# GRAPH (BFS/DFS)

# Tips

- When to build an adjacency list from the input data?
  - When the graph is **sparse**
  - When working with **non-grid graphs**
  - When you want to perform multiple or complex traversals and need fast neighbour lookups.

# **Problem - Keys and Rooms**

https://leetcode.com/problems/keys-and-rooms

```
int maxProfit(vector<int>& prices) {
    int profit = 0;
    int buy = prices[0];
    for (auto i = 1; i < prices.size(); i++) {
        if (prices[i] < buy) {
            buy = prices[i];
        } else if (prices[i] - buy > profit) {
                profit = prices[i] - buy;
        }
    }
    return profit;
}
```



https://leetcode.com/problems/clone-graph

#### **Problem Statement**

- Given a node reference, create a deep copy of the graph
- The class node has two variables: val and neighbours

```
class Node {
  public int val;
  public List<Node> neighbors;
}
```

Output is the node reference of the copy



https://leetcode.com/problems/clone-graph

#### **Solution**

- First check the edge cases (is the node null?)
- Create a hash map to store the nodes that is already created unordered<int, Node\*> graph;
- Check if the current node already exists in the graph
- If not, create a new Node object and store in the hashmap
- Visit all the neighbors and add the neighbors to this current node

### Code - Clone Graph

```
E LeetCode
```

https://leetcode.com/problems/clone-graph

```
std::unordered_map<int, Node*> graph;
Node* cloneGraph(Node* node) {
   if (node == NULL) {
        return NULL;
    // does this node object exists?
   if (graph.find(node->val) == graph.end()) {
        // node wasn't visited yet, store in the hashmap
        graph[node->val] = new Node(node->val);
        // visit all neighnours
        for (const auto& n : node->neighbors) {
            graph[node->val]->neighbors.push_back(cloneGraph(n));
   return graph[node->val];
```

### Problem - 207. Course Schedule



**LeetCode** 

leetcode.com/problems/course-schedule

#### **Problem**

- You are given the number of courses and a course pre-requisite array
- Course pre-requisite indicates the dependency between courses

#### • Example:

```
numCourses = 2, prerequisites = [[1,0],[0,1]]
To take course 1, you must take course 0 first
to take course 0, you must take course 1 first
```

- In this example, this schedule is not possible since one course depends on the other
- Return if the schedule is valid or not

### Solution - 207. Course Schedule





leetcode.com/problems/course-schedule

#### **Solution**

- Model as a graph problem
- Create a dependency graph between courses: course A depends on course B
- If there is a cycle, **A** to **B** and **B** to **A**, the schedule is invalid
- For the implementation: first convert the schedule to adjacency list
- Use DFS and track two status: VISITING and VISITED
- Go over each node in the adjacency list, and perform a DFS
- Once you find a node which status is VISITING, you've detected a cycle

### Code - 207. Course Schedule



leetcode.com/problems/course-schedule

#### Code Time: O(n + p) Space: O(n + p) where n is the number of courses and p the number of edges in the graph

```
enum class VisitState {
   NOT VISITED,
   VISITING,
    VISITED
};
bool hasCycle(int node, const unordered map<int, vector<int>>& adjList,
              unordered map<int, VisitState>& visited) {
   // if we are revisiting a node in the current path, there's a cycle
   if (visited[node] == VisitState::VISITING) return true;
   // if we've already completed visiting this node, no need to check again
   if (visited[node] == VisitState::VISITED) return false;
   // mark the node as being visited
   visited[node] = VisitState::VISITING;
   for (int neighbor : adjList.at(node)) {
        if (hasCycle(neighbor, adjList, visited)) return true;
   // mark the node as fully visited
   visited[node] = VisitState::VISITED;
   return false:
```

```
bool canFinish(int numCourses, const vector<vector<int>>& prerequisites) {
    // build the adjacency list: course -> list of its prerequisites
    unordered_map<int, vector<int>> adjList;
    for (const auto& dependencyPair : prerequisites) {
        int course = dependencyPair[0];
        int prerequisite = dependencyPair[1];
        adjList[course].push_back(prerequisite);
    }
    unordered_map<int, VisitState> visited;

    // check each course for cycles
    for (int course = 0; course < numCourses; ++course) {
        if (adjList.count(course)) {
            if (hasCycle(course, adjList, visited)) return false;
        }
    }
    return true; // no cycles detected
}</pre>
```

### Code - 207. Course Schedule

**LeetCode** 

leetcode.com/problems/course-schedule

### Code (simplified) Time: O(n + p) Space: O(n + p) where n is the number of courses and p the number of edges in the graph

```
bool canFinish(int numCourses, vector<vector<int>>& prerequisites) {
    // construct the graph
   vector<vector<int>> adjList(numCourses);
    // states:
    // unvisited = 0, visiting = -1, visited = 1
   vector<int> visited(numCourses, 0);
    for (const auto& pre : prerequisites) {
        adjList[pre[1]].push back(pre[0]);
    for (int n = 0; n < adjList.size(); ++n) {</pre>
        if (hasCycle(adjList, visited, n /* starting node */)) {
            return false;
    return true;
bool hasCycle(vector<vector<int>>& adjList, vector<int>& visited, int node) {
   if (visited[node] == -1) return true;
   if (visited[node] == 1) return false;
   // visiting
   visited[node] = -1;
    for (const auto& n: adjList[node]) {
        if (hasCycle(adjList, visited, n)) {
            return true;
    // already visited
    visited[node] = 1;
```

### Problem – 417. Pacific Atlantic Water Flow





leetcode.com/problems/pacific-atlantic-water-flow

#### **Problem**

• ..

### Solution - 417. Pacific Atlantic Water Flow



**LeetCode** 

leetcode.com/problems/pacific-atlantic-water-flow

#### **Solution**

• ..

### Code - 417. Pacific Atlantic Water Flow



**LeetCode** 

leetcode.com/problems/pacific-atlantic-water-flow

Code Time: O(-) Space: O(-)

• ...

### Problem - 200. Number of Islands





leetcode.com/problems/number-of-islands

#### **Problem**

• ..

### Solution – 200. Number of Islands





leetcode.com/problems/number-of-islands

#### **Solution**

•

### Code - 200. Number of Islands

**LeetCode** 

leetcode.com/problems/number-of-islands

Code Time: O(-) Space: O(-)

• ...

# Problem – 128. Longest Consecutive Sequence





leetcode.com/problems/longest-consecutive-sequence

#### **Problem**

• ..

# Solution - 128. Longest Consecutive Sequence





leetcode.com/problems/longest-consecutive-sequence

#### **Solution**

•

# **Code** – 128. **Longest Consecutive Sequence**



**LeetCode** 

leetcode.com/problems/longest-consecutive-sequence

Code Time: O(-) Space: O(-)

•

# Problem – 261. Graph Valid Tree





leetcode.com/problems/graph-valid-tree

#### **Problem**

**.**..

# Solution – 261. Graph Valid Tree



**LeetCode** 

leetcode.com/problems/graph-valid-tree

#### **Solution**

• ..

# Code – 261. Graph Valid Tree



**LeetCode** 

leetcode.com/problems/graph-valid-tree

Code Time: O(-) Space: O(-)

• ...





leetcode.com/problems/number-of-connected-components-in-an-undirected-graph

#### **Problem**

- You are given a graph of n nodes, and an array of edges (source, destination)
- Edges indicates the edge between node source and destination
- Find the total number of isolated components (subgraphs)

#### • Example:

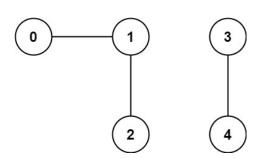
Input:

$$n = 5$$
, edges = [[0,1],[1,2],[3,4]]

Output: 2

0 is connected to 1, 1 is connected to 2

3 is a new subgraph connected to 4



### Solution – 323. Number of Connected Components





leetcode.com/problems/number-of-connected-components-in-an-undirected-graph

#### **Solution**

- Build an adjacency list from edges
- From each node, check if its visited
- If it is not visited, mark as a new "component" or subgraph
- Perform a DFS from that node

### **Code – 323. Number of Connected Components**

**E** LeetCode

leetcode.com/problems/number-of-connected-components-in-an-undirected-graph

Code Time: O(n + E) Space: O(n + E) where n is the number of nodes and E is edges size

```
int countComponents(int n, vector<vector<int>>& edges) {
   vector<bool> visited(n, false);
   vector<vector<int>> adjList(n);
   // build adjancency list
   for (const auto& edge: edges) {
        adjList[edge[0]].push back(edge[1]);
        adjList[edge[1]].push_back(edge[0]);
   int totalComponents = 0;
   for (int i = 0; i < n; ++i) {
       if (!visited[i]) {
           dfs(adjList, visited, i);
           totalComponents++;
   return totalComponents;
void dfs(vector<vector<int>>& adjList, vector<bool>& visited, int node) {
   if (visited[node]) return;
   visited[node] = true;
   for (const auto& neighbour : adjList[node]) {
        dfs(adjList, visited, neighbour);
```





https://leetcode.com/problems/maximum-level-sum-of-a-binary-tree

#### **Problem Statement**

- Given the root of a binary tree, find the smallest level with the maximum sum
- For example, the tree below has the follow sums for each level:

level 
$$1 \text{ (root)} = 1$$

level 
$$2 = 7 + 0 = 7$$

$$|eve| 3 = 7 - 8 = -1$$

■ Therefore, **level 2** has the maximum sum



### Solution – Maximum Level Sum of a Binary Tree





https://leetcode.com/problems/maximum-level-sum-of-a-binary-tree

#### **Solution**

- Have a queue with the nodes for the current level
- Sum the values from that level by taking the nodes from the queue
- Example, we know that level 1 has one node. Hence, pop the first node from the queue
   If level 2 has 2 nodes, pop two nodes, sum the values
- In addition, add left and right to the end of the queue to process the next level

### Code – Maximum Level Sum of a Binary Tree

```
E LeetCode
```

https://leetcode.com/problems/maximum-level-sum-of-a-binary-tree

```
int maxLevelSum(TreeNode* root) {
    std::queue<TreeNode*> nodes;
    int currentLevel = 0;
    int maxLevel = 1;
    int maxSum = INT MIN;
    nodes.push(root);
    // traverse the graph
    while(!nodes.empty()) {
        int levelSum = 0;
        int levelSize = nodes.size();
        currentLevel++;
        // sum the values in current level
        for (int i = 0; i < levelSize; ++i) {</pre>
            TreeNode* node = nodes.front();
            levelSum += node->val;
            nodes.pop();
            if (node->left) nodes.push(node->left);
            if (node->right) nodes.push(node->right);
        if (levelSum > maxSum) {
            maxLevel = currentLevel;
            maxSum = levelSum;
    return maxLevel;
```

### Problem - 1236. Web Crawler





https://leetcode.com/problems/web-crawler

#### **Problem**

- You are given a starting URL startURL and an interface HtmlParser with a method getUrls(url)
- getUrls(url) returns a vector of strings with the URLs found on the given page
- Start crawling from startUrl and recursively visit all reachable URLs
- Only visit URLs that share the same hostname as startUrl
- Return a list of all visited URLs (in any order)

### Solution - 1236. Web Crawler





https://leetcode.com/problems/web-crawler

#### **Solution**

- This is a graph problem framed as an object
- Both BFS and DFS are valid options
- Each url represent a node, and getUrls retrieve the neighbours
- Visit each node and add to the result if they have the same hostname

### Code - 1236. Web Crawler



https://leetcode.com/problems/web-crawler

Code (BFS) Time: O(n + m) Space: O(n + w) where n is the number of unique URLs, m the number of links (edges), w is the explicit queue

```
vector<string> crawl(string startUrl, HtmlParser htmlParser) {
    string hostname = getHostname(startUrl);
   queue<string> urls;
   unordered set<string> visited;
   vector<string> result;
   urls.push(startUrl);
   visited.insert(startUrl);
   result.push back(startUrl);
   while(!urls.empty()) {
        string url = urls.front();
       urls.pop();
       for (const auto& u : htmlParser.getUrls(url)) {
           // is it the same hostname?
           // have I already visited this one?
           if (visited.count(u)) continue;
           if (getHostname(u) != hostname) continue;
           urls.push(u);
           result.push back(u);
           visited.insert(u);
   return result;
```

```
string getHostname(const string& url) {
   int start = url.find("://") + 3;
   int end = url.find("/", start);
   return url.substr(start, end - start);
}
```

```
LeetCode
```

https://leetcode.com/problems/web-crawler

Code (DFS) Time: O(n + m) Space: O(n + h) where n is the number of unique URLs, m the number of links (edges), h is the recursive stack

```
string getHostname(const string& url) {
    int start = url.find("://") + 3;
    int end = url.find("/", start);
    return url.substr(start, end - start);
void dfs(const string& hostname, const string& url, HtmlParser& htmlParser,
unordered set<string>& visited, vector<string>& result) {
    if (visited.count(url)) return;
    result.push_back(url);
    visited.insert(url);
    for (const auto& u: htmlParser.getUrls(url)) {
        if (getHostname(u) == hostname) {
            dfs(hostname, u, htmlParser, visited, result);
vector<string> crawl(string startUrl, HtmlParser htmlParser) {
    string hostname = getHostname(startUrl);
    unordered set<string> visited;
    vector<string> result;
    dfs(hostname, startUrl, htmlParser, visited, result);
    return result;
```

# Problem – 994. Rotting Oranges



**E** LeetCode

leetcode.com/problems/rotting-oranges

### Problem / Solution / Code Time: O(-) Space: O(-)

- ′
- **2**



leetcode.com/problems/rotting-oranges

#### **Solution**

- ′
- **2**

**LeetCode** 

leetcode.com/problems/rotting-oranges

Code Time: O(-) Space: O(-)

- ′
- **2**