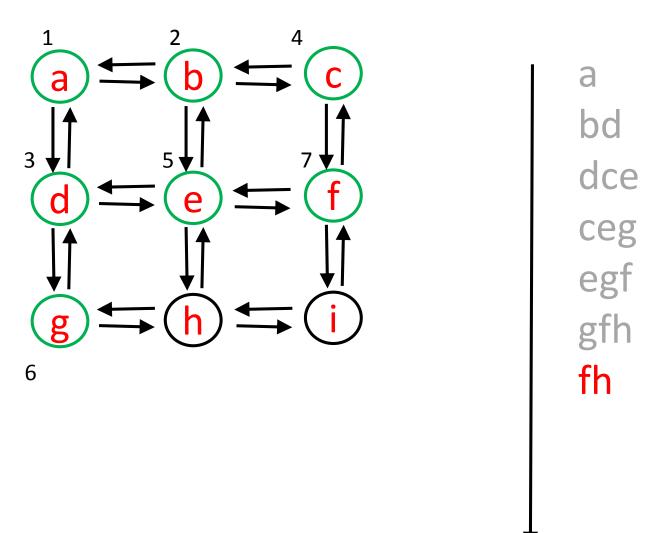
a bd dce

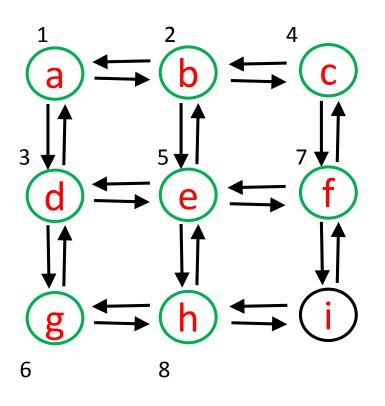


a bd dce ceg

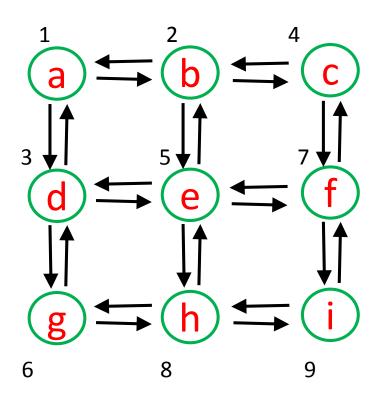




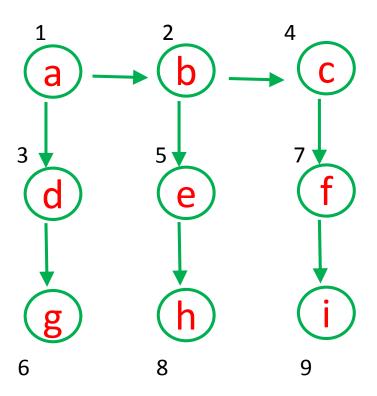




dce ceg hi



dce ceg



#### Announcements

Assignment 4 tomorrow (hopefully)

- due in two weeks (Friday Dec. 2)
- Q1 Hashmaps
- Q2 Graphs and some object oriented design stuff

**Lots of TA office hours:** if you don't yet use debug mode, or you have trouble with packages, then get help from a TA.