

Design and Analysis of Algorithms

Graphs 3: Depth-First Search

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3.3.3

For all nodes u, v , either $[pre[u], post[u]]$ is completely within $[pre[v], post[v]]$, or the other way around, or there is no overlap. Why? $pre[u]$ to $post[u]$ is the time u is on the stack.

This is because each $[pre[u], post[u]]$ is completely within $[pre[v], post[v]]$ because only unexplored nodes are added to the stack. So, when a node is added to the stack (u), all of the nodes for (v) will be discovered before the stack is emptied and returns to u . This is because v cannot be added to the exploration of u . The name depth-first sort of implies this, too. If we start at a node (u), we search as deep as we can before returning to u , so any v searches will take less time than u .

3.3.5

What is the running time of DFS?

The running time of DFS is $O(N)$

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procedure explore(G,v)
Input:  $G(V,E)$  is a graph;  $v$  is in  $V$ 
Output: visited( $u$ ) is set to true for all nodes  $u$  reachable from  $v$ 
    previsit( $v$ )                //c1
    visited( $v$ )=true             //c2
    for each edge ( $v,u$ ) in  $E$ : //N(E)
        if not visited( $u$ ): explore( $u$ ) //c3
    postvisit( $v$ )
```

It appears that the running time is $O(N)$, or or $O(E)$, since we call explore on depending on the size of the Edges. Each edge is explored 1 time!

3.3.7

Suppose that we start the explore procedure at node u . Use induction to prove that it will find all nodes reachable from u . Induction refresher: Prove the base case, then state the induction hypothesis, then do the inductive step.

Claim: All nodes v that are $k \geq 0$ steps from u can be found with the explore procedure.

Base Case: For $k = 0$, $explore(k = 0)$ discovers $u = v$ immediately, and $k \geq 0$ nodes will be discovered, too.

Proof by Induction: For $k + 1$, $u[k + 1]$ will be discovered as $v[k + 1]$. Through induction all nodes for $k \geq 0$ will be discovered through explore.

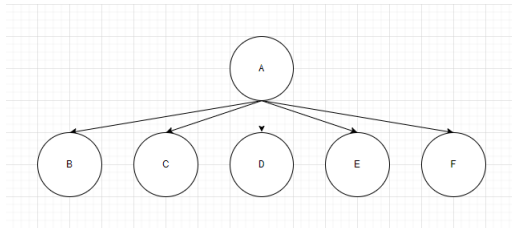
3.3.9

1. How many parents can a node have in the DFS tree?

A node can have one parent because it can only be marked as visited coming from one other node.

2. How many children can a node have in the DFS tree?

A node can have as many children as there are nodes coming from that node.



3. How many ancestors can a node have in the DFS tree?

If there are k nodes in a graph, the DFS could have up to $k - 2$ ancestors - the total number of nodes minus the parent and the bottom most node.

4. How many descendants can a node have in the DFS tree?

A node can have $k - 1$ nodes when there are k nodes in the graph. This is assuming the graph is essentially a linked list.