

COMP 2402 Class Notes

Java Collections Framework (JCF)

The Java Collections Framework (JCF) is a unified architecture for representing and manipulating collections.

A collection — sometimes called a container — is simply an object that groups multiple elements into a single unit. Collections are used to store, retrieve, manipulate, and communicate aggregate data. Typically, they represent data items that form a natural group, such as a poker hand (a collection of cards), a mail folder (a collection of letters), or a telephone directory (a mapping of names to phone numbers). If you have used the Java programming language — or just about any other programming language — you are already familiar with collections.

In order to use the JCF you can import it like this.

```
import java.util.*
```

Sorting

This is how to sort strings based on length by using anonymous object **[Comparator]**.

```
Collections.sort(list, new Comparator<String>() {  
    public int compare(String x, String y) {  
        return x.length() - y.length();  
    }  
});  
  
// or you can use lambda function  
list.sort( (String o1, String o2) -> o1.compareTo(o2)
```

```

);

// if you want to sort by length and also
// alphabetically
Collections.sort(list, new Comparator<String>() {
    public int compare(String x, String y) {
        // if not same length, use length
        if(x.length() != y.length()) {
            return x.length() - y.length();
        }
        // else compare as strings
        return x.compareTo(y);
    }
});

```

The **compare(x,y)** method works by moving an element left if the **compare(x,y)** method returns a negative integer, and moves the element right if the **compare(x,y)** returns a positive integer. [difference between x and y]

```

(-) x < y
(0) x = y
(+) x > y

```

Maps [HashMap]

Also known as dictionaries in Swift or C#...

- Cannot have duplicate entries

```

Map<String, Integer> map = new HashMap<>();
map.put("Java", 6);
map.put("Swift", 10);
map.put("C#", 7);
map.put("Ruby", 9);

```

```
// this will print out every value in the map [foreach]
for(String str : map.keySet()) {
    System.out.println(str + " : " + map.get(str))
}

map.get(key); // fast operation, returns null if no key
found
```

List

Continuing from previous example...

Map.Entry is just a key-value pair

```
List<Map.Entry<String,Integer>> entryList = new
ArrayList<>();
entryList.addAll(map.entrySet()); // set containing all
the elements

for(Map.Entry<String,Integer> entry : entrylist) {
    System.out.println(entry.getKey() + " : " +
entry.getValue() );
}
```

Deque [ArrayDeque]

Fast for reading/writing at *start* or *end* of list. Basically just a flexible stack/queue.

```
Deque<String> dq = new ArrayDeque<>();
dq.addFirst("second");
dq.addFirst("first");
dq.addLast("penultimate");
dq.addLast("last");
```

Priority Queue

Essentially: uses a heap instead of a tree, in order to keep a certain one on top. So first element is 'sorted' and then rest is unsorted.

Not good for sorting, or random access.

```
Queue<String> pq = new PriorityQueue<>();  
pq.addAll(list);  
  
System.out.println(pq.remove());    // remove smallest  
element
```

If alphabetical, one that starts with 'a' will be removed. After first element, the queue is not sorted. Removing one will promote next smallest to the top

Asymptotic Notation [Big O]

Used to analyze complexity of algorithms, to find faster, or which ones requires more space.

Comparing data structures

- Time
- Space
- Correctiveness

Growth rates proportionl to n

- If input doubles in size, how much will runtime increase?

Runtime as a count of primitive operation

- This is machine independent

- Proportional to exact runtime

```
for(int i = 0; i < n; i++) {
    arr[i] = i;
}
```

Runtime:

- **1**: assignment [int i = 0]
- **n+1**: comparisons [i < n]
- **n**: increments [i++]
- **n**: array offset calculations [arr[i]]
- **n**: n indirect assignments [arr[i] = i]

Definition of Big O

After a certain point, $g(x)$ will grow as fast [or faster] than $f(x)$

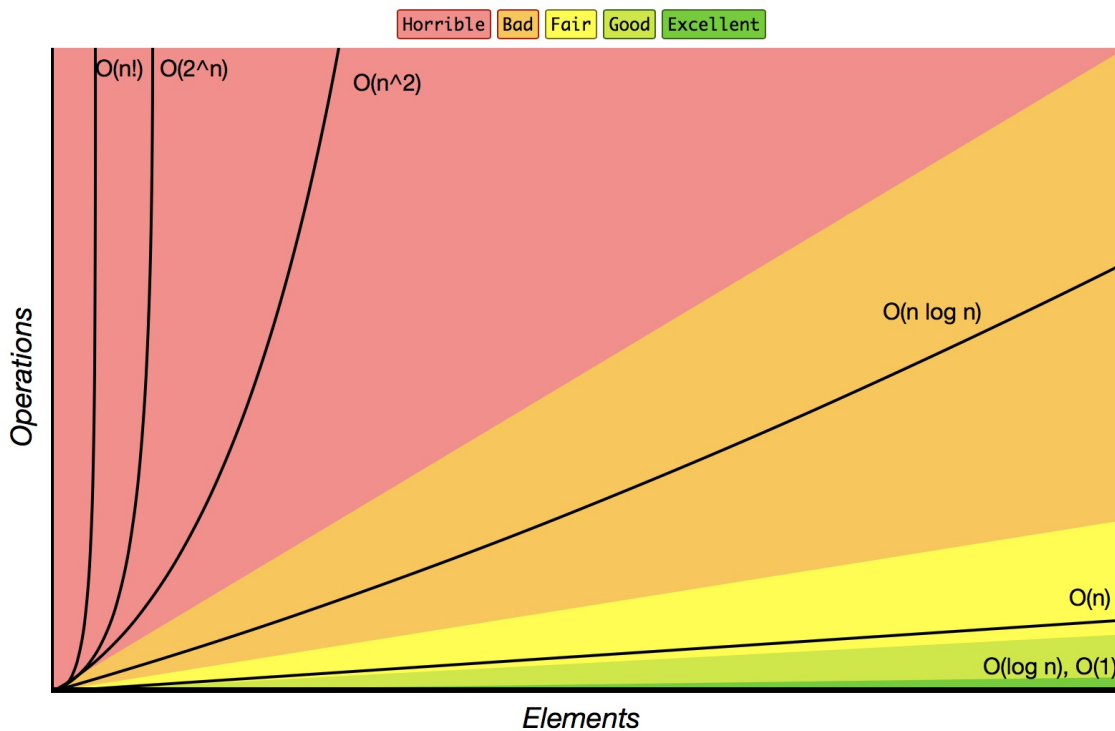
- $g(x)$ is the upper limit to $f(x)$

$$O(g(n)) \quad \forall (f(n) < c \cdot g(n))$$

Orders of growth

Complexity	Name
$O(1)$	Constant
$O(\log n)$	Logarithmic
$O(n)$	Linear
$O(n \log n)$	Quasilinear
$O(n^2)$	Quasilinear
$O(2^n)$	Exponential
$O(n!)$	Factorial

Big-O Complexity Chart



Tips

- Only largest values matter
- Drop all coefficient
- Log bases are all equivalent

Example

```
public class BigO {
    public static void main() {
        String str = "";
        int n = 100;    // O(1)

        for(int i = 0; i < n; i++) {    // O(n)
            str += "x";    // O(1) but n times
        }

        for(int i = 0; i < n; i+=2) {    // n/2 times -
            str += "y"    // O(1)
        }
    }
}
```

> O(n)

```

    }

    // this is roughly the same as if n was n/2
with 0(n)
    for(int i = 0; i < n; i*=2) {    // 0(log n)
        str += "y"                // 0(1)
    }
}
}

```

Array-based Data Structures

ArrayStack [ArrayList]

- Implements **List** interface with an array
- Similar to ArrayList
- Efficient only for stack operations [back]
- superceded by ArrayDeque
- **get(), set() in $O(1)$**
- **add(), remove() in $O(1 + n-i)$**
 - good for write at the back

Stacks vs List

Stack	List
push(x)	add(n,x)
pop()	remove(n-1)
size()	size()
peek(x)	get(n-1)

List Interface

- **get(i) / set(i,x)**
 - Access element i, and return/replace it

- `size()`
 - number of items in list
- `add(i,x)`
 - insert new item `x` at position `i`
- `remove(i)`
 - remove the element from position `i`

dereferencing: getting the address of a data item

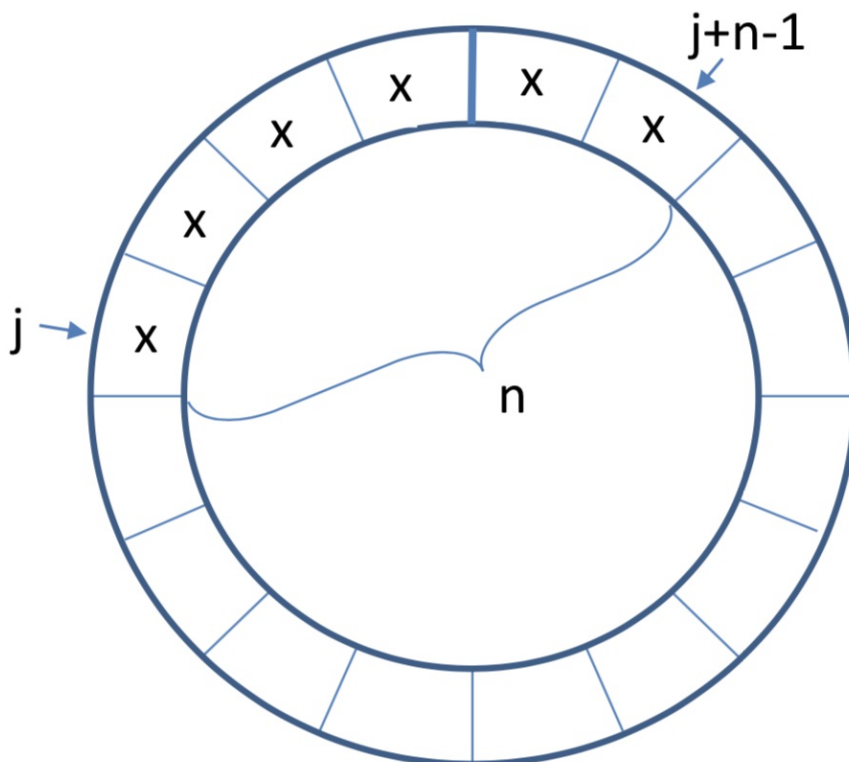
Amortized Cost

When an algorithm has processes that may be much longer but usually is quick, so you take the average. [roughly]

e.g. resizing an an array when adding/removing

ArrayQueue & ArrayDeque

Allow for efficient access at front and backs.



ArrayQueue

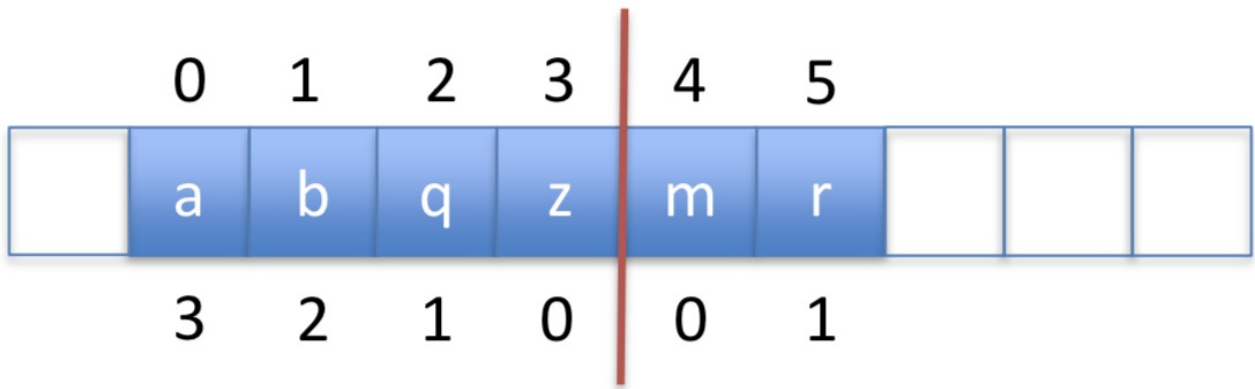
- Implements **Queue** and **List** interfaces with an array
- Cyclic array, (n: number of elements, j: 'index' of last element)
- **get(), set() in $O(1)$**
- **add(), remove () in $O(1 + \min(i, n-i))$**
 - quick to write at front or back
 - cannot access anywhere else
- **resize is $O(n)$**

ArrayDeque

- Implements **List** interface with an array
- **get(), set() in $O(1)$**
- **add(), remove() in $O(1 + \min(i, n-i))$**
 - quick to write at front or back
 - not so quick to access middle
- **resize is $O(n)$**

DualArrayDeque

- Implements **List** interface
- Uses two **ArrayStacks** front-to-front
- Since arrays are quick to add to the end, this makes front and back operations fast
- May be rebalanced if one array is much larger than the other
- Use Potential Function to decide when to rebalance
- **get(), set() in $O(1)$**
- **add(), remove() in $O(1 + \min(i, n-i))$**
 - quick to write at front or back, but not middle



Potential Function

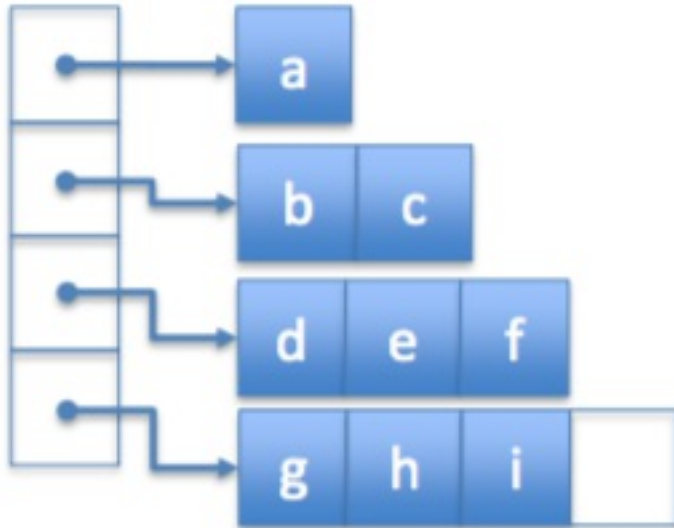
Define a potential function for the data structure to be the absolute difference of the sizes of the two stacks

$$P = | \text{front_array.size} - \text{back_array.size} |$$

- Adding or removing an element can only increase/decrease 1 to this function

RootishArrayStack

- Implements the **List** interface using multiple backing arrays
- Reduces 'wasted space' [unused space]
- At most: \sqrt{n} unused array locations
- Good for space efficiency
- **get(), set() in $O(1)$**
- **add(), remove() in $O(1 + n-i)$**
 - quick to write at the back



Linked Lists

- Recursive data structure made up of nodes
- Pointers to head and tail, and each node points to the next node
- Efficient add/remove but slow read/write

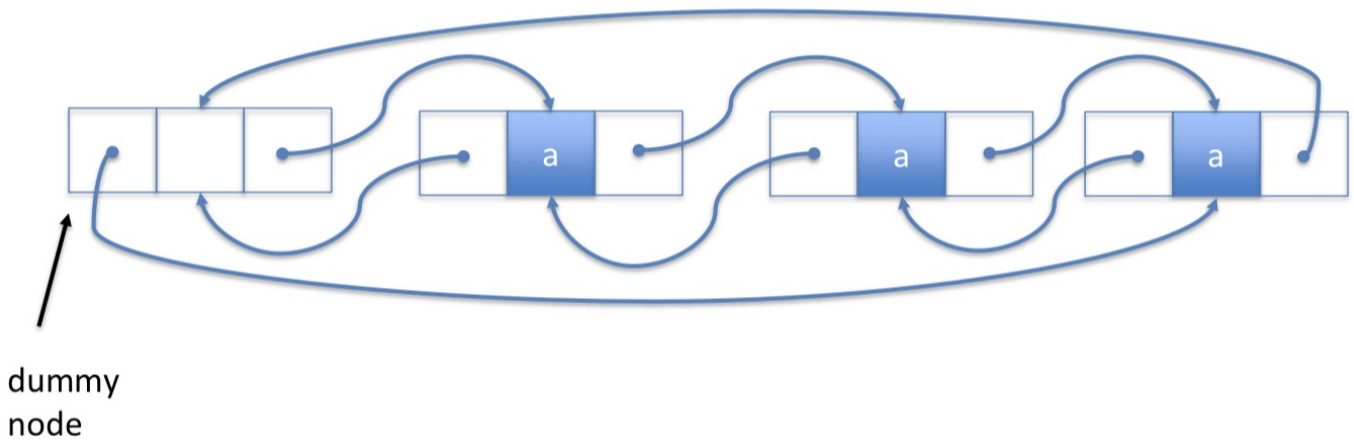
SLList [Singly-Linked List]

- Implements the **Stack** and **Queue** interfaces
- **push(), pop() in $O(1)$**
- **add(), remove() in $O(1)$**



DSList [Doubly-Linked List]

- Forward and backwards pointers at each node
- Implements the **List** interfaces
- **get(), set() in $O(1 + \min(i, n-i))$**
- **add(), remove() in $O(1 + \min(i, n-i))$**

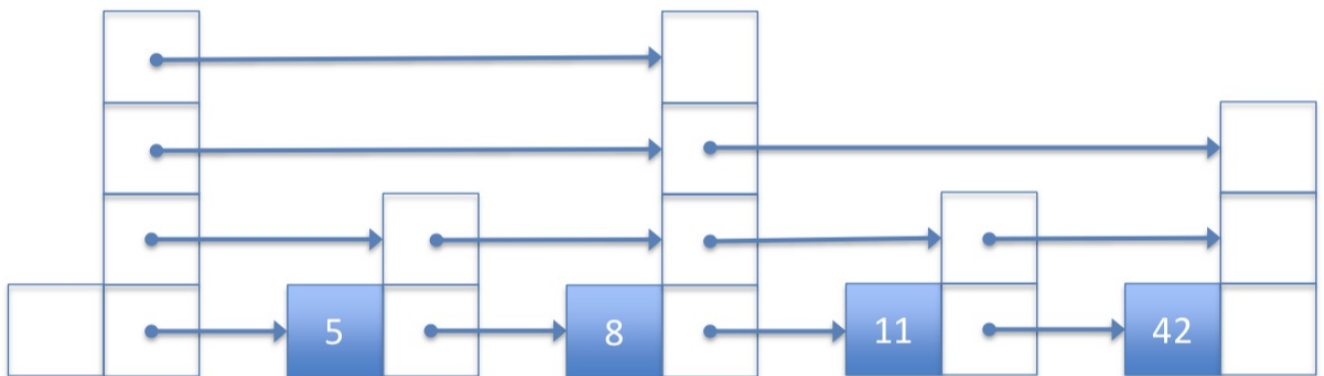


SELList [Space-Efficient Linked List]

- Like a doubly-linked list, but uses block size b
- Is a series of **ArrayDeque** with *next* and *prev* pointers
- Implements the **List** interfaces
- **get()**, **set()** in $O(1 + \min(i, n-i)/b)$
- **add()**, **remove()** in $O(1 + \min(i, n-i)/b)$
 - is quicker because you can skip blocks of data

Skiplist

- Like a singly-linked list, with 'skips'
- Randomly generated structure
- Faster searches than linked lists
- Additional nodes with pointers that allow 'skipping'
- Successor search: **find(x)** will return smallest value $\geq x$
- **find()**, **add()**, **remove()** in $O(\log n)$



List Implementations

	get/set	add/remove
Arrays	$O(1)$	$O(1 + \min(i, n-i))$
LinkedList	$O(1 + \min(i, n-i))$	$O(1)*$
Skiplist	$O(\log n)$	$O(\log n)$

*given a pointer to the location, else traversal is necessary

Definitions

Random variable: a random sample from a group of values

Expected value: average value of a random variable

Indicator variable: random variable with values of 0 or 1

Linearity of Expectation: the expected value of a sum is equal to the sum of expected values

Expected height of node [if coin flips were used]:

```
P(x = 1) = 1/2      // prob. that tails on first flip
P(x = 2) = 1/4      // prob. that tails on second flip
P(x = 3) = 1/8      // prob. that tails on third flip
```

...

```
P(x = i) = 1/(2^i)
```

Thus,

```
E[x] = i*Sum(1/2^i)      // for all natural numbers
```

```
E[x] = Sum(E[I_j])
```

```
E[x] = Sum(P(I_j = i))
```

Indicator variable: 1 if tails, 0 is heads

```
P(I_1 = 1) = 1
```

```
P(I_2 = 1) = 1/2
```

...

$$P(I_j = 1) = 1/(2^{(i-1)})$$

$$\text{let } S = \text{Sum}(P(x = i)) = 1 + 1/2 + 1/4 + \dots$$

therefore,

$$S/2 = 1/2 + 1/4 + 1/8 + \dots$$

$$S - S/2 = 1$$

$$\Rightarrow S = 2$$

$$E[x] = \text{Sum}(P(I_j = i)) = S = 1 + 1/2 + 1/4 + \dots$$

$$E[x] = 2$$

Expected number of elements in the skiplist:

$$E[n_i] = ?$$

$I_{(i,j)} = 1$ if in list, 0 is not in list

// i is 0...n-1, number of nodes in list

// expected value of sum of indicator(element in list)

$$E[n_i] = E[\text{Sum}(I_{(i,j)})]$$

$$E[n_i] = \text{Sum}(E[I_{(i,j)}])$$

$$E[n_i] = \text{Sum}(1/(2^i)) \quad // \text{ average number values in each node}$$

$$E[n_i] = n * (1/(2^i)) \quad // \text{ average height(node) * number of nodes}$$

Average height of skiplist:

h = # of levels in list

$I_i = 1$ if level is not empty, 0 if level empty

// expected value of sum of indicator(level not empty)

$$E[h] = E[\text{Sum}(I_i)] \quad // \text{ from } 0 \dots \text{infinity [no}$$

```

max height]

$$E[h] = \text{Sum}( E[ I_i ] )$$


 $I_i \leq n_i$  // if level exists, less likely than number
of nodes

 $E[I_i] \leq E[n_i] = n/(2^i)$ 

// use log(n) since we know to prove  $O(\log n)$ 

$$E[h] = E[ I_i ] \{ \text{from } [0] \text{ to } [\log(n)] \}$$


$$+ E[ I_i ] \{ \text{from } [\log(n) + 1] \text{ to } [\text{infinity}] \}$$


 $E[h] = [ \log(n) + 1 ] + [ 1 ]$  // because math

 $E[h] = \log(n) + 2 \leq \log(n) + 3$ 

```

Average length of skiplist:

```

 $R_i = \# \text{ of horizontal steps at level } \leq n_i$ 
 $l = \text{Sum}(R_i)$ 

 $E[R_i] \leq E[ \# \text{ node height not promoted } ]$ 
 $E[R_i] \leq E[ \# \text{ node height promoted } ] - 1$ 
 $E[R_i] \leq S - 1$  //  $S = 2$  from above
 $E[R_i] \leq 1$ 

let sp = total length of search path
 $E[sp] = E[h] + E[l]$ 
 $E[sp] = ( \log(n) + 3 ) + E[ \text{Sum}(R_i) ]$ 
 $E[sp] = ( \log(n) + 3 ) + \text{Sum}( E[ R_i ] )$ 
 $E[sp] \leq ( \log(n) + 3 )$ 

$$+ \text{Sum}(1) \{ \text{from } [0] \text{ to } [\log(n)] \}$$


$$+ \text{Sum}( E[ n_i ] ) \{ \text{from } [\log(n) + 1] \text{ to } n \}$$

 $E[sp] \leq ( \log(n) + 3 )$ 

$$+ \log(n)$$


$$+ \text{Sum}( n/(2^i) ) \{ \text{from } [\log(n) + 1] \text{ to } n \}$$

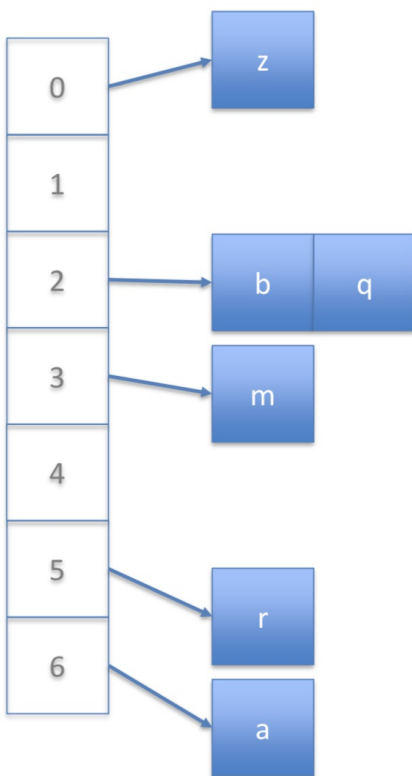
 $E[sp] \leq 2 * \log(n) + 6$ 

```

$$E[sp] = O(\log n) + O(1)$$

HashTables

- Unordered sets with fast access
- Associative array
 - Index elements into a range of int
 - for non-integer elements, use hashCode()



Hashing

- Computing an [integer] index into the array

ChainedHashTable

- Implements the **USet** interface
- **find(), add(), remove()** in $O(n_i)$
 - where n_i is based on size of list at index

// $m \geq 1$ add() / remove() calls, results in $O(m)$ time on
resize()

Universal Hashing

A hash function, $\text{hash}(x): \text{int} \rightarrow \{0, \dots, m-1\}$, is universal if, for any elements x, y :

1. if $x == y$, then $\text{hash}(x) == \text{hash}(y)$
2. if $x \neq y$, then $\text{Prob}\{\text{hash}(x) == \text{hash}(y)\} = 1/m$

- If a hash function gives probability of $2/m$, then it can be called *nearly-universal*

HashCodes

Methods of Java Object:

- `.hashCode()`, integer representation of object
- `.equals()`, compare two object references

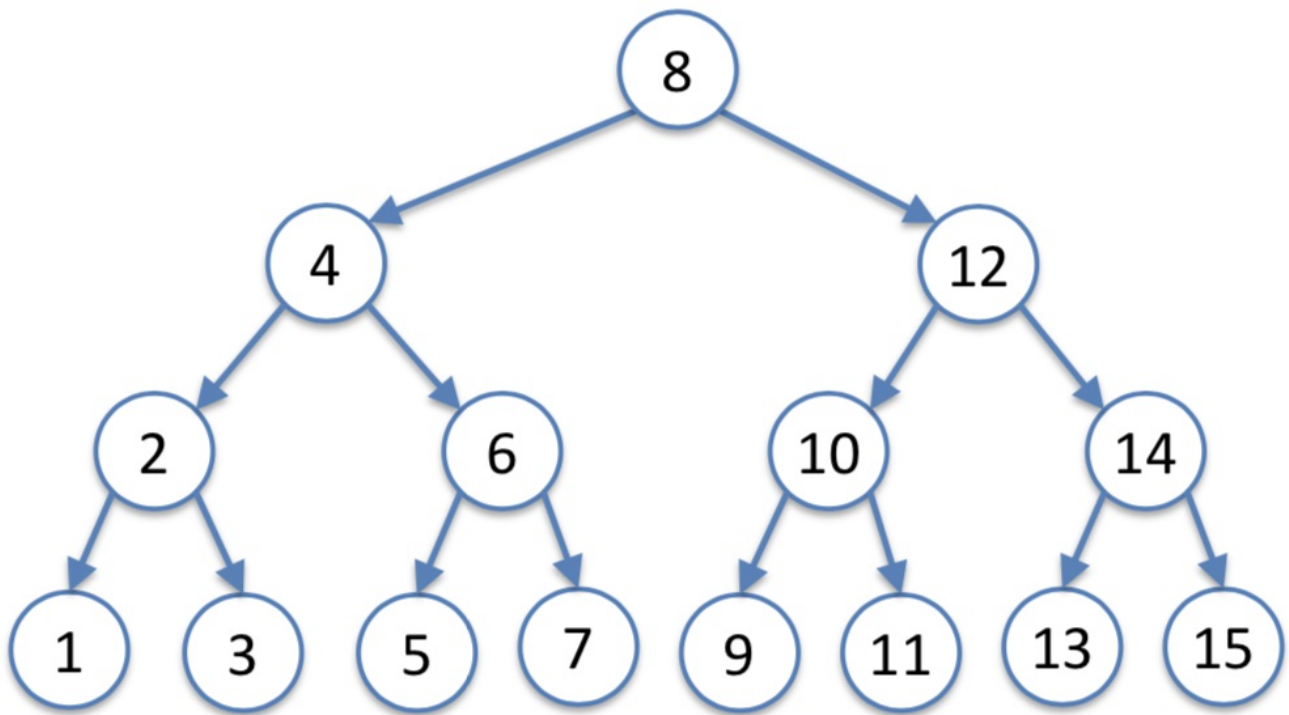
Equal objects must have equal hash codes

- $a.\text{equals}(b) \Rightarrow a.\text{hashCode()} == b.\text{hashCode()}$

but, reverse is not true:

- $a.\text{hashCode()} == b.\text{hashCode()} \not\Rightarrow a.\text{equals}(b)$
 - Same hashcode does not imply, same object
- $!a.\text{equals}(b) \not\Rightarrow a.\text{hashCode()} \neq b.\text{hashCode()}$
 - Different object does not mean different hashcode

Binary Trees



Nodes:

- Root: top-most node
- Internal: nodes that have children
- Leaf: nodes with no children
- External: null nodes [children of leaf nodes]

Definitions:

- Depth: distance from root
- level: set of nodes at same depth
- height: largest depth for subtree at node
- size: number of nodes for subtree at node

How to calculate the size of a subtree [recursively]

```
int size(Node u) {  
    if(u == null) return 0; // external node  
    // add one each time, count this node  
    return size(u.left) + size(u.right) + 1;  
}
```

How to calculate the height of a subtree [recursively]

```
int height(Node u) {  
    if(u == null) return -1; // external node, went too  
    far  
    // add one each time, count this node  
    return max( height(u.left) + height(u.right) ) + 1;  
}
```

How to calculate the depth of a node [recursively]

```
int depth(Node u) {  
    if(u == null) return -1; // root node, went too far  
    // add one each time, count this node  
    return depth(u.parent) + 1;  
}
```

Binary Search Tree [BST]

- Implements the **SSet** interface
- **find(), add(), remove()** in **O(n)**

Adding Node to Binary Search Tree

```
boolean addNode(x) {  
    last = FindLast(x); // successor search  
    if(x == last) return false; // no duplicates  
    if(x.value < last.value)  
        last.right = x;  
    else  
        last.left = x;  
    return true;  
}
```

Removing Node from Binary Search Tree

Case 1: Node is a leaf [no children]

- Just remove node.

Case 2: Node has one child

- Node can be replaced by child node

Case 3: Node has two children

- Replace the node with the smallest value, unless in right subtree

Random Binary Search Trees [RBST]

Balanced trees are statistically more likely

- Implements the **SSet** interface
- **constructed in $O(n \log(n))$**
- **add(), remove(), find()** in $O(\log n)$

// search path is at most $2 \cdot \log(n) + O(1)$

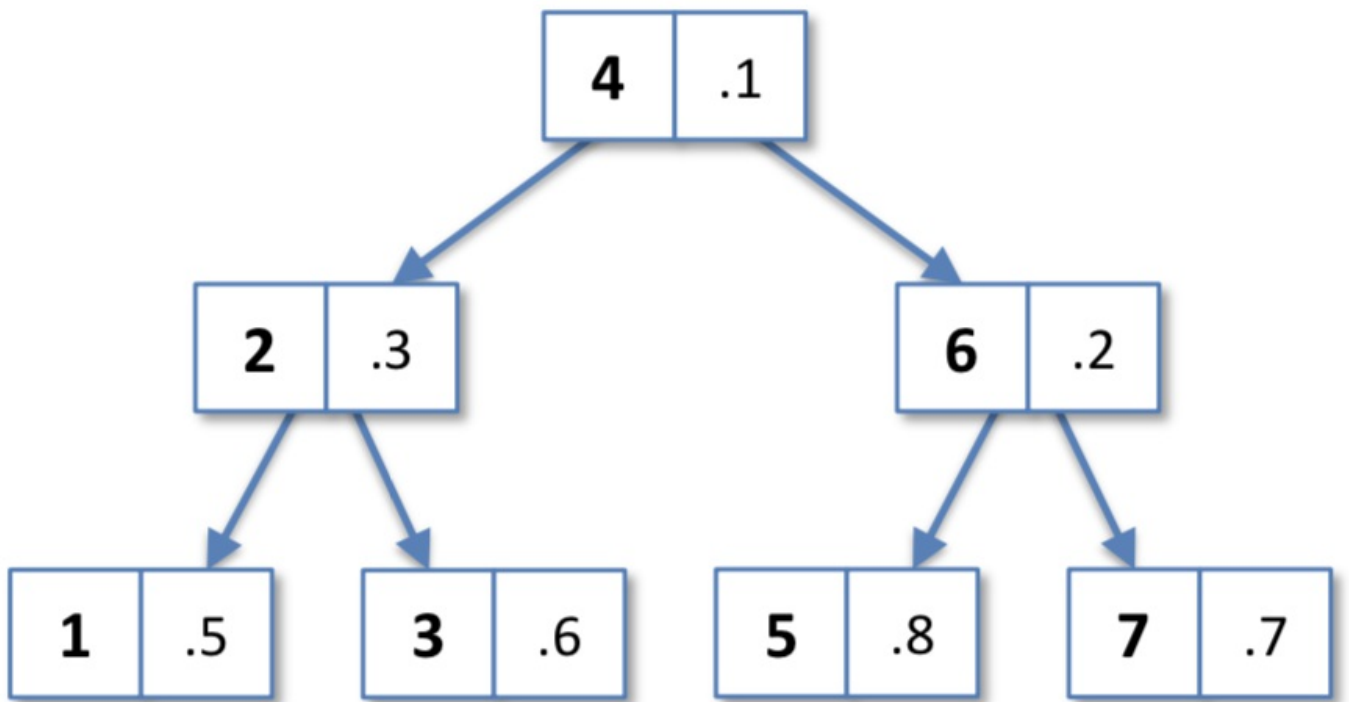
Treaps

Has an extra priority:

Parent priority should be less than child priority.

This has the property of bounding the height of the tree.

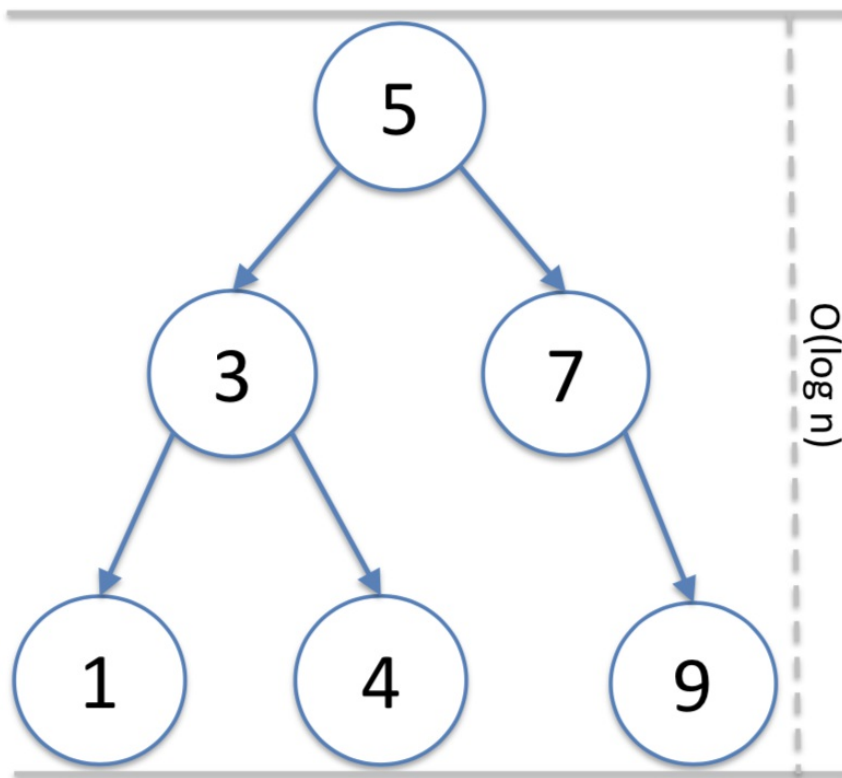
- Implements the **SSet** interface
- Priorities are randomly applied
- **constructed in $O(n \log(n))$**
- **find(), add(), remove()** in $O(\log n)$



Scapegoat Tree

BST that with height maintained within $O(\log n)$, rebuilt if too unbalanced

- Implements the **SSet** interface
- Rebuild only one search path that triggered rebuild
 - this ensures that not entire tree is rebuilt
- **rebuild()** in $O(\log n)$ amortized
- **find()**, **add()**, **remove()** in $O(\log n)$



// m calls to add() / remove (), results in $O(m \cdot \log(n))$ time spent on rebuild()

Binary Search Tree Implementations

	find()	add()	remove()
BST	$O(n)$	$O(n)$	$O(n)$
RBST / Treaps	$O(\log n)$ [expected]	$O(\log n)$ [expected]	$O(\log n)$ [expected]
Scapegoat Trees	$O(\log n)$ [amortized]	$O(\log n)$ [amortized]	$O(\log n)$ [amortized]
2-4 / RedBlack Trees	$O(\log n)$ [worst-case]	$O(\log n)$ [worst-case]	$O(\log n)$ [worst- case]

Sorted Set Implementations

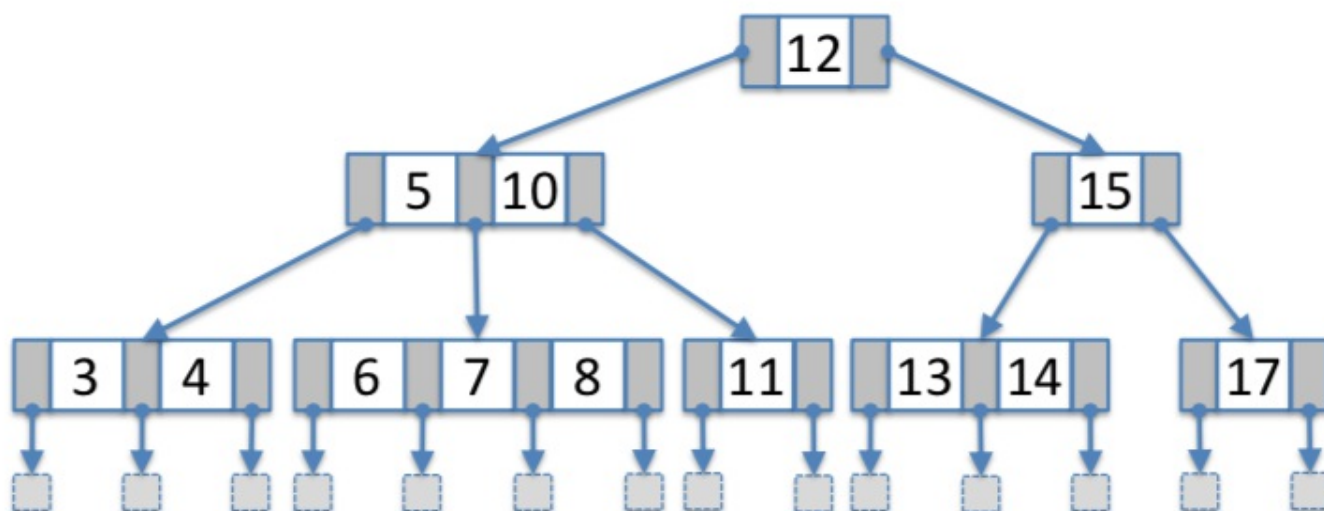
	Runtime
Skiplists	$O(\log n)$ [expected]

Treaps	$O(\log n)$ [expected]
Scapegoat Trees	$O(\log n)$ [amortized]
2-4 / RedBlack Trees	$O(\log n)$ [worst-case]

2-4 Tree

Tree where every leaf has the same depth.

- Implements the **SSet** interface
- All leaves have equal depth
- All internal nodes have 2-4 children
- **find(), add(), remove()** in $O(\log n)$ [worst-case]

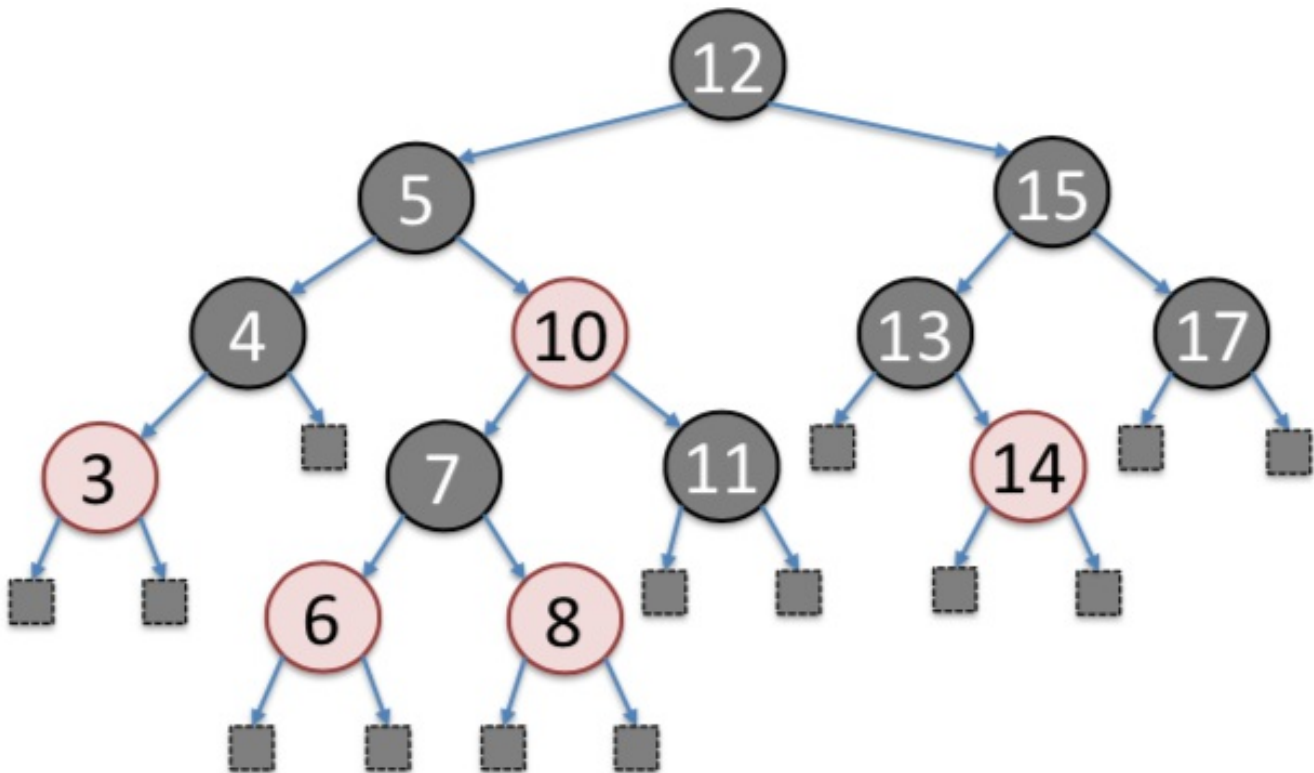


RedBlack Tree

A self-balancing binary search tree, built off a 2-4 Tree, where each node has a 'colour'.

- Implements the **SSet** interface
- Uses colour to remain balanced when adding / removing
 - There is the same number of black nodes on every root to leaf path
 - i.e. equal sum of colours on any root to leaf path
- No red nodes can be adjacent
 - red nodes must have black parent

- left-leaning: if left node is black, then right node must be black
- **Maximum height of $2 \bullet \log(n)$**
- **find(), add(), remove() in $O(\log n)$ [worst-case]**



Adding Node to RedBlack Tree

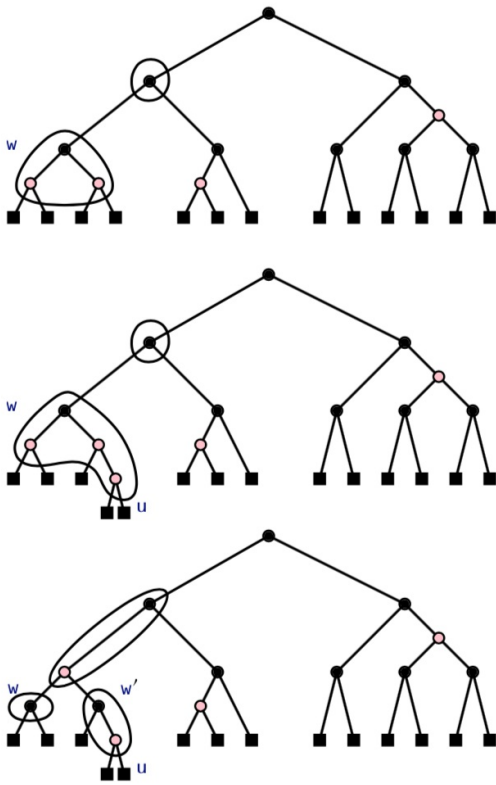
Case 0: black parent...

Case 1: Adding red node with red parent, but black uncle

- Rotate left or right at black grandparent

Case 2: Adding red node with red parent and red uncle

- make grandparent red, and parent and uncle black



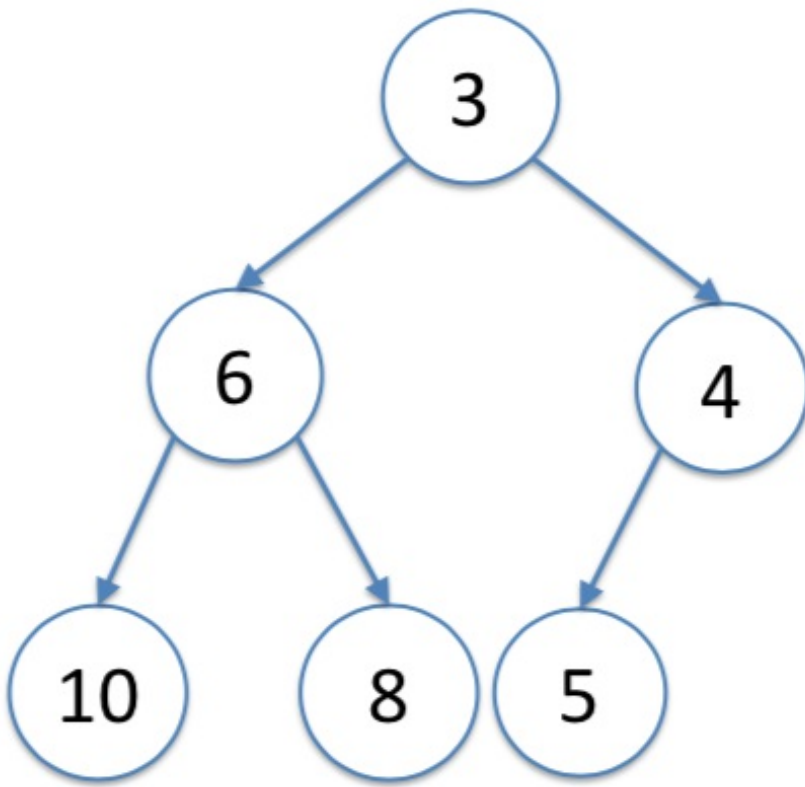
Heaps

Heap Property: Each node is more extreme than [or equal to] its parent.

Binary Heaps

A complete Binary Tree that also maintains the heap property.

- Implements the [priority] **Queue Interface**
- Allows to find / remove most extreme node with peek() / remove()
- **add(), remove() in $O(\log n)$**
- **peek() in $O(1)$**



// $m \geq 1$ `add()` / `remove()` calls, results in $O(m)$ time on `resize()`

Meldable Heap

A randomized heap, not bound by an shape or balancing.

- Implements the [priority] **Queue Interface**
- Simpler to implement, and good worst-case time efficiency
- **`add()`, `remove()` in $O(\log n)$**

Random Walks

A path through a binary tree [i.e. the expected depth of a node].

- Starting from root node
- Random chance to go to left to right child
- Ends at external nodes

// The expected depth of a node is $\leq \log(n+1)$

Sorting Algorithms

In-place: means modifying list to be sorted [as opposed to returning new sorted list]. **Stable:** means the order of elements with equal values is preserved.

Lower bound on Comparion-based Sorting

For a comparion-based algorithm, the expected number of comparions is $\Omega(n \cdot \log(n))$.

Merge Sort

Sort list by merging sorted sub-lists, reduces total number of comparisions needed.

1. Divide list into equally sized halves until 1 element per sub-list
2. Sort sub-list [recursively]
3. Merge sub-list using comparator

- Comparison-based
- **Not in-place**
- **Stable**
- **Runs in $O(n \cdot \log(n))$ time**

// performs at most $n \cdot \log(n)$ comparisions

Heap Sort

Sort by traversing down a heap tree.

1. Create a heap from list
2. Swap first and last nodes [swap in list too]
 - first node is root
 - last node is smallest leaf
3. Heapify [make sure heap property is preserved]
4. Repeat steps 2–4 until no more elements to sort

- Comparison-based
- **In-place**
- **Not stable**
- **Runs in $O(n \log(n))$ time**

// performs at most $2n \cdot \log(n) + O(n)$ comparisons

Quick Sort

Sort using a randomly selected value as partition point, sorting sub-lists. Since random selection, might choose worst value [ideally middle value].

1. Randomly select value
2. Add all values less than to left sub-list, otherwise add to right sub-list
3. Repeat until 1 element in sub-list

- Comparison-based
- **In-place**
- **Not stable**
- **Runs in $O(n \log(n))$ [expected] time**

// performs at most $2n \cdot \log(n) + O(n)$

Comparison-based Algorithms

	Comparisons	In-place	Stable
Merge Sort	$n \cdot \log(n)$ [worst-case]	no	yes
Heap Sort	$1.38n \cdot \log(n) + O(n)$ [expected]	yes	no
Quick Sort	$2n \cdot \log(n) + O(n)$ [worst-case]	yes	no

Merge Sort:

- Fewest comparisons
- Does not rely on randomization [consistent runtime]
- Not in-place [expensive memory usage]
- Stable
- Much better at sorting a linked list
 - no additional memory is needed with pointer manipulation

Quick Sort:

- Second fewest comparisons
- Randomized [inconsistent runtime]
- In-place [memory efficient]

Heap Sort:

- Most comparisons
- Randomized
- In-place

Counting Sort

Counting array is used to keep track of duplicates; it is then used to construct the sorted list.

- Not comparison-based
- **Not in-place**
- **Not stable**
- **Runs in $O(n+k)$ time**
 - n integers
 - range of $0 \dots k$

// efficient for integers when the length is roughly equal to maximum value $k-1$

Radix Sort

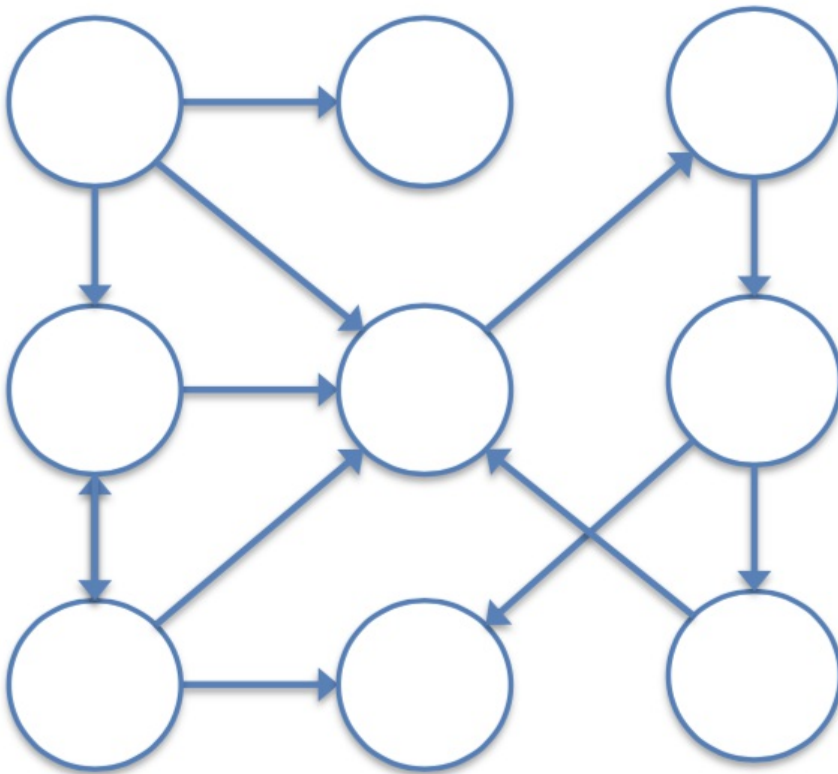
Sorts w -bit integer with counting sort on d -bits per integer [least to most significant]

- Not comparison-based
- **Not in-place**
- **Not stable**
- **Runs in $O(c \cdot n)$ time**
 - n w -bit integers
 - range of $0 \dots (n^c - 1)$

Graphs

A graph is a pair of sets: $G(V, E)$

- **V** is the set of all vertices
- **E** is the set of all edges



Graph Interface

Interface that defines characteristics of a graph

- **addEdge(i,j)**: adds an edge between nodes i and j
- **removeEdge(i,j)**: removes edge between nodes i and j
- **hasEdge(i,j)**: returns true if edge exists between nodes i and j
- **outEdges(i)**: returns set of all outbound edges from node i

- **inEdges(i)**: returns set of all inbound edges from node i

	Adjacency Matrix	Adjacency List
addEdge	$O(1)$	$O(1)$
removeEdge	$O(1)$	$O(deg(i))$
hasEdge	$O(1)$	$O(deg(i))$
outEdge	$O(n)$	$O(1)$
inEdge	$O(n)$	$O(n+m)$
space used	$O(n^2)$	$O(n+m)$

- n is the number of nodes
- m is the number of edges

Adjacency Matrix

An $n \times n$ matrix representing adjacent nodes.

- useful for dense graphs [approx. n^2 edges]
 - memory usage is acceptable
- Matrix algebraic operations to computer property of graph
 - like finding shortest paths between all pairs of vertices

Adjacency List

Stores all outbound edges from a node.

- Is better to use than **Adjacency Matrix** if memory restricted, or for outEdges()

e.g.

Source Node (n)	Adjacent Nodes (m)
0	2,4,5,6

1	2,3
2	5
3	0,6,3
4	1,2,3,5,6
5	0,6
6	4,6

Graph Traversal

We can use Breadth-first or Depth-first search order to visit every node.

Breadth-first Search

Go through all adjacent nodes first the.

- Good for finding quickest paths from one node to another [but not unique paths].
 - There could be equally quick paths not found

Process:

- You do this with a queue and list
 - queue stores position we are at
 - add all unseen adjacent nodes to queue and seen list
 - remove value from queue
 - go to removed value, repeat
 - list stores nodes we have seen
 - so that seen values are not added to queue

Depth-first Search

Go through list based of a priority.

- Good for finding node with highest / lowest priority?

Process:

- You do this with a stack and list
 - stack stores position we are at
 - add current node to seen list
 - add smallest unseen adjacent nodes stack [recursively]
 - list stores nodes we have seen
 - so that recursive calls are always to smallest unseen node

Adjacency Matrix vs. Adjacency List

It is better to use **Adjacency List** for **traversals**.

	Adjacency Matrix	Adjacency List
Breadth	$O(n^2)$	$O(n+m)$
Depth	$O(n^2)$	$O(n+m)$